there are define, design and development phases in this 2-year study

- Integrate VR game based training system for proper clinical wastes segregation/disposal into the seven steps of ganger flow
- Game: elements of surprise and uncertainty
- VR: elements of immersion and sense control

expected outcomes

increase accuracy rate and speed of proper clinical wastes segregation/disposal in second VR practice in comparison with first VR practice

increase familiarity and confidence for proper clinical wastes segregation/disposal

feel usefulness of the new model than regular model