

Virtual Reality: Life and Death Through a Hospice Patient's Eyes



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Overview

Hospice in the U.S.

Virtual Reality (VR)

Why it is effective

How and when it is used

Audience experience

VR learning outcomes

Hospice in the U.S.

- Is both a sub-specialty and philosophy of end-of-life care.
Focus = palliation of terminally ill patients' pain and symptoms
- Interdisciplinary team cares for patient AND family
- A 100% covered insurance benefit (Medicare and most private insurances)
- Increasingly the preferred provider for end-of-life care
- Research shows it improves quality and length of life

What is Virtual Reality?



A believable, interactive, first-person, 3D world you can explore and really feel there, both emotionally and physically.

History



Carrie Shaw

Founder, Embodied Labs, with her mom



**embodied
labs**

**See the world
through the eyes of the people
you care for.**

The First 2 Experiences

The Alfred Lab

MACULAR DEGENERATION &
HEARING LOSS

The Beatriz Lab

A JOURNEY THROUGH
ALZHEIMER'S DISEASE



48-Hour Immersion @ Gosnell Memorial Hospice House



The Alfred Lab

**MACULAR DEGENERATION &
HEARING LOSS**

The Beatriz Lab

**A JOURNEY THROUGH
ALZHEIMER'S DISEASE**

The Clay Lab

END OF LIFE CONVERSATIONS



Now 20+ Immersive Experiences

- Developed with healthcare professionals
- Tailored to provide an in-depth perspective on aging
- In-person or online experiences
- Fully-Immersive using VR headset
- Web-Immersive via a Browser (headset-free)



Why Virtual Reality?



Immersive Learning outcomes:

- Speeds up learning process (4X faster, 4X focus)
- Increases confidence (2.75X)
- View inside and outside the body
- Visit unique perspectives
- Tricks their brain into living “real experiences”

VR Education Model

prepare



Get ready for
your VR
experience

embody



Have an
embodied
experience
in VR

reflect



Talk about what
you know, feel,
or understand
better

apply



Use what
you learned
in real life

The Clay Lab

End-of-Life Conversations

You, the viewer, will “embody” Clay Crowder, a 66-year old Veteran with stage IV, incurable lung cancer.

Virtual End-of-Life Conversations



The Clay Lab

End-of-Life Conversations

Let's take a look!

Part 1: Receiving a Terminal Diagnosis



As Clay, you go with your family to your oncologist, and receive the news that there are no longer effective curative treatments for your advanced cancer.

Part 2: Transitioning to Home Hospice



As Clay, you experience a fall related to your disease, visit the ER, interact with a compassionate nurse, decide with your family to start home hospice, and interact with members of the home hospice team.

Part 3: Last Days



As Clay, you enter your final days, and receive care from your home hospice team and your family. You will virtually experience the end of life and observe how your body is transported to the funeral home as an honored veteran.

Let's pause for a minute...

How We Use it...

Educate our employees

Educate our community



Hospice Training Points

- ★ Models serious illness conversations
- ★ Falls/ER visits often precede hospice
- ★ Care is patient and family centered
- ★ Family dynamics
- ★ Coming on to hospice sooner means **better quality of life, longer life**, and the likelihood that EOL **wishes will be respected**.



Is it Working?

After completing Clay, learners report:

- ✓ **95%** increase in understanding the perspective of older adults (increased empathy)
- ✓ **36%** feel less helpless
- ✓ **34%** feel less fear
- ✓ **34%** more peacefulness
- ✓ **18%** more empowerment
- ✓ **9%** less sadness



Unique Benefits

- ✓ Enhances the quality of care
- ✓ Onboard new staff effectively (retention)
- ✓ Increased staff engagement & satisfaction (retention)
- ✓ Decreased caregiver burnout; reduce errors
- ✓ Gain competitive advantage with unique education



Thank you!

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