Viz/Sim and Future Technology 4
Healthcare & Higher Education

Bill Schmidt – Sales Director / Visualization Advocate
Benchmark Organizations

UNIVERSITY OF NEBRASKA MEDICAL CENTER iEXCEL

NYU RORY MEYERS COLLEGE OF NURSING

NC STATE UNIVERSITY Hunt Library

COLUMBIA UNIVERSITY MEDICAL CENTER Discover, Educate, Care, Lead

SARAH CANNON Fighting Cancer Together

INTERPROFESSIONAL IMMERSIVE SIMULATION CENTER THE UNIVERSITY OF TOLEDO

M Taubman Health Sciences Library

MidMichigan Health UNIVERSITY OF MICHIGAN HEALTH SYSTEM
Benchmark Organizations

RICE

Pain Medical Network

UCSF

Adventist Health System

FLORIDA STATE UNIVERSITY

HARVARD UNIVERSITY
Trends

• **Connected** - In 2010, there was 1 x VTC device for every 200-400 employees. Today, there are 2-3 devices for each individual.

• **Collaborative** - Research shows that problem solving, recall, and understanding are enhanced through collaborative learning opportunities. Interactive digital surfaces are best.

• **Virtual & Realistic** — Virtual reality systems, in various shapes, are used for visualization of “Big Data”, simulation of tasks, simulation of organic or mechanical structures and putting people into simulated environments.

• **Virtual & Augmented** — Low cost eyewear that can blend the real and the virtual.

• **Interactive** — We touch our phones, tablets and computers screens; it seems a natural thing for learners to be able to touch their collaborative display surfaces.
Thank you

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