



Team Members Ts. Dr. Nur Azlina Mohamed Mokmin | Nur Effatul Fairuz Zainal Apandi | Muhammad Aminuddin Akmal Mohd Hamizi | & Ummie Haniffah Ariffin



INTRODUCTION

Experience the power of virtual reality for healthcare education with our VR health hub. Equipped with a fully immersive and interactive learning experience that brings anatomy and medical procedures to life. Users can also navigate our complete all-in-one health centre supplemented by real doctors and medical science educators. Experience the real hospital environment without the need visits a physical hospital or a doctor's room. Make education more fun and accessible by sharing the learning materials in our interactive classroom, seminars, and gallery globally. Keep fit with our trainers in the health and fitness centre. Visit the pathology labs virtually and safely. Bring health education to life by allowing students to explore the human body and visualize complex medical procedures in ways that are impossible in traditional classroom settings. Let's revolutionize your approach to healthcare education with our VR health hub. Transform the way you teach health education with our VR health hub. Our immersive learning experiences provide a more effective and memorable way to engage students with important health concepts and environments

NOVELTY AND INVENTIVENESS

- ▶ All-in-one hub for learning health education
- ▶ Cheaper option for educators and students to learn using Virtual Reality technology
- ▶ The materials including books, medical equipment, laboratory exercises, and learning materials are supplemented by the doctors and medical science lecturers
- ▶ Applied the metaverse technology and can be accessed worldwide
- ▶ Intelligent Avatars
- ▶ Health Companion Bot

APPLICABILITY & BENEFITS

- ▶ Can be used in classroom as supplement to the physical classroom
- ▶ All the rooms and equipment can be used for learning
- ▶ The metaverse world in the health hub can be used on the VR platform anytime
- ▶ The learning materials and VR experiences can contribute to income generations by rentals and blockchain tokens
- ▶ AR books and VR rooms can be sold separately.

PROBLEM STATEMENT

- ▶ The need for immersive remote learning for medical sciences students
- ▶ Safer and effective laboratory exercise and training
- ▶ he need to increase the students' motivation in learning health related subject
- ▶ The need to make learning accessible to everyone everywhere

RESEARCH ACHIEVEMENT

- ▶ Grants type and amount: International Grants (RM 20660). National Grants (RM116700)
- ▶ Journal/books/magazine/book chapter: 17 publications (5 JCR Q1, 8 Scopus and 4 Other publications)
- ▶ No of Students fyp/msc/phd: 2 Master students, 3 Phds

INTELLECTUAL PROPERTY STATUS

- ▶ 1 Copyright (LY2022PO2027)

COMMERCIALIZATION POTENTIAL AND INDUSTRIAL PARTNER

- ▶ VR Room Rentals
- ▶ VR Classroom
- ▶ VR Gallery
- ▶ VR GYM
- ▶ Personalized VR Avatars
- ▶ SPICE Medical Science Gallery (RM 34800 for Medical Science Gallery Setup)
- ▶ SEAMEO RECSAM (Partner)
- ▶ Solutio Inc. Sdn. Bhd. (Partner)
- ▶ Meta Universe Sdn. Bhd.

IMPACT OF INNOVATION

The app contributes to SDL Goal 3,4,8, and 9.

- ▶ **INDUSTRY** - SDG Goal 9. Industry, Innovation and Infrastructure.
- ▶ **ECONOMIC** - SDG Goal 8. Decent Work and Economy Growth.
- ▶ **SOCIETY** - SDG Goal 3. Good Health and Wellbeing
- ▶ **ACADEMIA** - SDG Goal 4. Quality Education

STATUS OF INVENTION



VIHAB

VIRTUAL INTELLIGENT HEALTH HUB

