

IVE、HKDI學生透過VR科技助病人舒緩不適感

IVE and HKDI students develop pain management VR game



智慧醫療發展急速，虛擬實境 (Virtual Reality, VR) 技術在醫療領域有愈來愈多元的應用。由香港知專設計學院 (HKDI) 及香港專業教育學院 (IVE) 組成的跨學科師生團隊，早前便聯同醫護機構，利用VR技術開發出一套疼痛管理項目，以緩解病人於手術時的不適。

While smart healthcare picks up pace, the virtual reality technology (VR) begins to gain popularity in the healthcare sector. A group of teachers and students from the Hong Kong Design Institute (HKDI) and Hong Kong Institute of Vocational Education (IVE) collaborated with a medical institution in developing a system to relieve patients' pain during surgeries by adopting VR.



這套名為「資優設計工作室：HKDI Well Being 虛擬實境應用設計 – 疼痛管理」的項目，透過以潛水為主題的VR遊戲，為患者於日間診所進行的一些簡單小型手術中，提供另類的減輕痛楚方式，從而減少使用麻醉劑所帶來的副作用。HKDI超媒體高級文憑課程的學生更為遊戲設計出四個場景，包括平靜、放鬆、神秘及刺激的虛擬海底世界，以配合不同年齡病人的需要；而IVE醫務中心營運高級文憑課程的學生則負責測試VR遊戲的成效。結果顯示，60%受測試對象表示VR遊戲有助減輕痛楚。有份參與項目的同學均表示，項目不但讓他們學以致用，更重要是可與業界接觸，深入了解小型手術的流程，從而可從醫護人員角度去優化測試流程，完善VR遊戲的設計。



Named "HKDI Well-being – VR for Pain Management", the project seeks to offer an alternative to anesthesia in minor surgeries through a scuba-diving VR game, thereby lowering the risk of side effects from drug intake. To cater for the needs of patients from different age groups, students from HKDI's Higher Diploma in Transmedia Programme came up with four virtual scenes – calm, relaxed, mysterious and exciting – all of which simulate the underwater world. Meanwhile, students from IVE's Higher Diploma in Medical Centre Operations Programme were responsible for testing the effectiveness of the game in relieving pain. It turned out that 60% of the respondents agreed the game helped reduce pain. Participating students reflected that not only did the project put their knowledge into practice, but it also offered them the valuable chance to meet industry practitioners and get to know how minor surgeries are done. This allowed them to think from healthcare practitioners' perspective, conduct better testing and enhance the design of the VR game.