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Abstract

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Virtual reality as Distraction Interventions for Medical Health Care

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Abstract

Virtual reality (VR) technology is perfect with the help of pc, laptop and virtual world integration awareness. The current analysis argues on the application of VR technology inclinic, especially in medical training, panic controlling, any phobia like eating, flying, height phobia etc. therapeutic cure of mental disorder. This research gives a short survey in the field of VR, emphasizing application fields, technological necessities, and present solutions. This research offers the first signal toward the incoming hypnotic virtual atmosphere can be help like a powerful tool, no pharmacologic pain killer. With the use of VR environment, they distract them from pain during panic medication, like chemotherapy, burn medication is so much panic treatment when sterile gauze dressing change we need to distract the attention of patient. These initial conclusions recommended that immersive Virtual Reality more care as a potentially feasible form of therapy forcritical pain. Flying phobia is extremely prevailing nervousness illness, which causes patients suffering and lifeinterfering. VR provide effectiveness treatment of flying phobia, small animal phobia, Claustrophobia etc. By distracting the attention from actual world. Virtual Reality experience treatment is compared by "Imagine experience treatment" (i.e. virtual reality experience treatment completes by imagination). Aim of this paper recourses documentation process, lecturer interview and mathematical measurements to research the use of VR technology scientific development in virtual reality technology. Our present conclusion shows how intellectual factors essential in operator can impact the feature of the human-computer interface (using VR). Therapy authorizations reduced individuals to discover worlds not otherwise accessible to them, permits exact valuation and treatment for their injury and helps their serious requirements in community or personal. And to help these progressive technologies, the operation theater and hospital of the future will be first designed and verified in virtual reality, connecting the full power of the virtual medical doctor. In almost every field we can treat with Virtual Reality simulators, investigators have attained at the same result that both specialists and sufferer gain advantage from this technology. Furthermore, benefits the utilization of Virtual Reality technology in every field were review. Virtual reality is use to distract the attention.

Supplementary material. The supplementary material for this article can be found at http://doi.org/10.1017/dmp.2024.183.

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