



Virtual Reality Simulations in Nigerian Medical Education: Evaluating Clinical Skill Training Protocols

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Abstract

Virtual reality (VR) simulations are increasingly being used in medical education to enhance clinical skill training. In Nigeria, where access to real-life clinical settings is limited, VR could offer a viable alternative. A qualitative analysis was conducted based on interviews with educators and students at five Nigerian medical institutions, focusing on their experiences with VR-based training protocols. While VR offers promising advancements in clinical education, its successful implementation necessitates tailored protocols that consider Nigerian educational contexts. Medical institutions should develop culturally sensitive VR training programmes and conduct regular evaluations of their effectiveness.

Keywords: *Nigerian, Virtual Reality, Simulations, Training Protocols, Educational Technology, Gamification, Learning Analytics*

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