

3D ANIMATIONS IN EDUCATION OF MEDICAL STUDENTS

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D1.5 MULTIMEDIA SUPPORT OF PRESENT AND DISTANCE EDUCATION

Traditional forms of education in the area of human anatomy were supported by the system of 3D virtual projection installed at the Faculty of medicine in Košice. 3D projection system, based on principles of virtual reality, is located in the lecture room with the capacity of 200 students. Using specialized glasses the students feel an existence of 3D space and they are allowed to study human body in more detailed form. Even if the students' response is very positive, the education using virtual projection is limited to the time schedule of lecture room. Due to this, the teachers asked us to create education material playable also outside the lecture room and its virtual projection system. To meet these needs we started to prepare so called 2D versions of educational movies. These movies can be equipped by audio and text comments and/or explanations of teacher. At the present, the movies are prepared according to the syllabus for Anatomy guaranteed by Department of anatomy. Database of such materials will be available for the students in the classroom with 10 computers as first. Later, we suppose to create also an off-line version in the form of DVD and after completion of all necessary modules the movies will be available in on-line forms as well. Using this way, we expect to reach our primary goal that is to offer students the possibilities of detailed study of human body, its organs and their topographical relations. On the other hand, these materials will be useable repetitively during different education activities. This work was partially supported by the EU grant ITMS 26250120003 and KEGA 004UK-4/2011.