

Communicating Genomic Concepts with Virtual Reality: Participants Demonstrate Differential Mastery of Concepts post Targeted Vignette Exposure

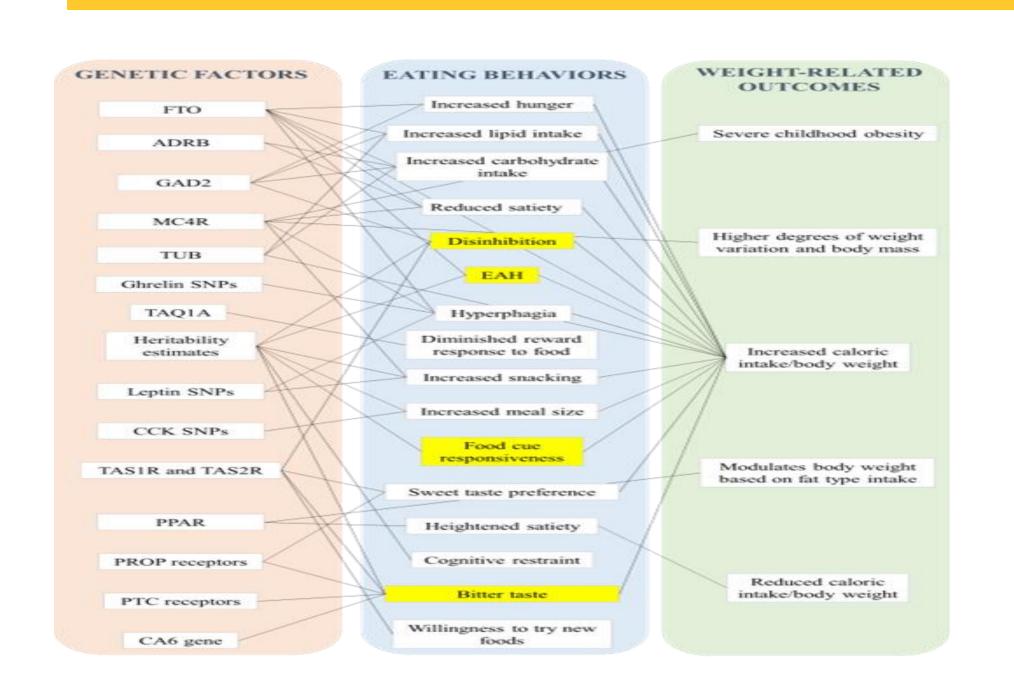
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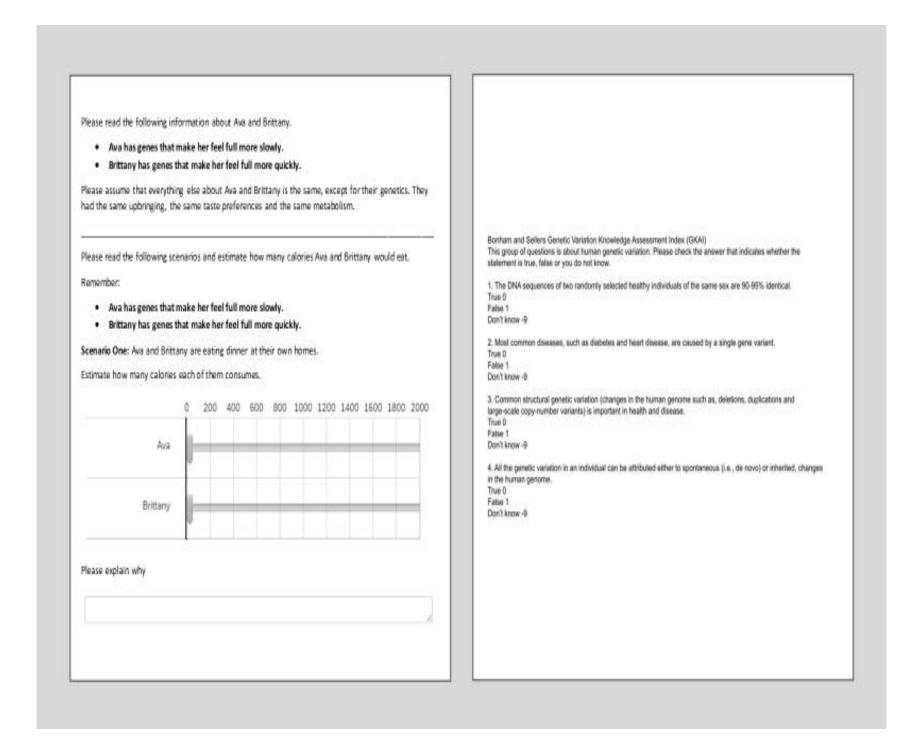
Background

- The downstream impact of an individual's genome on their behaviors and health is widely misunderstood.
- New Technologies are under development that improve educational achievement regarding genomic knowledge.
- We investigated communicating Gene-Environment interactions by leveraging novel technologies to improve novel genomic concept utilization.

Methods



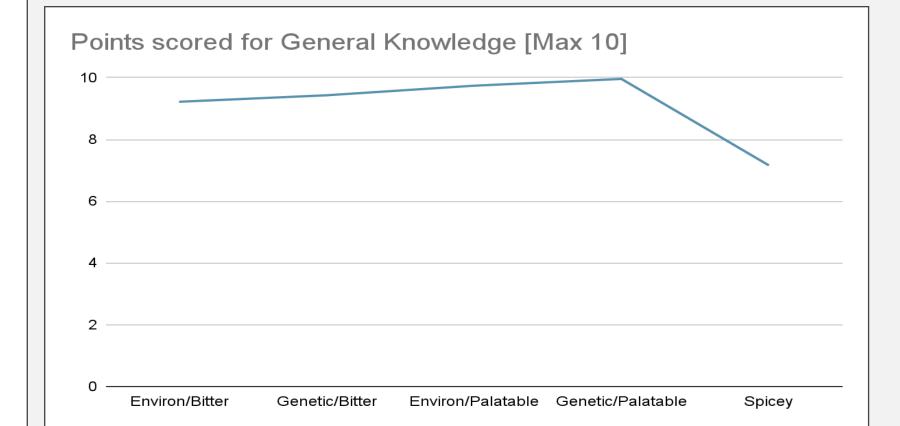
Steening Screening	Step 2 Pretest Questionnaire	Step Step Step Step Step Step Step Step
Scenario Vignette	Scenario Step 2	Step Questionnaire
Step 7 Debriefing	Secoding and Analysis	Step 6 Dissemination

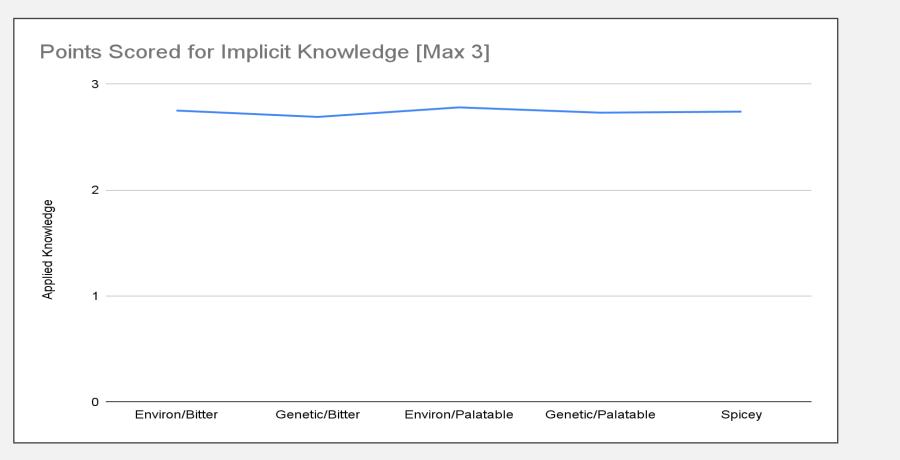


Educational video vignettes increase accuracy on basic genomic true-false questions but not on implicit and explicit knowledge checks.

Results

- Current thinking is that the questions were not specific enough to the material being taught leading to the lack of significant differences in scores by the control group compared to the experimental group. We need to develop more specific questions to determine if information content is effective.
- These results may lay further groundwork for increased educational utility via digital and virtual media to convey genomic information.
- Future research seeks to explore the effect of education about gene-environment interactions on health behavior motivation.





Po	Points Scored for Explicit Knowledge [Max 3]							
Explicit Knowledge	2.5 -							
	2.0 -							
	1.5 -							
	1.0 -							
	0.5 -							
	0.0 -	Environ/Bitter	Genetic/Bitter	Environ/Palatable Genetic/Palatable	Spicey			