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Development and implementation of VR-simulated experiences to train communication skills

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Stellingen behorende bij het proefschrift getiteld:

Development and implementation of VR-simulated experiences to train communication skills.

1. *Patient-reported outcomes in perioperative care are significantly influenced by contextual and relational factors that are not captured in standard clinical metrics. (this thesis)*
2. *Embodied VR experiences provide a valid method to approximate experiential learning. (this thesis)*
3. *Team culture improvement can be an interesting collateral benefit of a team training in therapeutic communication. (this thesis)*
4. *Embodiment in virtual reality enhances learning primarily through perspective-taking mechanisms. (this thesis)*
5. *Communication is not an individual competence, but rather a relational and context dependent competence between people, within a system. (this thesis)*
6. Adaptability is key in high level clinical simulation.
7. More fidelity does not equal better learning.
8. Transfer is hard.
9. "None of us live in an objective world, but instead in a subjective world that we ourselves have given meaning to. The world you see is different from the one I see, and it's impossible to share your world with anyone else." Ichiro Kashimi (but VR can get fairly close!)
10. Pressure is more often a reflection of purpose than of burden. (Inspired by Billy Jean King "Pressure is a privilege")
11. The meaning people assign to an experience is shaped more by where they direct their attention than by the experience. (Inspired by Epictetus "You become what you give your attention too")
12. The difference between ambition and an achievement is sustained action. (inspired by Érik Orsenna "La différence entre la réalité et un rêve est une date")