

0

 $\bigcirc$ 

00:08:19

ase Scenario 🔞 Equi

1

# Infant Virtual I.V.®

# Deliberate Practice with Feedback

The Infant Virtual I.V.<sup>®</sup> is a comprehensive self-directed learning system for training peripheral venous cannulation in pediatric patients ranging from premature infants to infants 15 months of age.

The Infant Virtual I.V. enables the novice student and advanced practitioner to independently master the uniquely challenging psychomotor and cognitive skills required to confidently and safely perform intravenous catheterization in infants.



laerdal.com

# Infant Virtual I.V.®

#### Overcome limited access to infant patients and practice in a risk-free environment:

- · Enables learners to independently and safely master the unique and difficult challenges of I.V. catheterization of infant patients including psychomotor skills, cognitive skills, procedures, equipment, complications, physiology and anatomy
- · Improves learner's confidence of caring for infant patients before entering the clinical environment
- Provides a validated learning approach that motivates learners to develop critical thinking skills and respond under pressure to complications specific to infants

#### Train on your own time, at your own pace with comprehensive assessment:

- Standardizes educational content, training methodology, and performance measures
- · High performance expectations, debriefing tools, and competency review mechanisms allow students to assess and improve their own performance independently
- · Adjusts training experience to learner's needs and performance

#### Practice needle procedures with life-like patient anatomy in real-world scenarios:

- · State-of-the art force feedback device simulates the subtle touch sensations necessary for proper I.V. catheterization in infants, including venous and arterial palpation, the "pop" of venipuncture, and the delicate feel of catheter threading
- 170 individual patient case scenarios progress in degree of difficulty and span the breadth of pediatrics while focusing on specific learning objectives



Every infant accurately simulates I.V. access sites including the hand, arm, foot and scalp, with each site having its own specific assessment criteria



Realistic 3D visual and haptic effects allow students to see and feel the patient they are treating, creating an immersive environment that optimizes the learning process



A variety of 19 infant models varying in skin color, weight, and age, present distinctive challenges



The Anatomical Viewer allows the student to reposition the patient and isolate particular anatomical features (i.e.; skin, nerves, arteries, muscles, fascia and bones)



## Infant Virtual I.V. System:

\* Infant Virtual I.V. System requires 1 each of the following (purchased separately):

#### Device\*:

280-10050 Haptic Device, Infant Virtual I.V.

#### Viewer:

280-13201 Infant V.I.V. Anatomical Viewer

## Software\*:

- 280-13001 Infant V.I.V. Inhospital Module
- 280-13101 Infant V.I.V. Prehospital Module

### Computer\*: 280-00101

Services: 280-00051EXW1 **Desktop Computer** 

Extended Warranty (1 year) 280-00010LNRI Loaner Program (1 year)

