Supplement S1

Student-Survey: Virtual Reality in medical school

An anonymous survey for assessing experience, expectations, and perspectives of Virtual Reality (VR) in medical school.

*Required answers

SQ1: How old are you?*

☐ 18 – 20 years

☐ 21 – 25 years

☐ 26 – 30 years

☐ 31 – 35 years

☐ >35 years

SQ2: What's your gender?*

☐ Male

☐ Female

SQ3: In which semester do you study?*

☐ 1-4 (pre-clinic)

☐ 5-6 (clinic – first year)

☐ 7-8 (clinic – second year)

☐ 9-10 (clinic – third year)

☐ Practical year

SQ4: Have you ever used Virtual Reality (VR) before?*

☐ Yes

☐ No

SQ5: In which field did you have contact to VR?*

☐ Gaming

☐ Studies/ Profession

SQ6: Can you imagine a useful integration of VR into medical school?*

☐ yes

☐ no

SQ7: In which clinical subjects do you see the highest potential for VR?* (Multiple answers possible)

☐ General medicine

☐ Ophthalmology

☐ Anaesthesiology

☐ Surgery

☐ Dermatology

☐ Gynaecology

☐ Otorhinolaryngology

☐ Infectiology

☐ Internal Medicine

☐ Microbiology

☐ Neurology

☐ Emergency Medicine

☐ Paediatrics

☐ Pathology

☐ Pharmacology

☐ Palliative/ Pain medicine

☐ Psychiatry/ Psychosomatics

☐ Urology

☐ Radiology

☐ Forensic Medicine

SQ8: In which preclinical subjects does VR have the highest potential in your opinion?* (Multiple answers possible)

☐ Anatomy

☐ Biochemistry

☐ Biology

☐ Chemistry

☐ Physics

☐ Physiology

☐ Psychology/ Sociology

☐ Terminology

SQ9: In which university course would VR be most relevant according to your opinion?*

☐ Lecture

☐ Seminar

☐ Practical course

☐ Examination course

SQ10: Which advantages does VR have in your opinion?* (Multiple answers possible)

☐ Broad simulation possibilities

☐ Repeatable scenarios

☐ Depiction of rare diseases

☐ Interactive first-person learning

☐ Training of clinical reasoning

☐ Competence improvement

☐ No advantages

SQ 11: Which disadvantages does VR have in your opinion?* (Multiple answers possible)

- ☐ Health problems
- ☐ Technical requirements/ competences
- ☐ Technical error susceptibility
- ☐ Unrealistic experience
- ☐ No disadvantages

SQ12: How far do these statements match your opinion?*

Statement	Definitely yes	Rather yes	Undecided	Rather no	Definitely no
a) VR would improve medical school	☐	☐	☐	☐	☐
b) I would join a VR-elective	☐	☐	☐	☐	☐
c) VR has enormous advantages for me	☐	☐	☐	☐	☐
d) VR should permanently be integrated in medical curricula	☐	☐	☐	☐	☐
e) I can imagine examining VR patient visually	☐	☐	☐	☐	☐
f) I can imagine examining VR patient clinically	☐	☐	☐	☐	☐
g) I can imagine communicating with a VR patient	☐	☐	☐	☐	☐
h) I can imagine holistic and realistic virtual patient simulations in a VR environment	☐	☐	☐	☐	☐
i) I can imagine teamwork in a VR environment	☐	☐	☐	☐	☐

SQ13: How likely is it in your opinion that VR will influence medical school sustainably?*

0	1	2	3	4	5	6	7	8	9	10
Very unlikely										Very likely

SQ14: Do you have any ideas for VR-scenarios that you like to be offered?