

Freedom of Information Request: Our Reference CTMUHB_128_22

You asked:

- 1. Do you currently use augmented reality or virtual reality technologies within the Trust as a training tool for your workforce?**

Not currently used as a regular training tool in Clinical Education.

- 2. What virtual reality equipment do you hold with the Trust? Specifically, what virtual reality headsets do you on hold on inventory, their make and model and quantity.**

In Clinical Education we have 3 virtual reality headsets - Oculus Quest 2.

- 3. Which committee is responsible for assessing virtual reality technologies for use as a training tool prior to procurement?**

Currently the Digital & Data Committee.

- 4. What has been the spend on virtual reality technologies (software and hardware) within your trust in the following years:**

- **2018-2019**
- **2019-2020**
- **2020 -2021** – 3 x virtual reality Oculus Quest 2 sets : £399 each
- **2021 -2022**
- **2022 to date**

- 4. Of the virtual reality technology being used in your Trust, do any of them require an internet connection to function?**

No.

- 5. Do you hold any virtual reality technology companies on your preferred supplier list?**

No.

- 6. If so, who are they?**

N/A.

- 8. You confirmed that the Welsh European Funding Office, an executive agency of the Welsh Government, have made available funding to deliver the Welsh Health Innovation Technology Accelerator (ACCELERATE). You also confirmed that Accelerate are running the programme 'Wales Virtual Hospital' and that Cwm Taf Morgannwg is one of a number of collaborators. Please confirm how much funding and support Cwm Taf Morgannwg have received as**

part of this collaboration. Please include cash funding and in kind support.

No funding or in kind support received by Clinical Education.