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Teaching Anatomy: A Practical Guide is the first book designed to provide highly practical advice to both novice and experienced gross anatomy teachers. The volume provides a theoretical foundation of adult learning and basic anatomy education and includes chapters focusing on specific issues that teachers commonly encounter in the diverse and challenging scenarios in which they teach. The book is designed to allow teachers to adopt a student-centered approach and to be able to give their students an effective and efficient overall learning experience. Teachers of gross anatomy and other basic sciences in undergraduate healthcare programs will find in this unique volume invaluable information presented in a problem-oriented, succinct, and user-friendly format. Developed by renowned, expert authors, the chapters are written concisely and in simple language, and a wealth of text boxes are provided to bring out key points, to stimulate reflection on the reader ' s own situation, and to provide additional practical tips. Educational theories are selectively included to explain the theoretical foundation underlying practical suggestions, so that teachers can appropriately modify the strategies described in the book to fit their own educational environments. Comprehensive and a significant contribution to the literature, Teaching Anatomy: A Practical Guide is an indispensable resource for all instructors in gross anatomy.

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In the early 1990s, a small group of individuals recognized how virtual reality (VR) could transform medicine by immersing physicians, students and patients in data more completely. Technical obstacles delayed progress but VR is now enjoying a renaissance, with breakthrough applications available for healthcare. This book presents papers from the Medicine Meets Virtual Reality 22 conference, held in Los Angeles, California, USA, in April 2016. Engineers, physicians, scientists, educators, students, industry, military, and futurists participated in its creative mix of unorthodox thinking and validated investigation. The topics covered include medical simulation and modeling, imaging and visualization, robotics, haptics, sensors, physical and mental rehabilitation tools, and more. Providing an overview of the state-of-the-art, this book will interest all those involved in medical VR and in innovative healthcare, generally.

With the current advances in technology innovation, the field of medicine and healthcare is rapidly expanding and, as a result, many different areas of human health diagnostics, treatment and care are emerging. Wireless technology is getting faster and 5G mobile technology allows the Internet of Medical Things (IoMT) to greatly improve patient care and more effectively prevent illness from developing. This book provides an overview and review of the current and anticipated changes in medicine and healthcare due to new technologies and faster communication between users and devices. This groundbreaking book presents state-of-the-art chapters on many subjects including: A review of the implications of VR and AR healthcare applications A review of current augmenting dental care An overview of typical human-computer interaction (HCI) that can help inform the development of user interface designs and novel ways to evaluate human behavior to responses in virtual reality (VR) and other new technologies A review of telemedicine technologies Building empathy in young children using

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augmented reality AI technologies for mobile health of stroke monitoring & rehabilitation robotics control Mobile doctor brain AI App An artificial intelligence mobile cloud computing tool Development of a robotic teaching aid for disabled children Training system design of lower limb rehabilitation robot based on virtual reality

Designed for clinically focused, introductory anatomy coverage, Netter ' s Essential Systems-Based Anatomy provides superbly illustrated core content in anatomy in a concise, easy-to-understand format. This highly visual text contains student-friendly features such as basic information and vocabulary, key systems-based concepts, and interactive practice questions for review—all highlighted by outstanding illustrations by Frank H. Netter, MD, Carlos Machado, MD and other medical artists. Focuses on the most important, clinically relevant structures and anatomic foundations that students need to learn in an integrated clinical curriculum. Organizes chapters by body system, with each chapter covering basic information and vocabulary, explanations of key concepts, clinical relevance of structures, and chapter review questions. Highlights ways that students can visualize and retain hard-to-remember concepts for exams and clinical practice. Evolve Instructor site with cases for group discussion is available to instructors through their Elsevier sales rep or via request at <https://evolve.elsevier.com>.

The Fifth Edition of the highly praised Practical Guide for Medical Teachers provides a bridge between the theoretical aspects of medical education and the delivery of enthusiastic and effective teaching in basic science and clinical medicine. Healthcare professionals are committed teachers and this book is an essential guide to help them maximise their performance. This highly regarded book recognises the importance of educational skills in the delivery of quality teaching in medicine. The contents offer

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valuable insights into all important aspects of medical education today. A leading educationalist from the USA joins the book ' s editorial team. The continual emergence of new topics is recognised in this new edition with nine new chapters: The role of patients as teachers and assessors; Medical humanities; Decision-making; Alternative medicine; Global awareness; Education at a time of ubiquitous information; Programmatic assessment; Student engagement; and Social accountability. An enlarged group of authors from more than 15 countries provides both an international perspective and a multi-professional approach to topics of interest to all healthcare teachers.

A physician who is treating a patient confronts a complex and incompletely understood living system that is sensitive to pain. An engineer or programmer who develops a new device, on the other hand, operates within the less emotional domains of materials and mathematics. The Medicine Meets Virtual Reality (MMVR) conference brings together physicians, scientists, engineers, educators, students, and others to bridge the gap between clinicians and technologists, and to create collaborative solutions to healthcare challenges. This book presents the proceedings of the Medicine Meets Virtual Reality conference (MMVR19), held in Newport Beach, California, USA, in February 2012. It includes papers on modeling and simulation, imaging, data visualization and fusion, haptics, robotics, telemedicine and medical intelligence networking, virtual and augmented reality, psychotherapy and physical rehabilitation tools, serious games, and other topics. MMVR stimulates interaction between developers and end users and promotes unorthodox problem-solving as a complement to rigorous scientific methodology. This book will interest all who are involved with the future of medicine. close

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The MMVR17 proceedings collect 108 papers by conference lecture and poster presenters. These papers cover recent developments in biomedical simulation and modeling, visualization and data fusion, haptics, robotics, sensors and other related information-based technologies. Key applications include medical education and surgical training, clinical diagnosis and therapy, physical rehabilitation, psychological assessment, telemedicine and more.

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