**A Collection of Ready-to-use 3D Emergency Department Assets**

The Ready-to-use 3D Emergency Department Assets is a repository of healthcare 3D assets curated by health care professionals and educators that will be useful for educators in a metaverse environment.

Simulation is a superior method to safely build and sharpen skills of learners within healthcare curricula, but adoption has been limited by costly equipment (i.e. mannequins). There are few accessible environments where learners can easily emulate patient care spaces or participate as actors to improve these spaces.

Our goal was to build assets that could be used in a metaverse-version of the Emergency Department (ED.) With these assets, users can implement them into their virtual learning environments where multiple users can interact, share information, learn about cases, and move between several virtual patient rooms.

The traditional approach to working with these assets is in a live environment. With the use of these Open Educational Resource 3D assets, learners can engage with the 3D world and explore an immersive, interactive experience when incorporated into a metaverse environment. These assets can be used by anyone without the additional cost of creating 3D assets.

The 3D Emergency Department Media Library will be beneficial for educators in a metaverse environment and contains assets for the following areas in a hospital layout (Intermediate Zone, Rapid Assessment Zone, Central corridor with staff interaction spaces, Radiology Suite, Resuscitation Room, Acute Care Monitored Beds, Hospital Waiting Room and Lobby, a Nurse Station and Triage Offices.

You can access the ED assets by visiting the 3D Emergency Department Media Library site at:

<https://rise.articulate.com/share/ru0_R3jnxUoO-HgZ4gmAhB77785XAxk4>

or by clicking on the QR code below:

