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**Unintended Orthodontic Errors in
Clinical Practice**



**Knowledge and Awareness about
Cleft Lip and Palate**

**Psychological Impact of
Malocclusions**



**Management of Class II Division 1
Malocclusion**



**Abstract Presentation at NAO 2023
Annual Scientific Conference**

Editorial

Virtual Reality [VR] in Medical Education

The setback experienced in medical education during COVID-19 era revealed other alternative teaching and assessment models including digital technologies such as Virtual Reality [VR] models which have become more attractive and gained significant momentum during the post COVID-19 period.

Virtual reality [VR] is an emerging technology that delivers a computer-generated simulation of an environment that may be interacted with in an apparent real-time manner. The technology has been employed in a variety of industries like medical and dental training, engineering, and entertainment, but holds a significant educational potential including orthodontics. The concept of Virtual Reality [VR] has enabled educators to develop a wide range of learning experiences, from virtual field trips to interesting complex simulations, that may be utilized to engage students and help them to learn. It gives teachers the opportunity to make their students fall in love with the process of learning.

VR in education allows learners to interact with real life scenarios without leaving the virtual classroom. One advantage of implementing VR in medical and dental education is that it provides a more immersive and engaging learning experience. VR can take learners to difficult-to-access places like historical monuments, outer space or even within the human body. Students can gain better understanding of subject of interest and engage with the learning material when presented with such opportunities. It is known that virtual reality learners are 4 times more focused than e-learners and traditional classroom learners. However, It is important to distinguish between Virtual Reality [VR] and Artificial Intelligence [AI] which are two technologies with different purposes and applications. VR focuses on creating a virtual environment, while AI develops intelligent machines. VR is virtually used for interactive immersive experiences, while AI is used for automation, analysis and decision making. The VR relies on hardware and software to create an immersive experience, while AI relies on algorithms and data to enable machine learning and intelligence. While both technologies are distinct, they can be combined to create innovative applications, such as AI powered virtual assistants in VR environment. Overall, the relevant literature suggests that the use of VR has great potential to enhance learning outcomes. It is envisaged that this will revolutionize the way we learn and teach in the nearest future.

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