CIO Perspective Panel
Future of Technology in Healthcare

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Meet Our Speakers

Tim SKeen
SVP & CIO for Sentara Healthcare

Scott MacLean
SVP/CIO
MedStar Health

Ryan Smith
Vice President & CIO
Intermountain Healthcare

Sumit Ganguli (Moderator)
CEO
GAVS Technologies
“A picture is worth a thousand words.

A video is worth a thousand pictures.

Virtual Reality is worth a thousand videos.”

Dr. Mark Smith
Innovator-in-Residence
MedStar

Residence
Institute for Innovation
Virtual reality is the umbrella term for all immersive experiences, which could be created using purely real-world content, purely synthetic content, or a hybrid of both.

Definition from: Foundry.com
An immersive experience using pre-filmed real-world content as the central media. 360° video is a version of VR created with only real-world content.

Definition from: Foundry.com
An immersive experience created entirely from computer-generated content. CG VR can be either pre-rendered and therefore not reactive—in this way it is very similar to 360° video—or rendered in real time using a games engine.

Definition from: Foundry.com
Augmented Reality

An overlay of content on the real world, but that content is not anchored to or part of it. The real-world content and the CG content are not able to respond to each other.

Definition from: Foundry.com
Mixed Reality

An overlay of synthetic content on the real world that is anchored to and interacts with the real world. The key characteristic of MR is that the synthetic content and the real-world content are able to react to each other in real time.

Definition from: Foundry.com
Mixed Reality: MedStar Code Blue VR
What does the future hold for VR?

- VR as Infrastructure
- Patients & Non-Clinicians
- Cost Effective
- Bring Your Own Device
- Learning Ecosystem
Questions?