INTRODUCTION

• Several methods to increase the engagement of healthcare students and decrease their barriers to higher education (HE) and learning have been explored (Stretton et al., 2018).
• A student-centered pedagogy that incorporates the use of technology can be useful in facilitating HE and learning (Stretton et al., 2018).
• Simulation-based experiences can assist in this effort.
• The use of virtual, augmented, and mixed reality (XR) paradigms and the associated technologies in healthcare education has intensified in recent years (McCarthy & Uppot, 2019).
• The advantages of XR are plentiful (Gerup et al., 2020; McCarthy & Uppot, 2019); however, limitations do exist (McCarthy & Uppot, 2019).
• To maximize the benefits of XR, simulationists should understand the associated terms along with its advantages and challenges.
• To consider incorporating it into curricula, simulationists should appreciate different examples of each type.

TERMS – HEALTHCARE EDUCATION

• Virtual Reality (VR) – Immersive 3-D environment (Lioce et al., 2020).
• Augmented Reality (AR) – Combines real and virtual data (Lioce et al., 2020).
• Mixed Reality (XR) – Hybrid; enhanced AR (Lioce et al., 2020).