

BACKGROUND

- Medical schools are increasingly utilizing SDOH-centered curricula
- Humanities experiences in student life can enhance understanding of SDOH, and personal and professional growth for future physicians
- In a post-COVID era, medical students communicate via technology including online classes, Zoom, and other social platforms.
- Studies have shown that use of virtual reality and social media technologies can increase student motivation and learning

PROBLEM

- To date, there is **no** hybrid virtual platform to provide medical students with consistent humanities-based experience.
- We propose a foundational concept entitled “Humanities Hub” to facilitate student experience in the humanities while creating a unique culture and virtual interactive learning space

DESIGN, GOALS, & CLINICAL RELEVANCE

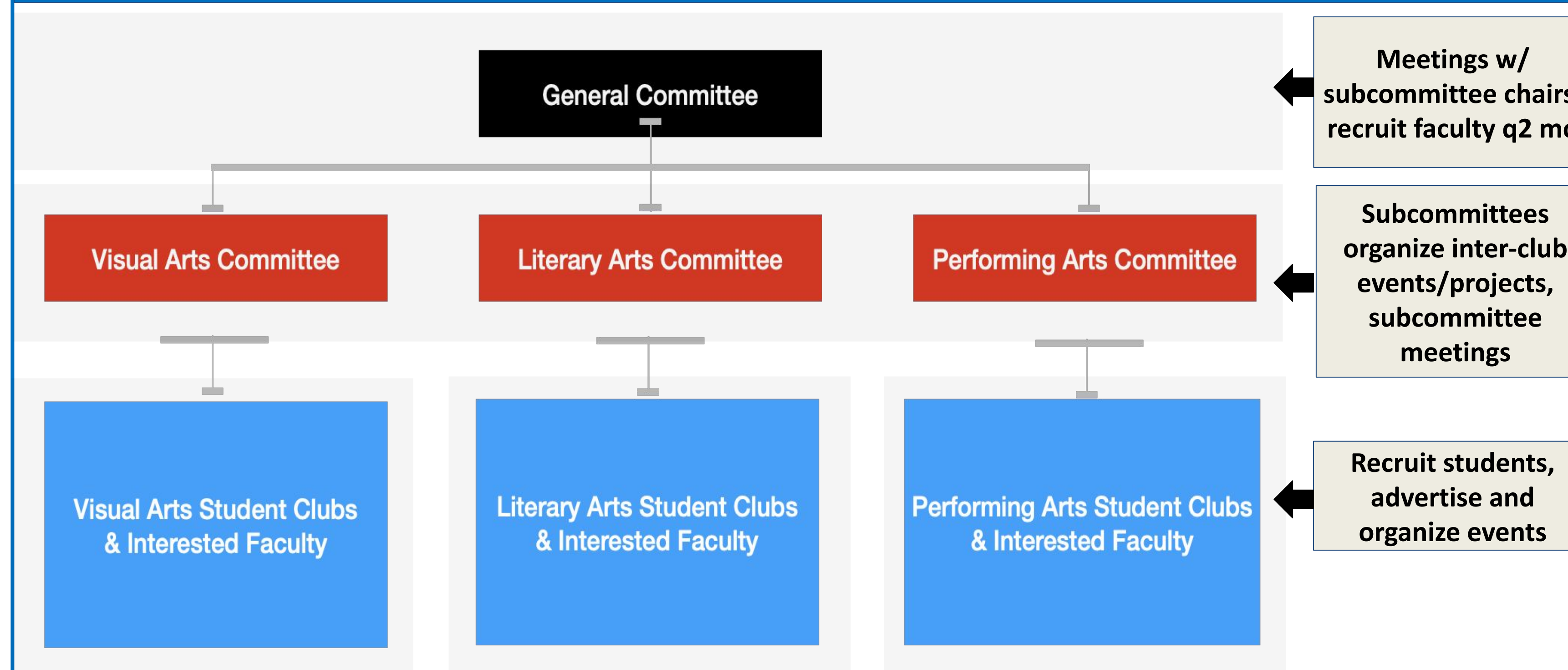


Figure 1: Administrative structure and roles at each level of humanities hub

Goals

- Dedicated space where students can reliably access instruments, visual arts material, and reading materials
- Social media platform for students engage with one another about weekly humanities prompt/idea
- VR-mediated immersive humanities experience in museum/theater trips, and humanities-heavy clinical experiences
- Establish resource/network of faculty mentors & community partners
- Describe/publish formation and process of “Humanities Hub” in medical humanities literature in context of SDOH centered curriculum

Clinical Relevance

- Enhance communication between healthcare providers
- Improve spatial reasoning skills
- Increase student empathy, understanding of patient experience, and tolerance for ambiguity
- Decrease burnout

FEASIBILITY & TRANSFERABILITY

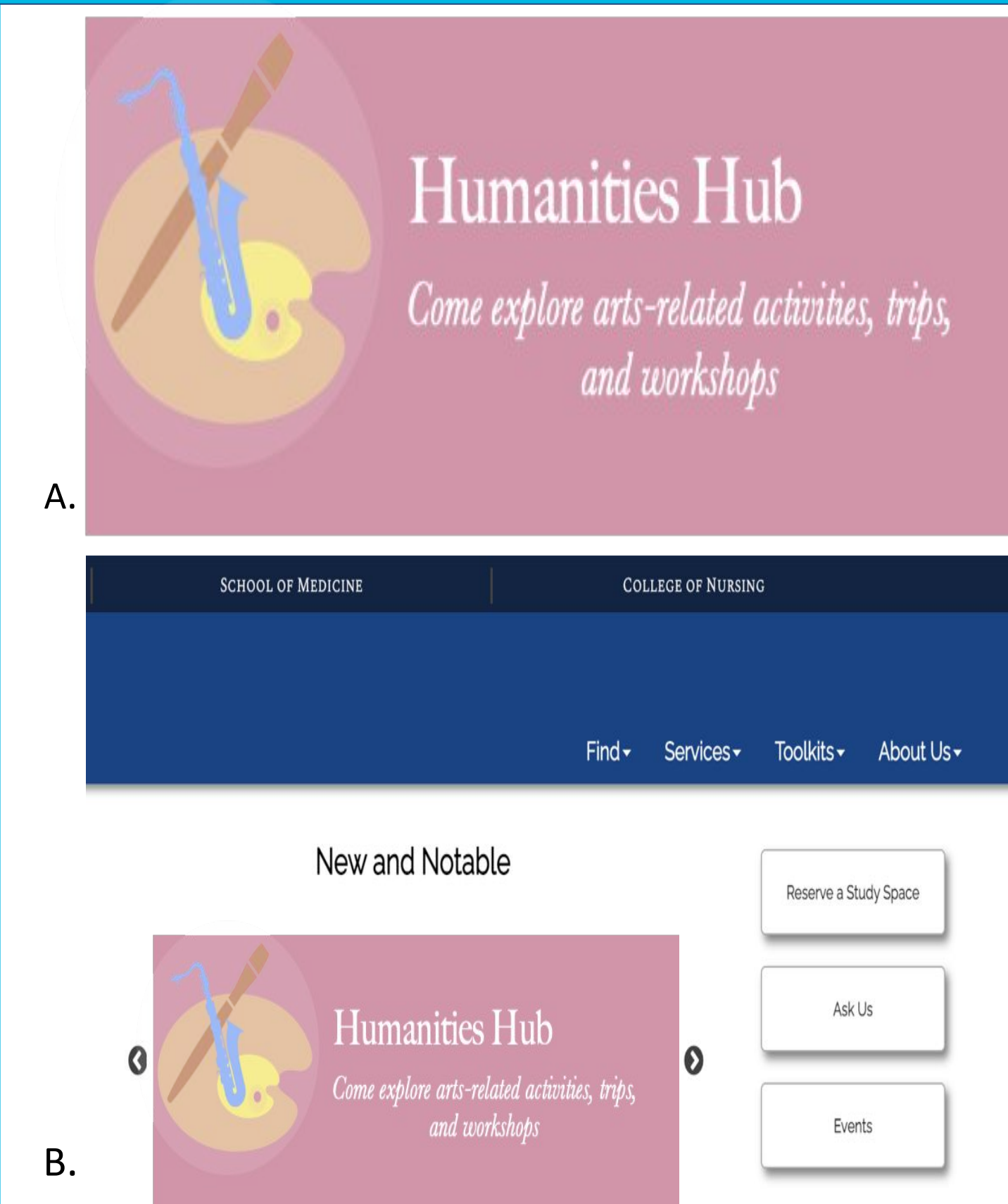


Figure 2: (A) Sample advertisement (B) Example on IHS library website

Feasibility & Transferability

- Students/faculty driving force
- Virtually based hub space
- Digital advertising/recruitment
- Community partners

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