

Design Goals

- Create a CPR routine that will give an opportunity to practice technical skills (timing and ordering)
- The simulation should be capable of presenting variety
- Create a virtual accident with victims in different states of need

Motivation

- Real world skills require real world training
- Still, a simulation can be useful for learning technical details

Approach

- Maximize flexibility by methodizing as many actions as possible
- Create all methods relative to CPR dummy, so that CPR routine can easily be moved from scene to scene for a more interactive experience
- When convenient, use dummy objects as cues for movement and orientation