ONEBONSAI

CASE STUDY

VR Bedside Scanning Training for GS1

VR bedside scanning training for GS1: nurses scan patient IDs, medication and records in a virtual hospital to learn GS1 scanning protocols.

Platform: VR / Client: GS1 / Use: Training and event demonstrations



Project overview

VR bedside scanning training for GS1: nurses scan patient IDs, medication and records in a virtual hospital to learn GS1 scanning protocols.

About the project

OneBonsai built VR bedside scanning training for GS1. Nurses scan patient IDs, medication and medical records with a handheld scanner in a realistic hospital room, following GS1's standardised protocols for medication verification. GS1 uses it at events to show medical professionals how its toolkit works.

Challenge

Ensuring Accurate Medication Administration at the Bedside

GS1 wanted to improve patient safety by reducing medication errors during bedside care and at the same time showcase the utility of the GS1 toolkit. Traditional ways of providing information on the toolkit proved challenging and time-consuming.

> *"Manual checks were slow and error-prone, putting patient safety at risk."*

Solution

VR Bedside Scanning Training

OneBonsai developed a VR training module that allows nurses and healthcare staff to practice GS1's bedside scanning protocols in a realistic hospital environment. Trainees scan patient IDs, medications, and medical records, learning to follow standardized processes that reduce errors.

Approach

Realistic Simulation of Hospital Routines

The training replicates actual bedside workflows with interactive tasks, handheld scanners, and patient interactions. By immersing staff in lifelike scenarios, the module helps them better understand the use cases of the GS1 toolkit.

> *"The VR practice made bedside scanning protocols more accessible to our clients."*

Outcome

Improved Accuracy and Patient Safety

The VR training increased staff familiarity with GS1 scanning protocols, supporting a smoother adoption of digital bedside workflows. This helped GS1 provide information at events about their toolkit to medical professionals.

> *"VR is an engaging way to attract visitors to your booth at an event."*

Discuss a similar project

Book a 30-minute technical conversation at hq.onebonsai.agency/meet/evarest