NHS
Mersey and West Lancashire
Teaching Hospitals
NHS Trust

Ref. No:	1844
Date:	20th June 2025
Subject:	Extended reality (XR) in Healthcare

REQUEST & RESPONSE

1. **Organisation's name**
   Mersey and West Lancashire Teaching Hospitals

2. Under the Freedom of Information Act, will you be reporting the use, research, purchase, development, or otherwise of an XR technology within your organisation?
- **Yes**
- **No, there are no XR products to report in my organisation**

3. Does your organisation have an established XR Technology Lab or Centre of Excellence for XR Technology?
- **Yes**

No -we don't have a XR Technology Lab or Centre of Excellence for XR Technology.

- **Other**

4. Please select the type of organisation that you represent:
- **Academic Institution/ University**
- **NHS Acute Trust (Hospital Trust)**
- **NHS Mental Health Trust**
- **NHS Ambulance Services Trust**
- **NHS Community Health Trust**
- **NHS Foundation Trust**
- **NHS Specialist/Integrated Trust**
- **Other**

NHS Acute Trust (Hospital Trust)

5. Please select the nature of your organisation's involvement with XR health products (please select all that are applicable)
- **We are using free XR products**
- **We are using XR products that we have purchased**
- **We are researching XR products**
- **We are developing XR products**
- **Other**

We are using XR Products that we have purchased

6. Please state the name of the product(s)

Oxford Medical Simulation, Immersive interactive Simulation Room.

7. Please provide a brief description of the product(s)

Immersive interactive simulation room, to provide a more realistic variable simulation environments for all   learners.

8. Please highlight any unique features of the product(s)

As advertised by the respective companies.

9. Please provide a link to the product website(s) if available

[Oxford Medical Simulation - Virtual Reality Healthcare Training](#)
[Home - Immersive Interactive](#)

10. Please select the most relevant categories for the product(s) being developed or deployed:
- **Mental Wellbeing and Therapy**
- **Physiotherapy and Rehabilitation**
- **Pain Management**
- **Clinical & Surgical**
- **Patient Education and Training**
- **Workforce Education and Training**
- **Healthy Lifestyle and Fitness**
- **Other**

Clinical and Surgical, Workforce Education and Training.

11. Please select how these product(s) are being or will be adopted:
- **Free to patients/staff**
- **Paid for by patients/staff**
- **Free to NHS**
- **Paid for by NHS**
- **Unknown**
- **Other**

12. Please select the level of maturity of the product(s)
- **Proof of concept**
- **Minimum Viable Product**
- **Early Adoption**
- **Growing Integration**
- **Established Practice**
- **Unknown**
- **Other**

Minimum Viable Product

13. Approximately what date/year was the XR product(s) first deployed within your organisation?

2021

14. Where and/or in how many locations is the product(s) currently offered?
Within the education centre at Southport Hospital

Hololens hasn't been rolled out to a significant degree in education, but it has been envisioned to be used in virtual ward rounds for undergraduate education.

15. How is the product(s) currently distributed?
- **Home use by patients**
- **Home use by staff**
- **NHS site by patients**
- **NHS site by staff**
- **Unknown**
- **Other**

NHS Site by Staff and Students

16. Please select the hardware that is used in your organisation (select all that apply):
- **Meta Quest 2**

- **Meta Quest 3**
- **Meta Quest Pro**
- **Pico 4**
- **Pico Neo 3 Pro / Eye**
- **HTC Vive XR Elite**
- **Lenovo ThinkReality XVR**
- **Valve Index**
- **Apple Vision Pro**
- **HTC VivePro 2**
- **Pimax Crystal**
- **Sony Playstation VR2**
- **Vive Focus 3**
- **Unknown**
- **Other**

Meta Quest 2

Microsoft Hololens 2

17. If your organisation is involved in the development of XR products, please select the development software that is used (please select all that apply):
- **Unity**
- **Unreal Engine**
- **Godot**
- **Open XR**
- **XR Interaction Toolkit**
- **SteamVR Plugin**
- **Meta XR SDK**
- **Vive Wave SDK**
- **Varjo SDK**
- **WebXR**
- **Mixed Reality Toolkit**
- **Ultraleap Hand Tracking**
- **Unknown**
- **Other**

N/A