Healthcare

Bringing tech in healthcare to life

Our healthcare system is an **essential part of our lives.** It ensures that everyone can access the **advice, care and treatments** necessary to look after their **health and wellbeing.**

However, the NHS faces **growing demands and challenges**, such as **staffing shortages**, **reduced budgets**, and **more patients** needing help. Many NHS trusts use **outdated systems and processes** that are costly and time-consuming.

Technology is transforming the healthcare system by **enhancing patient outcomes,** improving access to care, and streamlining service delivery.

Companies like BT Group support the NHS with **cutting-edge research** and the development of new technologies, enabling **real-time, data-driven decisions** and **collaboration.** This is transforming the delivery of healthcare services into a **connected community of care.**

Big Thinking...

By the end of this module, you should be able to form an opinion on the 'big thinking' statement:

Is technology transforming our healthcare service for the better?

Module overview

01

Caring for our health in the digital age

Introduction to how technologies like VR, AR and AI are transforming our healthcare system

02

Bringing tech in healthcare to life

Explore the importance of imagery and animation in healthcare innovation through practical project-based work

03

Animation station

Use digital tools to create a visually impactful animation to support peers with their mental health

04

Presentations and reflections

Module objectives

Today's lesson is one part of a module of four lessons.

By the end of the module, you will be able to demonstrate different technical and human skills that will help you succeed in a future transformed by technology.

Module objectives

This module will focus on the following skills:

Technical skills: using and managing digital devices, platforms and apps

Human skills: critical-thinking and problem solving

Lesson objectives

By the end of this lesson, you will be able to:

Understand how film and animation can educate people about health topics

Build technical skills by using digital tools to produce engaging films and animations

Animation project brief

Project brief

Animations can be important in the future of healthcare, enhancing treatment and playing a crucial role in educating people about illnesses and raising awareness.

Background:

Imagine you are the mental health representative for your school. Recently you have noticed a lot of younger students have been feeling stressed, anxious, or even angry about things happening at school or home and struggling to find ways to deal with their emotions.

Your challenge:

Create a 2-minute animation that could help young people understand their emotions better and learn how to develop ways of coping with challenging situations.

Start by thinking about some of the challenges young people might encounter – like their first day in a new school, preparing for a test or presenting in front of their class.

Animation tools: Renderforest

[Renderforest](#) allows you to make animations and videos through its AI videomaker.
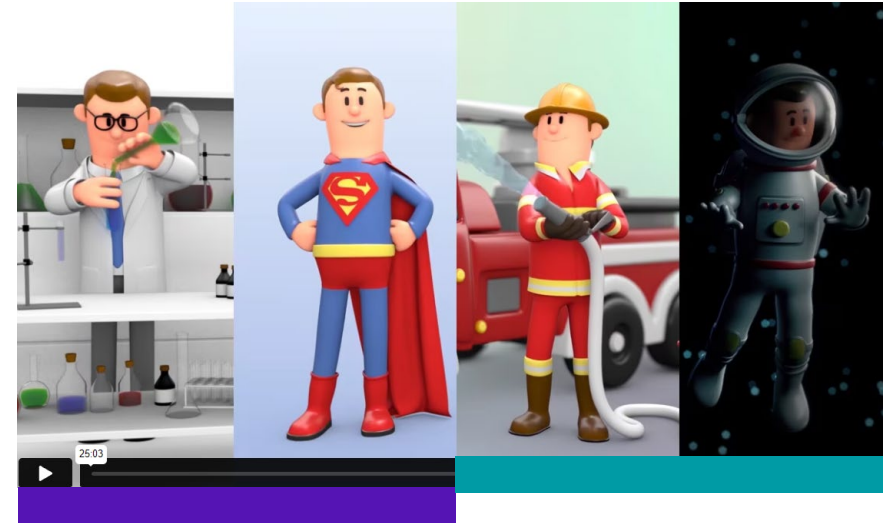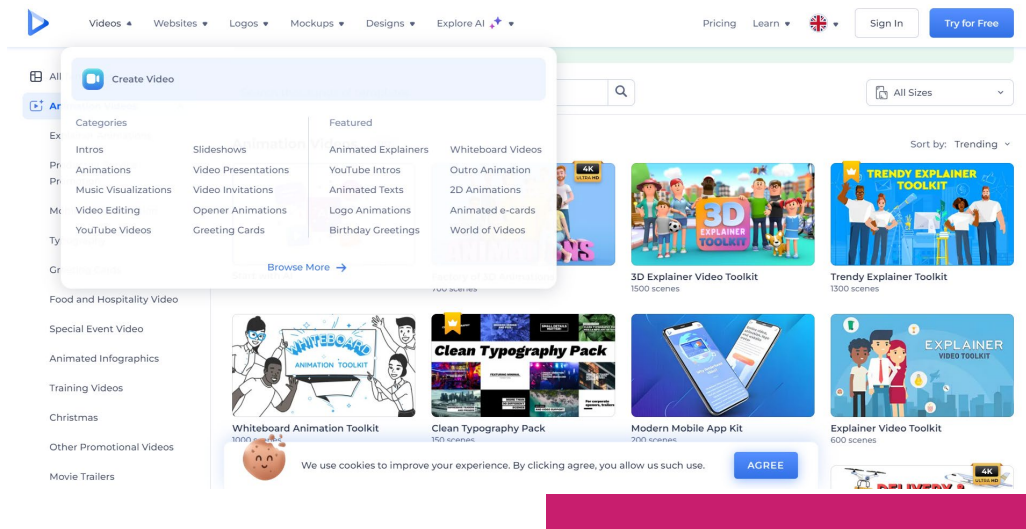
Recap

What have you learnt today?

✓ What are some skills you have developed in this session by working in teams and using digital animation tools?