

Mobile Learning with Augmented Reality to Reduce The Risk of Medical Malpractice

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Abstract

The high level of medical malpractice has a negative impact on patients with a very serious risk of loss. One of the causes of medical malpractice is an error in carrying out medical actions because knowledge about medical actions such as the surgical process comes from theories and concepts not on actions on real objects, even if they are carried out on real objects, they are limited to high costs. Augmented reality (AR) is an interactive experience of a real-world environment where the objects that reside in the real world are enhanced by computer-generated perceptual information. The purpose of this research is to build a mobile learning model with augmented reality technology for medical personnel to reduce practice malls. The research method uses a qualitative approach through literature review and observation.

Keywords

Malpractice, Augmented Reality, Medical malpractice, M-Learning.