

# PHSC-325: New Informatics Technologies in Pharmacy

Virtual Reality (VR), Augmented Reality (AR), and Artificial Intelligence (AI) have been broad and fast-growing subfields of Informatics Technologies in recent years. We've heard all the media buzz, so what are the science, technology, and art issues to building these immersive and compelling experiences? And what are the impacts of those powerful techniques on traditional healthcare businesses, especially the Pharmacy as a profession? This course provides an overview of history, methods, and applications of VR, AR and AI. It covers current topics of hardware, software, interaction, psychology, algorithms (particularly machine learning), problem solving, and research that are involved in those technologies. In addition to the lectures, there will be course projects that the user will build their own virtual environments in Pharmacy settings, using novel interface and display devices. The apps and sample codes will be provided. However, the lectures will not provide any support to completing the projects, but rather to complement the learning. In the end, this course will inform the way the PharmD students can approach and contribute to those emerging technologies, thus prepare them well for the future development.

**Credits:** 3

**Prerequisites:**

None

**Program:** Pharmaceutical Science