

## Transforming the Lives of Children in Pediatric Palliative Care through Immersive Reality and Their Final Wishes, Nora's Dreams

Mi Ki\*

Department of Pediatrics, Seoul National University Children's Hospital, South Korea

### Abstract

The NORA'S DREAMS project is an innovative initiative aimed at improving the quality of life for children in pediatric palliative care through immersive reality technology. Using the MK360 projector from Broomx, the project creates personalized immersive experiences that allow children to fulfill their dreams, travel to desired places, and explore fantasy worlds. These immersive sessions transform therapeutic rooms into environments that offer a temporary escape from reality, providing moments of joy and calm for the patients.

The selection process for participating children is careful, considering their physical and emotional state, as well as their personal wishes. The intervention protocol combines these immersive experiences with psychological and therapeutic support, tailored to the individual needs of each patient. Additionally, children are encouraged to participate in creating a legacy by producing drawings, stories, or messages that can inspire other children and their families, extending the impact of the project.

NORA'S DREAMS aims to relieve pain, reduce anxiety, and maintain a sense of childhood in the children, allowing them to continue experiencing the joy of dreaming and playing, despite their illness. Expected outcomes include tangible improvements in the physical and emotional well-being of the patients, as well as the creation of a bank of experiences and messages that can be accessed by others in similar situations.

This project represents a significant innovation in the field of pediatric palliative care, by incorporating immersive reality as a therapeutic tool that not only enhances the quality of life for children but also provides healthcare professionals with a new way to support their patients. NORA'S DREAMS demonstrates that even in extreme circumstances, it is possible to find meaning, create valuable memories, and offer moments of normalcy and happiness to children in palliative care. Through collaboration between healthcare professionals, families, and volunteers, the project redefines what it means to provide compassionate and effective care in this context, highlighting the power of love, hope, and technology to transform lives.

**Keywords:** Pediatric palliative care, immersive reality, emotional well-being, legacy creation, health technology, Broomx MK360 projector, Therapeutic interventions, End of life care, Technology in healthcare, Joy and meaning in palliative care, Innovative, Healthcare solutions, Final Wishes.

### Summary

The NORA'S DREAMS project is a pioneering initiative aimed at enhancing the quality of life for children in pediatric palliative care through immersive reality technology. Utilizing the MK360 projector by Broomx, personalized immersive experiences are created, allowing children to fulfill their dreams, travel to desired places, and explore fantasy worlds, providing them with moments of joy and meaning in their lives. This project not only seeks to optimize the physical and emotional well-being of the children but also encourages the creation of a significant legacy that inspires other children and their families. Through collaboration among healthcare professionals, families, and volunteers, NORA'S DREAMS amplifies the positive impact on the lives of the patients, demonstrating that joy and purpose can be found even in the most challenging situations.

### Introduction

Childhood is a crucial stage in life, where play, dreams, and exploring the world are essential elements of development and happiness [1]. However, for children in pediatric palliative care, illness imposes limitations that may hinder access to these vital experiences. In response to this challenge, the NORA'S DREAMS project emerges as an innovative approach, combining immersive reality technology with a therapeutic focus to nurture these children's dreams, optimize their

well-being, and rebuild a profound sense of purpose in their lives [2].

### Methodology

The NORA'S DREAMS project unfolds in several key phases to ensure its effectiveness and relevance:

- **Patient Selection:** Children in palliative care who may benefit from the project are carefully selected, considering their physical and emotional state and personal wishes [3].
- **Intervention Protocol:** A protocol is designed that combines immersive reality sessions with psychological and therapeutic support, focused on helping the children fulfill their dreams and find meaning in their situation. This protocol is adaptable to the individual needs of each patient.
- **Implementation of Immersive Sessions:** Using the MK360

\*Corresponding author: Mi Ki, Department of Pediatrics, Seoul National University Children's Hospital, South Korea, E-mail: miki554@gmail.com

**Received:** 01-Aug-2024, Manuscript No. jpcm-24-146952; **Editor assigned:** 03-Aug-2024, PreQC No. jpcm-24-146952 (PQ); **Reviewed:** 19-Aug-2024, QC No. jpcm-24-146952; **Revised:** 23-Aug-2024, Manuscript No. Jpcm-24-146952 (R); **Published:** 30-Aug-2024, DOI: 10.4172/2165-7386.1000673

**Citation:** Mi K (2024) Transforming the Lives of Children in Pediatric Palliative Care through Immersive Reality and Their Final Wishes, Nora's Dreams. J Palliat Care Med 14: 673.

**Copyright:** © 2024 Mi K. This is an open-access article distributed under the terms of the Creative Commons Attribution License, which permits unrestricted use, distribution, and reproduction in any medium, provided the original author and source are credited.

projector by Broomx, immersive experiences are created that transform therapy rooms into fantasy worlds, dreamed landscapes, or significant childhood memories without the need for 3D glasses, allowing for prolonged and comfortable sessions for the children [4].

- **Legacy Creation:** Children are encouraged to participate in creating a legacy through drawings, stories, or messages that can be shared with other children and their families, amplifying the project's impact.

### Expected Results

NORA'S DREAMS aims to achieve a tangible impact on the lives of children in palliative care by improving their physical and emotional well-being. Expected results include:

- **Pain Relief and Anxiety Reduction:** The immersive experiences are designed to provide moments of calm, joy, and distraction, alleviating pain and reducing patients' anxiety levels [5].

- **Maintaining a Sense of Childhood:** Despite the illness, the goal is for children to continue experiencing the joy of dreaming and playing, keeping the essence of childhood alive [6].

- **Creation and Dissemination of Legacy:** The legacy created by the patients will contribute to a bank of experiences and messages that other children and families can consult, drawing inspiration from the stories of those who have walked a similar path [7].

### Discussion

The use of immersive reality technology in pediatric palliative care represents a significant innovation in healthcare [8]. This approach not only enhances the quality of life for children but also offers a valuable tool for healthcare professionals in their daily work [9]. By providing a temporary escape and a way to fulfill dreams that are otherwise unattainable in physical reality, NORA'S DREAMS redefines what it means to care for children in extreme vulnerability, allowing them to experience moments of normalcy and happiness [10].

### Conclusion

NORA'S DREAMS is more than a technological project; it is a manifestation of the power of love, hope, and collaboration in the lives of children in palliative care. Through immersive reality, doors are opened to worlds where dreams can come true, where pain can be mitigated by joy, and where each child's legacy becomes a source of inspiration for others. This project demonstrates that even in the most difficult circumstances, it is possible to find meaning, create valuable memories, and, above all, keep dreaming.

### References

1. Latif A, Faull C, Wilson E, Caswell G, Ali A (2020) Managing medicines for patients with palliative care needs being cared for at home: Insights for community pharmacy professionals. *Pharm J*.
2. Savage I, Blenkinsopp A, Closs SJ, Bennet MI (2013) 'Like doing a jigsaw with half the parts missing': Community pharmacists and the management of cancer pain in the community. *Int J Pharm Pract* 21: 151-160.
3. Senderovich H, McFadyen K (2020) Palliative Care: Too Good to Be True? *Rambam Maimonides Med J* 11:34.
4. Oluyase AO, Hocaoglu M, Cripps RL, Maddocks M, Walshe C, et al. (2021) The challenges of caring for people dying from COVID-19: a multinational, observational study (CovPall). *J Pain Symptom Manage* 62: 460-470.
5. Tait P, Swetenham K (2014) Forging an advanced practice role for pharmacists in palliative care. *Pharm Pract Res* 44: 120-124.
6. Kuruvilla L, Weeks G, Eastman P, George J (2018) Medication management for community palliative care patients and the role of a specialist palliative care pharmacist: A qualitative exploration of consumer and health care professional perspectives. *Palliat Med* 32: 1369-1377.
7. Muroya Y, He X, Fan L, Wang S, Xu R, et al. (2018) Enhanced renal ischemia reperfusion injury in aging and diabetes. *Am J Physiol Renal Physiol* 315: 1843-1854.
8. Ellis J, Cobb M, O'Connor T, Dunn L, Irving G, et al. (2015) The meaning of suffering in patients with advanced progressive cancer. *Chronic Illn* 11: 198-209.
9. Schenker Y, Arnold R (2015) The Next Era of Palliative Care. *JAMA* 314: 1565.
10. Schenker Y, Crowley-Matoka M, Dohan D, Rabow MW, Smith CB, et al. (2014) Oncologist Factors That Influence Referrals to Subspecialty Palliative Care Clinics. *J Oncol Pract* 10: e37.