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Nota di contenuto	Part I. Communicating Visualisation -- Chapter 1. Science Communication and Biomedical Visualization – Two Sides of the Same Coin -- Chapter 2. Putting the Cart Before the Horse? Developing a Blended Anatomy Curriculum Supplemented by Cadaveric Anatomy -- Part II. Innovating Visualisation -- Chapter 3. The Third Dimension: 3D Printed Replicas and Other Alternatives to Cadaver-Based Learning -- Chapter 4. Evaluating a Photogrammetry-based Video for Undergraduate Anatomy Education -- Chapter 5. Virtual Microscopy Goes Global: The Images Are Virtual and the Problems Are Real -- Chapter 6. Online, Interactive, Digital Visualisation Resources That Enhance Histology Education -- Chapter 7. Leading Transformation in Medical Education Through Extended Reality -- Chapter 8. Visualisation Approaches in Technology-Enhanced Medical Simulation Learning: Current Evidence and Future Directions -- Chapter 9. Visualisation through Participatory/Interactive Theatre for the Health Sciences.
Sommario/riassunto	When studying medicine, healthcare, and medical sciences disciplines,

learners are frequently required to visualise and understand complex three-dimensional concepts. Consequently, it is important that appropriate modalities are used to support their learning. Recently, educators have turned to new and existing digital visualisation approaches when adapting to pandemic-era challenges and when delivering blended post-pandemic teaching. This book focuses on a range of key themes in anatomical and clinically oriented education that can be enhanced through visual understanding of the spatial three-dimensional arrangement and structure of human patients. The opening chapters describe important digital adaptations for the dissemination of biomedical education to the public and to learners. These topics are followed by reviews and reports of specific modern visualisation technologies for supporting anatomical, biomedical sciences, and clinical education. Examples include 3D printing, 3D digital models, virtual histology, extended reality, and digital simulation. This book will be of interest to academics, educators, and communities aiming to modernise and innovate their teaching. Additionally, this book will appeal to clinical teachers and allied healthcare professionals who are responsible for the training and development of colleagues, and those wishing to communicate effectively to a range of audiences using multimodal digital approaches.

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