right decision for patients with AF. Not all participants were aware of all the different options before being prescribed an anticoagulant. Some wished they had received more information from their physicians, while others did not feel they needed to ask for information.

**Conclusion** A range of factors influence patient preferences for anticoagulation. However, these might not have been always considered as involvement in prescribing decisions varied across participants. This calls for standardisation of conversation and information material when prescribing anticoagulants for AF. More qualitative exploration of patient and clinician views and preferences is also needed to better guide practice.

**Conflict of Interest** NONE

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**Abstract 80 Figure 1**

**Conclusion** Our virtual conference provided opportunities to students that the COVID-19 pandemic would have otherwise affected, however its utility and educational impact will need to be assessed within its individual context of delivery.

**Conflict of Interest** Nil

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**Abstract 81**

**Introduction** The metaverse, first conceptualised in science fiction, has gradually become a reality and incorporated into our daily lives. Recent work has focused on the delivery of teaching using such platforms. In this study, we share our initial experience of the Cardiovascular Analytics Group, an online mentorship platform with recent innovations in incorporating our mentorship activities in the metaverse.

**Methods** This was a two-part prospective study conducted over four weeks. All participants provided informed consent for the use of their avatars as well as oral and written responses for publication. Invitations were sent to all group members along with joining instructions for AltspaceVR, a metaverse platform. Meet and greet and informal drop-in sessions were held weekly for four weeks. Hybrid sessions were provided involving both the metaverse platform and with direct streaming to Microsoft Teams for the Group’s monthly meeting. Surveys were sent to solicit their views and experiences on the metaverse. Questions focused on its roles in facilitating virtual mentorship including accessibility, communication and internationalisation.

**Results** Our group currently consists of 86 members from 20 countries. Of these, 23 members participated in the metaverse. A total of 18 members (78%) responded to our survey (mean age: 28.7 years old; 28% female). On a scale of 1 to 5 (from least to most satisfied), 78% of members were satisfied with the platform. After the series of sessions, 72% of members found that the platform facilitated interactions with new members and 67% found the platform facilitated interactions