

CASE STUDY

Using Osso VR for Medical Education: A Surgeon Spotlight



INFINITI

USE CASE

VR enabled medical education

OBJECTIVE

To increase hands-on lab time at courses by offering a prescriptive VR training pre-event.

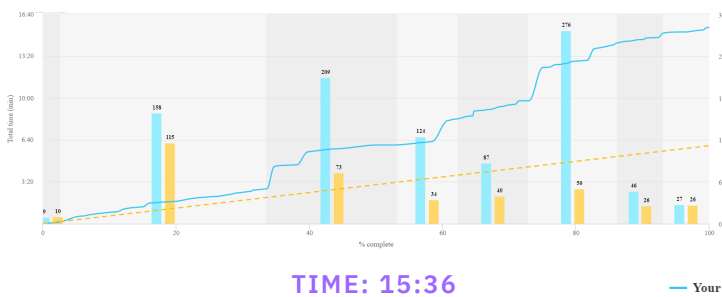
To evaluate VR training as an independent learning, preparation tool prior to an event.

STEPS FOR SUCCESS

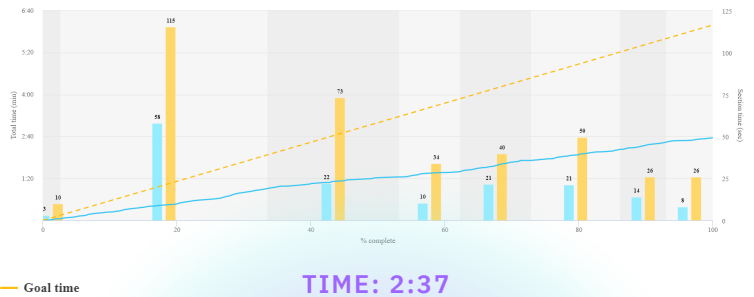
- **Step 1:** Online course participation
- **Step 2:** One week self-guided Osso VR training
- **Step 3:** Hands-on wet-lab

Procedural Performance

FIRST TEST MODE RUN DAY 2



TEST MODE RUN DAY 8



By the numbers

8

TOTAL DAYS IN VR

80

TOTAL RUNS COMPLETED

83%

REDUCTION IN TIME TO COMPLETE PROCEDURE

Outcome



Osso VR proved out to be a viable medical education tool to improve HCP procedural knowledge.



Orthomed staff noted VR trained surgeon outperformed control group during hands-on training labs.



Business Decision: Osso VR will be incorporated as an independent training pathway prior to hands-on lab events.

“VR surgery, the future has arrived. One problem we get as surgeons, when you learn a new surgery, is having enough patients to build confidence in your technique and get to know the instrumentation. [...] VR allows you to practice as many times as you want, making you confident on the steps and instruments needed, exercising your memory muscle to the max.”

VR trained HCP, participant