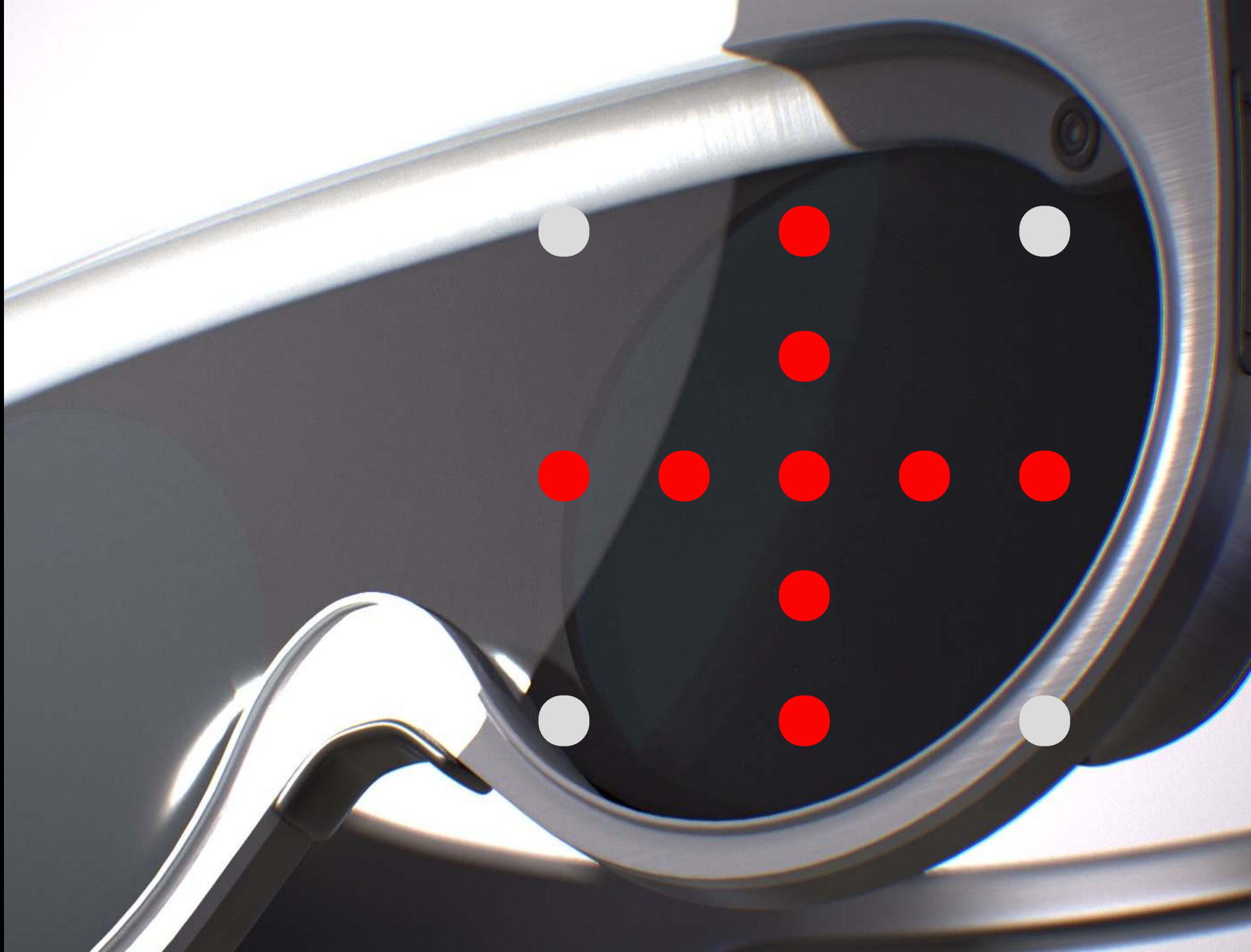




**Centre for Virtual Medicine,
Geneva University Hospitals**

The first Hospital-based
Department of Virtual Medicine

ACCELERATING THE WORLD'S
TRANSITION TO MEDICAL XR TRAINING.





Elevating OSCE Training: MAGES-Powered Medical Simulations



“We are delighted to take part in this innovation project in collaboration with University of Bern and ORamaVR. VR can have an immediate impact on medical training and assessment, and we can democratize access to such resources through the Viva VOscE project!”

Dr. Oliver Kannape,
Director of the Centre for Virtual Medicine (HUG-CVM)

THE CHALLENGE



Cost-Efficient Workflow for Enhanced OSCE Exams.

- **Costly** and **logistically** challenging traditional Objective Structured Clinical Examinations (OSCE).
- **Time-consuming** arrangements, from securing specialized facilities to recruiting actors.
- Virtual OSCE exams solve these issues but are **expensive to develop** and maintain.

THE SOLUTION



MAGES SDK: Empowering Extended Reality OSCE Development.

- MAGES SDK allows for **8x faster** development time, at **8x less cost**.
- **Visual Scripting** empowers medical educators to **create their own diversified** scenarios
- Scenarios can **easily** be **modified** to stay up-to-date with latest medical standards

THE INNOVATION



Advancing OSCEs with XR Simulations

- VR OSCE platform powered by MAGES SDK, significantly **reducing** development **time & cost**.
- MAGES Analytics offer thorough and **objective assessment** of examinees' performance.
- Viva VOscE project awarded funding for innovation by Innosuisse.



| | ORamaVR | Competition |
|--------------------------|--|---|
| Distribution & Licensing | ORamaVR Launcher | Competitor's Distribution Hub |
| Admin Overview | ORamaVR Portal | Competitor's Dashboard |
| Analytics | Errors, Critical Errors, Warnings, Score per action, Total score, Time per action/module | Pass/Fail Results, Elapsed time per step/module, Total number of steps passed |
| Embedded Samples | <ul style="list-style-type: none"> • Medical Simulation (TKA) • Cultural Heritage Simulation • MAGES Deformations Showcase <ul style="list-style-type: none"> • Empty MAGES project | Three empty , optimised, pre-built environments |
| XR Headset Agnostic | PC (Windows, MacOS), iOS, Android, Universal XR (Quest, Vive, Pico), Magic Leap, Hololens, Apple Vision Pro Collaborate seamlessly across diverse devices in a shared XR environment. | PC, Quest, Focus 3 |
| Language Support | All Languages Available | English, German |
| Free Version | ✓ | ✗ |
| Deploy Application | Free | \$2,000 per app |
| Roll-out Licensing | Free | Starting from \$2,000 per app |
| XR App Client Ownership | ✓ | ✗ |



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