



University of Michigan

Advancing Healthcare Excellence
Through Education and Innovation

ACCELERATING THE WORLD'S
TRANSITION TO MEDICAL XR TRAINING.





Cardiac Arrest Resuscitation XR Training



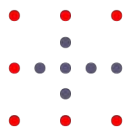
Advanced approaches for comprehensive analysis and enhancement of cardiac arrest resuscitation training for emergency medicine and nursing.



THE CHALLENGE

Real-World team-based training (crew resource management) for Medical Professionals.

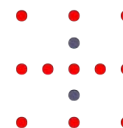
- Training for **immediate response** and **treatment** to sudden **heart attack**.
- **Time-sensitive** scenario that simulates real-life **stress** to improve communication and decision-making **skills**.
- **Cost** and **logistically effective** training method compared to traditional ones.



THE SOLUTION

A non-linear, collaborative, gamified simulation.

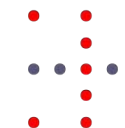
- A **Collaborative VR simulation** to precisely **replicate real-life** scenarios.
- Monitoring user **movements, speech,** and **levels of anxiety** by tracking heart rate.
- **100+ possible errors**. A truly **non-linear** operation with **random events & branching paths**.



THE INNOVATION

Enhanced Cardiac Arrest Resuscitation Training.

- The **largest** clinical trial on cardiac arrest resuscitation **training**
- Prospective control group design **comparing** outcomes from **traditional mannequin-based training** and **VR training** participants.



The largest ongoing clinical trial for cardiac arrest resuscitation training procedures

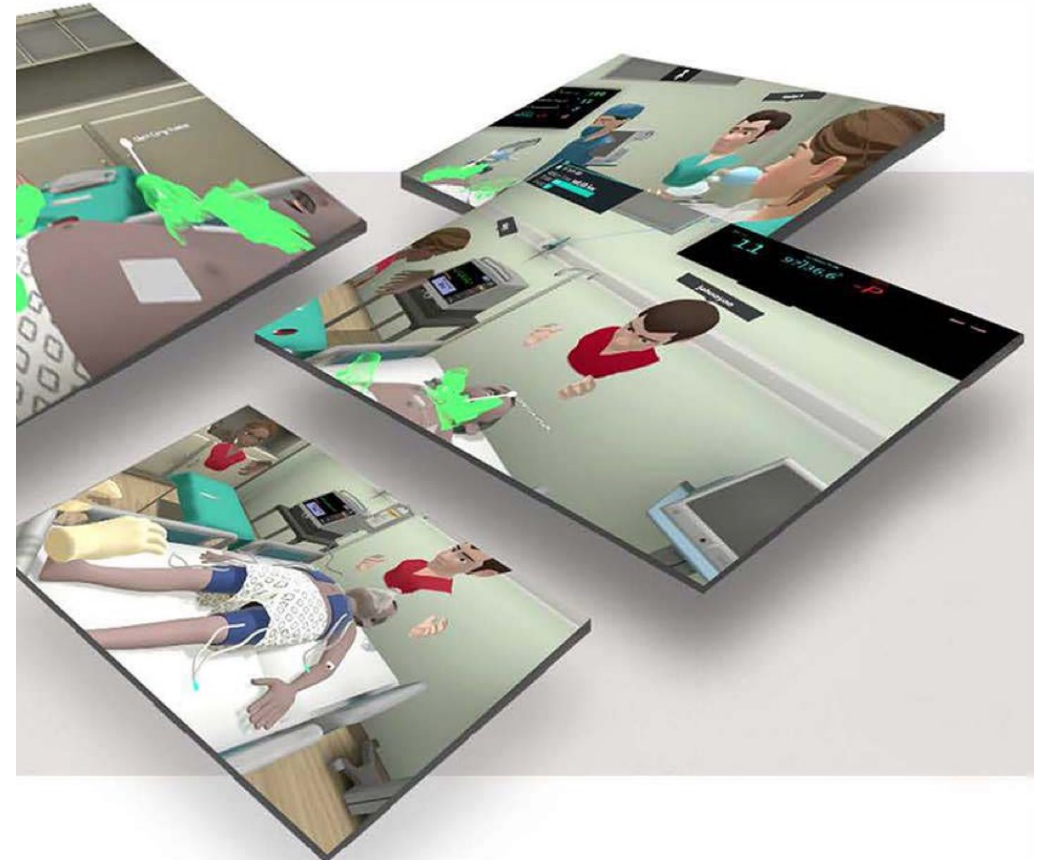
In-hospital cardiac arrest survival rates vary by 11% to 35% in USA. Additionally, studies indicate that enhanced resuscitation training for clinical staff improves the survival rate. However, there is limited proof of the impact of medical simulation training on patient outcomes after adult cardiac arrest.

The **primary** objective of the study is to **compare** outcomes among resident-physicians who receive different types of training:

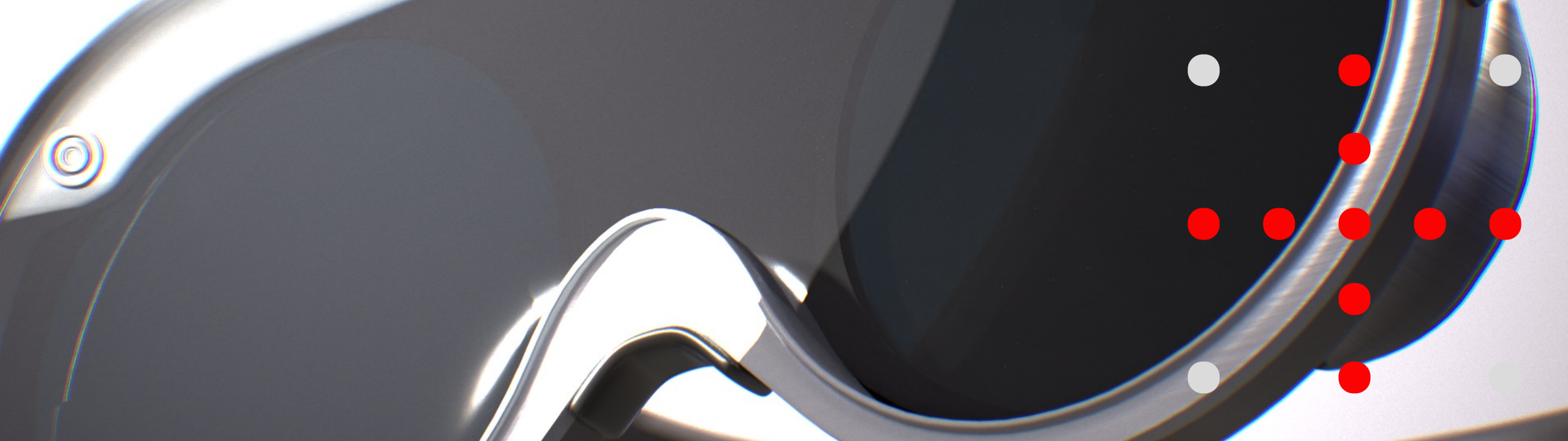
- **Traditional** mannequin training
- **Virtual Reality** training, **powered by MAGES**

The study uses a prospective, quasi-experimental, non-equivalent control group design, as well as a retrospective component, to **examine** the **association** between **simulation training** and **patient outcomes**.

Diverse **methodologies** are employed to **evaluate** resident learning, satisfaction, resource allocation, and collaborative aptitude within the context of **simulation-based training**.



	ORamaVR	Competition
Distribution & Licensing	ORamaVR Launcher	Competition's Distribution Hub
Admin Overview	ORamaVR Portal	Competition's Distribution 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
Multiplayer	✓	✓
Hardware Agnostic	PC (Windows, MacOS), iOS, Android, Universal XR (Quest, Vive, Pico), Magic Leap, Hololens	PC, Quest, Focus 3
XR App Ownership	Client-owned	Competitor's
Extend/Modify/Update the Final XR App	Free Includes 1-year MAGES SDK for professionals subscription	Additional Fees
Marketplace	<u>MAGES APP</u> Free listing with shared revenue agreement	✗



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