ORama VR

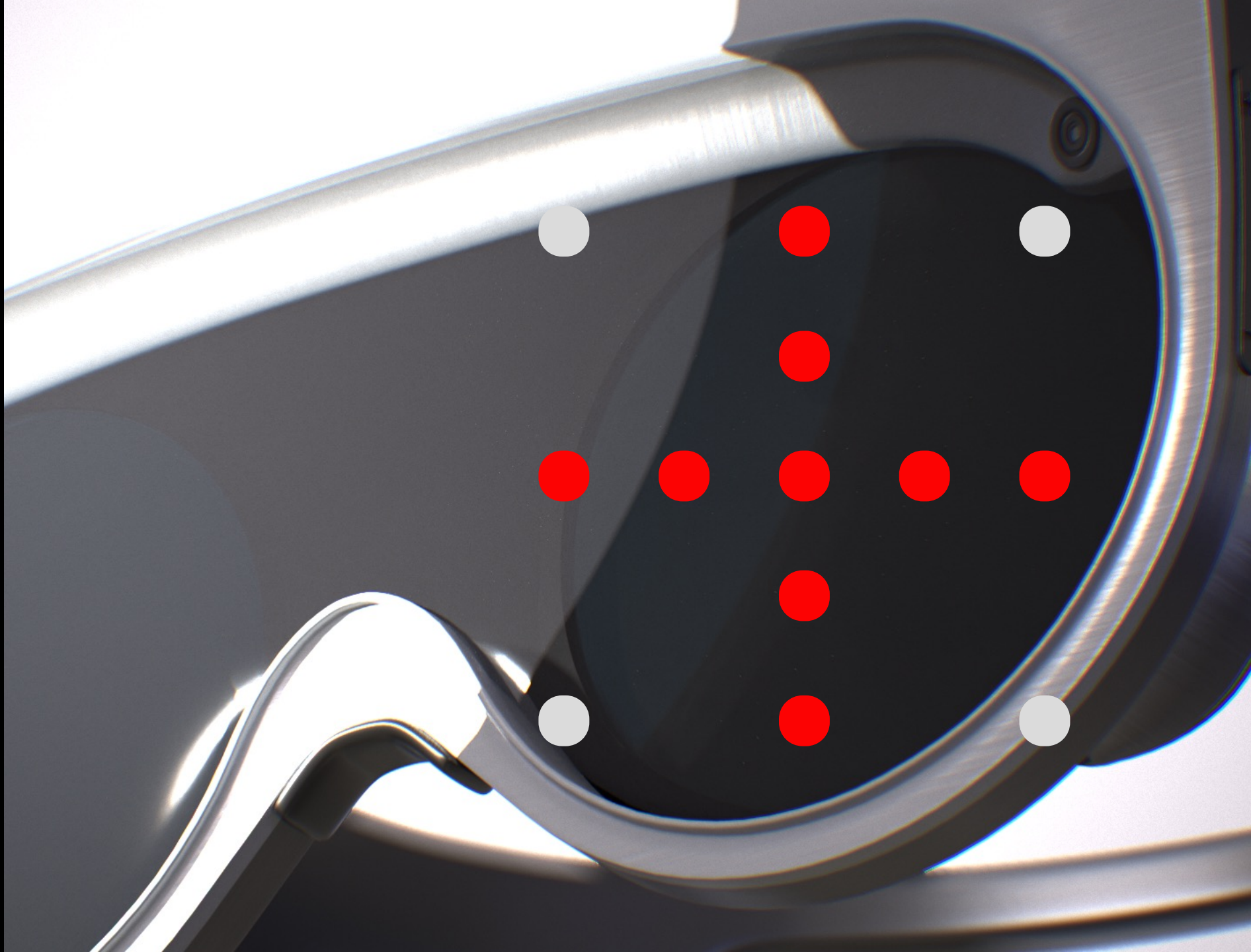## Western Governors University

Transforming Higher Education Through Competency-Based Learning

ACCELERATING THE WORLD'S TRANSITION TO MEDICAL XR TRAINING.

Western Governors University
Transforming Higher Education Through Competency-Based Learning

ORama VR

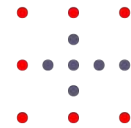Nurse Training & Assessment

WGU
Western Governors University

"It was important for us to partner with an organization that, not only had the significant amount of expertise in designing virtual reality simulations, but also the willingness and ability to innovate."

Jeff Dunn ,
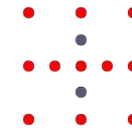**Director, Center for Professional Learning at WGU**

THE CHALLENGE

Boosting Nurse Assessment for Non-Technical skills.

- Address the shortcomings of traditional **form-based assessments**.
- **Lack of high-fidelity assessment** of students' performance.
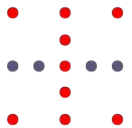- **Cognitive skills training** in Chronic and Behavioral Health Care Coordination.

THE SOLUTION

An Inclusive, Immersive & Interactive XR Experience.

- **Cognitive training** and **assessment simulations** for soft skills.
- Support for **multiple interaction modalities** (Desktop, mobile & VR).
- **Skill-based scoring** system for a **collaborative** environment.

THE INNOVATION

Extensible, high-fidelity, and Future-proof platform.

- Encourages users to explore **beyond obvious answers** depending on external context.
- **Blackboard Integration** links XR Assessments with Student Reports .
- **Custom Question Mechanics** for Varied Formats.
- Novel Clinical Trial.

VIDEO →

Designed in Switzerland

Western Governors University
Empowering Education for Success in a Digital World

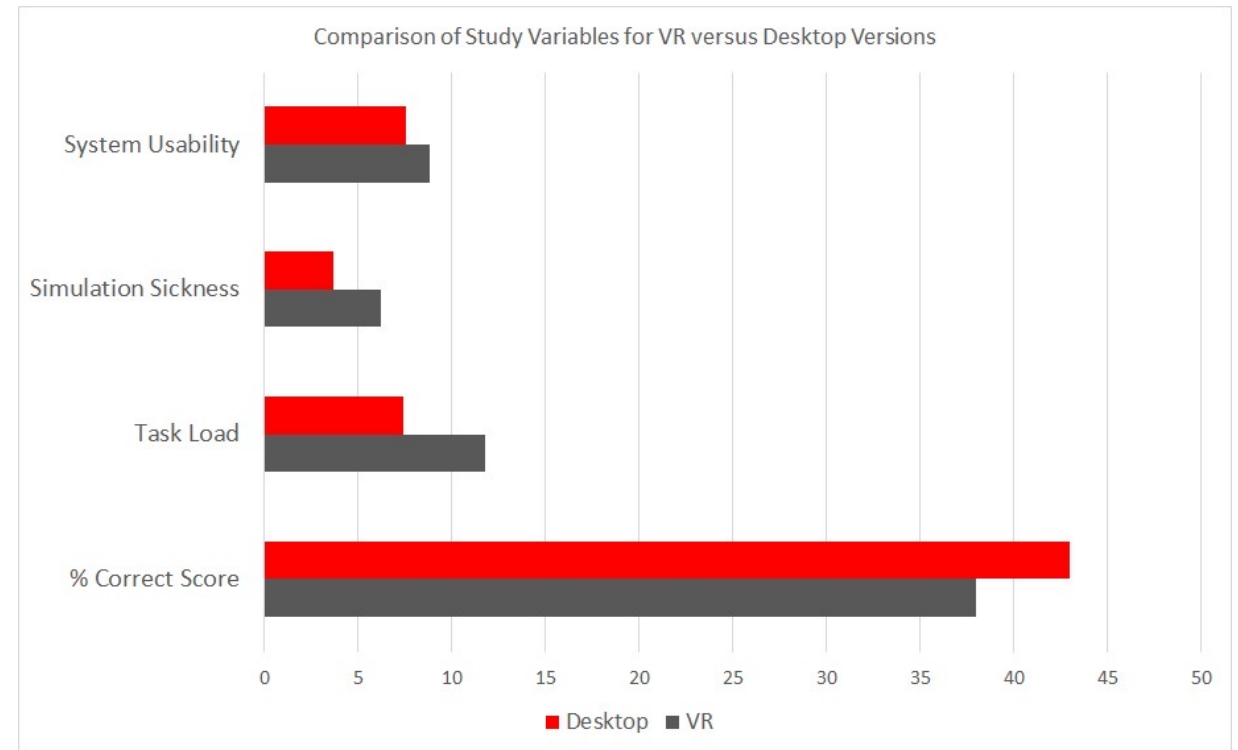## VR vs. Desktop Trial for Online Competency-Based Education

3 scenarios assessed participants using a novel skill-based method powered by the **MAGES Analytics Engine**, comparing desktop and VR app versions across metrics:

1. Summative assessment scores
2. Task load
3. Simulation sickness
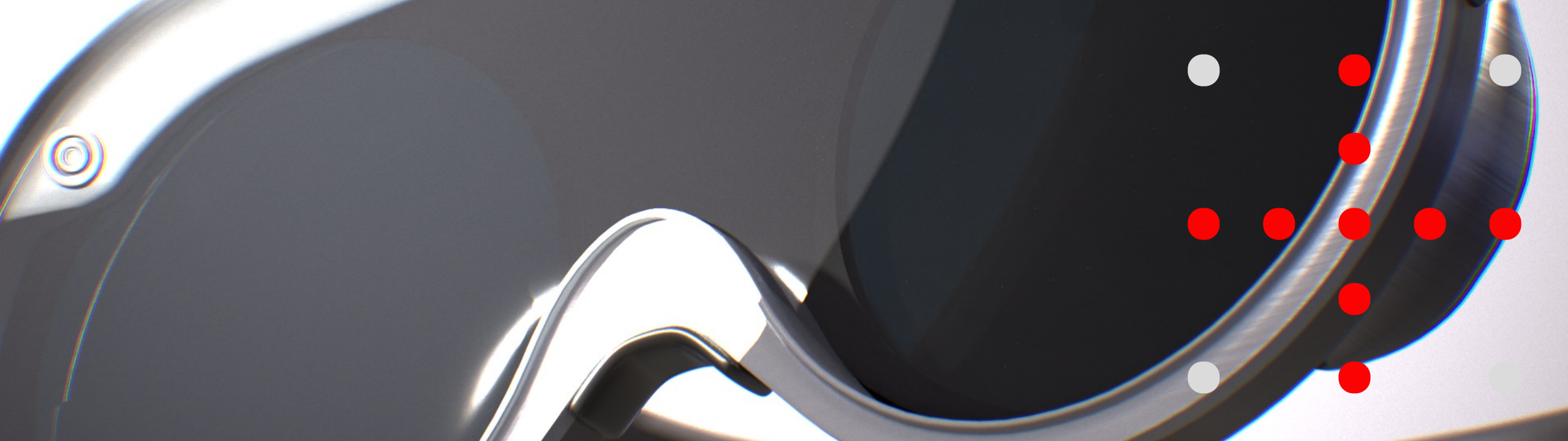4. System usability
5. Immersion

For first-time VR users, the trial indicated substantial **usability** and **immersion** levels compared to typical cases, suggesting VR's design and engagement were strong.

For the desktop version of the application, overall participant performance was **higher** than that of VR, but **not significantly higher**.

Despite the fact that the users are **familiar with desktop PC** usage but totally inexperienced with virtual reality (VR), it's important to highlight that the results produced remarkably **similar outcomes.**

Comparison of Study Variables for VR versus Desktop Versions

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	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	MAGES APP Free listing with shared revenue agreement	✘

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ORama VR

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