

ORamaVR™ MAGES:SDK End User License Agreement

THIS END-USER LICENSE AGREEMENT ("EULA") GOVERNS YOUR USE OF THIS SOFTWARE OFFERED THROUGH THE UNITY STORE. BY OBTAINING, DOWNLOADING, INSTALLING, OR OTHERWISE USING THE SDK, YOU AGREE TO COMPLY WITH THE TERMS AND CONDITIONS SET FORTH IN THIS EULA. PLEASE CAREFULLY READ AND UNDERSTAND THIS EULA, AS IT CONSTITUTES A LEGALLY BINDING AGREEMENT BETWEEN YOU AND ORAMAVR SA ("LICENSOR"). FOR USERS WHO ACQUIRE THE SOFTWARE THROUGH THE UNITY STORE, THIS EULA IS SUPPLEMENTAL TO AND SHOULD BE READ IN CONJUNCTION WITH THE UNITY TECHNOLOGIES, INC. TERMS OF SERVICE AND END-USER LICENSE AGREEMENT (<https://unity.com/legal/as-terms>), WHICH GOVERN YOUR USE OF THE UNITY STORE AND UNITY'S SERVICES. IN THE EVENT OF ANY CONFLICT OR INCONSISTENCY BETWEEN THE TERMS OF THIS EULA AND THE UNITY EULA, THE TERMS OF THIS EULA SHALL PREVAIL WITH RESPECT TO THE USE OF THE SOFTWARE. FOR USERS WHO PROCURE THE SOFTWARE THROUGH CHANNELS OTHER THAN THE UNITY STORE, THIS EULA SHALL BE THE SOLE AND EXCLUSIVE DOCUMENT REGULATING YOUR USE OF THE SOFTWARE. THIS EULA SUPERSEDES ANY PRIOR AGREEMENTS, WHETHER ORAL OR WRITTEN, RELATING TO THE SOFTWARE, AND BY USING THE SOFTWARE, YOU AGREE TO BE BOUND BY ITS TERMS AND CONDITIONS. IF YOU DO NOT AGREE TO THE TERMS OF THIS EULA, YOU MUST NOT USE THE SOFTWARE, AND ANY USE THEREOF SHALL BE CONSIDERED A VIOLATION OF THIS AGREEMENT.

ORamaVR has developed a unique proprietary Software (ORamaVR **MAGES:SDK**) described in Exhibit A attached herein.

ORamaVR is licensing this software to the Customer under the following terms and conditions described in this document.

Definitions:

-About Box - It is a box contained in the Derivative Works, accessible for the users of the Derivative Works, which gives credit to the author of the Derivative Works and which must include the information stated in this Agreement.

-Confidential Information - The Licensed Software, accompanying documentation and any technical information disclosed by ORamaVR to Customer that is disclosed in writing, orally, graphically, electronically or by observation or otherwise, is identified as “confidential” or “proprietary” at the time of disclosure or under the circumstances, a person exercising reasonable business judgment would understand to be confidential or proprietary.

-Customer - A freelance Software Developer or the organization/company purchasing this license agreement.

-Derivative Works- Any software programs, and copies thereof, which are developed by Licensee and which are based on or incorporate any part of the Licensed Software delivered by Licensor hereunder, including without limitation any revision, modification, translation (including compilation or recapitulation by computer), abridgment, condensation, expansion, or any other form in which the Licensed Software may be recast, transformed or adapted, and that, if prepared without Licensor's authorization, would constitute a copyright or trade secret infringement of the Licensed Software.

-The Licensed Software - The ORamaVR **MAGES:SDK** including a) **The MAGES™ SDK** Software and b) **The ORamaVR™ Cloud Services Software** as described in Exhibit 1 attached herein.

-The ORamaVR™ Cloud Services Software – The Cloud Services provided by ORamaVR as three sample software applications that the end user can customize/install/deploy to his/her cloud service provider of choice, in order to provide extra cloud-based functionality and features, by remotely connecting to the local, standalone Unity application authored with Unity™ and the MAGES™ SDK. These features include a) End-user account management (specify user accounts authentication and their time-limited, floating end-user licenses for different products), b) End-user performance analytics (per-user, per-trial detailed user performance and competency assessment) and c) End-user coop connectivity in a virtual, shared collaborative environment (connected different user accounts in the same VR app). During the authoring phase of the final standalone VR application, the end-user can test connectivity between the ORamaVR™ cloud services and the MAGE™ SDK, within the Unity™ Editor. These cloud services are thus residing/operating on the cloud and communicate remotely, when specified/needed, with the local VR application created by MAGES and Unity.

-ORamaVR™ Marks - The registered Trademarks ORamaVR and M.A.G.E.S

-Public Space - The Public Space includes any online store or distribution channel in/by which Derivative Works are shared or published.

-Right to Use - The right that Customer has to publish his/her Derivative Works in the Public Space.

-The Parties - Customer and ORamaVR.

-Third Party - Any individual, association, partnership, firm, company, corporation, consultant, Subcontractor, or combination thereof, including affiliates, subsidiaries and joint ventures, that is not a party to this Agreement.

-Updates - means an update to the Licensed Software made available to Customer by ORamaVR to ensure uninterrupted operation of the ORamaVR **MAGES:SDK**.

1. License to Use and Create Derivative Works

- 1.1. Subject to the terms of this Agreement, ORamaVR grants to Customer one, time limited, floating, non transferable, non-sublicensable, revocable non exclusive, worldwide license to download, install, integrate, and use the Licensed Software through the Unity or Unreal Editor to develop virtual reality Derivative Works (the “**Permitted Use**”) in Executable Application Form and to perform, display, reproduce and distribute such works to end users pursuant to a binding written agreement, no less restrictive than this agreement that contains as minimum terms, the terms provide for under Section 2 below, and where all express and implied warranties regarding the SDK by ORamaVR are disclaimed and all consequential, special, and indirect damages are disclaimed on behalf of ORamaVR
- 1.2. The derivative work shall include an About Box, with a statement that the derivative software has been developed using **MAGES:SDK** and with a link to the **MAGES:SDK** User License Terms.
- 1.3. This license agreement does not provide access to ORamaVR’ s own Cloud Services. However the **The ORamaVR™ Cloud Services Software included in the Licensed Software allow the** end user to customize/install/deploy these services to his/her cloud service provider of choice.

2. Intellectual Property

- 2.1. ORamaVR and any third party licensors hereby retain all right, title and interest in and to the Licensed Software, including without limitation all copy-rights, patent rights, trademark rights and all other intellectual property rights therein or related thereto (“**Intellectual Property Rights**”). This Agreement does not convey or otherwise provide to Customer title or any ownership rights or interests in or to any Intellectual Property Rights of ORamaVR or any of its affiliates, including but not limited to those incorporated in the Licensed Software or any component of the Licensed Software, patents, patent applications, works of authorship, trade secrets, know-how, ideas or any other subject matter protectable under Intellectual Property Rights laws of any jurisdiction. ORamaVR and any third party licensors are the sole and exclusive

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- 2.2.** Customer shall not engage in any act or failure to act, that enables, causes or facilitates any use or distribution of the Licensed Software in a manner that causes any patents, copyrights or other Intellectual Property Rights owned or controlled by ORamaVR or any of its affiliates to become subject to any encumbrance or terms and conditions of any Open Source License. The rights granted by ORamaVR are conditioned upon Customer's full compliance with the foregoing sentence.
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- 2.4.** Customer may not include in the Derivative Works (i) any content considered illegal, immoral, unethical, offensive or objectionable, or (ii) any malware, malicious or harmful code, program or other internal component (e.g. computer viruses, Trojan horses, etc. that could damage, destroy or adversely affect other software, firmware, hardware, data, systems, services or networks). Customer shall not use the Licensed Software and/or documentation to create, develop or publish any Derivative Works that invade, violate or infringe the Intellectual Property rights (copyrights, patent rights, trade secrets, trademark or service mark rights, privacy, publicity, or any other rights) of any person or entity. In addition, Customer agrees not to design,

develop or publish any Derivative Works with the objective to damage any computer, network or any feature or function of a wireless device, computer or network based on the use of such application. Customer represents and warrants that Customer has obtained all necessary permission and licenses from all copyright holders, if any, in material or code used or recorded in any Derivative Works that Customer creates or develops with the Licensed Software. The Right to Use the Licensed Software granted to Customer hereunder is solely for the Permitted Use expressly set forth in this agreement. The Licensed Software and documentation shall not be used for any other purpose.

- 2.5. Customer retains all title, copyright and other proprietary interests in derivative works of the Software that are developed by or on behalf of Customer. ORamaVR does not acquire any rights, express or implied, in such derivative works.
- 2.6. Customer, at its sole discretion, may report its findings and results of the use of the Licensed Software (“**Feedback**”). Feedback includes, without limitation, suggestions, comments, ideas or know how about the Licensed Software in direct connection with Customer’s evaluation and use (whether presented orally, in written form or otherwise) and Derivative Works or parts of the Derivative Works in machine readable form or source code. With respect to such Feedback, Customer hereby grants ORamaVR, under the applicable Intellectual Property Rights owned by Customer, the worldwide, non-exclusive, perpetual, irrevocable, royalty-free rights: (i) to use, copy and modify Feedback, to create derivative works and/or include such Feedback in the Licensed Software thereof, (ii) to make (and have made), use, import, sell, offer for sale, lease or otherwise distribute any products or services of ORamaVR, containing Feedback, and (iii) to sublicense the foregoing rights to the extent a license is necessary for using products or services of ORamaVR.
- 2.7. Customer can choose to use in his derivative work the indication “Powered by ORamaVR” or the ORamaVR marks. In this event and Subject to the terms and conditions, of this Agreement ORamaVR hereby grants to the Customer a non-exclusive, non-transferable, limited license to use the ORamaVR Marks solely in connection with the Derivative Works produced under this license. The Customer shall ensure that all marketing materials or other documents on which the ORamaVR Marks are placed (the “**Marked Materials**”) shall not reflect adversely

upon the name, goodwill or reputation of ORamaVR. Customer agrees that the Marked Materials shall be of such nature, style, appearance and quality as shall be adequate and suited to the protection of the ORamaVR Marks and the goodwill associated therewith. The ORamaVR Marks and the goodwill associated therewith and associated with the Software are and remain ORamaVR' s exclusive property. The Customer shall acquire no right, title or interest in the ORamaVR marks, or the goodwill associated therewith or associated with the Software, other than the limited license and right to use the ORamaVR Marks set forth in this Section. All usage of the ORamaVR Marks shall inure to ORamaVR' s benefit. The Customer shall not knowingly do, or suffer to be done, any act which would impair the ORamaVR Marks or the goodwill associated therewith.

3. Support, Updates and Upgrades

- 3.1. In the sole discretion of ORamaVR, ORamaVR SDK Customers with an active license, may receive error corrections, bug fixes, patches or other updates to the Software licensed hereunder to ensure the uninterrupted use of the Licensed Software or deployment of the Derivative Works. Support, for ORamaVR SDK Customers, will only be provided through ORamaVR's website <https://forum.oramavr.com/>. All such error corrections, bug fixes, patches, updates and other modifications shall be the sole property of ORamaVR. All upgrades and updates are provided to the Customer and are deemed to fall under the running license, if any.

4. Warranties and Disclaimer

- 4.1. ORamaVR warrants that the Licensed Software is free from material defects at the time of delivery. Material defects are deviations from the product specification, including in the accompanying documentation, where such deviations significantly impair the value of the software or its fitness for ordinary use as described in the documentation. The Customer shall immediately notify ORamaVR in writing of any material defect that may occur, specifying how the material defect manifests itself, what effect it has, under what circumstances it occurs and how it is to be classified from the Customer' s point of view. Otherwise ORamaVR shall not be liable for the material defect. ORamaVR,

having received notification of the material defect, will certify the existence of the material defect and remedy such material defect (subsequent improvement or subsequent delivery) within a reasonable period of time.

- 4.2.** THE WARRANTY SET FORTH IN THIS ARTICLE IS A LIMITED WARRANTY AND IT IS THE ONLY WARRANTY MADE BY ORamaVR. ORamaVR EXPRESSLY DISCLAIMS, AND THE CUSTOMER HEREBY EXPRESSLY WAIVES, ALL OTHER WARRANTIES EXPRESS OR IMPLIED, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. ORAMA VR DOES NOT WARRANT THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE.

5. Indemnity

- 5.1.** Customer agrees to indemnify and hold ORamaVR, its subsidiaries and affiliates and each of their respective officers, directors and employees harmless from and against any and all claims, demands, causes of action, losses, liabilities, damages, costs and expenses, incurred or otherwise suffered by ORamaVR (including but not limited to costs of defense, investigation and reasonable attorney's fees) arising out of, resulting from or in connection with (i) any use, reproduction or distribution of the Derivative Works, which causes an infringement of any patent, copyright, trademark, trade secret, or other Intellectual Property, publicity or privacy right of any third parties arising in any jurisdiction anywhere in the world, (ii) the download, distribution, installation, storage, execution, use or transfer of Derivative Works, related content or materials, by any person or entity except and solely to the extent such infringement is caused by the unmodified Licensed Software, or portions thereof, as supplied to Customer by ORamaVR under this Agreement, and/or (iii) any breach of this Agreement by Customer. If and as requested by ORamaVR, Customer agrees to defend ORamaVR in connection with any third party claims, demands, or causes of action resulting from, arising out of or in connection with any of the foregoing.
- 5.2.** ORamaVR shall have no liability for any claim of infringement based on (i) the use of a superseded or altered version of the Software if infringement would have been avoided by the use of a current or unaltered version of the Software which ORamaVR made available to the Customer; or (ii) the combination, operation or

use of the Software with software, hardware or other materials not furnished by ORamaVR.

6. Virtual Reality Software Waiver and Release of Liability

- 6.1.** The Customer has the sole responsibility of ensuring that all individuals using the Software have been informed about the risks and potential danger inherent to the Virtual Reality Experience. ORamaVR will not, under any circumstances, be held liable for any property damage, personal injury or death related to the use of the Software.
- 6.2.** Subject to the terms and conditions of this Agreement, the Customer shall (i) defend, indemnify and hold harmless ORamaVR, its Affiliates, and their respective officers, directors, and agents against any claim or action brought by a Third Party (A) alleging that the Customer' s negligence caused death or personal injury to a person and (B) arising out of, or as a result of the Customer' s breach of this Agreement (each of the preceding A and B are an "**ORamaVR Claim**"), and (ii) pay all settlements entered into, and all final judgments and costs (including reasonable attorneys' fees) awarded against such indemnitee in connection with such ORamaVR Claim provided that, this indemnity shall not extend to any ORamaVR Claim to the extent such ORamaVR Claim arises from ORamaVR' s breach of any term or condition of this Agreement, or ORamaVR' s negligence or willful misconduct.

7. Limitation of Liability

- 7.1.** ORamaVR SHALL HAVE NO LIABILITY WITH RESPECT TO ITS OBLIGATIONS UNDER THIS AGREEMENT OR OTHERWISE FOR CONSEQUENTIAL, EXEMPLARY, SPECIAL, INCIDENTAL OR PUNITIVE DAMAGES EVEN IF IT HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES EXCEPT AS FALLING UNDER MANDATORY PRODUCT LIABILITY ACCORDING TO SWISS LAW. THIS LIMITATION APPLIES TO ALL CAUSES OF ACTION IN THE AGGREGATE, INCLUDING WITHOUT LIMITATION TO BREACH OF CONTRACT, BREACH OF WARRANTY, NEGLIGENCE, STRICT LIABILITY, MISREPRESENTATIONS AND OTHER TORTS. BOTH PARTIES UNDERSTAND AND AGREE THAT THE

REMEDIES AND LIMITATIONS HEREIN ALLOCATE THE RISKS OF PRODUCT AND SERVICE NONCONFORMITY BETWEEN THE PARTIES AS AUTHORISED BY APPLICABLE LAWS. THE FEES HEREIN REFLECT, AND ARE SET IN RELIANCE UPON, THIS ALLOCATION OF RISK AND THE EXCLUSION OF CONSEQUENTIAL DAMAGES SET FORTH IN THIS AGREEMENT.

8. Confidentiality

- 8.1.** The Licensed Software contains Confidential Information pertinent to ORamaVR. Customer undertakes to protect from disclosure to any third party the Licensed Software - including all accompanying documentation, any backup copies made and all other information of ORamaVR identified or marked as Confidential and which is made accessible to Customer within the context of this Agreement. Customer shall not disclose, or permit the disclosure of, the Licensed Software and/or documentation in any form or any information relating to the Licensed Software and/or documentation to any third party without ORamaVR' s prior written permission. Customer acknowledges that the unauthorized use or disclosure of the ORamaVR' s Confidential Information would cause ORamaVR to incur irreparable harm and significant damages, the degree of which may be difficult to ascertain. Accordingly, Customer agrees that ORamaVR will have the right to obtain immediate equitable relief to enjoin any unauthorized use or disclosure of its Confidential Information, in addition to any other rights and remedies that it may have at law or otherwise.
- 8.2.** The Confidential Information will not include information that: (i) is now or thereafter becomes generally known or available to the public, through no act or omission on the part of Customer, (ii) is expressly revealed by ORamaVR on a non-confidential basis, (iii) was known by Customer prior to receiving such information, or (iv) is rightfully acquired by Customer from a third party who has the right to disclose it and who provides it without restriction as to use or disclosure. The burden of proof for the existence of any of the above exceptions shall be borne by Customer.

9. Extinction of Rights

- 9.1. Customer' s Right to Use the Licensed Software and Deploy the Derivative Works, becomes extinct, without notice being required, if Customer breaches any of the above terms of the Agreement. In such a case, Customer is obliged, at the discretion of ORamaVR, to return or destroy the tangible items or embodiments, all copies and documentation. Any such destruction must be confirmed in writing to ORamaVR.

10. Waiver

- 10.1. No failure to exercise, nor any delay in exercising, on the part of ORamaVR, any right or remedy hereunder shall operate as a waiver thereof, nor shall any single or partial exercise of any right or remedy prevent any further exercise thereof or the exercise of any other right or remedy. The waiver by ORamaVR of any breach shall not be deemed a waiver of any subsequent breach of the same or any other term of this Agreement.

11. Severability

- 11.1. If any provision of this Agreement shall be held or become invalid, this shall not prejudice the validity of the other provisions of this Agreement. ORamaVR and Customer agree on replacing the invalid provision with a valid provision, which most closely approximates to the commercial objective of The Parties. The same applies to eventual loopholes in this Agreement.

12. Audit rights

- 12.1. Upon written request by ORamaVR, Customer shall, within a period of 15 days following receipt of the request, supply ORamaVR in writing with all requested information on the type and extent of use, by Customer, of the Licensed Software at the time, which is necessary to examine whether such use complies with the provisions of this License Agreement.

13. Third Party Software

13.1. The Licensed Software may use or be integrated by third party software, which requires additional terms and conditions. Such third party software additional terms and conditions, listed and identified herein under Exhibit A, are part of and incorporated into this Agreement. By accepting this Agreement, Customer is also accepting the additional terms and conditions set forth herein. ORamaVR will not warranty, indemnify or otherwise be held liable for any third party software.

14. Term and Termination

- 14.1.** The License granted herein shall remain in effect for the duration indicated in your commercial invoice, unless terminated as provided for in this Section.
- 14.2.** ORamaVR may terminate this Agreement and the License, without prejudice to any other remedy ORamaVR may have, for any material breach of this Agreement that cannot be remedied within 30 days of Licensor' s notice to the Customer of the breach and Licensor' s intent to terminate the License.
- 14.3.** Upon termination of this Agreement for default of Customer, the Customer shall cease using the Software and Documentation and promptly return all copies of the Software, Documentation and all other Confidential Information in its possession or control. The Customer shall delete all copies of such materials residing in on- or off-line computer memory and destroy all copies of such materials, which also incorporate Customer' s Confidential Information, Documentation, and any other Confidential Information. The Customer shall certify, within 10 days from the effective date of the termination, in writing by an officer or director of the party, that all copies of the Software and Documentation have been returned, deleted and destroyed.

15. Final provisions

- 15.1.** Any modification or amendment to this Agreement must be made in writing to become effective. Verbal ancillary agreements are deemed not to exist.
- 15.2.** The terms of this Agreement apply only to the version of the Licensed Software available when acquired. Any previous or subsequent license granted to Customer for use of the Licensed Software shall be governed by

the terms and conditions of the agreement entered into when Customer purchases or acquires that version of the Licensed Software.

- 15.3.** At ORamaVR' s request and upon breach of any of the Terms of this Agreement, Customer agrees to immediately remove the Derivative Works from Public Space.
- 15.4.** Customer hereby grants ORamaVR a non-exclusive, worldwide, non-sublicensable, non-transferable, irrevocable right to use Derivative Works and/or Customer's name, logos, trademarks, webpages, or any other distinctive feature of Derivative Works and/or Customer for marketing purposes, press releases, product brochures and financial reports and, in so doing, refer to the fact that Customer has used the Licensed Software.
- 15.5.** Customer further agrees to ORamaVR' s establishment of a hyperlink to Customer' s corresponding online service within the framework of its own homepage.
- 15.6.** This Agreement shall be subject to and governed by the internal law (ignoring principles of conflict of laws and international treaties) of Switzerland. Any dispute, controversy or claim arising out of or in relation to this Agreement, including the validity, invalidity, breach or termination thereof, shall be finally and exclusively settled by the courts of the canton of Geneva, Switzerland, subject to a right of appeal to the Swiss Federal Supreme Court.

EXHIBIT A



The ORamaVR MAGES™ SDK Platform.

The ORamaVR MAGES™ SDK Platform is the medical VR industry's first software development kit that allows rapid prototyping of any medical operation in VR, in a fraction of time and cost than those needed by developing only with traditional game engines, allowing for superior results typically achieved by domain expert developers of these engines. By being layered on top of existing game engines, it allows harnessing all their benefits while providing a low-code superior solution to developers with just a moderate knowledge of these engines.

The MAGES™ SDK Platform contains:

a) The MAGES™ SDK (software development kit), a developer seat-based Unity™ Package (software library containing compiled code in DLL form, scripts in C# form and 3D/2D/multimedia assets and their associated files) that can be imported in the Unity Editor, in an annual subscription. Then it can be subsequently used with the rest of the Unity Engine in order to generate a standalone virtual reality windows or android software application, which incorporates the Unity™ runtime as well as the SteamVR™ runtime. The MAGES™ SDK operates locally, within the end-user Unity™ Editor software application.

b) The ORamaVR™ Cloud Services Software, three sample software applications in source code form, that the end user can customize/install/deploy to his/her cloud service provider of choice, in order to provide extra cloud-based functionality and features, by remotely connecting to the local, standalone Unity application authored with Unity™ and the MAGES™ SDK. These features include a) End-user account management (specify user accounts authentication and their time-limited, floating end-user licenses for different products), b) End-user performance analytics (per-user, per-trial detailed user performance and competency assessment) and c) End-user coop connectivity in a virtual, shared collaborative environment (connected different user accounts in the same VR app). During the authoring phase of the final standalone VR application, the end-user can test connectivity between the ORamaVR™ cloud services and the MAGE™ SDK, within the Unity™ Editor. These cloud services are thus residing/operating on the cloud and communicate remotely, when specified/needed, with the local VR application created by MAGES and Unity.

The MAGES™ SDK includes the following algorithms and their system implementation for a fully customizable, interactive and playful, psychomotor and/or cognitive simulation in virtual reality environments for any medical training procedure and scenario. Specifically, these algorithms and associated software components of M.A.G.E.S. are:

1. An algorithm for a **Multiplayer** engine that works on top of standard networking protocols allowing to share only very few key positions/orientations across the network and calculate all intermediate locally.

2. An algorithm for an **Analytics** engine that is able to capture several hundreds of events as opposed to several tens that current engines track per second. These performance-based assessments are stored locally for maximum flexibility and can be uploaded on the cloud.
3. A **Geometric** algebra vertex transformation algorithm at the heart of all our virtual human animation and deformation allowing significantly more efficient and robust control of vertex transformations (translations, rotations, dilations).
4. An algorithm that provides an **Educational** process editor for visual scripting rapid prototyping of VR learning modules, based on a novel scene storyboard representation (Lessons, Stages, Actions).
5. A **Semantic** scene processing suite of algorithms that operate on the learning objectives previously depicted via Lessons, Stages, and atomic learning Actions. This suite of algorithms is called Semantic Action Prototypes for VR training and provide blueprints for training, in a similar way to software design patterns. They essentially constitute our own training scene storyboard interaction format, fully simulating the interactive learning objectives and their micro user actions required to achieve them, on the virtual patient, for both rigid as well as soft-body deformable surfaces in co-op environments.

Third party commercial components of the MAGES Platform and their software license agreements:

1. Unity: <https://unity3d.com/legal/terms-of-service>
2. Photon: <https://doc.photonengine.com/en-US/server/current/operations/licenses>
3. SteamVR SDK: https://store.steampowered.com/eula/610260_eula_0
<https://partner.steamgames.com/doc/features/steamvr/enterprise>
4. Oculus SDK: <https://developer.oculus.com/licenses/pc-3.3/>
5. Wave SDK: <https://developer.vive.com/resources/downloads/licenses-and-agreements/english/>
6. Dissonance Unity plug-in: <https://dissonance.readthedocs.io/en/latest/Basics/Licensing/index.html>
7. Final-IK Unity plug-in: https://unity3d.com/legal/as_terms

Third party open-source components of the MAGES SDK and ORamaVR Cloud Services and their software license agreements:

1. Nebular: <https://github.com/akveo/nebular/blob/master/LICENSE.txt>
2. ngx-admin: <https://github.com/akveo/ngx-admin/blob/master/LICENSE>
3. ng2-smart-table: <https://github.com/akveo/ng2-smart-table/blob/master/LICENSE.txt>
4. angular-auth-oidc-client: <https://github.com/damienbod/angular-auth-oidc-client/blob/main/LICENSE>
5. ngx-charts: <https://github.com/swimlane/ngx-charts/blob/master/LICENSE>
6. ngx-echarts: <https://github.com/xieziyu/ngx-echarts/blob/master/LICENSE>
7. IdentityServer4: <https://github.com/IdentityServer/IdentityServer4/blob/main/LICENSE>
8. MailKit: <https://github.com/jstedfast/MailKit/blob/master/LICENSE>
9. glm: <https://github.com/g-truc/glm/blob/master/copying.txt>
10. ChatGPT: <https://chat.openai.com>