

Geneva, 11th October 2022

ORamaVR, the leader in medical virtual reality (VR) training tools, raises 2.4M EUR in their post-seed funding round.

The lack of access to affordable surgical care today has created a major health crisis currently affecting almost 5 billion people globally. The World Health Organization (WHO) is projecting that by 2030 there will be a staggering deficit of 18 million medical professionals. The lack of innovation in medical profession training over the last 150 years is an important driver of this crisis.

ORamaVR, a Swiss deep-tech startup with R&D in Greece has been tackling this crisis since it was founded in 2020. ORamaVR provides immersive virtual reality solutions that allow training of medical professionals more efficiently and on a larger scale.

Clinical studies have proven that medical VR training improves patient outcomes. However, the creation of medical VR training modules is traditionally very costly and time consuming.

ORamaVR has solved this problem. Using its proprietary authoring tools, ORamaVR's and its clients can create high quality medical training modules faster and more resource efficient, but at a lower cost to the client and health care system.

ORamaVR recently raised 2.4M EUR in post-seed funding through non-dilutive and convertible note financing, led by the European Union NextGenerationEU and HorizonEurope programmes, as well as the Geneva Foundation for Technology Innovation (Fongit) and FORTH-ICS.

The funds will support ORamaVR in tackling the crisis by accelerating the worlds' transition to medical virtual reality training.

ORamaVR announces the appointment of Craig Patterson as a new board member. Craig Patterson is currently the CFO of Celero Systems and has over 25 years experience in the medical device sector.

The company is supported by Fongit, where interested parties can contact for partnerships and collaborations.

More about <u>ORamaVR</u>:

ORamaVR was created to tackle a major health crisis that is currently affecting almost 5 billion people globally: the lack of access to affordable surgical care. We aim to accelerate the world's transition to medical VR training by democratizing the VR metaverse content creation and offering a low-code authoring platform (MAGES-SDK) to medical organisations, enabling the mass production of high fidelity medical Virtual Reality Simulations at 1/8th of cost and time against current practices. These medical VR training simulations are utilized by hospitals, medical device companies, medical schools and medical training centres to train and assess their medical professionals on current and new surgical, diagnostic or therapeutic techniques.

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