VR/AR ASSOCIATION

INDUSTRY SECTOR REPORT

HEALTHCARE

2020

Sponsor Details

NAME

4DMED

WEBSITE

www.4dmed.net

NAME

DARK SLOPE

WEBSITE

www.darkslope.com

Immersive Learning For The Empowered Workforce

Table of Contents

Foreword by 4dmed.ltd

I picked up the phone and heard my long-time client Sam say, "How do I slow down the clients coming in? I can't keep up!"

As we know that this virus has forced us to stay at homes and medical students, doctors and trainees are not able to go to their respective places. It is not just about the medical field, this pandemic has affected all without any discrimination. During these hard times, we are providing efficient ways to train the healthcare professionals. 4DMED Ltd is medical software and medical device Development Company that designs interfaces for the health care education research.

With the help of this platform, you will pass through these tough times. We have used the VR technology to help the VR industry achieve its target of training people. 4DMED has created a library so that people can achieve best health program for their environment. Cloud has started two programs; one is to train the surgeons virtually via senior trainers and the other is to train junior trainees, nurses and medical students. 4DMED products includes a simulator which offers double screen feature to keep the trainees engaged and help them learn quickly. Complete surgeries can be practiced at increasing levels of difficulty, so that the trainees get all the experience. 4DMED has also designed a software suite of virtual reality for the medical training sector. It will help reduce the human error and will assist the VR industry. This virtual reality platform created will help the seniors with improved mental health as well as physical health due to continuous movement of body while using VR. Discussions among the seniors will provide residents with much useful information; which is necessary for a happy community. 4DMED advanced software and hardware technology will help medical professionals to experience real life surgical simulation. VR headset and touch sensor helps the user to interact with virtual operation rooms. This real life experience fills the communication gap and also increases the decision making of the medical staff. 4DMED offers a wide range of simulator technologies depending upon the objectives of respective medical professional. This virtual technology creates a realistic training environment for the medical professionals.

We are playing our part for the VR industry by using the virtual reality technology to teach different universities and colleges from around the globe. It includes universities of Canada, USA, Europe, Asia, and Middle East. The purpose of using this technology to assist people in training and making their lives normal during this rough time. Augmented Reality and Virtual Reality have proven to show value within many critical healthcare verticals including training, surgery, wellbeing, etc.

Dr Nevil Chimon
Director of 4dmed.ltd

Foreword by Dark Slope

THE FUTURE OF LEARNING IS IMMERSIVE. This belief is at the core of Dark Slope's Involve XR platform; a technology that has been built to empower instructors and training organizations to migrate their scenario training programs into the virtual world.

It is impossible to ignore the ways our world has transformed seemingly overnight. Entire industries have had to contend with what we're now referring to as our new reality. We've heard the phrases "pivot," "adapt" and "innovate" more in the last four months than cumulatively over the past two years. Alongside this upheaval we have seen how the pandemic has single handedly accelerated the adoption of 'emerging' technologies like VR and AR. Most importantly we have caught a glimpse of how these technologies can play a critical and transformational role in upskilling today's workforce and in training the next generation of healthcare workers.

Immersive learning will revolutionize how we train for high-risk jobs in the healthcare and safety fields, and how we most effectively arm doctors, nurses and first responders with critical skills best learned through practice. Dark Slope's Involve XR empowers training organizations to extend their offerings into VR and AR, allowing them to train remotely in live virtual classes with live ICU, ER, de-escalation, and other critical skill scenarios.

We recently announced our partnership with The American College of Chest Physicians (CHEST). Based on CHEST's curriculums we're set to develop a complete virtual reality training program on intubation techniques and best practices that will be made available through our learning platform Involve XR. Of course, airway procedures and intubation are topics at the forefront of critical care training right now, and we hope our technology can play a role in equipping critical care workers with skills and protocols they need to better combat COVID-19. The training itself consists of live virtual scenario training, in fully immersive and interactive ICU environments with a trainer and other live learners present. Physicians and other critical care workers will engage with dynamic, team-based, true-to-life training scenarios on intubation procedures.

In this precarious time virtual simulation is emerging as a key pillar of support for healthcare workers, offering realistic experiences in safe, remote environments, effectively expediting the deployment of new skills and protocols, while reducing costs for simulation training. With all the healthcare industry challenges this year has brought, the responses to XR training has been reassuring. COVID-19 has underlined our belief in the massive potential of virtual learning and the ability to use these technologies to create a more skilled healthcare workforce, delivering better patient outcomes.

Raja Khanna,
CEO, DarkSlope

4DMED Ltd

Company Summary

4D MED Ltd. ("4DMED") is a company that specializes in medical software and medical device development. It has plans to design, patent, and market a VR operating system with integrated, customary haptic and position sensing interfaces and 3D printing technologies for the healthcare education, research, software and medical device markets. As of now, a software framework empowering the design of new era VR-based cyber education materials has been designed with the support of physicians and professors teaching in VR. In addition, the development of position sensing and proprietary haptic devices is in advanced stages in co-operation with leading research institutes and universities in Europe and Asia.

Contact

Name: 4dmed ltd

Email: info@4dmed.tech

Website: www.4dmed.net

Size of Company

Employees or FTE equivalent: 5-10

Revenue: 300000

Type of Company

Software, content

Customer Types and/or names

VRCARE, hospital, colleges, medical training

What do you want from the vertical/market/industry?

Healthcare and education

Why are you in this industry vertical/sector?

Medical

How does your solution address current global situations?

Remote assistance, guided workflows, training programs to improve the productivity and increase learning ability.

AMA

Company Summary

With a decade of proven experience in remote assistance solutions, AMA is helping medical institutions and industrial organizations of all sizes accelerate their smart workplace transformation. Our market-leading XpertEye Assisted Reality platform has been deployed in more than 100 countries, addressing a wide range of applications like remote diagnostics, inspection, scheduling, and workflow management. These unequaled remote interactive collaboration solutions empower our customers to improve productivity, speed up resolution time, and maximize uptime. Our presence worldwide – with offices in France, Germany, Romania, UK, USA, Hong Kong, and China - allows us to work in every time zone and reach our customers wherever they are.

Contact

Name: Esther Duval

Email: esther.duval@ama.bzh

Website: www.amaxperteye.com

Size of Company

Employees or FTE equivalent: 100+

Revenue: N/A

Type of Company

Software

Customer Types and/or names

Emergency services, university and private hospitals, doctors and specialists, Medtech

What do you want from the vertical/market/industry?

AMA is looking forward to see how 5G will transform the way healthcare is delivered. It will increase the widespread adoption of telemedicine. Emergency services will benefit from reliable and confidential communications through 5G network slices reserved for them. That is why AMA is working together with other important players such as Philips, Orange, etc in the European project 5G-TOURS (5G smarT mObility, media and e-health for toUrists and citizenS) to deliver 5G-enabled solutions for safe cities.

Why are you in this industry vertical/sector?

We want to make remote support easy and efficient for medical institutions and industrial organizations worldwide. Our solution enables practitioners to get a second opinion instantly, it improves documentation of clinical data and can even be used as a novel method in training junior doctors and medical students.

We have the ambition to improve patient care by facilitating communication between patients living in rural or remote areas and specialists while guaranteeing patients' personal data (HIPAA and HDS compliant).

How does your solution address current global situations?

- Medical emergencies: Emergency responders can transmit in real-time a video of an accident to an emergency medical dispatcher to get a faster and more adapted response

- Telemedicine: Doctors can evaluate and support the treatment of patients at a distance using live secure video conferencing.

- Guidance: Remote doctors are able to guide on-site healthcare staff wearing smart glasses and show them what needs to be done during a medical procedure.

- Live surgery: Instead of searching among papers, surgeons can have access to life-saving patient info on their smart glasses.

- Hands-on training: Provide remote training in real-time with HD video transmission from the surgeon's point-of-view to demonstrate anatomy and surgical techniques to medical students.

- Telementoring: Allow students or residents to perform some procedures on a patient by themselves while being constantly monitored by a senior doctor. This method can also be used to record students' actions and their evaluation.

ANIMA RES GmbH

Company Summary

ANIMA RES is an internationally recognized expert for AR, MR and VR applications with a particular focus on the pharmaceutical and medical sectors.

We are listed in the category "Global Leaders in Medical AR/VR" and work closely together with the leading tech companies.

Our award-winning flagship project INSIGHT HEART has been featured extensively over the last several years: at the Apple Keynote Event 2017 (ARKit showcase), show case for 'Distinguished Educators Events' 2018/2019, BESTOF 2017 – Tech& Innovation USA, 'Featured Showcase' for Google's ARCore release in 2018, and used by Apple's Worldwide Education Sales Team. The app is the most frequently downloaded HoloLens app and a Top 10 mobile app in 73 countries. We have won various awards (German Design Award 2019, Health Media Award 2019, ICMA Award 2019) and are honored to be one of Magic Leap's ICP winners.

Contact

Name: Pablo Olmos

Email: pablo.olmos@animares.com

Website: www.animares.com

Size of Company

Employees or FTE equivalent: 20-30

Revenue: N/A

Type of Company

AR/MR/VR software and content development for Academia/Education and Healthcare/Pharma
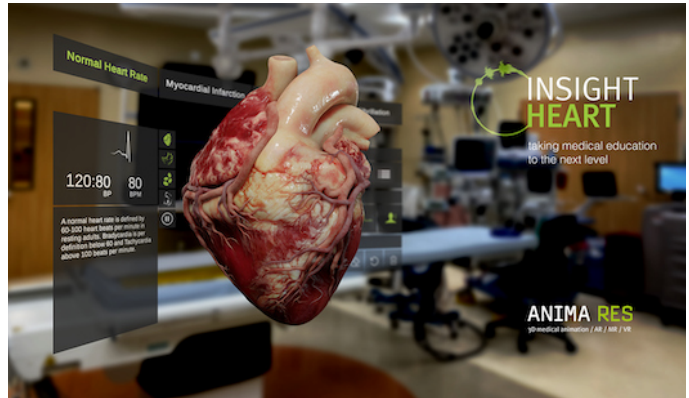
Customer Types and/or names

Top 20 Pharmaceutical companies worldwide

Partners: Apple, Google, Microsoft, Magic Leap, University of Bonn

What do you want from the vertical/market/industry?

We want to bring our interactive MedEd tools to healthcare providers, hospitals, universities and patients on a larger scale.

Why are you in this industry vertical/sector?

Our goal is to make medical education and pharma communication fascinating, explorable, and fun for physicians, students as well as accessible to patients – anywhere and anytime, on congresses, medical offices, hospitals, in or out of the classroom, lecture hall or living room.

We are passionate about taking medical education one step further by developing visually stunning and highly interactive content based on real life medical and scientific specifications.

For our pharmaceutical clients we create cutting-edge medical communication and digital marketing tools.

Our apps created and designed for medical education purposes. They help patients visualize their specific condition and level of severity, facilitate doctor-patient conversations, create awareness for the importance of adherence to treatment and how they can monitor their wellness to help to control their condition.

How does your solution address current global situations?

We have created WebGL and WebAR versions of various projects, to allow for 1-on-1 remote guided tours for healthcare professionals and remote group collaboration.

For example, the University of Bonn used one of our web-based AR tools to remotely hold an interactive remote collaboration seminar on the EKG, while our pharmaceutical clients use our solutions for virtual sales calls.

BeingWellVR

Company Summary

BeingWellVR create immersive guided meditations designed by medical practitioners and positive psychologists to decrease stress and strengthen resilience. These meditations are combined into interactive stories of 10 minutes each, perfect to reset and rebalance in between meetings as part of a corporate wellbeing toolkit.

Contact

Name: BeingWellVR

Email: info@beingwellvr.com

Website: www.beingwellvr.com

Size of Company

Employees or FTE equivalent: 5-10

Revenue: Under $1m

Type of Company

Software platform for health and wellbeing

Customer Types and/or names

Corporate wellbeing, therapists and allied health providers.

What do you want from the vertical/market/industry?

Digital health and wellbeing is in transition and we are excited to be at the forefront of these transformative experiences.

Contact us to pilot our Calm Blue Ocean experience or register investment interest.

Why are you in this industry vertical/sector?

We believe passionately as a social enterprise in helping communities to be healthier and happier for greater quality of life and increased social and economic outcomes.

How does your solution address current global situations?

BeingWellVR mindfulness programs in VR are needed now more than ever with remote collaboration and isolation taking its toll on mental health globally. A positive ROI of 2.3 is possible through implementing effective actions to create a mentally healthy workplace (PwC, 2014) and a small price to pay to combat billions of dollars workplaces outlay on presenteeism and absenteeism due to mental health. .

Cleanbox Technology

Company Summary

Cleanbox Technology, Inc. is a premium and eco-friendly smart tech hygiene company specializing in the decontamination of HMDs, communication headsets, eyewear, masks and other shared devices.

Cleanbox engineering utilizes UVC light in an LED providing safe hospital-grade decontamination without the need for chemicals, heat or liquids. Cleanbox patented products have been independently lab tested and kills 99.99+% of bacteria, viruses and fungi in 60 seconds, including COVID-19.

Cleanbox provides products for HMDs, earphones, broadcaster headsets, eyewear, respirator masks and small personal electronics and accessories (earbuds, tablets, controllers, mics, phones, keys).

Contact

Name: Amy Hedrick

Email: ahedrick@cleanboxtech.com

Website: www.cleanboxtech.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: 1 million +

Type of Company

Hardware

Customer Types and/or names

Healthcare, entertainment, enterprise, training, education, government, telecom, aviation, automation, manufacturing

What do you want from the vertical/market/industry?

Cleanbox is the first mover in smart-tech, commercial grade XR hygiene and provides modular plug-and-play products for storage, charging and cleaning. Cleanbox's CX products are designed to elevate the commercial use of XR, addressing operational pain points and reducing barriers of entry to broad corporate and consumer adoption of immersive technologies. Other Cleanbox products address separate operational hygiene concerns, including the cleaning of masks, phones, tablets and other devices.

Why are you in this industry vertical/sector?

Cleanbox products are used in a variety of industries including healthcare, enterprise, broadcasting and education. The overall growth of the use of VR and AR in enterprise necessitates operational and logistical infrastructure that will support a successful XR deployment. Cleanbox products are hardware agnostic and can be used in any industry or business considering an XR strategy.

How does your solution address current global situations?

Cleanbox's proprietary engineering used across its product lines, has been lab tested in a biohazard level 3 laboratory against SarsCov-2 (COVID-19) and triple validated through additional substitute viral lab testing. Cleanbox's newest product, CleanDefense™ (for the decontamination of 4 respirator masks in a 2 minute cycle), is a direct COVID-19 response initiative: a point-of-use product that can clean 100 masks per hour, reducing potential viral load on a mask throughout the day, and thus minimizing contagion transfer risks.

Cleanbox's CX series of products built specifically for HMDs and other headset based hardware, provide hospital-grade hygiene that eliminates the element of human error found in manual cleaning efforts, and does so in a shorter amount of time, allowing for continued throughput and consistent results.

Cognitant Group Ltd

Company Summary

Health information, delivered better:

It is predicted that, post COVID 19, 70% of consultations will be delivered without a face to face visit. 43% of people struggle to understand typical health information. We know that misinformation causes anxiety, ill-health and early death whilst 50% of prescribed medication is not taken correctly.

Cognitant's mission is to provide visual health information, that is easy to understand and access, to ultimately empower patients to better manage their health.

Addressing the issues of limited consultation time, misinformation online and poor health literacy, we offer clear, clinically-led educational experiences that can be prescribed by a doctor and easily accessed by patients on smartphones, tablets and in virtual reality (using VR headsets or Google Cardboard) , at their convenience.

Interactive and immersive experiences are available as these achieve higher levels of information recall and understanding.

Using our Healthinote app which links to online consultation services and supports engaging content from trusted sources, healthcare providers can easily prescribe reliable, immersive and interactive visual content, driving a better patient understanding of their health, disease and treatment.

Contact

Name: Dr Tim Ringrose

Email: Tim.Ringrose@cognitant.com

Website: www.cognitant.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: N/A

Type of Company

Health tech

Customer Types and/or names

End-users include patients, the public and healthcare professionals.
Clients include the pharmaceutical industry, medical device and diagnostics, health insurers and healthcare providers

What do you want from the vertical/market/industry?

We wish to hold discussions with potential partners who can share with us our mission to empower patients with accessible, memorable and impactful health information, helping patients to better manage their health. We hope that stakeholders across the healthcare industry will share our vision of driving better health outcomes through a more patient-centric approach.
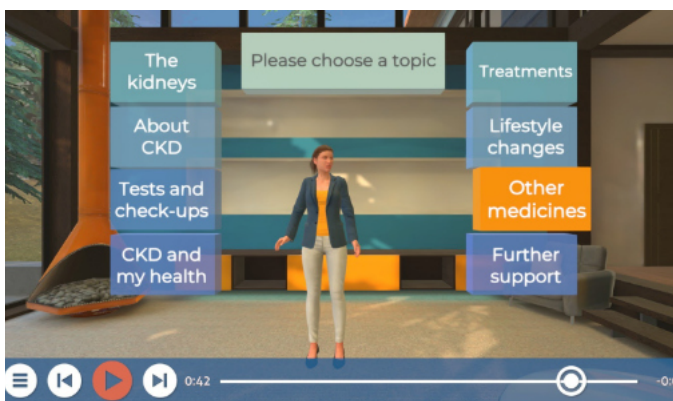
Why are you in this industry vertical/sector?

Cognitant was founded in Oxford in 2018 by four founders with a combined background of health tech and clinical health professional experience. We were acutely aware of the need to provide better health information for all people, particularly patients. We therefore became motivated to revolutionise the patient journey by providing visual and immersive health information, ultimately empowering patients to better manage their health.

We established the three-fold problems of patient health education:
1. Time constraints in a consultation
2. Misinformation online
3. Poor health literacy

Our solution, Healthinote cuts through all of these issues. We enable clinicians to send personalised, credible and relevant 'information prescriptions' of visual, interactive and immersive health information to their patients.

How does your solution address current global situations?

Covid-19 has accelerated our healthcare system into a world of triage first and virtual consulting. With this, we have a growing challenge of how best to educate our patients beyond the virtual consultation.

Our partnership with eConsult enables clinicians in over 3,000 GP practices in the UK to share our content as part of the consultation. Providing patients with reliable, clear information reduces anxiety and ill-health caused by health mismanagement and improves adherence.

We continuously add to Healthinote's interactive and immersive educational content. A recent programme available in virtual reality is around long-acting reversible contraception (LARC), optimising consultations whilst empowering women to make a fully informed decision.

Covid-19 has also raised needs for better training for healthcare providers. Cognitant is delivering free interactive training for care providers to help them care for Covid-19 patients. Our solutions offer advantages of speed, accessibility and impact.

Cognitive Projections

Company Summary

Cognitive Projections is a VR/AR Initiative founded from the University of Alberta's Faculty of Rehabilitation Medicine that engages new and dynamic XR and haptics technologies to deliver custom and innovative solutions for enhancement in education and healthcare. Specializing in remote VR healthcare training, XR enhanced rehabilitation therapy, and AR therapeutic journaling, we bring innovative solutions that are novel and quite easily applicable to the daily lives of users. We work with experts and developers across the XR community at UAlberta to provide powerful solutions to students, educators, and healthcare professionals.

By valuing and growing our interdisciplinary team of visual artists, engineers, and developers, Cognitive Projections successfully has developed and deployed various specialized products into practice in healthcare and for the public through mobile and PC platforms . We are dynamic in that we adapt to current advances in XR technologies and provide to the diverse customer demands.

Contact

Name: Nathanial Maeda

Email: cogpro@ualberta.ca

Website: www.cogpro.ca

Size of Company

Employees or FTE equivalent: 20-30

Revenue: N/A

Type of Company

Immersive XR patient experience, AR Development, Software, XR for Post-Secondary Education

Customer Types and/or names

Academic institutions

Clinicians

Rehabilitation patients

Medical and healthcare students

What do you want from the vertical/market/industry?

We at Cognitive Projections would like to enrich XR development growth by working with more industry leaders and expand our scope to meet more customer demands in both healthcare and healthcare education. Cognitive Projections' truly collaborative and dynamic workforce encourages outreach and networking throughout the development community.

Why are you in this industry vertical/sector?

Cognitive Projections takes on developing fronts in XR enhanced healthcare, healthcare education, and rehabilitation. Situated in the heart of one of Canada's most research intensive institutions, Cognitive Projections has utilized this prime opportunity to develop in-demand content for clinicians, healthcare professionals, and students. Our presence in the industry of XR in healthcare and interactive education allows us to work with seasoned instructors and professionals at the heart of scholarship and brand new breakthroughs. We have garnered attention over these innovative and exciting applications allowing a variety of opportunities for stakeholders to let our developers and artists to train and channel from the rich resources we are founded in. Cognitive Projections not only strives to develop practical applications but also ready-to-deploy software that can be easily integrated into practice for patients and healthcare students to utilize and truly enhance their experience.

How does your solution address current global situations?

We are actively engaged in developing AR solutions for people in mental distress and isolation caused by COVID-19. High interest in the augmentation of "therapeutic journaling" has led to the development of an AI-powered AR avatar-a practical and powerful tool for coping with social deprivation. Training and the programs we have created for customers to integrate our XR solutions have become fully digitalized for minimal disruption in service and development.

Conquer Experience Inc.

Company Summary

At Conquer Experience (www.conquerexperience.com) we believe that education and experience changes healthcare. Our award-winning product PeriopSim (www.periopsim.com) is a Virtual Reality (VR), desktop and tablet based digital experience-based training and assessment solution for Clinical Educators in the Classroom and the Operating Room for Perioperative RNs and Surgical Technologists.

The team is made up of simulation, healthcare and B2B digital solution experts in Canada, US and Globally.

Conquer Experience sells directly as well as with global partners Siemens Healthineers and HP Healthcare.

Surgical Training and Assessment for the Operating Room Team

PeriopSim

Contact

Name: Angela Robert

Email: angela.robert@conquerexperience.com

Website: www.conquerexperience.com

Size of Company

Employees or FTE equivalent: 5-10

Revenue: Confidential

Type of Company

Software

Customer Types and/or names

We sell to hospitals, hospital systems and educational institutions that have a perioperative or surgical technology curriculum. Our customers include University Hospitals in Cleveland, Boston Children's Hospital, George Washington University Hospital, University of Houston College of Nursing, West Virginia Northern Community College and Brookline College.

What do you want from the vertical/market/industry?

For simulation to be mandatory in healthcare as it is in the airline industry.

Why are you in this industry vertical/sector?

To make surgery safer for patients and the staff that perform surgery.

How does your solution address current global situations?

Prior to COVID-19 Surgeons were concerned and dissatisfied with the team confidence and competence during key surgeries. Educators were faced with providing a lower quality of patient safety than they believe is proper. The PeriopSim platform enables surgical staff to practice safely before surgery and achieve and maintain competence more quickly. PeriopSim is an evidence based solution that is 6x faster where a 1 hour long procedure takes 10 minutes in simulation.

Since the start of the COVID-19 Pandemic, many countries and regions have enacted temporary bans on elective surgery. This ban created a backlog of procedures that continues to grow depending on the current capacity of health systems. There are a number of articles and studies that predict massive backlogs, in the millions, of procedures while patients are dealing with pain and potentially additional health issues.

Hospital leaders across the US have been working on creating effective ramp up strategies after much of their staff have been furloughed or re-assigned for months.

Due to the current number of cases across the world where COVID-19 hasn't slowed down, the ramp up strategies have in many cases been delayed and the waitlists of elective surgeries continues to grow while the top and bottom lines of hospitals are impacted.

PeriopSim is a platform that can be applied to reskilling, upskilling and cross skilling which are key challenges in the ramp up strategy where OR staff have been away from doing procedures for 3 or more months. Current training methods are not sufficient which includes job shadowing, which is not scalable or mannequin training, that is not available at all facilities and simulation resources have been impacted to create space for ICU overflows.

In the Educational Institution setting, PeriopSim has been an important solution to the challenges faced by educators that need to provide at-home instruction as well as to provide clinical hours to their students in order for them to meet certification requirements. With the COVID-19 pandemic, the majority of institutions are without clinical placement positions due to a decrease in procedures being performed, limited PPE and overall for safety by limiting the number of people in hospitals for physical distancing. While accreditors are working to understand the shifting landscape and coming up with solutions and resources for affected training programs, educators and students are thankful for the experiential based training for learners that can be done at-home as well as on campus.

DA-RE Health Innovation

Company Summary

DA-RE Health Innovation is a company that is moving the healthcare space by combining cutting edge technology with the present daily needs of nurses. DA-RE offers innovative solutions with impact to care facilities where the medicial tech and world is getting more complex. We are standing next to nurses as we believe they are the experts that will hand us sustainable solutions for the future.

Contact

Name: David de Jong

Email: david@darehealthinnovation.nl

Website: www.darehealthinnovation.nl/

Size of Company

Employees or FTE equivalent: 1-5

Revenue: N/A

Type of Company

Software

Customer Types and/or names

Healthcare companies

What do you want from the vertical/market/industry?

Exposure

Why are you in this industry vertical/sector?

To make impact as we have seen working for many year in care facilities it is hard for companies themselves to make impact.

How does your solution address current global situations?

We are making remote VR 360 training for the GGD (Dutch NHS) to train nurses in Covid hospitals and home situations to cope with the second wave.
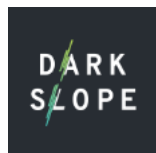
Dark Slope

Company Summary

Dark Slope is an immersive learning company founded by a team of technology and content veterans passionate about the possibilities of spatial computing. Dark Slope leverages Involve XR, its learning platform, to allow teaching organizations to easily deliver simulation training programs remotely, in live, multi-user virtual environments.

Contact

Name: Rakhee Sapra

Email: rakhee.sapra@darkslope.com

Website: www.darkslope.com

Size of Company

Employees or FTE equivalent: 30-40

Revenue: 2.75MM

Type of Company

Product Software

Customer Types and/or names

The American College Of Chest Physicians, AT&T, training organizations and medical/nursing schools, medical associations, hospitals and hospital networks.

What do you want from the vertical/market/industry?

Immersive learning will revolutionize how we train for high-risk jobs in the healthcare and safety fields, and how we most effectively arm doctors, nurses and first responders with critical skills best learned through practice. Dark Slope's Involve XR empowers training organizations to extend their offerings into the virtual world, allowing them to train remotely in live virtual classes with live ICU, ER, de-escalation, and other critical skill scenarios.
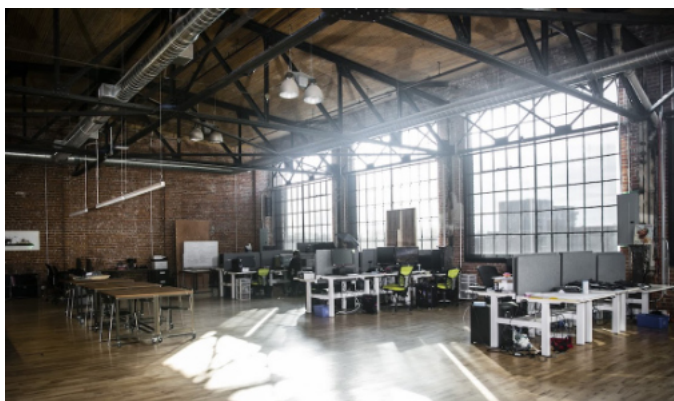
Why are you in this industry vertical/sector?

Dark Slope believes that the future of learning is immersive. Our approach to immersive learning is grounded in a scientific understanding of attention, retention and aptitude. XR technology has the power to fundamentally transform training approaches for more effective and efficient practices at scale.

How does your solution address current global situations?

Dark Slope develops science-backed training scenarios using our Involve XR platform. Our products are made available to training organizations, instructors and learners globally, and enable real-time live scenario training for multiple learners at once. Our first product, Involve XR Critical Care ICU, allows instructors to teach any number of ICU airway procedures and scenarios, including intubation with varying patient factors. We chose this as our first product as a direct result of COVID-19. Our second product is a mental-health de-escalation scenario trainer targeted at both healthcare professionals and first responders, also related to needs driven by global situational awareness.

Embodied Labs

Company Summary

Embodied Labs is the immersive training platform for companies committed to providing excellent care and service. Through VR experiences, those providing care can embody the perspectives and conditions of other people, gaining an understanding they can't get from traditional training tools. These insights empower our users to provide more effective care.

Our virtual reality modules offer the chance to better understand a wide range of conditions and experiences, from macular degeneration to Alzheimer's Disease. By exploring another person's lived experience, users are able to connect, engage, relate, and empathize on a deeper level.

Contact

Name: Carrie Shaw

Email: Info@Embodiedlabs.com

Website: www.embodiedlabs.com

Size of Company

Employees or FTE equivalent: 5-10

Revenue: N/A

Type of Company

Software,Content

Customer Types and/or names

Senior Living, Academia , Hospice , Home Care, HomeHealth, Government

What do you want from the vertical/market/industry?

We thrive off of our customer's feedback on the solutions we have today and the solutions we are looking to create in the future. Our roadmap consists of that feedback and what our customers need most moving forward.

Why are you in this industry vertical/sector?

These industries' needs are in alignment with our core mission and our training provides valuable insights to patients living with the particular diseases that we cover in our content library.

How does your solution address current global situations?

We align closely with training programs in Senior Living, Home Care, Hospice, Government, and Home Health. We streamline training programs and allow people to get a realistic experience from the point of view of the people the serve. In Academia, we teach students in medical and nursing fields these valuable lessons so they are equipped once they get into the workforce. We have a remote learning platform that addresses every organizations need to be able to be flexible with how they train, as well.

emteqLabs

Company Summary

emteq labs uses biosensing, wearable technology to measure and interpret emotional responses in Virtual Reality. Their technology is the only commercially available VR system that enables multi-modal sensing using facial EMG (electrical muscle activity) as well as integrated heart rate / heart rate variability and contextual recording and interpretation of the measured responses. emteq labs is focused on helping individuals improve their wellbeing, with a specific focus on Mental Health. emteq labs has collaborated with leading universities including Harvard and Cambridge and has secured over £3M in research awards for their patented wearable solutions. They are actively seeking further opportunities within academic, clinical and market research, as well as for optimizing education and training.

Contact

Name: Graeme Cox

Email: graeme@emteq.net

Website: www.emteqlabs.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: £1- 20M

Type of Company

Integrated VR for Health Tech

Customer Types and/or names

Clinical Psychologists, Academic & Market Researchers

What do you want from the vertical/market/industry?

The understanding that objective measurement is a requirement for the successful implementation of remote therapies & training.

Why are you in this industry vertical/sector?

To use a combination of expertise in medicine and AI technology to help people improve their lives.

How does your solution address current global situations?

emteq labs' biometric insights in VR are used to provide objective measurement of emotion/stress responses to stimuli. We can only manage what we can measure and whether the VR simulation is for healthcare (e.g. P-TSD therapy), or training, remote, self-guided learning interventions demand objective feedback, to drive behavioural change. In the physical absence of a trainer or therapist, emotion response measurement and AI is the key enabler and is the core of emteq labs' platform.

Enduvo

Company Summary

Enduvo empowers everyone to create and share meaningful experiences that enrich people's lives. Our powerfully simple, immersive content platform gives people a much better way to communicate, collaborate and share knowledge. Enduvo lets anyone rapidly create, distribute and consume rich, interactive, virtual experiences. Military, government, healthcare, industrial and education organizations use Enduvo to reduce development costs, speed delivery time and boost the impact of their content.

Contact

Name: Tim Quinn

Email: tim.quinn@enduvo.com

Website: www.enduvo.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: Undisclosed - we are a private company.

Type of Company

Software - sectors = government, military, healthcare, oil & gas, aerospace, medical

Customer Types and/or names

Enduvo enables rapid creation, scalability and success of immersive, interactive training content. Use cases include, but are not limited to, medical, maintenance and operations. Industries as diverse as the public sector, healthcare, manufacturing and technology, and education all find value in the Enduvo platform.

What do you want from the vertical/market/industry?

We hope to expand our customer base, build new partnerships and collaborate across the industry to help companies achieve their business objectives. We also look forward to collaborating across the industry to build out an ecosystem of thought leaders that highlight the benefits of immersive content.
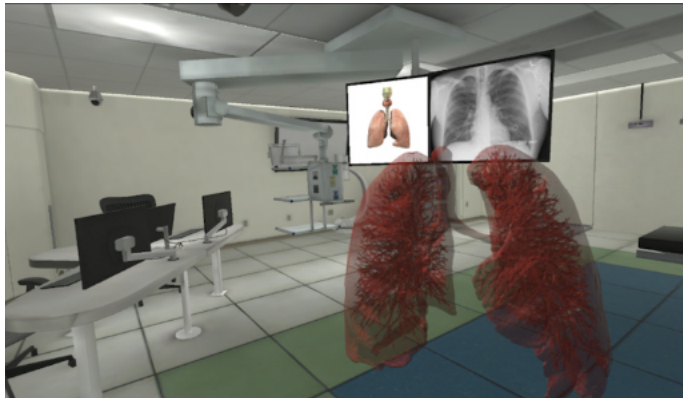
Why are you in this industry vertical/sector?

Organizations are seeking ways to more effectively share knowledge and are looking to interactive immersive experiences to achieve this goal. However, creating and sharing immersive content has been expensive, time-consuming and out of reach for most. By eliminating these obstacles, we unlock the value and impact people can have on each other, their work and the world at large.

How does your solution address current global situations?

We are at an inflection point, accelerated by the current world crisis. It is essential that people have access to technologies that facilitate collaboration and knowledge sharing regardless of where they work, live, or their socio-economic conditions, studies show immersive experiences are more engaging and drive greater understanding.

Customers are using Enduvo to collaborate with researchers on opposite sides of the world to find cures for deadly diseases, train military personnel to be mission-ready, prepare medical students to be more successful practitioners and create content to teach students remotely. Our customers studies have shown that users of Enduvo realized an increase in learner confidence, faster time to market for the content they are developing and faster content delivery time.

GeneHope

Company Summary

The pursuit of new solutions and the courage to pursue innovations have made GeneHope what it is today: an internationally research-based company. GeneHope is an integrated medical devices, medical aesthetics & wellness group. It has invested in business units operating independently under different management teams. The business units share common resources to benefit our clients under our philosophy of providing consumers with state-of-the-art medical devices, effective solutions for medical aesthetics, plastic surgery and healthcare under one roof; each designed to enhance and expand our partner physicians' medical practices.

Contact

Name:

Email: ethanoncall@gmail.com

Website: www.genehopebio.com

Size of Company

Employees or FTE equivalent: 20-30

Revenue: 1.5M NTD$/Month

Type of Company

Healthcare

Customer Types and/or names

Beauty/Cosmetic Lover

What do you want from the vertical/market/industry?

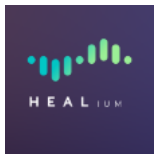More customers & potential collaboration/cooperation

Why are you in this industry vertical/sector?

Professional

How does your solution address current global situations?

Counting on our excellent domain knowledge mostly

Healium

Company Summary

Healium is an immersive media channel for stress management powered by consumer wearables. It's the world's first VRceutical and ARceutical for anxiety controlled via an EEG headband or smart watch. In three published studies, Healium has been shown to significantly reduce anxiety by a third in as little as four minutes and boost frontal gamma asymmetry, a brain pattern associated with positivity. Healium's mental fitness products are used in corporate wellness, healthcare, and by professional counselors around the world.

Contact

Name: Sarah
Email: hello@tryhealium.com
Website: www.tryhealium.com

Size of Company

Employees or FTE equivalent: 10-20
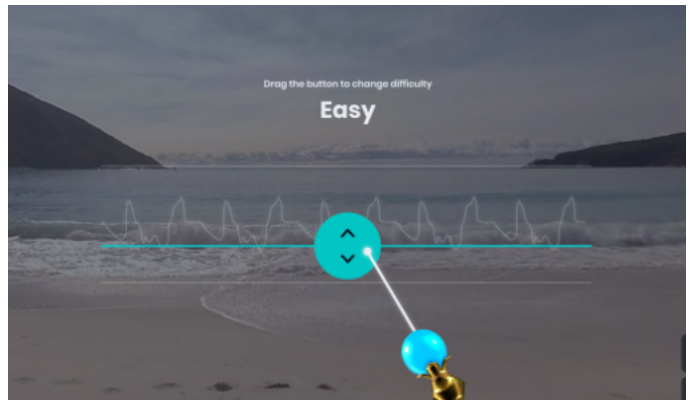Revenue: +$1M

Type of Company

Content and Software

Customer Types and/or names

Behavioral Health, Corporate Wellness, Military, Government, Human Performance

What do you want from the vertical/market/industry?

We're looking for sales channel partners and insight on emerging platforms in the XR space.

Why are you in this industry vertical/sector?

We developed a drugless solution to a $300 B profit and people killer. AR and VR are more therapeutic than regular 2D video or audio.

How does your solution address current global situations?

Due to COVID, calls to mental health hotlines have doubled and stress is now the greater pandemic. People are looking for drugless solutions that allow them to self manage their stress in an engaging way. Healium uniquely allows people to harness the power of their body's electricity via consumer wearables to "heal" virtual worlds. Our products are popular with healthcare organizations looking to combat compassion fatigue and burnout.

Immersive Factory

Company Summary

Immersive Factory operates the first global platform of Virtual Reality training dedicated to Health, Safety and Environment (HSE). With its advanced technology and a unique offer highly scalable our company has already more than 100 corporates in its clients portfolio (Bureau Veritas, Veolia , Volvo, Shell Airbus..) and more than 50 exercises in its portfolio.

Contact

Name: Olivier PIERRE

Email: opierre@immersivefactory.com

Website: www.immersivefactory.com

Size of Company

Employees or FTE equivalent: 40-50

Revenue: 2 million

Type of Company

Software VR HSE Content

Customer Types and/or names

Industries, Manufacturing, Warehousing, Construction, Oil & Gaz, Distribution, Agri-Food, Aeronautics, Water/Waste, Insurance, Services, ...

What do you want from the vertical/market/industry?

Leads and Partnership to provide great Safety Training and Materials: all our exercises have been developed with the EHS expertise of large contributors.

Why are you in this industry vertical/sector?

All industries interested in Safety (HSE-EHS). By simulating dangerous tasks in difficult to access areas, VR enriches traditional teaching thanks to active learning and a high level of engagement, and improves employee's memorization and behaviors.

How does your solution address current global situations?

Immersive Factory has recently been updating its platform in order to digitalize Safety Days and Events, which are very difficult to organize due to current situation. This new Environment, Health and Safety immersive platform let EHS Managers organize their Safety Events and Trainings for all their employees, wherever they are and whenever they can, combining existing on-site and new on-line innovative and immersive workshops.

Libra@Home

Company Summary

Libra@Home is a neurorehabilitation company developing tools to improve the quality and delivery of treatment for patients with neurological impairments with an emphasis on vestibular, balance and oculomotor training. By combining a clinic and home approach, Libra@Home improves rehabilitation outcomes, diminishes patient non-compliance and speeds up recovery time.

Contact

Name: Dario Geisinger

Email: dario@librahome.com

Website: www.librahome.com

Size of Company

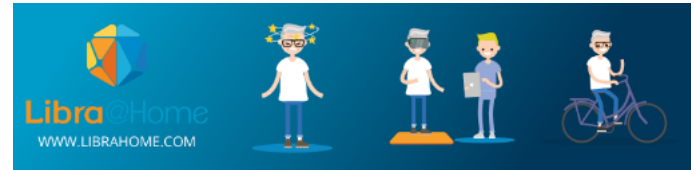Employees or FTE equivalent: 1-5

Revenue: N/A

Type of Company

Digital Therapeutics, Virtual Reality, Neuro-Rehabilitation, Physical Therapy

Customer Types and/or names

Physical Therapists, Occupational Therapists, Audiologists

What do you want from the vertical/market/industry?

To adopt VR and break the fear barrier

Why are you in this industry vertical/sector?

Because we can provide a solution for people suffering from several conditions

How does your solution address current global situations?

Our system offers a component to be used at home. It allows for fewer visits to the clinic for those that cannot come and a much more intensive and comprehensive process for those patients that continue to come to the clinic and add the supervised home therapy.

 Med360

Company Summary

Be there from anywhere.

Experience medical conferences, procedures, and training in our immersive Virtual Reality experience. We provide an interactive all-in-one solution to live-broadcast, record, and train your staff on the cutting edge procedural techniques and the latest medical products.

Contact

Name: Scott Robinson

Email: scott@med360inc.com

Website: www.med360inc.com

Size of Company

Employees or FTE equivalent: 1-5

Revenue: $750-900K

Type of Company

Software, and Content

Customer Types and/or names

Healthcare Professionals, Universities, Medical Societies and Medical Device Companies.

What do you want from the vertical/market/industry?

We need to educate the masses in the healthcare industry that there is a new way to successfully immerse trainees or potential clients without the need to spend days and thousands of dollars traveling only to educate a small number of people.

Consider this scenario, I personally know 2 doctors in San Diego who are specialists in their field. One weekend per month they are paid to fly to Europe on Friday night, perform operations on Saturday, for medical students to observe, and then fly home Sunday - go to their offices on Monday. Our solutions could disrupt this process + do a better job, cover a variety of operational procedures, reduce the cost of training new doctors and the videos could be used over and over. The need has been here for some time but the solution is now.

Why are you in this industry vertical/sector?

We are here to break down the barriers to quality medical education and new medical procedures that would otherwise not be available or take years to trickle down to all parts of the world. It is new technology like VR that allows for an educator to quickly train everyone to the same standard, enabling your company to present the same experience and/or product to all your trainees/clients.

How does your solution address current global situations?

We need to let healthcare professionals know that we can enable your viewers to immerse themselves in your case as if they were there at a fraction of the cost and with far better retention rates over any other method. This is especially relevant in today's global pandemic when travel and education have come to a screeching halt. Our solutions provide a fully immersive experience with real world live action, not artificial CG. As these courses develop, it will be possible to provide a "near-live" educational experience anytime, anywhere, without having to wait for a live session to be offered or taking time off from the office.

From a training perspective our platform videos can be played back anytime by the viewer or the same VR content can be synced with multiple users and played back with a live voice over/ two-way communications between viewers and the trainer. Interactive hotspots, quizzes, and tracked analytics provide details about retention and learning objectives met or not.

Mind Palace

MIND PALACE

Company Summary

Using customised VR technology, we immerse dementia patients in places familiar to them such as their old homes or neighbourhoods. By incorporating family members in the VR scenes of the patients, it helps them to remember their loved ones, and also relieves their social isolation and expand their physical boundaries.

Today, we have conducted over 500 trials in organisations including Kwong Wai Shiu Hospital and Society for the Aged Sick. As the number of people with dementia is expected to more than double in 2030, we aim to improve the lives of the patients and their caretakers.

Contact

Name: Casie Millhouse

Email: casie@mindpalacevr.org

Website: www.mindpalacevr.org

Size of Company

Employees or FTE equivalent: 1-5

Revenue: $100,000 USD

Type of Company

Healthcare, Software, Content

Customer Types and/or names

Society for Aged Sick, NTUC, Cycling without Age

What do you want from the vertical/market/industry?

We hope to see more companies, hospitals, nursing homes and caregivers adapt their habits to use the technology versus going through the steps and checks that were implemented 20 years ago.

Why are you in this industry vertical/sector?

Providing therapeutic solutions to improve quality of live doesn't mean it has to stop at a certain age. We provide solutions for the elderly, one of the most forgotten about demographics in modern society.

How does your solution address current global situations?

Pre-pandemic we have already begun creating experiences for the elderly, disabled and dementia patients by allowing them to travel in VR and immersive experiences that take them outside of the confines of their own home. Recently, we've partnered with an organisation that does trichaw cycle tours for nursing home residents in Singapore. Due to the restrictions, the nursing home residents are not allowed to go out of the building to go on these experiences. We came in to capture 360 video of trichaw rides through the national parks. Since many of the residents speak multiple languages, we are offering Voice Overs translated into Malay, Tamil and Mandarin in addition to English. Deploying these solutions allow for the residents to explore nature and their favourite parks in Singapore while maintaining in a safe environment.

MindCotine, Inc.

Company Summary

Mental health company focused on eliminating addictive behaviors globally.

Creators of VR-MET (Virtual Reality Mindful Exposure Therapy).

Delivering a self-administrated and clinically proven digital therapy to assist billions to become healthier.

MindCotine, the first released product, helps smokers quit for good.

Contact

Name: Nicolas Rosencovich

Email: nicolas@mindcotine.com

Website: www.mindcotine.com

Size of Company

Employees or FTE equivalent: 5-10

Revenue: 100000

Type of Company

Software and Content / Mental Health and Wellness / Mobile VR

Customer Types and/or names

Corporations, Healthcare Systems, Insurance brokers, and wellness providers.

What do you want from the vertical/market/industry?

As the first outpatient solution for behavioral change using mobile VR, we are paving the way for virtual reality adoption in many industries where mental health had become a core need.

We would love to see industry leaders embrace this technology, give a real chance to implement virtual reality solutions in a large scale, and deliver proven results.

Why are you in this industry vertical/sector?

Legal addictions are the primary cause of chronic disease globally. They proliferate due to the lack of access to effective health solutions vs. the highly accessible legal addictive substances market.

According to the World Health Organization, there are 1 billion smokers in the world, and 7 million die each year. In addition to the loss of lives, there's a substantial economic impact affecting employers and health/life insurers. Globally, $3.3T are lost yearly due to tobacco-related healthcare costs. In the US, nicotine addiction affects more than 30M, (approximately 17% of the workforce is composed of smokers), which results in losses of $167B due to absenteeism, smoking breaks, and lower productivity. The good news is that 1 out of 2 smokers want to quit.

How does your solution address current global situations?

We help corporations, health systems, brokers, and health insurances, to deliver an evidence-based, highly effective, and remote smoking cessation solution.

MindCotine's smoking cessation VR Toolkit includes a mobile app and a mobile VR cardboard that trains smokers to quit by combining Virtual Reality, Psychological Therapy, and Mindfulness.

Currently developing the next generation of products. Stress & Anxiety and eating disorders therapies soon to be released.

Munfarid

Company Summary

Munfarid is an elegant concoction of dedication, passion, and empowerment of Healthcare sector via disruptive intelligence.

Discovering and implementing revolutionary Immersive applications in Medical training, Patient care, Diagnostic and Management procedures for enhanced medical services and improved quality of life.

Spreading awareness about these disruptive technologies is vital. At numerous outreach events, seminars, and impact programs, we strive to empower users with the power of Immersive and Ai based programs.
We relish becoming the most extensive Immersive Healthcare program through extensive outreach programs, focusing on developing nations, child health, and wellbeing.

Contact

Name: Dr. Sana Farid

Email: info@munfarid.org

Website: www.munfarid.org/immersivehealthcare

Size of Company

Employees or FTE equivalent: 10-20

Revenue: US$ 2-4 Million

Type of Company

Content, platform, services, training

Customer Types and/or names

Medical institutes, Hospitals, Clinics, MedTech companies, Pharmaceuticals

What do you want from the vertical/market/industry?

The emergence of XR is embarking a positive effect on the lives of both patients and medical practitioners all over the world, we hope to further grow this impact through extensive research, helping to connect providers with the community in a better way. And help institutes and organizations to follow a structured implementation strategy for a swift, successful, and scalable transition.

Why are you in this industry vertical/sector?

Founded by a General Surgeon, who understands the growing challenges in training, and the increasing gap in healthcare providers and receivers.

The aim is to provide Healthcare facilities that are accessible, cost-efficient, and ready for immediate application.

How does your solution address current global situations?

With the increase in XR programs, organizations are looking for the right match to help overcome their challenges and empower their users. Munfarid helps in designing the right implementation framework and strategy for the best use of XR.

By helping end users with onboarding, training, creating, and reaching beyond physical and time limits.

OVR Technology

Company Summary

OVR Technology combines our oldest, most primal sense - scent, with today's most advanced technologies to unlock the potential of Virtual Reality.

Olfaction, our sense of smell, is directly linked to the section of our brain that drives memory, emotion, cognition, and behavior. Virtual reality has the potential to transform the way we think, feel, and behave, but only if it is as rich, meaningful, and authentic as the real world.

By building virtual experiences with this critical element of the human experience, we can help create more effective real-world outcomes in the health, therapy, training, education and military markets.

OVR Technology's Architecture of Scent® platform consists of 3 interconnected solutions: the Software Framework, the Hardware, and the Scentware. Architecture of Scent is a mixture of art, science, and technology that precisely replicate realistic olfactory experiences for the digital world.

Better virtual reality, better reality.

Contact

Name: Aaron Wisniewski

Email: aaron@ovrtechnology.com

Website: www.ovrtechnology.com

Size of Company

Employees or FTE equivalent: 5-10

Revenue: N/A

Type of Company

Olfaction, Scent, Hardware, Software, Scentware, Healthcare, Training, Military

Customer Types and/or names

We are a B2B partner working with content creators and companies focused on improved healthcare, training, and immersive experiences, seeking to influence positive real world outcomes.

What do you want from the vertical/market/industry?

More ubiquitous access, improved research and training tools, collaboration with like minded companies seeking to use VR beyond entertainment, as a tool for learning and positive real world impact.

Why are you in this industry vertical/sector?

We see pressing human need and we want to make a difference. OVR Technology sees the potential of VR to transform the way we think, feel, and behave and we have the unique ability, perspective, and skill set help it realize that potential.

How does your solution address current global situations?

By engaging the memory and emotional centers of our brain, the OVR platform can enhance patient outcomes and reduce barriers to healthcare for conditions like pain, stress, and anxiety. It can increase training quality and readiness for first responders keeping them safer and making them more effective. It can offer rich, high quality education to people and places that have historically had limited or no access.

Ommo Technologies, inc.

Company Summary

Ommo Technologies, inc. has commercialized the world's first permanent magnet-based precision tracking solution. Occlusion-free and resistant to electromagnetic interferences, our technology is uniquely capable of tracking users' movements with submillimeter precision, regardless of where they are. AR/VR applications everywhere will reach new level of immersion thanks to Ommo's first product: Orbit.

Contact

Name:

Email: kyul@ommo.co

Website: www.ommo.co/info

Size of Company

Employees or FTE equivalent: 5-10

Revenue: N/A

Type of Company

Embedded hardware

Customer Types and/or names

Major medical devices company (name can't be revealed due to NDA)

What do you want from the vertical/market/industry?

Industry contact and potential partnership opportunities

Why are you in this industry vertical/sector?

To tackle the lack of proper input technology/device that has ruined the immersion and usability for many aspiring AR/VR companies and customers.

How does your solution address current global situations?

N/A

OpticSurg Inc.

Company Summary

Starting 3 years ago, the OpticSurg team came together with our various expertise in healthcare, engineering, innovation, industry, and administration with a mission of improving patient lives by focusing on the problems we know hinder delivery of patient and surgical care.

Our mission-focused team is leveraging AR/Ai to optimize healthcare delivery concurrent with the changing paradigm resulting from Covid-19 by integrating into the patient care workflow with our hands free smart glasses Telehealth platform that can foster real time collaboration, expand capacity, minimize exposure, and save on PPE.

Contact

Name: Dr. Tran Tu Huynh

Email: Tu@OpticSurgInc.com

Website: www.OpticSurgInc.com/CovidZero

Size of Company

Employees or FTE equivalent: 1-5

Revenue: N/A

Type of Company

SaaS, Telehealth, Telecommunication, HealthTech

Customer Types and/or names

Hospitals, Physicians, Nursing Homes, Home Care, Urgent Care

What do you want from the vertical/market/industry?

Exposure and strategic partnerships, customers acquisitions.

Why are you in this industry vertical/sector?

As this global event unfolds and the limitation of care delivery is becoming more and more apparent, we have thought long and hard about how we can help. We are on the foothill of the changing paradigm of care delivery and our Smart-glasses enabled Telehealth platform is poised to usher in that transformation.

How does your solution address current global situations?

Working with our global partners, we are officially making our smart-glasses enabled, hands free, Mixed Reality Telehealth platform available for pilots..."Vision Beyond" platform. This technology will empower providers to help other providers by virtually enabling people be where they need to be and see what they need to see. Ultimately, we believe this can help expand front line capacity, human resources, and PPE. (Emergency Room, Intensive Care Units, Inpatient, Nursing Home, Urgent Care, Medical Offices, Remote/Rural Care).

Beyond Covid, there will be an unprecedented need to optimize care delivery, efficiency, and outcome. Our platform will empower providers to work with other providers more seamlessly, expediting goals and plans of care for all.

PharmaVgate Academy

Company Summary

Most of Pharmacy schools are straggling to offer the quality hands-on practical training for their students.

So We created a VR platform that transform educational content into Interactive Virtual Learning Zones where they can learn anywhere, anytime with no limitations

ensuring your school is graduating well-trained and confident pharmacy professionals.

Contact

Name: Sara Ramadan

Email: dr.sara.ramadan@gmail.com

Website: www.pharmavgateacademy.com

Size of Company

Employees or FTE equivalent: 5-10

Revenue: N/A

Type of Company

Software development

Customer Types and/or names

Pharmacy education institutes, pharmacy students and Pharmaceutical companies

What do you want from the vertical/market/industry?

Attraction for early adopters who are willing to transform the educational process into more interactive and efficient experience

Why are you in this industry vertical/sector?

We believe that everyone deserve the best healthcare service and this can not be done without properly trained pharmacists.

There is a big gap between the big number of pharmacy students and the available resources to train them physically in different countries. we bridge this gap via using VR to simulate the real scenarios and experiments they need to trained on.

How does your solution address current global situations?

Even before Covid-19, we are strong believer that learning process for healthcare professionals should not stop to assure the value they are adding in their communities. Now after Covid, we see that this is the must not an optional any more. Our virtual labs and hospital train students and professionals to master their academic knowledge as well as their behavioral skills to assure better patient management, lesser medication errors and more efficient treatment protocols.

PlaygroundVR

Company Summary

PlaygroundVR is the worlds first virtual playground for children where they can meet and play together. When they put on the VR-headsets they will be immersed in a sunny, open playground environment. They see each other as virtual avatars, which they can customize. Just like playing outside, children are free to do whatever they want and to create their own games using their imagination. From balls, sticks to building blocks and snowflakes: anything can be used to play!

Play helps children to grow physically and mentally. Due to the limited control children experience due to treatments they experience difficulties that are emotionally challenging. This results in children that need special education and have lower cognitive abilities as compared to other children in the same age group. Also, children with handicaps who are limited in their play abilities experience difficulties and miss the social interaction with friends.

The virtual playground brings children together in a fun and interactive environment, even when children can not go outside. PlaygroundVR brings relaxation and happiness in an unique way. Children who would normally never meet, now get to know each other.

Contact

Name: Freek Teunen

Email: freek@playgroundvr.nl

Website: www.playgroundvr.nl

Size of Company

Employees or FTE equivalent: 1-5

Revenue: 20.000 - 100.000

Type of Company

Healthcare, Content

Customer Types and/or names

Hospitals, healthcare clinics, consumers

What do you want from the vertical/market/industry?

VR offers a lot of psychological advantages next to advantages in training and visualization. I would love to see the sector adopt more and different VR applications.

Why are you in this industry vertical/sector?

What do children miss the most when they can not go outside? Playing in a playground with friends! Many children in the world can not leave their room or bed and are sometimes even isolated in hospital rooms. Play-researcher Lisette van der Poel states: "Children process difficult experiences through play". The activity of play and the social contact that comes with that is very important for the wellbeing of children all over the world. Using VR, children can experience the feeling of outside play again.

How does your solution address current global situations?

A hospital visit is very stressful for parents and their children and sometimes even leads to PTSD. Next to that, there is a need for children to connect and socialize to prevent loneliness. Our multi-user experience helps with that and it helps the hospital to create a far better experience for its patients.

PrecisionOS

Company Summary

PrecisionOS was founded by a team of clinical orthopedic surgeons, game developers and simulation experts to create the most relevant and applicable medical-grade-VR-simulation™ experience. Based in Vancouver, British Columbia, and backed by the prestigious AO Foundation, the company's mission is to provide first-in-class orthopedic/spine surgical training on a global scale. Through the use of their Surgical Mastery Platform™, PrecisionOS is a CME provider through the Royal College of Physicians and Surgeons of Canada and the only scientifically validated, peer-reviewed and published immersive virtual reality product on the market. It has been tested and now implemented among its end users and customers resulting in business relationships with some of the top orthopedic/spine companies, institutions and societies in the industry.

Contact

Name: Danny Goel

Email: danny@precisionostech.com

Website: www.precisionostech.com

Size of Company

Employees or FTE equivalent: 20-30

Revenue: N/A
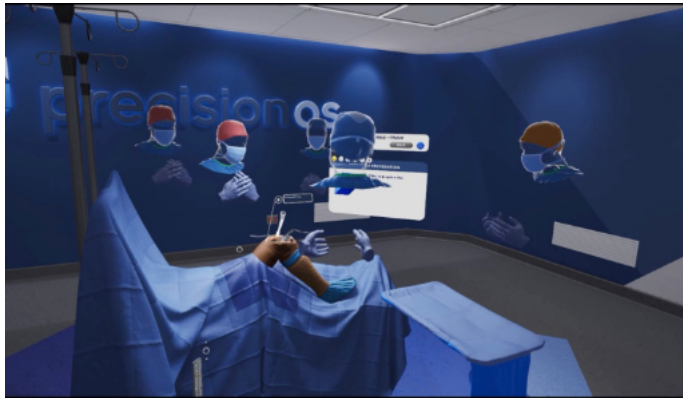
Type of Company

Oculus Quest, Healthcare and Education

Customer Types and/or names

Medical Device Companies and Institutions.

What do you want from the vertical/market/industry?

To provide the greatest opportunity for individuals to learn and benefit from emerging technologies and provide the highest quality of care.

Why are you in this industry vertical/sector?

PrecisionOS is a clinically validated software solution to provide the healthcare industry a comprehensive and patient relevant learning experience using virtual reality. We cater to the medical device companies to enhance and scale their training efforts for both medical device representatives and surgeons.

How does your solution address current global situations?

Our solution provides education irrespective of geographical location in a remote, collaborative and interactive environment. It caters to provide a rich, efficient and experiential learning experience using a scalable and portable technology.

Ready Teddy

Company Summary

Ready Teddy is a Virtual Reality exposure therapy simulation for children who are about to undergo an MRI. The child is familiarized with a virtual radiology suite, is habituated to the sounds of the scanner, and is trained to stay still. Utilizing human centered design techniques, the virtual experience enables the subjects to be immersed in a fun, child-friendly environment. Using biofeedback techniques, Ready Teddy can measure the child's head movement, provide visual/audio stimuli telling the participant when excessive motion has taken place, and relay that information to the clinical team informing them that the patient is able to meet the demands of the procedure.

Our technology acquires biometrics and task performance during the simulation and correlates those metrics with performance during an MRI. Towards those ends, we are creating an age normed motion coefficient which can be applied to any patient as they interact with Ready Teddy. Using predictive analytic machine learning, a patient can interact with Ready Teddy and with high probability the clinician can be informed on the aptitude of a patient to stay still during an MRI.

Contact

Name: Max orozco

Email: max@lumeum.com

Website: www.readyteddy.io

Size of Company

Employees or FTE equivalent: 1-5

Revenue: N/A

Type of Company

Software, Data

Customer Types and/or names

Neuroimaging laboratories, Ambulatory Imaging Centers, Children's Hospitals

What do you want from the vertical/market/industry?

The FDA has recently approved a video game to treat ADHD. The healthcare industry is opening up to alternative means of engaging and treating patients. We want to pave the way for biosensing simulations that inform clinical practice.
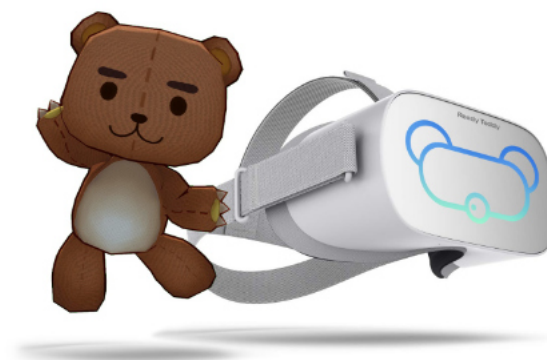
Why are you in this industry vertical/sector?

Our cofounder spent his career in academic neuroscience using MRI to map human brain development. Exposure therapy techniques are useful in decreasing fear and anxiety which in turn produce better data quality. However, the form factor of these techniques are often barriers to adoption for many radiology suites. We sought to be bring a more compact solution that can be scaled to any radiology suite of any size.

How does your solution address current global situations?

An increasing amount of research shows that preparation with exposure/play therapy tools can reduce the number of MRI sedations by 40%. However, without a data driven tool to decipher which patients need sedation or a cost effective exposure tool, many children fall between the cracks. Sedation is being overprescribed. Furthermore, literatures states that sedated pediatric MRI takes 2.5 times longer to acquire and costs 33% more. Our solution is scalable, translated to meet diverse language patient populations, with the goal of reducing unnecessary pediatric sedation.
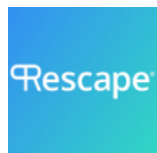
Rescape Innovation Ltd

Company Summary

Rescape is selling its solution, DR.VR, into the NHS, Care Homes and Hospices. DR.VR is a virtual reality distraction therapy solution that primarily supports pain relief, anxiety/stress and improving the patient experience. The DR.VR platform is modular giving flexibility to support multiple health needs. DR.VR Junior has been designed specifically for Paediatric departments. The out of the box solution has been designed to be simple and straightforward to implement even for those with no previous virtual reality experience. During the pandemic we have developed DR.VR Frontline which has been used to reduce the anxiety of NHS frontline staff with a trial showing success at helping ICU staff. The DR.VR platform has also been shown to deliver a cost effective training solution into the care and associated blue light sectors.

Contact

Name: Matthew Wordley

Email: info@rescape.me

Website: www.rescape.me

Size of Company

Employees or FTE equivalent: 5-10

Revenue: £1m +

Type of Company

VR solution for use in Healthcare and training combing hardware, software and content.

Customer Types and/or names

ICU, Paediatrics, Oncology, Pain Clinics, Burns units, Anesthetic, General surgery, Care Homes, Hospices, Staff wellbeing and training, Respiratory Medicine, blue light services, NHS, Serco

What do you want from the vertical/market/industry?

For VR to reach it's potential, as an industry, we must work hard at producing large scale evidence while producing products that can be adopted at scale. This is why we have created futureVISION.health with Cardiff University.

Why are you in this industry vertical/sector?

We have a simple mission to give VR access to all patients in Primary and Secondary Care and make VR empathy and experience training normal business practice.

How does your solution address current global situations?

We live in a, well-documented, opioid crisis, giving clinicians an alternative to drugs is vital. We live in, well-documented, anxious times, giving patients support, help and an alternative to drugs is vital. During COVID-19 we need innovative alternatives to solve many issues including training staff wellbeing and patient access.

REV3 Tech

Company Summary

REV3 Tech is a technology company specialising in the Augmented/Virtual/Mixed Reality in industries ranging from healthcare, education, tourism through to aviation. The philosophy behind REV3 Technology is that this technology allows us to create spaces that are flexible and adaptable for today's post-COVID19 society and into the future. We are based in New Zealand but we connect with customers from all over the world. We embrace remote collaboration and deliver online training programmes to improve workflow efficiency, digital literacy, and economic productivity in every corner of the globe.

Contact

Name: Pleayo Tovaranonte

Email: pleayo@rev3.co.nz

Website: www.rev3tech.co.nz

Size of Company

Employees or FTE equivalent: 5-10

Revenue: $1 million

Type of Company

Healthcare/health education/medical training/health & safety/construction/tourism/aviation

Customer Types and/or names

Hospitals, clinics, universities, schools, aviation, education, and tourism industries

What do you want from the vertical/market/industry?

Networking, connections, collaborations
https://www.linkedin.com/in/pleayo/

Why are you in this industry vertical/sector?

I'm very passionate about using this ARVR technology to accelerate learning, collaboration in the health industry.

How does your solution address current global situations?

N/A

Silver Wings XR Pte. Ltd.

Company Summary

Silver Wings is a Singaporean company specialised in 3D visualisation. We use a variety of technologies to support our clients in their digital transformation processes. We work a lot with immersive technologies like VR, AR and MR. These new technologies create many opportunities for organisations and can strongly improve communication and collaboration.

Silver Wings is an end-to-end solutions provider. We create complete solutions which support our clients. We are hardware agnostic and have a client centric approach. We do not push off-the-shelve solutions, but make sure we create a solution that works for the client!

Examples of solutions that we created:
- 360 Virtual Reality explanation of six surgical procedures, created for Oculus Go's,
- medical training for military staff, using the HoloLens,
- 360 platform for training, with flexibility to customise the environment and the training scenarios, and many more..!

Contact

Name: Olaf Kwakman

Email: olaf@silverwingsxr.com

Website: www.silverwingsxr.com

Size of Company

Employees or FTE equivalent: 1-5

Revenue: < SGD 5 mln

Type of Company

Immersive Technologies; software, content creation, gamification.

Customer Types and/or names

We work for a range of different companies and industries. A few examples:
- FEM Surgery
- Singapore Airlines
- MediaCorp
- SAESL
- Raffles Hotel
- Health Promotion Board
- NUS
- The Fullerton Hotel

What do you want from the vertical/market/industry?

We support companies in the healthcare industry in their digital transformation processes. Please contact us, so we can have an open conversation about what we can do for you.

Why are you in this industry vertical/sector?

We can bring great value to the HealthCare sector with immersive technology solutions. Examples: Improving doctor - patient communication, improving collaboration between doctors, explaining complicated procedures, automation of pre-surgery interviews with patients and training of medical staff.

How does your solution address current global situations?

More than ever before, organisations need to find ways to collaborate and communicate effectively at a distance. Our solutions benefit companies in realising effective remote collaboration and, at the same time, contributing to organisations' efficiency.

Staff training can be greatly improved using our training platform. We realise increased retention rates with very engaging gamification and increase the efficiency of the training.

Simango

Company Summary

Simango wants to revolutionize the way healthcare professionals learn. Our goal is to improve the safety of care, reduce risks, and considerably increase the effectiveness of training, thanks to digital tools.

Being an actor of its training allows to facilitate learning. Simango sets the learner at the heart of the system by combining Virtual Reality and Serious Games.

We offer short and intense training sessions that reproduce risk situations, care protocols and environments in which the learner can train in complete safety.

We take to heart to intervene effectively on the 4 pillars of the learning process:
- attention;
- active engagement;
- feedback;
- consolidation.

Contact

Name: Vincent-Dozhwal Bagot

Email: contact@simango.fr

Website: www.simango.fr

Size of Company

Employees or FTE equivalent: 10-20

Revenue: 900 K€ (2019)

Type of Company

Education, Training, Digital Learning, Healthcare

Customer Types and/or names

Public/Private hospitals

What do you want from the vertical/market/industry?

Simango targets to deploy its mobile and VR products in the major french hospitals in the next year, then it will focus its development on the Europe and the Americas.

Why are you in this industry vertical/sector?

The vision of the company is driven by a doctor and a training specialist, who believe virtual reality can help health professionals learn better with fun!

How does your solution address current global situations?

Simango provides free mobile learning material for the health professionals facing COVID-19:

* standard and complementary precautions to avoid cross-transmission of microorganisms through air and droplets;
* collecting a nasopharyngeal swab.

Simulation and Immersive Digital Technology Group - Edith Cowan University

Company Summary

The Simulation and Immersive Digital Technology Group is comprised of a multidisciplinary early and mid-career researcher team who investigate the use of immersive technology, such as virtual reality, for real world simulation and educational needs. Spanning three ECU schools, this unique collaborative team bring together skills which cover health sciences research, simulation education, serious game theory, game design, animation and biomechanics.

Through use of the industry standard 18 camera ECU motion capture studio, high fidelity, human focussed virtual simulations can be produced and evaluated which are difficult to replicate in real-world conditions. Scenarios range from mass trauma and disaster triage, violence and aggression de-escalation, procedural management and enforcement of Occupational Health and Safety regulations and drug and alcohol education.

Formative and evaluative research contribute to the evidence base informing best practices for applied immersive simulation and education. Real world engagement and impact is recognised through consultation with industry partners and end-users, and the implementation of the immersive simulation experiences which are developed for bespoke industry needs.

Contact

Name: Dr Brennen Mills

Email: b.mills@ecu.edu.au

Website: https://www.ecu.edu.au/schools/medical-and-health-sciences/our-facilities/ecu-health-simulation-centre/simulation-and-immersive-digital-technology-research/simulation-and-immersive-digital-technology-group

Size of Company

Employees or FTE equivalent: 5-10

Revenue: N/A

Type of Company

University; Software and content development; evaluation; education and training

Customer Types and/or names

Education and training in healthcare; evaluation

What do you want from the vertical/market/industry?

We envision a future where immersive technology contributes to the simulation-based training environments of health industry education and training to enhance preparedness and expose learners to rare (yet challenging) situations and practices.

Why are you in this industry vertical/sector?

Specialise in providing customised bespoke immersive technology applications and solutions to meet the demands of education and training requirements across healthcare (and other) sectors. Have an established track record and producing user-driven and effective solutions, as well as providing evaluative evidence demonstrating efficacy.

How does your solution address current global situations?

Gone are the days of 'tick and flick' training for competency or compliance. Face-to-face delivery of material is also becoming problematic with busy clinicians and workers. Immersive and digital technologies provides an avenue for students and workers to engage with learning materials to further enhance knowledge and skill acquisition and retention. This multidisciplinary team includes educators, clinicians and technical expertise suitable to understand and deliver education and training through novel immersive technologies that enhances motivation to learn, at a time that works for busy clinicians.

snobal ❄ **Snobal**

Company Summary

Snobal is a technology company building virtual reality and augmented reality (XR) solutions to help organisations train, communicate, collaborate and work better from anywhere using the power of XR.

XR solutions available include:
● Snobal Learn is an XR solution which facilitates the rapid translation of workplace learning content (technical skills and soft skills) into rich, measured, immersive learning experiences that can be delivered to users in the cloud across diverse geographic locations.
● Snobal Spaces is an XR solution for immersive communication and collaboration. Ideal for meetings, plenary sessions, team meetings, customer meetings, workshops, educational sessions and conferences.

All Snobal XR software solutions are based on our #1 enterprise friendly XR deployment platform, Snobal Cloud.

Snobal Cloud enables organisations to quickly and easily deliver, manage and analyse VR and AR experiences.

The platform simplifies the process of delivering XR solutions and experiences across an organisation to end users.

Have an XR experience or solution already and need an enterprise friendly way of deployment?

Snobal Cloud is also available standalone for VR/AR business content creators wanting to find a better way to deliver, manage and scale their XR experiences across customers.

Contact

Name: Team Snobal

Email: info@snobal.io

Website: www.snobal.io

Size of Company

Employees or FTE equivalent: N/A

Revenue: N/A

Type of Company

Software development including:
VR/AR deployment platform and enterprise-ready AR/AR solutions

Customer Types and/or names

Snobal works with diverse businesses and industry sectors ranging from:
 -Educational and workplace learning

-Hospital and healthcare

-Telecommunications

- Infrastructure

- VR enterprise content creators.

What do you want from the vertical/market/industry?

Snobal has a bold vision. To make it easy for businesses, educational bodies, government and healthcare organisations to solve mission critical problems using virtual reality and augmented reality. This includes development of innovative cloud VR solutions across training, collaboration and communication and providing access to an enterprise grade XR deployment platform, Snobal Cloud that fosters a more streamlined experience for users of VR in the workplace.

Why are you in this industry vertical/sector?

Training & Education, Telcommunications, Engineering, Mgmt Consultancy, Healthcare, Oil & Gas, Water, Energy.

How does your solution address current global situations?

In the current climate keeping people safe and reducing face to face interaction has become a key driver around organisations leveraging digital and newer technologies such as Snobal's immersive learning solution, Snobal Learn to train their workforce and keep working moving forward.

Snobal Learn enables organisations including hospitals and healthcare, to provide learners with rich immersive learning experiences so they can safely practise skills and critical thinking under stress in a safe, controlled environment without putting themselves or others at risk.

Our XR deployment platform, Snobal Cloud is providing scale to VR/AR business content creators and healthcare organisations providing ease of delivery, managing and analysing of XR experiences.

39

Studio Bahia

Company Summary

Our journey began with finding a way to provide therapy to children in crises at refugee camps. Our search for a way to reach the children had us innovate and create a new model for providing psychological therapies to vulnerable populations.

We created a new branch of phenomenological psychology which makes use of the immersive qualities in virtual reality to produce outcomes similar to or better than traditional psychology. Our therapies are developed using the findings of research institutions and universities around the world.

We have twelve therapies in various stages of development, four of those therapies have the potential to revolutionize their medical field. Studio Bahia's therapies address anxiety, chronic pain, Alzheimer's disease, pain management, natural and man-made disaster, refugee, temporal recalibration for autism, schizophrenia, Parkinson's disease, strabismus and amblyopia, and include narrative exposure therapy, solution focused therapy, EMDR, and others.

We provide corporations with therapies for their employees at a large scale and at the most competitive price in the wellness industry, our model gives peoples suffering from anxiety and stress during the pandemic an easy and accessible way to support their well-being needs.

Contact

Name: Allen Olson-Urtecho

Email: allen@studiobahia.org

Website: www.studiobahia.org

Size of Company

Employees or FTE equivalent: 1-5

Revenue: $7000 USD

Type of Company

Hardware and Content / Mental Health and Wellness / Mobile VR

Customer Types and/or names

Corporations, frontline workers, healthcare workers, 1st responders, refugees, and the general public.

What do you want from the vertical/market/industry?

Cooperation

Christina Chrysanthopoulou Virtual Reality Designer

Renia Papathanasiou Virtual Reality Designer

Dr. Cindy Dominique Psy.D. Clinical Psychologist

Iva Georgieva PhD in VR Therapies

Allen Olson-Urtecho PhD in VR Therapies

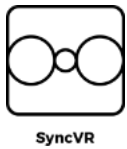## Why are you in this industry vertical/sector?

We are clinical psychologist, designers, and health specialist dedicated to making therapy accessible.

How does your solution address current global situations?

We provide the most accessible model for therapy in addressing the mental health crises from the pandemic.

SyncVR Medical

Company Summary

SyncVR Medical is the all in one solution for VR in healthcare. With our self developed platform including >10 third party applications, and validated implementation process, we are active in over 40 healthcare organizations in NL, DE, DK and BE.

Contact

Name: Floris van der Breggen

Email: floris@syncvr.tech

Website: www.syncvr.tech/en

Size of Company

Employees or FTE equivalent: 10-20

Revenue: 100k-500k

Type of Company

Platform and implementation

Customer Types and/or names

>40 (medic) healthcare organizations

What do you want from the vertical/market/industry?

Integrate with great VR content companies that can impact patients positively

Why are you in this industry vertical/sector?

To improve the quality of life of patients

How does your solution address current global situations?

Make patients less dependent on healthcare workers; increase time effectiveness of healthcare worker.

Think Digital | Connect 'n' Grow

Company Summary

Connect 'n' Grow was founded in Queensland, Australia in 2012 by Michael and Naomi Gleadow, with the mission to improve the health and wellbeing of Aboriginal and Torres Strait Islander people by creating and delivering education in health.

Think Digital is an immersive production studio that focuses on education and training, mainly in the agricultural sector.

Contact

Name: Kat Bidstrup

Email: kat@think.digital

Website: www.think.digital

Size of Company

Employees or FTE equivalent: 5-10 (Think Digital)

Revenue: N/A

Type of Company

Software and content

Customer Types and/or names

Industry, teachers, producers, students

What do you want from the vertical/market/industry?

For more regional, remote and indigenous students to consider a career pathway into health, and for them to have access to immersive and engaging experiences and training.

Why are you in this industry vertical/sector?

Because we are passionate about providing engaging and inspiring experiences and training for all Australians, regardless of their geographical location.

How does your solution address current global situations?

As part of their charter to encourage regional and remote, as well as Indigenous students to consider careers in health, Connect 'n' Grow have utilised 360° experiences and VR. "Given the geographical area we cover, it's not practical to undertake work experience or for students to experience first hand the opportunities that exist in the industry, this was even before the added challenges presented by Covid-19," said CEO Michael Gleadow. To date, almost 2000 students have been immersed in the HealthConnectVR experiences. "The students love it. The 360 experiences give them a real sense of what a career in health might entail, and the VR training provides practical and hands on interaction to support their learning. Our aim is to build out more practical assessment in VR, so eventually students can complete 40% - 50% of their practical assessment for their entire qualification in a VR environment. We believe this is a game changer in competency based education in Australia."

UbiSim

Company Summary

UbiSim is the world's first immersive VR training platform for nursing. We offer a complete simulation lab on a flexible platform that allows you to create and experience realistic clinical situations. Our solution combines intuitive interactions provided by VR, customizable pre-made scenarios, and immediate feedback after a simulation session.

Contact

Name: Gauthier Dubruel

Email: contact@ubisimvr.com

Website: www.ubisimvr.com

Size of Company

Employees or FTE equivalent: 5-10

Revenue: N/A

Type of Company

Software/Healthcare/Training

Customer Types and/or names

Texas Tech University, Labouré College, University of Montreal, University of the Fraser Valley among others

What do you want from the vertical/market/industry?

Our vertical has started embracing VR due to the simulation bottlenecks so we just hope that it continues!

Why are you in this industry vertical/sector?

Headquartered in Montreal, Canada, we are a multidisciplinary team of people passionate about healthcare simulation and virtual reality. Our team includes nursing educators, simulation experts, engineers and 3D artists.

Founded in Switzerland in 2016, UbiSim started as a co-development with nursing experts and students at the renowned Haute école de la Santé La Source, in Lausanne.

We are all deeply passionate about our mission to use the unique advantages of VR to make nursing simulation more accessible and realistic than ever before. We believe that better-trained nurses mean better and safer patient care and that is what motivates us to come to work everyday.

How does your solution address current global situations?

Mandatory clinical hours in the hospital have been canceled for the majority of students in the United States and Canada. As a result, the demand for simulation has exploded, specifically high-fidelity simulation which allows programs to replace these missed clinical hours. It has accelerated the need for and adoption of solutions like UbiSim. We support programs that deploy UbiSim on campus so that nursing students can keep on training in lifelike clinical situations, graduate, and be better prepared to care for their future patients. Our multiplayer mode also allows for small groups of students to train together remotely without the need to be in large groups at the same physical location.

Vesalius VR

Company Summary

Vesalius VR is a company that provides a Virtual Reality platform for medicine schools that recreates the human body anatomy in 3D associated with clinical practices and physiology. The main highlights are interaction and customization.

Contact

Name: André Figueiredo

Email: afsf@cesar.school

Website: www.cin.ufpe.br/~voxarlabs/

Size of Company

Employees or FTE equivalent: 1-5

Revenue: N/A

Type of Company

Content

Customer Types and/or names

Medicine Schools

What do you want from the vertical/market/industry?

Compensate the existing gaps and to go further with the existing solutions for medicine and learning.

Why are you in this industry vertical/sector?

We are in the sector to provide a better experience for students of medicine, improving their ability to memorize, recognize, explore and learn from a virtual body that responds to their activity.

How does your solution address current global situations?

We are still in the initial passes developing our systems but there are some customers that already bought the concepts of clinical trials from within our platform in order to learn anatomy and also physiology. One of our goals is to use our platform throughout the entire course as a simulacrum to operate and be used for all of the disciplines and to be accessed by every student from home or anywhere, including Augmented Reality.

Virtually Healthy

Company Summary

Conducting research into the physical and mental aspects of VR games to develop VR exercise programmes for physical and mental health.

Contact

Name: Katie Hoolahan

Email: admin@virtuallyhealthy.co.uk

Website: www.virtuallyhealthy.co.uk

Size of Company

Employees or FTE equivalent: 1-5

Revenue: N/A

Type of Company

Health and well-being

Customer Types and/or names

VR users and people who are encouraged to participate in an exercise programme for health. Also physical therapists and health professionals who give their clients/patients exercise programmes for physical and mental health.

What do you want from the vertical/market/industry?

Our hope for the industry is for gamified VR to be used as a digital solution to increase engagement in exercise for physical and mental health, both as a preventative measure and as treatment for a wide variety of health conditions. This will in turn ease the strain on healthcare systems and free up resources for things such as the Covid-19 response and other helpful initiatives. It will also improve the quality and length of life for many people.

Why are you in this industry vertical/sector?

To increase engagement in exercise and improve quality of life.

How does your solution address current global situations?

Digital healthcare solutions are the future and our programmes will allow people to stay healthy and rehabilitate at home. Our research into the physical and mental health aspects of VR games will open up the ability to use VR within the health and fitness industries and help users to achieve personalised goals. We will provide a digital health solutions which can both prevent and treat a wide variety of health conditions in a motivational and fun manner. The current exercise programmes given by healthcare professionals suffer from a lack of adherence due to many barriers to exercise. Gamified VR provides a motivational and enjoyable form of exercise which can overcome many of these barriers. This will both provide digital exercise treatments and act as a preventative measure which aims to lessen the strain on healthcare systems due to an overall healthier population.

VRpatients

Company Summary

VRpatients is a physiologically-based healthcare training application that immerses users into virtual clinical case scenarios where they can interview, assess, diagnose and treat patients in real-time. In less than 30 minutes, secondary education educators and trainers can build the clinical cases based on their own protocols using the application's intuitive case authoring tool that comes equipped with lifelike patient modeling, realistic moulage and animations presented in over 25 living environments. The cases are brought to life for students, who are assigned a case and go inside the application to interact directly with the patient avatar to treat in real-time. Following case completion, students' critical thinking skills and competency are objectively assessed using VRpatients' enhanced grading rubric. Students can learn from their mistakes and repeat a case as many times as needed for skill mastery.

Available through a remote, online platform or in full immersion using a VR headset, VRpatients gives educators and trainers indisputable insight into a student or practitioner's knowledge and readiness for patient care in the field. It's real life training without real life consequences.

VRpatients was founded in 2018 and serves post-secondary and higher education institutions, nursing schools, EMS agencies and healthcare providers.

Contact

Name: Heather Martin

Email: hmartin@vrpatients.com

Website: www.vrpatients.com

Size of Company

Employees or FTE equivalent: 25

Revenue: $9.8 million

Type of Company

Online and VR Software for EMS and Nursing Students, First Responders
Industry Sectors: EMS, Nursing, Healthcare Providers, Military

Customer Types and/or names

EMS Educators, EMS Agencies, Accredited EMS and Nursing Education/Training Institutions and certifying agencies

What do you want from the vertical/market/industry?

The healthcare industry as a whole needs to immediately begin realizing the advantages of on-line/VR/AR to education, training, skill reinforcement, knowledge retention and assessment, and begin widespread acceptance. Now more than ever, there needs collaboration as remote learning becomes more of a norm and health educators are forced to adapt their teaching tools without compromising educational standards.
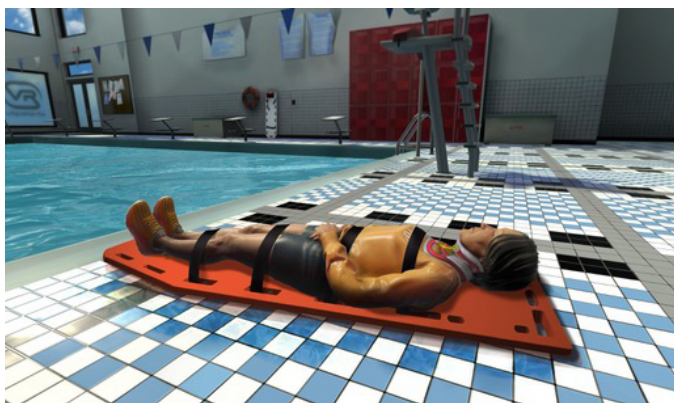
Why are you in this industry vertical/sector?

Formerly, there was no single application for healthcare trainers or educators that allowed them to build simulative clinical cases from scratch and deploy them in an immersive learning environment. Modern learners had evolved beyond traditional classroom & sim lab training, preferring the gamification experience of VR. Plus, the capital expense of sim devices and environments, such as mannequins, facilities/travel and time required are increasingly cost-prohibitive.

VRpatients answers these challenges by providing immersive, interactive training in real time at a low-cost point of entry. Its built-in clinical case authoring tool allows educators and trainers to have complete control and ownership of the clinical case scenarios, delivered "how they want it, when they want it." When the students go under the VR goggles or log in online, they experience lifelike patient modeling, real-time responsiveness, realistic moulage and animations presenting in living environments. Just like real life, this induces stress and builds knowledge retention. The application's enhanced grading rubric allows the educator/trainer to objectively assess the student's performance and identify skill or knowledge gaps. Moreover, the subscription-based cost model can be more easily incorporated into budgets.
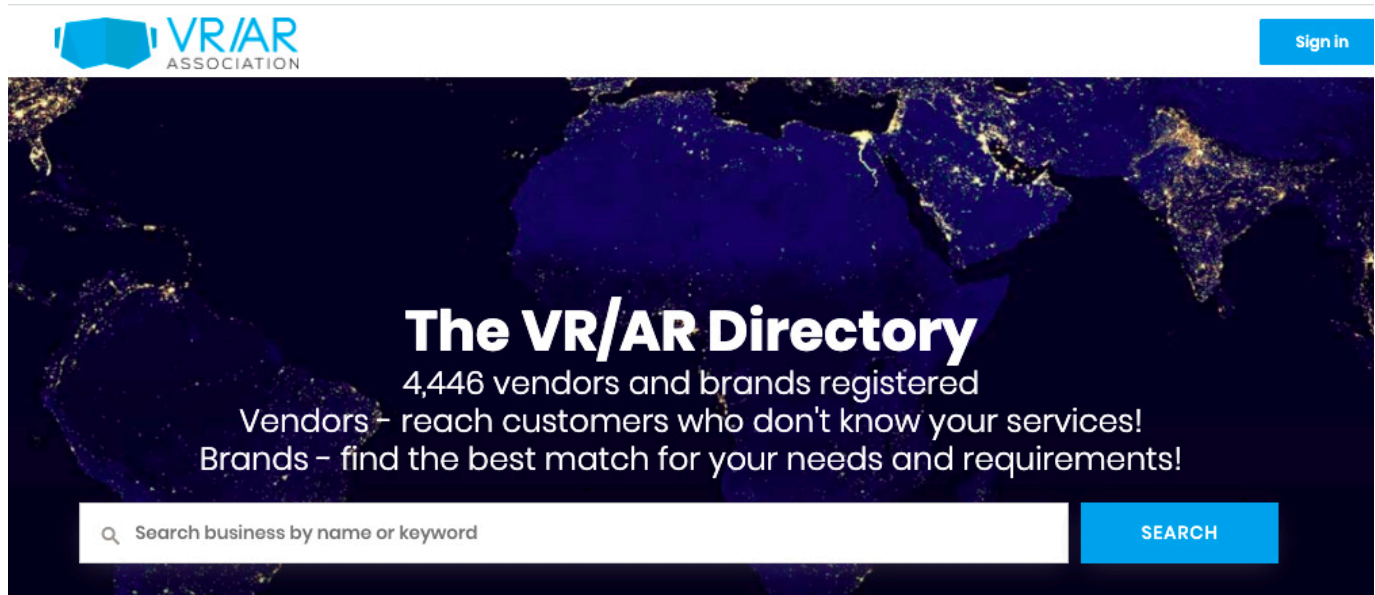
How does your solution address current global situations?

The immediate and widespread adjustment to new learning mandates instantly launched educators, trainers, employers and students into an online, remote learning environment. The challenge in healthcare education then lies in how to ensure both learning and assessment of skills from a distance is as effective remotely as it is in person. VRpatients immerses students into lifelike, stress-inducing clinical case scenarios where they interview, assess, diagnose, and treat patients in real time. Every action taken by the student is recorded by its built-in grading rubric, allowing the educator to objectively assess the student's critical thinking skills, competency and field preparedness. Unlike other simulation tools, VRpatients is equipped with an intuitive case authoring tool, giving educators complete control of curriculum, standards of care, and protocols. Formerly, there had never been a single application for conducting training for all possible emergency scenarios. Now, educators can build the clinical case from scratch and deploy it remotely to an unlimited amount of recipients in a matter of minutes. The case authoring tool has the flexibility and adaptability to bring nearly any clinical case to life, increasing knowledge retention and decreasing the amount of time needed to master a new skill.

VR/AR Directory

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