

# The Value of VR for Healthcare Education

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# Today's training methods fall short

## Distracted

**1%**

Amount of time  
people say they can  
dedicate to training

## Ineffective

**5%**

Traditional training  
information retention rate.

## Expensive

**\$7.5B**

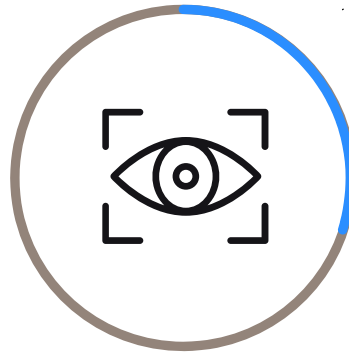
Spent annually for  
3<sup>rd</sup> party training  
products and services

Sources: [https://pubs.royle.com/publication/?i=448382#{"issue\\_id":448382,"page":22}](https://pubs.royle.com/publication/?i=448382#{) | <https://learning.linkedin.com/blog/learning-thought-leadership/a-snapshot-of-the-modern-learner--and-how-to-reach-them> | <https://www.entrepreneur.com/article/292499>

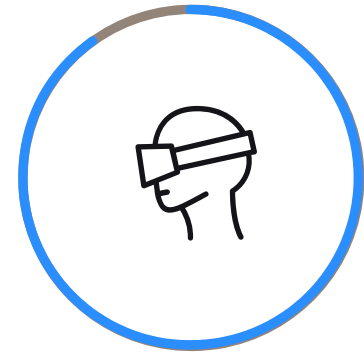
# The power of AR/VR in learning



**20%**  
AUDITORY



**30%**  
VISUAL



**90%**  
EXPERIENCIAL

# The impact of learning in AR/VR on healthcare



Simulate complex procedures and situations



Reduce patient stress



Minimize practitioner training time



Decrease training costs for medical equipment service personnel



Improve medical device training outcomes

Icons courtesy of [www.flaticon.com](http://www.flaticon.com) – Good Ware





# NIH 3D PRINT EXCHANGE



DISCOVER



SHARE



CREATE



LEARN

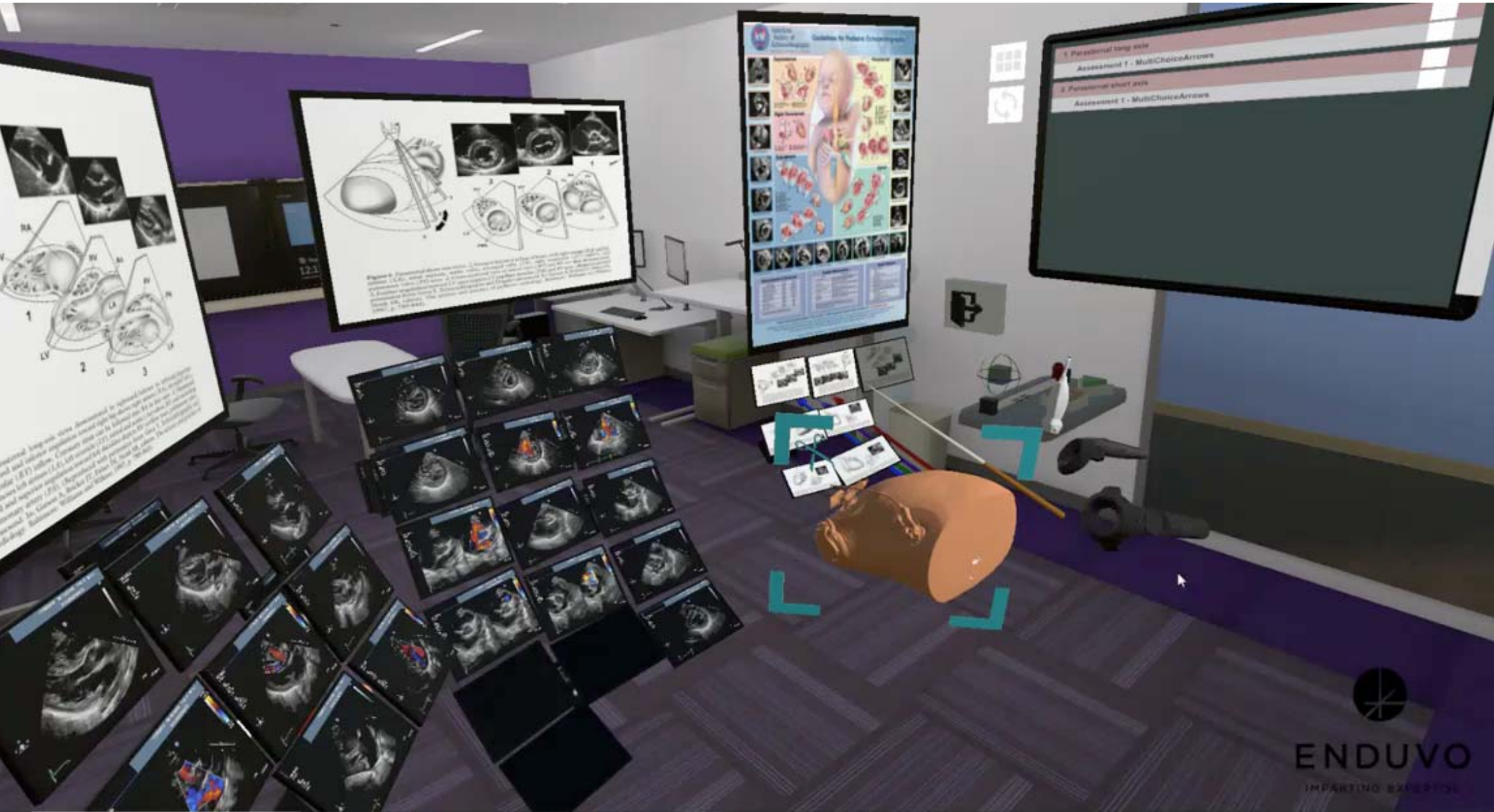


ENGAGE

3D printing technology is advancing at a rapid pace, but it is difficult to find or create 3D-printable models that are scientifically accurate or medically applicable. The NIH 3D Print Exchange provides models in formats that are readily compatible with 3D printers, and offers a unique set of tools to create and share 3D-printable models related to biomedical science.









**Teach. Learn. Simply Better.**

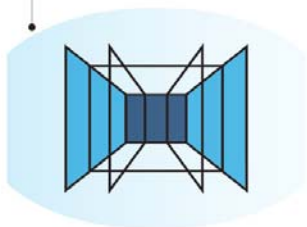
AR/VR For Everyone

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# VR/AR/MR Overview

## VIRTUAL REALITY (VR)

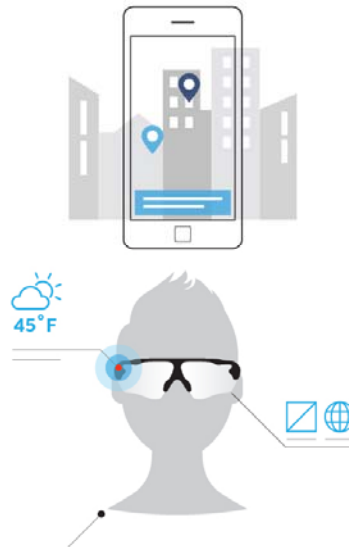
Completely digital environment



Fully enclosed, synthetic experience with no sense of the real world.

## AUGMENTED REALITY (AR)

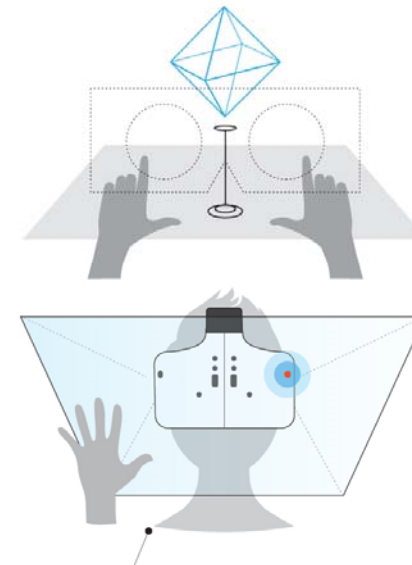
Real world with digital information overlay



Real world remains central to the experience, enhanced by virtual details.

## MERGED REALITY (MR)

Real and the virtual are intertwined



Interaction with and manipulation of both the physical and virtual environment.

Source: <https://www.slideshare.net/jessicatams1/coming-trends-in-arvr-vinay-narayan>