CASE STUDY

SOFMEDICA

Pioneering Excellence in Medical Education and Innovation

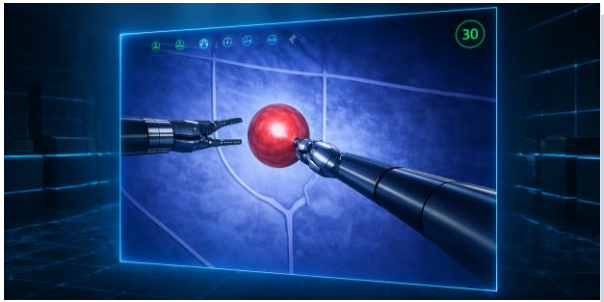
SOFMEDICA
LIFE SAVING INNOVATION

ORama VR

"No patient should be anyone's first."

ORama VR

Challenge · Solution · Innovation



THE CHALLENGE

Enhancing Performance and Reducing Costs

- Enhance trainee performance before robotic training
- Boost memory retention and psychomotor skills
- Reduce cost per learner while elevating learning outcomes

THE SOLUTION

Future-Proof Training with Digital Twins

- XR simulations as digital twins of existing training modules
- Cross-platform support for all major XR hardware ecosystems
- Future-proof, hardware-agnostic architecture by design

THE INNOVATION

Validated Skill Transfer to the Robotic Console

- Geometric Algebra physics engine for true robotic-arm interaction
- High-fidelity digital twin of the robotic surgical console
- Train anywhere on Quest 3 & Apple Vision Pro — no console required

ORama VR

Platform Comparison

Capability	ORamaVR VTC	Standard XR
Analytics & Scoring	Errors, Critical Errors, Warnings, Score per action, Total score, Time per action/module	Pass/Fail + elapsed time only
Hardware Compatibility	PC, iOS, Android, Quest, Vive, Pico, Magic Leap, HoloLens, Apple Vision Pro	PC, Quest & Focus 3 only
Multiplayer / Collaboration	✓ Cross-device shared XR environment	✗ Not supported
App Client Ownership	✓ Full ownership + modify/extend/update	✗ Not included
Marketplace Distribution	✓ Shared revenue agreement	✗ Not available
Full Body Tracking	✓ Supported	✗ Not supported

PUBLICATION →

KEY OUTCOMES

ORama VR

Results That Matter

↑ 30% Faster

Time-to-proficiency vs standard robotic training

Read the clinical trial →

↑ Retention

Console fluency maintained between live cases

↓ 58.8% Penalties

Fewer camera penalties during skills assessment

95% Acceptance

Usability & acceptance · Quest 3 & Apple Vision Pro