

2nd International Conference on Healthcare & Hospital Management and 6th International Conference on Medical & Nursing Education

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Shranick Sethia

MCORPUS LTD, United Kingdom

MIXED REALITY FOR MEDICAL EDUCATION & RESEARCH

Mixed Reality is the merging of real and virtual worlds to produce new environments and visualizations where physical and digital objects co-exist and interact in real time.

Mixed reality takes place not only in the physical world or the virtual world, but is a mix of reality and virtual reality, encompassing both augmented reality and augmented virtual reality.

Students of all ages attempt to understand the beautiful complexity of the human body, a quite tedious and daunting task. In today's classroom, students learn anatomy primarily through images and the written word. These formats do not completely capture the complexities of human anatomy as they represent 3D material in a flat two dimensional image. To improve student understanding and to accelerate learning across all age groups, innovations need to be made in the teaching of anatomy.

This is where our Platform steps in, we not only aim to provide 3D Content, Step by Step tutorials, Study Materials but also connect them to the Professors/Doctors or other Students in Real Time to ask questions/doubts or discuss any topic. Making a Virtual Classroom in Real World.

Real body for students and young Doctors to practice are becoming rare and of low quality due to the increased number of practice on the same body. We will offer an alternative to learning and practicing on real body, available for students and young Doctors.

MCORPUS 3D and MR platform will advantageously replace the real body for surgeon and anatomy learning and practice..... At the edge of the new technology, Mcorpus platform is outperforming any available solution currently on the market. Easy and intuitive to use, students and doctors will be able to focus on the essence of learning and practicing with a single finger touch. The technology will place them in their usual environment and with they will be expected to practice the regular gestures.

Biography

He holds a postgraduate degree in software engineering and has 13 years of experience as successful IT Entrepreneur. He combines a profound technical knowledge and experience with a strong sense of the requirements of the industry. As a teenager he was already working as a software developer, out of a fascination for IT. He has worked on many enterprise solutions for medical industry. Worked closely with doctors and professors in developing solutions.

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