Osso VR Debuts New Hand Control Feature, Expanding Realistic Training Capabilities

Leading VR platform first in the industry to offer enhanced dexterity and hyperrealism through the use of controller-free feature

SAN FRANCISCO, February 12, 2024 - Osso VR, the leader in immersive surgical training, announces the debut of its latest feature – Hand Control, a controller-free option designed to complement and enhance the training capabilities available to healthcare professioals during virtual reality training scenarios. This latest addition provides a realistic and intuitive range of motion without the need for traditional handheld controllers.

Osso VR is the first in the industry to leverage a controller-free feature specifically tailored for surgical training purposes. The Hand Control feature works by leveraging Meta's latest hand-tracking APIs, using cutting-edge cameras on the headset to track users' hand and finger movements within VR. Osso ensures that Hand Control seamlessly supports all standard controller interactions, giving users the freedom to choose between hands-free gestures and traditional controllers for a more personalized and immersive training experience.

This latest feature will enhance and better simulate real-life scenarios, providing healthcare professionals with the most realistic and effective tools possible. For first-time users unfamiliar with controllers, Hand Control provides a more intuitive alternative. Hand Control is particularly advantageous in situations where enhanced dexterity is required, allowing users to perform actions such as picking up, manipulating, and dropping objects, passing items hand to hand, activating tools, pressing buttons, turning knobs, teleportation, and snap turning—all without the need for traditional controllers. In Collaborative Training mode, the controller-free feature enhances communication and facilitates natural gestures, fostering a more immersive learning experience.

"At Osso VR, we're all in on creating a super-realistic setup for surgeons using our devices," said Dr. Justin Barad, MD, Orthopaedic Surgeon, and Founder/CEO of Osso VR. "Think of Hand Control as an extra tool in their toolbox, helping them learn and train with maximum realism and impact. We've put in the work to ensure that any new features we launch only work to improve user experience, and Hand Control allows physicians to replicate precise movements and techniques."

Osso VR will be offering live demonstrations of Hand Control and several new orthopedic modules at the American Academy of Orthopedic Surgeons Annual Meeting (AAOS) from February 12 to February 16.

For more information about Hand Control and other new Osso VR features, visit Booth #5364 at AAOS.

About Osso VR

Used by the world's leading healthcare institutions and medical device companies, Osso VR is a clinically validated surgical training and assessment platform. Using award-winning VR content, Osso's scalable platform provides a collaborative, risk-free, hands-on training environment that drives performance and outcomes improvements. Analytics within the Osso platform objectively measures performance for skills development and benchmark analysis.

Founded in 2016, Osso VR has been the most celebrated virtual reality company in healthcare, earning multiple industry awards, including TIME Magazine's Best Inventions, Fast Company's Most Innovative Healthcare Company, and the SXSW Innovation Award for VR. Led by UCLA and Harvard-trained pediatric orthopedic surgeon Justin Barad, MD, Osso VR covers multiple surgical specialties and is available in several languages in over 40 countries.

To learn more, visit www.ossovr.com, and follow Osso VR on LinkedIn, Twitter and Instagram.

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