



Osso VR Partners with Sawbones to Digitize Anatomical Medical Training

Sawbones integrating Osso VR's technology to digitize traditional training and certification on orthopaedic procedures

PALO ALTO, Calif. and VASHON ISLAND, Wash. - September 12, 2019 - [Osso VR](#), a validated virtual reality (VR) surgical training platform, is partnering with [Sawbones](#), the originator of "hands-on" orthopaedic and medical workshop models worldwide. Together, they're digitizing Sawbones' traditional bone models to expand and diversify the products' application, enabling the models to be used repeatedly and without barriers in the virtual environment.

Sawbones' orthopaedic bones are designed to be cut, drilled, tapped, or gouged with standard hand or powered instruments, and can be used for different exercises. The ability to mold and mass-produce specific pathologies makes them ideal for large-scale surgical skills courses.

Osso VR's scientifically validated training platform is designed for surgeons, sales teams and other trainees to address complexities in learning common procedures and how to use new medical devices by providing realistic, haptic-enhanced interactions in an immersive training environment. In addition, Osso VR's technology offers objective assessment of technical skill by providing a robust analytics platform.

"As an orthopaedic surgeon, I've used Sawbones' products for many years. It is a foundational element for orthopedic training and we share similar missions to improve and standardize education in order to optimize patient safety," said Justin Barad, MD, CEO and co-founder of Osso VR. "Working together, we are able to take the traditional training paradigm to the next level by providing automated guidance, assessment, repeatability and portability."

“Our bone models have been the gold standard for surgical education for decades, and by virtualizing our models and our commitment to quality we will be able to impact an even greater number of surgeons and patients around the world,” said John James, VP of Business Development at Sawbones. “We are thrilled to partner with Osso VR and utilize their rapidly expanding surgical training platform to increase the reach and educational value of our product, furthering our mission of improving confidence through practice.”

For more information, visit www.ossovr.com.

About Osso VR

Osso VR is an award-winning, clinically validated surgical training platform designed for medical device companies, practicing surgeons, residents and medical students of all skill levels. Using immersive VR technology, the scalable platform offers a realistic, hands-on training environment that leads to real world performance gains and ultimately improved patient outcomes. Osso VR is the first training platform to incorporate assessment into its modules, objectively measuring the trainee’s knowledge of steps, level of precision and overall efficiency throughout the procedure providing a benchmark for proficiency.

Led by UCLA and Harvard trained orthopedic surgeon Justin Barad, MD, the Osso VR team has a deep background in clinical care, medical technology, and VR development. To learn more, visit www.ossovr.com.

About Sawbones

For over four decades, Sawbones, the originators of “hands-on” workshop models, continues to be the leader in medical models for orthopedics and medical education.

The company, headquartered on Vashon Island, has over 100,000 square feet of manufacturing space and provides Sawbones products to customers all over the world.

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