

## Interactive Game Technologies For Medical Education And Training



Duke University School of Medicine and Virtual Heroes announced this month a framework agreement on a partnership encompassing a broad range of initiatives to leverage interactive game technologies for medical education and training.

The multi-faceted partnership will include initiatives in the following areas: healthcare team communication training; medical device and pharma product education; patient education; medical recertification; clinical trial education; CME courses; and healthcare quality assurance training.

The HumanSim™ platform by Virtual Heroes will soon enable healthcare professionals to sharpen their assessment and decision-making skills without risk to patients in realistic, challenging, immersive 3D environments. Virtual Heroes is creating HumanSim™ by taking the most advanced game technology on the planet (Epic Games' Unreal® Engine 3) and integrating it with a real-time physiologic-pharmacologic model for an unprecedented experiential learning experience.

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[http://www.surgicalproductsmag.com/product-releases/2010/06/interactive-game-technologies-medical-education-and-training?qt-most\\_popular=0](http://www.surgicalproductsmag.com/product-releases/2010/06/interactive-game-technologies-medical-education-and-training?qt-most_popular=0)