# A Mobile Application For Anytime, Anywhere, Hands-On Training

DESIGN

MTEC Award: \$2.3M Sponsor: U.S. Army Medical Research and Development Command

#### **PROBLEM:**

Over 17% of deaths related to combat could have been survivable had both the combat lifesavers and combat medics been properly trained. There is a need for more realistic and modern medical care training platforms to improve the transfer of skills to complex and time-sensitive trauma situations.

### SOLUTION:

Through MTEC, Design Interactive was funded to develop AUGMED<sup>®</sup> for modern medical training through the use of augmented reality technology, a realistic experience that more accurately mimics battlefield scenarios, and a virtual platform that can support large-scale training of service members.

## OUTCOME:

AUGMED<sup>®</sup> is now a commercially available platform that can be used as a mobile application for anytime, anywhere, hands-on training.

- Augmented, virtual, and mixed reality are used to reinforce skills and decision making under realistic conditions
- Training scenarios integrate battlefield relevant visual, auditory, and tactile cues to create an immersive, customizable, and scalable complement to lane training
- Competency-based activities and assessments track trainee performance and can easily be created for customized content and multiple proficiency levels

### **IMPACT:**

Built using soldier-centered iterative design, AUGMED<sup>®</sup> is poised for transition as a deployable app to the medical simulation and training offices of the Defense Health Agency and the U.S. Air Force Medical Group.

With increased use of this training platform, service members will reach proficiency faster and be better prepared for more realistic scenarios experienced in combat.

> Scenario information is stored in a modular knowledge base for reusability across modalities

Voice and AI allow for hands-on patient treatment

Augmented injuries react to case provided based on physiological models

"Mobile is what was missing. The low-cost ability to place the learner into an augmented reality scenario anywhere at anytime brings learning to a new level."

Frank Karluk, Former Combat Medic

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