

Full-Spectrum Medical Training Powered by VR



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DUMPKIN

南瓜虚擬科技

Pumpkin VR, founded in 2016, is committed to developing innovative VR content and building leading industry service platforms. Pumpkin is recognized as a "global VR leader in the gaming industry," and constantly challenging and driving cross-industry products. We focus on the following three main areas:

1. Gaming: QUANTAAR

A Free-to-play VR Party Brawler

2. Content Distribution: Unframed Collection

A B2B content distribution platform created through a collaborative effort between Taiwan and France

3. Simulation Training: Goodhand VR

Pumpkin VR, with its industry-leading expertise and rich experience, offers the best cross-domain VR content and services.







COMPETITOR ANALYSIS

	VR Simulation Training Platform	VR Anatomy Teaching Software	Simulated Patient
DESCRIPTION	Digitalizing Medical Simulated Courses: Education, Training, and Research	Virtual 3D Anatomy Space with Structural Explanations: Integrating Physical Anatomy Courses	Enhancing Critical Care Workflow and Communication
IMAGE			
FOR	Learners and Instructors	Learners	Learners
INTERACTIVITY	Available (Emergency Response/SOP Training)	Available (Instructor-led Lectures/Dissection Exercises)	Available (Physical Manipulation)
METHODS	Remote Courses/ Self-paced Practice	Remote Courses/ Self-paced Practice	On-site Instruction
TYPES	Unrestricted Modules	Anatomy	Limited to Respiratory System and Nursing Skills
PRODUCT	Goodhand VR	Taipei Medical University/HTC	Apollo



PRODUCT FEATURES

REMOTE MULTI-USER VR PROGRAM

- Support remote multi-user training
- Learner-Instructor interaction detection
- Digital simulated patient: digital annie
- VR training scene reproduction



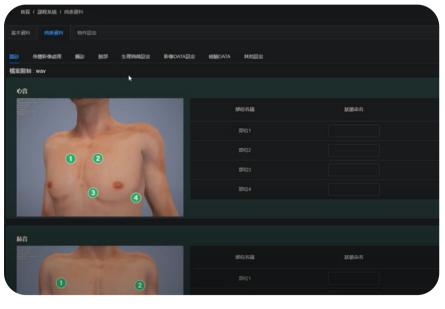


3 DIVERSE TRAINING COURSES

- Unlimited simulated practice
- Enhancing familiarity with clinical
- Cost-effective in trainee education

2 CUSTOMIZED LESSON SCENARIOS

- Bringing medical rraining closer to real-life situations
- Optimized teaching quality through adequate preparations
- Modular medical training





ONE-STOP LESSON DESIGN PLATFORM

- Easy-to-use integrated lesson plan editor
- Seamless digitalization of learning and grading records
- Efficient training assessment to enhance instructor effectiveness
- Cloud-based management system for course data





USER FEEDBACK



Tri-Service General Hospital Clinical Skills Center



Tzu Chi University

Medical Department

For less experienced personnel, they can undergo basic procedural training through virtual reality before advancing to hands-on training with physical models.

Learning while playing, and playing while learning. Allowing students to learn teamwork and experience real medical environments through games is a bonus for them.



Chi Mei Medical Center

Nursing Department

It can be effectively applied to burn centers, where nursing personnel can undergo training in handling burn patients. They can learn about the progression of burn injuries through virtual scenarios and conduct case studies for further research.



AWARDS

2019



CHT 5G Accelerator

Top-Three Startups



2020



IDB 5G Innovation
Application Competition

Soft-World International Corporation Enterprise Favorite Award Commercial VR Content Solution 2020



XR Awards

XR Awards B2C
Best Startup
XR Game/Entertainment
XR Awards B2B
Best XR Simulation
for Industry Applications

2021



AloT Field Verification Project

Field Verification Project
Silver Award Collaborative Development of
Positioning Technology

ATTACHMENTS



2023 Vice President, Lai Ching-te

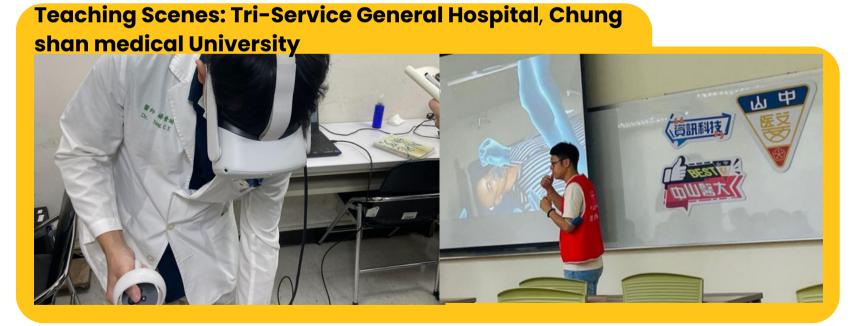




Click to watch the video

2022 Healthcare+ Expo









Learn more at https://goodhandvr.com



