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YEAR 2 students attending the VR-assisted anatomy revision session.

VIRTUAL REALITY ASSISTED REVISION 2025: BRINGING ANATOMY TO LIFE

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On 7 July 2025, the Department of Anatomy organised a special revision session with Year 2 MBBS 240 students using Virtual Reality (VR) technology. The session, held in Auditorium 2, Faculty of Medicine UiTM, introduced 3D Organon software as a novel tool to aid anatomy learning and to help students prepare for the Preclinical Professional Examination that was held on 21–23 July 2025.

This initiative marked the department’s first experience in integrating such advanced technology into teaching. Prior to the event, several training sessions were conducted with Modiezhham Sdn Bhd, a company specialising in VR applications,

to familiarise lecturers with the handling of VR consoles.

3D Organon was used as an interactive anatomy software that provided a complete visualisation of the human body by regions, systems, and organs. It allowed users to remove structures, view them in different planes, and explore dynamic animations such as muscle contractions during respiration. These features made complex anatomical structures easier to understand in three-dimensional (3D) form compared to traditional two-dimensional (2D) slides or static models.

During the session, the VR console was connected to the auditorium screen, allowing students to follow the lecturers’



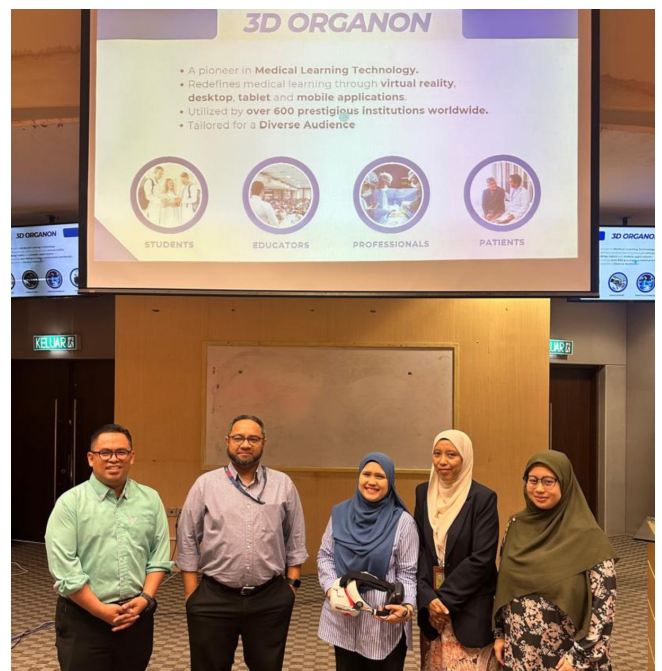
DR. FAIRUZ AZMI explaining the blood supply of the central nervous system using 3D Organon virtual reality software.

demonstrations in real time. Lecturers wore VR headsets while explaining their respective topics, with 3D structures projected for the students as the audience to see. The session was conducted by the anatomy lecturers Dr. Nur Zuliani Ramli, Dr. Nurul Hannim Zaidun, Dr. Muhammad Fairuz Azmi, Dr. Syed Baharom Syed Ahmad Fuad, Dr. Nurul Raudzah Adib Ridzuan, and Dr. Nurul Sazmi Rosani, covering core topics such as the muscles of the pelvic floor, male and female reproductive systems, the anterior abdominal wall, and the blood supply of the central nervous system.

To enhance engagement, students were also given the opportunity to experience the VR headset first-hand, guided by lecturers and software specialists from Modiezham Sdn Bhd. This interactive approach further strengthened their grasp of anatomical concepts while generating enthusiasm among the students. This interactive VR-based approach



LECTURERS and staff undergoing VR training with Mr. Aiman from Modiezham Sdn. Bhd.



ANATOMY lecturers together with Pn. Nurhazirah Izzati from Modiezham Sdn. Bhd. during the VR-assisted anatomy revision session.

strengthened students' understanding of anatomy and sparked their enthusiasm for learning. It also provided lecturers with modern tools, offering a valuable and innovative alternative to traditional teaching methods, which aligns with the advancement of medical education.

The Department of Anatomy hoped this initiative would pave the way for more technology-enhanced teaching strategies, ensuring that medical students benefited from dynamic, interactive, and impactful learning experiences.