Imagine if you could practice procedures and truly learn complex clinical skills from the comfort of your own home.

Traditionally dentists are used to attending expensive in-person seminars and conferences to learn. But the times are changing. With more dentists graduating every year, and more dentists appearing around every corner, it's become more expensive to take time off. The need to learn skills efficiently and conveniently, without the exorbitant cost, has never been greater.

This is where online education can revolutionize dental courses - but not the ones we're used to. Online dental education has always been thought of as a static clinical video or lecture, and has always been perceived as inferior to in-person offering.

But what if they were interactive? What if you could practice procedures virtually? What if these courses could be better than many in-person courses?

By bringing technologies, once exclusive to the game and film industry, to dental education, this is now a possibility. Orosim, Inc. a Silicon Valley based company, has created the closest thing to treating a patient online – a virtual training platform for dentists.

Accessing these 3D interactive courses is easy, all you need is access to the Internet and a web-browser – there are no downloads or plugins required.

Interactive 3D courses mark the start of the next big thing in clinical education: Virtual and augmented reality.

Apple has already filed several patents for virtual reality headsets. Healthcare training has been acknowledged as one of the fields that will be transformed by virtual reality, as reported in Forbes' magazine.

What does this mean for dentistry? Imagine opening up a textbook or watching a video online, and then to have the procedure appear right on top of your desk in interactive 3D. Visualise how easy it would be to understand and learn complex clinical procedures. This is no longer science fiction – it's real!

Healthcare training will evolve radically in the coming months. Watch this space.

Reference
Forbes’ magazine (2016) "4 Industries to be transformed by Virtual Reality".