

Company Datasheet #	1
Revision #	2
Date	4/12/14



Bone Genius Datasheet

KEY FEATURES

- 3D skeleton assembly by body region
- Bone naming and feature naming
- Gameplay: Scoring and ranking / leaderboards, badges

KEY BENEFITS

- Teaches skeletal anatomy in a fun and interactive way
- Content difficulty scaled for multiple learning levels – high school through college anatomy

RELATED PRODUCTS

- More body systems under development in our next app – Anatomy Genius – coming soon

ADDITIONAL INFORMATION

- More information can be found at:
www.vidasystems.com

Product Highlights

Bone Genius was created to teach skeletal anatomy in a fun and engaging way. The realistic, 3D graphics are fully interactive, and the three quizzing modes are designed to address the needs of learners from high school through college and beyond.

Key Feature #1

Each of four body regions (skull, torso, arm and leg) contains an initial level where the learner drags bones into a transparent model. As the learner touches a bone, the name appears, then the learner earns points for correct and quick placement of that bone. Meanwhile, the model can be rotated and zoomed in full, realistic 3D.

Key Feature #2

In Levels 2 and 3, the learner can continue to deepen his knowledge by identifying bones of the skeleton by name, and then features of bones (sub-parts) by name. These levels simulate a quiz at the level of a college anatomy course.

Key Feature #3

The app is designed to build engagement by interweaving gaming features. Learners are scored for time and precision, with sound effects and visual cues. The app is GameCenter integrated, with leaderboards and badges for accomplishments and scores.

Technical specifications

Bone Genius is available on iOS platform. Android is anticipated within one month.