



**GAMES FOR HEALTH EUROPE
2025**

Follow the path to
find the bunny!
- Center the bunny

The game





Interactive and innovative learning experiences



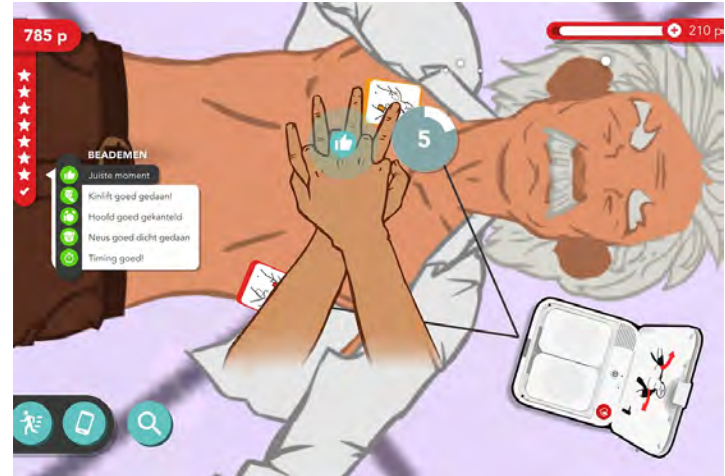
Make learning fun and effective using games, simulations and (web)apps.



Our games



KlankKr8



HELD



GetPlaying: Hemopro 2

1. BASICS



1. Push & Pull



2. Up, down, side to side

3. Butterflies



4. Storm

2. C-RING



1. Advance & Retract

2. Cradle the vein

3. Move the vein

4. Retract the vein

3. HARVESTING TOOL



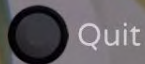
1. Cut branches



2. Precision cuts

3. Working backwards

4. Cut with C-Ring guidance



Quit



Up



Down



OK

GetPlaying: Hemopro 2

1 - 1 PUSH & PULL



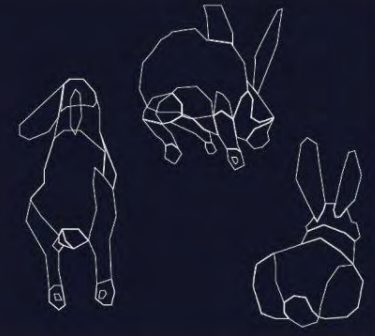
Find the bunny



Center the bunny

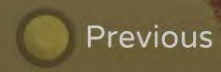
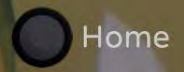


Hold focus



Follow the path to find the bunny

Personal Best: 0
Times Completed: 0





GetPlaying: Hemopro 2

2 - 1 ADVANCE & RETRACT



Trees block the path

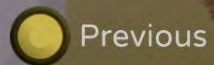
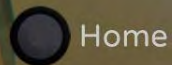


Advance the C-Ring



Push the tree out
of the way

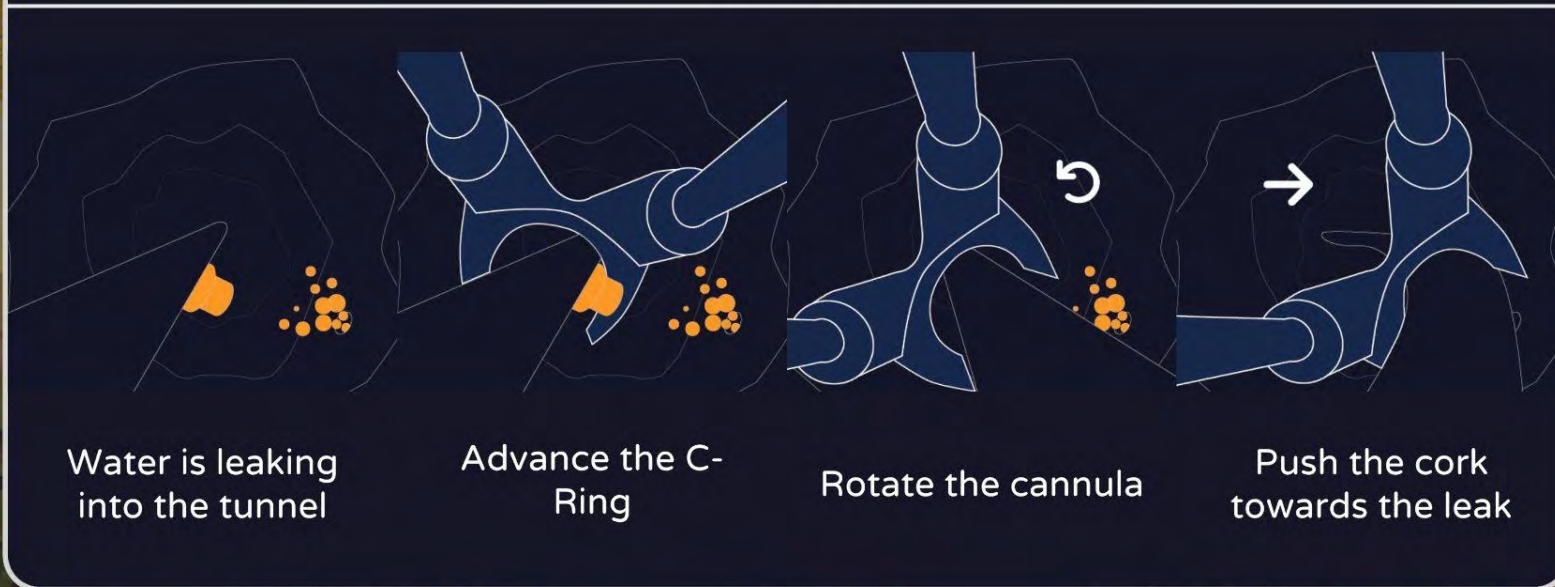
Personal Best: 0
Times Completed: 0



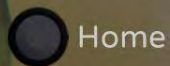


GetPlaying: Hemopro 2

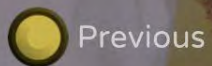
2 - 3 MOVE THE VEIN



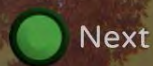
Personal Best: 0
Times Completed: 0



Home



Previous



Next



Play



GetPlaying: Hemopro 2

3 - 1 CUT BRANCHES



A branch is
in the way



Advance and align
the Jaws

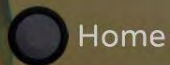


Grab and cut
the branch

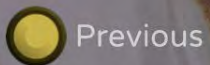


Follow the bunny

Personal Best: 0
Times Completed: 0



Home



Previous



Next



Play



GetPlaying: Hemopro 2

3 - 3 WORKING BACKWARDS



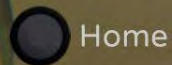
Advance the C-
Ring

Pull the cannula
back

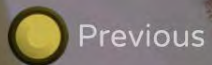
Rotate the cannula
to expose the branch

Grab and cut
the branch

Personal Best: 0
Times Completed: 0



Home



Previous



Next



Play

Why cartoonish and not realistic? 🎨



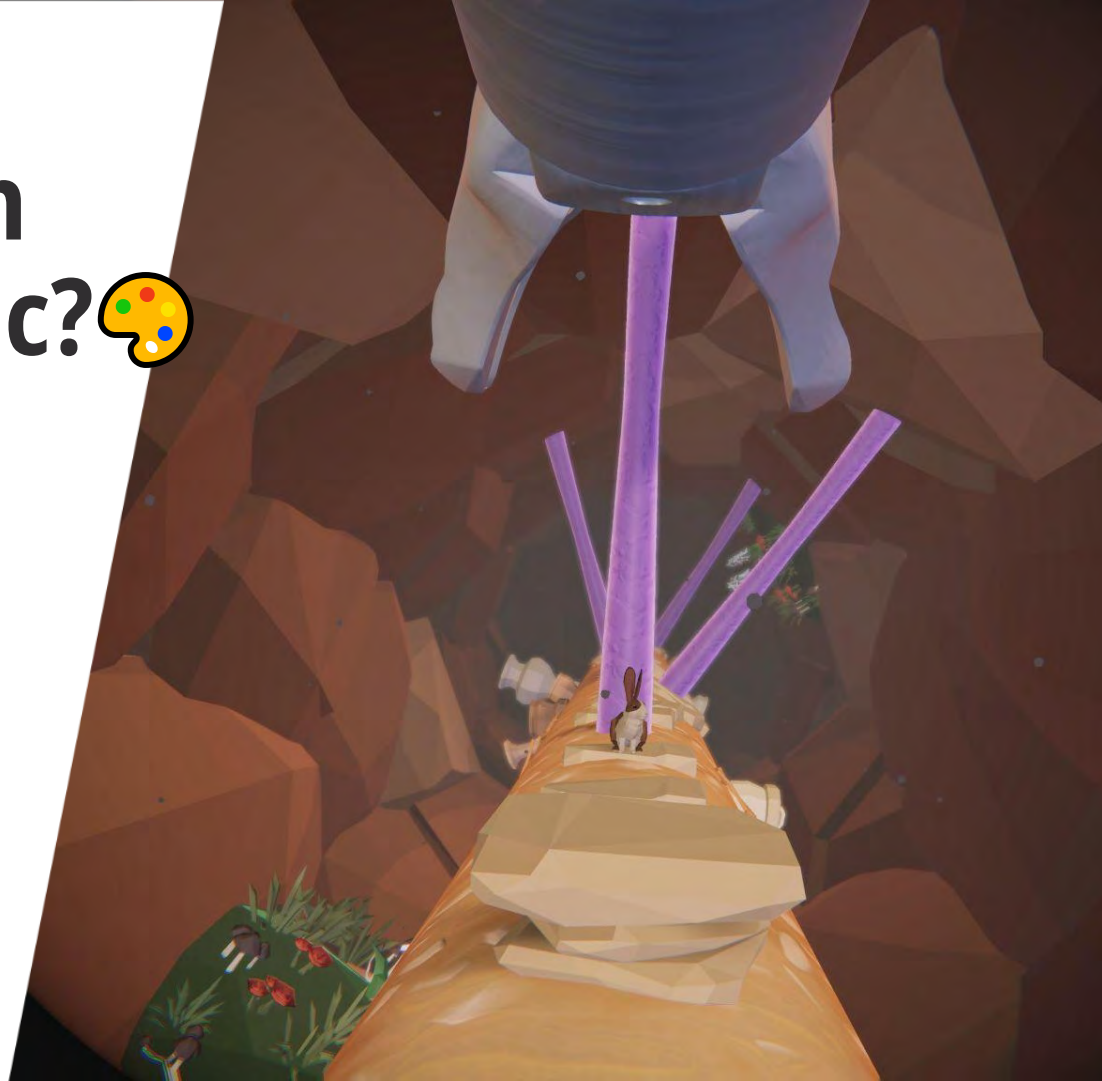
- ◆ Pleasant
- ◆ Change of pace



Why cartoonish and not realistic? 🎨





- ◆ Pleasant
- ◆ Change of pace
- ◆ But sense of space
is important
(tunnels introduced in
later levels)





Learnings from playtesting



-  Players lose the bunny sometimes
-  So we highlight the bunny after a while

Learnings from playtesting



-  Raking leaves did not teach extending the C-ring well
-  So we changed mechanic to pushing trees

Physics



- ◆ First try: Unity
standard physics

Physics



- ◆ Using the
‘Obi Rope’ tool

Scoring system



Motivation to:

- ◆ Keep playing
- ◆ Work clean and fast

Competitive elements
work very well with
surgeons



3 - 3 WORKING BACKWARDS

any spotted accurately		0/2
branches cut accurately		4/4
C-Ring used		0/4
Vein touches		9
Movement		425
Time		0:55

Total score
4586

 Restart  Continue

Future work



- ◆ Introduction chapter:
eliminating the need for
an instructor
- ◆ Dissection



Interested in Serious Games?



Come visit us at our stand!

Statements



- ◆ “Wish I had this before!”
- ◆ “This is super cool!”
- ◆ “Can we buy this game?”
- ◆ “This is really helping me to handle the device”
- ◆ “May I take it home?”
- ◆ “We see the learning happening while playing”
 - “Also good for general endoscopic learning”

Conclusion



- ✓ Endoscopic Vessel Harvesting is an excellent option for patients
- ✓ Vasoview Hemopro 2 is a proven safe and user friendly system
- ✓ Getinge offers adequate and comprehensive training and support
- ✓ With the new game, Getinge is investing into influencing the learning curve
- ✓ Making a game is fun, but playing the game is even more fun
- ✓ Bunnies should be a protected species



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