

Enhancing veterinary education with VR and AI

UNIVERSITI Putra Malaysia (UPM) has launched Malaysia's first Bionic Immersive Lab, a virtual reality and artificial intelligence-based simulation facility aimed at enhancing veterinary education and professional training.

Developed in collaboration with strategic partner G Plus Tech Sdn Bhd, the lab uses immersive, AI-driven VR technology to allow students to practise procedures and decision-making in a simulated environment, reducing reliance on live animals and fieldwork.

The launch was officiated by Professor Emeritus Tan Sri Dr Syed Jatuldin Syed Salim.

According to G Plus Tech chief executive officer Dr Nurliza Md Azzam, the lab is designed to enhance students' skills and strengthen the education system by promoting self-directed learning through technology.

"With VR, students can learn independently and repeatedly. This is one of our strategies to encourage young people to adopt technology while boosting their confidence."

Faculty of Veterinary Medicine dean Professor Dr Goh Yong Meng said the technology helps address constraints such as limited resources, safety risks, disease transmission and time limitations associated with conventional veterinary training.

"Students no longer need to be taken to farms or clinical sites. They can learn anywhere without exposure to safety and biosecurity risks."

He said the initiative is expected to raise awareness of the importance of veterinary science and deliver long-



(From left) Universiti Putra Malaysia Faculty of Veterinary Medicine dean Professor Dr Goh Yong Meng, Professor Emeritus Tan Sri Dr Syed Jatuldin Syed Salim and G Plus Tech chief executive officer Dr Nurliza Md Azzam at the launch of Malaysia's first Bionic Immersive Lab at UPM Serdang. NSTP PIC BY LARAINA JUANITHA

term benefits not only to students, but also to professionals and the public.

Nurliza said studies showed that VR-based training resulted in up to 80 per cent higher skill retention one year after training and up to 230 per cent improvement in surgical performance compared with traditional teaching methods.

While the lab currently focuses on veterinary education, G Plus Tech said the technology could be expanded to

other sectors, including medicine, technical and vocational education and training, science and technology, human resources, the military, police and architecture.

The company said the initiative marks the beginning of a long-term partnership with UPM, with plans to further develop immersive learning content and platforms. It expressed hope for government support to expand the Bionic Immersive Lab.



Bots

By Laraine Juanitha

NEW STRAITS TIMES
HEARD THE NEWS?
Read with me

Supported by the Malaysian Communications and Multimedia Commission