



For Medical XR

High Quality Product

Create faster feedback cycles, reduce ineffective manual testing, and yield a higher quality end product



Enhanced Medical Impact

Meet safety standards with the speed and efficiency needed for the rapidly-changing landscape of medical technology



Better Test Coverage

Free up manual testers to prioritize high-risk areas, while seamlessly maintaining a collection of automated test scripts that can run through basic functionalities



Improve Patient Outcomes

Deploy more time and attention towards life-saving details; spend less time on regression testing



GameDriver helps testers focus on what's most effective:

- Testers can focus on areas where problems are more likely to arise: new content. Meanwhile, the GameDriver SDK can handle the monotony of verifying older, existing content.
- GameDriver tests can be run as part of the build pipeline, giving developers real-time identification of defects and reducing mean-time-to-resolution by up to 10x.
- Re-usable, repeatable tests can help you create a compliance-ready product for governing bodies such as the FDA, and SOX.



Learn why GameDriver is the #1 choice in test automation for the top players in the Medical Industry





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Medical Support Training

Nurses, paramedics, and other medical support staff deserve reliable training applications. Thankfully, your QA team can achieve rigorous quality without constant use of a VR headset. Take advantage of GameDriver's simulated input functionality and allow your testers to avoid motion sickness, save time on regressive testing, and ship a higher quality product faster.

Surgical Simulation

Life-saving programs need uncompromising quality. GameDriver can help you achieve compliance-ready quality by accruing a database of repeatable test scripts. That way, you can test for essential functionality automatically, while manual testers devote more time to new features.



Mental Health Accessibility

Innovative mental health-related XR applications deserve to be available on as many platforms as possible. With the GameDriver SDK, testers can run multiple test scripts across a variety of platforms simultaneously, exponentially improving coverage.

