

# BRING YOUR CPR STUDENTS TO LIFE!

CPR instructors know that developing ready-to-use CPR skills requires more than a textbook and a watchful eye. With LOOP, you get an interactive CPR practice aid that engages students and reinforces those lifesaving skills in a whole new way.

## The LOOP CPR system includes:

1. A rugged **LOOP CPR Controller** (similar to a computer mouse) with several sensors that gather data such as the depth and rate of compressions and the effectiveness of ventilations.
2. **LOOP CPR Software** that analyzes output and interprets results through an easy-to-use interface.
  - Multiple game options.
  - Integrates with the LOOP Learning System Platform.



## WHAT IS LOOP CPR?

LOOP CPR, part of the LOOP Learning System, is an interactive CPR skills practice system featuring fast-paced and fun learning games to improve and reinforce skills.

## THE LOOP DIFFERENCE

The LOOP CPR system gives your students the CPR class they will never forget, especially those repeat students who are required to maintain current certification credentials through ongoing training.

## ENGAGEMENT

LOOP uses interactive music, video, head-to-head competition, puzzles, reward systems, and other game-related concepts to create a compelling learning experience. CPR skills practice becomes a fast-paced and fun gaming system that engages your students.

## MEASUREMENT

The LOOP CPR system builds high-quality CPR skills by providing accurate measurement of compression rate and depth, chest recoil, pauses between compressions, and length of ventilations.

## LONG-TERM MEMORY RETENTION

LOOP encourages and incentivizes students to perform skills practice longer and more in-depth than traditional "static manikin" methods, building long-term memory retention and the confidence to respond.

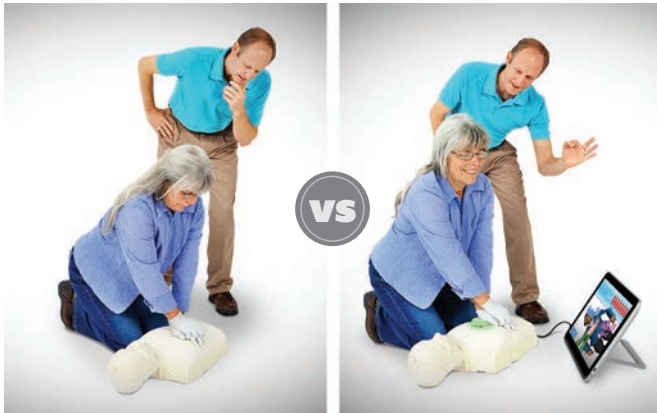
# WHY LOOP?

When students practice CPR with the LOOP CPR system, tiny sensors measure their performance and transmit that data directly to a nearby software-enabled computer turning CPR training into an interactive game.



**MAKE IT FUN.  
MAKE IT ENGAGE.  
MAKE IT COUNT.**

Interactive CPR practice turns training into gaming.



**MAKE IT CLEAR.  
MAKE IT RIGHT.  
MAKE IT EASY.**

Real-time performance feedback improves instruction by clearly showing you and the student what needs to improve.



**MAKE IT STICK.  
MAKE IT REAL.  
MAKE IT WORK.**

Students go from the classroom to the real world with more confidence in their skills.

