Figure Legends

**Figure 1** Visual pipeline of methodologies for the design and development of the interactive application with 3D models.

**Figure 2**  Initial Concept Kanban using the MoSCoW method.

**Figure 3** Workflow Methodology related to the Segmentation of CT scan data. “Export model as an .stl” leads onto figure 4.

**Figure 4** Workflow Methodology related to the Retopology of the models produced from the CT scan data. “Export model” leads onto figure 5.

**Figure 5** Workflow Methodology related to the VR Application Creation Process.

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**Figure 26** Layout of the start screen for the final application.

**Figure 27** Game view the user sees after clicking the start button in the previous scene.

**Figure 28** Game view of the learning aspects within the final application. A + B = Bone models with audio controls, C = Clipboards with labelled diagrams.