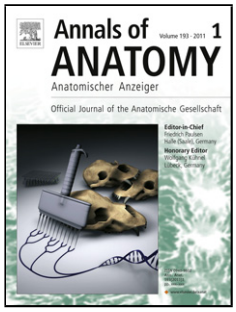

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Anatomy learning from prosected cadaveric specimens versus three-dimensional software: A comparative study of upper limb anatomy

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ABSTRACT

Introduction: modern, three-dimensional (3D) anatomy software is a promising teaching method, though few studies examine its effectiveness on upper limb and musculoskeletal anatomy learning. The purpose of this study is to investigate which method is associated with a better outcome, as assessed by students' performance on examinations, when comparing learning with prosections to the use of 3D software.