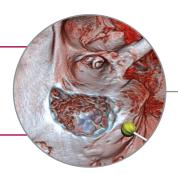
This innovative virtual simulation tool offers a safer, more cost-effective way to teach surgery skills for treating hearing loss, vertigo, infection, or tumors.



# Simulator helps train future surgeons

Gregory J. Wiet, M.D., apediatricotolary ngologist, head and neck surgeon at ColumbusChildren'sHospital,andexpertsattheOhioSupercomputerCenterdevelopedavirtualsimulationtoolthatteachesmedicalresidentstemporalbonesurgery.

Located in the lower part of the skull, the temporal bone encompasses the bones and structures of the ear. Doctors might perform surgery here to implantcochlearimplantsorhearingaids, treat chronicear infections, or conduct exploratory surgery.

OSC programmers created an interface system that emulates the multisensor yen viron ment of the dissection lab. A binocular viewer replicates the view a constraint of the dissection lab. A binocular viewer replicates the view and the dissection lab. A binocular viewer replicates the view and the dissection lab. A binocular viewer replicates the view and the dissection lab. A binocular viewer replicates the view and the dissection lab. A binocular viewer replicates the view and the dissection lab. A binocular viewer replicates the view and the dissection lab. A binocular viewer replicates the view and the dissection lab. A binocular viewer replicates the view and the dissection lab. A binocular viewer replicates the view and the dissection lab. A binocular viewer replicates the view and the dissection lab. A binocular viewer replicates the view and the dissection lab. A binocular viewer replicates the view and the dissection lab. A binocular viewer replicates the view and the dissection lab. A binocular viewer replicates the view and the dissection lab. A binocular viewsurgeonwouldseethroughamicroscopeduringsurgery, and adrill-shaped device creates the pressure and resistance adoctor feels during the surgery. The programgenerates the sounds of a temporal bone drill.

The system can provide an open-ended dissection of the virtual temporal bone, as sist with identifying critical structures through an intelligent tutor, and the contraction of thcapture the resident's performance.

"Withoutavirtualsimulationenvironment, medical residents would learn this surgery by working on cadaveric specimens and training, apprentice-like, in an operating room," said Wiet, who also serves as associate professor of otolaryngology at The Ohio State University College of Medicine. "We've created a safer, where the other properties of the College of Medicine." We consider the College of Medicine. The College of Medicine of the College of Medicine. The College of Medicine of the College of Medicine. The College of Medicine of the College of Medicine. The College of Medicine of the College of Medicine of the College of Medicine of the College of Medicine. The College of Medicine of of Medicinecost-effectivewaytolearnfundamentaltechniquesthatcouldnotonlyobviatethe initial need for physical bone, but present agreater diversity of bone specimens to enhance training."

Themulti-institutional validation study involves more than 30 national and sixinternationalotolaryngologyprograms; this is the fourthy ear of a five-year study funded by the National Institutes of Health.

#### **OSC Partners:**

- Nationwide Children's Hospital
- The Ohio State University College of Medicine

#### Research Title: Validation/Dissemination of Virtual Temporal **Bone Dissection**

#### **Funding Source:** National Institute on Deafness and Other Communication Disorders, through the National Institutes of Health

#### **Principal Investigator:** Gregory Wiet, M.D., Nationwide Children's Hospital and Division of Pediatric Otolaryngology, The Ohio State University

## **Co-Principal Investigator:** Don Stredney, Ohio Supercomputer Center

### For more information: www.osc.edu/research/Biomed/ projects/vtbone

