



Implementation and Assessment of an Augmented Surgical Training Curriculum with a daVinci robot: an experimental study

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Master of Science in Biomedical Engineering – Ingegneria Biomedica December $20^{\rm th}$ 2022

Academic Year 2021-2022

Introduction State of the Art Training Simulator Experimental Phase Results Conclusions

Virtual Reality Simulators

Breadcrumbs

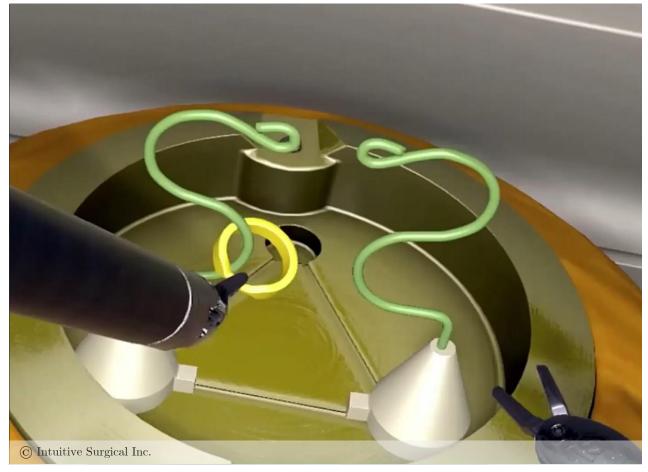
Before:

- Dry-lab phantoms
- Animal models

Nowadays:

- Simulated Environments
- Infinite repetitions
- Customizability
- \$ Low costs
- Progress tracking

Performance in VR simulators is correlated to clinical performance^[2]



Slide Number



State of the Art

Commercial Solutions: examples

da Vinci SimNow – Intuitive Inc.

STATE OF THE ART

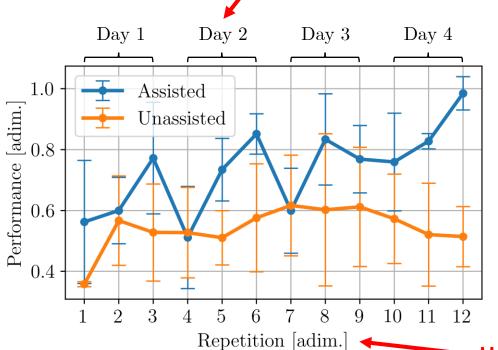


Mimic dV-Trainer: Mimic Inc.

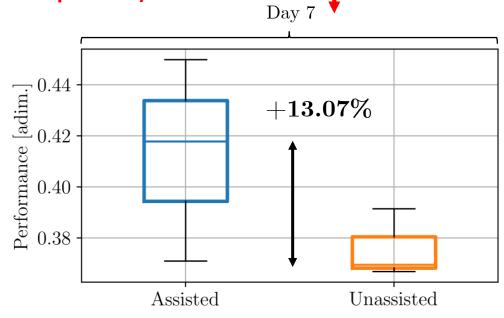




Graphs labels and legends must be readable



Consistent font between text and graphs (wherever possible)



Units of measure ON ALL PLOTS

Assisted subjects execute tasks with a consistently better performance

Assisted subjects experienced an **↓** improved skill transfer towards non-assisted executions

