	Questionnaire	Scores 1 - Strongly Disagree; 2 - Disagree; 3 - Undecided; 4 - Agree; 5 - Strongly Agree				Comments / Feedback
		Surgeon 1	Surgeon 2	Surgeon 3	Average	
Face Validity	The cutting mechanism represents a real world cutting task in a prostatectomy surgery	4	4	4	4.00	> The movement of the instruments is as expected in a davinci system but the prototype handles were having more of wrist movement with a swaned fingers rather than finger movements in a natural way > The cutting instrument goes out of focus occaionally
	The device is a sufficiently accurate representation of a real robotic system	4	5	4	4.33	> Its in the initial phase of being simulated with the real time procedure but it seems to be getting there. > The view and movements were similar except for the control handles and the buttons but i was informed that this was just a prototype and the end result of the simulator handles will look like the davinci simulator.
	The hand controllers are effective for working in the simulated environment	5	3	5	4.33	> The direction of the scissors in the default position was not really helpful to achieve a single plane cut.
	The user interface is efficient and minimalistic	5	4	3	4.00	> The interface is basic and not overwhelming. This can be easily be setup with minimal space requirement. this is helpful that when setting up this interface it can be done in the same skills lab rather than in a separate room with more space just for one interface.
Content Validity	The cutting task is effective for teaching the cutting skill for surgeons	4	4	3	3.67	> The instruments are flexible and easy to use. > This is a basic step and there are more variations of cutting skills required in a realistic simulation setup. this can e added later of course > More training is needed. The motion is a bit slow compared to the real world
	The scoring system effectively communicates the user's performance on the cutting exercise	4	5	5	4.67	> It looks effectively but i personally do not have experience on this. > The user evaluation parameters are very realistic and measurable. This also reflects how a senior evaluates a new user during an actual supervised procedure > This improved the accuracy of movement
	The scoring system effectively guides the user to improve the performance on the simulator	3	5	5	4.33	> As i have not been trained on this myself. > Having realistic measurable scoring system and parameters improve training and getting used to the required skills before using it on animals and real people.
	The scoring system is effectively communicated to the user and messages are presented in plain language	5	5	4	4.67	> The message displayed is easy to understand
	Learning the system is feasible by first-time users with minimal supervision and/or training	5	5	4	4.67	> With good anatomical knowledge, first time users can easily get their hands on skills > With just basic introduction and orientation, a new user can progress quickly on the interface. > The user needs briefing prior to using the system. The supervision needs to be high at the beginning to assure good final outcomes