CSCO2: Virtual Reality Voxel-man Temporal Bone Simulation

In this station you will carry out the following tasks:

- During this session you will be asked to follow the on-screen guidance and assessed on the following aspects of temporal bone drilling:
  - Wide drilling
  - Sino-dural angle exposure
  - Exposure of short process of incus
  - Delineate facial nerve and thinning of posterior canal wall

You will be assessed throughout, please ensure that all forms are filled in

Thank you
OTOLOGY: VOXEL-MAN VIRTUAL REALITY TEMPORAL BONE DRILLING

Station Director: Mr Asit Arora

Presentation prepared by:
Mr Mustafa Jaafar, Mr Benjamin Miller
Voxel-Man VR Temporal Bone Simulator

- Virtual reality

- Advantages:
  - Using a simulator platform for case-specific surgical rehearsal
  - Anatomical accuracy
  - Haptic sensation
Objectives

- During this session you will be asked to follow the on-screen guidance and assessed on the following aspects of temporal bone drilling:
  - Wide drilling
  - Sino-dural angle exposure
  - Exposure of short process of incus
  - Delineate facial nerve and thinning of posterior canal wall

Debrief and feedback

- At the end of the session you will receive personalised feedback regarding your performance
- You will also be asked to complete a feedback form assessing face and content validity of the simulation