

# Interference Between Camera Conditions in Laparoscopic Surgery Simulation

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- Long thin graspers inserted through incisions
- Surgical field viewed via camera and monitor
- Poses perceptual-motor challenges





























The results of our previous research
Peak error lies between 90 and 135 degrees (1)





- Other laparoscopic research
  - Experts' peak error lies closer to 180 degrees (1)

Ames, Frisella, Yan, Shulam, & Landman, 2006



### **Otmar Bock**

- Rotated visual feedback (1)
  - Participants used different processes
    - Less than 113 degrees
    - Greater than 113 degrees
  - These two types of processes interfered with each other
  - Used a 2D task





## Objectives



- Long-term goal
  - $\circ$   $\,$  To improve surgical performance
- Objective of this study
  - To see if interference occurs between camera conditions
- Central hypothesis
  - Experience with camera rotations less than 113 degrees will interfere with performance in camera conditions greater than 113 degrees

### Rationale



- Provide the basis for research that improves flexibility
  - Ensure equivalent performance in all camera locations
  - Surgeons sometimes have to switch multiple times between camera port placements (1)
- Development of training programs
  - Support camera switching
  - Decrease movement error

### This work will be . . .



### Innovative

- Applies basic movement research to the laparoscopic training environment
- Beneficial
  - Provide possible explanation of variance in surgeons' performance
  - Set the stage for the development of training programs
    - Decrease injury due to surgical lacerations
    - Decrease operation times
    - Improve patient outcomes

### Methods



#### **Participants:**

- 19 males 23 females
- Normal or corrected to normal vision
- Ages 18 to 23

#### Task:

Target pointing task in a laparoscopic simulator using a model surgical grasper.

#### Data collection:

Electromagnetic motion tracker recorded tip of model grasper at 240 Hz.

#### **Procedure:**

- 2 familiarization blocks
- 14 practice blocks
- 1 experimental block

### **Methods - Apparatus**





### Design





### Measurement





### **Results - RMSE**





### **Results - Time**





#### Photo: www.chronogram.com

### Conclusions

#### **Theoretical implications:**

 Previous experience with visuomotor distortions alters the relationship between visuomotor rotations and performance

#### **Practical implications:**

 Training programs for surgeons

### **Future directions:**

 See if experts exhibit similar patterns







### **Questions?**

### References



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