# Virtual reality laparoscopic cholecystectomy simulation module: mapping out the essential areas of improvement

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## Introduction

Minimally invasive procedures using camera and a screen as means of projection have given birth to Virtual Reality (VR) laparoscopic simulation training, changing the landscape of surgical education. Nowadays, the laparoscopic approach for cholecystectomy is considered the gold standard, this procedure being one of the most widely performed laparoscopic operations<sup>1</sup>. As a result, the VR laparoscopic cholecystectomy training programme is one of the most attractive modules for trainees from variable levels of expertise. Since the first published curriculum<sup>2</sup>, several changes have occurred in clinical practice, education and technology that mandate a revision<sup>3</sup>.

### Results -

In total, twenty-five items for improvement were identified [Table 1]. The majority of these items belonged to the first (fourteen items) and third (nine items) area of interest. They were related to changes in actual technique of laparoscopic cholecystectomy, use of the diathermy instead of dissection, additional safety parameters that were not included in the previous curriculum, and extra steps for more accurate supervision of trainees' performance, as well as a more realistic depiction of laparoscopic cholecystectomy. In the second area of interest, two items were identified with the potential of improving the curriculum software in order to make it more realistic and accessible to trainees with vision deficiency.

## Methods

Three independent groups performed the module, including four procedural tasks and one full procedure with conventional anatomy on the two most recent versions of the same platform [*Figure 1 and 2*], namely Lap Mentor II (Simbionix Corporation, Cleveland, Ohio, USA) and Lap Mentor III (Simbionix Corporation, Cleveland, Ohio, USA).

Each group kept records of shortcomings and possible improvements, mapped across three areas of interest. The first area consisted of changes in clinical practice that should be reflected in the module; the second one included differences between the two platforms;



*Figure 1*. Virtual reality high-fidelity laparoscopic simulator (LAP Mentor II)

and the third area focused on suggested modifications of the current software *[Figure 3].* Items that existed in the lists of no less than two groups were automatically included in the final aggregate, while items that were identified by only one team were thoroughly discussed and were added to the comprehensive list as long as one more group seconded the argument.



Figure 2. Virtual reality high-fidelity laparoscopic simulator (LAP Mentor III)



Figure 3. Screen capture of a procedural task from the LAP Mentor II laparoscopic cholecystectomy module: removal of the gallbladder from the liver bed

Parameter	Task 1	Task 2	Task 3	Task 4
1st area of interest				
Cautery time without appropriate				
contact with adhesions to be used as safe cautery indication and replace	~		~	~
total cautery time				
Addition of "extent of dissection of				
galibladder and use of 1/3 as	~			~
Acquisition of photograph of medial	~			~
Machine- or assessor-mediated				
evaluation of CVS	~			~
Hinted areas of required dissection to	,			
not extend >2cm from the gallbladder	~			
Calculation of the percentage of				
clearance should only use this area of	~			~
2cm from the gallbladder as	•			•
denominator				
Orderly performance of five subtasks		~		~
Appropriate number of clips		~		~
Appropriate order of clips' placement		$\checkmark$		~
Appropriate distance between clips		~		~
Appropriate distance of cutting from				
the clips of the remnant		~		~
Safe use of diathermy should take into consideration the clips of the remnants				~
and not of the specimen				
Modifiable level of difficulty				~
(hardness of adhesions)				
requirement to place specimen into				~
2 <sup>nd</sup> area of interest				
Accurate placement of clips at the		,		
exact position where applicator is fired		~		~
4-colored hinting to demonstrate				
adhesions that need to be divided			~	
amongst adhesions involved in			•	
bleeding				
Ameroprists use of back (backing and				
direction)	$\checkmark$		~	~
No clashing of instruments	~	~	~	~
Instruments kent in view			•	Č.
Management and the second seco				
winning crossing or distruments	×,	~	×,	~
Hints in forms other than just color	~		~	
Palasses to be increased alread				

Table 1. Summary of suggested modifications, mapped across three different areas of relevance

#### Discussion

Laparoscopic cholecystectomy is indeed one the most commonly performed laparoscopic procedures, with over 750,000 operations per year in the U.S.A. and a similar number in Europe<sup>4</sup>. Introduction of laparoscopic simulation training has offered a strong solution for a series of issues regarding surgical training. Accessibility, safety, repeatability are only some of those. VR simulation training conveyed even more advantages including immersive training, lower cost, asynchronous training and lower cost compared to training on cadavers and laboratory animals<sup>5,6</sup>

In order to modernise the curriculum and prior to revising metrics' thresholds, software should be optimised to reflect the current gold-standard of the operation; these changes will provide a more realistic VR environment to prepare young surgeons for real life surgery and to allow a far more accurate evaluation of their laparoscopic training.

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