Voxel-Man ENT is a unique simulator for surgery training. It combines the modules Tempo for temporal bone drilling, Sinus for endoscopic sinus surgery and My Cases for working with your own data from CT. Based on virtual reality and robotics, it provides a look and feel close to the real intervention.

Voxel-Man ENT is ideally suited to gain a thorough understanding of the surgical anatomy and approaches in a safe environment. All procedures can be practiced as often as needed, and the costs for a surgical training lab can be significantly reduced. The training simulator features one- or two-handed operation of the instruments, predefined tasks, automatic skills assessment, visualization of learning curves, video capture, online updates, and much more. Its benefits are shown by various independent validation studies.
Voxel-Man Tempo – Temporal Bone Drilling

**Voxel-Man Tempo** is a training simulator for surgical access to the complex and vulnerable structures of the middle ear. Patient and instruments are modeled in high resolution inside a computer and visualized on a 3D screen. The handpiece is represented by a haptic device. With our patented haptic simulation, it provides a highly realistic tactile feedback.

Surgical instruments include a selection of metal and diamond burs of different sizes, which are activated by a foot pedal. A suction allows for two-handed training. A virtual surgical navigation system is permanently tracking the movements of the instruments.

**Training Cases, Tasks, and Skills Assessment**

**Voxel-Man Tempo** offers a set of predefined training cases of the middle ear, with different anatomy and pathology. All are based on high-resolution CT data of real cases. Structures at risk such as facial nerve, tympanic chord, vestibular labyrinth, cochlea, auditory ossicles, carotid artery, sigmoid sinus and dura are highlighted. An optional support function provides automatic alerts when the trainee is approaching critical structures.

As a key element, the simulator includes a number of predefined tasks such as exposure of the sigmoid sinus, the short process of the incus or the facial nerve. An automatic skills assessment provides an immediate and objective feedback of the trainee’s performance. Difficulties can thus be identified and the trainee can concentrate on them. An automatic video capture of the session provides additional insights. Instructors may visualize learning curves of individuals and groups to monitor and compare progress over time.
Voxel-Man My Cases – Use Your Own Data

The Voxel-Man My Cases module allows you to upload your own clinical or research data from CT or CBCT and create your own training cases. Within just a few minutes, the system provides a bone model that is ready for drilling. The 3D anatomy may be further enhanced with structures at risk which can be identified using an advanced interactive segmentation approach. Your models may thus reach the same functionality as the predefined training cases.

Voxel-Man Sinus – Endoscopic Sinus Surgery

Voxel-Man Sinus is a simulator for training of endoscopic sinus surgery. It allows for simultaneous handling of the endoscope and a surgical instrument, and is especially suitable for training of orientation based on endoscopic images.

Voxel-Man Sinus provides straight endoscopes and angular ones such as Blakesley forceps and a debrider. Structures at risk such as periorbita, optic chiasm, olfactory bulb and internal carotid artery are highlighted. Names of important landmarks such as the uncinate process are displayed when the endoscope is aiming at them. A virtual surgical navigation system provides additional cross-sectional CT images.

Housing

Voxel-Man is available with an optional housing. Two arm rests and an electrically adjustable height ensure a realistic and comfortable working position. Tempo, Sinus and My Cases modules may be combined as required.
The properties described refer to different modules, some of which may be optional.

**Validation Studies**

“*Technical skills in mastoidectomy surgery can be acquired during even brief practice on the VR temporal bone simulator*” – Laryngoscope

“Our results suggest that VR simulation offers a potential solution to the challenge faced by program directors in delivering effective surgical training in otology” – Otology & Neurotology

“These results indicate the utility of computerised temporal bone simulators in the training of novice surgeons” – The Journal of Laryngology & Otology

“Other commonly expressed opinions were that the simulator was an excellent aid to learning the three-dimensional ‘operative’ anatomy that is clearly integral to competent mastoid surgery” – Annals of The Royal College of Surgeons of England

Full references are available at [wwwvoxel-mancom/validation-studies](http://wwwvoxel-mancom/validation-studies/)

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