

# TRAINING SURGEONS FROM THE VIDEO GAME GENERATION

*Study to see if using computer animation can make young surgeons better*

**Suggested Date of Use:** Generic

Nationwide Children's Hospital  
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<b>SUGGESTED TEASE</b>	STILL TO COME, THEY GREW UP PLAYING THEM, NOW THEY'RE TRAINING ON THEM. HOW VIDEO GAMES MAY HAVE SHAPED THE NEXT GENERATION OF SURGEONS, NEXT IN HEALTH NEWS.
<b>ANCHOR LEAD</b>	THE FIRST GENERATION OF KIDS WHO GREW UP PLAYING VIDEO GAMES AREN'T KIDS ANY MORE. TODAY, THEY'RE THE BACKBONE OF THE AMERICAN WORKFORCE - AND ALL THAT TIME THEY SPENT PLAYING GAMES AS KIDS, MAY BE HELPING THEM NOW AS ADULTS. IN FACT, AS CLARK POWELL SHOWS US, RESEARCHERS HOPE TO USE COMPUTER ANIMATION TO NOT ONLY HELP TRAIN THE NEXT GENERATION OF SURGEONS, BUT TO SEE HOW GOOD THEY CAN REALLY BE.
	(Nats - Dr. Wiet in surgery) :02
<b>CG: Courtesy: Nationwide Children's Hospital</b> Shots of Dr. Wiet in surgery	AFTER SPENDING THOUSANDS OF HOURS IN THE OPERATING ROOM AND TRAINING DOZENS OF DOCTORS ALONG THE WAY, DOCTOR GREGORY WIET ( <i>pronounced: WHY-it</i> ) WANTED TO DO MORE. SHOWING YOUNG DOCTORS A TECHNIQUE IS GOOD, BUT IT'S NOT GIVING THEM THE WHOLE EXPERIENCE. AFTER ALL, SURGEONS ARE NOT ONLY USING THEIR EYES... :15
<b>CG: Gregory Wiet, MD</b> <b>Nationwide Children's Hospital</b> :18 - :29	"But we're also" // " using a fair amount of information from the touch. Or what we call haptic feedback. And that's a very important aspect of what we use as far as our senses are concerned in surgery." :13
	(Nats - sound of the virtual drill on the computer) :01
Shots of Laura using virtual drill  Shot of the drill / shots of the screen/ close up of animation  Over the shoulder shot of Laura using computer	SO IN ORDER TO GIVE THEM A <i>FEEL</i> FOR WHAT IT'S LIKE, DOCTOR WIET OF NATIONWIDE CHILDREN'S HOSPITAL IS TRAINING SURGEONS... WITH THIS. IT'S A STATE-OF-THE-ART PROGRAM DEVELOPED WITH OHIO SUPER COMPUTER CENTER - THAT CAN DO EVERYTHING FROM MIMIC THE MOVEMENT OF THE DRILL, TO THE DENSITY OF THE BONE. VIRTUAL PATIENTS CAN EVEN BLEED. AND IT CAN GIVE STUDENTS LIFE-LIKE DEMONSTRATIONS BEFORE EVER TURNING OVER THE KNIFE. :21

<p><b>CG: Laura Matrka, MD</b>  <b>2nd Year Resident</b>  :51 - 1:01</p>	<p>“It’s fantastic. It will sort of drill everything away for you, let you see the structure you’re looking at, and then you can go back to a whole bone and drill down to that structure yourself.” :10</p>
<p>Shots of people using computer</p> <p>Shots of Dr. Wiet working with students on computer</p>	<p>FOR A GENERATION OF SURGEONS WHO GREW UP ON VIDEO GAMES, IT SEEMS LIKE A LOGICAL FIT. ALTHOUGH RESEARCHERS ARE QUICK TO POINT OUT THAT IT’S NOT JUST COOL TECHNOLOGY, IT’S DESIGNED TO BE MUCH MORE. :11</p>
<p><b>Dr. Wiet (CG’d earlier)</b>  1:12 - 1:23</p>	<p>“We want to actually see that it does transfer into learning and transfer into better outcomes eventually for our patients.” :10</p>
<p>Shots of Dr. Wiet with students at computer</p> <p>Shots of operating room</p> <p>Shots of Laura handling virtual drill</p>	<p>TO DO THAT WIET PLANS TO BEGIN STUDIES SOON AT HOSPITALS AROUND THE COUNTRY TO SEE WHO DOES BETTER - STUDENTS WHO ONLY LEARN SURGERY ON THIS PART OF THE SKULL USING TRADITIONAL METHODS - OR THOSE WHO ALSO MAKE USE OF TECHNOLOGY SO MANY OF THEM GREW UP WITH.</p> <p>AT NATIONWIDE CHILDREN’S HOSPITAL THIS IS CLARK POWELL REPORTING. :17</p>
<p><b>ANCHOR TAG</b></p>	<p>THE COMPUTER IS DESIGNED TO HELP STUDENTS LEARN TO OPERATE ON THE TEMPORAL BONE - THE BONE IN THE SIDE OF YOUR FACE. BECAUSE IT’S SUCH A SENSITIVE AND COMPLEX AREA, EXTENSIVE TRAINING IS ESSENTIAL.</p> <p>RIGHT NOW MOST STUDENTS TRAIN ON THE BONES OF CADAVERS - BUT THOSE CAN BE SCARCE AND EXPENSIVE.</p>
<p><b>VIEWER INFORMATION</b></p>	<p>IF YOU’D LIKE MORE INFORMATION, LOG ONTO <a href="http://www.NationwideChildrens.org">www.NationwideChildrens.org</a> AND VISIT “NEWS ROOM.”</p>
<p><b>EXTRA BITES</b></p>	
<p><b>CG: Gregory Wiet, MD</b>  <b>Nationwide Children’s Hospital</b></p>	<p>“The other thing that we can do, which is rather unique to the simulator, is that // we can give every subject the same bone to compare their performance. Whereas, obviously if you’re using cadaveric material // once you drill the bone, it’s gone. // And so that’s one of the advantages to the simulator is that I can provide the same bone to everyone.”</p> <p>“Traditional training really, in this country, is to first of all begin with studying the anatomy. That’s usually done through textbooks, lectures and what have you, and then // a combination of observing in the operating room, actual cases, and then practicing on cadaveric specimens, or donated temporal bones.”</p>
<p><b>CG: Laura Matrka, MD</b>  <b>2nd Year Resident</b></p>	<p>“It’s fun. You know, just being from the Nintendo generation, it’s appealing in that way.”</p> <p>“In terms of learning the anatomy and organizing in your mind the way you want to go about doing a temporal lobe dissection, I think that’s where it’s really excellent.”</p>
<p><b>Producers:</b></p>	<p><b>Extra b-roll is included on this tape. To download scripts, video and support material visit us at:</b>  <a href="http://www.mediasourcetv.com/rp/">http://www.mediasourcetv.com/rp/</a></p>

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