



PRESS RELEASE

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SIMQUEST REACHES MAJOR MILESTONE ON PATH TO REVOLUTIONIZE SURGICAL TRAINING

SimQuest Launches OpenSurgSim Project

ANNAPOLIS, MD, Mar. 8, 2013 – With \$2.4 million in funding, SimQuest Solutions has launched its open-incision surgical simulation (OpenSurgSim) project, announced SimQuest CTO Dwight Meglan, PhD at the NextMed/Medicine Meets Virtual Reality (MMVR) conference held February 20-23, 2013 in San Diego, CA. This will be the first open-surgery simulator of its kind, and is of particular importance to the US Army, which is funding the project because of its promise in enhancing combat casualty care.

OpenSurgSim uses physics-based simulation in an immersive desktop-type environment where users hold



actual surgical tools while watching a stereo display of the physics-based interaction of tool to tissue superimposed over them.

It is being built upon an open source framework, and SimQuest invites the surgical simulation community to get involved in the project. Says Dr. Meglan, project PI, "Sharing of development resources and technical/content expertise will significantly speed progress toward simulators that can be used to teach open surgery." Adds Dr. Howard Champion, SimQuest CEO, "With constrictions on training time and limits on training options outside the operating room, the ready availability of surgical simulators is essential to meet current and future surgical training needs."

The open-source model is expected to produce a new generation of simulator developers and surgical training scenario creators who have a detailed understanding of the theoretical and practical bases for creation of new forms of surgical training.

The OpenSurgSim site is located at <https://www.assembla.com/spaces/OpenSurgSim/wiki>. Involvement of the surgical simulation community is expected to

- establish a technology base from which developers will be able to create procedural features and educational techniques that expand and deepen the capacity of simulation-based training methods to meet surgeons' learning needs;
- ensure that best practices in simulator and content validation can be transparently propagated; and
- produce detailed documentation of source code function and simulator content development.

Says Dr. Meglan, “Existence of a thriving community with a common way of defining and assembling simulation-based surgical training will dramatically enhance the breadth and depth of simulation-based surgical skills training.”

SimQuest’s other surgical simulation work includes a surgical simulator with wound-closure learning scenarios, a prototype simulation-based system to train non-neurosurgeons to perform burr hole procedures, a physics-based open surgical training system for head/neck nerve repair, simulation-based training for medics to apply hemostatic agents to non-tourniquetable wounds, haptics-enabled simulation-based training system for surgical residents, and a hybrid trainer for controlling limb hemorrhage through direct pressure/ tourniquet placement.

The OpenSurgSim project is based upon work supported by the United States Army Medical Research Acquisition Activity (USAMRAA) under Contract No. W81XWH12-C-0079.

About SimQuest

SimQuest, founded in 2001 by surgeon and surgical educator Howard Champion, MD, is a technology-assisted education and training company that creates tools for healthcare professionals to develop and perfect their skills without risk to patients and to maximize their decision-making capabilities for patient care. The company's goal is to provide advanced medical simulators and training programs that embody the state-of-the-art in simulation and adult learning techniques. To this end, SimQuest's medical professionals and simulation experts—who have pioneered many of the top-selling simulators worldwide—are developing new technology, integrating existing programs and teaming with strategic partners (including NIH, NSF, and the US Army) to revolutionize how healthcare is taught. For more information, please visit SimQuest at www.simquest.com.

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