

# Simulation

The evolution of simulation [technology](#) applied to surgery has assumed an important role in learning [anatomy](#), completing procedural [tasks](#), and improving [accuracy](#) and hand-eye coordination. In recent years, 3D inert models and virtual and [augmented reality](#) have been popularized among universities and through courses to train young residents <sup>[1\)](#) [2\)](#)</sup>.

## [Neurosurgical simulation](#)

<sup>1)</sup>

Chawla S, Devi S, Calvachi P, Gormley WB, Rueda-Esteban R. Evaluation of simulation models in neurosurgical training according to face, content, and construct validity: a systematic review. *Acta Neurochir.* (2022) 164(4):947–66. 10.1007/s00701-021-05003-x

<sup>2)</sup>

Bernardo A. Virtual reality and simulation in neurosurgical training. *World Neurosurg.* (2017) 106:1015–29. 10.1016/j.wneu.2017.06.140

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