

以虛擬實境技術發展肩關節鏡手術訓練系統之研究

陳彥龍、蔡興國；陳文儉

E-mail: 9800900@mail.dyu.edu.tw

摘要

肩關節鏡手術 (Shoulder Arthroscopy) 屬於微創手術 (Minimally Invasive Surgery)，與傳統開放性手術比較，肩關節鏡手術擁有許多優點，如傷口較小、病人恢復時間短、對病人所造成的負擔較小等。但是和其他手術比較起來，學習肩關節鏡手術具有很大的挑戰，例如，空間感認知問題、入口選擇與關節腔進入問題、肩關節結構問題。然而，這些問題可以藉著互動式多媒體技術所設計的電腦模擬訓練系統來克服。本論文利用虛擬實境技術 (Virtual Reality, 一種互動式多媒體技術) 發展一套肩關節鏡手術訓練系統，其目的為幫助學醫師在進行臨床手術觀察前，具備足夠的必要知識，並提供使用者一個在訓練上能夠反覆訓練的平台。本研究並使用問卷調查進行系統的功能評估，問卷分析結果顯示，使用者對於操作本訓練系統的接受程度均屬滿意。因此，本系統適合用於訓練肩關節鏡手術醫師，在他們實際進入手術房進行臨床學習前，對於空間認知與肩關節鏡解剖結構了解的學習。

關鍵詞：虛擬實境；肩關節鏡手術；數位學習

目錄

封面內頁 簽名頁 中文摘要 ABSTRACT 圖目錄 表目錄 第一章 序論 1.1 研究動機 1.2 研究目的 1.3 論文架構 第二章 相關研究 2.1 虛擬實境 (Virtual Reality) 2.2 肩關節鏡手術 (Shoulder Arthroscopic Surgery) 2.3 醫學教育 (Medical Education) 2.4 虛擬實境於醫學之數位學習上的應用 第三章 系統設計 3.1 系統功能 3.2 虛擬物件設定步驟 3.3 虛擬場景設計步驟 3.4 數位學習網站 3.5 系統評估 第四章 實驗結果 4.1 操作流程 4.2 場景實驗結果 4.3 數位學習網站 4.4 系統功能評估 第五章 結論與未來發展 參考文獻 附錄 問卷 附錄 問卷 (續1) 附錄 問卷 (續2)

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