# VR Headset for Endoscopy



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## Overview

- Problem statement
- Background material
- PDS
- Design alternatives
- Design matrix
- Future work
- References/Acknowledgments



## **Problem Statement**

Initial reported problem:

- Endoscopic Procedures becoming increasingly common
- Current System inconvenient
  - Virtual reality possible solution
  - Unable to Visualize the Operating Room

After further analysis:

• Immersive system that can transition between and operative and environmental views hands free



(Endoscopic)



# Background

- Currently visualized by placing monitors close to the surgeons face
- Specific surgeries Dr. Ahmed performs are  $\bullet$ endoscopic skull-base surgeries
  - Duration of up to 10 hours 0
- Not as immersive as traditional methods



(Surgical)





# **Product Design Specifications Summary**

**Client Requested Functions-**

- Immersive Experience
  - Two Viewing Options: Environmental & Endoscopic
  - Seamless Transitions Between Views
- Comfort for Duration of Surgery
  - Eyes & Neck
- Relevant Compatibility and Reliability



# Google Daydream/Google Nexus

<u>Attributes</u>

Connectivity: Android Mobile OS

**Components:** Compatible Phone, Adjustable Head Straps, Front Door Latch Removable Facepad, Lenses, Remote

Weight: 19.2 oz, frontloaded (9.2 oz headset, 10 oz phone)

Price: \$ 290 (\$235 Google Nexus, \$55 Headset)



(Google Daydream)

**Battery Life:** 4 hrs (via the Nyan-Gareth Battery Test)

(Google Nexus)



#### **Daydream: Pros/Cons**



(Google Daydream: What does it do)

For Google <u>Daydream</u> (PRO):

- Cost Effective
- No Ear
  Obstruction
- Existing Community of Programmers
- Great Battery Life (if modified)

Against Google Daydream (CON):

- Insecure phone holster
- Limited input capabilities

- Offset External POV (if modified)
- Limited input capabilities
- Processing Power
- Phone's Intended Usage

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## **Dell Visor**

Summary of design:

- Connectivity: HDMI 2.0 (video) and USB 3.0 A-Type (Data/Power)
- Components: Dell Visor, wiring, cord organizer, converter, raise/lower system
- Weight: 20.81 ounces
- Price: \$520 (\$450 Headset, \$70 Mechanical Modifications))

Pros/Cons

- Hands-free
- Evenly distributed weight
- Complex mechanics/mechanical failure



(Dell Visor VR118)

(Dell Visor Windows)



## **Dell Visor: Physical Modifications**

- Attachment Location
- Hypothetical Wire





# **HTC Vive**

Summary of Design

- Connectivity: HDMI (video) and USB (data) and DCIN (power)
- Components: Vive, wiring, cord organizer/weight
- Software: Head motion switches endoscopic and environmental view
- Sensors: proximity, Gyroscope, G-sensor, accelerometer, infrared
- Weight: 16.58 oz
- Price: \$500

Pros/Cons

- No hassle view switching
- Fully immersive view with limited cords
- Awkward weight distribution





Design Matrix	Designs					
Criteria (weight)	<b>#1 HTC Vive</b> Score Weighted		<b>#2 Daydream</b> Score Weighted		<b>#3 Dell Visor</b> Score Weighted	
Immersiveness (20)	5	20	3	12	5	20
Comfort/Ergonomics (20)	3	12	3	12	4	16
Programmability (15)	3	9	3	9	5	15
Physical Modifications (15)	5	15	4	12	1	3
Price (10)	3	6	5	10	3	6
Sensing Capabilities (10)	5	10	3	6	4	8
Safety (10)	4	8	3	6	3	6
TOTAL (100)		80		67		74





## **Future Work**

- Move forward with Vive design
- Utilize Makerspace for proof of concept
- Concurrently develop comfort adjustments for Vive Design



(Virtual)





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