# ABSTRACT

No teaching tool exists for physicians to learn the process of casting a distal radius fracture (DRF) with objective, real-time feedback. Sensorizing an existing DRF simulator allows for an effective way to communicate reduction quality to the user through a graphical user interface (GUI). Future utility of this device includes providing an enhanced means of developing orthopaedic residents' technique, declaring objective competency of casting, and contributing data on appropriate casting forces and reduction angles required for satisfactory treatment of a distal radius fracture.

## BACKGROUND

## **Motivation**

- Distal radius fractures account for one-sixth of the injuries treated in an orthopaedic setting [1]
- A 2018 study of 8924 subjects found that the average cost of a closed-reduction DRF treatment is \$2161 [2]
- Improper casting commonly causes bone malunion that could be mitigated with training [3]
- Training feedback is subjective, non-interactive, and delayed [4]
- No data exists which quantifies the casting procedure [5]

## **Current Methods**

- Three-point molding technique (Fig. 1) used to align and reduce fragmented radius before casting [6]
- Trainees practice on life-like simulators, a common model being the Sawbones<sup>®</sup> distal radius fracture model [7]
- Not all facilities have access to fluoroscopy (live X-ray) for verification



Figure 2. Division of cost for various aspects of a closed-reduction (CR) and open-reduction internal-fixation (ORIF) treatments of distal radius fractures [2].

## **Design Requirements**

- Simulated depiction of fracture angle must be accurate to  $\pm 2^{\circ}$
- GUI must indicate intensity/position of force applied to fracture site
- Simulator must maintain physiological accuracy and withstand repeated castings to produce replicable readings over time

Figure 1. Red arrows indicate applied forces [6].

## Market Analysis

- Market consists of 154 orthopaedic residency programs nationwide with 3,300 current students and 640 entering yearly [8]
- Increasing demand for real-time objective feedback to facilitate smoother transitions between medical
- High projected ROI for programs that implement medical simulators [9]

# SENSORIZED WRIST MODEL FOR TEACHING FRACTURE REDUCTION

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school and medical practice



Figure 4. GUI displays real-time simulated fluoroscopy as well as a dynamic force indicator. System can be manually calibrated to match an expert physician's reduction.



Figure 5. (a) Lateral view of model and ImageJ tools used to determine true fracture angles and calibrate IMUs. Graph depicts similarity between measured GUI angle and actual angle of model.

FSLP Data Capture	
Figure 6. Data	
from expert	
physician casting	alue
procedures	out V
without GUI	Out
assistance.	ADC
Average force and	
angle were	
calculated from	
each procedure.	

### **Data Collection**

## Commercialization

# ACKNOWLEDGEMENTS / REFERENCES

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# FUTURE WORK

• Establish protocol for collection of normative expert data • Prepare six models for Top Gun surgical simulation competition at the International Pediatric Orthopaedic Symposium (IPOS 2018) • Evaluate casting data to determine whether real-time feedback is valuable and improves casting competency

• Partner with Sawbones<sup>®</sup> to incorporate sensors and simulated fluoroscopy into their simulator product line • Develop casting education curriculum utilizing sensorized model • Publish journal article in the Journal for Bone and Joint Surgery