

NOVEL PLUG-AND-PLAY VIRTUAL ENDOSCOPY SIMULATOR DEMONSTRATES SUFFICIENT CONTENT AND GOOD FACE, CONSTRUCT AND CRITERION VALIDITY

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Poster

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A prospective study of 310 participants across novice, beginner, and experienced endoscopists evaluated a novel 3D-printed plug-and-play virtual endoscopy simulator (Endonix) at two German conferences, demonstrating good usability and feasibility with majority support for implementation in training.

KEY POINTS

- The simulator achieved a System Usability Scale median score of 75 out of 100 points with no difference across experience levels, and 67.8% of participants preferred implementation into endoscopy training.
- Experienced endoscopists completed both training modules significantly faster than novices or beginners ($p < 0.001$), demonstrating construct validity.
- Completion rates were 98% for the line task module and 94% for the second module, with NASA Task Load Index scores higher in novices and beginners than experienced endoscopists (median 285 vs. 210 vs. 225 points, $p < 0.001$).
- Only 16.1% of participants reported having access to a simulator at their institution, while 79.4% wished to incorporate simulators into endoscopy training.
- This material would be most relevant to medical educators, endoscopy training program directors, and institutions considering simulator-based training options.

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