

University of Groningen

## Validation of a video game made for training laparoscopic skills

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Stellingen behorende bij het proefschrift

*Validation of a video game made for training laparoscopic skills*

M.B. Jalink, 17 december 2014

Video games - and Underground in particular - should not substitute, but could be an addition to laparoscopic training curricula.

*Dit proefschrift*

For a good serious game, it is important that both the game developers and the researchers understand each others work, and that they closely work together during the development of the game.

*Dit proefschrift*

A serious game should only be called “serious” if it has been validated to do what it’s supposed to do.

*Dit proefschrift*

More research is needed: the test validity and the warm-up effect of Underground have been shown, but its long term effect has yet to be evaluated.

*Dit proefschrift*

It is pointless to subject a serious game made for skills training to a content validity study.

*Dit proefschrift*

Video gameplay should be part of a medical history when a doctor suspects game related injuries or complaints.

*Dit proefschrift*

“A competent laparoscopic surgeon with lower scores who has superb judgment, great interpersonal skill, and outstanding communication skills is a better physician than a competent laparoscopic surgeon with high scores who has no interpersonal or communication skills because of spending so much time isolated playing video games.”

*Myriam J. Curet, MD in an invited critique to Rosser’s 2007 paper in Archives of Surgery*

There is no excuse for the surgeon to learn on the patient.

*William J. Mayo, MD, FACS (1927)*

The only difference between screwing around and science is writing it down.

*Adam Savage (Mythbusters)*