Immersion Touch-Sense Technology

Kerri-Anne Lachance Biomedical Engineering, University of Rhode Island Kingston, Rhode Island 02881

Immersion Corporation was created in 1993. This company specializes in computing involving touch in addition to the traditional senses used: sound and sight. Immersion Corporation



has obtained over 140 patents in tactile feedback technology – also known as haptics, the science of touch. The

company also has more than 220 pending patents world wide. Immersion is currently developing devices in the following areas: 3-D, Immersion Medical, Automotive, Computing and Entertainment, and Custom Solutions.

Immersion Medical develops stimulators to recreate realistic medical procedures. These simulators allow healthcare providers to practice without the use of animals or putting patients at risk. They also allow the user to choose various medical situations while experiencing real-life sight sound and touch sensations.

Immersion Medical is currently developing the following procedures:

CathSim® Vascular Access Simulator

This help train health care practitioners in the area of intravenous therapy



o Allows
patients to practice using more
effective techniques then

oranges, other students and plastic arms.

AccuTouch® Endoscopy Simulator

- Helps train individuals for use on the following procedures:
 - Flexible Bronchoscopy, Flexible Sigmoidoscopy and Colonoscopy.
- Even though these procedures are common they are difficult to train and asses
- O Device allows
 the user to see
 real-time imaging and get a
 feel for the
 procedures with
 outputting any at risk



practice

AccuTouch® Endovascular Simulator

- Developed to endovascular procedures such as pacemaker lead placement, angiography and angioplasty.
 - These procedures require careful attention to be paid to many of variables. This simulator mimics these senses

References:

http://www.popsci.com/popsci/bown/ medical_54_imme.html http://www.immersion.com