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INTRODUCTION

- \rightarrow The human hand is vital for interactions within the environment. Ailments such as paralysis, nerve damage and stroke can result in the partial or even complete loss of function of this integral physical structure (Iqbal, 2015). Hand exoskeleton technologies have made it possible for more efficient patient rehabilitation (Heo, 2012).
- \rightarrow With the use of rapid prototyping (or 3D printing), hand exoskeletons can be made easily accessible in the future, beyond exclusively clinical applications.

PURPOSE

Design and develop a hand exoskeleton prototype using in-lab manufacturing techniques with off-theshelf electrical components allowing five different grasp patterns.

METHOD

- \rightarrow Research into anatomy and degrees of freedom of the hand was conducted to obtain measurements of fingers for the ring, link, band and electrical containment components.
- ightarrow The measurements were then applied to models of the components designed on SolidWorks.



Figure 4: A SolidWorks sketch of an L-shaped link (left) . A SolidWorks assembly of the band components (right).

Literature Cited

- 1. Iqbal, J., and Baizid, Khelifa (2015). Stroke Rehabilitation Using Exoskeleton-based Robotic Exercisers: Mini Review, Biomedical Research 2. Heo, P., Min Gu, G., Lee, S., Rhee, K., and Kim, J. (2012, May). Current Hand Exoskeleton Technologies for Rehabilitation and Assistive Engineering, International Journal of Precision
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Development of a Rapid Prototyped Hand Exoskeleton for use in Patient Rehabilitation

Figure 1: Sample finger links and rings assembly for exoskeleton displayed on a bionic hand.



 \rightarrow All of the parts were then 3D printed. Rafts and supports (extra material) were added to the printing files to ensure that the components, once printed, retained structural accuracy.

Figure 2 & 3: A Vernier Caliper was used to measure out dimensions of the components.



Figure 9: The hand exoskeleton

 \rightarrow Printed parts of the hand exoskeleton were then constructed. \rightarrow An electrical system (using Arduino software) was designed so that EMG (elecromyographic) signals from muscles undergoing contraction and relaxation could be used to actuate the servo motors. The motors, in turn, activate one of five grasping patterns in the hand exoskeleton.

 \rightarrow Finally, all electrical and 3D printed components were assembled to create the final design of the hand exoskeleton prototype.

Figure 5: 3D printer extruder.

Figure 6: 3D printed finger components



Figure 7: Electrical components of the hand exoskeleton

Acknowledgements

The author would like to thank:

-> Dr. Jacqueline Herber, the BLINC Lab, and the Composite and Biomedical Materials Research Lab for providing the materials and lab equipment to make this research project possible. → Ms. Kathleen Thurber, Director of Communications Alberta Innovates Health Solutions, for sponsoring the summer researcher position with WISEST → Fellow lab members: Jonathon Schofield, Nathanial Maeda, Katherine Evans, Russel Fuhrer, Benjamin Cheung, and Alexander Hunt → The WISEST Summer Research Program 2015 for the student researcher position

RESULTS

- \rightarrow 3D printing and coding simple grasping patterns within electrical elements allow for a hand exoskeleton prototype to be developed easily within the lab.
- \rightarrow Researching designs for the exoskeleton made it possible to explore and develop new ideas for functional and efficient prototypes.



Figure 8: The hand exoskeleton final product

CONCLUSION

- \rightarrow The successful creation of the hand exoskeleton proves the capability of lab feasible design and construction of such prototypes.
- \rightarrow With the use of similar methods for developing exoskeleton framework, multiple structural and functional options can be tested.
- \rightarrow As the research pertaining to the development of hand exoskeletons is pursued more thoroughly, using simple technologies such as 3D printing, testing and accessibility can be made much less challenging.