



POLITECNICO
MILANO 1863

Re-Hand

Un sistema wearable per il controllo remoto di
un'applicazione con l'uso del movimento della mano

Carducci Federica
Carraro Carlo
Civeriati Virginia
Peluso Maddalena

STATO DELL'ARTE



IDEA



**RIABILITARE
INCORAGGIARE
COINVOLGERE**



STATO DELL'ARTE



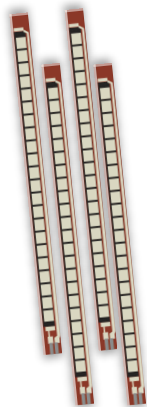
INCREMENTO MOTIVAZIONE

ADERENZA ALLA TERAPIA

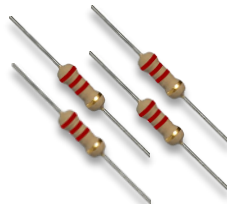
MONITORAGGIO L'ANDAMENTO



COMPONENTI HARDWARE



**4 x FLEX
SENSOR**



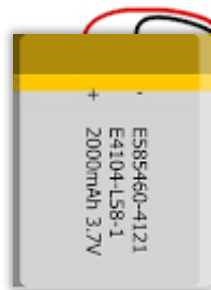
4 x 2 KOhm



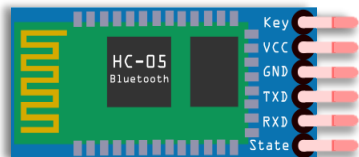
INTERRUTTORE



LED



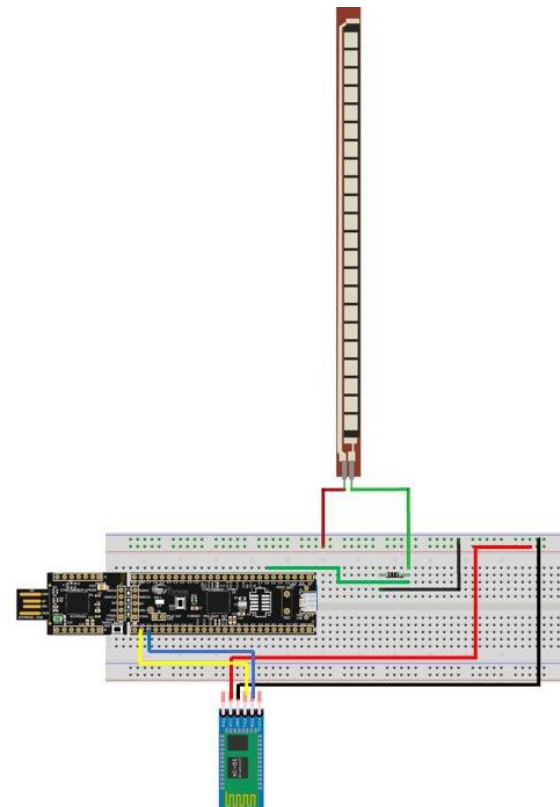
**BATTERIA
3.7 V
E CIRCUITO
DI RICARICA**



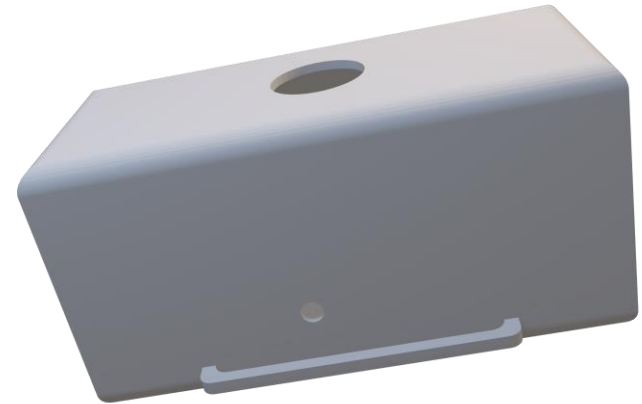
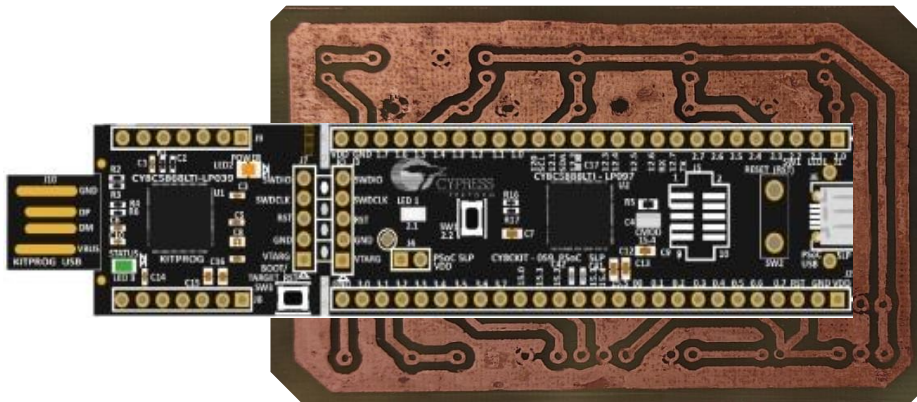
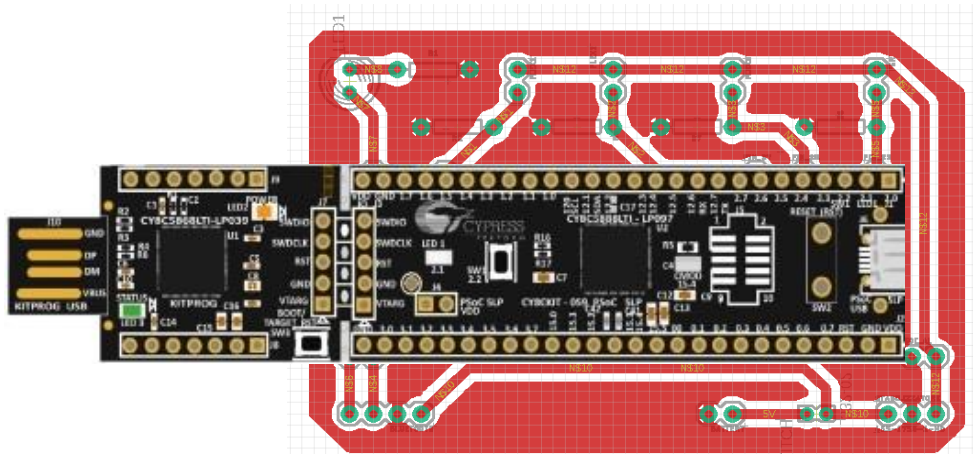
**MODULO
BLUETOOTH**



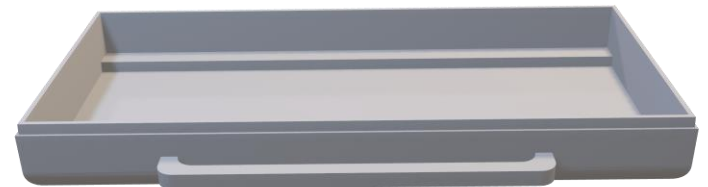
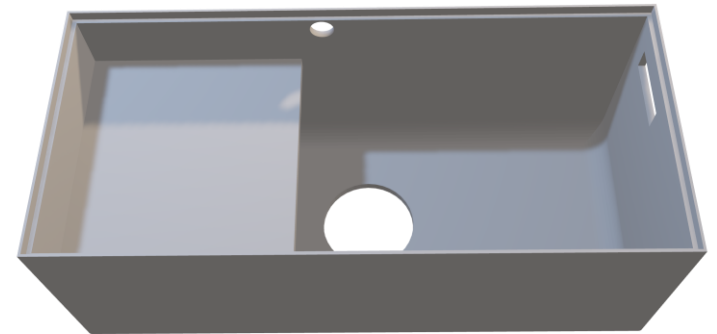
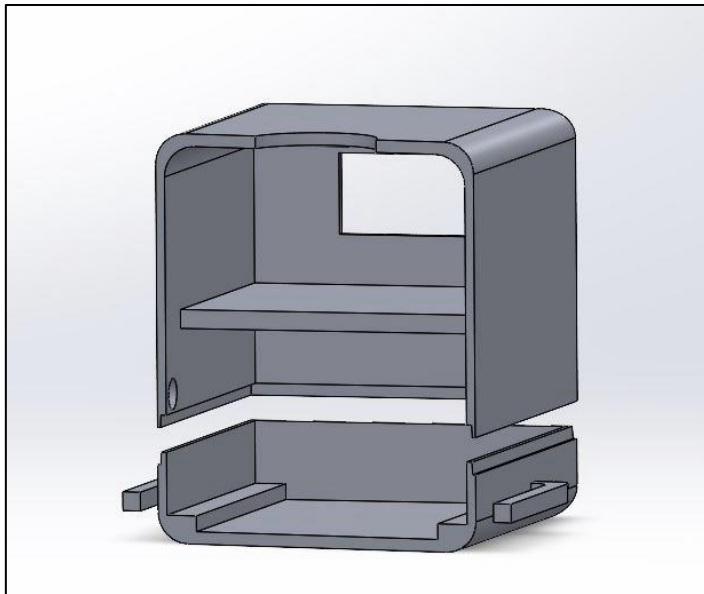
**STABILIZZATORE
LINEARE
(MCP1826S)**



COMPONENTI HARDWARE



COMPONENTI HARDWARE



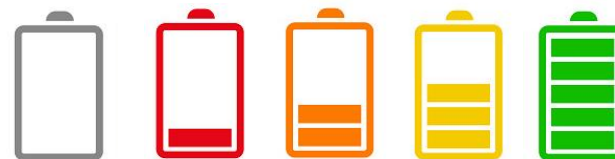
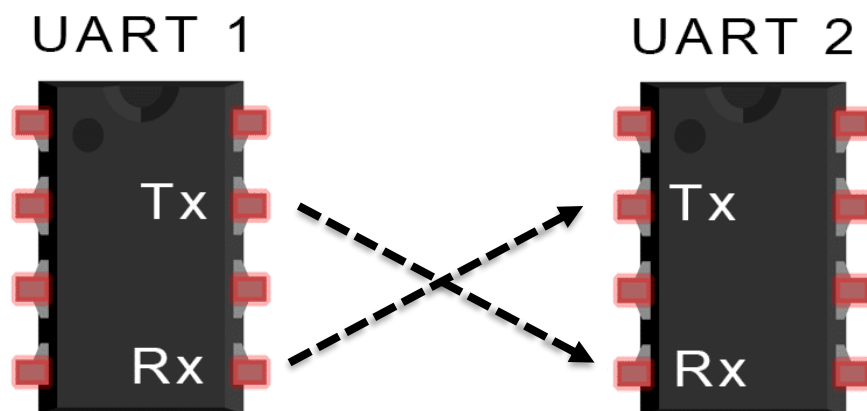
DATI

SENSORI

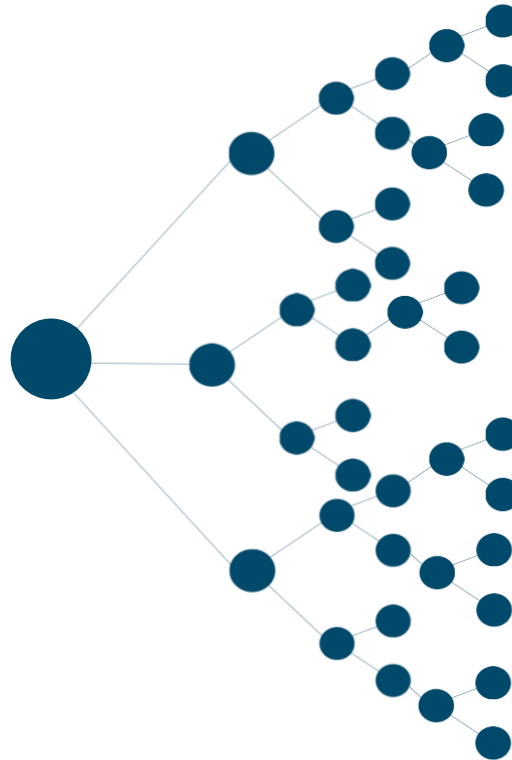
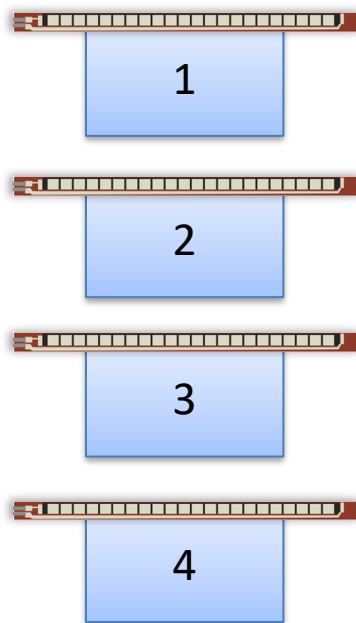
0xA0	1	2	3	4	5	6	7	8	0xC0
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BATTERIA

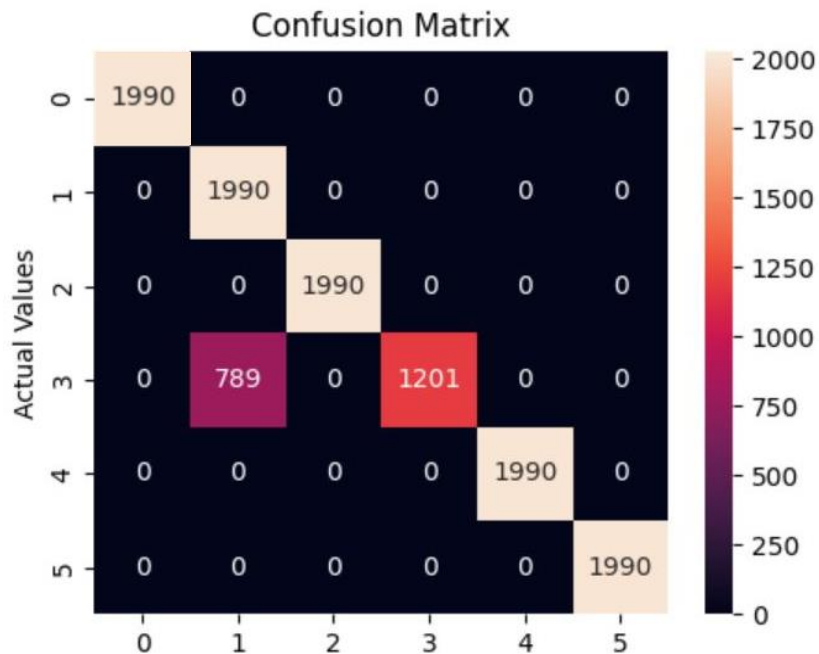
0xAA	1	2	0	0	0	0	0	0	0xFF
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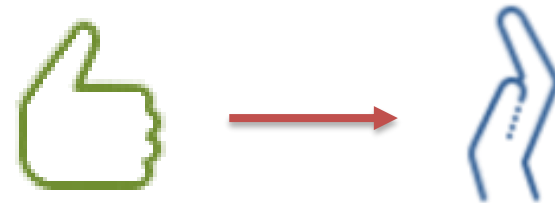
RANDOM FOREST

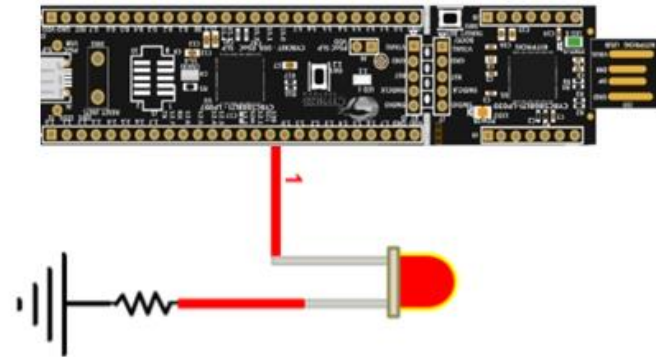
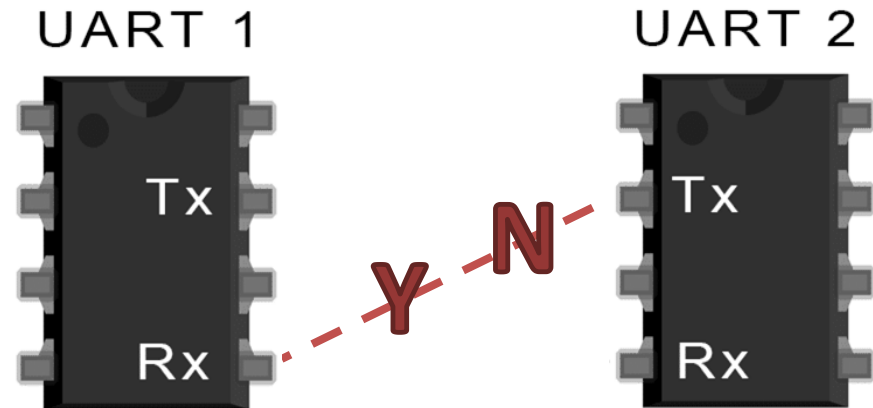


RANDOM FOREST

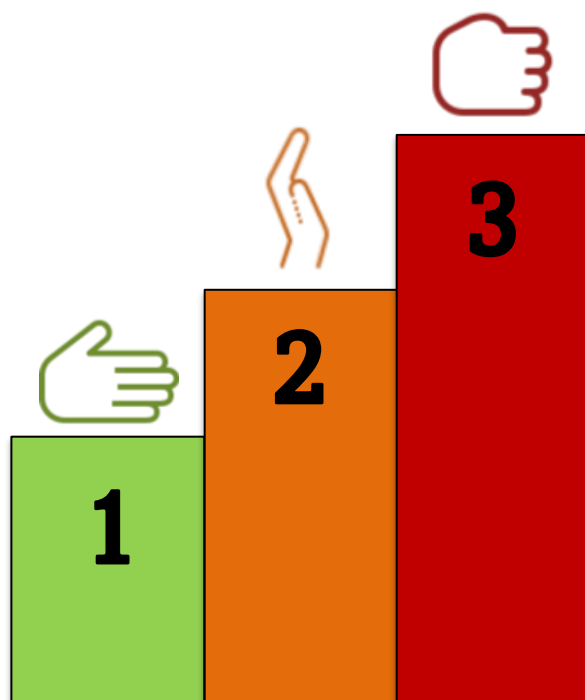


**Solo due gesti vengono
confusi tra loro**





DINAMICHE DEL GIOCO



0:30



STATISTICHE DELL'UTENTE



Tempo migliore in assoluto: 3 s
il 2023-02-11 17:42:42

Numero tentativi falliti: 1

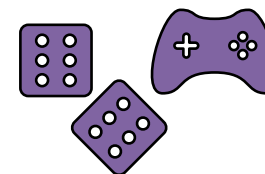


Tempo peggiore in assoluto: 8 s
il 2023-02-11 18:29:35

SVILUPPI FUTURI

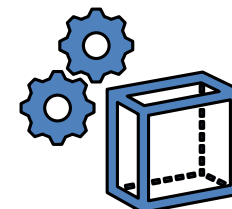
1

Aumentare il numero dei giochi



2

Migliorare il design del case



3

Inviare i dati al clinico





POLITECNICO
MILANO 1863

Grazie per l'attenzione!

DEMO

