



Anjali George, Chaimaa Assli,
Dominick Doyle, and Megan Anderson

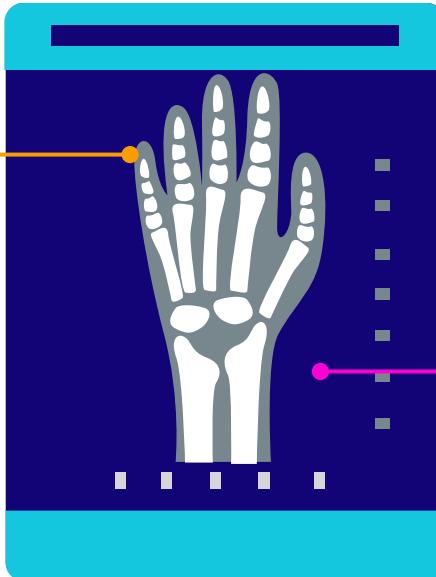




WHY DEXII?

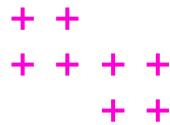
WHO

Our main target audiences include the elderly, people looking to exercise , and young children.

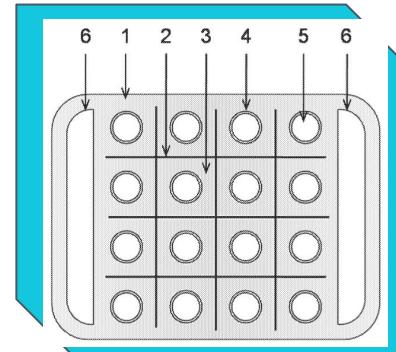
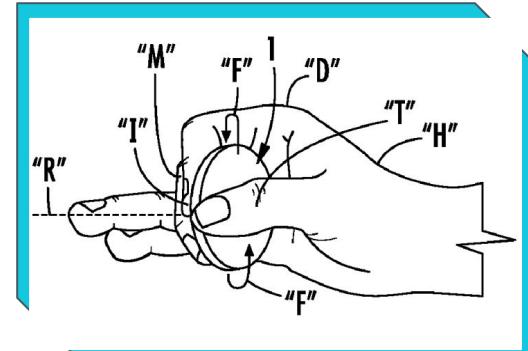
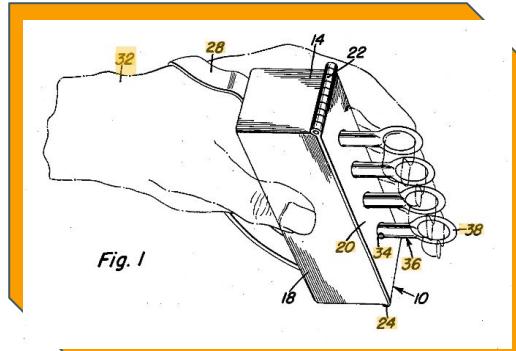


WHY

Simple typing, and keyboard finger movements can be used to exercise hands to help improve and preserve motor function



WHAT'S OUT THERE?





PROBLEM STATEMENT

Create and construct a compact, and accessible device to improve user's motor skills, coordination, strength, and overall function of the hand.



OBJECTIVES

- Usable and comfortable for both hands
- Appeal to wide range of audiences
- Easy to transport



ENVIRONMEN T

- Any tabletop surface, desk, table, etc.



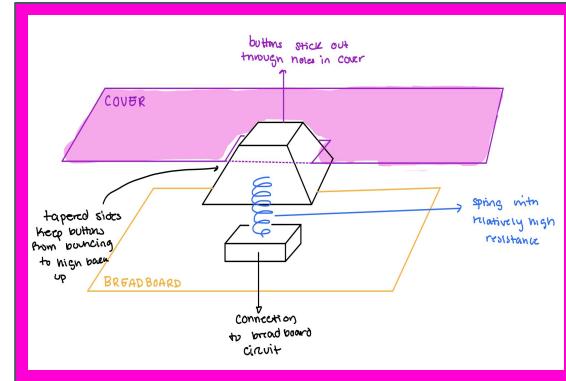
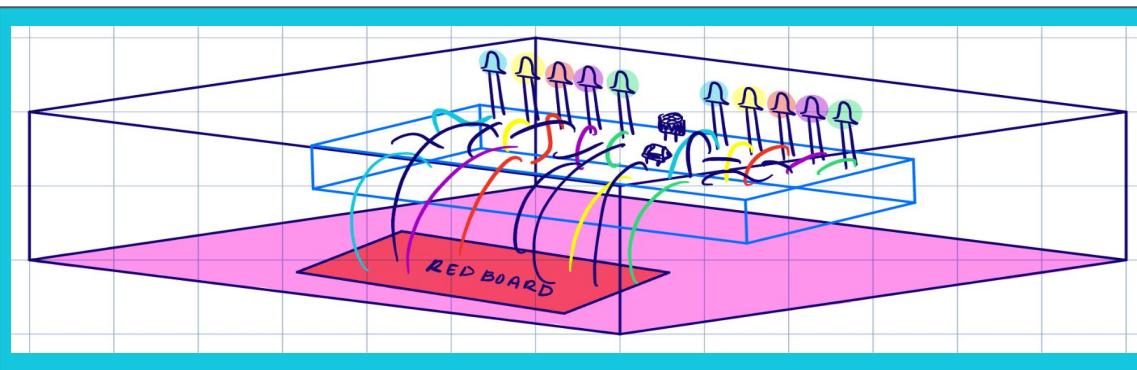
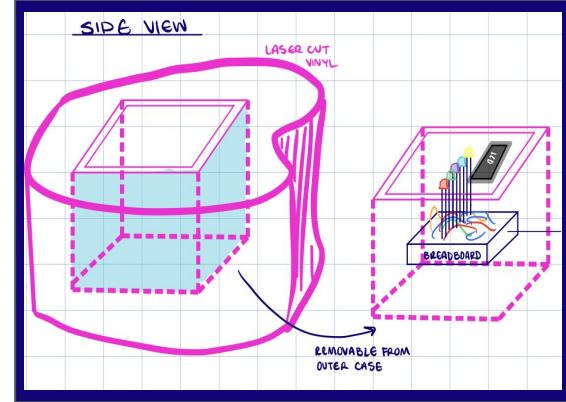
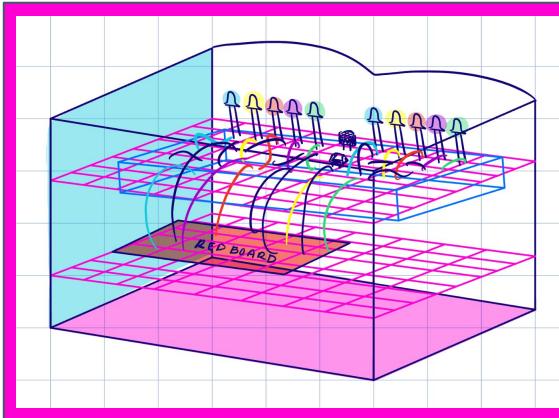
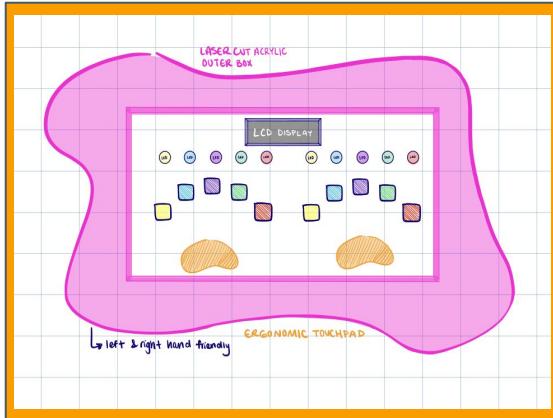
BENEFICIARIE S

- Development age kids
- Older population
- Anyone seeking a low impact hand exercise





ALTERNATIVES





DECISION MATRIX

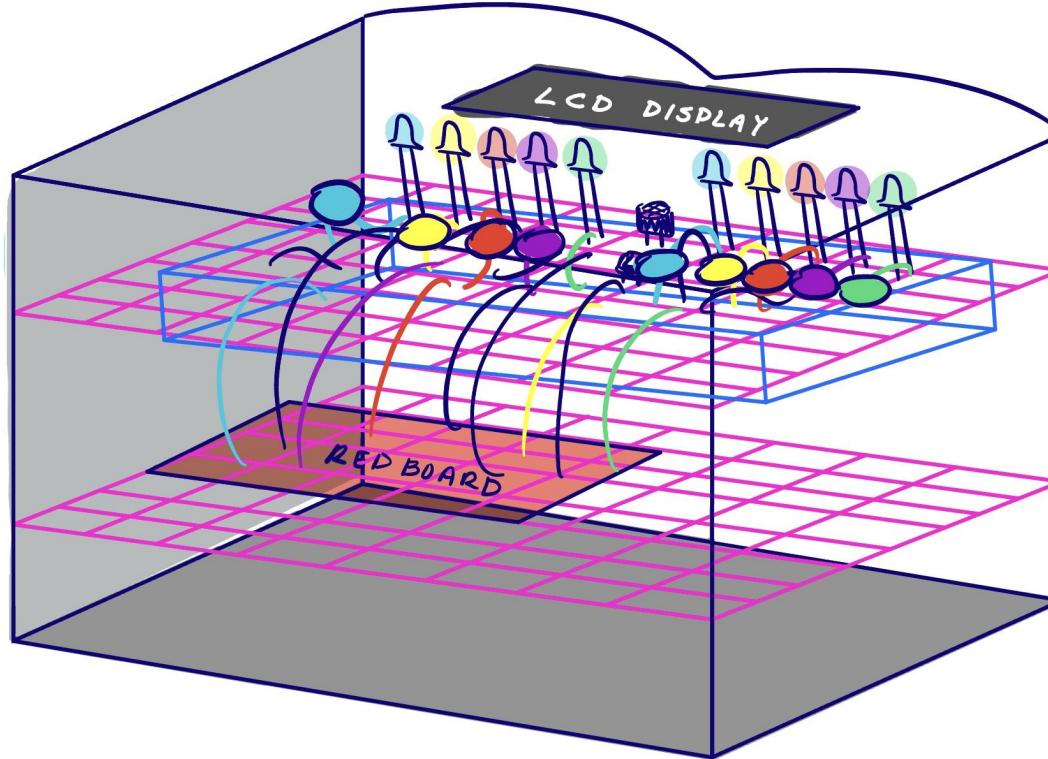
Objectives	Compact	Accessible	Functional	Low Cost	Time sensitive	
Weights	65	80	100	30	25	
Alternative Designs	Rate Value / Rate Value x Weight					Totals:
Design 1	9/585	6/480	7/700	8/240	7/175	2180 ✗
Design 2	8/520	10/800	8.5/850	7.5/225	10/250	2645 ✓



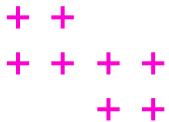
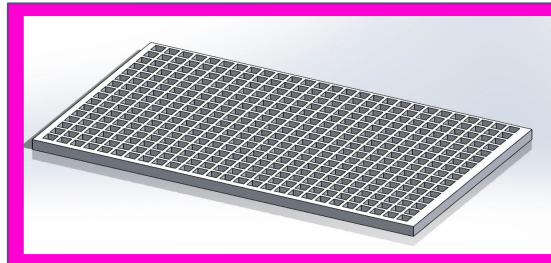
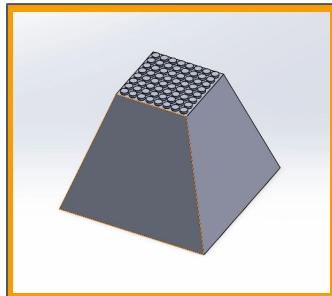
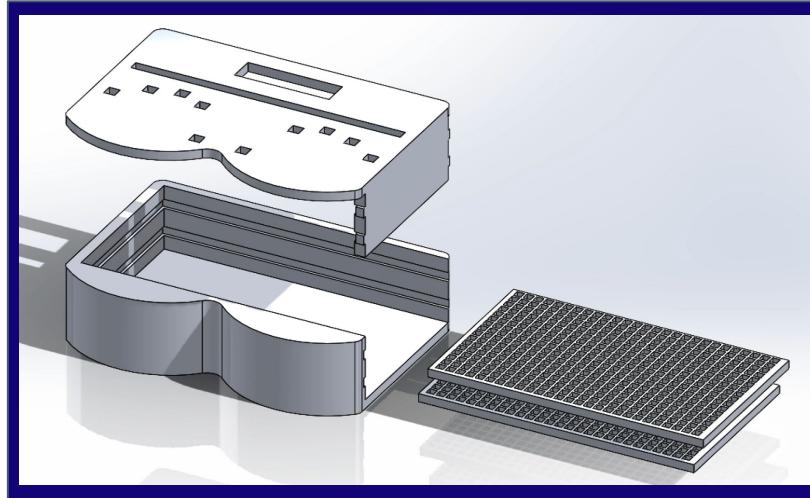
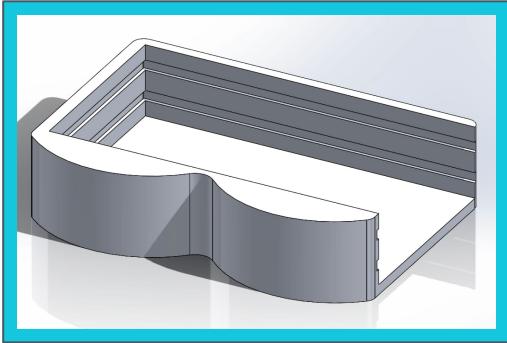
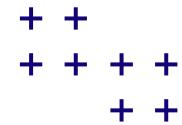


FINAL DESIGN

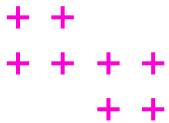
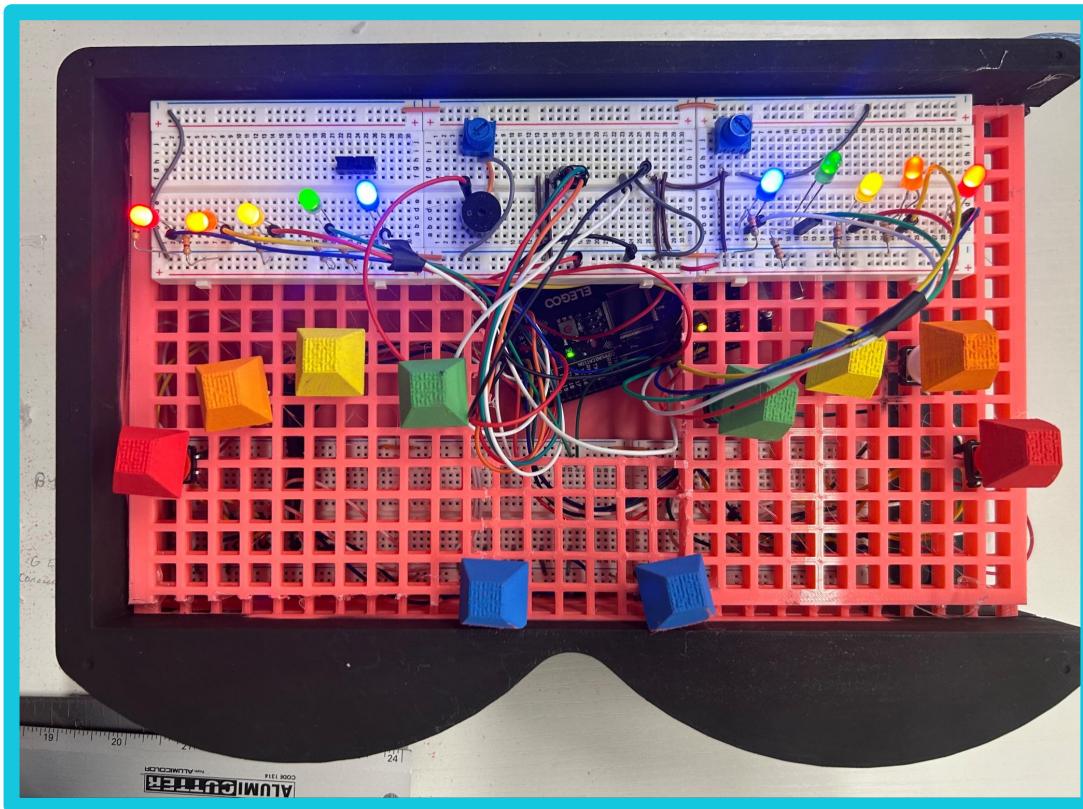
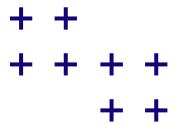
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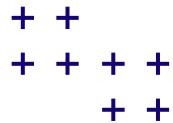
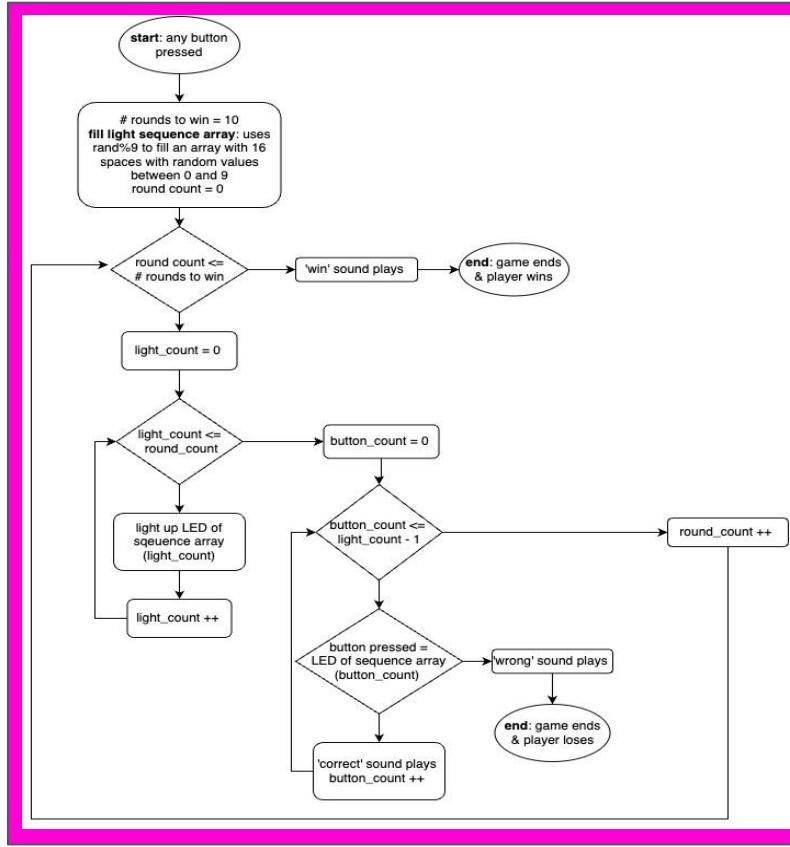
TECHNICAL DRAWINGS



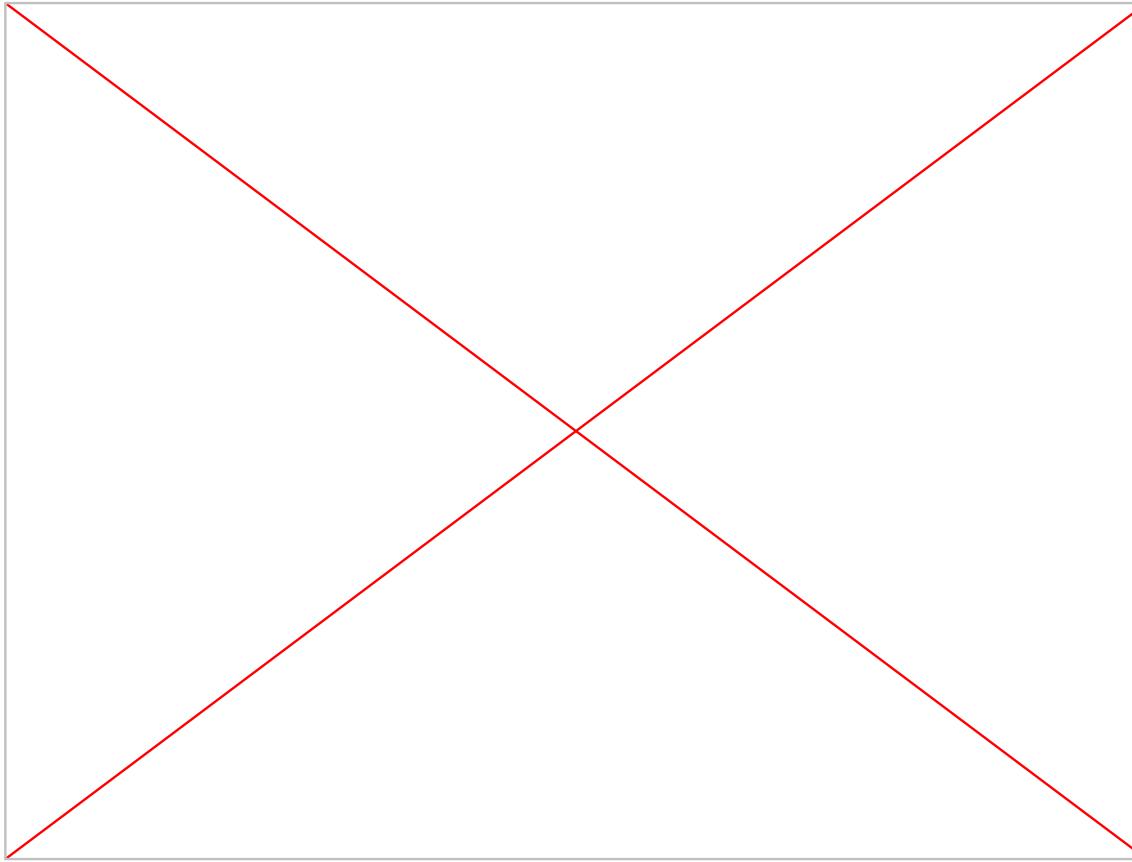
WIRING

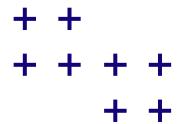


CODE FLOWCHART



INFOMERCIAL





IMPACT

Finger Flexibility
Hand Eye
Coordination

Mental Focus
Patience
Memory



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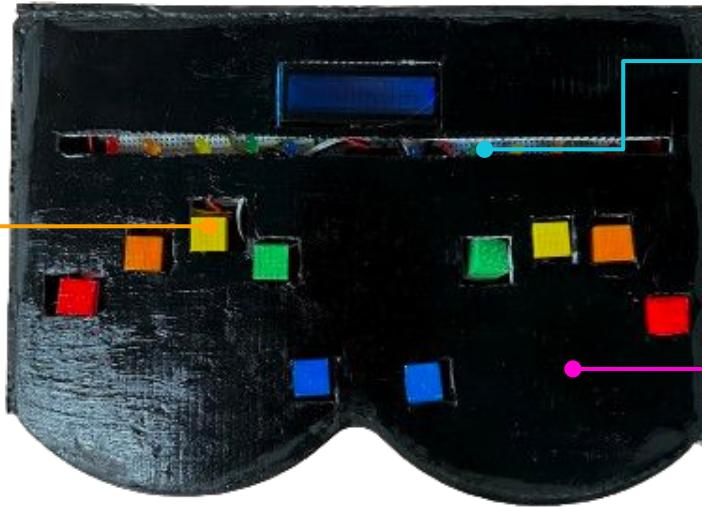
IMPROVEMENTS

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BUTTON

S

Improved ergonomics
and uniformity



Wiring
Better secured

SIZE

More compact

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REFLECTION

