

PROJECT COURSE

EE299 - 2025

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Presented by:

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Introduction

Project Overview

This project is part of a research initiative titled "**Muscle Synergy Assessment During Postural Tasks in Rehabilitation Patients Using Balance Board and EMG Signals.**"

The primary objective is to investigate how muscle groups coordinate during balance-related activities, particularly in individuals undergoing physical rehabilitation.

We are **developing a game-based postural task system to analyze lower body muscle synergies** in rehabilitation patients. This approach makes the task engaging while still collecting meaningful neuromuscular data.

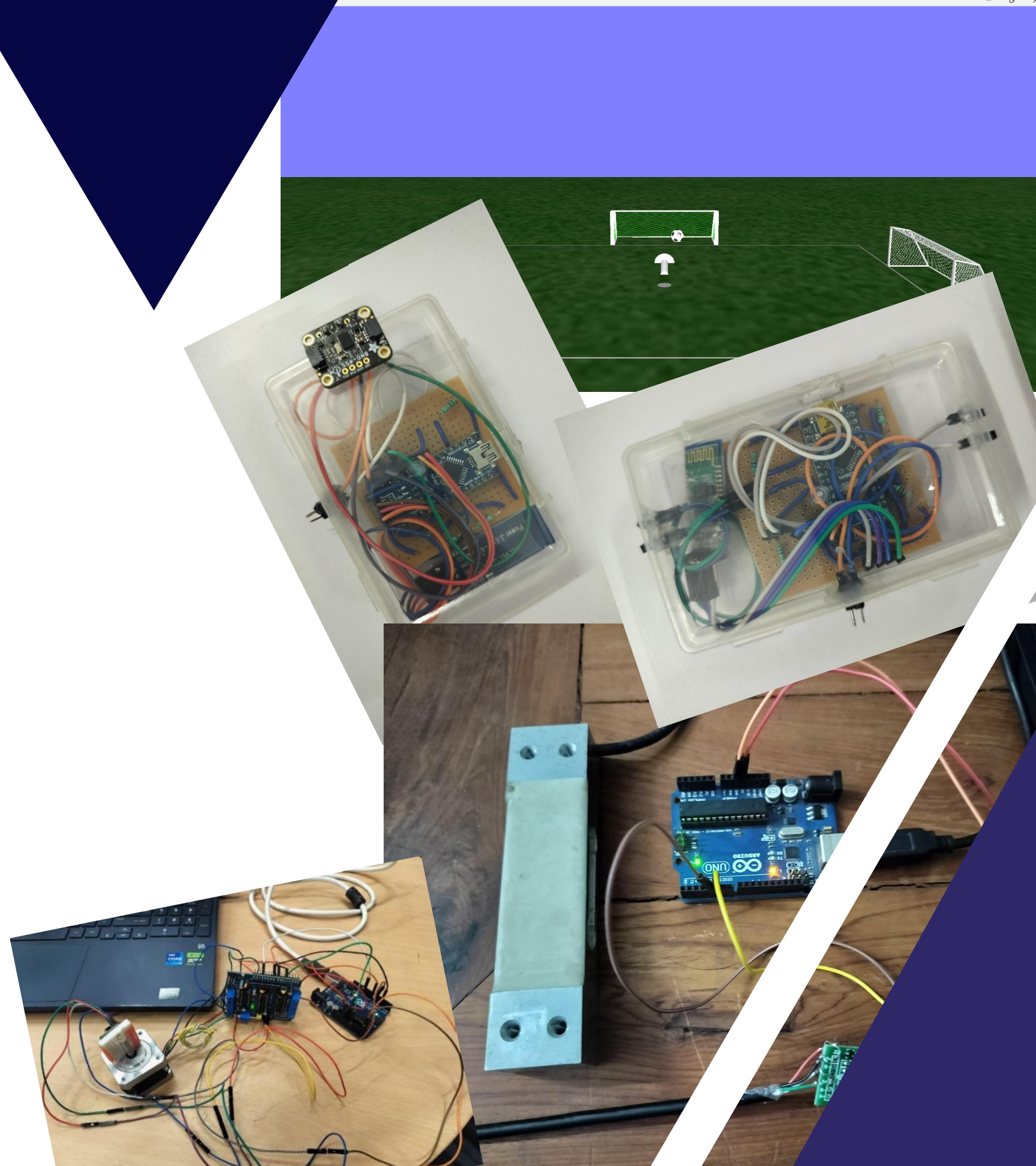


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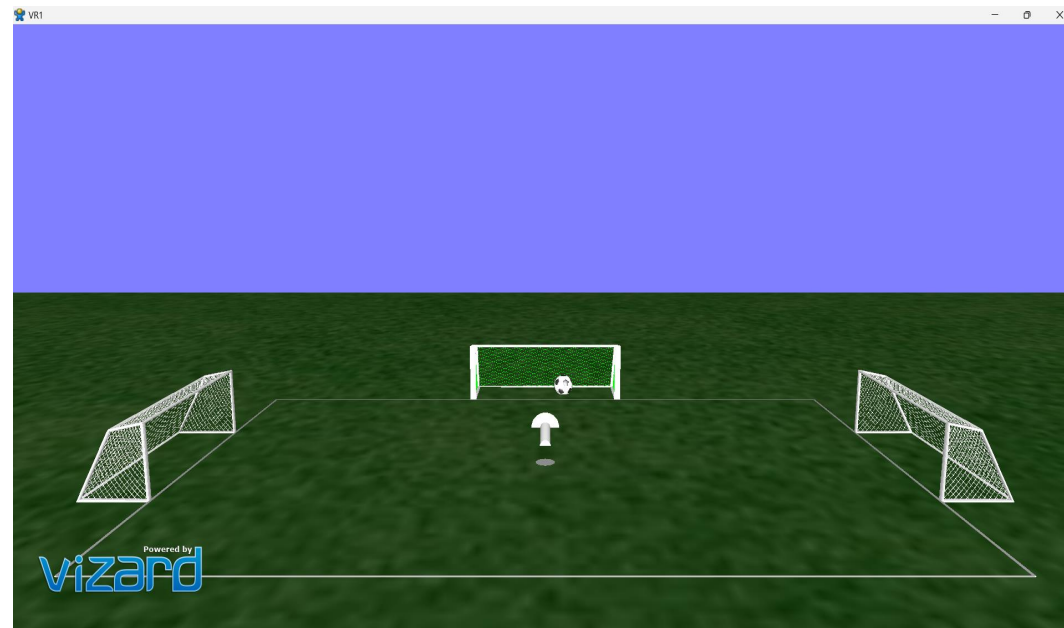
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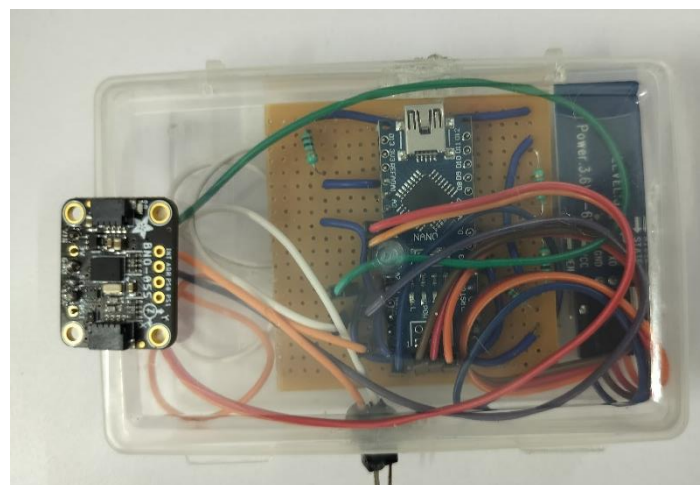
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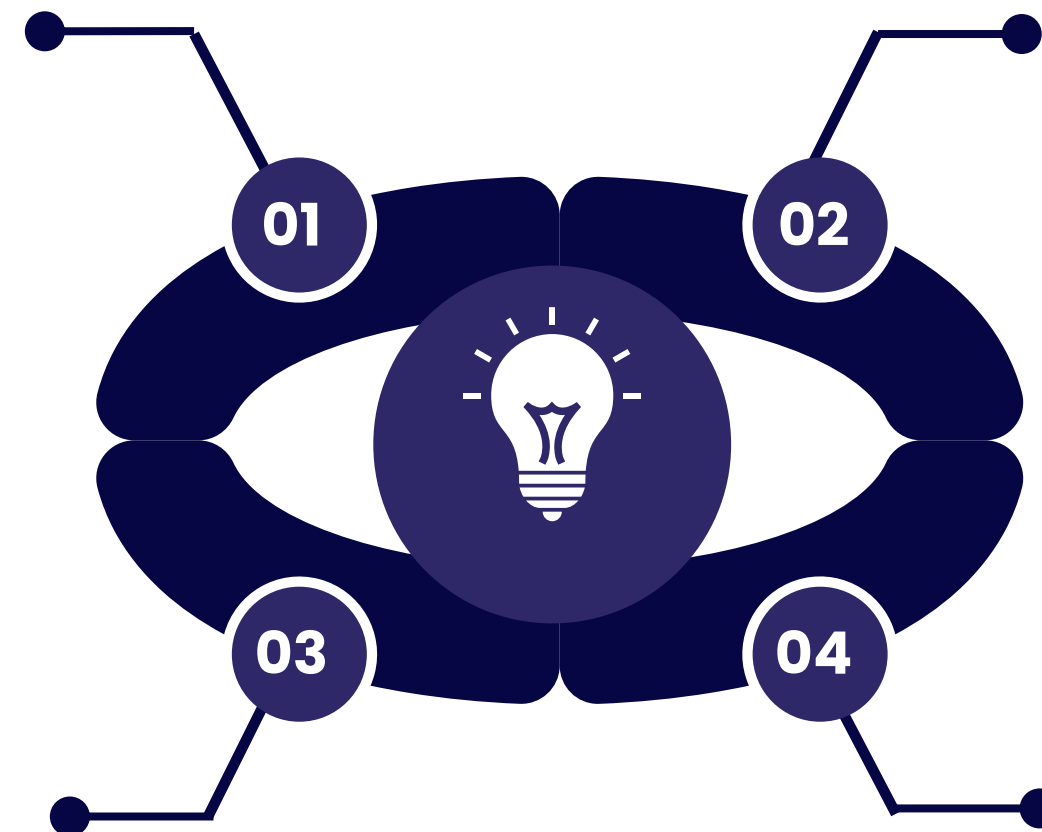


Designed and implemented virtual environment game to assess lower body muscle synergies during balance-related tasks in rehabilitation settings.

A smart wireless system designed for real-time **detection and monitoring of human posture** using sensor-based feedback.



What I did?



A smart wireless system developed for the real-time detection and **monitoring of leg lift movements** using sensor-based feedback.



Calibration of the Load Cell and IMU sensor

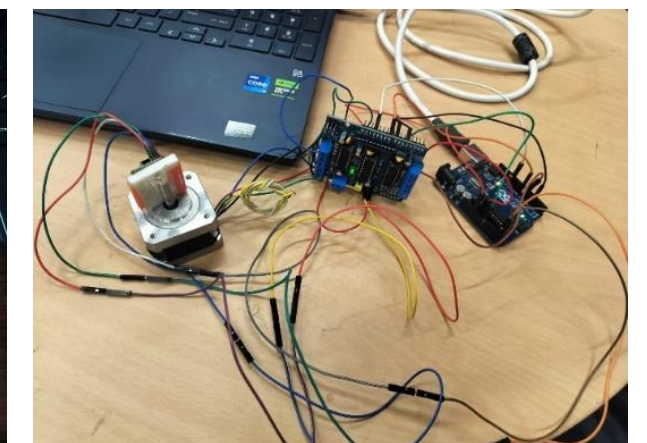
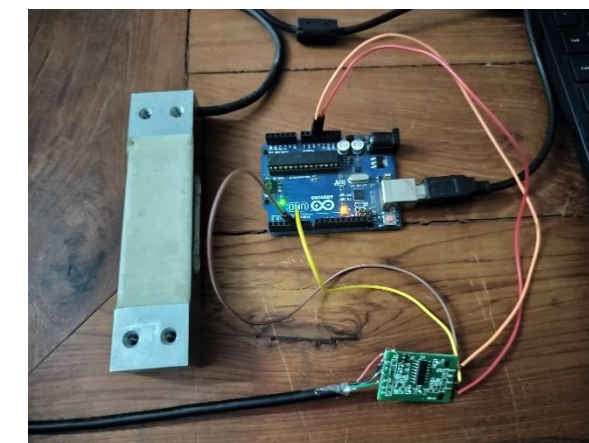


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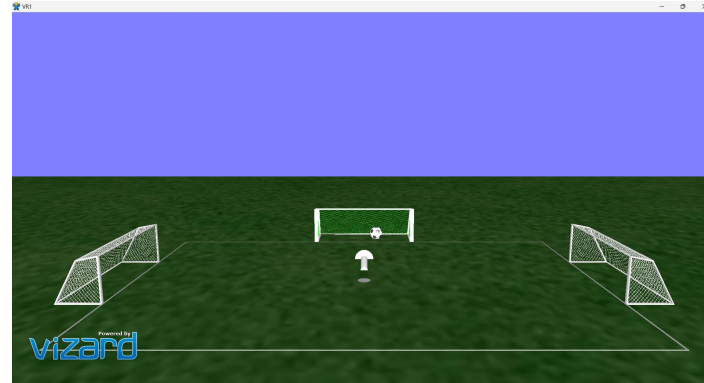
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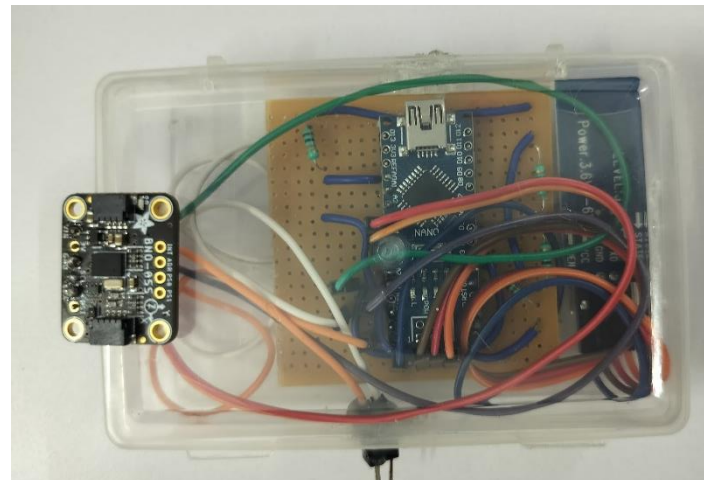
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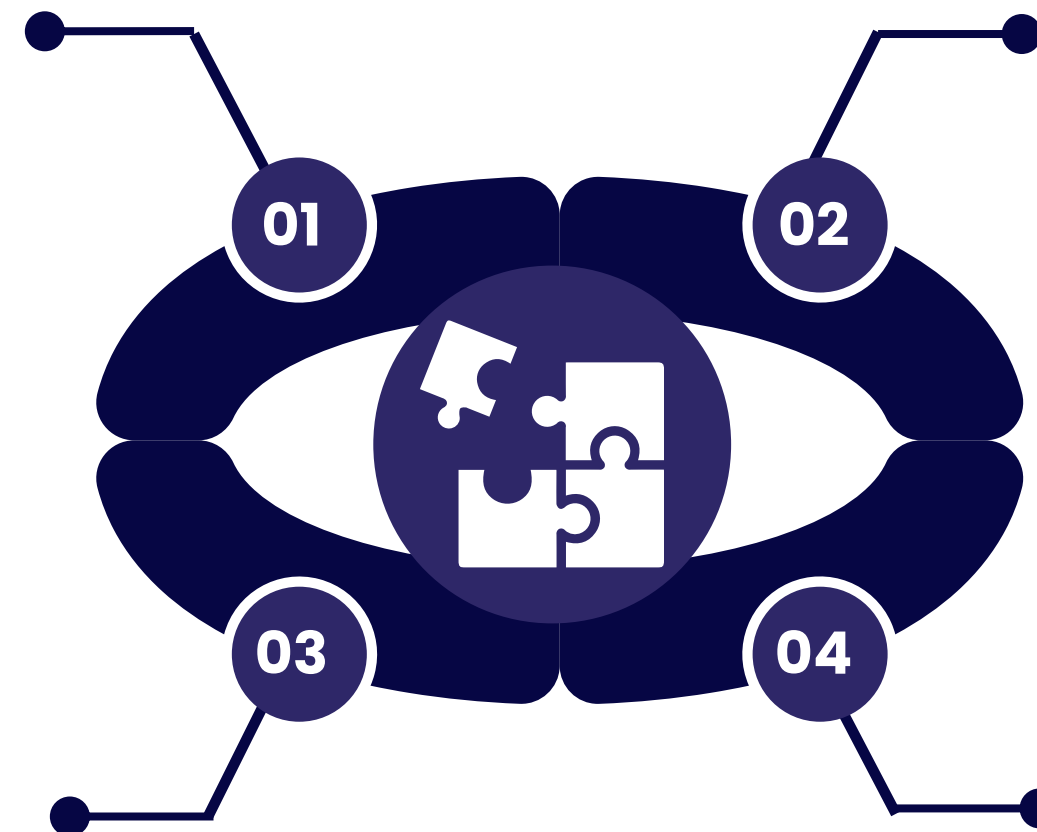


To provide an **engaging and interactive method** for evaluating motor coordination and muscle activation patterns in patients undergoing physical rehabilitation, with the **goal of improving assessment accuracy** and patient participation.

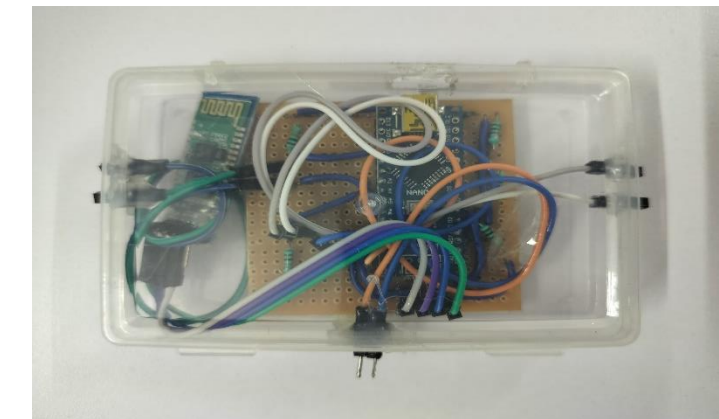


To detect and monitor the user's **body inclination** during balance-related tasks using an IMU sensor, which measures **real-time posture angles** and provides feedback.

Why I did?



To detect incorrect posture or **leg lift** during balance-based tasks by using **FSR sensors**, which **trigger a buzzer** when a user's foot unintentionally **lifts** off the balance board



To ensure **accurate and reliable** measurements of force and body orientation by aligning sensor outputs with known reference values

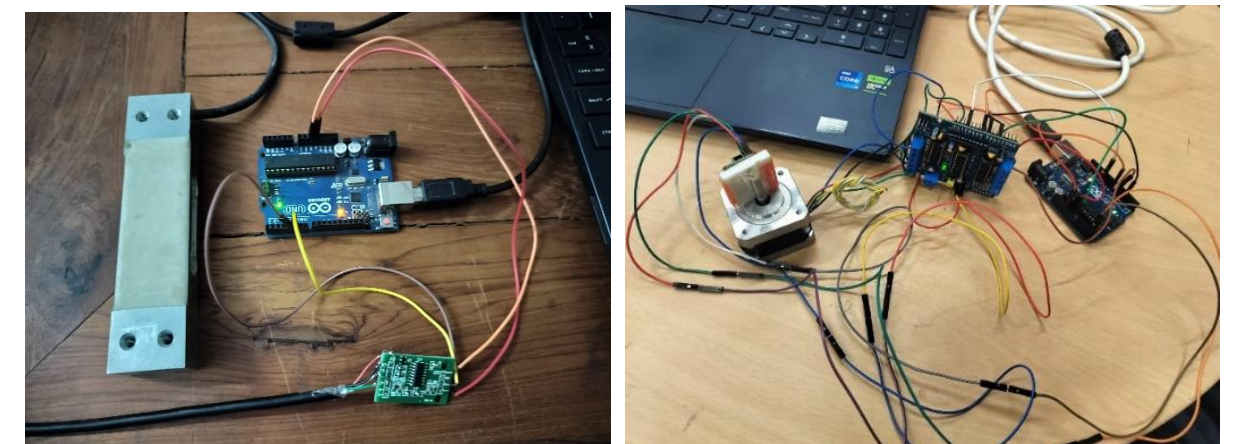


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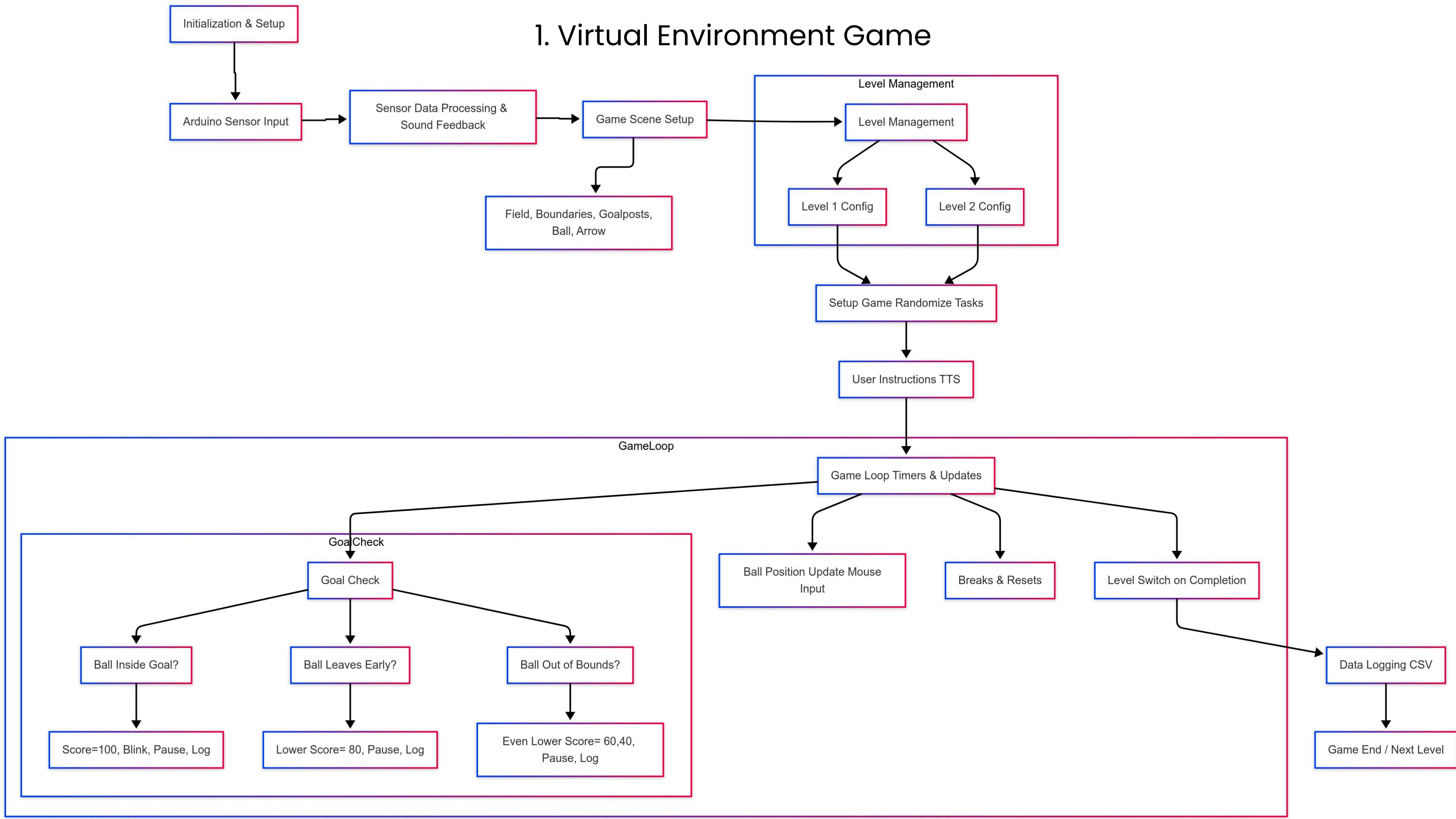
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1. Virtual Environment Game



check_sensor_data() :

- Monitors the Arduino sensor data and plays a sound if both legs are lifted.

speak_text():

- Uses TTS to speak the specified text.

changeToGreen():

- Changes the color of the red box to green.

makeInvisible():

- Hides the red box and triggers goal instructions after a small delay.

speakGoalInstruction():

- Provides instructions to the player about following the arrow and staying in the goal area.

initializeGame():

- Randomly selects an initial game level.

setupLevel(level):

- Sets up the game environment based on the chosen level.

setupGame():

- Randomizes the order of tasks (goal positions).

checkGoal():

- Core function to check the ball's position in relation to the goals and maintain game state. It manages scoring and logs gameplay data.
- If ball is inside the goal then 100 points and if ball is outside then 60 points.

updateBallPosition():

- Updates the ball's position based on mouse input, while ensuring that movement is disabled during breaks.

startBreak():

- Initiates a brief break, resets the ball position, and pauses the game.

pauseBallInGoal():

- Pauses the ball in the goal area after scoring.

resetBallPosition():

- Resets the ball's position to the center of the field and disables movement.

switchToLevel1():

- Switches back to Level 1, making the respective game objects visible, while hiding Level 2 objects.

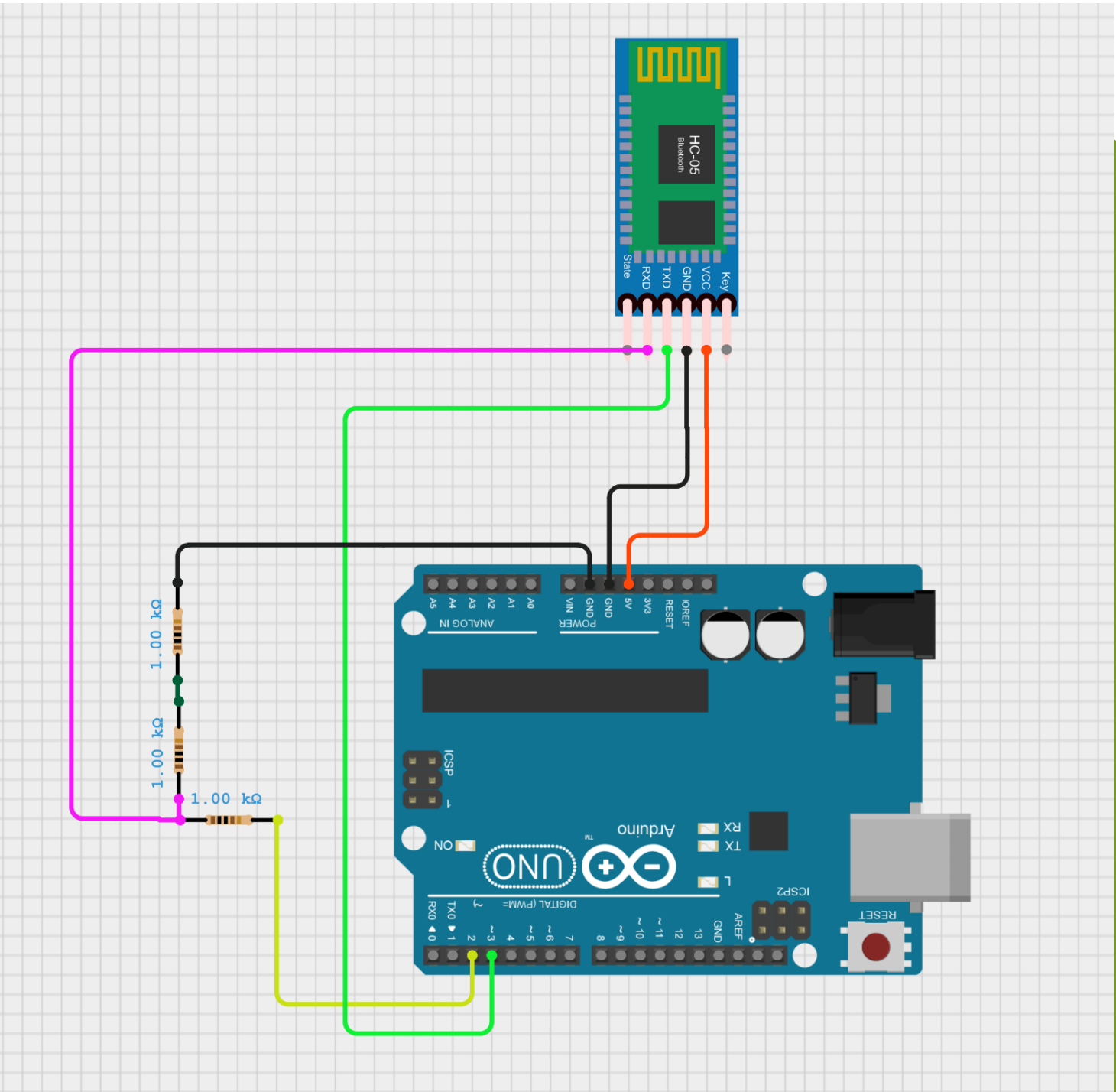
switchToLevel2():

- Changes the game to Level 2 by hiding Level 1 objects and showing Level 2 objects.

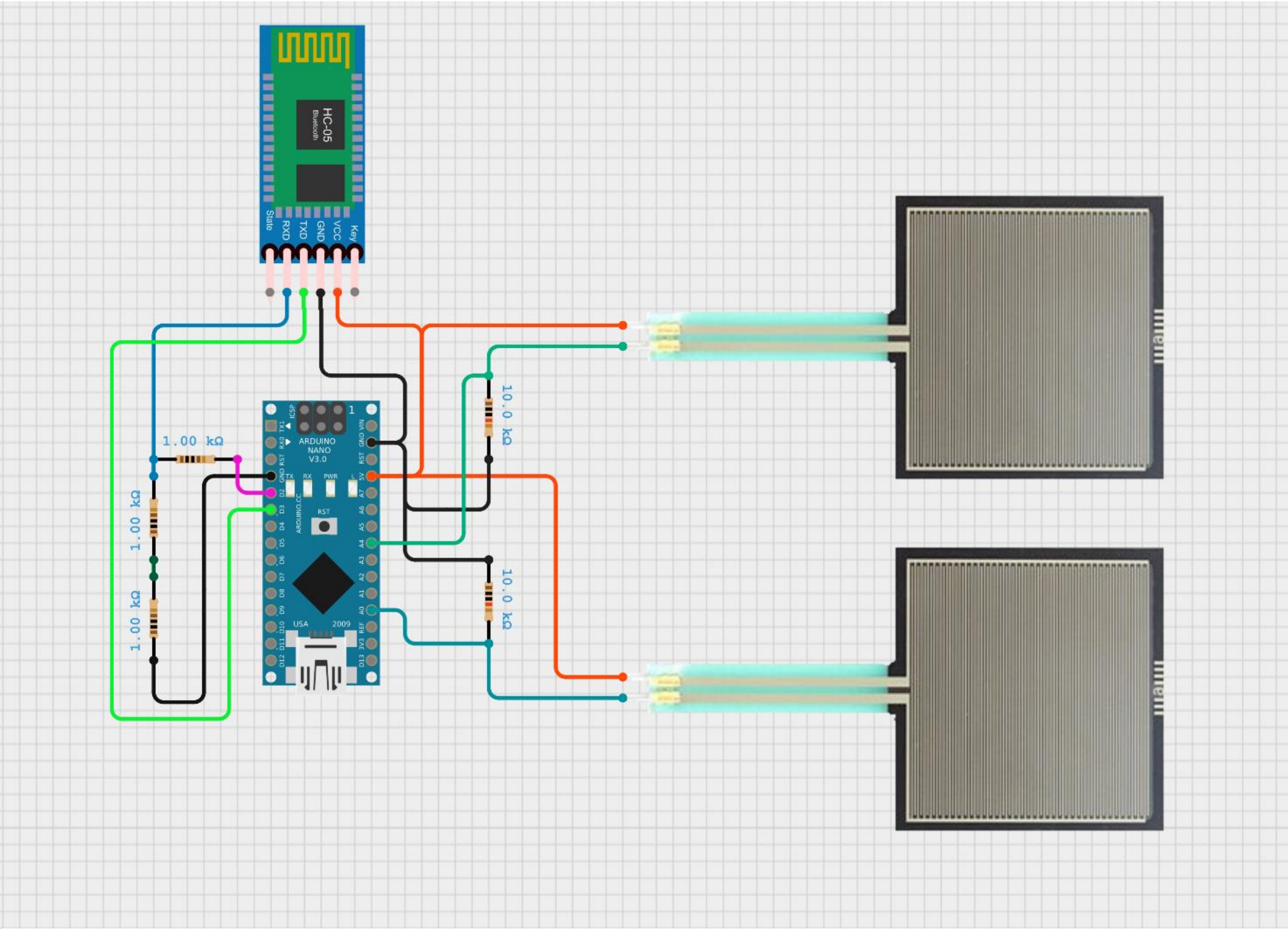
setupLevel2():

- Configures the game environment also incorporating larger goalposts and boundaries for Level 2 play.

2. Wireless Leg Lift Detection System

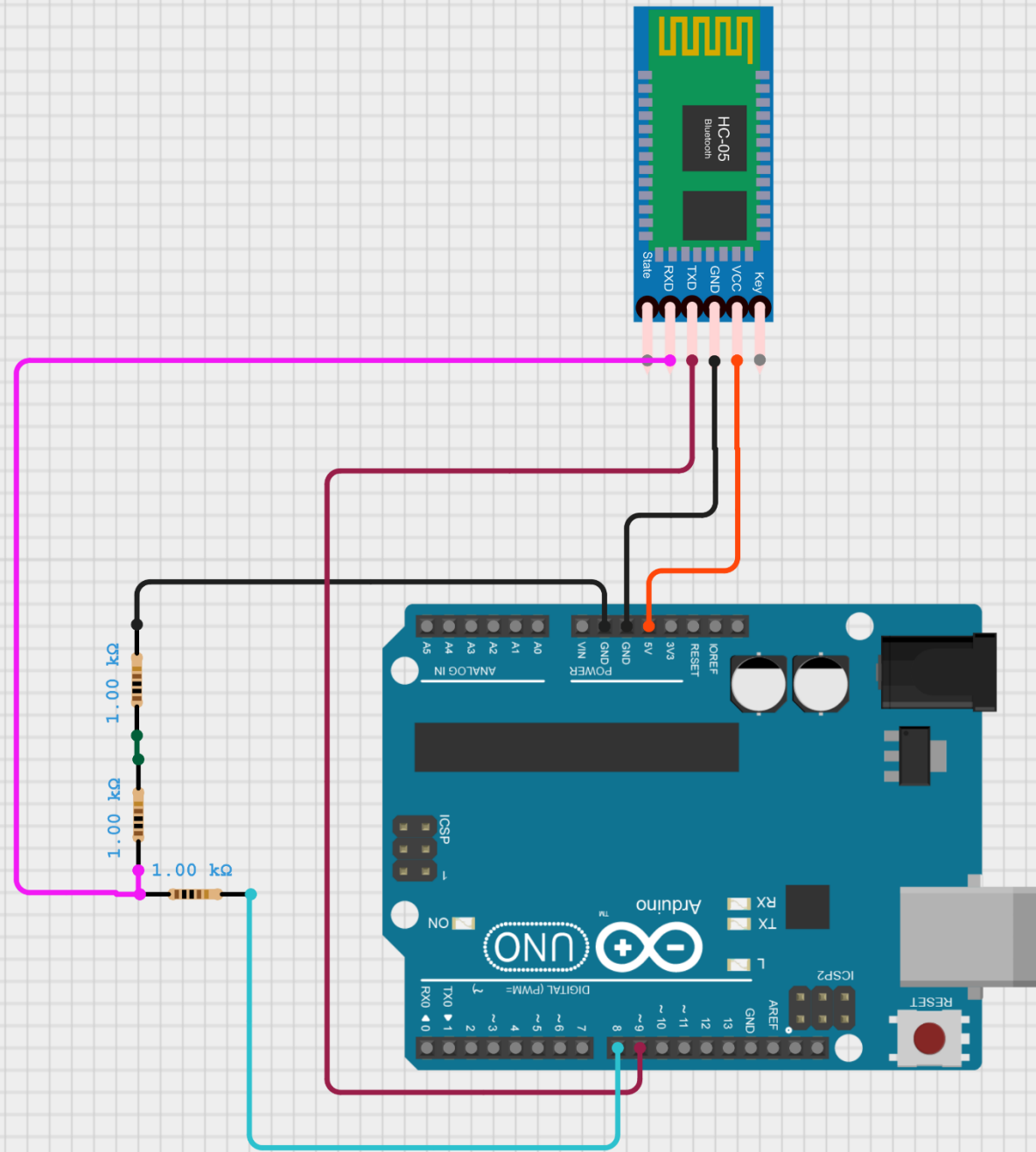


Receiver

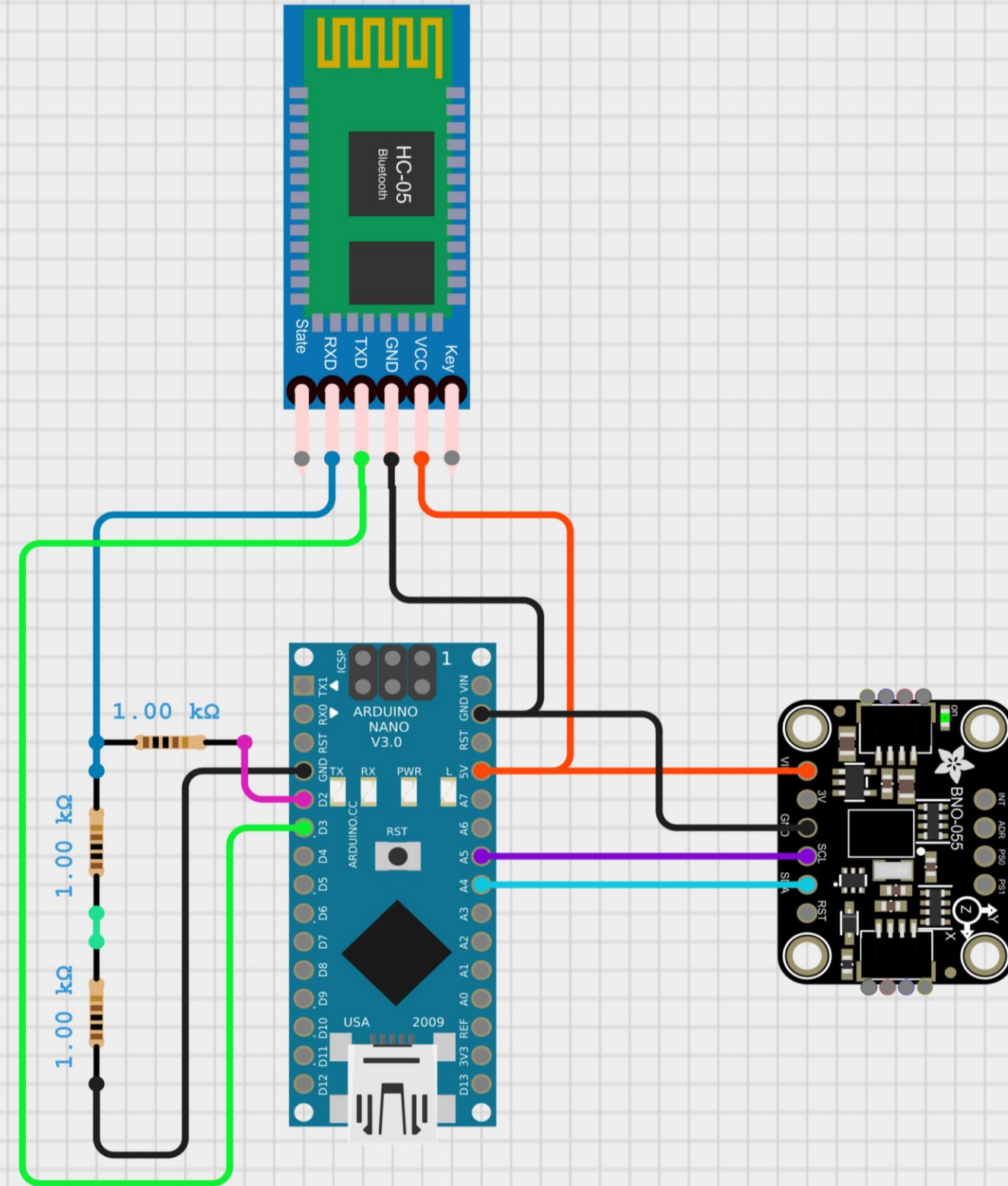


Sender

3. Wireless Posture Measurement System



Receiver



Sender

4. Calibration of the Load cell and IMU sensor

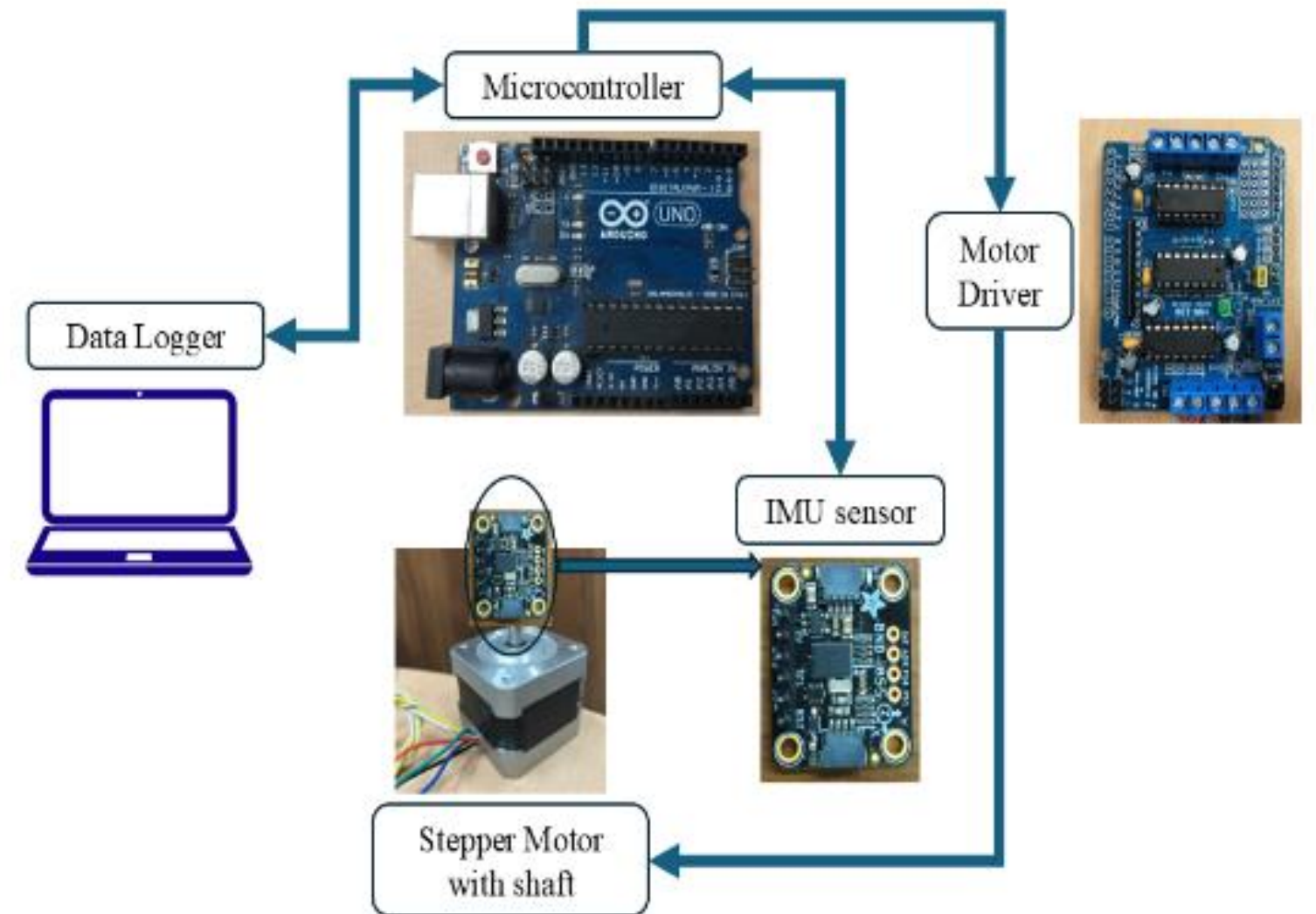
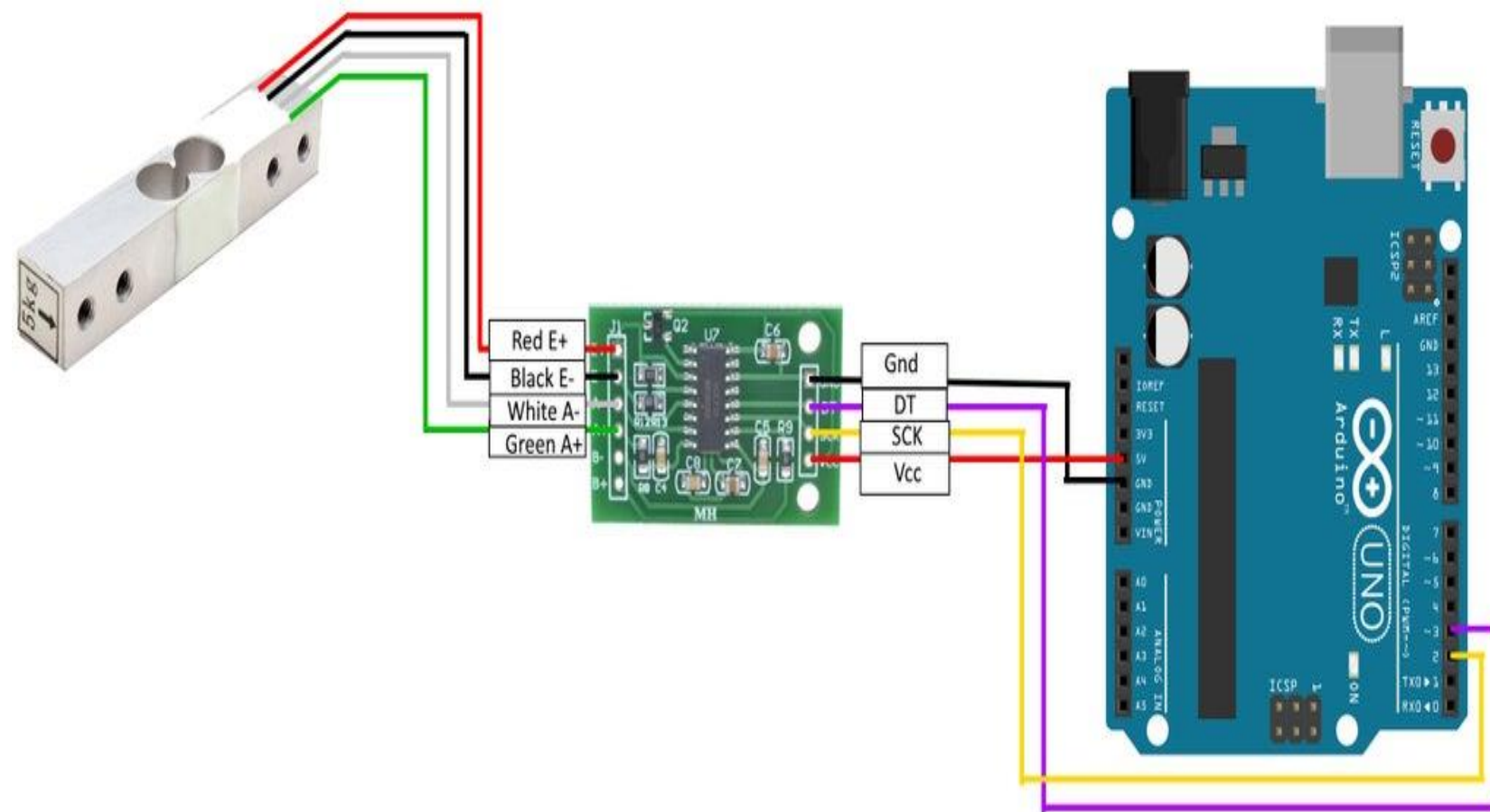


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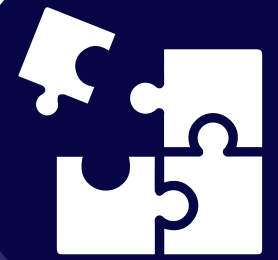
Conclusion and Future Scope



Conclusion

All the individual systems were successfully integrated into a combined setup for acquiring muscle synergy data. The system effectively detects leg lifts and measures posture in real-time.

I encountered several challenges while designing the circuits and developing the virtual environment, but these experiences significantly contributed to my learning and problem-solving skills.

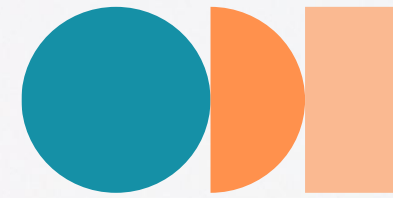


Future Scope

In the future, the posture measurement system can be extended to full-body movement analysis. This would allow for mapping complete body movements within the virtual environment, enabling more immersive assessment.

This system can also be utilized as a balance training tool to enhance motor abilities in post-stroke patients, aiding in their rehabilitation process through interactive and engaging feedback.

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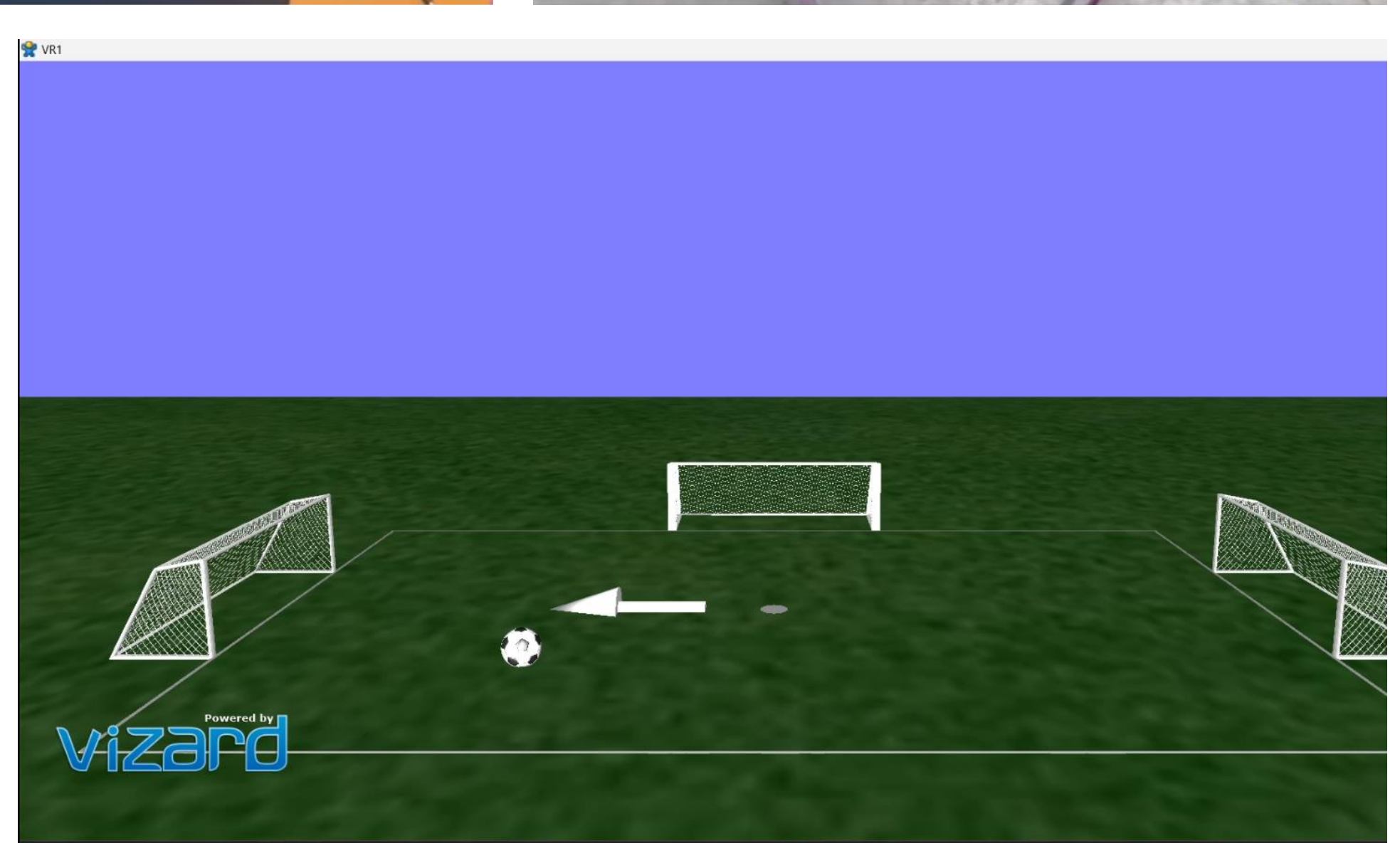
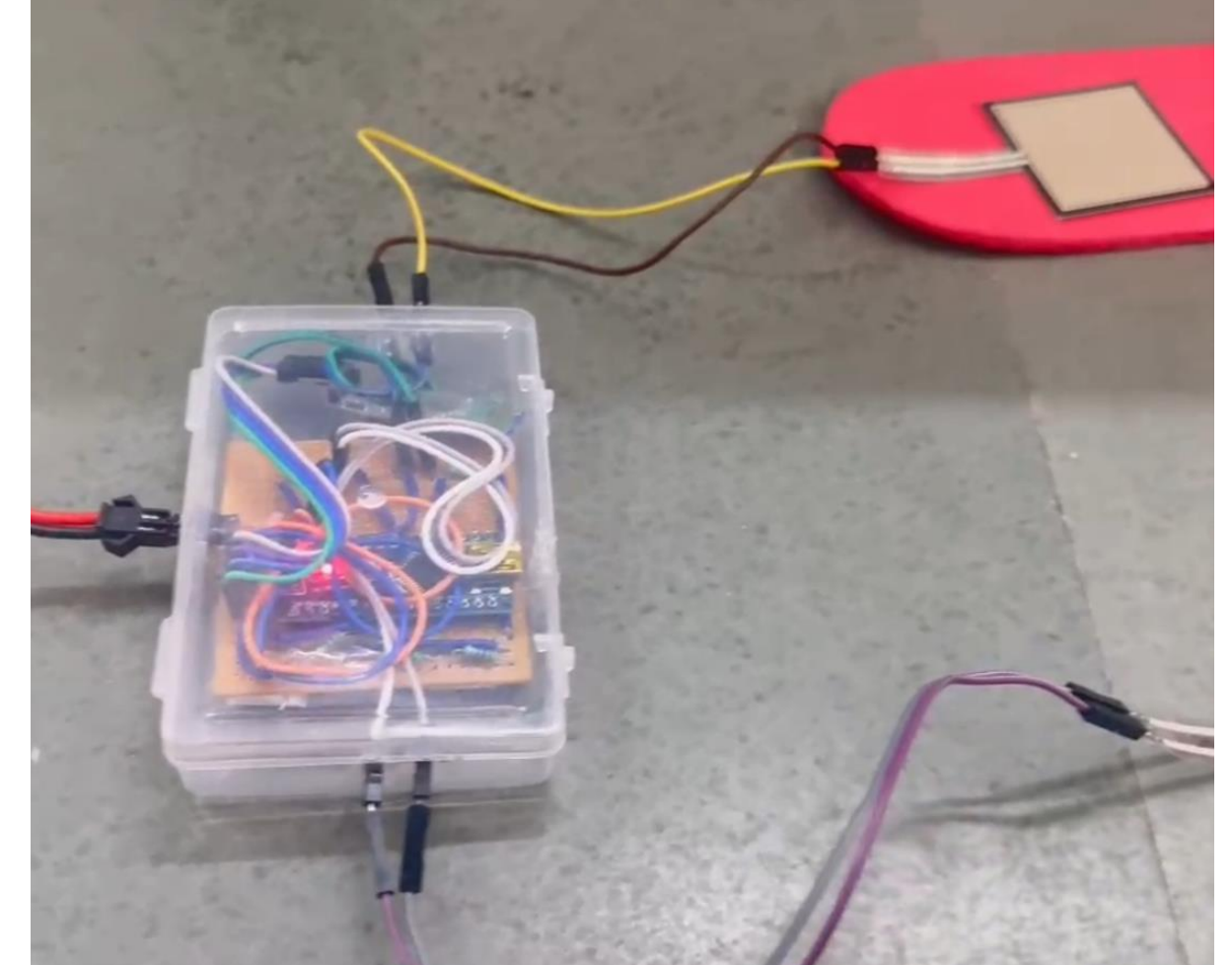
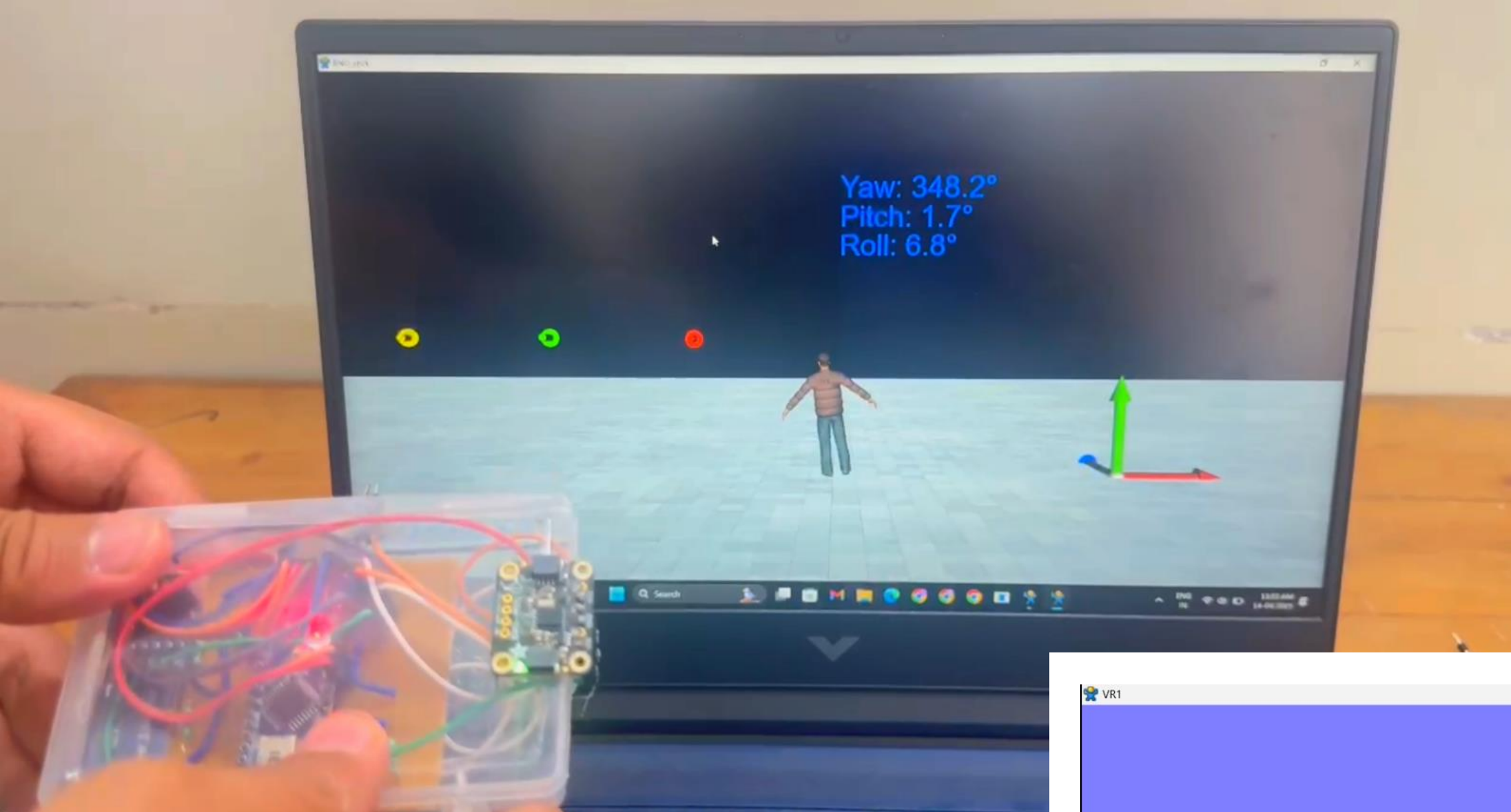


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Thank You

For Your Attention

I would like to sincerely thank the **members of the IRACS Lab** for their invaluable support and knowledge throughout this work. A special note of thanks **to Mr. Somen Sarkar** for his continuous guidance, and to **Prof. Uttama Lahiri** for her mentorship and inspiration.

