

EXO-AI

Redefining Physiotherapy

INNOLYMPICS

Team Poggers





Exoskeleton Al-Enabled Physiotherapy

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You Sheng



Lisa



Callista



Joey



Chloe



Qingyi



Problem Statement

Physiotherapy is recommended for many injured athletes and military personnel by their doctors. However, it has low attendance and recovery rates, due to many reasons like cost and effectiveness of their treatments.

How can we aim to improve the recovery rate for injured patients while increasing retention rates for physiotherapy?



Joey's Experience



You Sheng's Experience







Table of Content

Solution Plan

User Journey

EXO-S Exoskeleton

Business Value

EXO-M Smart Mirror

Limitations of Physiotherapists





Low frequency

Once per month sessions due to limited physiotherapists and clinics



Short duration

30 mins per session, may not be sufficient to run through all the exercises



Inflexible scheduling

Typically during working hours & subjected to tight schedules of physiotherapists

Our Solution





Exoskeleton Al-Enabled Physiotherapy

Using Al-enabled systems, integrated with Smart Mirror technology and Exoskeleton Robotics capabilities, we aim for remote physiotherapy sessions to be more convenient and effective for patients. **EXO-AI** can be placed at any military medical center or hospital, allowing for remote and flexible physiotherapy while promoting recovery at a faster and more flexible pace.

Our Solution





EXO-S EXOSKELETON

Wearable robotics to accurately evaluate form and guide users in form correction performing physical therapy



EXO-M SMART MIRROR

Interactive user interface to visually provide users with comprehensive and immediate feedback

Overview of EXO-S Exoskeleton



IOT-actuated wearable robotic exoskeleton



Active posture repositioning via physical pressure



EXO-S

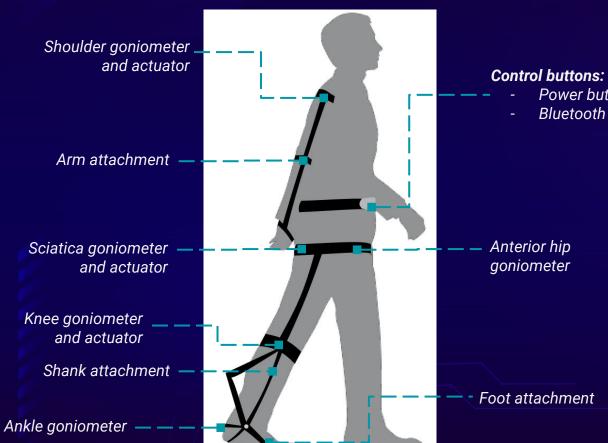


Gait training and mobility via powered motion



Synergized and integrated with EXO-Mirror

Blueprint of EXO-S Exoskeleton





- Power button
- Bluetooth connection

Goniometer: To measure angles and rotate body parts to a precise angular position. Useful for pose estimation and mobility.

Actuator: Applies slight pressure to specific joints to correct posture. Pressure values to be applied will be based on reinforcement learning Al techniques to gradually improve the user's form.

Overview of EXO-M Smart Mirror





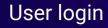
Home page

View prescribed exercises and start session



Smart features

Personalisation, progress and gamification



User authentication



AI-Enabled physiotherapy

Timely and exoskeleton-guided feedback





User Login





Welcome.



User Authentication

User is able to log into the system using various methods such as using the fingerprint <u>scanner</u> found on the wearable exoskeleton and facial recognition technology and camera of the mirror

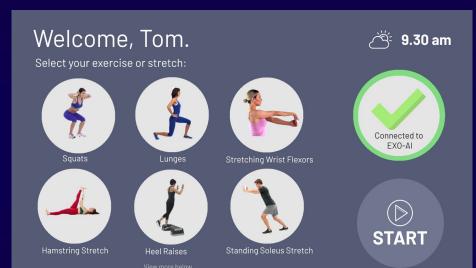
Home Page





Prescribed exercises

Latest list of exercises as prescribed by the physiotherapist.





Connection Status

Wireless 5-GHz connection with exoskeleton, which will auto-calibrate to user's body fit on connection.

AI-Enabled Physiotherapy

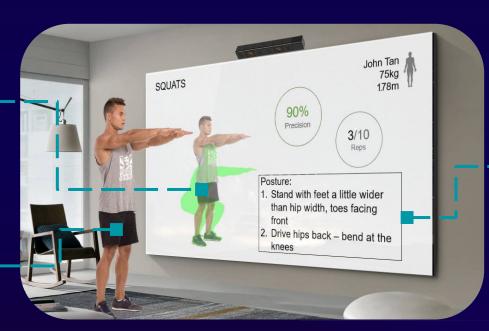


Intuitive usage of mirror



Correct demonstration displayed in green

User to complete actions by matching his form using his mirror image to the demo display



Clear instructions of exercises given

AI-Enabled Physiotherapy

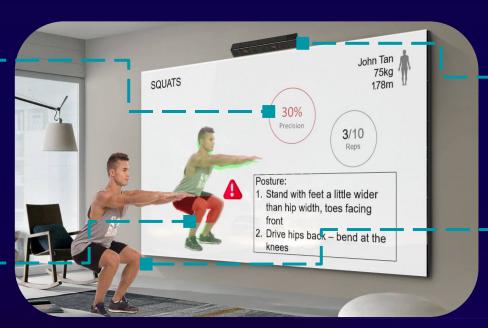


Immediate & accurate feedback



Highly accurate form evaluation through exoskeleton sensors

Red zones in demonstration to highlight area where the user's posture is undesirable



Camera records sessions for review by physiotherapists

Pose estimation Al technologies (e.g. OpenPose) compares demo and user and performs form correction

Overview of Smart Features





1. Personalised Exercise Plan



2. Progress/ Analysis Report



3. Augmented Reality Gamification

Personalised Exercise Plan



PROBLEM

Exercises assigned to the user are <u>not ideal</u> for their <u>current</u> <u>level</u> or progress.







Personalised Exercise Plan

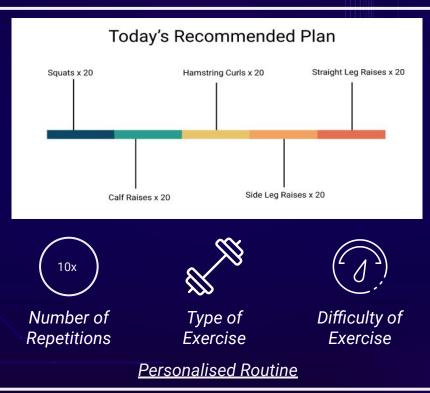
Customised for the user using machine learning based on past records and analysis of their data.



Personalised Exercise Plan

Input Squats x 20 **Progress** Calf Raises x 20 Use **Machine Learning Medical History** to craft an exercise plan 10x customised to the user. <u>User's Details</u> Number of Repetitions

<u>Output</u>



Progress/Analysis Report



PROBLEM

Users are often <u>unaware of their</u>
<u>progress</u> in treatment and can only find out by asking their physiotherapists







Progress/Analysis Reports

Use easily accessible and comprehensive visualisations to show user's progress in treatment



Progress/Analysis Report



PROGRESS REPORT

User will be provided a **time-based progress visualisation** of their improvement. This allows them to keep track of their progress over time which provides a sense of **positive feedback**.

IN-DEPTH REPORT

User will be presented with a recap of specific exercise session with regards to **certain metrics** such as positional accuracy or speed of repetitions.

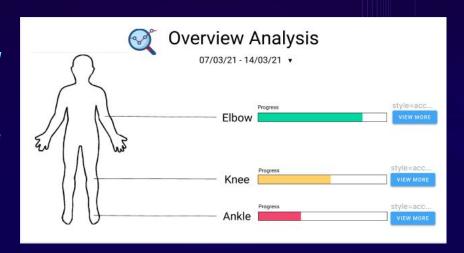
They will also be able to view their performance during their exercise session via a **video playback** (provided by the camera).



Progress/Analysis Report

PROGRESS OVERVIEW

Physiotherapist will get an overview of the extent to which the patient have **recovered motor functions**. This allows the physiotherapist to tweak and adjust the exercises based on the patient's mobility to **prevent overuse or overstrain of** the affected muscle groups or even to **speed up the recovery process**.



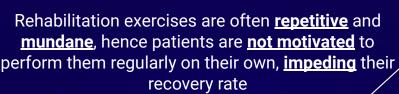
	Analysis Report	
\$ Squats	Avg. Time Taken/Rep Avg. Positional Accuracy	0:05 78%
Lunges	Avg. Time Taken/Rep Avg. Positional Accuracy	0:07 75%
	-	(27-49-04)-053

EXERCISE SESSION REVIEW

Physiotherapist are able to **analyse progress** of patients by inputting metrics such as *positional accuracy* into a machine learning model. This also allows them to give **more accurate feedback** to the patient in terms of their form to prevent the injury from aggravating.

Augmented Reality Gamification













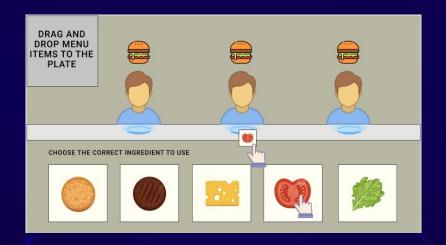
Augmented Reality-Based Gamification

Simulate everyday items into a virtual environment for the user to interact with in a fun and enjoyable manner.





Augmented Reality Gamification





AUGMENTED REALITY

AR Markers are placed on physical objects to represent ingredients. This enables the user to handle a realistic weight. We use AR to be able to represent objects in a virtual environment with a different appearance.



This gamifies the exercise. An example of a game would be to move ingredients to create a meal for customers.

User Journey

STEP 1

User schedules free slots with EXO-AI, at any location.

Flexible in regards to the amount of time they can spend per day on EXO-AI





STEP 2

Physiotherapist will pre-plan exercise routine depending on user's specific requirements (E.g. recovery for military activity).

Can be done before the user's timeslot, or in real-time





User Journey

STEP 3

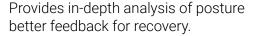
Putting on EXO-S and activating EXO-M, user can access the step-by-step routine, with visual demos shown on EXO-M and active physical corrective action by EXO-S





STEP 4

EXO-M will record the participant's treatment, which can be viewed by the physiotherapist at another time or location.







Competitive Matrix





EXO-Al Strengths



Flexible Schedule

Exoskeleton-only companies have very specific time slots and locations, resulting in lower flexibility in schedule while we aim to achieve **high flexibility in schedule** by providing more time slots and locations.



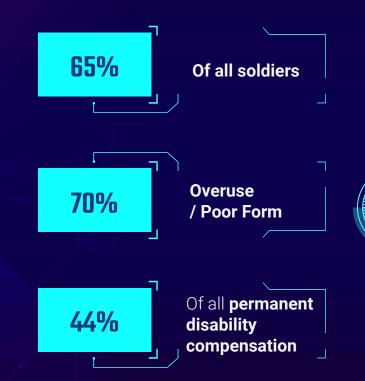


Physiotherapists are able to **customise** each routine to every patient to their needs, which is not possible with traditional exoskeleton-only companies, as their exoskeletons only cater to a few specific movements (e.g. Walking). Preventing future repeat injuries requires **posture/form correction** on the more advanced exercises which can be achieved with EXO-AI to **further improve recovery rates** in the long run.



Musculoskeletal Disorders (MSDs) in the Military





Overuse injuries, like stress fractures, can be prevented in future injuries with proper form, technique and exercise.

Patient Care Cost per year in the U.S. Military



\$434 Million

Business Value

<u>Amount Spent Per Year</u> On Recovery Treatments For Military Personnel In The U.S.

> \$ 434,000,000 / Year

<u>Average Spending</u> Per Customer On Traditional Physiotherapy

> \$85 - \$320 / Session

<u>Total Spending</u> Per Customer On Traditional Physiotherapy

> \$680 - \$2560 / Injury

> > *8 Sessions Average per injury



Over the course of 2 months for injury recovery, there is an average of 8 visits to a physiotherapist and 2 visits to a medical doctor, making physiotherapy a **larger medical expense** as compared to doctor consultations.





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THANK YOU

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A peer-reviewed statistical explanation on YS's attractiveness



= Poggers?



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