

METIS

User Manual

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Introduction

Tourette Syndrome is a neurodevelopmental disorder that begins in childhood or adolescence. It is characterized by multiple motor and vocal tics. Common tics are blinking, coughing, throat clearing, sniffing, and other facial movements. The tics often go unnoticed by casual observers.

As for today, there is no known way for quantifying the percentage of functionality among people who have this disorder.

This need ignited the birth of 'Metis', an application for data gathering about young Tourette Syndrome patients.

The project is led by Professor Izhar Bar-Gad and Yocheved Loewenstern of the 'Gonda multidisciplinary brain research and studies center'.

The application includes games and videos for the experiments and the patients engages with them while the data is gathered on the fly. The list of wanted sensors for each patient is decided by the researcher and a video of the patient is being recorded for each session. After the data is gathered by the application, it will be analyzed by the researchers in order to quantify the level of the disorder. The end goal is to have scaling of the syndrome.

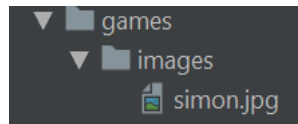
Disclosure: The goal of the application is experimental and therefore it should not be used without a dedicated researcher who knows the legal limitations and the procedure of the experiment it was invented for.

Installation Guide

- a. The application is only supported by phones with Android operating system, and was tested specifically on **SAMSUNG Galaxy A50** model.
- b. Before the first run of the application, the user must add the basic files, following these steps:

0. Connect the phone (USB/USB-C cable) to the PC.
1. Enter This PC -> SAMSUNG Galaxy A50.
2. Navigate to internal storage -> Android -> data -> com.example.metis -> files -> data
3. Inside this folder add 4 folders:
 - 3.1 default_image – in this folder, enter an image that will be set as default.
 - 3.2 JSONs – enter an applicationData.json file
 - 3.3 games - inside this folder, create a folder that called images, for this folder add pictures with the names of the games.

For example:



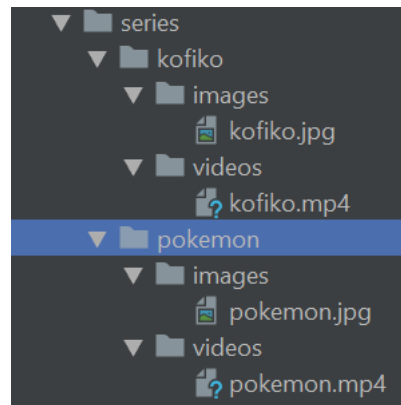
- 3.4 series - inside this folder, create a folder for each series to be added to the application.

For each folder add two folders with the following names:

- a. images
- b. videos

In each folder you can add pictures and videos, based on your series.

For example:

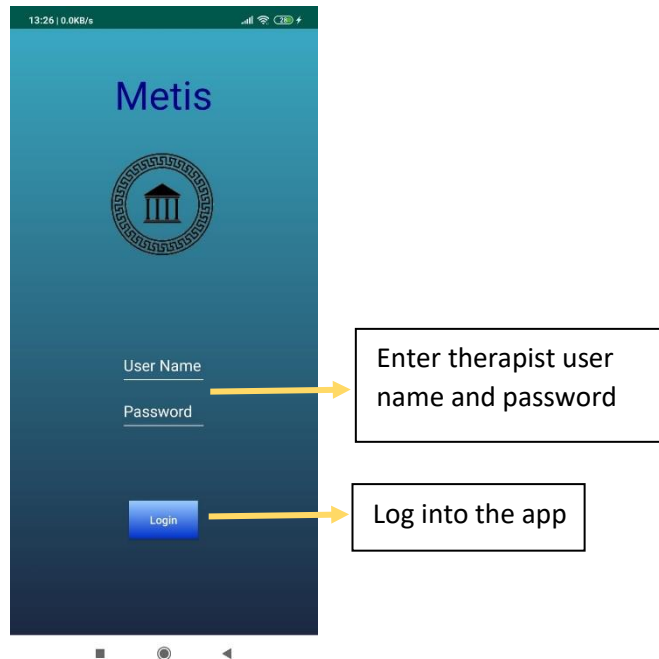


- c. Grant permissions to the application on the phone, as follows:
settings -> applications -> metis -> “shown above other details” -
allow this permission.

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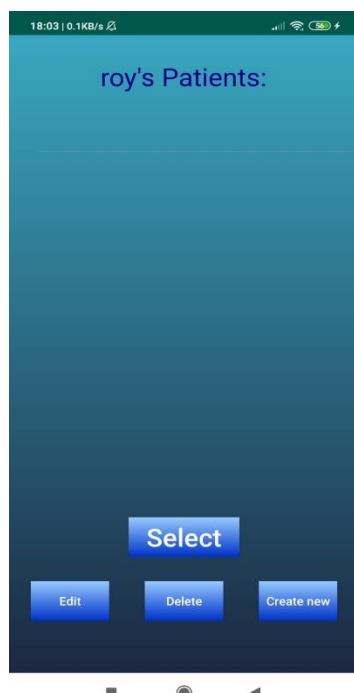
Therapist windows

1. Login Window



2. Setting up a patient Window

If it is the first time of the therapist, this window will be empty of names and will appear as in the image below. We will use the “Create new” button to define a new patient.



3. Patient Data Window

After clicking the “Create new” button we will display the window and fill in the details, as presented in the image below.

The image shows a mobile application interface for entering patient data. The screen has a dark blue gradient background. At the top, the status bar shows the time 18:03, data usage 0.2KB/s, and battery level 57%. The main heading is "Insert patient data:". Below this are three input fields: "ID" (a text input field), "Camera Resolution:" (a dropdown menu currently showing "480p"), and "Dominant hand:" (radio buttons for "Right" and "Left"). At the bottom is a blue "Next" button. Three yellow arrows point from text boxes to the input fields: "Enter patient ID" points to the ID field, "Choose camera resolution" points to the Camera Resolution dropdown, and "Choose if the patient is right-handed or left-handed" points to the Dominant hand radio buttons.

18:03 | 0.2KB/s 57%

Insert patient data:

ID

Camera Resolution: 480p

Dominant hand: ☐ Right ☐ Left

Next

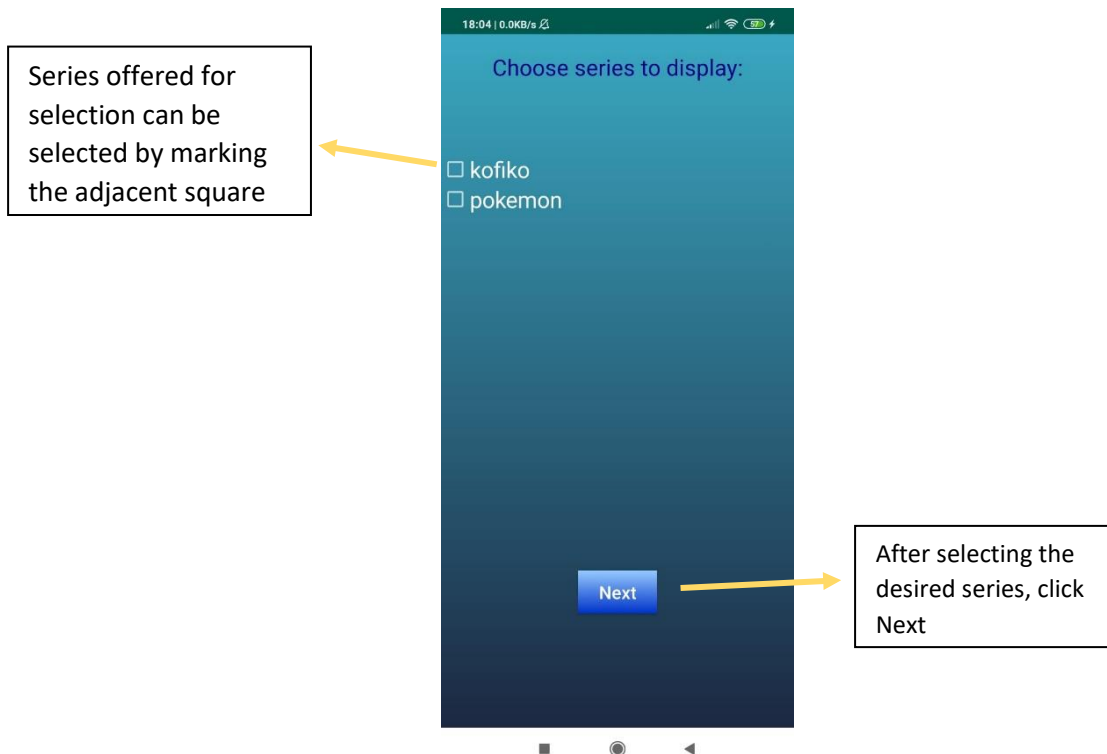
Enter patient ID

Choose camera resolution

Choose if the patient is right-handed or left-handed

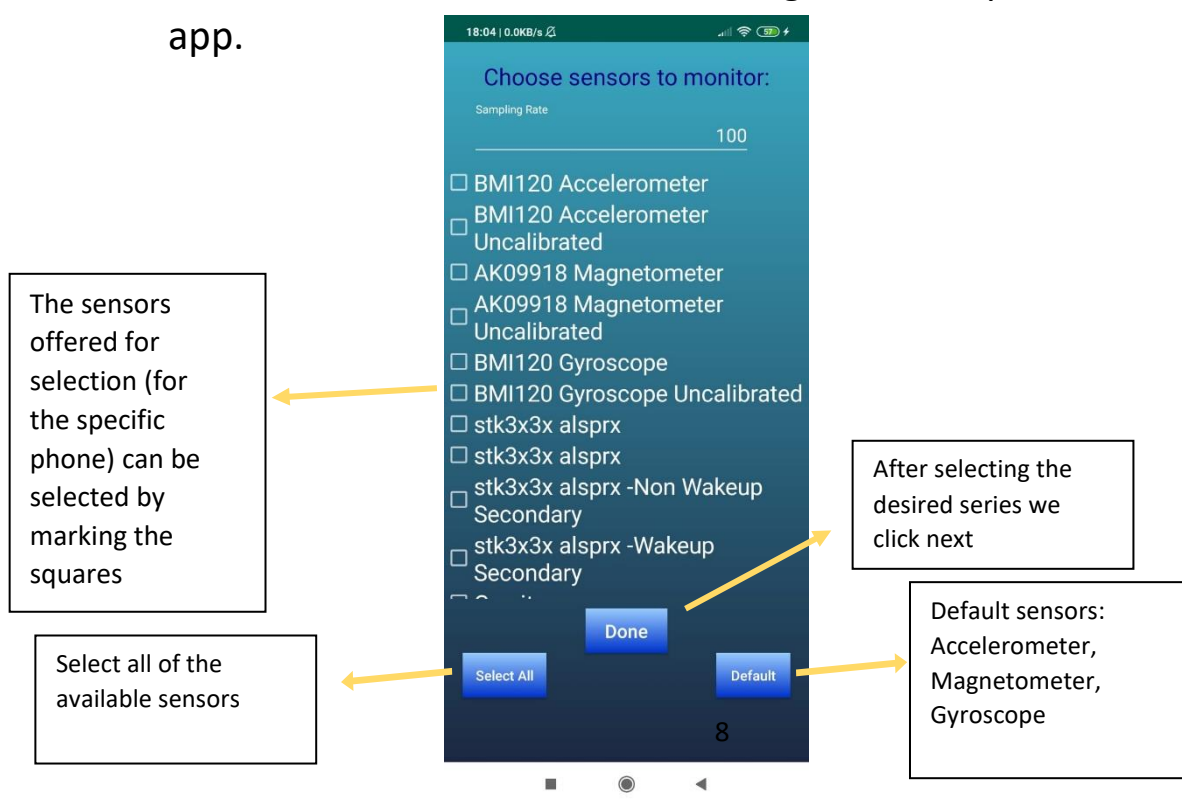
4. Series Selection Window

After clicking the Next button, we will go to a window where you have to configure the series that the patient can see.



5. Sensor Selection Window

After clicking Next, we will go to the last patient setup window to set which sensors should be working when the patient is using the app.

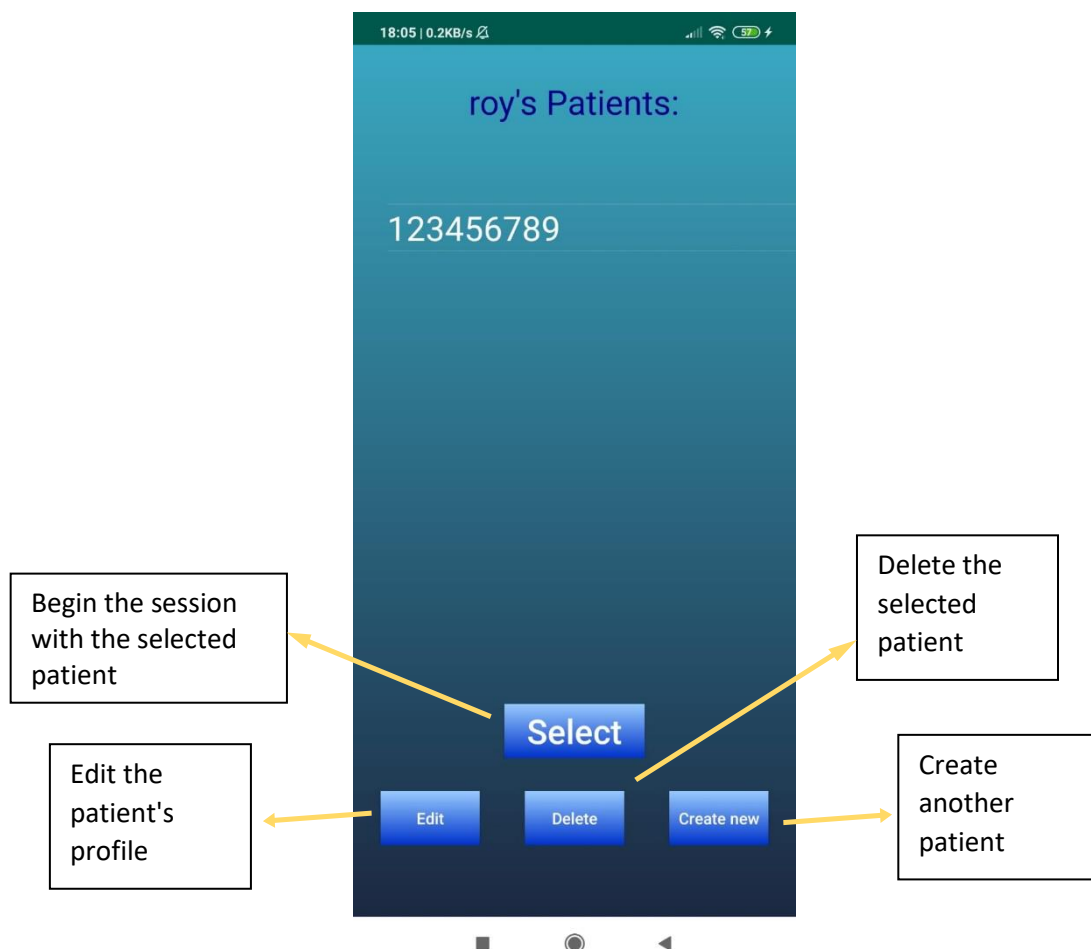


6. Setting up a patient window

After setting up the patient user we will return to the main menu which should look like the image. We'll mark the patient with whom we want to work with our finger.

Instructions:

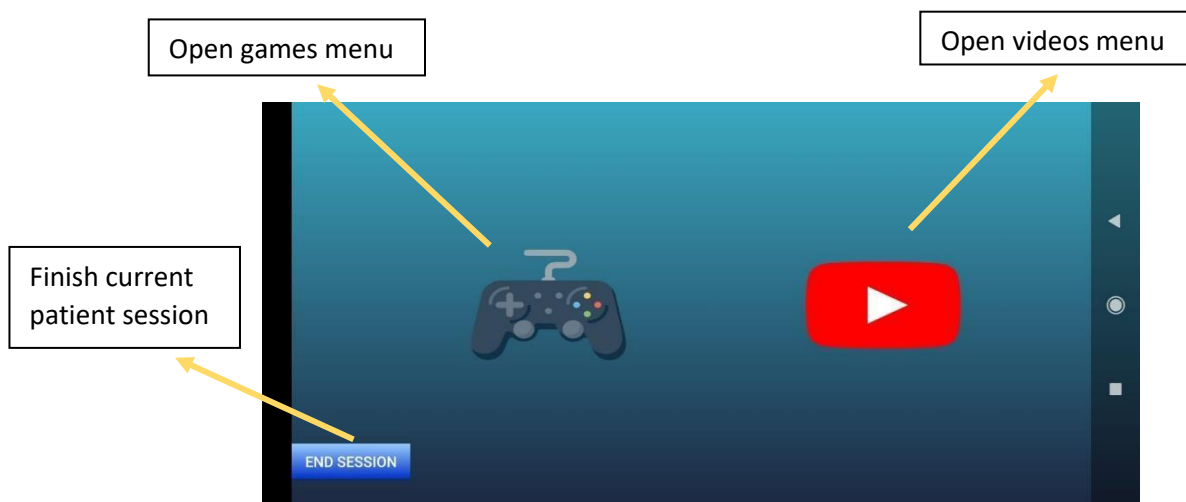
- Press Edit - If we want to edit the patient's profile and return to Step 3.
- Press Select - to start the test.



Patient windows

7. Main Menu Window

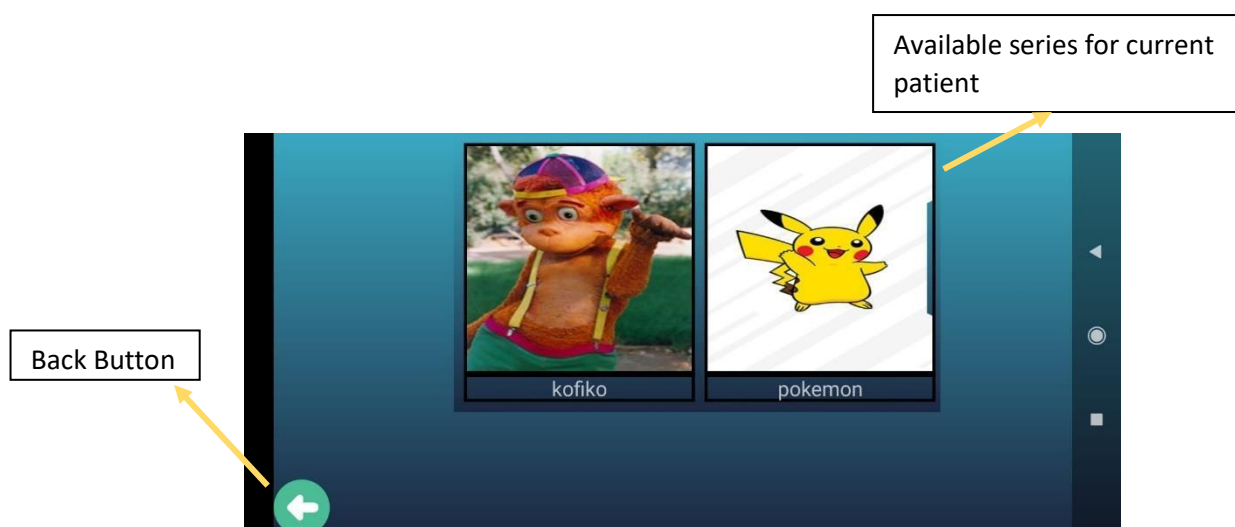
After pressing the Select button the use of the cellphone goes to the patient's use. The camera and sensors will start operating in this stage. The main menu for the patient:



The 'END SESSION' button is for the therapist use only, and when the button is pressed a popup window will appear, asking for the therapist's password. When the therapist ends the session the application will close, requiring reactivation for the next session.

8. Series Menu Window

Pressing the videos button leads to a screen in which the patient can choose which series/video he wants to watch.



9. Games Menu Window

Pressing the games button leads to a screen in which the patient can choose which game he wants to play.

