"Human-Machine Interactions for Understanding and Rehabilitating Sensorimotor Function"

My work exploits multimodal sensory feedback and virtual reality to improve sensorimotor rehabilitation outcomes and chronic assistive device experience for individuals with neurological impairment or amputation. This talk will focus on some current projects on sensory substitution for users of prosthetic hands and intermuscular coherence during fine motor control of the hand, as well as future work using video gaming for swallowing rehabilitation.