An Active Prosthetic Device

By: Jannell Broderick, Allison Cutler, Felicity Escarzaga, Toni Goss

Project Description



Project Description:

This project aims to provide below-elbow amputees with an affordable prosthetic, that can provide them with a sense of touch.

- This prosthetic can be easily replicable by others
- It can be sized for anyone in need
- It can also have temperature or pressure based sensing

Client

Dr. Winfree

Dr. Kyle Winfree is the director of the Wearable Informatics Lab (WIL) and heads the Go Baby Go project at Northern Arizona University (NAU).

He will be the starting Client and will provide the design requirements.

Recipient

Family in the NAZ community

By mid October a recipient family will be determined from the Northern Arizona community.

This family will become the final client and receive the finished arm.

Background & Benchmarking



Background

Cost: The most sophisticated design for below- elbow amputees can cost upward of \$20,000

Time: 4-6 weeks to fit a prosthetic arm, with five years of use before replacement.

Materials: Typically made with plastic, titanium, metal gears, and electrical sensing components.

Process: Materials can be melted to take shape or 3D printed. Parts are usually bolted together



Benchmarking

• Current E-Nable Hands

- 1. Lightweight design that utilizes the power of the wrist to open and close the hand.
- 2. E-Nable- Community that creates prosthetic hands for those in need using 3D printers. The cheaper material provides more affordable options.

• Animal 3D printed Prosthetic

- 1. Animal avengers- Group of volunteers that create prosthetics for animals using 3D printers.
- 2. Can create anything from beaks to custom fit prosthetic legs and arms.

• Prosthetic that feels pain

- 1. Creates the feeling of "Pain" by stimulating peripheral nerve endings
- 2. Patience can feel like there is nothing missing, as if they never lost their arm
- 3. Team from Hopkins university created the design, using funding from Space@Hopkins as well as other fellowship grants







Customer & Engineering Requirements



Design Requirements

Project Features

- Scalable and customizable size
- Light weight
- Electromechanically controlled
- Sense touch
- Relay touch via haptic interface
- Rechargeable (8 hours of charge)
- Customized hardware
- Customized software
- Identify intention, predicting and acting in user command
- Downloadable design files



Customer Requirements

- Aesthetically pleasing
- No pain or discomfort or strain
- Haptic sensing system
- Scalable
- Customization
- Easy to clean
- Light weight
- Durable



Engineering Requirements

- Scaleable Size (in)
- Weight (lbs)
 - Must be ≤ to the portional weight of what the recipients arm would have been
- Budget (\$)
 - o **< \$500**
 - Material Properties
 - Thermo formal
 - Strength (psi)
 - Force to actuate (N)
- Force of Grip (N)
 - Number of Parts (#)

House of Quality					Pr	oject:	AnA	ctive	Prost	hetio	Device	e			
House of Quality		System QFD				Date:	Septe	mber	16, 20	018					
	1.18						1	nput an	eas an	e in Bk	Je:				
	1	Scaleable Size		1											
	2	Weight				_									
	3	Budget				1					Legend				
	4	Material Properties				-3	1						e Hands		
	5	Force to actuate		3	-3		3	1		-			3D print		
	6	Force of Grip					3	9	1		С	Prosth	stic that	feels p	ain
	7	Number of Parts		3	3	-3	(*****) 	199-1995 1997		1	1	1	1		
					Tec	hnica	Requ	iremer	nta	-	Cust	omer O	pinion	Survey	y
		Customer Needs	Customer Weights	Scaleable Sze	Weght	Budget	Material Properties	Farce to actuate	Faroe af Grip	Number of Parts	1 Poor		Acceptable	1	5 Excelent
	1	Aesthetically pleasing	1	9	0	3	0	0	0	1	1-	64	ABC	4	ŝ
	2	No pain or discomfort or strain	4	3	9	0	3	9	6	3	С		B	A	-
	3	Scalable	3	9	3	3	3	3	0	6		С	B	A	
	4	Customization	3	9	3	3	1	3	6	6				AB	
	5	Easy to clean	2	0	0	1	3	0	0	3	-	ABC	-		
	6	Light weight	3	3	9	1	9	1	0	6	-	C	В	A	
	7	Durable	4	1	3	0	9	1	3	3			AB		
	8	Haptic sensing system	4	0	0	9	0	9	9	0	AB				C
	9														1
	10														
	11														
		Technical Requ	uirement Units	u	Ds.	67	SC.	z	z	*					
		Technical Require	ement Targets	9	1.72	500	~1000	10	1000	<100					
		Absolute Technic	cal importance	88	53	62	53	26	06	85					
		Relative Technic	cal importance	10	N.	9	N	Ŧ	(7)	4					

Technical Vs Customer Requirements

		Technical Requirements						
CustomerNeeds	Customer Weights	Scaleable Size	Vve ight	Budget	Material Properties	Force to actuate	Force of Grip	Number of Parts
Aesthetically pleasing	1	9	0	3	0	0	0	1
No pain or discomfort or strain	4	3	9	0	3	9	6	3
Scalable	3	9	3	3	3	3	0	6
Customization	3	9	3	3	1	3	6	6
Easy to clean	2	0	0	1	3	0	0	3
Light weight	3	3	9	1	9	1	0	6
Durable	4	1	3	0	9	1	3	3
Haptic sensing system	4	0	0	9	0	9	9	0
Technical F	Requirement Units	in	bs		psi			
Technical Rec	Technical Requirement Targets		1.72 lb	\$00 \$	~1000 P	10 N	1000 N	<100 #
Absolute Tec	Absolute Technical Importance		93	62	93	97	06	85
Relative Tec	hnical Importance	so.	2	9	0	-	e	4

Technical Requirements Ranking:

- Force to actuate
- Weight
- Material Properties
- Force of grip
- Number of Parts
- Scalable Size
- Budget

Technical vs Technical Requirements

Scaleable Size	2	>						-
Weight			1					
Bud get								
Material Properties				-3				
Force to actuate		3	-3		3	1		
Force of Grip					3	9	1	
Number of Parts		3	3	-3				1
			Te	chnica	Requ	iremer	nts	
	Customer Weights	Scaleable Size	Weight	Budget	M aterial Properties	orce to actuate	Force of Grip	Number of Parts
Customer Needs	ü	Sc	Ň	Bu	M	F o	Fo	Z

Most technical requirements have positive correlation with each other. The budget has a negative correlation because more parts and different material are expensive.

Benchmarking Ranking

- A. E-Nable Hands
- B. Animal 3DprintedProsthetic
- C. Prosthetic that feels pain

	Cus	tomer	Opinio	n Sur	vey
	Poor		Acceptable		Excellent
Customer Needs	-	CN	m	4	5
Aesthetically pleasing			ABC		
No pain or discomfort or strain	С		В	Α	
Scalable		С	В	Α	
Customization			С	AB	
Easy to clean		ABC			
Light weight		С	В	Α	
Durable		С	AB		
Haptic sensing system	AB				C

Schedule & Budget



Task Name 👻	Duration	- Start -	Finish 👻	Sep 2, 18 Sep 9, 18 Sep 16, 18 Sep 23, 18 Sep 30, 18 Oct 7, 18 Oct 21, 18 Oct 22, 18 Nov 4, 18 Nov 11, 18 Nov 18, 18 Nov 25, 17 S M W F S T T S M W F S T S M W F S T T S M W F S T T S M W F S T T S M W F S T T S M W F S T T S M W F S T T S M W F S T T S M W F S T T S M W F S T T S M W F S T T S M W F S	
	6 days	Wed 9/5/18		Whole Team	
Presentation 1	6 days	Wed 9/12/18	Wed 9/19/18		
Initial Setup	2 days	Wed 9/12/18	Thu 9/13/18	Whole Team	
Project Description	3 days	Thu 9/13/18	Sat 9/15/18	Internet Felicity Escarzaga	
Background & Benchmark	3 days	Thu 9/13/18	Sat 9/15/18	Toni Goss	
CN & ER	3 days	Thu 9/13/18	Sat 9/15/18	Mannell Broderick	
Budget and Schedule	3 days	Thu 9/13/18	Sat 9/15/18	Allison Cutler	
Rehearsal	1 day	Sun 9/16/18	Sun 9/16/18	🎽 Whole Team	
Presentation 1	0 days	Wed 9/19/18	Wed 9/19/18	♦ 9/19	
4 Website	66 days	Wed 9/12/18	Wed 12/12/1:		
Website Check 1	0 days	Wed 9/26/18	Wed 9/26/18	♦ 9/26	
Website Check 2	0 days	Wed 10/31/18	Wed 10/31/18	10/31	
Website Check 3	0 days	Wed 12/12/18	Wed 12/12/18		
Concept Generation	13 days	Wed 9/26/18	Fri 10/12/18		
Generate Concepts (5ea)	6 days	Wed 9/26/18	Wed 10/3/18	Whole Team	
Evaluation	6 days	Thu 10/4/18	Thu 10/11/18	Whole Team	
Analytical Analysis	3 days	Wed 10/10/18	Fri 10/12/18	Whole Team	
Analytical Memo Due	0 days	Fri 10/12/18	Fri 10/12/18	◆ 10/12	
Presentation 2	16 days	Wed 9/26/18	Wed 10/17/1:		
Project Description	16 days	Wed 9/26/18	Wed 10/17/18		
Designs Considered	16 days	Wed 9/26/18	Wed 10/17/18		
Design Selected	16 days	Wed 9/26/18	Wed 10/17/18		
Schedule & Budget	16 days	Wed 9/26/18	Wed 10/17/18		
Presentation 2	0 days	Wed 10/17/18	Wed 10/17/18	♦ 10/17	
A Reports	41 days	Wed 9/26/18	Wed 11/21/1:		
Preliminary Report	16 days	Wed 9/26/18	Wed 10/17/18	Whole Team	
Analytical Report	21 days	Wed 10/10/18	Wed 11/7/18	Whole Team	
Final Report	21 days	Wed 10/24/1	Wed 11/21/18	Whole Team	
Presentation 3	21 days		8 Wed 11/14/1		
Project Description			3 Wed 11/14/18		
Design Description	- Sugar		3 Wed 11/14/18		
Design Requireme			8 Wed 11/14/18		
Schedule & Budge			3 Wed 11/14/18		
Prototype	36 days	Wed 10/17/1	8 Wed 12/5/18	l l l l l l l l l l l l l l l l l l l	
Prototype Demo	0 days	Wed 12/5/18	Wed 12/5/18		12/5

Schedule

- Expecting 5 full arm prototypes
- 1 to 6 motors depending on design picked [5]
- 2 to 5 sensors
 depending on design
 picked [5]
- Shipping costs are to be determined
- Total Budget: \$500.00

4	TOTAL	\$269-\$470	
Shipping		TBD	
feedback sensor thing	2 to 5	\$14-\$35	option
Pressure Sensors	2 to 5	\$14-\$35	only one
Haptic Sensors	2 to 5	\$14-\$35	
ardumo-zeroj	max	\$180-360	
arduino-zero)	min	\$30-60	
Motor (arduino-uno,	1 to 6		
Frinting material (Kg)	x 5 full arms	\$75	
Printing material (kg)	1 per arm	\$15	61 (1)
Part	Qty	Cost (\$)	22

[1]Arnold, a. (2018). Injured Animals Get Second Chance With 3-D Printed Limbs. [online] News.nationalgeographic.com. Available at: https://news.nationalgeographic.com/2016/08/prosthetics-animals-rescued-3d-dogs-cats/ [Accessed 17 Sep. 2018].

[2]Canner, L. (2018). New 'e-dermis' brings sense of touch, pain to prosthetic hands: Electronic 'skin' will enable amputees to perceive through prosthetic fingertips. [online] ScienceDaily. Available at: https://www.sciencedaily.com/releases/2018/06/180620171004.htm [Accessed 17 Sep. 2018].

[3]Clements, "How Prosthetic Limbs Work" 25 June 2008.HowStuffWorks.com. https://science.howstuffworks.com/prosthetic-limb.htm> 16 September 2018

[4]Heilman, Rattner. "Medical Miracles," Redbook. May, 1991, p. 124+.

[5]LLC, "How Much Does A Prosthetic Arm Cost - Is It Really Expensive?," *Discover Devices*, https://discoverdevices.com/reviews/how-much-does-a-prosthetic-arm-cost-below-knee-prosthesis-types/.

[6]Owen, J. (2018). Enabling The Future. [online] Enabling The Future. Available at: http://enablingthefuture.org/ [Accessed 17 Sep. 2018].

[7] Sparkfun Electronics, Gella-Arduino, Megan Arnold-Blade, Pete, https://www.sparkfun.com/

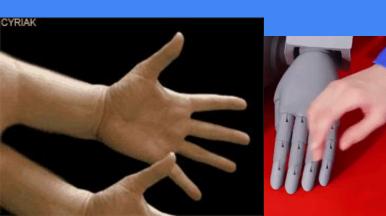


BRACE YOURSELVES HAND PUNS ARE COMING

You look like you could use a hand.

ĐA

Questions?



Things are getting out of hand!