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Abstract

- Patient suffered a severe infection resulting in the amputation of dominant hand thumb, pointer finger, and middle finger as well as loss of function of his ring finger
- Patient is now unable to complete simple tasks, resulting in the inability to find a job
- Design and create a low cost prosthetic thumb to act in opposition to the currently existing pinky to increase hand function for patient
- Successfully created working prototype controlled by wrist flexion

Background

- Amputations from infections account for 38 amputations in the US per day
 - Individually designed prosthetics often necessary due to variability in injury extent and location
- Cost of singularly produced prosthetic device is **expensive**
 - A technologically advanced prosthetic can cost \$70,000
 - “Budget” prosthetic can cost \$5,500-\$9,500
 - Poorly insured and uninsured patients lack cost effective solution.

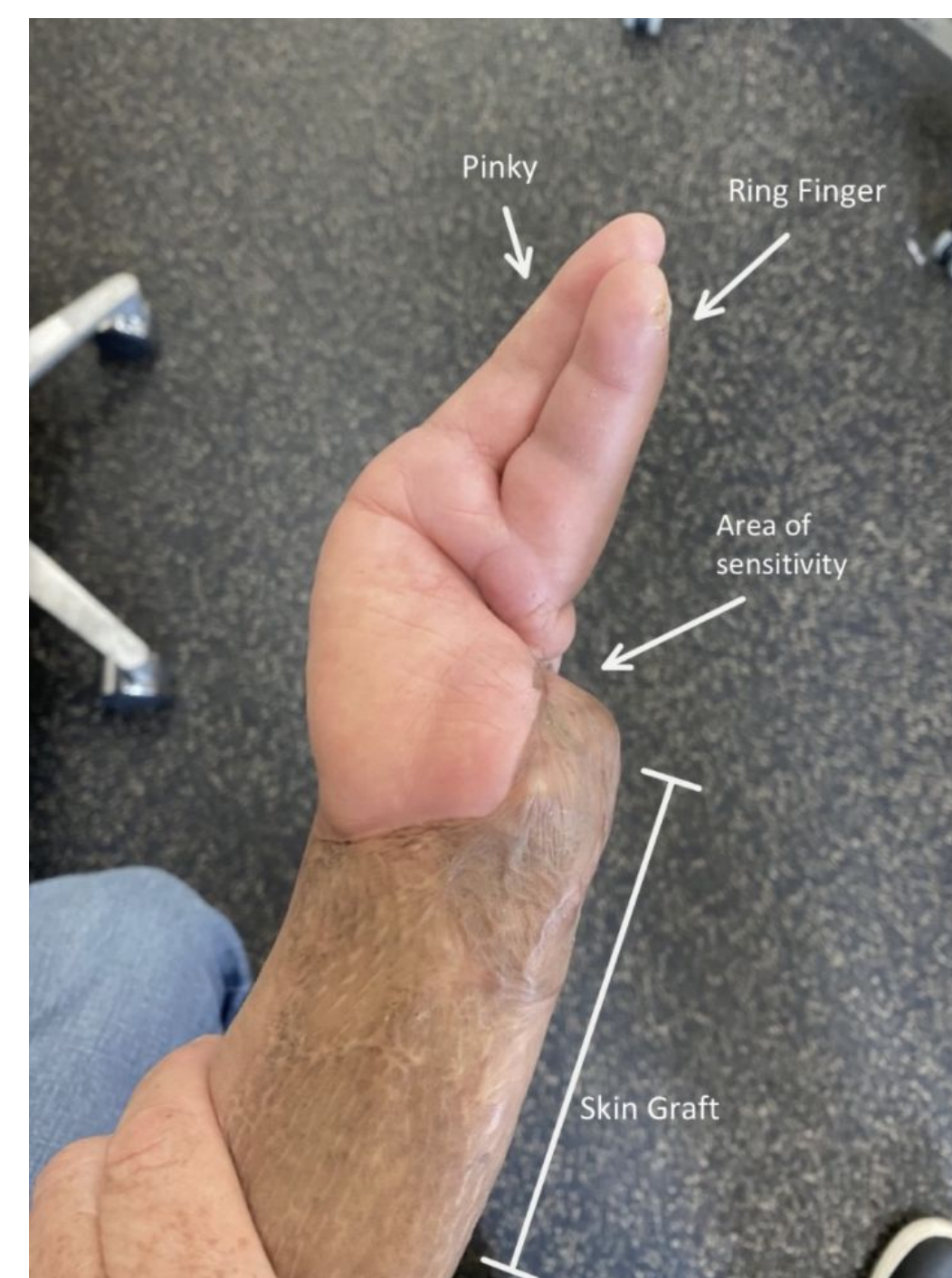


Figure 1: Image of Patient's Hand

Design Criteria

- Prosthetic must:
 - Work in opposition to the existing pinky
 - Stabilize and hold objects that range in size from 1-10 cm
 - Lift and hold objects up to 2.5 kg
 - Provide stability to perform fine motor skills such as writing
 - Allow for comfortable wear of up to 8 hours at a time
 - Perform skills needed for employment on an assembly line
 - Allow for future modifications based on specific work tasks desired
 - Have minimal cost and be accessible to low income/ uninsured amputees

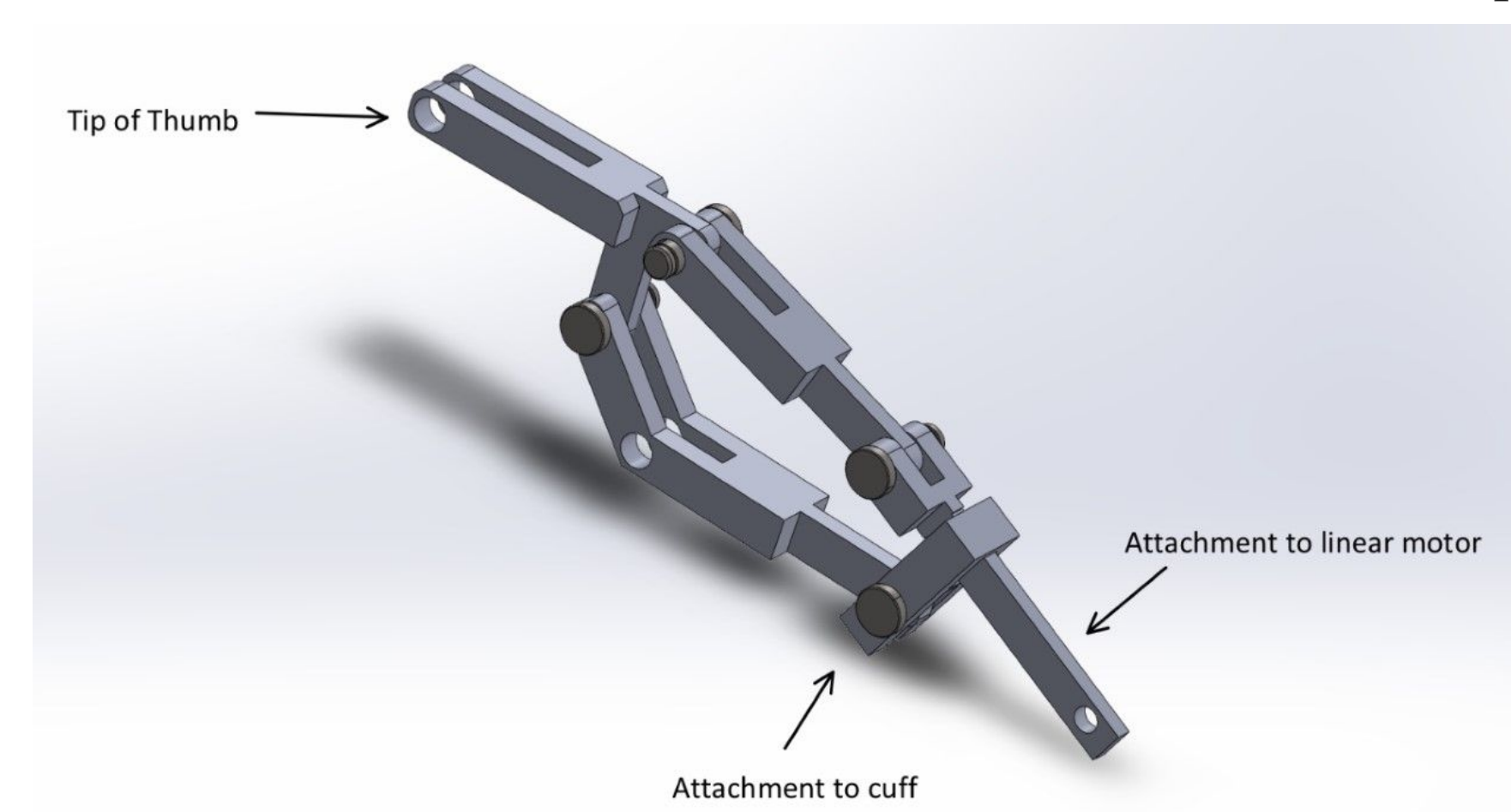


Figure 3: Mechanical Thumb Solidworks Design

Materials & Methods

Materials:

- ABS printed thumb mechanism
- Polystyrene thermoformed plastic
- Flex Seal
- Stainless Steel clevis pins
- Arduino and Motor Driver
- Battery powered Flex Sensor and Linear Actuator Motor

Methods:

- The thumb mechanism was drawn in Solidworks
- Printed with 60% infill ABS plastic
- Finger pads to be dipped into flex seal to aid grip
- Supported by stainless steel pins
- Moves with a 50mm stroke motor
 - Powered by a motor driver/arduino circuit.



Figure 4: Linear Actuator

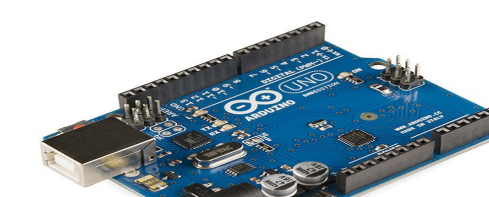


Figure 5: Arduino Uno



Figure 6: Flex Sensor

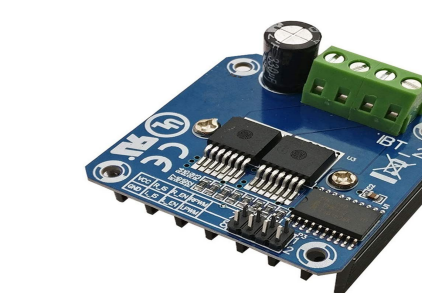


Figure 7: Motor Driver

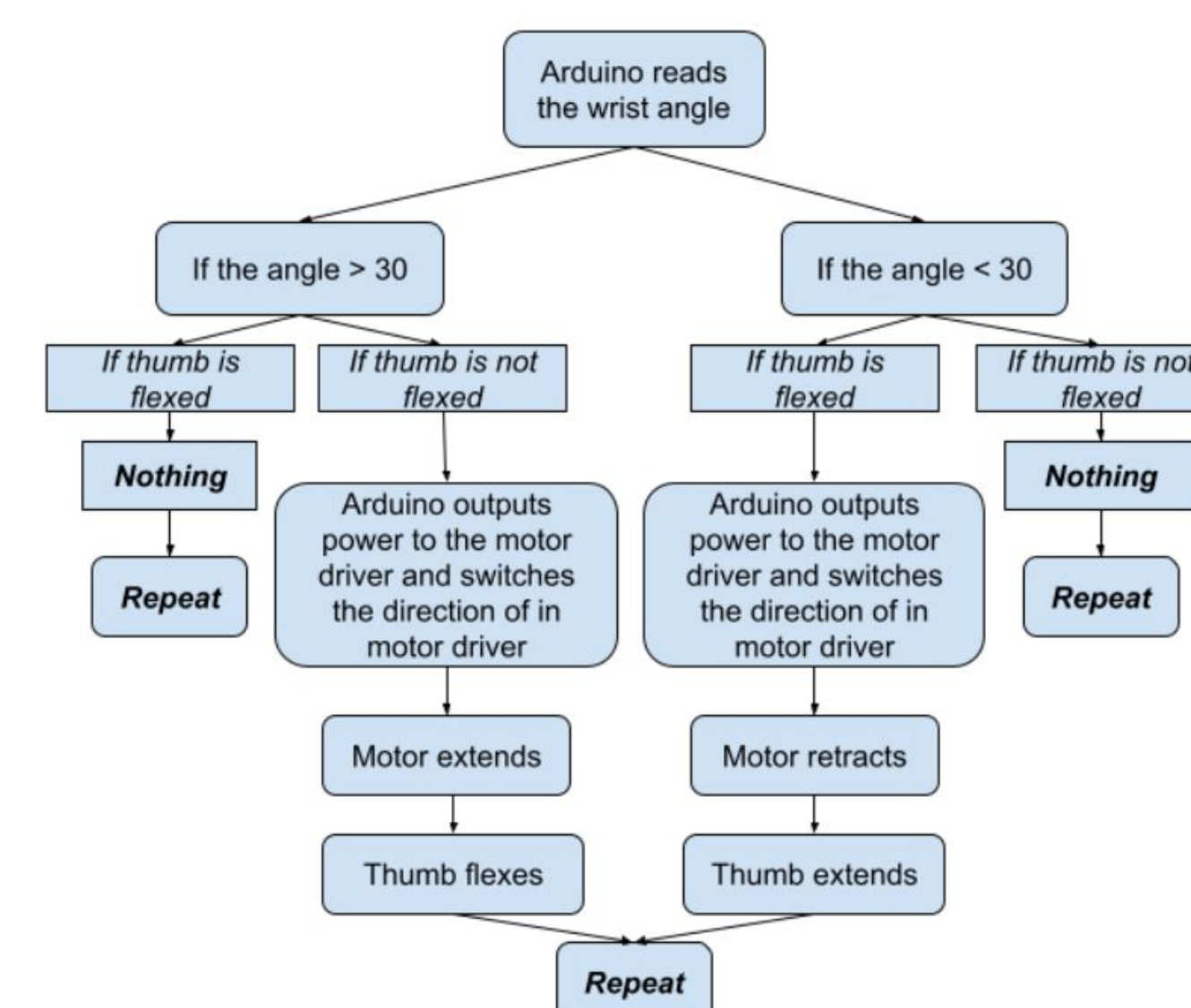


Figure 8: Flowchart of the code implementation

Testing and Results

- Basic test of motion performed (n = 10).
 - A pass/fail test to determine if replicated movement is possible.
 - Pass - consistent movement when deployed at full range
 - Fail = inconsistent movement (form of timing, force, length)
- Force output test
 - Average Max Output: 4.45N
 - Range: 3.43N to 4.91N
- Range of motion test:
 - Grasp range is 7-13 cm
 - Prosthetic moves 6 cm
 - 20 degrees of flexion measured in ImageJ
- Reaction time test:
 - Time from flex sensor deployment to full flexion of thumb
 - Compared data to the desired reaction time of 2.75 seconds
 - Significance test:
 - One Tailed Z-test
 - Reaction time $\geq 2.75s$
 - $p=0.00181$
- Current project cost < \$200: an affordable option for low-income individuals

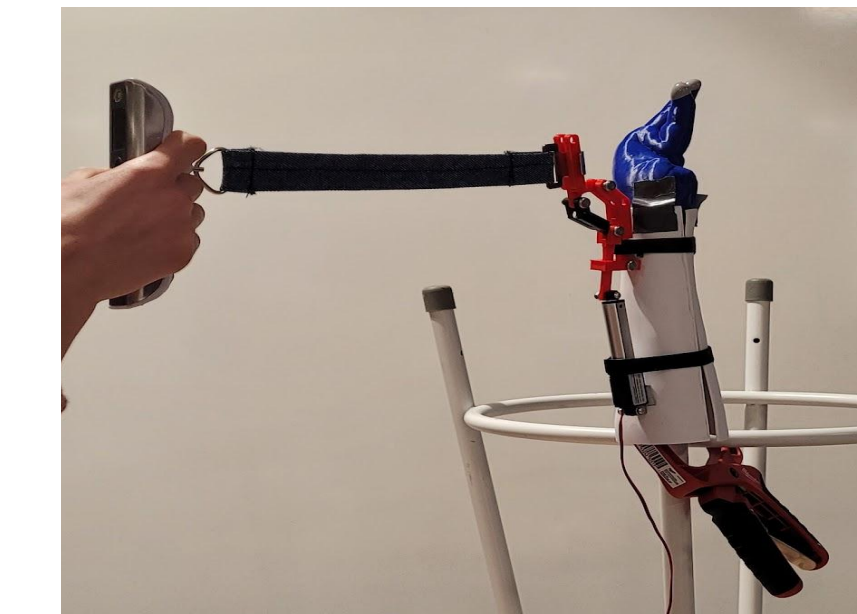


Figure 9: Picture of prosthetic successfully performing a force test



Figure 10: Picture of prosthetic successfully picking up small container.

Fabrication

Mechanism:

- The thumb mechanism moves by an upward linear motion supplying 13 cm range of motion with 20 degrees of flexion

3D Printing:

- Thumb parts designed on Solidworks and 3D printed using ABS Plastic

Cuff:

- Thermoformed to mold of patient's arm using 1/8" polystyrene

Attachment:

- Printed pieces attached using clevis pins
- Mechanical thumb attached to cuff using velcro
- Flex Seal as grip material on thumb tip for grasping

Circuit:

- Flex sensor that measures wrist flexion
- Inputs signal to Arduino Uno microcontroller
- Extension of a linear motor dependant on flexion

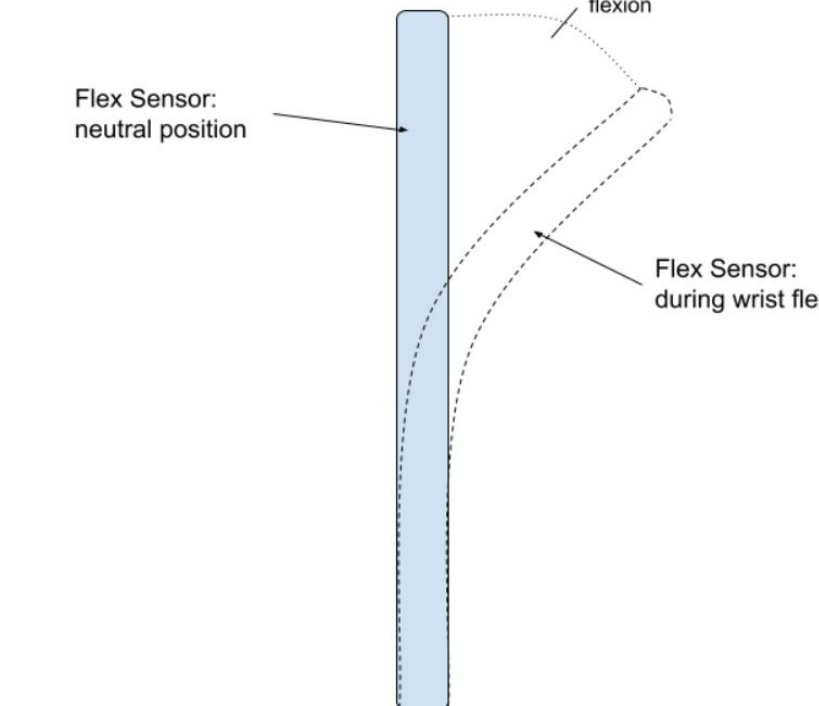


Figure 11: Model of flex sensor during wrist flexion

Final Design

- Final prosthetic manufactured based on the design criteria
- Cuff custom-made to the size of the patient's arm- to be attached tightly by velcro straps
- Motor and mechanical thumb are mounted onto the cuff
- Flex sensor is sewn into the fabric, worn underneath the cuff
 - controls the flexion of the prosthetic thumb
- More improvements to be made, but proof of concept has been achieved
- Prototype successfully demonstrated accurate range of movement
- Images of movement analyzed in ImageJ
- Accuracy of motion for Rest and full Flexion plotted in excel



Figure 12: Image of the Hand Design

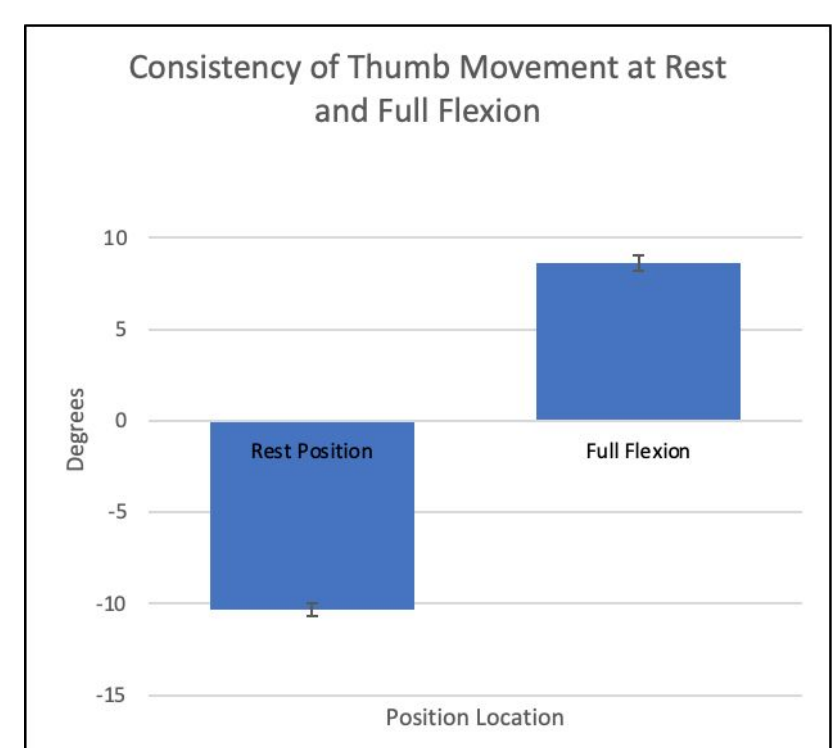


Figure 13: ROM Accuracy Analysis

Future Work

- Circuit to be condensed, soldered, and run by arduino nano
- Testing and calibration with patient to determine maximum flexion that correlates to maximum power-stroke by the motor
- Waterproof the circuitry
- Perform kinematic analysis
- Improve the mechanical design for greater movement and the addition of a writing attachment
- Make the design look more natural

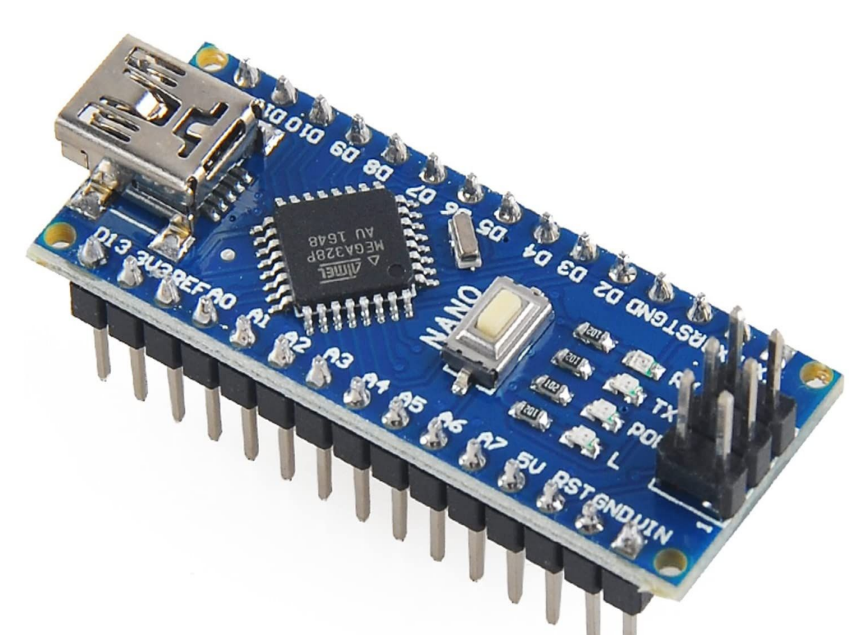


Figure 14: Arduino Nano

Acknowledgements & References

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Figure 2: Image of Skin Graft and Area of Amputation