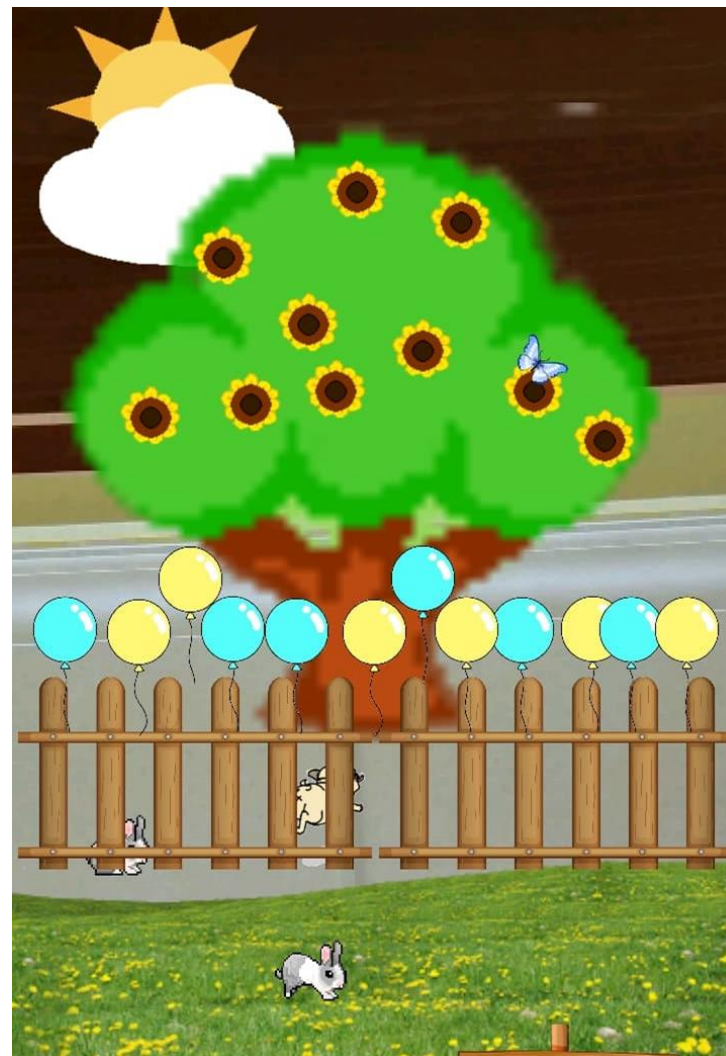
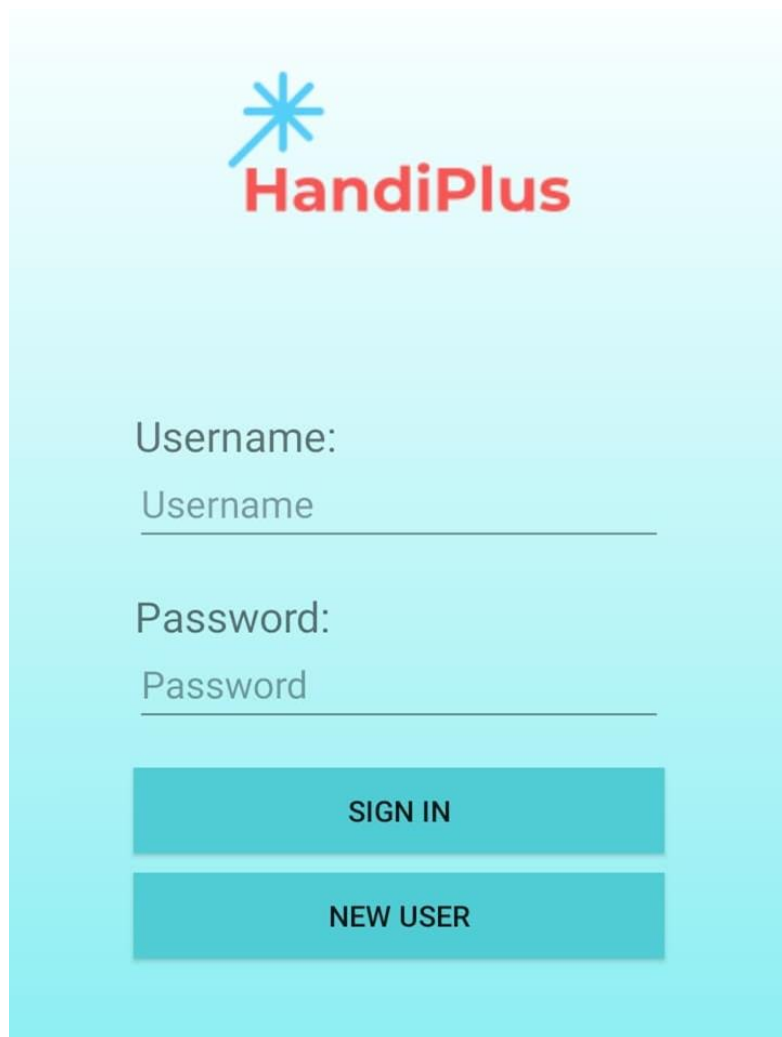


HandiPlus

Computer-assisted physical rehabilitation system for post-stroke finger grasp exercise

Student: Wong Yeow Ping Melvin

Supervisor: Professor Goh Wooi Boon



Project Objectives:

A game application that is able to determine stroke patient's rehabilitation improvement through a series of exercises by tracking the changes made to the tangible item without the need of doctors being present. The game is designed to keep patients interested in playing the game

This camera-based application is developed for an Android smartphone. The video of the user captured by the front-facing camera of the smartphone is processed using OpenCV vision libraries, which track the patients' interaction with the tangible object in order to measure their finger movements during the rehabilitation exercise.

