

Citation: Seçkin, M., Yaman Turan, N., "Rehabilitation glove device design". Journal of Engineering Technology and Applied Sciences 3 (1) 2018 : 75-81.

REHABILITATION GLOVE DEVICE DESIGN

Mine Seçkin*, Necla Yaman Turan

*Usak University, Usak, Turkey , Faculty of Engineering,
Usak, Turkey
mineIseckin@gmail.com, yaman.necla@gmail.com*

Abstract

In hand rehabilitation, physical therapy is applied to the hands and fingers regionally. In the treatment of hand rehabilitation, it is aimed to restore the hand function, to facilitate hand movements and to restore movement. Hand rehabilitation is not only the fulfillment of the hand function, but also the pain and seizures that occur at the same time. For the rehabilitation of the hand in work, each time the rehabilitation center or the hand movement provider instead of the different cost devices designed wearable rehabilitation gloves. It is aimed to rehabilitate the hand by making finger joint measurements of the person to be used, producing rings from the three-dimensional printer on the gloves, connecting the kevlar yarn to the servo motors, and opening and closing the fingers. The device is person-specific, portable and easy to manufacture and low cost. This feature allows the person to perform the rehabilitation of the hand wherever he is without going anywhere.

Keywords: rehabilitation, robotic glove, hand rehabilitation

1. Introduction

In the treatment of hand rehabilitation, it is aimed to gain the ability to grasp the fingers, to restore the hand function, to facilitate hand movements and to restore movement. Hand rehabilitation is not only the fulfillment of hand function, but also achieved resulting aches and pains will be eliminated. When studies on hand rehabilitation are examined; Mousavi Hondari et. al. Features a Spatial augmented reality system for rehabilitation of hand and arm movement [1]. Mulas et. al. designed an emg controlled exoskeleton for hand rehabilitation[2]. Luo et.al. made an integration of augmented reality and assistive devices for post-stroke hand opening rehabilitation [3]. Boian et. al made a virtual reality- based post stroke hand rehabilitation [4]. Adamovich et. al. designed a virtual reality-based exercise system for hand rehabilitation post-stroke. They presented preliminary results from a virtual reality based system for hand rehabilitation that uses a CyberGlove and Rutgers Master II-ND haptic glove[5]. Balasubramanian et.al. designe a robot assisted rehabilitation of hand function [6]. Fischer

et.al. made a study about hand rehabilitation following stroke, and a pilot study assisted finger extension training in a virtual environment [7]. Kawasaki et.al. presented a new hand motion assist robot for rehabilitation therapy [8]. Ueki et.al. presented a virtual-reality enhanced new hand rehabilitation support system that enables patients exercise alone [9]. Ito et.al. designed of motion assist equipment for disabled hand in robotic rehabilitation system. Their design's structure of each mechanism is designed to achieve independent, fine motion assistance, especially, for the individual fingers [10]. Lamercy et.al. designed a haptic knob rehabilitation of hand function on. Its mechanical design based on two parallelogram structures holding an exchangeable button, offers the possibility various hand sizes and finger orientations [11]. Simone et.al. designed a low cost instrumented glove for extended monitoring and functional hand assessment. They made a wearable finger flexion monitor developed to measure hand function in individuals with hand dysfunction was evaluated for feasibility, measurement repeatability and reliability, fidelity of wireless transmission, and user acceptance [12]. Connelly et.al. designed a pneumatic glove and immersive virtual reality environment for hand rehabilitative training after stroke [13]. Placidi designed a virtual glove, software based, which tracks hand movements by using images collected from webcams and numerical analysis [14]. Heo et.al. presented a comprehensive review of hand exoskeleton technologies for rehabilitation and assistive engineering, from basic hand biomechanics to actuator technologies [15].

In this study we designed a wearable hand rehabilitation glove. Thanks to this device a person who need hand rehabilitation does not have to go to the rehabilitation center every time and this device is very low cost. It is aimed to rehabilitate the hand by making finger joint measurements of the person to be used, producing rings from the three-dimensional printer on the gloves, connecting the kevlar yarn to the servo motors, and opening and closing the fingers.

2. Material and Method

2.1. Material

Materials that are used in this study and their usage aims are given in Table 1. The glove is produced as a cotton lycra mixture according to the manual measures for the comfort of the user. The rings were produced in a 3D printer using Poly Lactic Acid filament. Kevlar yarn is used because of the its abrasion resistance and strength.

Table 1. Rehabilitation hand glove materials and machines

Material	Purpose
Glove	To wear hand
PLA filament	Ring and motor place
Kevlar yarn	Motion mechanism
3d printer	To produce rings and motor place
Servo motor	Motion mechanism

2.2.Method

Production process steps;

1. As shown in Figure 1, a flexible glove is woven so that the wrist is long.



Figure1. Flexible glove

2. The finger joint measurements of the person to be used are taken and the rings according to the region from the 3D printer are drawn in the CAD program and produced in the printer as seen in Figure 2.

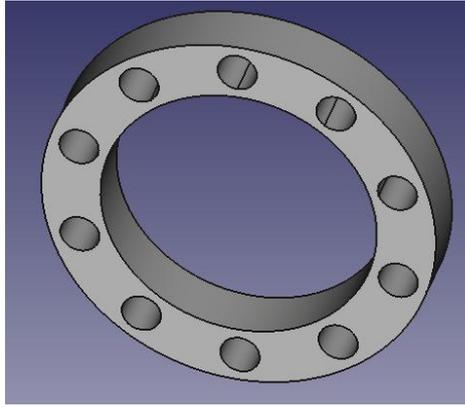


Figure 2. CAD drawing of rings

3. Rings are placed such a way as shown in Figure 3. They will not come into contact with each other in the joint area.



Figure 3. Placement of rings

4. A motor-matched component motor bed is made for the installation of the motors (Figure 4) and is produced in the 3D printer (Figure 5).

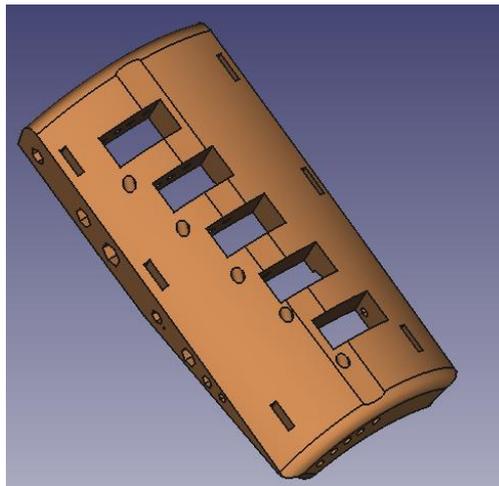


Figure 4. CAD drawing of the motor bearings

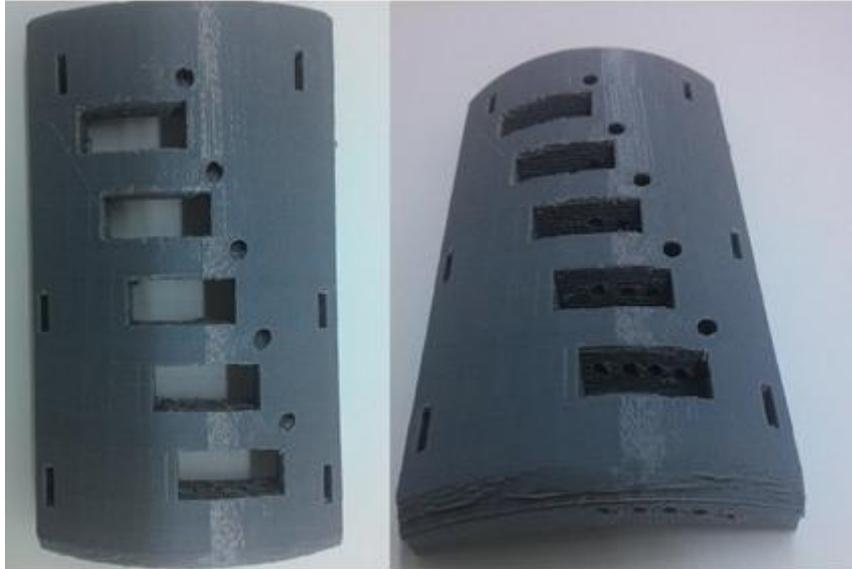


Figure 5. Motor bearing

5. As shown in Figure 6, motors are re placed into motor bearing.

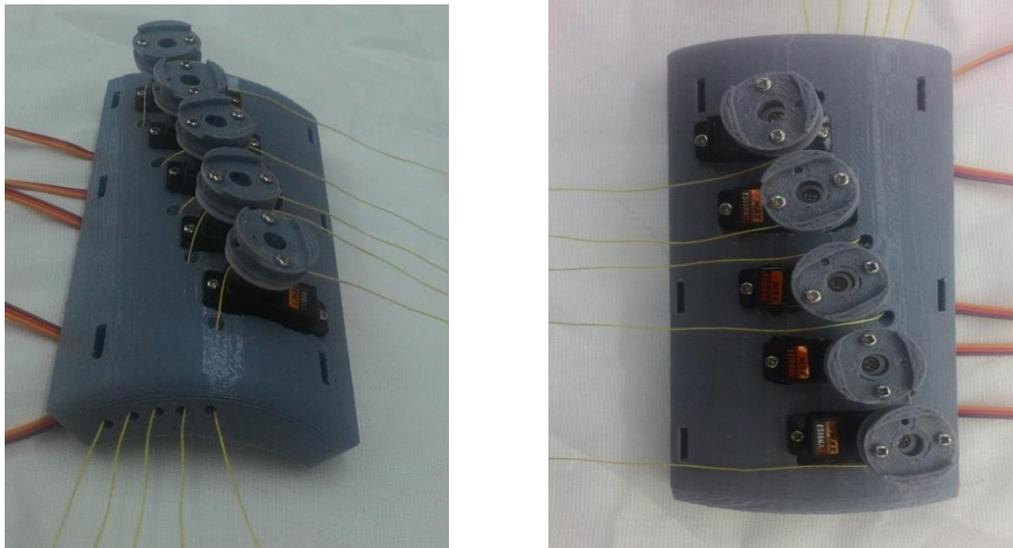


Figure 6. Motors are placed into bearings

6. Thread the kevlar yarn through the holes in the rings and connect the kevlar yarns to the servo motors as shown in Figure7.

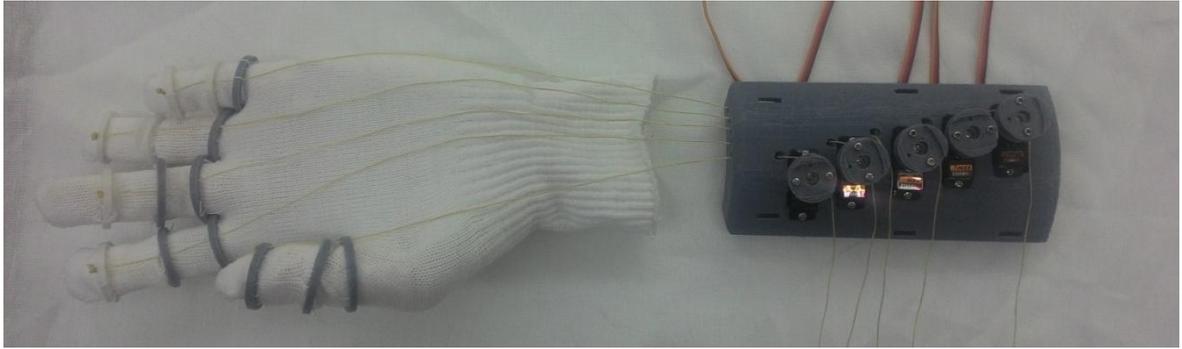


Figure 7. Final state of the rehabilitation glove

3. Conclusion

It is designed and manufactured for the purpose of applying physical therapy to hand and fingers. Advantages of the produced rehabilitation glove:

- Personalized production,
- Easy to wear, removable,
- Portable, not bulky,
- Available without assistance,
- Easy to use, without any assistance,
- Low cost,
- No need to go to the rehabilitation center.

In the study, the rings were drawn by connecting the kevlar yarns to the servo motors. Alternative to servo motors, rehabilitation gloves can also be produced by using motors with different attraction, different torques.

4. Acknowledgement

This study was performed under the project named “Limb Design with Wearable Soft Robotic Actuator for Amputees”, UBAP06 2015/TP005 Project in Uşak University. The 3D printer and other measurement instruments are supplied from Electronics Laboratory of Uşak University Technical Sciences Vocational School.

5. References

- [1] H. M. Hondori, M. Khademi, L. Dodakian, S. C. Cramer, and C. V. Lopes, “A spatial augmented reality rehab system for post-stroke hand rehabilitation.,” in *MMVR*, 2013, pp. 279–285.
- [2] M. Mulas, M. Folgheraiter, and G. Gini, “An EMG-controlled exoskeleton for hand rehabilitation,” in *9th International Conference on Rehabilitation Robotics, 2005. ICORR 2005.*, 2005, pp. 371–374.
- [3] X. Luo, T. Kline, H. C. Fischer, K. A. Stubblefield, R. V. Kenyon, and D. G. Kamper, “Integration of augmented reality and assistive devices for post-stroke hand opening

- rehabilitation,” in *2005 IEEE Engineering in Medicine and Biology 27th Annual Conference*, 2005, pp. 6855–6858.
- [4] R. Boian *et al.*, “Virtual reality-based post-stroke hand rehabilitation,” *Stud. Health Technol. Inform.*, pp. 64–70, 2002.
- [5] S. V. Adamovich *et al.*, “A virtual reality—based exercise system for hand rehabilitation post-stroke,” *Presence Teleoperators Virtual Environ.*, vol. 14, no. 2, pp. 161–174, 2005.
- [6] S. Balasubramanian, J. Klein, and E. Burdet, “Robot-assisted rehabilitation of hand function:,” *Curr. Opin. Neurol.*, vol. 23, no. 6, pp. 661–670, Dec. 2010.
- [7] H. C. Fischer, K. Stubblefield, T. Kline, X. Luo, R. V. Kenyon, and D. G. Kamper, “Hand Rehabilitation Following Stroke: A Pilot Study of Assisted Finger Extension Training in a Virtual Environment,” *Top. Stroke Rehabil.*, vol. 14, no. 1, pp. 1–12, Jan. 2007.
- [8] H. Kawasaki *et al.*, “Development of a hand motion assist robot for rehabilitation therapy by patient self-motion control,” in *2007 IEEE 10th International Conference on Rehabilitation Robotics*, 2007, pp. 234–240.
- [9] S. Ueki *et al.*, “Development of a Hand-Assist Robot With Multi-Degrees-of-Freedom for Rehabilitation Therapy,” *IEEEASME Trans. Mechatron.*, vol. 17, no. 1, pp. 136–146, Feb. 2012.
- [10] S. Ito, H. Kawasaki, Y. Ishigure, M. Natsume, T. Mouri, and Y. Nishimoto, “A design of fine motion assist equipment for disabled hand in robotic rehabilitation system,” *J. Frankl. Inst.*, vol. 348, no. 1, pp. 79–89, Feb. 2011.
- [11] O. Lamercy, L. Dovat, R. Gassert, E. Burdet, Chee Leong Teo, and T. Milner, “A Haptic Knob for Rehabilitation of Hand Function,” *IEEE Trans. Neural Syst. Rehabil. Eng.*, vol. 15, no. 3, pp. 356–366, Sep. 2007.
- [12] L. K. Simone, N. Sundarajan, X. Luo, Y. Jia, and D. G. Kamper, “A low cost instrumented glove for extended monitoring and functional hand assessment,” *J. Neurosci. Methods*, vol. 160, no. 2, pp. 335–348, Mar. 2007.
- [13] L. Connelly, Yicheng Jia, M. L. Toro, M. E. Stoykov, R. V. Kenyon, and D. G. Kamper, “A Pneumatic Glove and Immersive Virtual Reality Environment for Hand Rehabilitative Training After Stroke,” *IEEE Trans. Neural Syst. Rehabil. Eng.*, vol. 18, no. 5, pp. 551–559, Oct. 2010.
- [14] G. Placidi, “A smart virtual glove for the hand telerehabilitation,” *Comput. Biol. Med.*, vol. 37, no. 8, pp. 1100–1107, Aug. 2007.
- [15] P. Heo, G. M. Gu, S. Lee, K. Rhee, and J. Kim, “Current hand exoskeleton technologies for rehabilitation and assistive engineering,” *Int. J. Precis. Eng. Manuf.*, vol. 13, no. 5, pp. 807–824, May 2012.