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Using Lab-of-things in Wearable Computing Research and IoT Education

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Acknowledgements: Ryan Robucci, Sandy McCombe-Waller, Susan Fager, Buz Chiemlewski



Motivation: Home Automation for Paralysis Patients



12,000 Spinal Cord injuries/year

Estimated Lifetime Costs by Age of Injury

Severity of Injury	25 Years Old	50 Years Old
High Tetraplegia (C1-C4)	\$4,53, <mark>1</mark> 82	\$2,496,856
Low Tetraplegia (C5-C8)	\$3,319,533	\$2,041,809
Paraplegia	\$2,221,596	\$1,457,967
Incomplete motor function at any level	\$1,517,806	\$1,071,309

lifetime costs vary from 1-2 million

can we reduce the dependence on assistive care facilities?



Motivation[•] Technology is cumbersome and expensive



Laser-based keyboard

Interview-based study on the usability of these systems 10 patients (SCI, TBI, Scleroderma, PI]

It was wireless, which, the idea was good, but how it was implemented it was just a big clutter of stuff -- SCI patient [sip-n-puff nurse calling system]

I could switch the TV on...usually took a while.. The channels went up and I couldn't adjust the volume - on the laser-based TV control system



Non-intrusive wearable sensors for environmental control Wheechair pads Pillow covers Clothing



(controlling appliances, nurse calls, making 911 calls)

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Challenges

- Design wearable and durable proximity sensors
 - proximity sensing as touch may cause skin abrasion
 - non-intrusive sensors that meld into environment
 - low power consumption

- Adaptive Signal Processing
 - sensors should detect gestures irrespective of patient position and environmental noise





Allows focus on the core research component



Capacitive Sensors Arrays as Proximity Sensors





Raw capacitance is measured between the plate and human body



Hardware Prototype





Hierarchical Signal Processing Algorithm



Sensors

Example Pattern matching





Gesture

Other applications



Gait Analysis



Ankle and leg flexing motion for Rest Less Leg Syndrome



Using Lab-of-things for Classroom Teaching

- Taught a "Systems for Smart Home Automation" course
 - Spring 2014
 - 20 students (mix of graduate and undergraduate)
 - Computer Science and Computer Engineering majors
 - All material available:

http://www.csee.umbc.edu/~nilanb/teaching/691

- Use lab-of-things as the platform for teaching home automation
 - Initial learning curve for C# and .Net concepts like .Net remoting, System.AddIn, WCF.
 - Final project where students had to demonstrate their learning through a demoable Lab-of-things project

Syllabus divided into four modules

Cloud storage, web services, Remote access

Working with actual sensors [z-wave, cameras, kinect, energy meters, .Net Gageteer]

Basics of HomeOS (core of LoT) [Applications, Drivers, Scouts, ports, roles, Application domains]

Basic of C#, .Net concepts [WCF, System.AddIn, Unsafe Code, Attributes]



Sample Project completed in a month's time

Mental House Nick K. & Robbie G. - Project for Smart Home Automation University of Maryland Baltimore County

https://www.youtube.com/watch?v=mxvA2bmWMqY&feature=youtu.be



Conclusions

- Used lab of things for building wearable gesture recognition system
 - Use textile-based capacitive sensors as proximity sensors
 - Hierarchical signal processing algorithm for gesture detection.
 - Lab-of-things provided the tool that made integrating our sensors with a home automation system seamless
- Use Lab-of-things for classroom teaching
 - Students were able to produce fairly complex projects in less than a month time.
 - Some initial learning curve especially in learning .Net concepts



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