Cognition Inspired Movement Rehabilitation
for persons with severe physical trauma
Raviraj Nataraj, Department of Biomedical Engineering

Inducing Agency with Smart Wearables
“Cognition” Glove with Mixed-Mode Sensory Feedback

Engaging Interfaces to Train Muscle Control
Multisensory Feedback + Virtual Reality

Optimizing HMI for Rehabilitation
Adapting Interfaces from Brain and Muscle Signaling

Cognition Glove with Virtual Reality
Virtual Reality Training Environment
Sensors to record muscle activity
Vibrators for tactile feedback

Functional Grasp-Force Task with Display
Neurophysiological features