

# "Neuromotor" computer interface

A wristband that allows people to interact with computers through hand gestures could revolutionise computing, particularly for those with reduced mobility or finger amputations

## Compute capsule:

Digitises signals and streams data to computer using **Bluetooth**



Computer: Hand gestures translated into virtual navigation and selection commands

**One size fits all:**  
Adjustable **gap** between segments – placed over area of low muscle density

**Wristband:** Consists of **48 electrode sensors** configured across **16 segments (channels)**. Each channel tracks movement activity from inside arm

## Handwriting:

Sensors are acute enough to recognise writing and transcribe into text

hello

**Speed:**  
21 words per minute

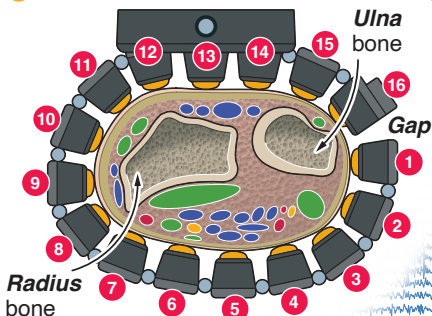
## CROSS SECTION THROUGH LOWER ARM

● **Fingers and thumb muscles**

● **Tendons**

● **Other muscles**

● **Arteries**



**Data:** Computer learns data patterns linked to movements, such as **middle finger pinch** (above)

