

# PhiCube: Bilateral upper-limb robotic device for neuromotor recovery

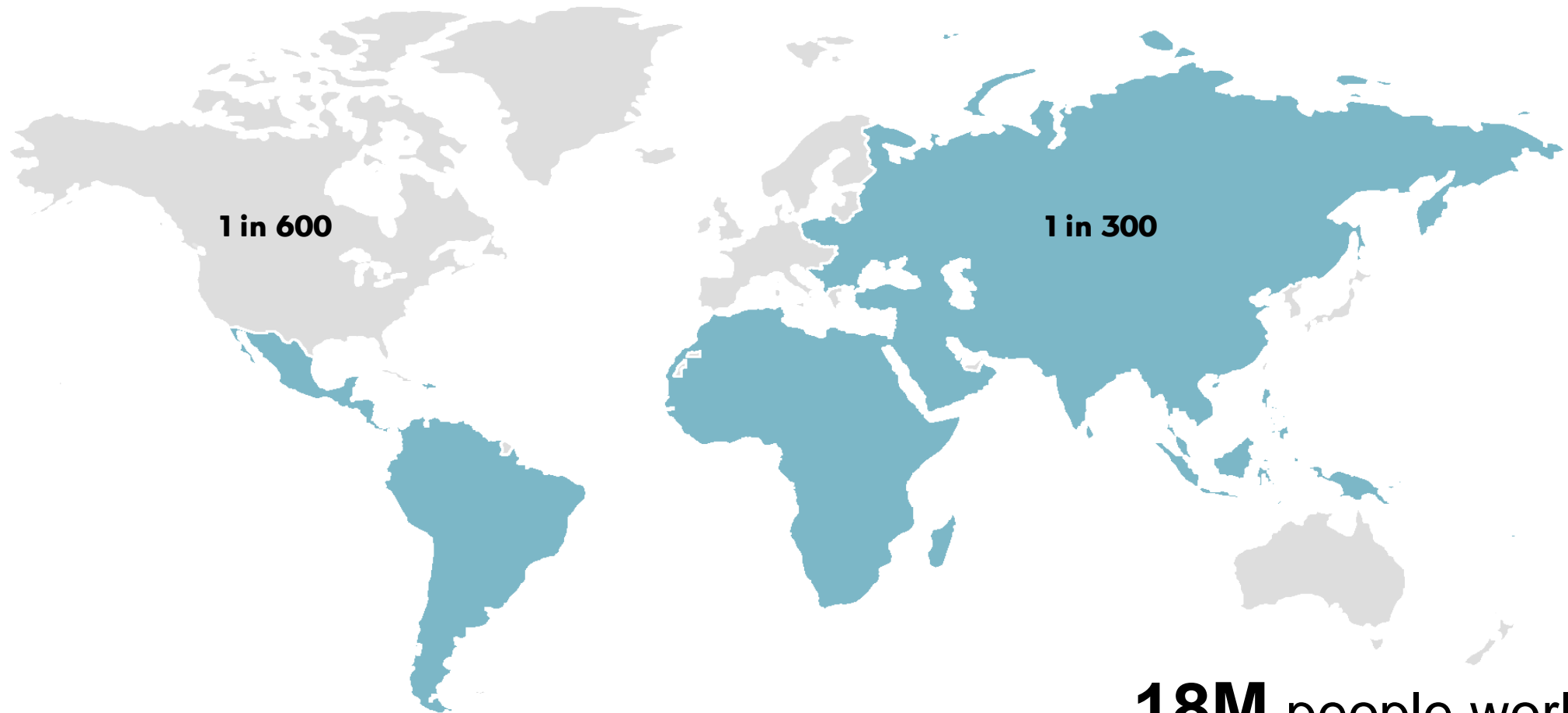
Giovanni Tauro - STIMA CNR

EPTRI – BARI – 19/07/2024

# Mario - A sweet beginning



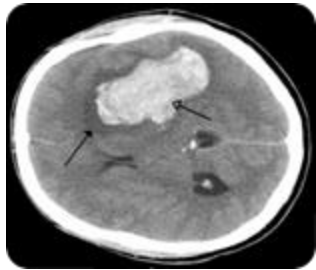
# Infantile Cerebral Palsy



**18M** people worldwide  
Higher incidence in developing countries

# Infantile Cerebral Palsy

Cerebral palsy (CPI) is a group of neurological disorders resulting from a permanent, non-progressive lesion of the developing brain that occurs before, during, or after birth. This injury variably affects the child's motor function and overall development, primarily affecting posture and movement. Sensory, intellectual, communication, swallowing and emotional problems can also be associated with relational difficulties. Although brain damage is not reversible, its consequences can vary and change over time, making them sensitive to early and targeted interventions.



The most frequent causes include:

- **pre-natal causes**, genetically based brain malformations, maternal infections that affect the developing fetus such as, for example, toxoplasmosis, syphilis, rubella, cytomegalovirus, herpes simplex (these infections are collectively called the TORCH complex), reduction the blood supply or oxygen supply to the developing brain; genetic, chromosomal or toxic factors
- **peri-natal causes**, reduced blood and oxygen supply to the brain (hypoxic-ischemic encephalopathy), cerebral hemorrhage
- **post-natal causes**, meningo-encephalitis, severe head trauma, reduced blood supply to the brain causing brain damage (cardiocirculatory diseases and respiratory arrest for various causes)

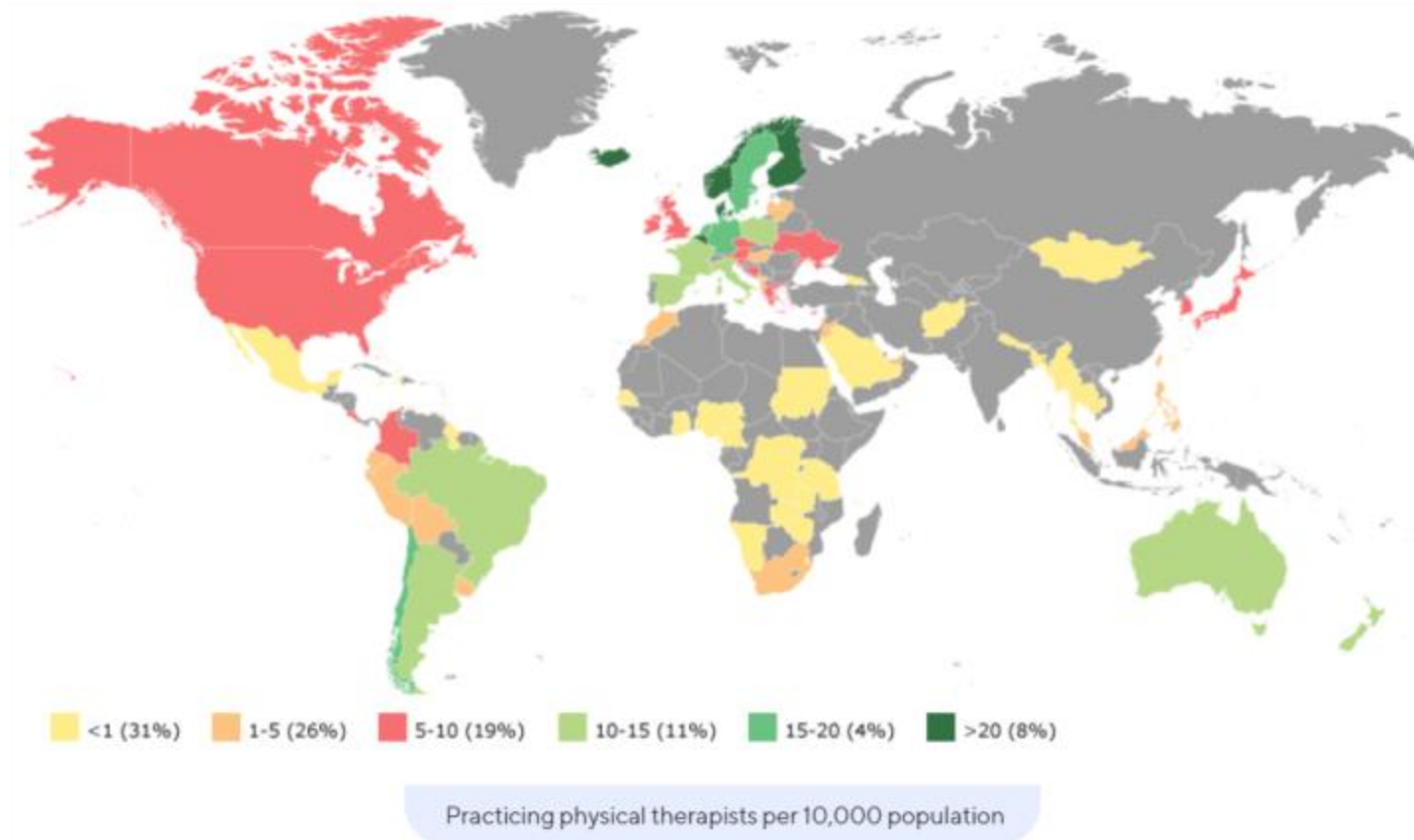
# Infantile Cerebral Palsy

patient  
NEED

- Early Medical and Therapeutic intervention
- Personalized and Person-centered therapy
- Intensity of the treatment
- Assiduous Occupational Therapy
- Physical Therapy
- Parental Support
- Emotional and Psychological Support
- Adaptive Equipment

# A growing problem

The distribution and density of therapists are uneven and the healthcare system cannot keep up with the demand.



# The promise of rehabilitation robots

*Braccio di Ferro.*



*Reha-Slide Duo.*



*EXO-UL7*



*BFIAMT*



*Bi-Manu Track.*



*Rocker (APBT).*



*Tailwind.*

# Drawbacks



- **Bulky**
- **Expensive**
- **Invasive**
- **Hostile**



# How to design for neuromotor impairments?

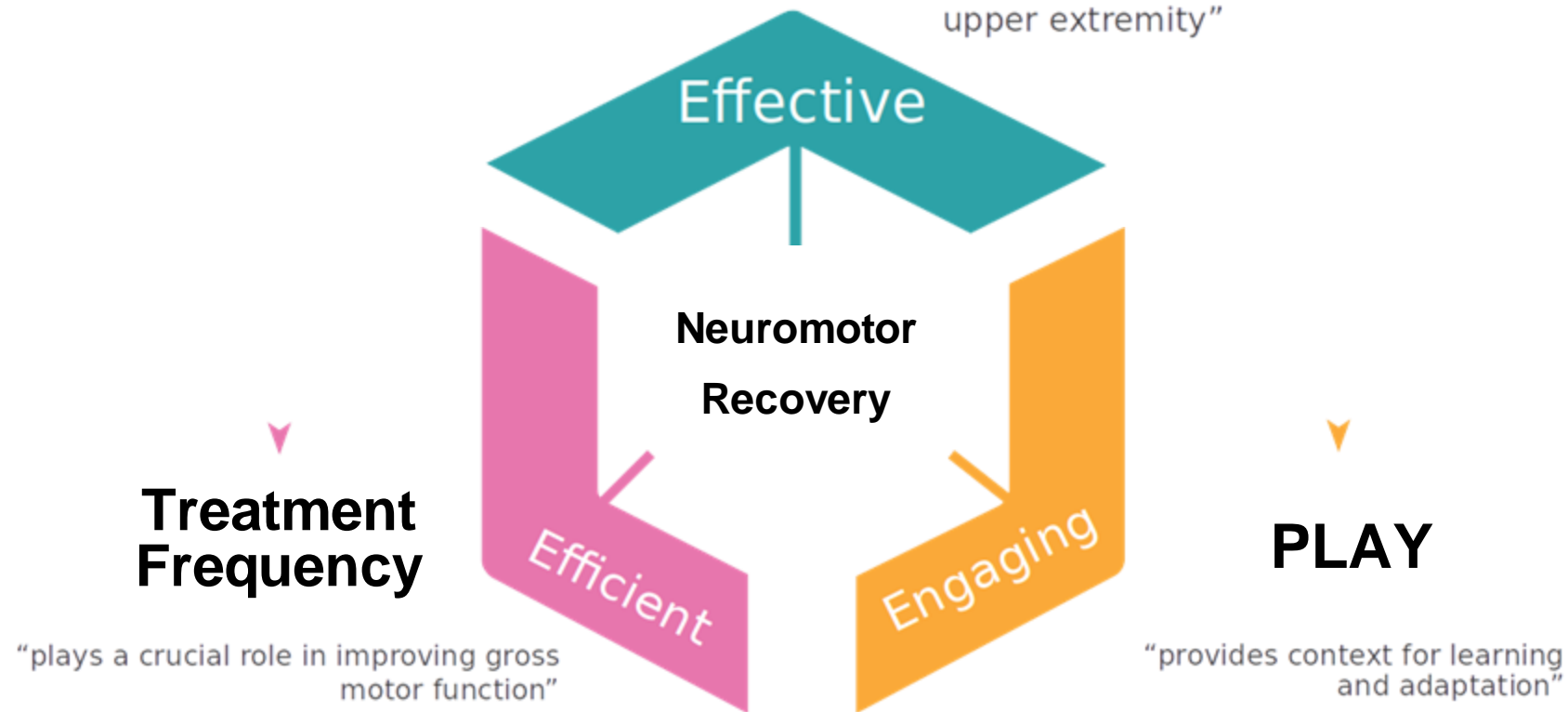
ANYONE

ANYWHERE

ANYTIME

## Bilateral Training

“can improve unilateral paretic limb functions of the upper extremity”



# PhiCube



Bilateral upper-limb robotic device for neuromotor recovery

Effective

## Bilateral treatment

Rehabilitation approach leveraging cerebral neuroplasticity to maximize motor recovery.

*Ouyang R.G., et al. (2020), Effectiveness of hand-arm bimanual intensive training on upper extremity function in children with cerebral palsy: A systematic review, EJPN, 25, 17-28*  
*McCombe Waller, S., & Whittall, J. (2008). Bilateral arm training: why and who benefits?. NeuroRehabilitation, 23(1), 29–41.*



# Flexible and personalized upper-limb involvement

More than **30**  
configurations



Efficient

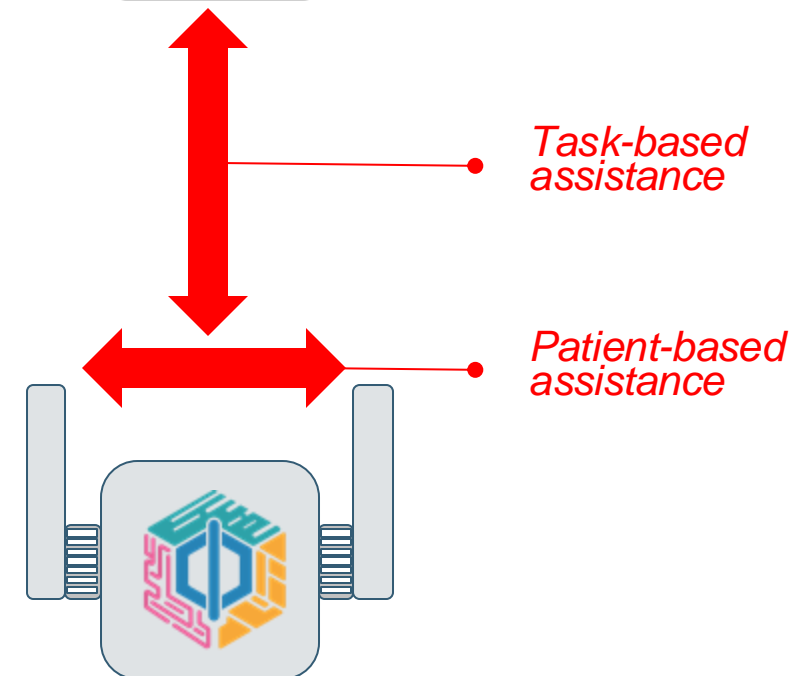
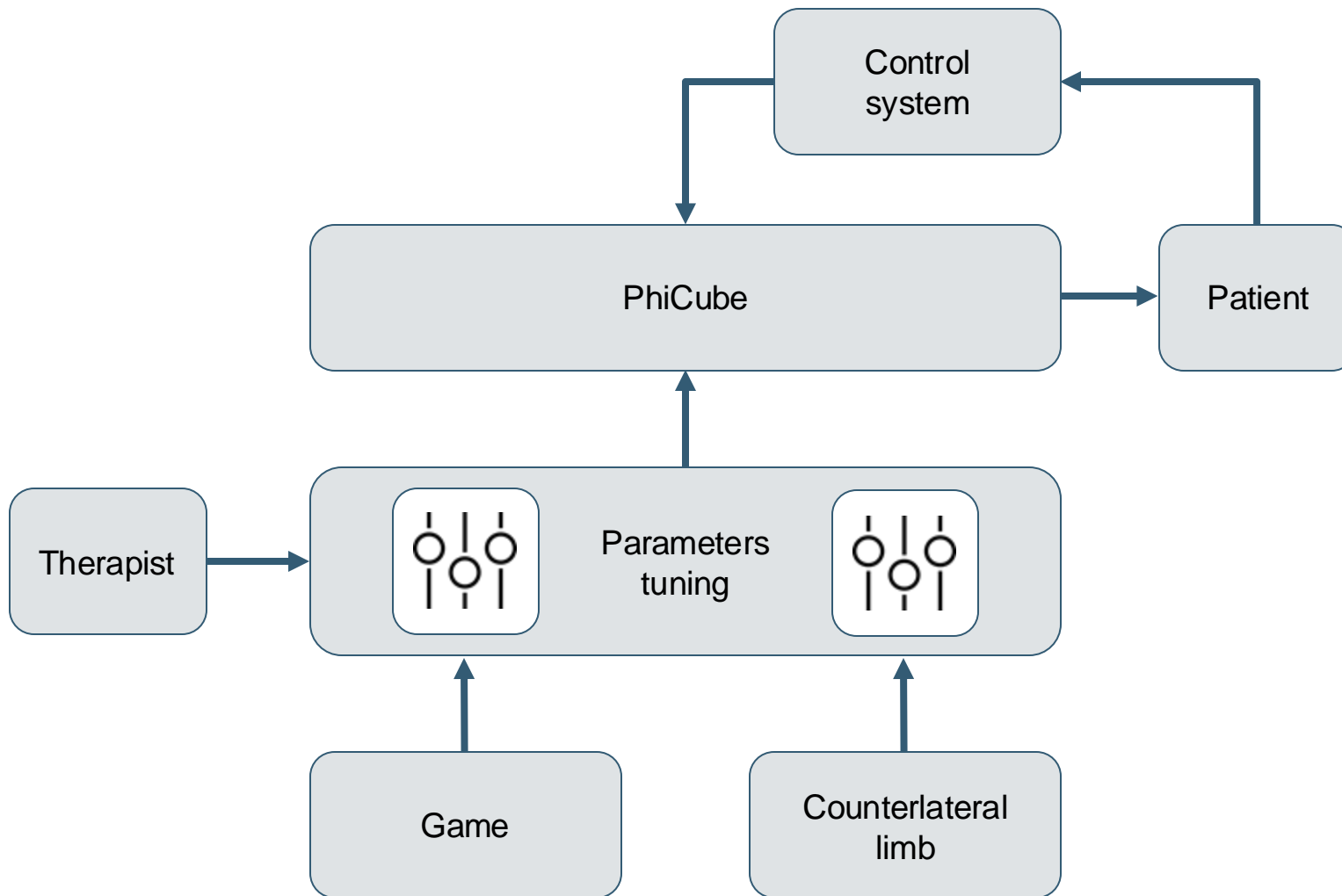
## High treatment intensity

Of utmost importance to guarantee the improvement of motor functionality, especially during the acute phase.

*Hsu C.W., et al. (2020), Effects of Therapeutic Exercise Intensity on Cerebral Palsy Outcomes: A Systematic Review With Meta-Regression of Randomized Clinical Trials., Front Neurol., 2019 Jun 21;10:657.*



# Patient in the loop - The *assist-as-needed* paradigm



# Patient in the loop - The *assist-as-needed* paradigm

**Bilateral  
movement  
(Phase)**



**Bilateral  
movement  
(Counter-phase)**

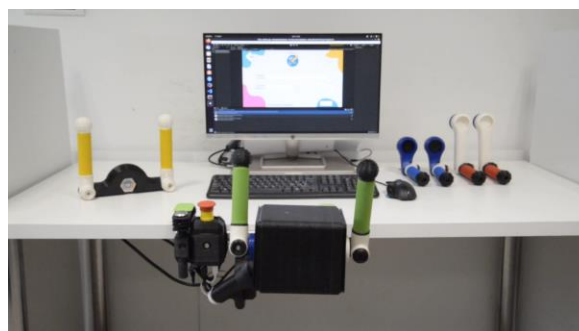


**Monolateral  
movement**

**N/A**

**PATIENT-  
BASED  
ASSISTANCE**

**TASK-BASED  
ASSISTANCE**



## Engaging **Gamification**

Helps increasing treatment adherence providing a context for learning that aims to maximize relearning and neuroplasticity.

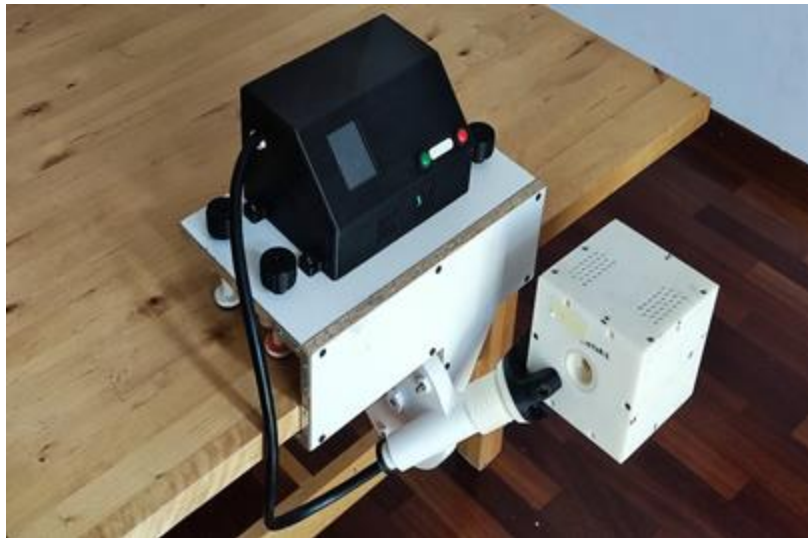
*Blanche, E. I. (2008). Play in Children with Cerebral Palsy: Doing With – Not Doing To. In Parham L. D. & Fazio L. S. (Eds.), Play in occupational therapy for children, 375–393*





# Hardware development

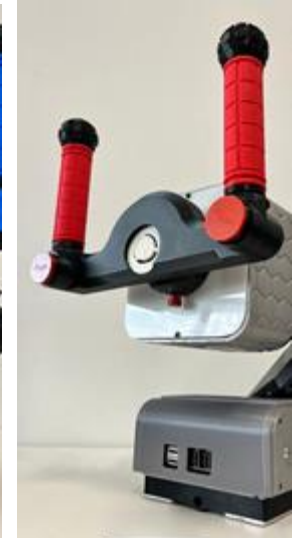
**PhiCube 1.1**  
Usability Test



**PhiCube 1.2**  
User interest

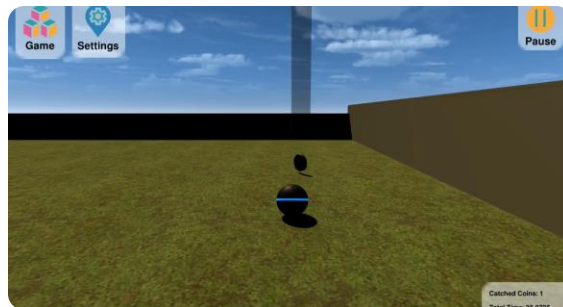
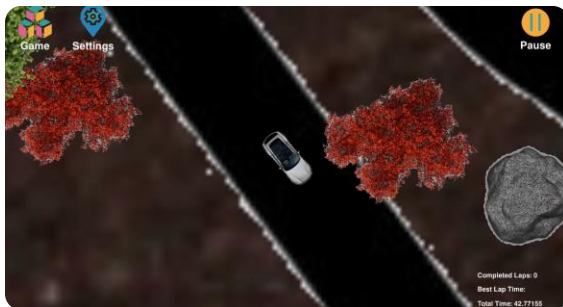


**PhiCube 1.3**  
Clinical Validation

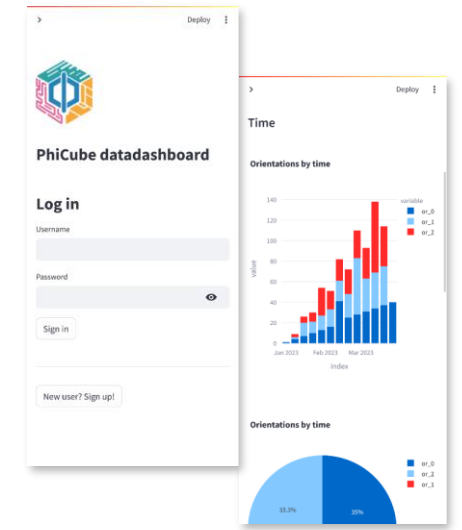
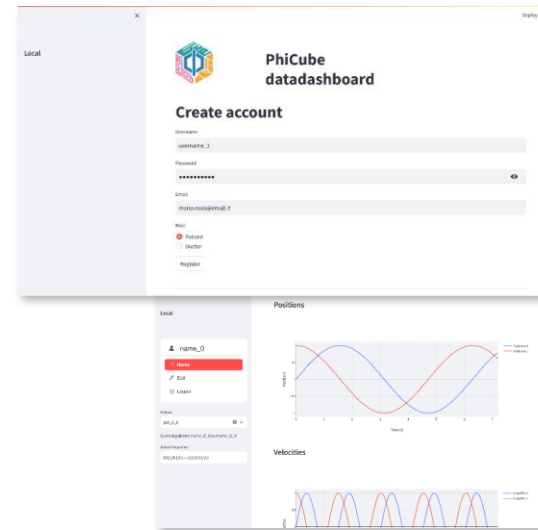


# Software development

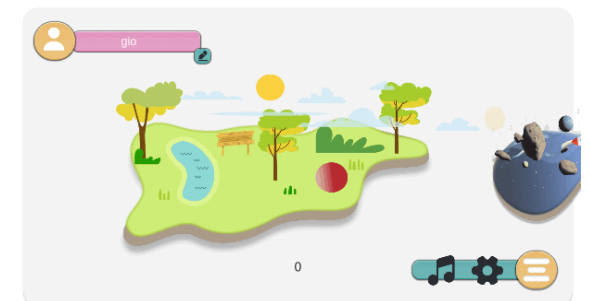
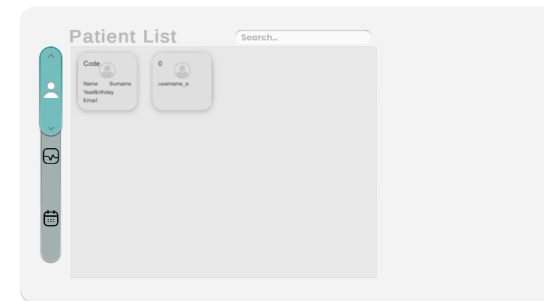
## Games



## Dashboard



## User interface



# Results - Usability trials

## Patient



children (9.01 ± 1.95 years, 63.1% male) with **CP** were enrolled

19

## Session



30 min. each

## Assessments:

- System Usability Scale (SUS).
- Technology Acceptance Model 3 (TAM-3).
- Ad hoc questionnaire (Focus, Results).
- Graphical representations with emoticons were included for clarity.

## Results:

- **"double lever"** and the **"steering wheel"** emerged as the most enjoyable controllers, with nearly **80%** of respondents expressing complete agreement with the statement **"using the controllers was fun"**.
- The **83%** of participants would **recommend the game to a friend**.
- **Easy to use and maneuver,**
- **Very few reports of discomfort** associated with their use.



Pediatric Physical Medicine and Rehabilitation Service, Fondazione IRCCS Ca' Granda Ospedale Maggiore Policlinico, Milan, Italy in collaboration with IRCCS E. Medea, Bosisio Parini, Italy.



# Pediatric upper-limb rehabilitation with PhiCube, a modular bilateral end-effector device

**Objective:** To evaluate the effectiveness of a motor rehabilitation treatment for upper-limbs, using the bilateral and portable end-effector robotic device

## Patient



52

- Neurodevelopmental disorders
  - DCD
- Age range: 4 and 18 years old

## Session



30

- 2-3 per week
- 45 min. each

**Aim:** to evaluate improvement of upper-limb;

**Primary outcome:** Melbourn Assesment 2 scale;

**Aim:** to evaluate Neuropsychological and visuocognitive function;

**Secondary outcome:** ABILHAND-Kids, Leiter 3 subtest Sustained attention, NEPSY-II subtests, BRIEF P/2;

**Aim:** Evaluate treatment feasibility and technology sustainability;

**Exploratory outcomes:** Questionnaires, HTA;



60 days

90 days

30 days

Baseline  
evaluation  
PreT0

Standard of  
care

Evaluation  
T0

Phicube  
Treatment

Evaluation  
T1

Follow-Up  
Evaluation  
T2

# Future Activities

**Objective:** To evaluate the effectiveness of a motor rehabilitation treatment for upper-limbs, using the bilateral and portable end-effector robotic device

## Patient

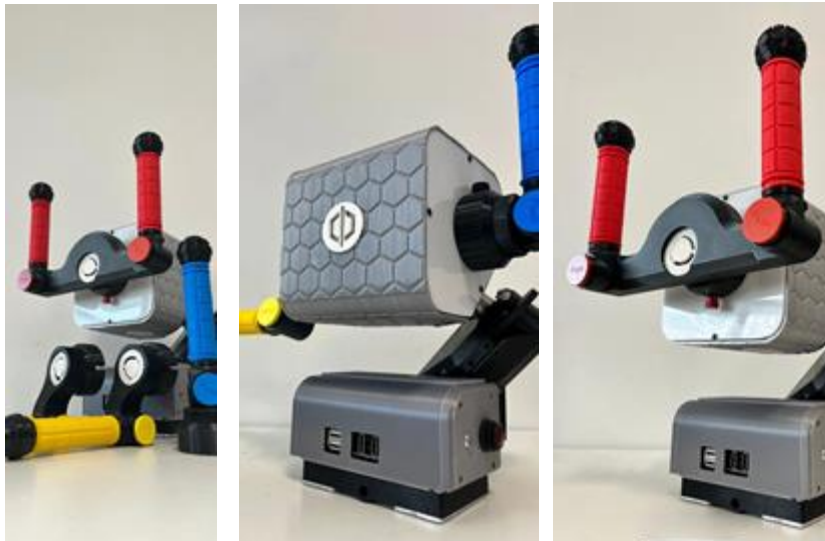


100

- Stroke, Parkinson, ALS, Dementia, Spinal Cord injury  
Age range: 18 and 82 years old

**Primary outcome:** Fugle Meyer-Upper Extremity Scale (FMA-UE)

**Secondary outcome:** MBI, WCST, SC WT, TMT, MoCA, MMSE



Reengineering for  
Adult population

  
Maugeri  
4 Sites



## Future Activities



Spin-off



Open to  
research  
collaboration!

**Thank you!**  
**Questions?**

Giovanni Tauro - STIIMA CNR