UC Irvine

SSOE Research Symposium Dean's Awards

Title

Gamified Respiratory Therapy Device

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Gamifying Respiratory Therapy Device



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¹ Department of Biomedical Engineering. ²Department of Chemical Engineering & Material Science PROJECT CONCEPT

MISSION STATEMENT

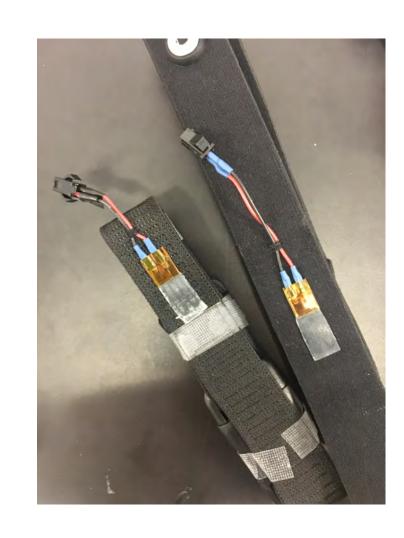
• **Objective**: To combat the low patient adherence to current respiratory therapy by creating a fun, game-based training device.

Competitive Comparison

Product	Portable	Non- Obstructive	Comfortable	Real Time Monitoring	Incentive for Patient Compliance
Spiro	/	/	/	/	/
Traditional Spirometer	X	X	X	X	X
Incentive Spirometer	X	/	X	X	/
Airway Clearance Vest	1	X	X	X	X

Stretch Sensor

- Monitors chest wall activity
- Stretches based on inhalation and exhalation
- Less invasive alternative to breathing tube for measuring lung capacity.
- Prototype One design: Sensor embedded into elastic band.

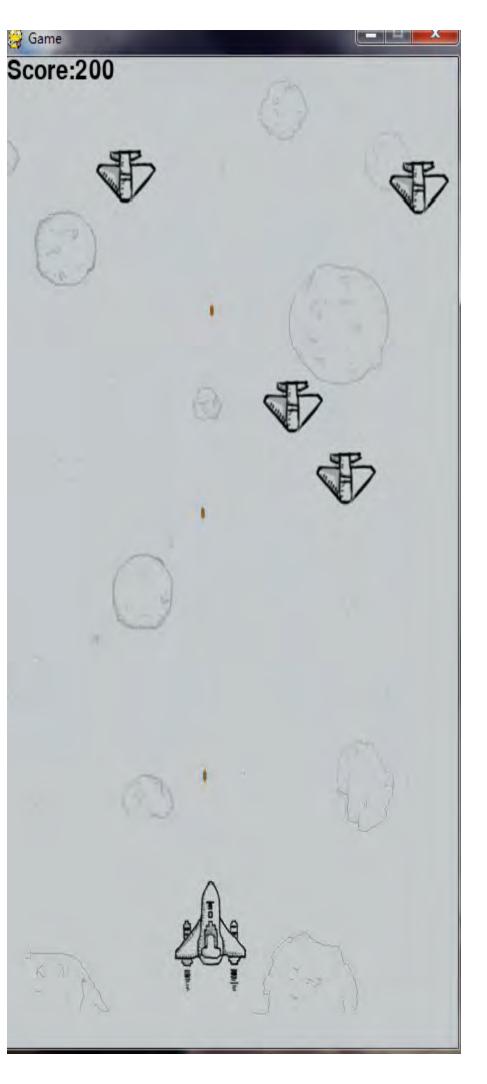


Software Design

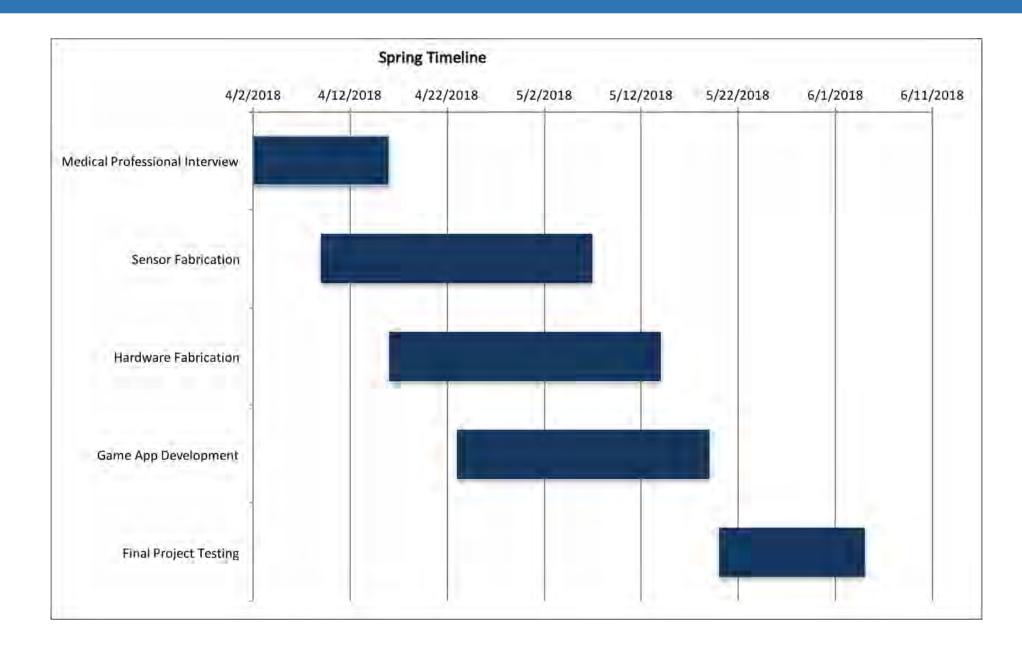
- Developed python-based game design for incentivized therapy
- Space Invader arcade game to encourage deep inhalation and exhalation.
- Calibrates to each user.
- Inhalation moves player to the right, exhalation to the left.

In-Development

- Multiplayer feature to stimulate collaboration among patients.
- Range of mini-games options
- Cloud-based time and improvement logs for Healthcare Team



GANTT CHART



In-Development

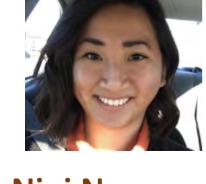
- Reusable sensor encapsulation housing.
- Less restrictive
- More responsive sensor encapsulation



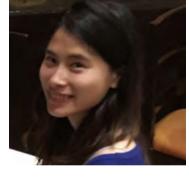
SPIRO ENGINEERS



Evelyn Vasquez Team Leader Public Affairs



Nini Nguyen Signal Processor Quality Assurance



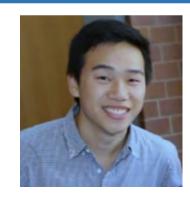
Lucy Zhuang Process Eng. PR Manager



Truc Dinh Process Eng. Mech. Design



Zhen Wan Software Eng. **Device Validation**



Alex Nguyen Quality Assurance **Device Validation**

ACKNOWLEDGEMENTS

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Michelle Khine, Ph.D. Michael Chu, Ph.D. Candidate