Give Me a Hand

Gross, Ryan

The purpose of this project was to construct a robotic prosthetic hand that functions as good or better than robotic prosthetic hands presently being developed or currently on the market. Using DesignSpark (TM) software, a 3-D model of the prosthetic was developed. The hand was then printed on a 3-D printer. The hand is designed to be attached below the elbow and be a fully functional hand, with further research I'm hoping that I can create an arm that can fit more people who have lost more or less of their arm. The purpose was to develop a prosthetic hand that is superior in cost and availability with a primary focus of third-world countries where this type of device is not readily available. This hand was designed to be practical, decisive, and cost effective for the average amputee. Conducting extensive research, this prosthetic hand was compared to a series of well-known prosthetic hands. It has been concluded that this newly developed hand is more cost effective than currently available prosthetics and is also comparable in function.

Awards Won: