Sheridan Centre for Mobile Innovation

Potential Research Project Topics, Centre for Mobile Innovation – Dr. Ed Sykes

	General Area of Interest	Торіс	Description
1.	Many application areas	Computer Vision – fine detail recognition	 Using Computer Vision (CV) to distinguish between objects that are quite similar (e.g., medication bottles, products with very similar packaging, etc.)
2.	Smart home	Fall Detection	 Computer Vision (CV) in combination with wearable technologies (e.g., Apple Watch) determine when a person falls.
3.	Smart home	Fall Prevention	• Using CV in combination with wearable technologies, create algorithms to learn and predict when a person is going to fall (e.g., gait analysis, balancing issues, speed of walking, etc.)
4.	Smart home	Medicine Reminder System	 Smart reminder system: try to find out why the person didn't take the medication (e.g., person didn't want to, didn't hear the alarm, wasn't home, person was all out of medications, etc.) Machine Learning / Artificial Intelligence, Computer Vision (CV), Facial Recognition and Analysis, Intelligent Medicine Dispensers
5.	Smart home	Is the person home? Did s/he leave?	 Computer Vision Door open/closed sensors Apple Watch/iPhone GPS can be used to validate the other inputs (e.g., Computer Vision findings)
6.	Smart home	How active the person is (that would help classifying people based on their activities)	 Computer Vision MATLAB -> predicts future direction Wearable devices (e.g., Apple Watch / smartphone)
7.	Smart home	Determining the speed a person travels while walking from one place to another (e.g., walking down the hallway, up the stairs, from room to room)	 Try to determine a "normal" behavioural model for the person and then identify ways to determine if the person is improving or getting worse. Computer Vision MATLAB -> predicts future direction Wearable devices (e.g., Apple Watch / smartphone)

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8.	Smart home	Sleep analysis. Determine how well a person is sleeping (e.g., how long, number of times he wakes up during the night, snore analysis, etc.).	 Computer Vision any motion detected? Is the person tossing and turning while sleeping? CV facial analysis Wearables: Heart Rate Temperature Respiration rate (respiband) Other biomedical vitals that are significant for sleep analysis multiple CV feeds smart pillow: <u>https://sleeptrackers.io/zeeq-smart-pillow/</u>
9.	Smart home	Zone recognition	 Washroom, kitchen, how long did the person stay there? Did they stay there a long time? multiple CV feeds targeting specific Zones (e.g., person went to the washroom and determine how long s/he is there?) Door sensor Computer Vision
10.	Smart home	Unusual location / person is not moving	 CV, Motion + direction, Fall detection Apple Watch + iPhone Multiple cameras to verify/validate situation
11.	Augmented Reality	Medical Training / Medical procedure simulations	Microsoft HoloLens and Healthcare e.g., <u>https://www.youtube.com/watch?v=uQ5MoIP4wxI&feature=youtu.be</u> <u>https://www.youtube.com/watch?v=ANh96hc1OfQ</u>

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12.	Virtual Reality	VR in children receiving medical treatments / operations	VR can be used to remove the patient from the immediate physical situation (trauma, pre-, post- and during operations). Leading research has shown this effectively reduces anxieties (especially in children undergoing operations, stroke recovery, etc.)
			Oculus RiftHTC Vive
			References: "Virtual Reality–Augmented Rehabilitation for Patients Following Stroke" <u>https://academic.oup.com/ptj/article/82/9/898/2857676</u>
13.	Virtual Reality / Augmented Reality	Intravenous (IV) training / simulation	View the anatomy of a patient without incisions; enable doctors and nurses to plan treatment more effectively through minimally invasive surgeries.
			 Microsoft Hololens Oculus Rift HTC Vive
14.	Virtual Reality	VR in behaviour modification	 VR can be used to encourage specific behaviors in patients that is impossible to replicate in sterile hospital environments. VR enables extensive patient data collection: capture baselines, track recovery, and utilize new information to personalize treatment. The doctor can analyze the information and enhance the patients care
15.	Virtual Reality	VR in stress management (e.g., Post Traumatic Stress Disorder PTSD)	 VR can be used to encourage reduce stress in people's lives. In this research we will create VR experiences that reduce anxiety and improve positive outlooks for patients. capture baselines, track recovery, and utilize new information to personalize treatment. "VR exposure therapy is a promising new medium for treating acute PTSD" References: "Virtual Reality Exposure Therapy for World Trade Center Post-traumatic Stress Disorder: A Case Report" https://www.liebertpub.com/doi/abs/10.1089/109493102321018169

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16.	Wearable Computing	Data collection -> analysis -> machine learning -> personalized insights -> better healthcare outcomes.	 Wearable computing devices have the potential to provide a significant impact on workflow, quality of care, access and driving positive outcomes Aging demographics is a world-wide phenomenon -> growing patient population that need care. Wearable computing can enable virtual and remote care, enable the collection of more and better data, and provide more meaningful insights to clinicians, patients and caregivers. Management of a large patient population will rely on strategically utilizing an overextended clinician staff, lowering patient contact hours, and managing diseases remotely. A crucial success factor will be to leverage data analysis and algorithms to provide the most meaningful way to manage diseases. References: "AIWAC: affective interaction through wearable computing and cloud technology" https://ieeexplore.ieee.org/abstract/document/7054715 "Sensor Mania! The Internet of Things, Wearable Computing, Objective Metrics, and the Quantified Self 2.0"
17.	We are also open to other areas involving: Augmented Reality, Virtual Reality, Wearable Computing, and/or IoT in the healthcare area.	Data collection -> analysis -> machine learning -> personalized insights -> better healthcare outcomes.	 We are also open to other areas involving: Augmented Reality, Virtual Reality, Wearable Computing, and/or IoT in the healthcare area.

For more information, please contact:

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