

## Utilising pose estimation data for biomechanical characterisation in remote rehabilitation assessment

### Summary

With growing demand for musculoskeletal healthcare provision, there is an increasing opportunity to explore new options for monitoring patients outside a traditional clinical environment.

The Musculoskeletal Biomechanics Research Facility (MSKBRF) have collaborated with Industry Partner Agile Kinetic (AK) in the development of a pose estimation tool to measure patient range of motion from a smartphone camera.

The team working alongside clinical specialists, have identified clinically relevant outcomes for patient's consistency of movement, joint angular velocity/acceleration, and activity performance time, to be made available to users and the consulting clinician.

The innovation would provide patients with real-time feedback, support self-care and reduce the need for face-to-face appointments.



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### Benefits

- Data scientist prototyping work on local dashboards to unlock, interpret and visualise the information. This accelerated the availability for early validation against lab-based systems and continuation of a larger validation project.
- Each dashboard is designed to perform a specific biomechanics calculation and generate meaningful visualisations for the user (clinician/patient) that can be adapted for specific clinical needs.
- Increased knowledge sharing and opportunities for further research.

### Further exploitation/next steps

- Development of the platform and its embedded tools can be adapted to specific clinician outcomes based on expertise, patient group and further rehabilitative purposes.
- Platform tools are currently developing motion capture/video data for assessment of other joints and activities, alongside upper body movements allowing full body rehabilitation assessments.
- Potential development into progressive pipelines for sport-related injury, that leads towards performance-based outputs which could incorporate jump height, kinetic-based joint model predictions and gait measures.
- Digitalisation exploration could be explored by platform developers to increase the user experience by effective data visualisation and avatar creations.

#### Project group

agilekinetic

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