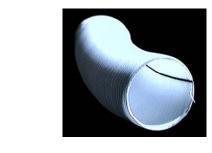
Introduction to Biomedical Engineering

Biomedical Engineering

- Biomaterial
- Biomechanical
- Bioelectrical (instrumentation)
- Biocomputing (Imaging)
- Rehabiliation
- Tissue and Cellular
- Bioinformatics

Biomaterial



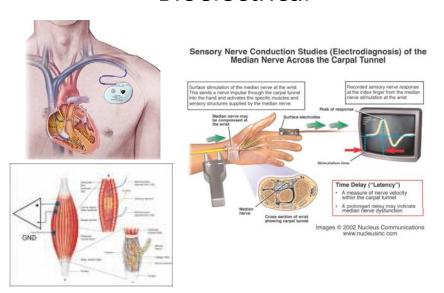






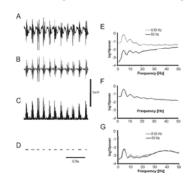
From: Stryker

Bioelectrical



Biocomputing

- Bioinformatics
- Signal processing
- Image processing





Rehabilitation



Lokomat



Tissue and Cellular



From: discover magazine

Tissue and Cellular

- Stem Cell research = Biomedical Engineering?
- Biomedical Engineering vs. bioengineering?
- What is Tissue and Cellular engineering?

Biomechanical Engineering

- When?
- Where?
- What?
- Why?
- How?

Vs. Mechanical Engineering in Medical

- Engineering Mechanical, Electrical, Computing, Tissue, Material Science, etc.
- Statistics, IT, Math...
- Biology, Chemistry, Physics ...
- Medicine
- Device, Equipment ...

Robot





From: da Vinci website

Leg Orthosis



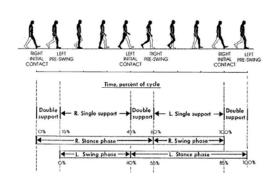




Yobotics

- P. Neuhaus and H. Kazerooni, "Design and control of human assisted walking robot," in the IEEE International Conference on Robotics and Automation, vol. 1, 2000, pp. 563–569.
- H. Kawamoto and Y. Sankai, "Power assist system hal-3 for gait disorder person," in International Conference on Computers for Handicapped Persons, vol. 2398, 2002, pp. 196–203.

Gait Analysis





Gait Analysis ____ picture from: Science of Rehabilitation

Biomechanical Device











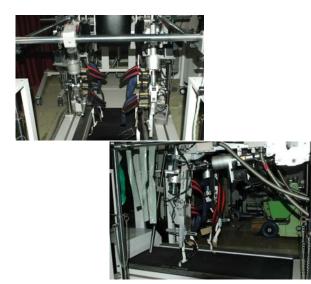








Biomechanical + Rehabilitation





Bioinstrumentation



- EECP
- Environment?
- Condition?
- Restriction?
- Discussion?
- Bioethic?

From: Guidant Corp

Imaging



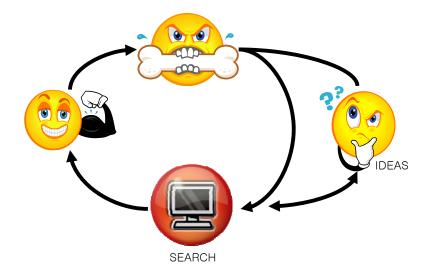
From: allproduct.com

Combination?



Neuromuscular Biomechanics Lab

- Computational Physics, neuromuscular biology, biomedical imaging, robotics, and neuroscience
- To Analyze muscle, movement abnormalities, design medical technologies, guide surgery



Example

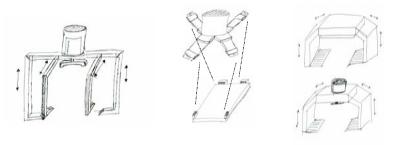
Automated CPR











Manufacture + Experiments

Future?

Discussion Section

Problems?

Any questions

