



The main deliverables of QEM prototypes are:

1. Control as many house equipments such as TV, radio, fan, lights, bed, in the room with only one click on the QEM.
2. Make easier communication between the caretaker and a quadriplegic when they are in two different locations.
3. Simple use of a computer including simple brain teaser games that can continue to develop quadriplegic person's brain.



QEM was designed for Shamus Barrett, a cousin of one of our teammates. Shamus sustained a brain stem injury at the age of 9. He and his family inspired us to design QEM for all quadriplegic people. QEM's main goal is to make quadriplegic people more independent of their caretakers. This machine is easily adopted for configuration of additional house equipments that were not included in the prototype.

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PRESENTATION AGENDA

- I. Introduction of the group
- II. Problem Statement
- III. Solution Statement
- IV. Prototype Software Description
- V. Intergration Thread Demo
- VI. Future Plans
Software/Hardware Description
- VII. Question / Answers

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Special thanks to Shamus Barrett and Shamus' family.

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