Tatum Robotics Glove Project

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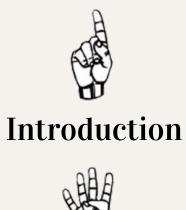
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EDFD-450-01 Degree Project I

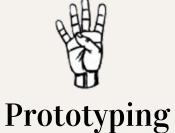
Massachusetts College of Art and Design



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Introduction: Tatum T1



Tatum Robotics' Tatum T1 is a robotic system that outputs natural tactile sign from mainstream communication media, providing freedom and privacy to DeafBlind people who have historically depended on braille and live interpreters for communication.

The unique geometry of the robot and various needs of DeafBlind users required that a new glove be designed specifically for the Tatum T1.



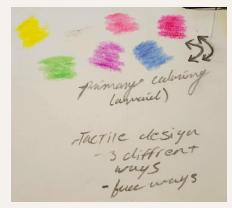
What materials have we tried so far? Material Cons Dragon Skin https://ww Very flexible · Very hard to manufacture with thin Silicone · Need molds (expensive) · Users thought it felt very sticky and · Users thought it felt like a monster Arthritis · Tight to the fingers · Tightness limits motion of the thumb com/ep/p Compressi (no gapping) Users preferred something on Gloves TN28F7/re · Familiar feel for smoother DeafBlind users . The color was limiting (tan), Solid color prevents shadowing on e=UTF8&th glove - difficult for people with low vision. Elastic Gel · Tight to the hand · Easily dirty Arthritis Allowed for full · Leaves residue on users hand ROM of the thumb · Again, users thought it felt sticky · Tight to the hand · Coloring prevents shadows (similar Short Satin Opera com/gp/pr to above) · Users liked the Gloves smooth feel Limits ROM of the thumb · Users thought it felt . Limits ROM of lower joint of the cold (preferred to fingers (too small) feeling hot) Uniform · Tight to the hand . Seams of the fingers do not line up so felt confusing where the ridges of Gloves · More flexible than (currently the finger are - makes the glove other cloth options used) hard to put on · Users thought very h asin title · More flexible but still limited ROM smooth, preferred to the satin gloves Color prevents shadowing · Users thought it felt cold (very nice!)

Tatum's previous ready-made glove testing

Research: Initial Notes



- Material: soft texture, similarity to human hand
- Functionality: should not limit ROM
- Durability: washable? Replaceable padding?
- Style: Color and texture coordination
- Embellishment: 3D simulation of hand creases?





Initial team notes on color and user needs



Research: Internet



- Hand-over-hand (listener holds on to back of hand)
- Tracking (listener holds on to wrists or forearms)
- Rochester (listener feels front of hand)











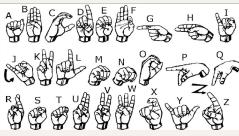


- Haptics (provides additional environmental and social information)
- Pro-tactile/PT (new language, much more physical)

Types of hand movements Image below:

- a) Wrist flexion
- b) Wrist Extensions
- c) Hand closure
- d) Hand open
- e) Forearm pronation
 - f) Forearm supination





ASL Handshapes

John (Deaf-Low Vision)

- Color more important than texture
- Soft to the touch
- Prefers white and bright colors like neon
- Prefers contrast and shadows
- Pain point: differentiating middle and ring fingers

Jaimi (Deaf-Blind)

- Texture more important than color
- Soft to the touch
- Prefers stretch fabrics
- Prefers warm, friendly textures like cotton or leather
- Pain point: seam between fingers and palm plate





Research: User Needs





Ideation: Initial Materials List

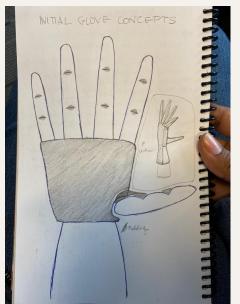


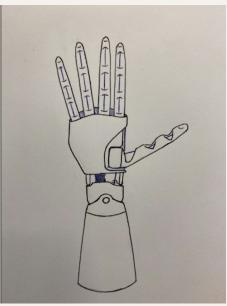


Material	Notes					
TPU (Thermoplastic Polyurethane) (all3dp.com, backpackinglight.com, aatcc.org)	Flexible, can be used either as main fabric or as panels welded to main fabric Can be printed in shape of pattern pieces and welded/sewn together					
Nylon mesh (<u>jasonmills.com</u>)	Wear, temperature, acid, alkali, corrosion, and dust resistant Lightweight, soft feel, high tensile strength and flexibility, knit fabric					
80%/20% Cotton/Spandex (batikindonesia.com)	Soft, durable, knit fabric					
50%/50% Cotton/Polyester (batikindonesia.com)	Knit fabric, durable, versatile, easy to care for (prone to pilling over time)					





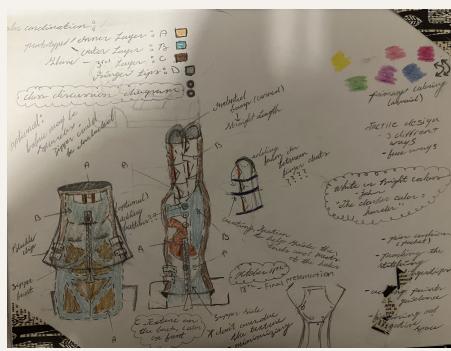




From left to right: concept sketch for potential foam padding; robotic hand rendering; inner, outer, front, and side views of glove concept with details and notes

Ideation: Sketches





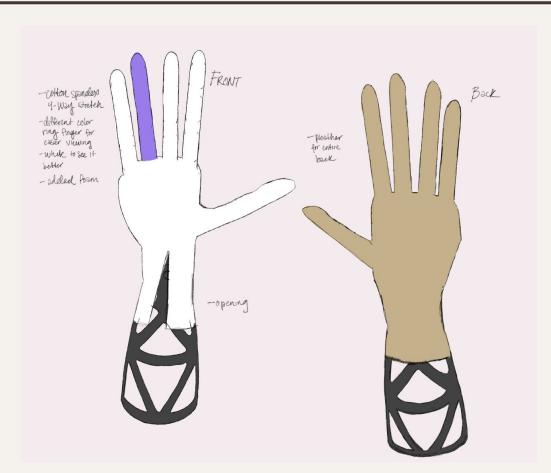


Ideation: Synthesis

- Top Fabric option: 4-way stretch jersey, cotton/spandex blend
- Slight stretch pleather for back of glove
- Detailing with fabric paint or embroidery?



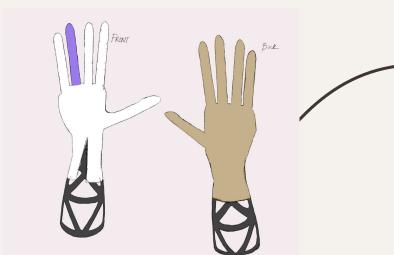




Initial Illustration



- Front: white cotton/spandex 4-way stretch, slit along center front
- Back: tan pleather
- Ring finger: purple cotton jersey,





Prototyping

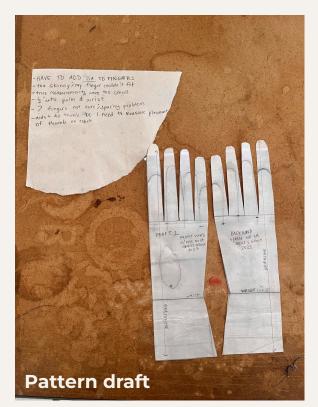








Draft #1







Fit Testing

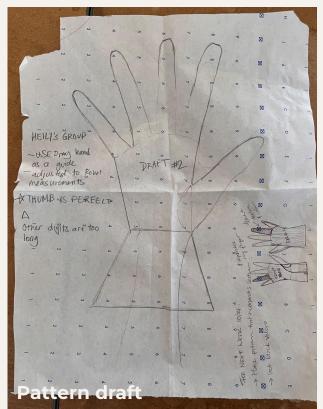








Draft #2







Fit Testing

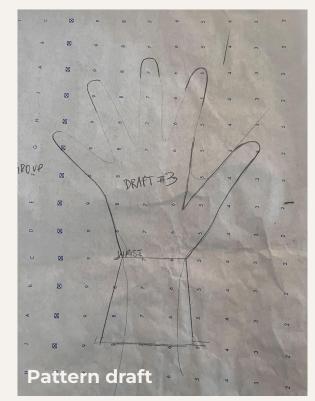


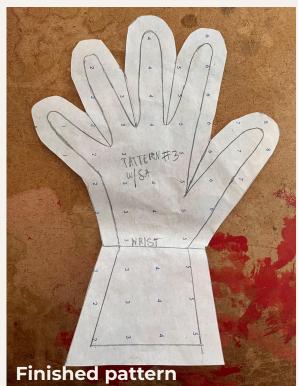






Draft #3





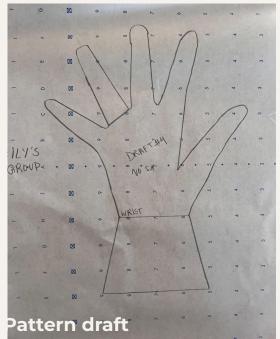


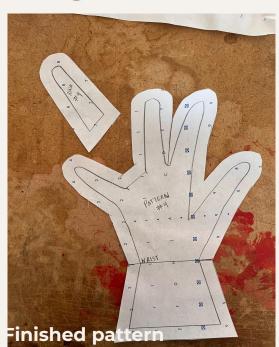
Fit Testing

Testing Draft #3 on a newer model of the robotic hand.











Experimenting With Leather



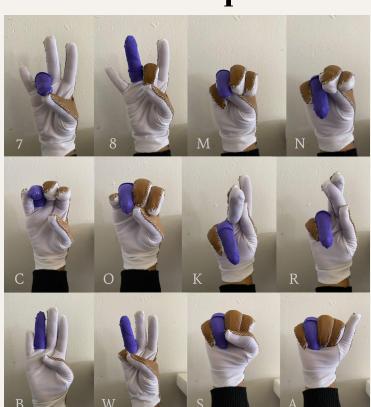




Initial Leather Mock-up







We made this rough mockup to test the effectiveness of the differentiation in color and texture. One of the team members wore the glove and photographed different ASL handshapes to illustrate how the colors would perform on the robotic hand.





Draft #5

Design variation with white spandex for both front and back of glove.







Tatum Robotics Visit



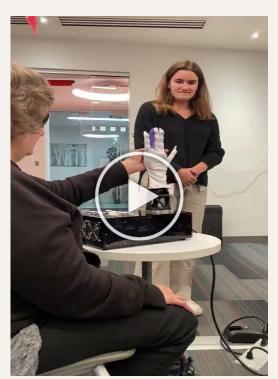


Testing Prototype #1 on newer version of Tatum T1

Tatum Robotics Visit



Testing Prototype #2 – Successful fit, not enough texture differentiation.



Testing Prototype #3 – Pleather back significantly limited thumb ROM.

Experimenting With Foam

We started by taping foam in between the joints of the robot's pinkie finger. This filled out the robot's silhouette, made it plush, and didn't seem to hinder its ability to move.

Should the foam be a part of the hand? Should it be stitched to the glove? Should we make a whole new glove?







Experimenting With Foam @ Tatum Robotics



Testing mattress topper foam strung through robot tendons – easy to insert, poor shape recovery.



Testing glove over foam insert and comparing with finger without foam insert (middle finger).



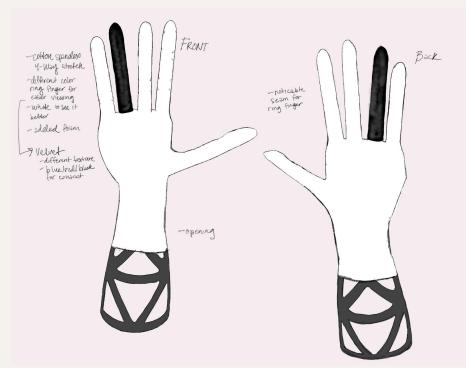
Synthesis: Final Prototype

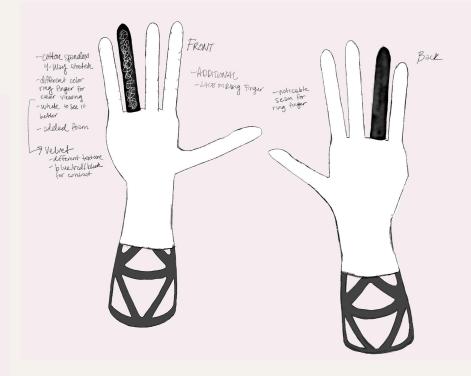


- Adjusted pattern for improved fit around fingers
- All-white spandex fabric sewn with stretch stitch
- Eliminated pleather
- Switched the ring finger to red velvet for added texture and color contrast



Final Illustration

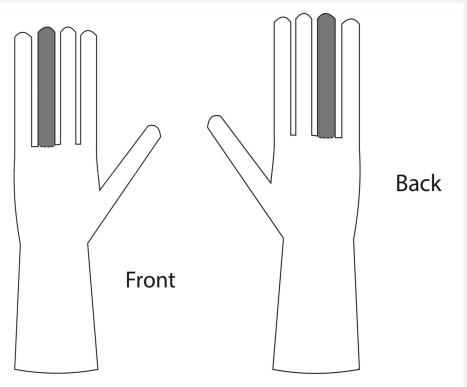




Cotton spandex on front and back; ring finger customization options based on consumer need (black color, lace overlay for texture, etc.)



Flats & Cutter's Must



DESIGNER HEILY'S GROUP DESIGN TATUM ROBOTICS ASL GLOVE			DATE 10/18/23		
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CUTTER'S MUST SHEET - pattern record card



Bill Of Materials

	Item/Description	Placement	Content	Supplier	Quantity
1	Opaque White Poly Spandex	Front of Hand	86% Polyester & 14% Spandex	Imagine (Joann)	1 yard
2	Stretch Velvet	Ring Finger	100% Polyester	Joann	1 yard
3	Stretch Lace	Over Velvet Ring Finger	90% Nylon & 10 % Spandex	Joann	⅓ yard
4	White All Purpose Thread	Seams	100% Polyester	Coats and Clark	1 Spool (250 yards)



Sewing Instructions

- 1. Cut glove (2) with knit fabric
- 2. Cut ring finger (2) with stretch fabric (contrasting texture)
- 3. Stitch individual ring finger piece to the main glove with ½" seam allowance, leaving ½" free on each side
- 4. Trim the unsewn corners
- 5. Pin the glove wrong together, stitch with ½" seam allowance and a stretch stitch
- 6. Trim seam allowance to 1/8"
- 7. Hem at $\frac{1}{2}$ " with a stretch stitch or coverstitch



Conclusion: Final Thoughts

Moving forward, there is great potential for Tatum Robotics to continue exploring foam padding underneath the glove to fill in the joint gaps and smooth the ridge between the fingers and the back palm plate.

Moreover, the final prototype design allows for the ring finger to be customized according to the needs of the person using the robot. For example, the texture of velvet might not be comfortable for all users. It could be switched for a ribbed knit or, in cases where texture is not essential, a knit jersey in a contrasting color.

Tatum's mission – "advancing accessibility" – is essential, and it is a mission we can all contribute to. Our team learned a great deal about the DeafBlind community through this project, and we would like to share some videos for all to watch to learn more about tactile signing and DeafBlind life.

Conclusion: Takeaways





- Introduction to Protactile Language
- New touch-based language by DeafBlind people Protactile
 (Jaimi appears in this video!)
- Tactile signing at Holyland Institute for the Deaf and Deafblind
- Reflections on Deafblindess: Hands & Touch
- She Can't See or Hear. How Does She Learn? (India)
- Living DeafBlind: Rodenna Frank (Iowa)



Catch Jaimi in the second video to the left!

Continued Partnership

Hi Heily,

I hope you are doing well! Exciting update I just shared with your professor - You did such a great job creating such tailored gloves that it led our team to a clue - the hand must be the wrong size! Now that we could see how long the fingers were compared to a human hand, we realized our fingers were sitting too high on the palm. Since then, we have shorted the palm and have been receiving so much positive feedback!

I was wondering if you would be willing to adapt your glove for this updated geometry? We would be happy to give you a Visa gift card for your efforts (and we have all the materials here as well!).

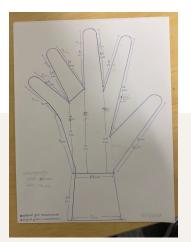
Let me know if you are interested! No worries if this is out of scope for you.

Talk soon, Samantha



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Signing with Jaimi!