

Training with upper extremity prostheses

The summaries are organized in three levels depending on the detail of information. The overview table (Level 1) lists all the relevant publications dealing with a particular product (topic) as well as researched categories (e.g. pain, grip pattern, activities, etc). The Level 2 summaries list all relevant information on the device concerning a specific category (e.g. pain, grip pattern, activities, etc.).

For those interested to learn more about individual studies, the Level 3 summaries give a compact and concise summary of the relevant reference

Reference		Category								Prosthesis	Target Group
		Body Functions		Activity			Participation	Others			
Author	Year	Mechanics	Pain	Grip patterns Force	Manual dexterity	ADL	Satisfaction QoL	Training	Technical aspects		
<u>Lee</u>	2022						x			Employment status: Myoelectric. Body-powered, Passive/hybrid/recreational	Amputees
<u>Ortiz-Catalan</u>	2016		x							Machine learning, augment reality and gaming	Amputees
<u>Bouwsema</u>	2014							x		Myoelectric simulator - MyoHand VariPlus Speed	Able-bodied participants
<u>Bouwsema</u>	2014							x		Myoelectric simulator - MyoHand VariPlus Speed	Able-bodied participants
<u>Romkema</u>	2013							x		PAULA software connected to MyoBoy	Able-bodied participants
<u>Bouwsema</u>	2012	x		x						Dynamic Mode Control hands, Digital hands, Motion control	Amputees
<u>Bouwsema</u>	2010							x		Virtual hand – PAULA, Myoelectric simulator, Table-top hand	Able-bodied participants
<u>Bouwsema</u>	2010	x								Mechanical elbow, Digital Twin hands	Amputees
<u>Bouwsema</u>	2008							x		Body-powered and Myoelectric simulator	Able-bodied participants
Total Number: 9		2	1	1	0	0	1	5	0		