## Queen's University School of Kinesiology and Health Studies

Acquiring finger pulse data



Course Name: KNPE 353/3.0  Experiments in	Course Instruct  Dr. Jessica Seling		Contact Hours:  Lecture: 1 x 3.0 x hrs/wk / 12 weeks 120 (36Lab;84P)	
Neuromechanical Kinesiology			Prerequisite:  KNPE 153/3.0, KNPE 254/3.0 and KNPE 261/3.0 Restricted to students in a KIN Program level 3 or above.	
Course Description:			Exclusion:	
This laboratory course will focus on advanced principles and			None	
techniques used in experiments in Neuromechanical Kinesiology, including applications in biomechanics, motor control, and neurophysiology. The objective of the course is to provide students with hands on experience in scientific study design, human instrumentation and data collection, signal processing and data analysis, and scientific report writing. These skills are intended to prepare students interested in pursuing careers involving the collection and/or interpretation of human data, be it research, clinical, or industry settings.			Course Texts:  MATLAB & Simulink: This course makes use of MATLAB & Simulink, which is freely available to all Queen's students.	
Learning Outcomes:			Course Evaluation:	
<ul> <li>Describe the technologies used to investigate human neuromechanics during movement</li> <li>Collect, process, analyze and interpret human neuromechanical data</li> <li>Develop problem solving and critical thinking skills through coding and data analysis</li> <li>Develop teamwork skills through group laboratory work</li> <li>Communicate scientific findings through written lab reports</li> </ul>			Lab 1 (Finger Pulse) 9% Lab 2 (EMG) 16% Lab 3 (Force Plates) 16% Lab 4 (Motion Capture) 19% Lab 5 (Wearables) 20% Student's Choice 20%	
Course Outline				
			g Stability and Force Plates	
			Gait Mechanics and Motion Capture	
			Activity Monitoring and Wearable Sensors	
			Processing Motion Capture Data	
			ating walking and running mechanics ating the relationship between muscle force,	
			and EMG	
Acquiring finger pulse data				