# Celebrating 10 Years of GRRIT/NAIT Partnership

The goal of the partnership is to give NAIT Capstone students real world industry projects and practical experiences related to the medical/rehabilitation field.

#### **BENEFITS OF PARTNERSHIP**

- NAIT receives practical and educational capstone projects for their students
- GRRIT receives prototypes which help support clinical needs
- Leads to strong engagement with GRH front line clinicians
- Leads to commercializable projects and research opportunities
- · Offers practical experiences to post-secondary students
- Opportunity to transform conceptual projects into useable products and prototypes

65 projects completed across 3 schools and 6 programs, as well as engaged with NAIT CIM.

# **BTECH Projects - Total 19**

- 2 Commercialized Projects
- 4 Projects In Use
- 3 Projects reached End of Life
- 1 Failed Project
- 5 Projects on hold
- 4 Projects ongoing in-house
- 1 Project active with BTECH

Two projects have led to commercialization: FEPS Sim (from KARMED), Touch Table (Retouch from Rehabtronics). Projects currently in use at the GRH: Therastairs, Nursing Tracker, Amp Bench, and Adult Weight Sled.

### **BET & CIM Student Projects - Total 8**

- 1 Project In Use
- 3 Projects reached End of Life
- 1 Incomplete Project
- 1 Project Not in Use
- 1 Project in development with CIM
- 1 Project in an unknown state

Projects such as GlenRaid, Rainy Day, SADIE and Walker Sensors have seen success from the BET and CIM Student groups.

# **DMIT Game Projects - Total 28**

- 10 Projects In Use
- 7 Projects reached End of Life
- 1 Incomplete Project
- 4 Projects Not in Use
- 3 Projects Exploratory in nature
- 2 Projects being redesigned
- 1 Project in an unknown state

Many of the game development projects (Drill Game, Tree Falls, Balloon Pop, Card Match, Whack-a-Mole, Shape Shifter etc) are currently being used by patients during therapy. Other projects such as HoloLens and Glenrose Gourmet are in exploratory or redesign phase.

### **DMIT WEB/APP/BAIST Student Projects - Total 10**

- Accessible Math App V1 & V2
- Ling 6 Sound Tests
- Amputee Education App
- Virtual Home Visit App
- Scoliosis Clinic
- Various Video Projects
- Wayfinding App

The Ling 6 Sound Test had been extensively used at the GRH. The Virtual Home Visit App is currently in a redesign phase.

If you have an idea for a NAIT student project, please contact Michael Cimolini at Michael.Cimolini@ahs.ca





