

NeuroMaker Hand 2.0

Build. Code. Create. Discover.

Need a hand with STEAM learning?

Get hands-on learning and create impactful STEM projects to solve real-world problems with this programmable prosthetic hand kit with industry-level BioSensors capturing brainwaves, muscle signals, hand motions, and beyond.

Reusable and Customizable

Plug-and-Play BioSensor Integration

Block-Based Programming

Arduino C SDK

100+ hrs of Curriculum Included

3rd Party Sensors and Microcontrollers



reddot winner 2024



DESIGN
AWARD
2024



Learn More

*NeuroMaker Hand 2.0 with optional NeuroMaker BioSensor Kit shown.

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Using the NeuroMaker Hand



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Our programs are designed to foster both technical acumen and deep sense of social responsibility. Created by our actual prosthetic hand and knee engineers, these industry-derived education products and project-based curriculums immerse students in the real-world challenges faced by amputees and engage them in reimagining solutions. With their transferrable skills, students will foster a more inclusive and compassionate world.

Build

Modular design and packaging lets you build your NeuroMaker HAND from the ground up, offering an immersive hands-on experience with every component. Organized packaging enables easy disassembly, storage and reusability.



Code

Ideal for introductory programming courses, **block-based programming** allow you to visualize, design, and enhance your control programs effortlessly, even if you're a novice.

Also fully browser-based, our **Arduino C** library is designed to maximize the capabilities of the HAND, BioSensors, and compatible third-party accessories.

Create Real World Solutions

With BioSensors, students can explore endless combinations to reimagine, design, and engineer a more intuitive prosthesis that can truly transform amputees' life by addressing real-world challenges. Participate in a competition focused on making a meaningful impact on others' lives.

