

NeuroMaker Hand 2.0









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

Learn More

3rd Party Sensors and Microcontrollers



BUILD. CODE. CREATE. DISCOVER.

Using the NeuroMaker Hand



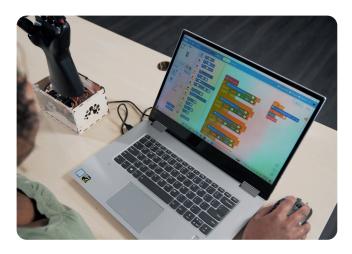
Learn More

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.

