Improving intellectual capability to enhance "a Socially Active Life" for overcoming the reducing labor force

Visualization and Skill Tradition for knowledge of dexterity

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Summary :

Especially on issues that require the control of the force, to measure and analyze the work of Takumi such as "intuition" or "remember in the body", to understand the problem to the extent possible program.

In this research, we aim to develop equipment and structure that can be passed on to people by visualization.

① Extraction of skill features
 Grasp skills as direction and size of force, muscle activity level that generates the force, brain level to control muscle and hierarchical control structure. Then, we develop measurement and analysis technology to visualize skills at each level.

② Visualization and sensitization of skills
 In order to make it possible to efficiently learn the features of the extracted skills, we develop technologies to visualize and sensitize using the VR technology.

③ Development of skill transfer technology
 By feedbacking the characteristics of skills to the muscles and brain, we will develop technologies to inform the person unconsciously and efficiently.