

TENSE MED

DYNAMICS



About Us



Ryan L
Project Lead



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Backend Specialist



Marco C
Backend Specialist



Cathy L
Frontend Specialist



Paul Deasy
Mentor



The Big Picture

We're developing an affordable, non-invasive device using photobiomodulation (light therapy) for wound healing, pain, and rehab. Our light-based solution reduces the need for surgery and medications, making treatment more accessible. By working with other teams, we aim to create a user-friendly device that offers safer, affordable healthcare. We are going to create an application that connects to the device that will personalize treatment according to their personal needs.

Woman on a Mission



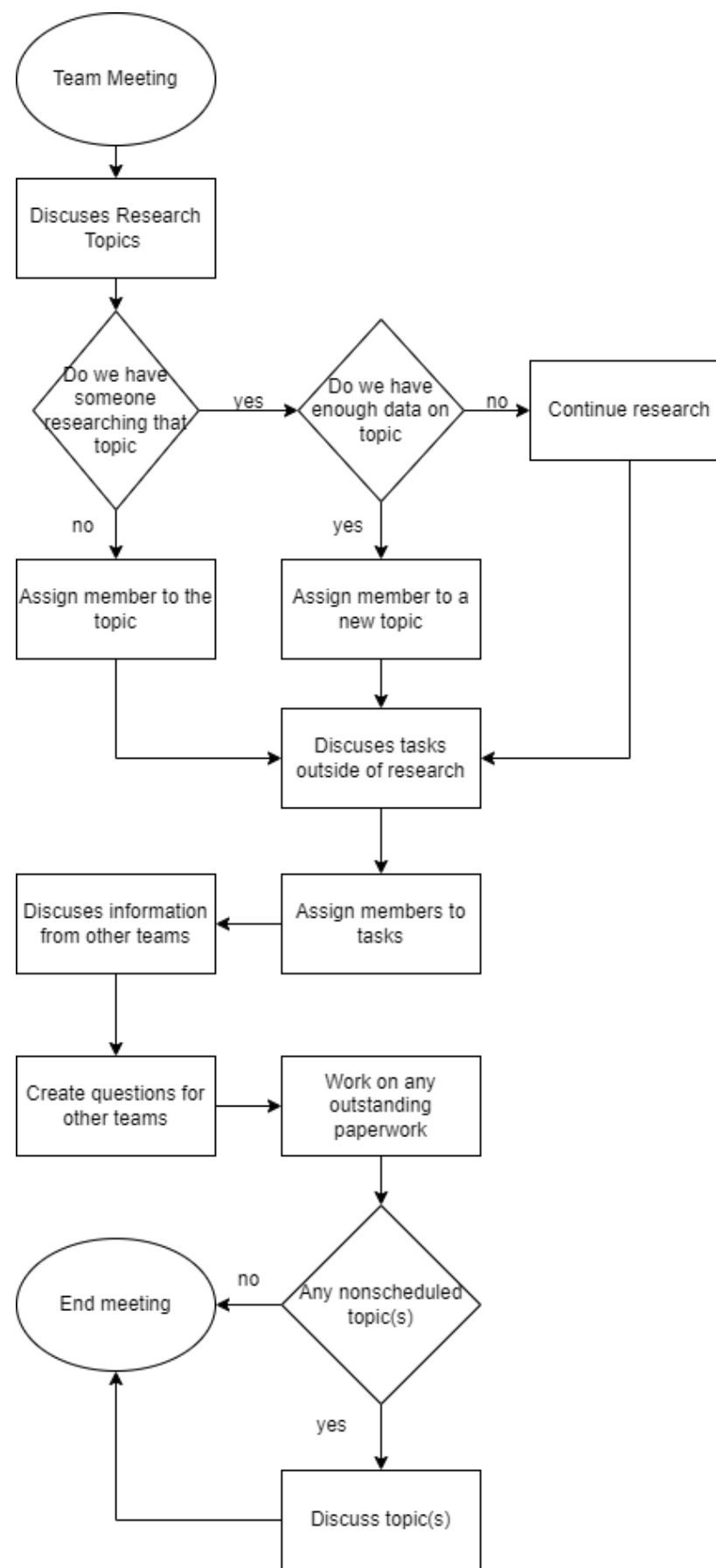
Jesslynn Armstrong
Founder of Tensegrity Medical

Tensegrity Medical

The Mission

"... create groundbreaking biomedical devices that are accessible, affordable, and designed for the real world, improving outcomes in emergency situations and everyday healthcare..."





Business Process

Currently during the research section of the capstone, the majority of our process is to hold meetings, determine/assign research topics, and determine/assign non-research based tasks. Additionally as we are working with two other groups we will be holding meetings with them, determining what they need from us, and what we need from them. Lastly we will work on any paperwork/house cleaning that is at the time outstanding.



Plan for Development

- Create a list of hardware components for prototyping, and coding.
- Research the requirements/demands for a server accustom to this project.
- Communicate with other teams on what requirements we need from one another.
- Set up local server for testing communication with hardware prototypes.
- Evaluate current progress and decide what needs to be done next



Conclusion

- Overall our goal is to create a new biomedical device that uses photobiomodulation that can help people in variety of ways
- It will be non-invasive and affordable
- We will be collaborating with two other teams
- Research will be done on servers, hardware components, and hardware compatible coding languages
- We will also set up local server for testing communication with hardware prototypes



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Thank you!

