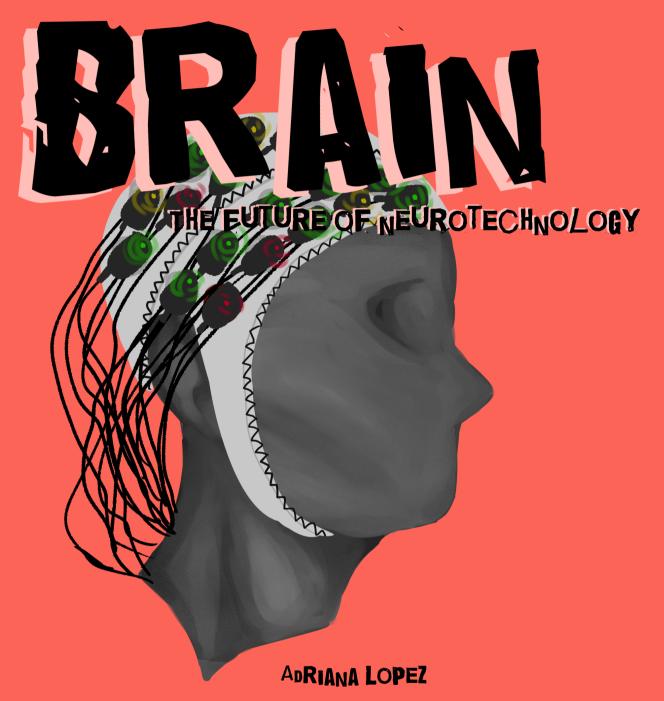


NSF AWARD REU SUPP #1650536 HTTP://BRAIN.EGR.UH.EDU/



THE BRAIN CENTER DEVELOPS SAFE, EFFECTIVE AND AFFORDABLE PERSONALIZED NEUROTECHNOLOGIES FOR DIAGNOSTICS, RESTORATION, ENHANCEMENT, AND REHABILITATION OF SENSORY, MOTOR, AFFECTIVE AND COGNITIVE FUNCTIONS. THE THE ULTIMATE GOAL IS TO IMPROVE THE QUALITY OF LIFE OF PEOPLE WITH DISABILITIES.

WINTER 2019

DEDICATION

TO ALEXA. MY FAMILY AND THE BRAIN-MACHINE INTERFACE LAB

PURPOSE

CREATE AN ACCESSIBLE COMIC BOOK TO INFORM CHILDREN ABOUT THE NEUROTECHNOLOGY PROJECTS DEVELOPED BY THE BRAIN CENTER AND HOW THEY BENEFIT SOCIETY, AND DESCRIBE SOME OF THE STEM OUTREACH PROJECTS IN THE HOUSTON AREA.

HI THERE, I AM DR. PEPE! AND THIS IS MY THOUGHT BUBBLE!

I AM THE DIRECTOR OF THE NSF IURC BRAIN CENTER,
I MENTOR ALL THE RESEARCHERS THAT APPEAR IN THIS
COMIC! I APPEAR A COUPLE OF TIMES TO TEACH
YOU ABOUT IMPORTANT THINGS RELATED TO
BRAIN! PLEASE ENJOY IT!
I CAN BE REACHED AT: JLCONTRERAS-VIDAL@UH.EDU.

ABOUT THE ARTIST/AUTHOR!





1



TRANSITION TO THE BRAIN-MACHINE INTERFACE (BMI) LAB!





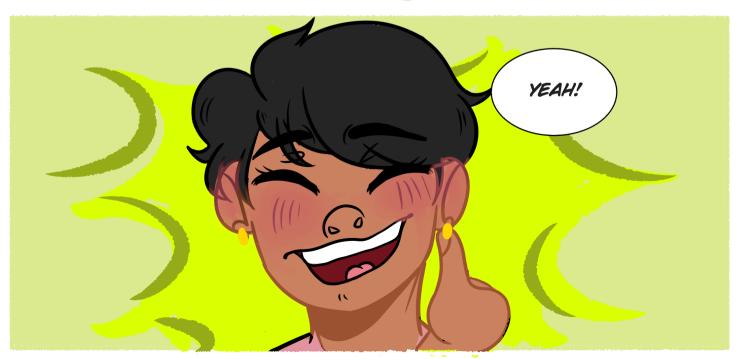






















INFO BOX: THE NEURAL CONTROL OF A POWERED LIMB BY: JUSTIN AND DANA

THE PURPOSE OF THIS PROJECT IS TO UNDERSTAND WHAT HAPPENS TO THE BRAIN AFTER SOMEONE LOSES A LIMB AND TO BUILD BETTER PROSTHETIC DEVICES THAT WORK AND FUNCTION LIKE THE REAL THING. WE RECORD SIGNALS OF THE BRAIN AND MUSCLES OF AMPUTEES WHILE WE ASK THEM TO IMAGINE MOVING THEIR MISSING LEG. WE USE THESE DATA TO BUILD A MODEL THAT ALLOWS THE AMPUTEE TO CONTROL A ROBOTIC LEG PROSTHESIS DIRECTLY FROM THEIR BRAIN SIGNALS BY ONLY THINKING ABOUT MOVING THEIR MISSING LEG! NSF AWARD # IIS-1302339 NIH AWARD: 1F99NS105210-01







TIME SKIP!





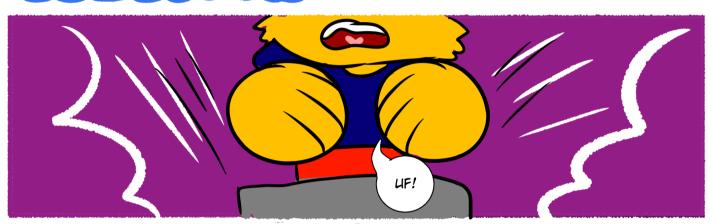
IT IS IMPORTANT THAT WE CREATE
AWARENESS ABOUT HOW MANY PEOPLE
ARE AFFECTED BY DISABILITES.
THERE ARE ABOUT 8 MILLION
PEOPLE IN THE USA WITH PARALYSIS
AND ABOUT 2 MILLION MORE
WITH LIMB LOST.















ON THEIR WAY TO LUNCH THEY PASS A DARKROOM, WHICH FRIGHTENS FRAN.





CHAPTER 2: THE SPINAL TAP

IT IS A DIFFERENT DAY NOW WHERE FRAN IS BEING DROPPED OFF ONCE MORE FOR HER NEUROLEG MEASUREMENTS. FRAN IS BACK IN THE LAB AND SHE IS BREWING UP MANY NEW IDEAS!























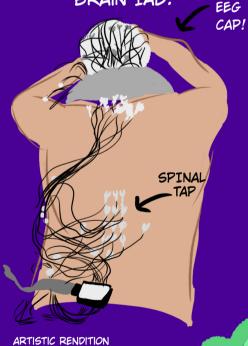




INFO BOX: "EEG* ASSESSMENT OF CENTRAL SENSORY NETWORK CODING DURING SPINAL STIMULATION

> BY: ALEX DAVID AND JUSTIN

THE PURPOSE OF THIS PROJECT, A COLLABORATION WITH HOUSTON METHODIST, IS TO MEASURE BRAIN CHANGES WHEN WE ELECTRICALLY STIMULATE THE SPINAL CORD. THE IDEA IS TO PROVIDE A DIRECT COMMUNICATION CHANNEL BETWEEN THE SPINAL CORD AND A COMPUTER IN ORDER RESTORE MOVEMENT. THIS IS FUNDED BY IUCRC BRAIN IAB.



OF THE PROJECT

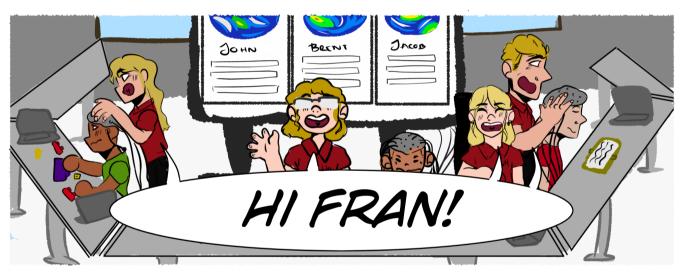


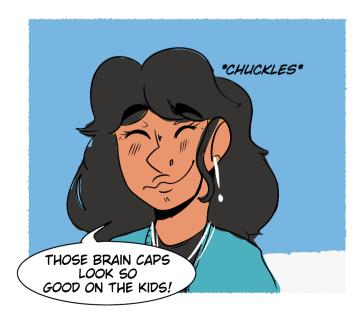


CHAPTER 3: BRAIN ON ART











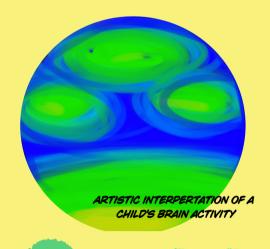






INFO BOX: BRAIN ON ART BY: JESUS

THIS PROJECT INVESTIGATES HOW CHILDREN'S CREATIVITY WORKS IN REAL LIFE. THIS IS DONE BY RECORDING BRAIN WAVES THROUGH NON-INVASIVE EEG CAPS. ONE OF THE GOALS OF THIS PROJECT IS TO SHOW THE PUBLIC HOW BRAIN ACTIVITY OCCURS AND HOW IT CHANGES DURING ART MAKING . THE INTERNS THAT ASSIST EVERY SUMMER AT THE CHILDREN'S MUSEUM ARE PART OF THE RESEARCH EXPERIENCES FOR UNDERGRADUATES (RELL) PROGRAM FUNDED BY THE NATIONAL SCIENCE FOUNDATION.



NSF AWARD #1757949

PEPE'S THOUGHTS!
EVENTS LIKE THESE ARE CALLED STEAM
OUTREACH! STEAM STANDS FOR SCIENCE,
TECHNOLOGY, ENGINEERING, ART AND MATH.
THESE ACTIVITIES PROMOTE STEAM LEARNING
AND PARTICIPATION IN RESEARCH
BY THE GENERAL PUBLIC.





