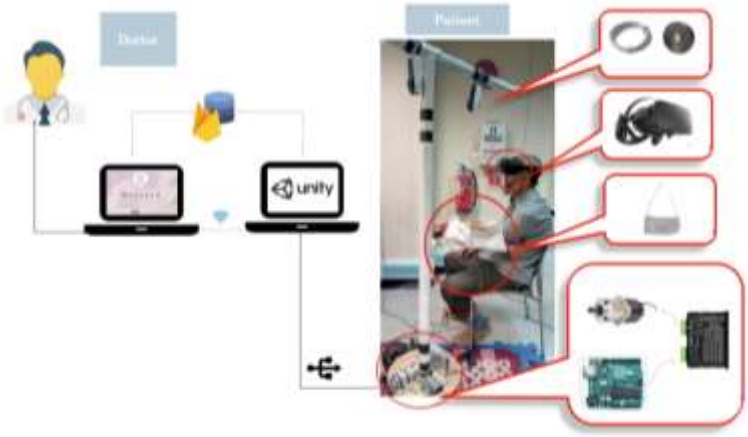
In this project, the students developed an interactive gaming environment and a custom-built low-cost robotic arm system to control the patient's arm movements for rehabilitation purpose. They designed a game module in four phases, and during each phase, the hardware was controlled differently to increase the efficiency of the treatment method. The students measured the improvement by sensors attached to the person's arm. Then the system they designed sent the sensor values to a software application which the patients and his physician could access to monitor the progress. When the students were asked about their achievements, they said, "by the end of this year, we were able to fulfill all our objective by creating a portable, light-weighted, and affordable device that could be used for the rehabilitation of monoplegia. In addition, our device supports both aquatic and non-aquatic treatments, which is not supported by the currently available market solutions. To connect all parts of the system, a secure and user-friendly web application was developed."



Another presented project for year 2018-2019 it titled Intelligent UAV Detection: A Machine Learning Approach. The students who worked on it are : Fatema Ahmad M A Al-Musleh-CS , Khadlja Asim Elamir –CS, Sara Jamal Abdelaziz – CS, and the project was supervised by Dr. Jihad Al-Ja'am.