Semi-automatic Scoring Method for Torticollis by Using Kinect

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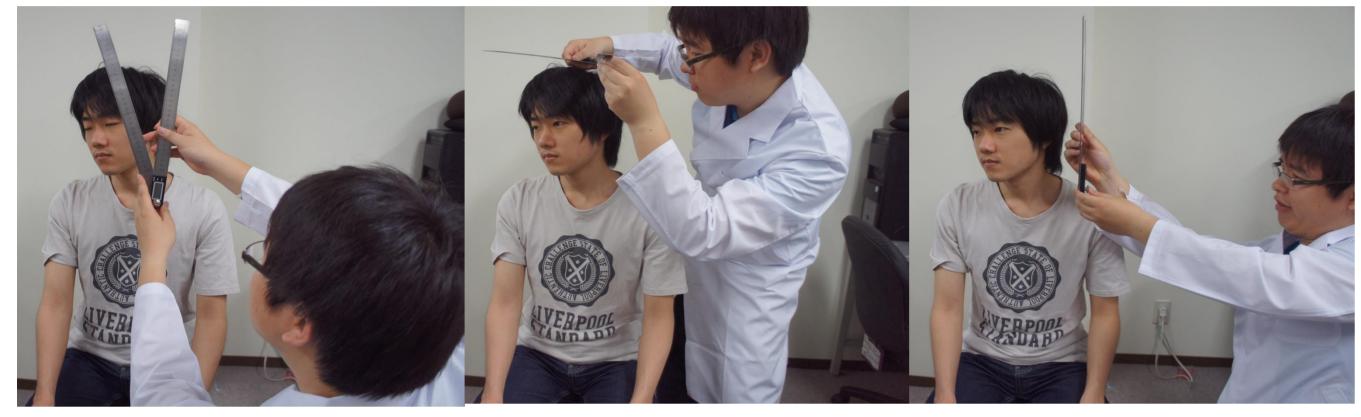
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Introduction

Purpose

To increase the **ACCURACY** and **REPRODUCIBLITY** of the scoring results for torticollis

Conventional Method



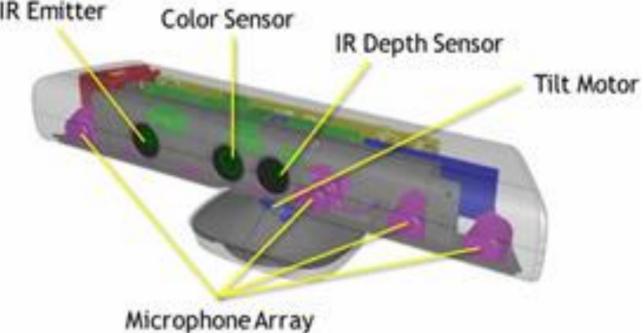
Conventionally, torticollis is scored manually (TWSTER[1], Tsui[2]). However, this manual operation results in <u>inaccurate</u> and <u>non-reproducible</u> scoring [3]. It also <u>takes</u> <u>time</u>, <u>vague</u> in scale, and quite <u>complicated</u>

Method

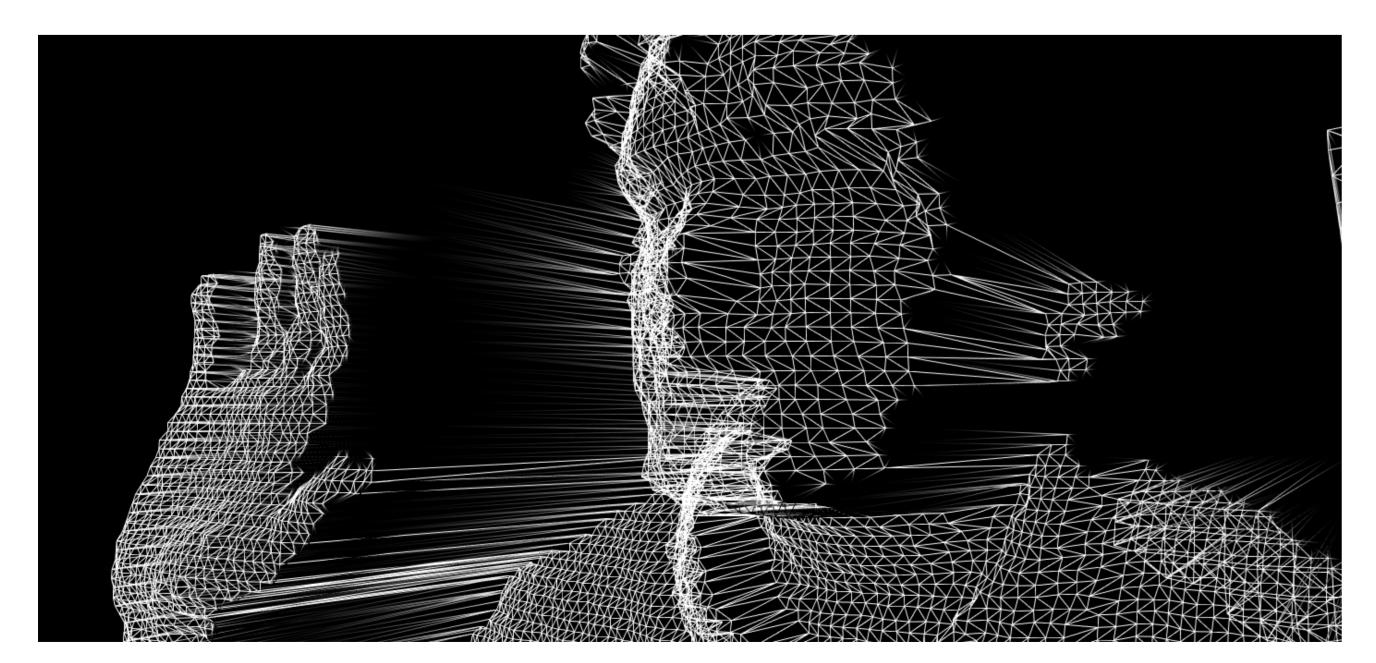
In order to capture patients' facial orientation in **REAL TIME**, we used **Kinect** to track patients' faces.

Kinect (Microsoft Xbox full-body game controller) is a device that can simultaneously capture 2D color images and depth images





Depth images which Kinect captures consist of **distance data** of each pixel to the object. Therefore, Kinect is able to construct 3D image from the distance data.



- 1. Consky, E. S., et al "Assessment of cervical dystonia: the Toronto Western Spasmodic Torticollis Rating Scale (TWSTRS)." *Therapy with botulinum toxin, neurological disease and therapy series* 25 (1994).
- 2. Tsui, JosephK C., et al. "Double-blind study of botulinum toxin in spasmodic torticollis." *The Lancet* 328.8501 (1986): 245-247.
- 3. Wolfgang et al.: Rating scales for cervical dystonia: a critical evaluation of tools for outcome assessment of botulinum toxin therapy, J Neural Transm 120, 2013,

Application

The system captures patients' facial orientation and score automatically. Patients' facial orientation for each axis is also shown as the graph.



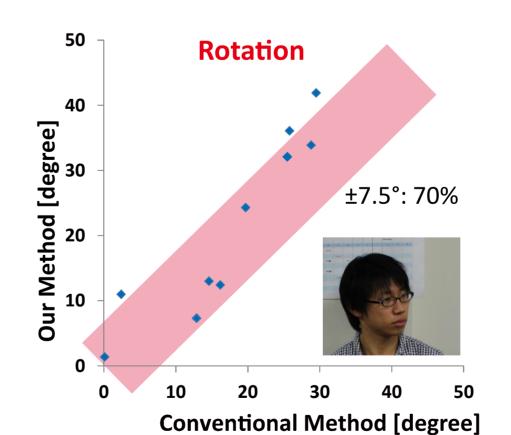
The system realizes **real-time monitoring**. It scores <u>10 times in 1 second</u>, and draws the graph of facial orientation. The graph <u>visualizes tremor</u> and duration of symptoms. In addition, the system also realizes **automatic scoring** which makes results <u>accurate</u> and <u>reproducible</u>. Automatic scoring realizes <u>easy setup</u> which is just putting Kinect and installing the software.

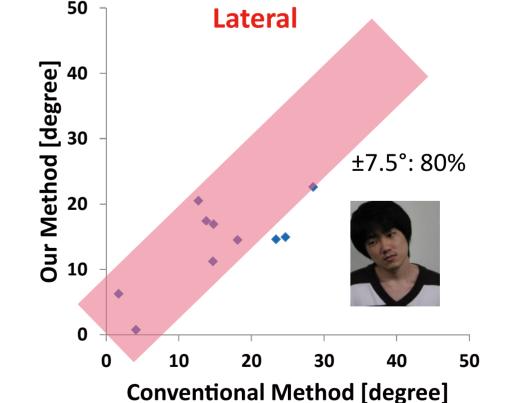
Result/Conclusion

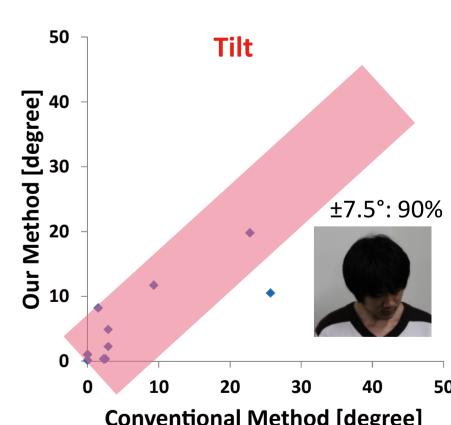
Result

We applied the system to 10 participants (7 males, and 3 females), and compared the results with those of conventional method. Manual scoring was conducted by a trained person.

Comparing automatic scoring with manual scoring for three facial orientations, 80% of the automatically acquired angles were within $\pm 7.5^{\circ}$ range of the manually measured data. It indicates sufficient accuracy for Tsui scale that rates the orientation for each 15° .







Conclusion

We developed an automatic scoring system using Kinect. The results showed that the system can obtain posture data with sufficient accuracy to calculate Tsui score.

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We deliver this system on our web page. Anybody can download and use it.

http://kaji-lab.jp/en/index.php?rsearch/hanger