



## **Serdar Arıtan**

Hacettepe Üniversitesi Spor Bilimleri Fakültesi Biyomekanik Araştırma Grubu

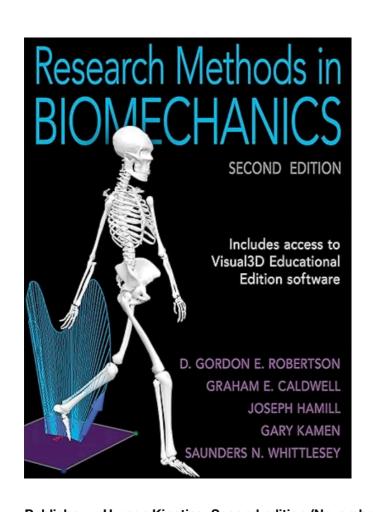
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- Two-Dimensional Kinematics
- Three-Dimensional Kinematics
- Body Segment Parameters
- Three-Dimensional Kinetics
- Muscle Modelling
- Computer Simulation of Human Movement
- Musculoskeletal Modelling

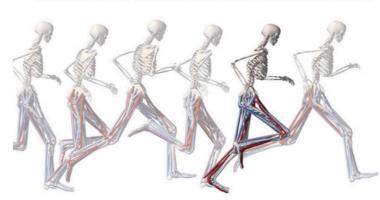


#### Textbooks recommended for the course





THE SCIENCE OF SPORTS, ROBOTICS, AND REHABILITATION



Thomas K. Uchida and Scott L. Delp ILLUSTRATIONS BY David Delp

Publisher: Human Kinetics; Second edition (November 1, 2013)

Language: English
Hardcover: 440 pages
ISBN-10: 0736093400
ISBN-13: 978-0736093408

Publisher: The MIT Press; 1st edition (January 12, 2021)

Language: English
Hardcover: 400 pages
ISBN-10: 0253330580
ISBN-13: 978-0253330581

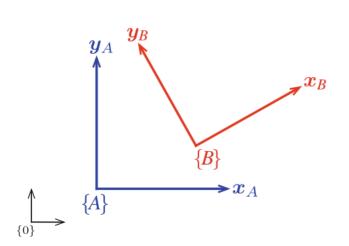
Thomas A. McMahon

Muscles, Reflexes, and
Locomotion

Publisher: Princeton University Press (April 1, 1984)

Language: English
Paperback: 354 pages
ISBN-10: 069102376X
ISBN-13: 978-0691023762





**1D** – 1-dimensional

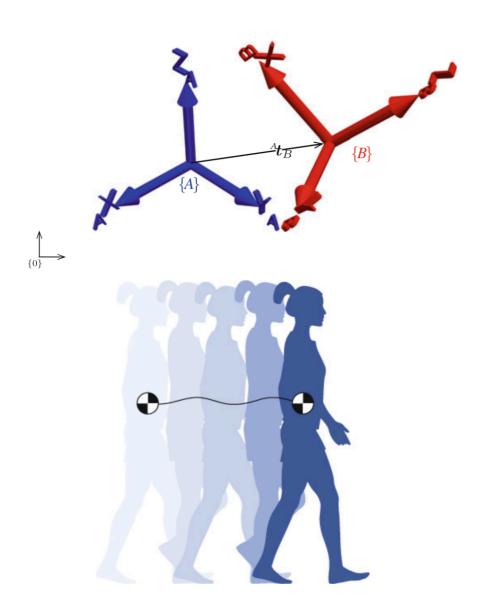
**2D** – 2-dimensional

**3D** – 3-dimensional

**CoM** – Center of mass

**DoF** – Degrees of freedom

n-tuple – A group of n numbers, it can represent a point or a vector







Euler (1707-1783) was a Swiss mathematician and physicist who dominated eighteenth century mathematics. He was a student of Johann Bernoulli and applied new mathematical techniques such as calculus to many problems in mechanics and optics.

Cardano (1501–1576) was an Italian Renaissance mathematician, physician, astrologer, and gambler.



### Singularities and GimbalLock



Apollo 13 mission clock: 02 08 12 47

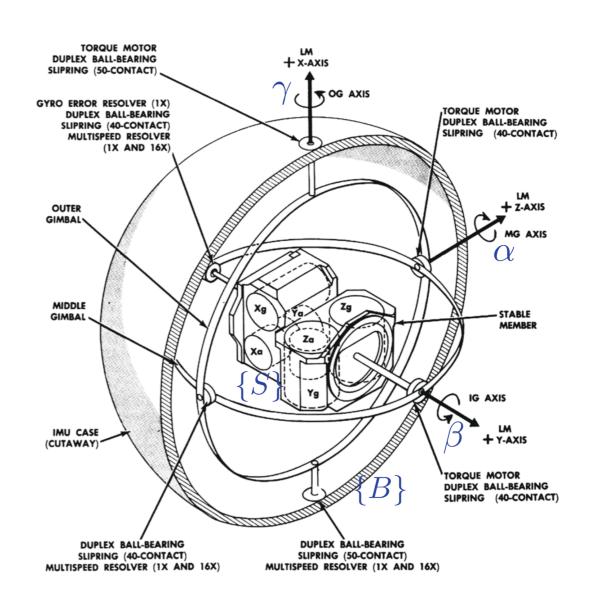
**Flight:** "Go, Guidance."

— Guido: "He's getting close to gimbal lock there."

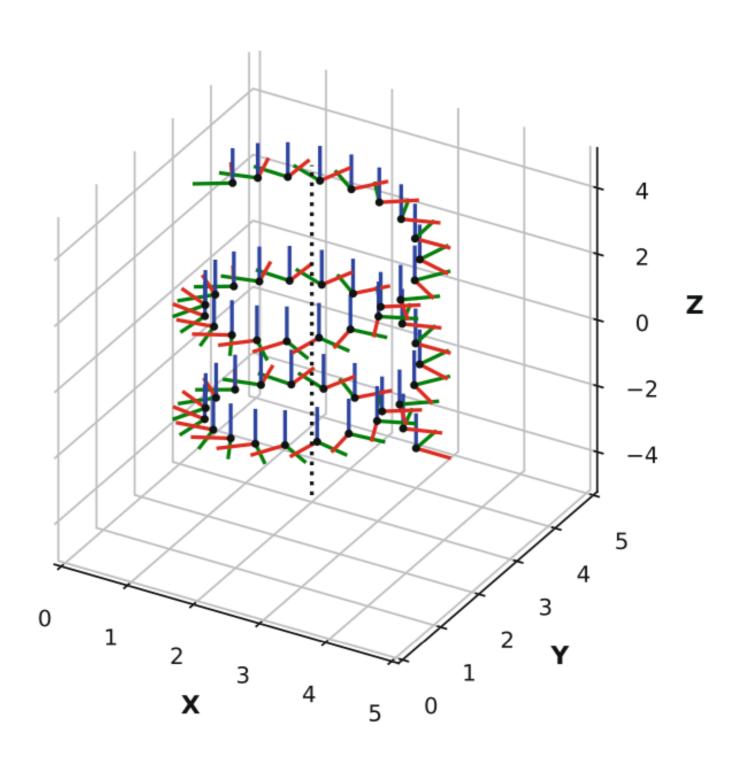
Flight: "Roger. CapCom, recommend he bring up C3, C4, B3, B4, C1 and C2 thrusters, and advise he's getting close to gimbal lock."

CapCom: "Roger."

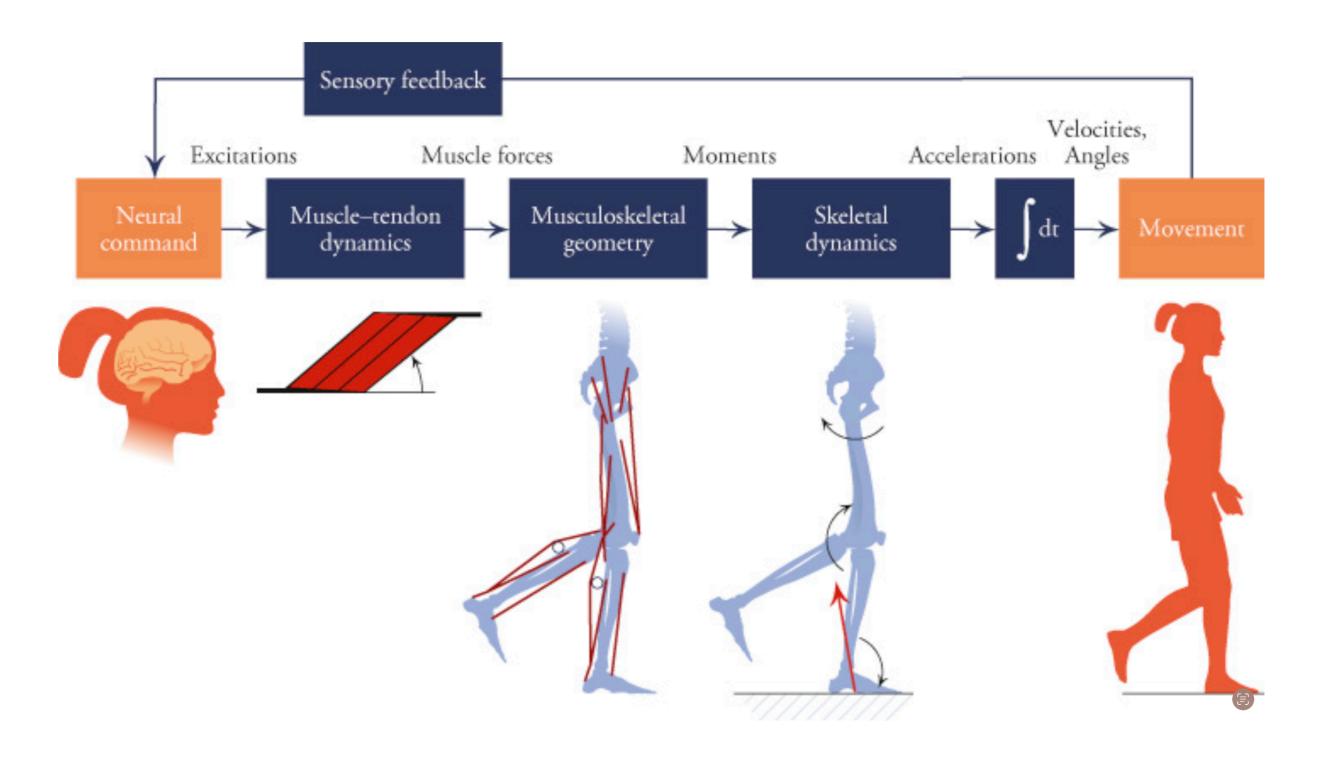
Apollo 13, mission control communications loop (1970) (Lovell and Kluger 1994, p 131; NASA 1970).



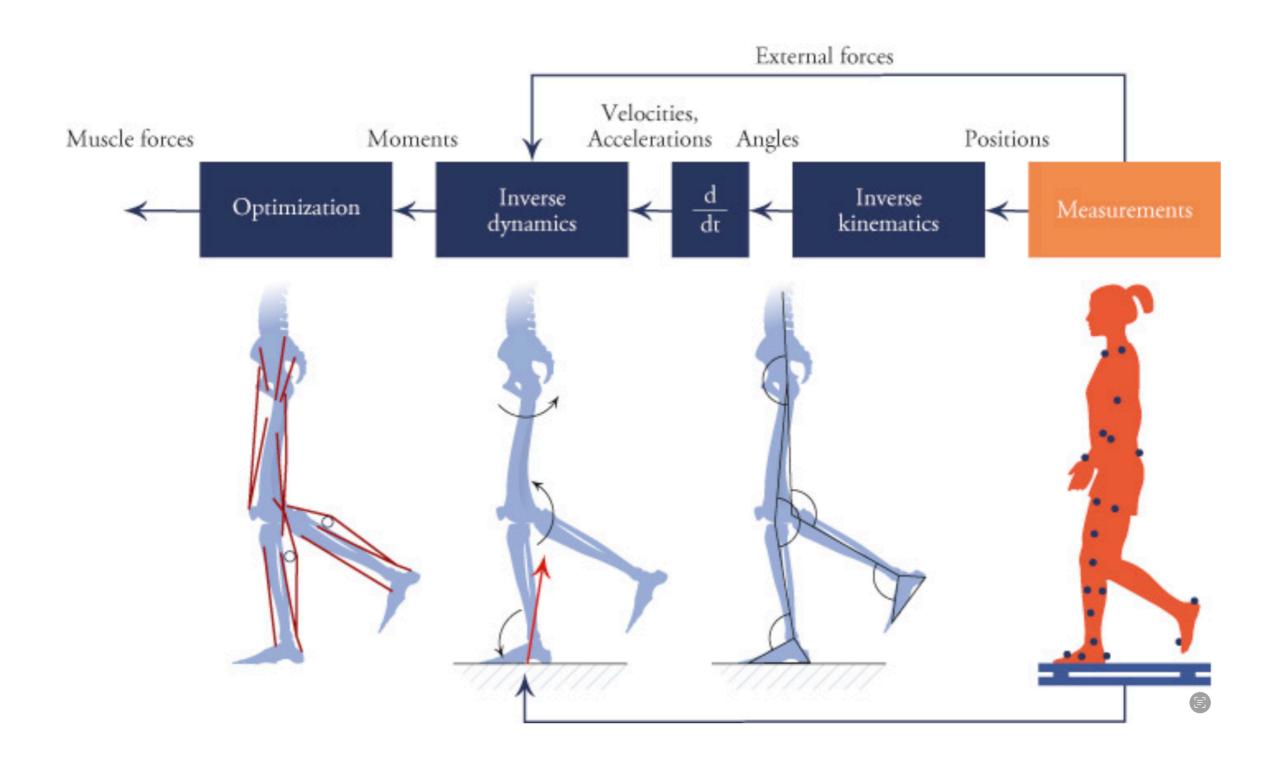






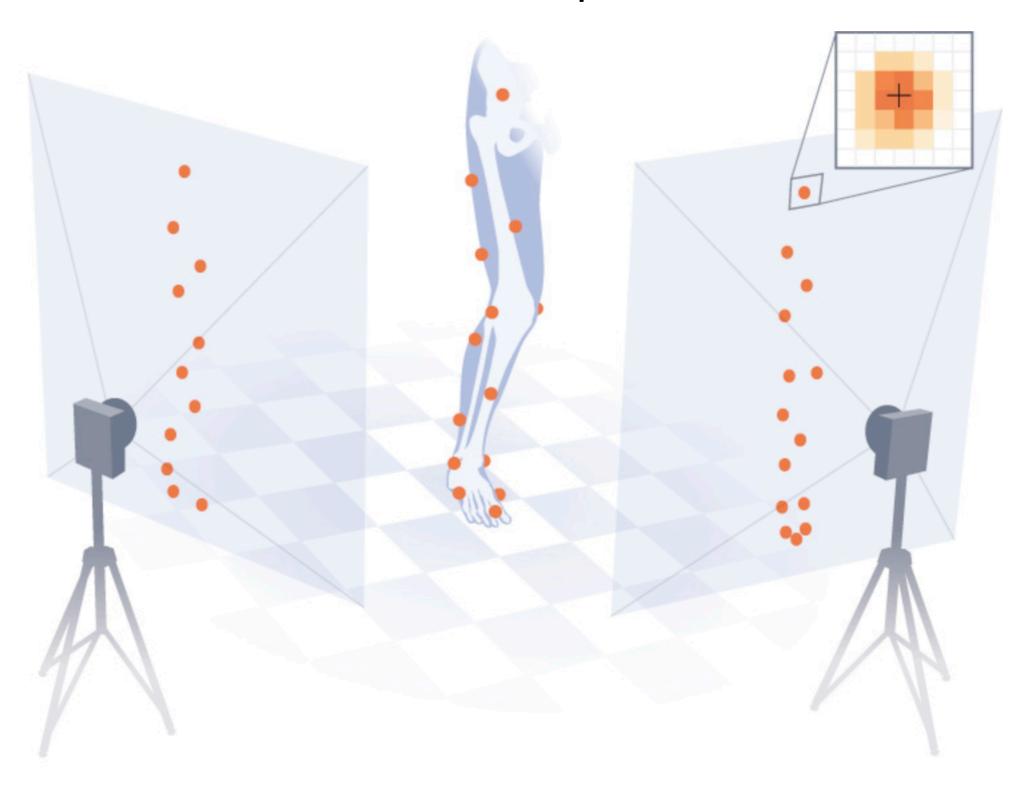






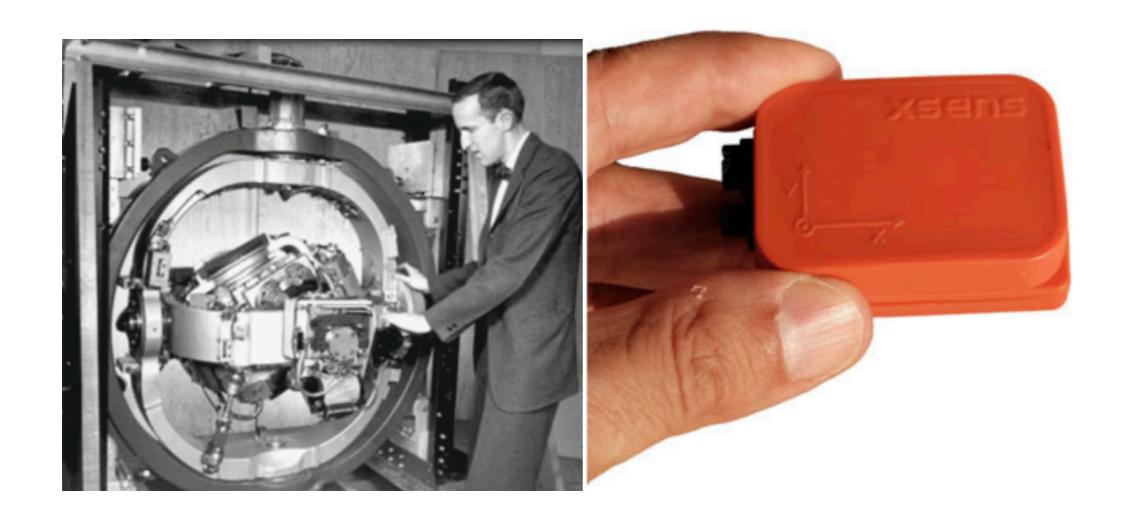


## **Motion Capture**



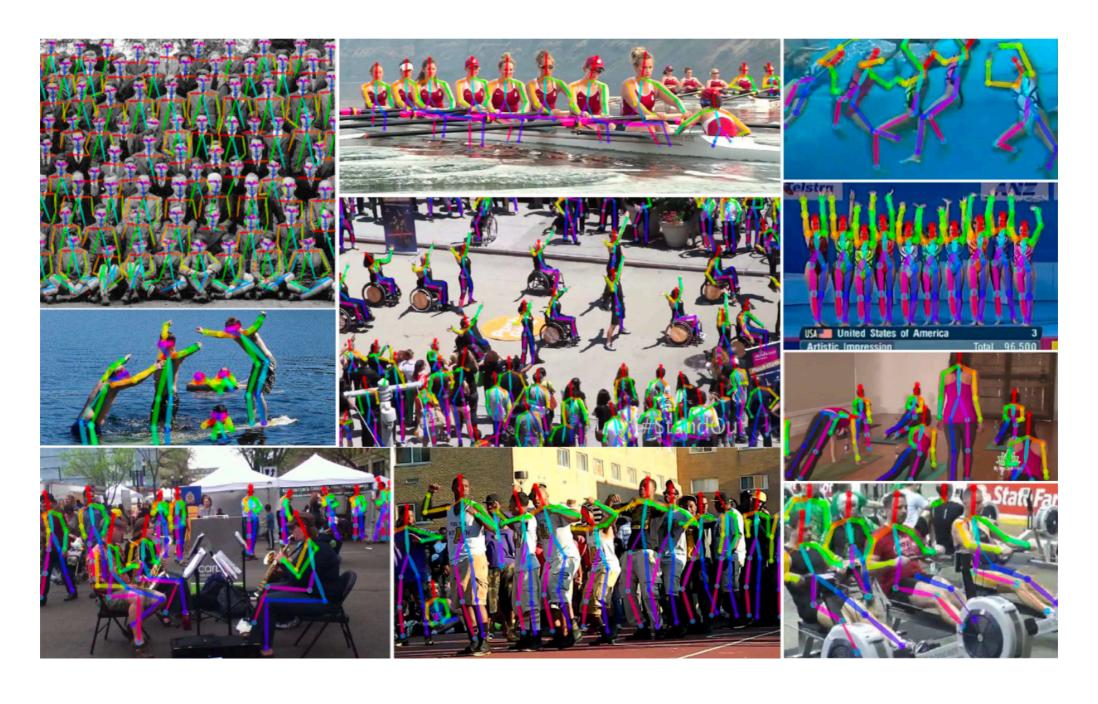


#### Inertial Measurement Unit





#### **Pose Estimation**





## Subject Knowledge and Understanding

Demonstrates deep and systematic understanding of specialist areas relevant to this level of study, including:

- depth of knowledge of key theories, concepts, terminology, and facts relevant to the task
- shows mastery of specialist knowledge in depth
- informed by specialist reading around a topic
- demonstration of a critical approach to existing theories and approaches within the discipline, including appreciation of interrelationship with other disciplines
- may suggest new approaches and concepts where relevant

#### **Intellectual Skills**

Demonstrates highly abstract conceptualization in familiar and unfamiliar contexts, critical thinking, application and scholarly practice, including

- critical evaluation of ideas and construction of an abstract argument, arguing for alternative approaches where relevant.
- independently designs and undertakes investigations to address areas of practice/theory, selection, and evaluation of methodological approaches to generate data for transformative solutions.
- evaluation and synthesis of digital and non-digital literature to inform responses within unfamiliar situations
- flexible and creative analysis of complex or contradictory data/theories/evidence.

#### Practical Skills including Digital Capabilities

Demonstrates command of a range of advanced specialized skills adapted to multiple contexts, including:

- mastery of discipline-specific advanced specialist skills in multiple contexts
- processing and interpretation of complex data to generate new information or insights
- works effectively with multiple teams in a variety of contexts as a leader or member, taking into account diversity, recognizes and employs the capacity of others, works with others to anticipate and resolve conflict
- mastery of discipline-specific advanced computational tools and technologies in flexible contexts
- confident application and critical appreciation of other digital literacies including usage of media tools, creation, collaboration and wellbeing.