

Poster No.	Session No.		
1	1	V van Heijningen	User experiences of digital prostheses in daily functioning in people with an amputation of thumb or finger
2	2	M Mlakar	User satisfaction with upper limb prosthesis and service in Slovenia
3	1	D Brezovar	Occupational therapy for children after amputation of hand
4	2	M Tulloch	The Play Attachment Project
5	1	C Liu	Innovative methods and materials used to produce trans-radial SSOS prosthetic sockets that can be easily used by under-resourced communities.
6	2	K Turner	Relationships between upper limb prosthesis use, embodiment, and balance confidence
7	1	J Gooding	Reimagining prosthetics services, combining limb fitting and co-creation
8	2	A Gigli	A Bi-Manual Evaluation Setup for Upper Limb Prostheses in Real-Life Settings
9	1	R Cheng	Motion Capture Analysis & Plotting Assistant: An Opensource Framework to Analyse Inertial Sensor-based Measurements
10	2	S Baker	Patient Specific Canoe Limb Poster
11	1	C Castellini	Effective experiment design for myocontrol
12	2	F Davie-Smith	The Impact of Provision of Multi Articulating Hands in Scotland
13	1	M Nowak	VVITA – Validation of the Virtual Therapy Arm
14	2	D Clode	Neural correlates of hand augmentation
15	1	D Latour	Unlimbited Wellness: A Unifying Telehealth Program
16	2	D Latour	Developing Self-Advocacy: the McGann Client Feedback Form
17	1	H Schone	Assessing embodiment in elite prosthesis users and expert tool users: preliminary results
18	2	A Hodrien	A Content Analysis of factors associated with embodiment of upper limb prostheses
19	1	A Krasoulis	Learning to control prosthetic fingers with an intuitive myoelectric interface
20	2	V Jayaram	Game-based training for EMG decoding algorithms
21	1	A Cockroft	Prosthetics and Orthotics facilities in Uganda
22	2	S Dupan	Long term use of embroidered EMG electrodes
23	1	M Schaefer	Experiences with a novel Pattern Recognition System used in a below-elbow prosthesis with a multiarticulating Hand
24	2	I Roeling	De Hoogstraat Xperience Prosthesis; an unique innovative test-prosthesis
25	1	S Engdahl	Limb Length Estimation in Body-Powered and Myoelectric Prostheses Users
26	2	A Chadwell	The influence of practice on SHAP task performance when using a body-powered prosthesis
27	1	J Leestma	Extension of the Target Achievement Control Test to an Immersive 3D Virtual Environment
28	2	D Pressney	EMG control in a virtual reality environment and the effect on phantom limb pain
29	1	M Jacobs	An audit to examine the prevalence of psychological distress amongst patients with single digit and finger tip amputations.
30	2	C Han	Characterising compensatory movements of Upper Limb Prostheses
31	1	L Barker	Groupwork For Children With Limb Loss
32	2	M Dyson	Abstract Myoelectric Control in Amputees
33	1	B Jones	Investigating the use of 3D printing as a method to produce upper limb sports prosthesis.