To improve the quality of life, and increase independence and community reintegration of individuals with reduced functional capabilities through research, education and service in assistive, rehabilitation, and robotics technologies.

**Mission**

To be a leader in global collaborative research, education and service for improving the quality of life of individuals with impairments and functional limitations due to aging and disability.

**Vision**

For More Information Please Visit: carrt.eng.usf.edu/index.htm
Value Proposition

- Assistive technology development and prototyping
- Customer discovery through our Vocational Rehabilitation clients
- Testing of products in virtual and augmented reality

Objectives

1. **Research**: To conduct cutting edge research and development in assistive, rehabilitation, and robotics technologies.

2. **Education**: To develop highly skilled, high wage workforce and provide technology-related mentoring services to K-12 students and teachers.

3. **Service**: To provide technical assistance and offer rehabilitation engineering technology referral and advising services.

4. **Dissemination and Technology Transfer**: To publish technical papers, conduct workshops, seminars and conferences and apply for patents.

Projects and Technology

**Computer Assisted Rehabilitation Environment**
- Rehabilitation of Human Balance System
- Virtual Reality Environments
- Motion Platform
- Orthopedic, Neurological, & Rehabilitation Use

**Wheelchair Mounted Robotic Arm**
- 7-Joint Robotic Arm
- Increase Activities of Daily Living
- Task-Oriented Control
- Brain-Computer Interface

**Virtual Reality for Vocational Rehabilitation**
- Vocational Training and Assessment
- Adaptable and Motivating Environment
- Layered 3D Virtual Reality Simulation
- Job Placement

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