



Should You Check Their Head When the Light Blinks Red? The Clinical Utility of Head Impact Sensors for Diagnosing Sport-Related Concussion

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Conflict of Interest

- I have no conflicts of interest or financial relationships to disclose

Objectives

1. Remember the available head impact sensors on the market and their capabilities
2. Understand the determinants for accurate head impact sensor technologies
3. Evaluate how head impact sensors can be implemented into your clinical practice

Concussion Injury Mechanism



Traumatic Biomechanical Forces: Excessive Linear and Rotational Head Acceleration

The First Head Impact Sensor



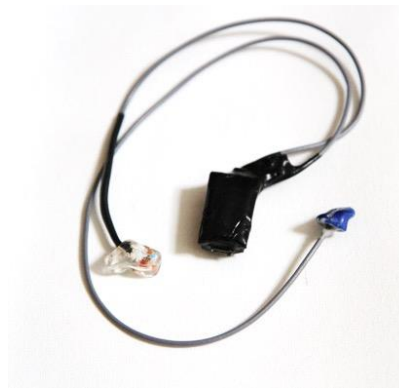
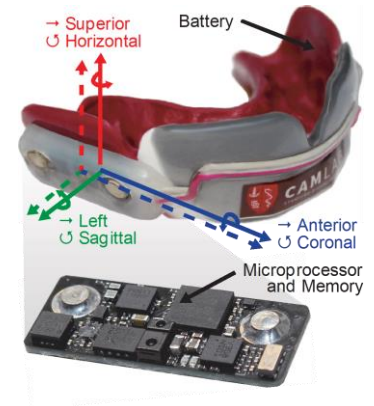
The First Head Impact Sensor

TABLE 2. Peak Acceleration data of football players' heads [G].
As Recorded
Player*

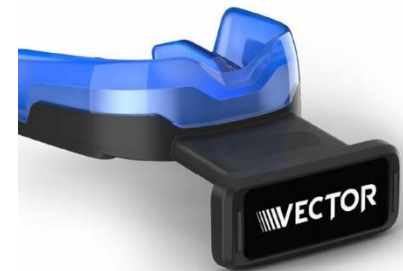
		With 750 Hz Filter	
A	A	B	C
937	867	108	1200
1065	960	108	985
981	882	493	1140
869	875	54	748
625	536	139	1053
610	684	47	1175
542	553	130	984
568	501	209	550
953	834	161	1150
738	643	350	1120
1072	1016	778	1118
984	997	596	1106
910	808	940	1136
1126	870	506	1130
725	617	275	1150

*Player A & E — Offensive Center, Age 20, Wt. 210 lbs., Ht. 5 ft. 11 in.
Player B — Defensive Line, Age 16, Wt. 190 lbs., Ht. 5 ft. 10 in.
Player C — Offensive Back, Age 17, Wt. 135 lbs., Ht. 5 ft. 8 in.
Player D — Offensive Back, Age 28, Wt. 185 lbs., Ht. 5 ft. 8 in.

Current Head Impact Sensors



BrainSentry



Helmet Based Sensors

					
Name	Head Impact Telemetry System	GForceTracker	JOLT	Brain Sentry	Shockbox
Cost	\$1000 - \$3000	\$150 / device \$8/ mo. software	\$99 / device	\$75	\$149.99 / device
Real Time	Yes	Yes	Yes	Yes	Yes
Alert	Page alert	Alarm and Flashing from Sensor	Smartphone App	Light on Sensor	Alert via Bluetooth App

Head Based Sensors

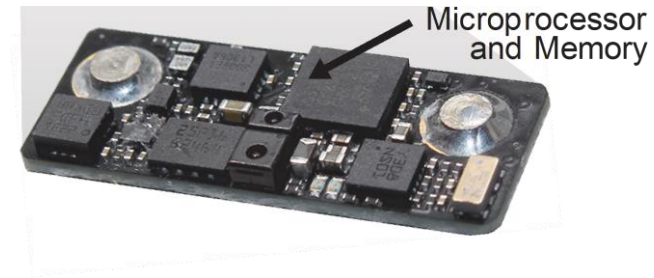
				
Name	X2 xPatch	Triax Sim-G	Reebok Checklight	i1Biometrics Vector
Cost	\$150 / device	\$189.99 / device	\$97.99 / cap	N/A
Real Time	Yes	Yes	Yes	Yes
Alert	Alert in Software	Bluetooth to iOS devices	Light Indicator	Alert via computer

Which One is for Your Team?



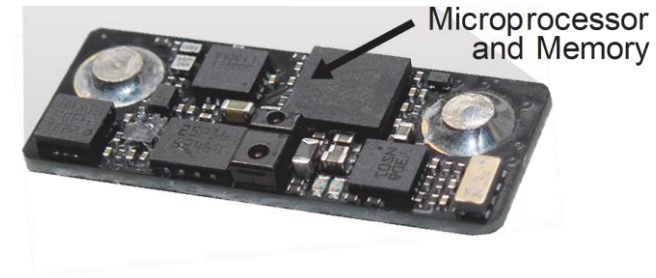
Sensor Requirements for Accurate Measurements

1. Accurate Chip Hardware



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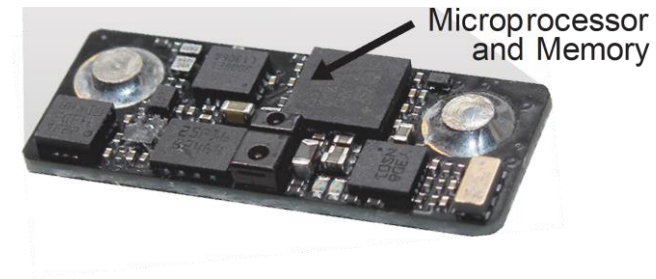


2. Rigid Skull Coupling



Sensor Requirements for Accurate Measurements

1. Accurate Chip Hardware



2. Rigid Skull Coupling



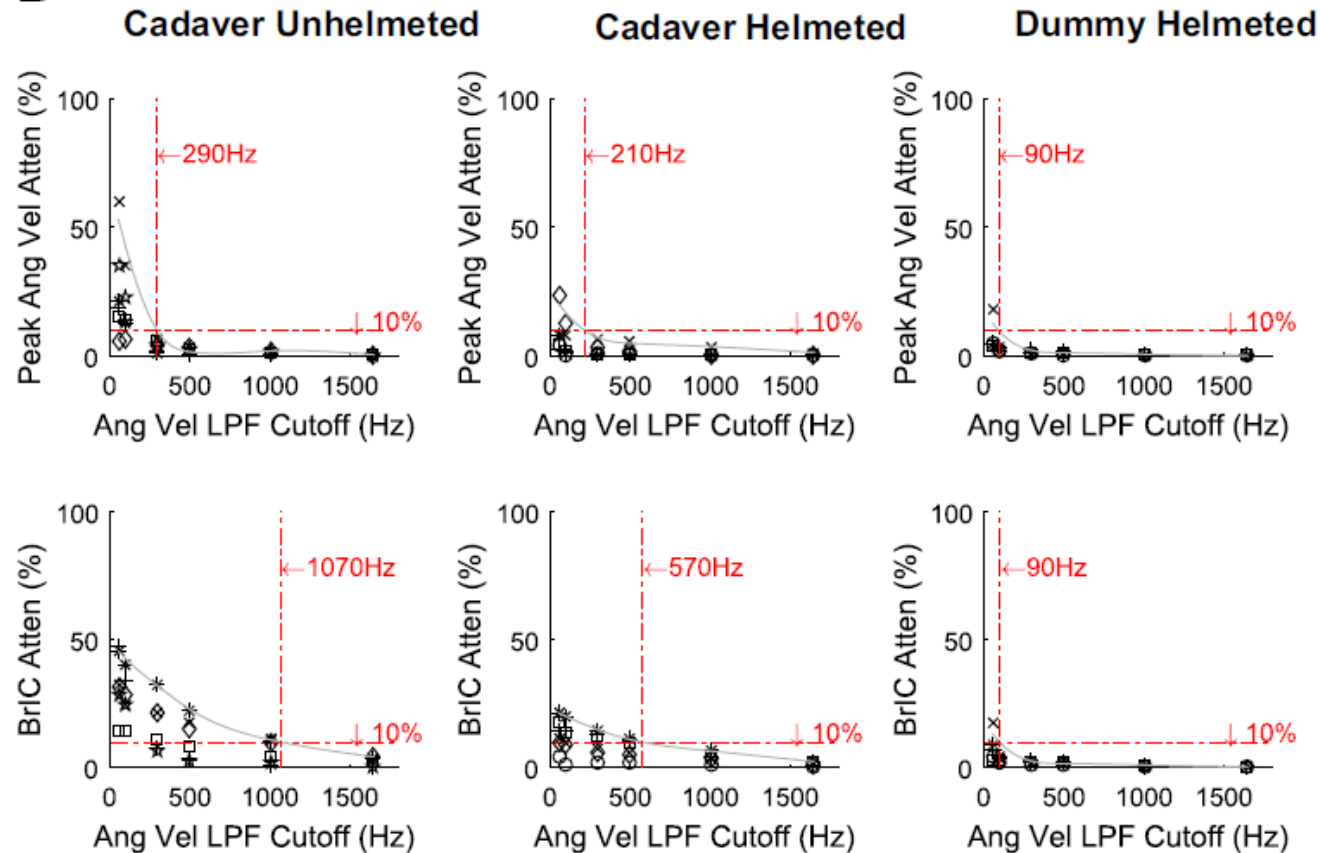
3. Impact Filtering



Hardware Requirements

500 Hz bandwidth minimum for un-helmeted sports

B

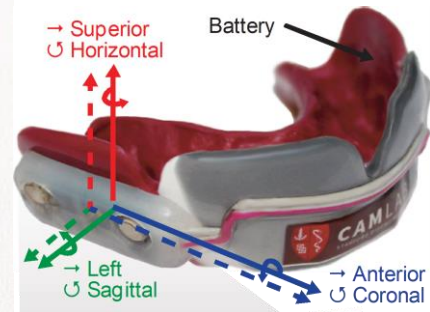
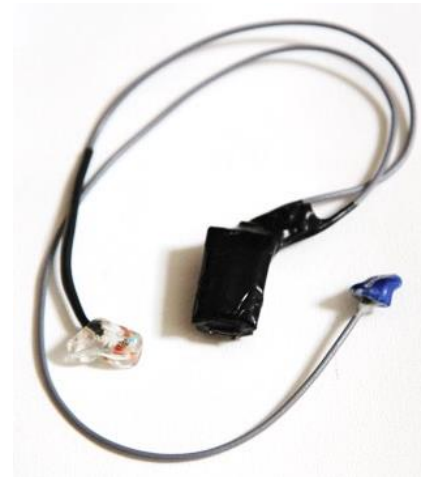


Rigid Skull Coupling

Helmet mounted sensors measured 37% less and up to 71% more than the head sensors on Peak Resultant Angular Velocity



VS



Peak Resultant Linear Acceleration 2 – 5x higher than the Head Acceleration

Impact Filtering



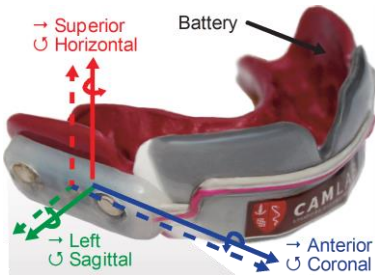
Impact Filtering



Impact Filtering



Impact Filtering



Wu et.al., 2017
Football

	VV	VS
AV	136	10
AS	20	221
	0.87	0.96
	Sens	Spec
Number of reviewed impacts = 3822		
Unobstructed impacts for sens/spec analysis = 387		

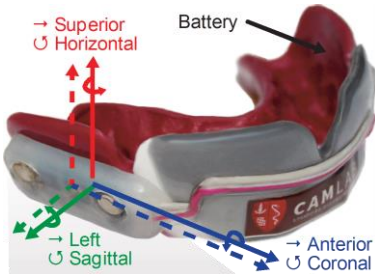
Nevins et.al., 2017
Soccer

	VV	VS
AV	78	20
AS	14	4
	0.85	0.17
	Sens	Spec
Number of reviewed impacts = 119		
Unobstructed impacts for sens/spec analysis = 116		

Press and Rowson, 2016
Soccer

	VV	VS
AV	1463	7536
AS	240	8626
	0.86	0.53
	Sens	Spec
Number of reviewed impacts = 17,865		
Unobstructed impacts for sens/spec analysis = 17,865		

Impact Filtering



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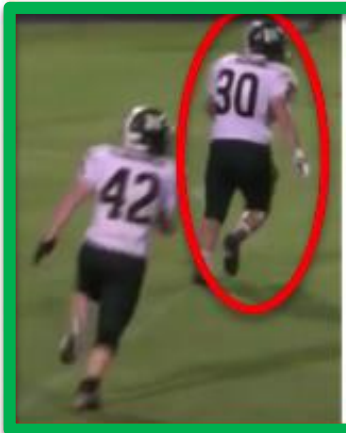
Impact Filtering



Camera Time:
00:05:53.329

Camera Time:
00:05:54.703

Impact Filtering



Camera Time:
00:05:53.329



Camera Time:
00:05:54.703



Camera Time:
00:07:05.982



Camera Time:
00:07:06.494

Impact Filtering



Camera Time:
00:05:53.329

Camera Time:
00:05:54.703



Camera Time:
00:07:05.982

Camera Time:
00:07:06.494

Retained Data		
Event ID	Impact Time	Estimated Camera Time
62761	20:38:51.940	00:02:28.596
62778	20:42:18.130	00:05:54.786
62779	20:42:18.300	00:05:54.956
62872	20:45:09.330	00:08:45.986
63164	20:58:14.000	00:21:50.656

Impact Filtering



Camera Time:
00:05:53.329

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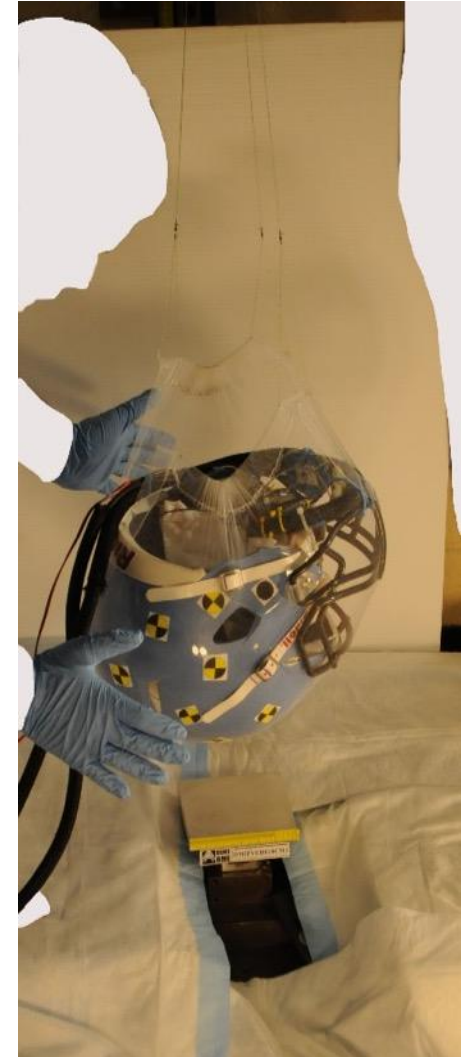
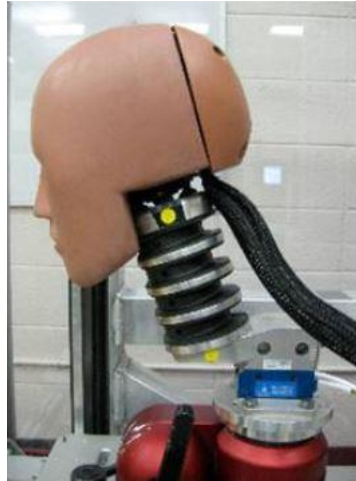
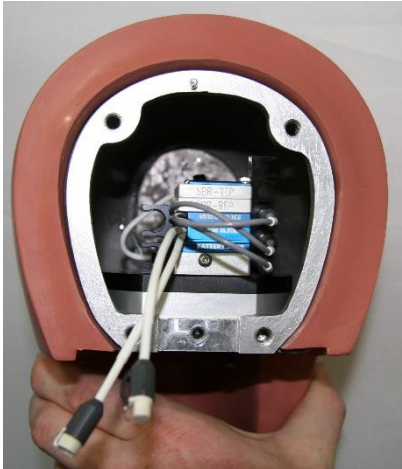
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Retained Data		
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62872	20:45:09.330	00:08:45.986
63164	20:58:14.000	00:21:50.656

Retained + Removed Data		
Event ID	Impact Time	Estimated Camera Time
62761	20:38:51.940	00:02:28.596
62778	20:42:18.130	00:05:54.786
62779	20:42:18.300	00:05:54.956
	20:43:29.860	00:07:06.516
62872	20:45:09.330	00:08:45.986
		00:20:17.436
63164	20:58:14.000	00:21:50.656

Sensor Evaluation



Head-Helmet Coupling Parameters

Rigid sensor coupling = more accurate measurements

Fit



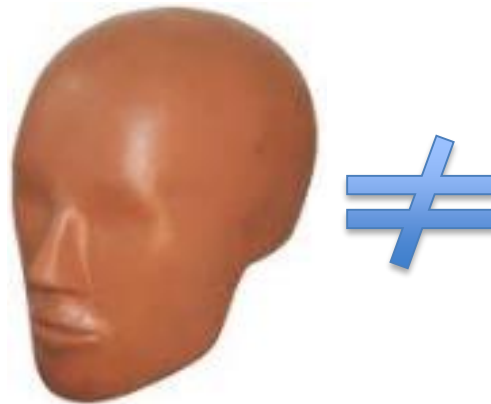
Head-Helmet Coupling Parameters

Rigid sensor coupling = more accurate measurements

Fit



Friction Coefficient



HIT System Validity: Sensor Coupling Spectrum

Directly fixed



PLA error up to 5%

Avg. $\pm 10^\circ$ AZ and EL error
(Crisko 2004)

HIT System Validity: Sensor Coupling Spectrum

Directly fixed



PLA error up to 5%

Hybrid III ATD



PLA 32% error
PAA 35% error

Avg. $\pm 10^\circ$ AZ and EL error
(Crisco 2004)

Avg AZ and EL error = 32.5°
(Siegmund 2016)

HIT System Validity: Sensor Coupling Spectrum

Directly fixed



PLA error up to 5%

Avg. $\pm 10^\circ$ AZ and EL error
(Crisco 2004)

Hybrid III ATD



PLA 32% error
PAA 35% error

Avg AZ and EL error = 33°
(Siegmund 2016)

Cadaveric Specimen



PLA R^2 36% error
PAA 248% error
(Campbell Unpublished)

Avg AZ and EL error = 64°
(Campbell – in review)

Can you diagnose concussions with an acceleration-based threshold?

Head Impact Sensor Determined:

Average Concussive Peak Resultant Linear Acceleration:

$$104 \pm 30 \text{ g}$$

Average Concussive Peak Resultant Rotational Acceleration:

$$4726 \pm 1931 \text{ rad/s}^2$$

Laboratory Reconstructions:

Average Concussive Peak Resultant Linear Acceleration:

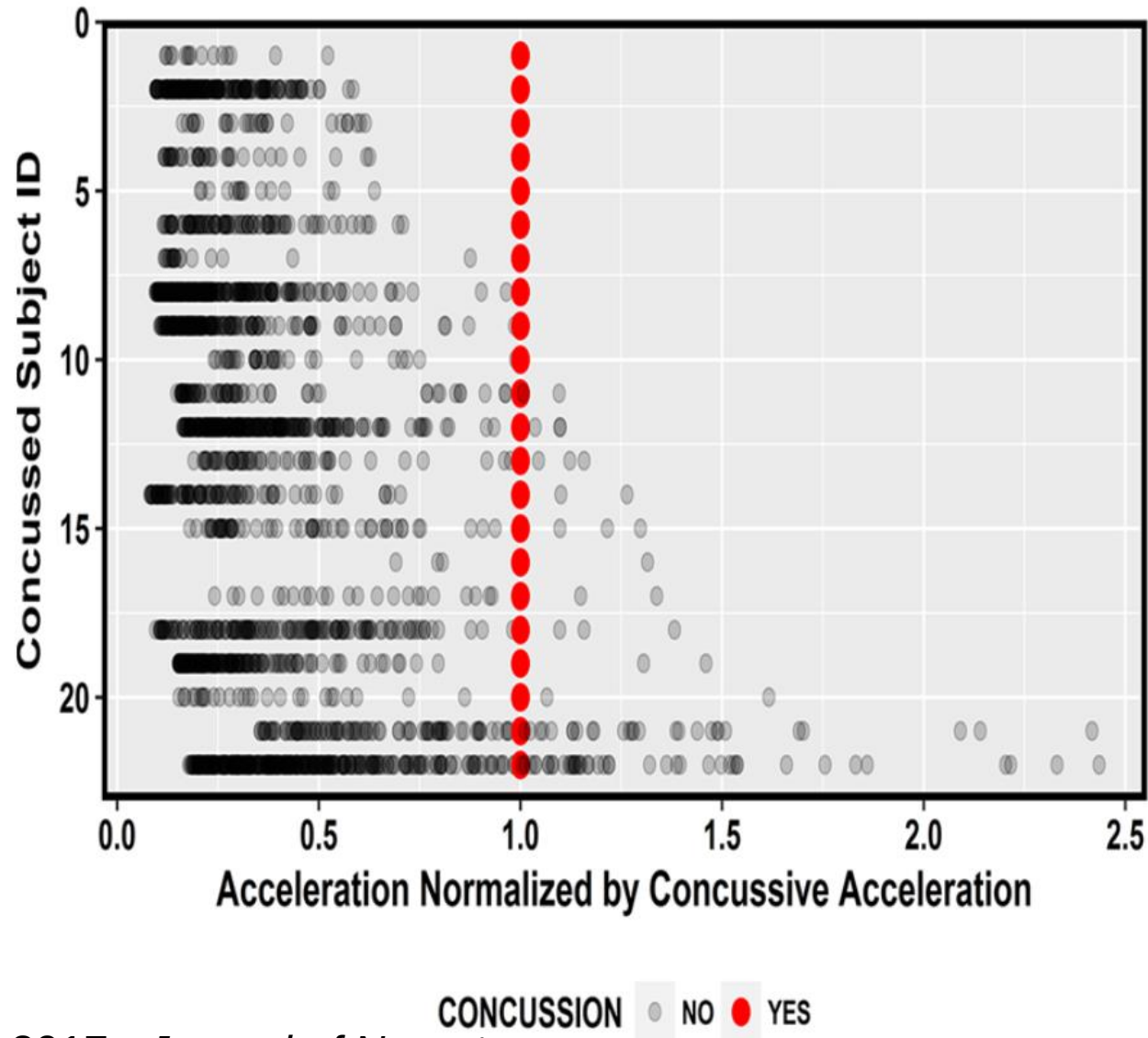
$$98 \pm 28 \text{ g}$$

Average Concussive Peak Resultant Rotational Acceleration:

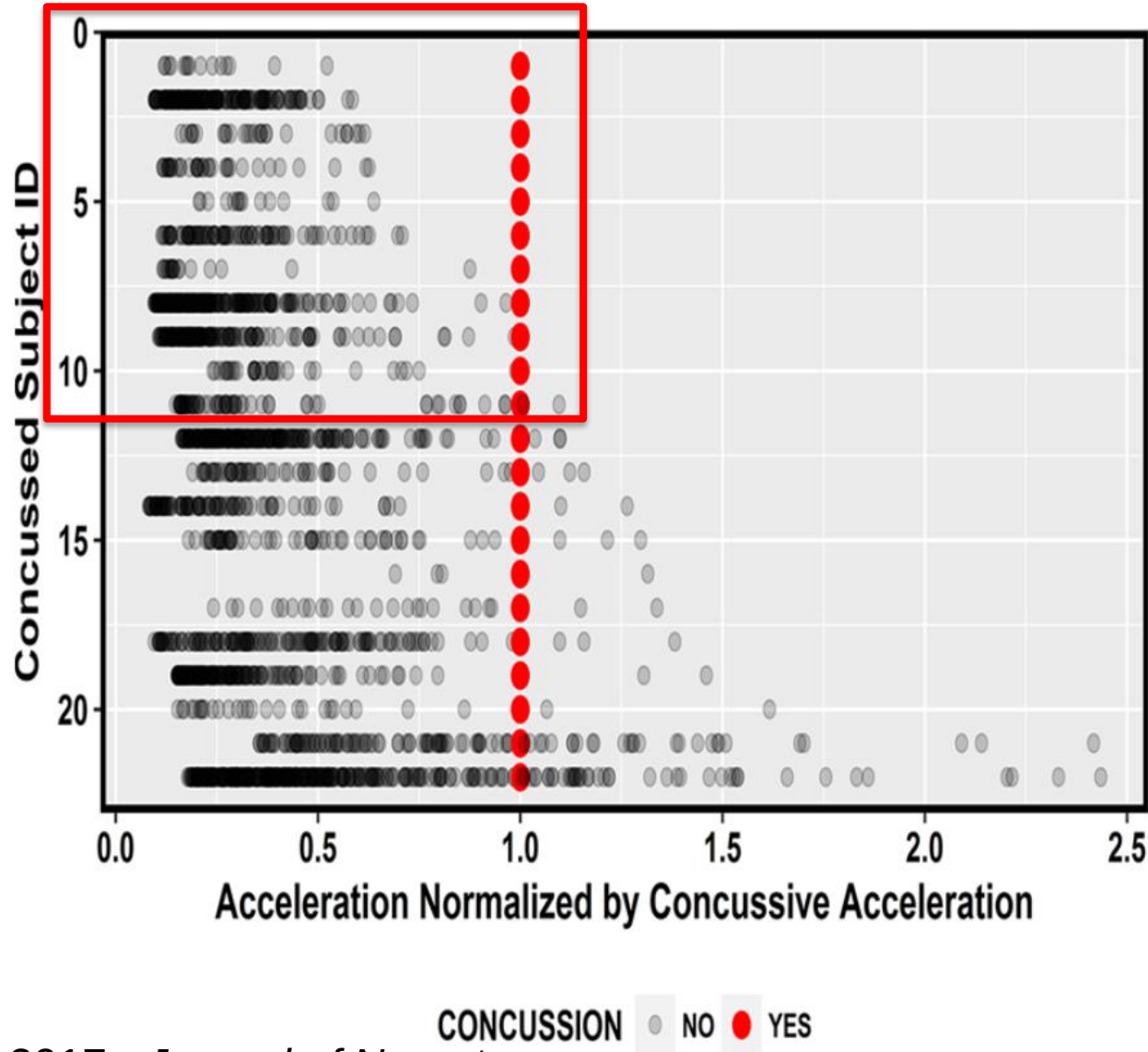
$$6432 \pm 1813 \text{ rad/s}^2$$

Case #	Player Position*	Linear Magnitude (g)	Rotational acceleration (rad/s ²)	Impact Location
1	OL	60.31	5419.18	Front
2	RB	60.51	163.35	Top
3	LB	63.84	5923.27	Front
4	WR	66.36	5573.42	Front
5	RB	77.68	3637.48	Top
6	DB	84.07	5299.57	Front
7	DB	85.10	3274.05	Top
8	LB	94.20	7665.10	Front
9	DL	99.74	8994.40	Front
10	OL	100.36	1085.26	Top
11§ ³	LB	102.39	6837.62	Right
12	OL	107.07	2811.45	Top
13§ ⁵	RB	108.02	6711.00	Front
14	DB	109.88	6632.77	Top
15§ ¹⁴	DB	115.50	2303.63	Top
16	DL	119.23	7974.22	Right
17	LB	157.50	1020.00	Front
18	WR	168.71	15397.07	Back
19	RB	173.22	4762.74	Top

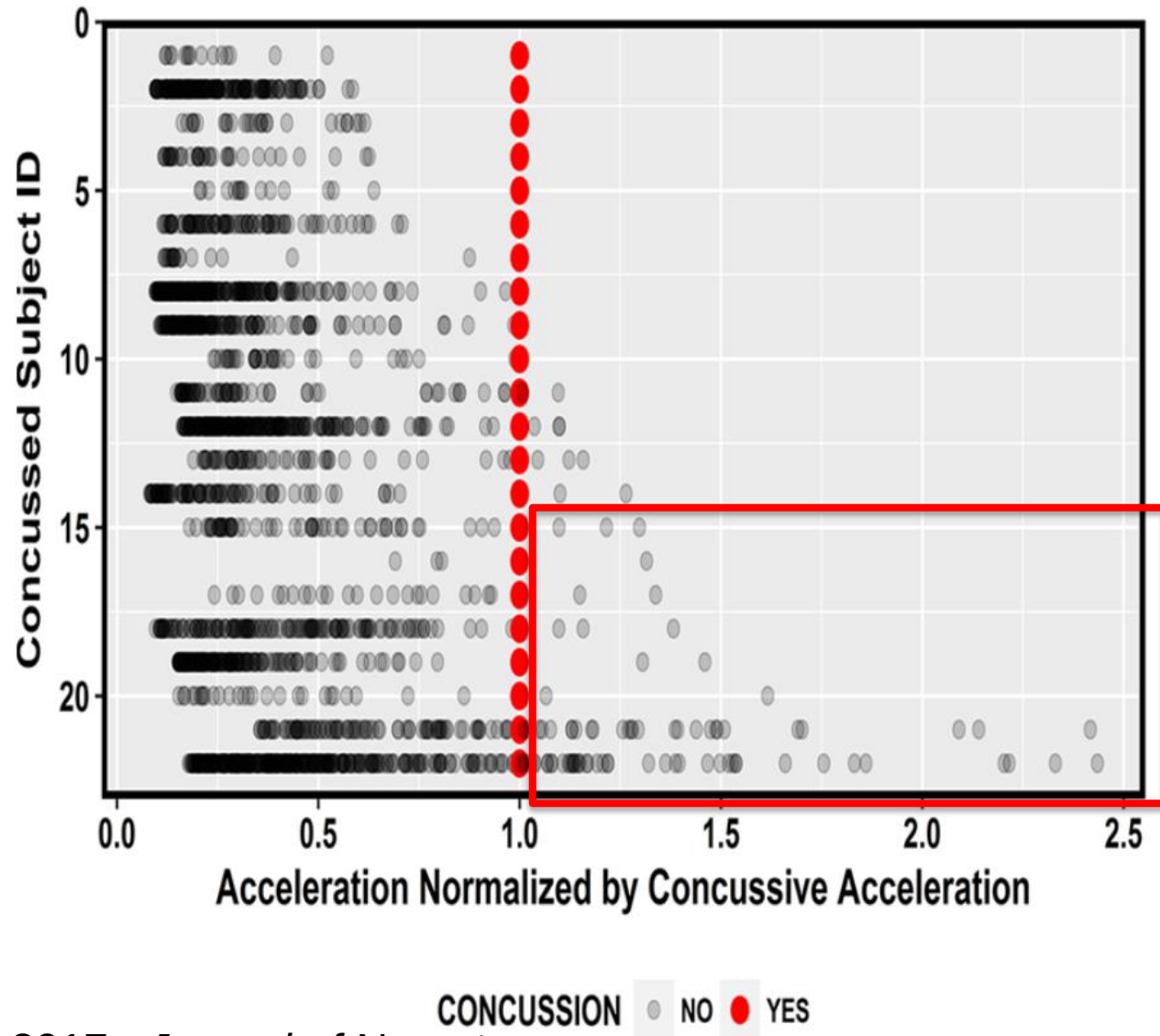
Individual Concussion Threshold?



Individual Concussion Threshold?



Individual Concussion Threshold?



Evaluating Every Time the Light Blinked Red

	Threshold	Sensitivity (95% CI)	Specificity (95% CI)	Positive Predictive Value
Resultant Linear Head Acceleration	20 g	100%	56%	0.01%
	50 g	95.8%	90.4%	0.1%
	75 g	75.0%	97.0%	0.2%
	100 g	45.8%	99.0%	0.4%

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Thank You