

Musculoskeletal Biomechanics and Human Movements

Muskuloskelettär biomekanik och rörelseapparaten 6 credits

Programme course

TMME67

Valid from: 2025 Spring semester

Determined by	Main field of study	
Board of Studies for Mechanical Engineering and Design	Mechanical Engineering	
15	Carrage Larval Brown	

Date determined Course level Progressive specialisation

2024-08-28 Second cycle A1N

Revised by Disciplinary domain

Technology

Revision date Subject group

Mechanical Engineering

Offered first time Offered for the last time

Autumn semester 2020

Department Replaced by

Institutionen för ekonomisk och

industriell utveckling



Course offered for

- Master of Science in Energy Environment Management
- Master of Science in Mechanical Engineering
- Master of Science in Design and Product Development
- Master of Science in Biomedical Engineering
- Master's Programme in Biomedical Engineering
- Master's Programme in Mechanical Engineering

Prerequisites

Calculus, Linear Algebra and Mechanics (or corresponding physics course)

Intended learning outcomes

The course aims to provide an understanding of the loads the human body is exposed to during both daily activities and more physically demanding activities; this from a mechanical and mathematical perspective, with application of principles in engineering mechanics. This provides the student knowledge to be able to take into account the human and her interaction with the environment, for example in product development. The course also gives an introduction to the analysis of sports performance and injury problems with regard to human movement. After completing the course, the student should be able to:

- capture, interpret and analyze kinematic and kinetic variables from human movement during physical activity
- simplify and model the human body as a musculoskeletal system by applying fundamental concepts in applied mechanics
- use biomechanics software and simulate a musculoskeletal system
- understand why a human musculoskeletal system can become part of the product development process
- understand why the musculoskeletal system can become overloaded during physically demanding activities and the medical problems this can cause.

Course content

Biomechanical Measurements, Human Anatomy and Anthropometry, Multibody Dynamics, Muscle Mechanics, and Simulation Methods for Biomechanics.

Teaching and working methods

The course is structured around teacher-led computer exercises together with supporting lectures, laboratory work and supervision. The computer exercises are part of the examining project.



Examination

PRA1	Written Report of Project Work	3 credits	U, 3, 4, 5
TEN ₁	Written examination	3 credits	U, 3, 4, 5

Grades

Four-grade scale, LiU, U, 3, 4, 5

Other information

About teaching and examination language

The teaching language is presented in the Overview tab for each course. The examination language relates to the teaching language as follows:

- If teaching language is "Swedish", the course as a whole could be given in Swedish, or partly in English. Examination language is Swedish, but parts of the examination can be in English.
- If teaching language is "English", the course as a whole is taught in English. Examination language is English.
- If teaching language is "Swedish/English", the course as a whole will be taught in English if students without prior knowledge of the Swedish language participate. Examination language is Swedish or English depending on teaching language.

Other

The course is conducted in such a way that there are equal opportunities with regard to sex, transgender identity or expression, ethnicity, religion or other belief, disability, sexual orientation and age.

The planning and implementation of a course should correspond to the course syllabus. The course evaluation should therefore be conducted with the course syllabus as a starting point.

The course is campus-based at the location specified for the course, unless otherwise stated under "Teaching and working methods". Please note, in a campus-based course occasional remote sessions could be included.

