

WEBCAMPOSE BASE PACK

2022.1

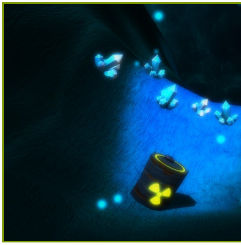
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Speed	9
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Specialized	88

WHAT IS NEEDED?

HARDWARE REQUIREMENTS

Please make sure the PC where you want this module to be active have VAST.Rehab Patient Panel installed and that the following hardware requirements are met:

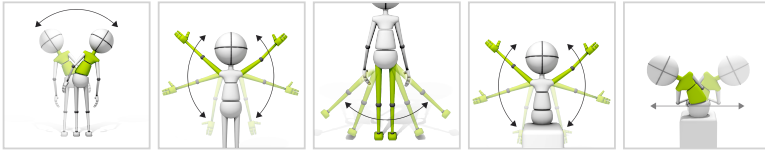
- Windows 10
- INTEL i5 processor
- 8GB RAM
- Webcam



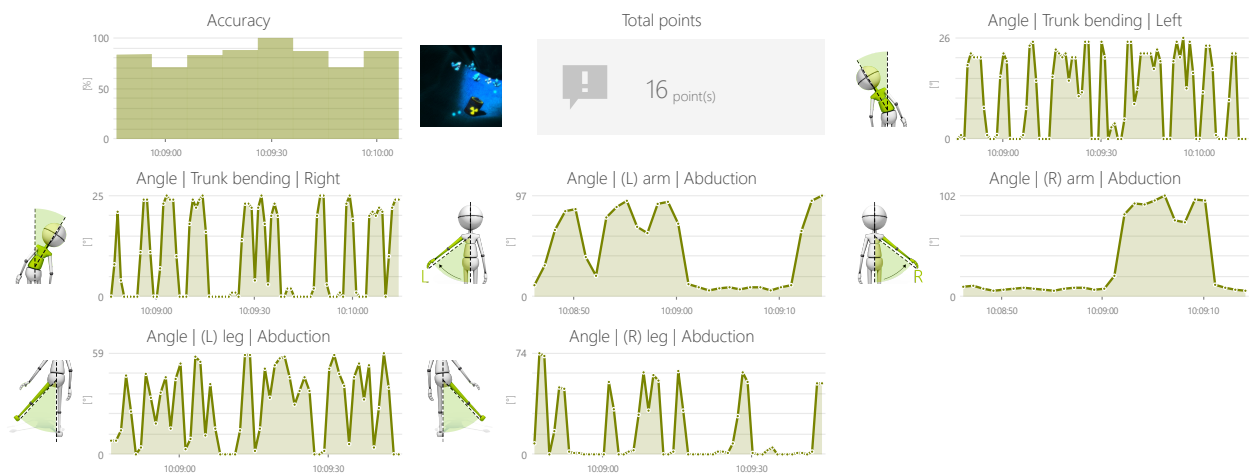
RANGE OF MOTION CRYSTALS

Measure and gently motivate to increase individual's range of motion in predefined movement patterns.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
-
- Player speed

OBJECTIVES

- Improve range of motion
- Perceptivity
- Response to negative visual stimuli
- Reaction to the positive visual stimuli

INSTRUCTION FOR PATIENT

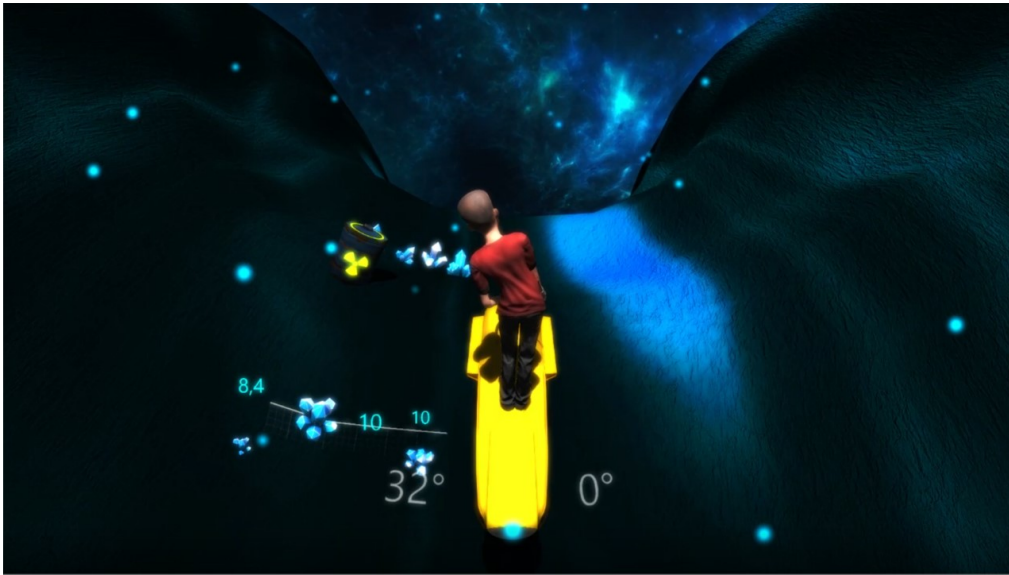
Collect the crystals and avoid the radioactive barrels



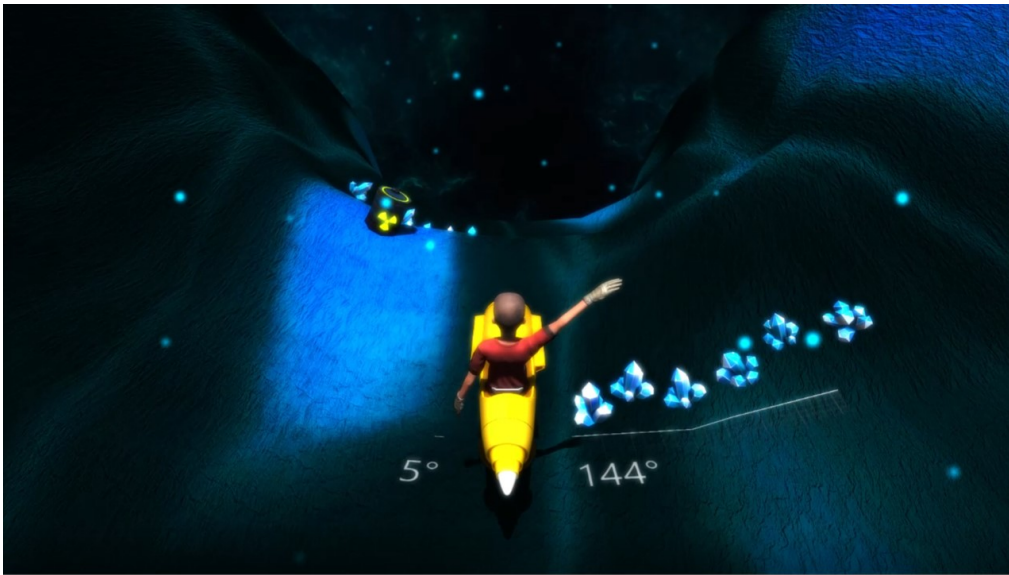
RANGE OF MOTION

CRYSTALS

SAMPLE SETTINGS



Difficulty 1/4	
Duration 30s	Range 20% ↔ 80%
Angle 40°	Angle 40°
Player speed 100%	



Difficulty 1/4	
Duration 30s	Range 20% ↔ 80%
Angle 180°	Angle 180°
Player speed 100%	

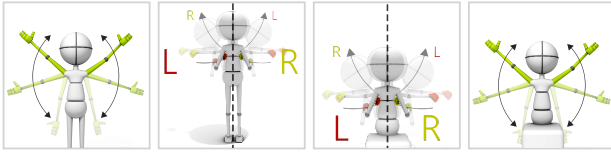


MOVEMENT TIME

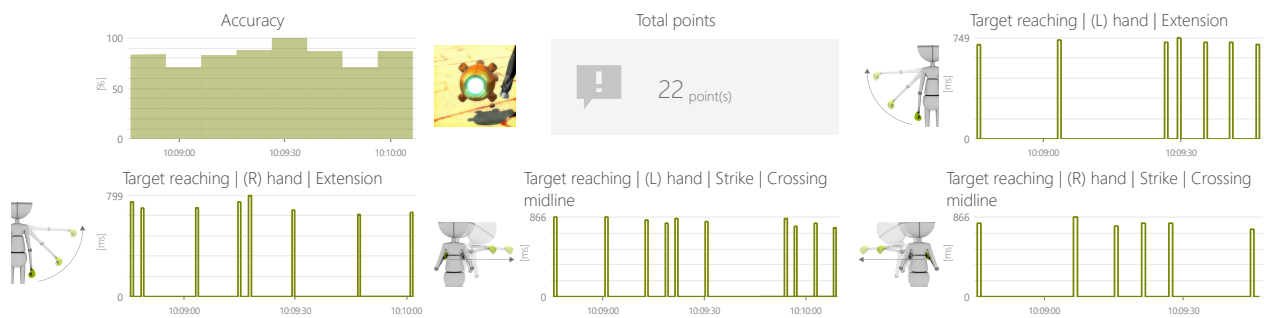
REACT

Measure time taken to carry out a movement of a limb or other part of the body. It is measured from rest to target position.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Time to react
- Distance to targets

OBJECTIVES

- Speed of movement
- Bilateral movements in response to bilateral stimuli
- Dynamic responses to emerging moving targets
- Movements times comparison (left and right limbs)

INSTRUCTION FOR PATIENT

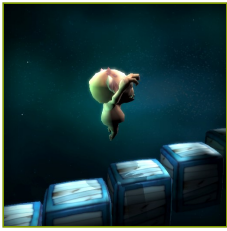
Hit the target as quickly as you can. Then set yourself in rest pose



SAMPLE SETTINGS



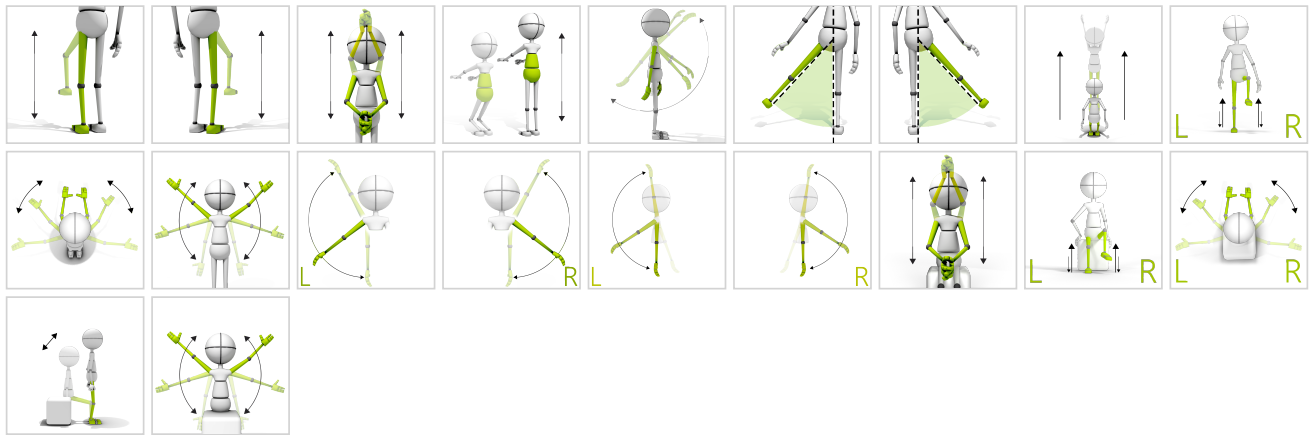
◀	Difficulty 1/2	▶
<	Duration 90s	>
<	Time to react 2s	>
<	Distance to targets 75%	>



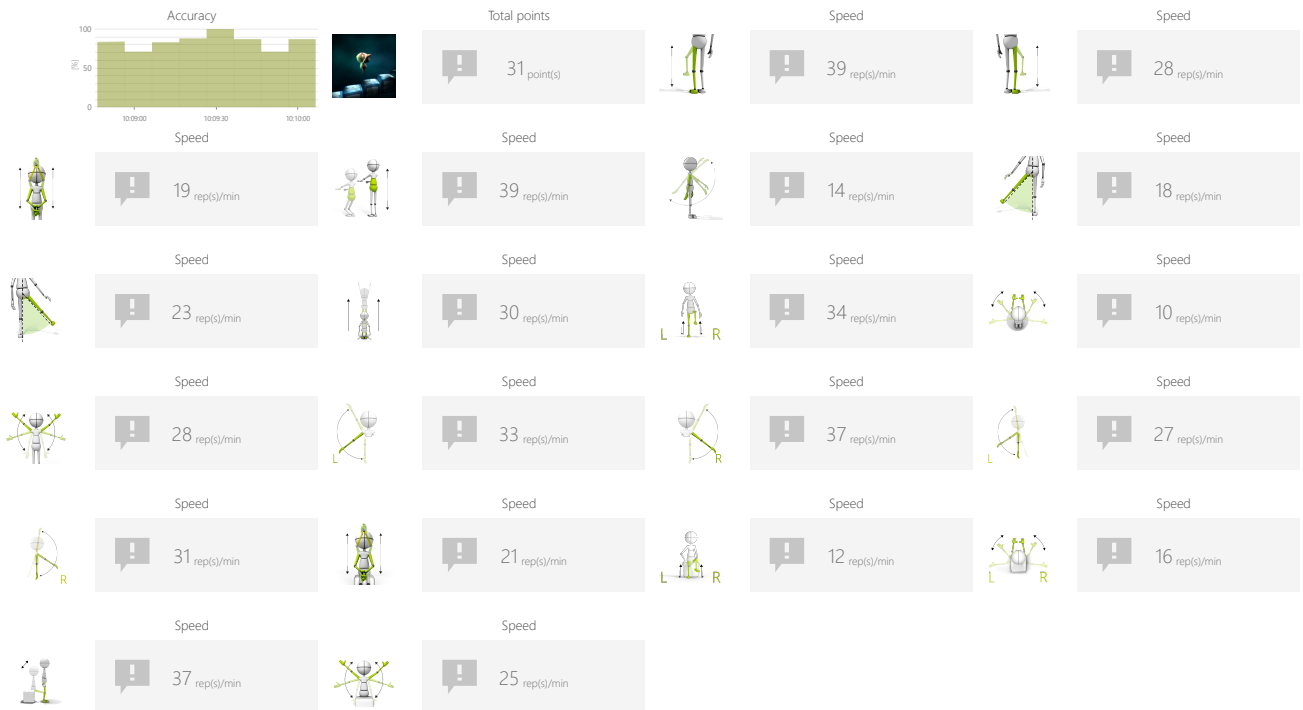
SPEED STAIRS

Measure number of repetitions of specific movement pattern an individual is able to perform within predefined time interval.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Max time per floor
- Number of stairs
- Pause length

OBJECTIVES

- Jumping
- Knees lifting
- Dynamics of planned movements

INSTRUCTION FOR PATIENT

Climb the stairs before they disappear



SAMPLE SETTINGS



Difficulty Custom	
Duration 90s	Range 20% ↑ 80% ↓
Max time per floor 15s	Number of stairs 5
Pause length 3	

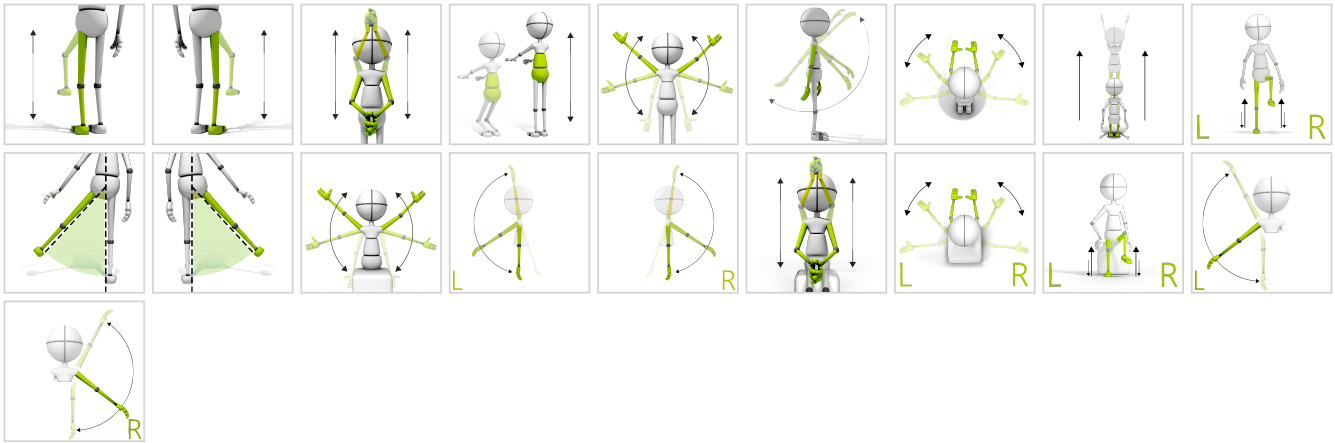


SPEED

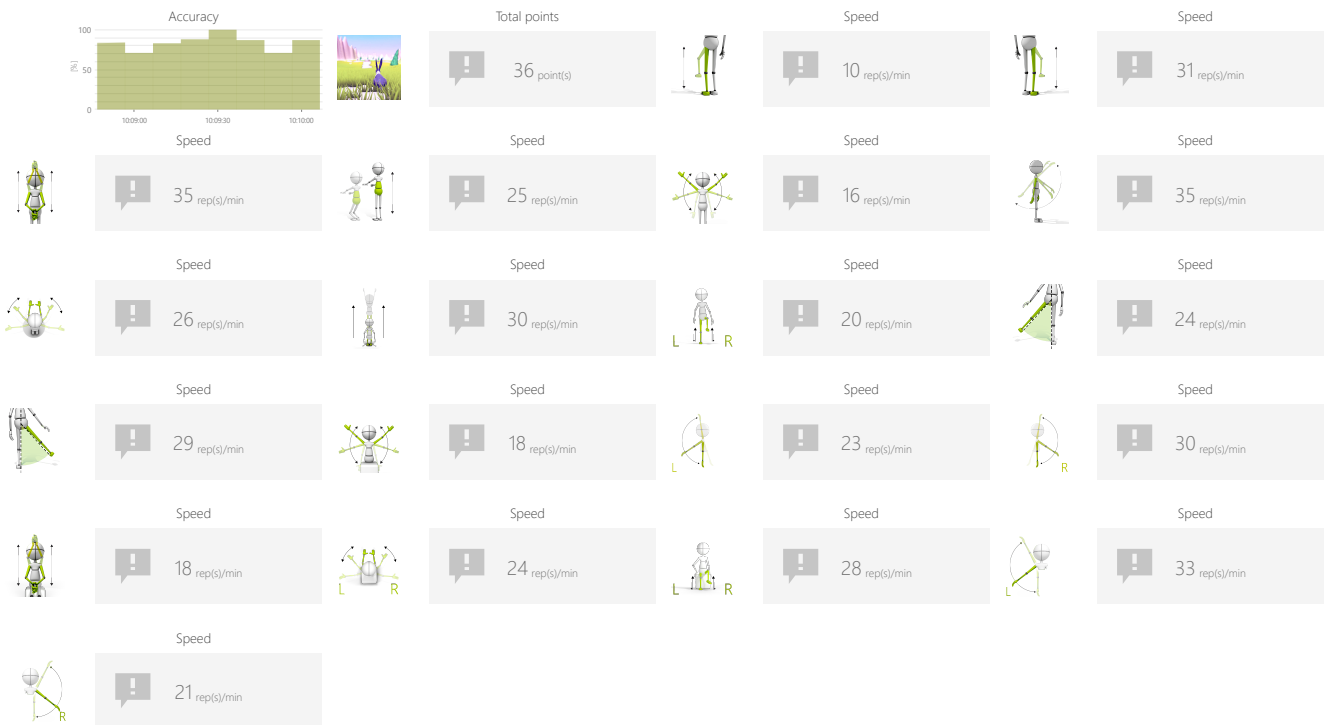
RABBIT

Measure number of repetitions of specific movement pattern an individual is able to perform within predefined time interval.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range

OBJECTIVES

- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

Go through the entire route as fast as you can



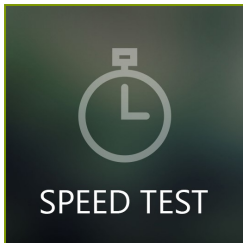
SPEED

RABBIT

SAMPLE SETTINGS



Duration	Range
< 90s >	20% 80%

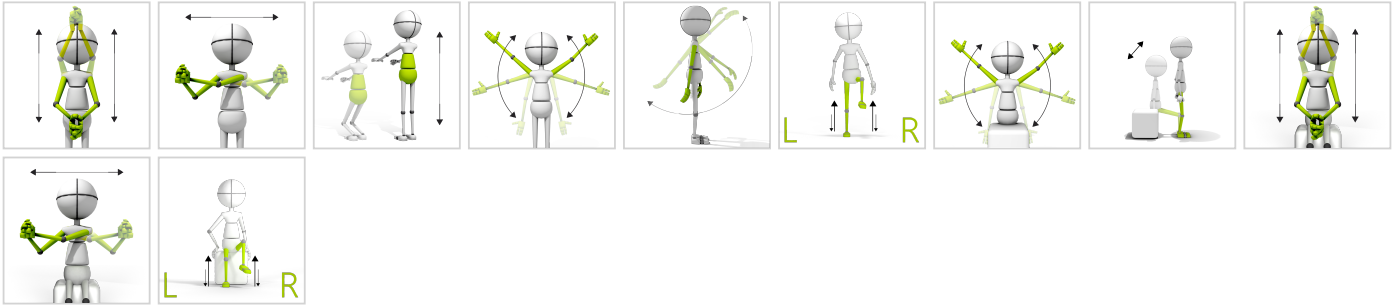


SPEED

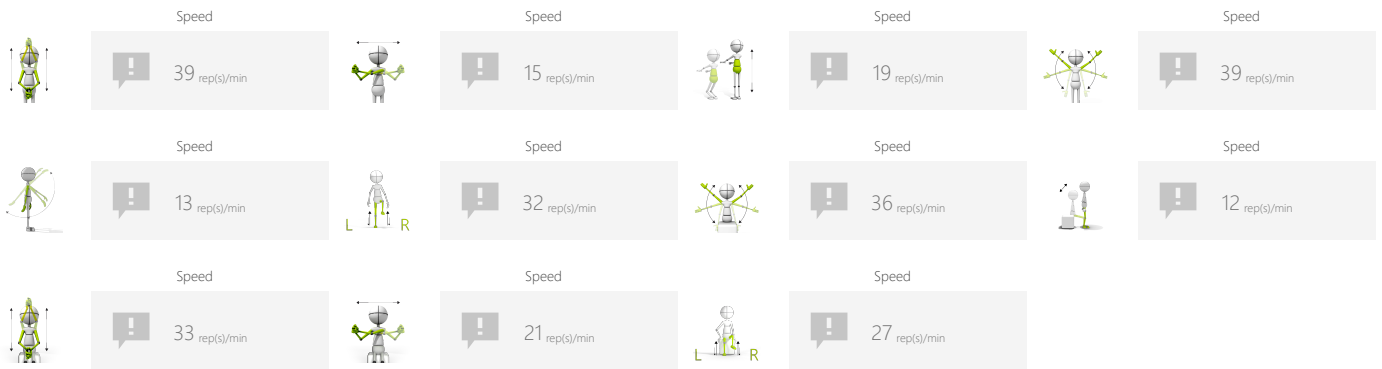
SPEED TEST

Measure number of repetitions of specific movement pattern an individual is able to perform within predefined time interval.

CONTROL MODES



RESULTS



ADJUSTMENTS

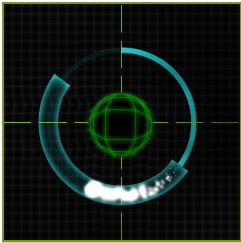
- Time to complete action
- Range

OBJECTIVES

- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

Perform the specified movement pattern as many times as possible



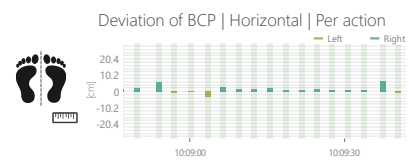
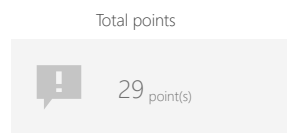
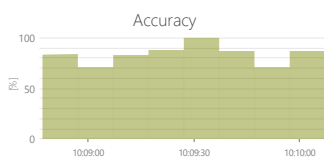
BALANCE GRID

Measure and train individual's skills to perform specific movement patterns while keeping predefined weight distribution.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Period

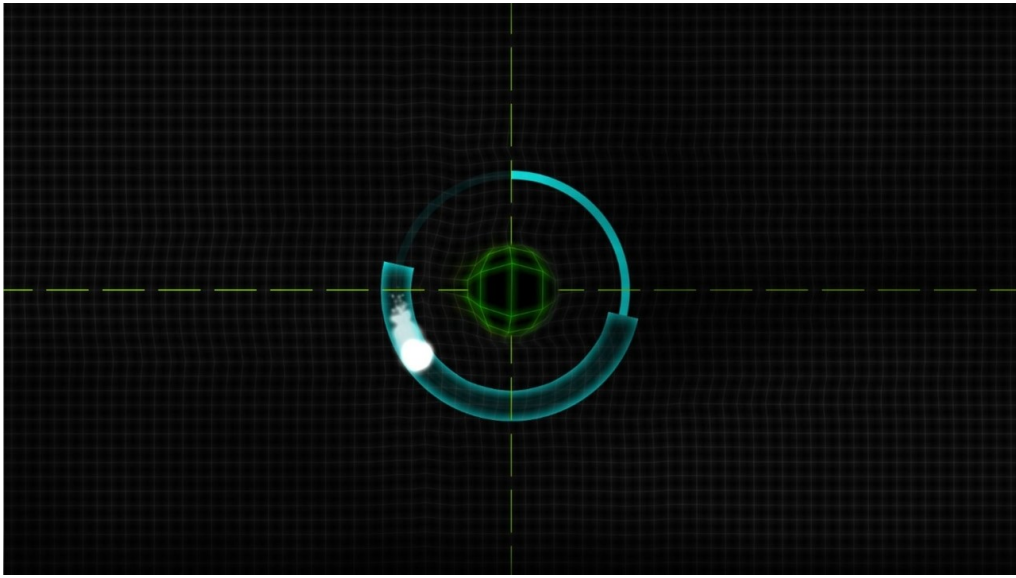
OBJECTIVES

- Balance and equilibrium training
- 3D space movements reproduction
- Activity in a given rhythm

INSTRUCTION FOR PATIENT

Keep the white glowing point inside the blue area and make sure the emerging bump stays in the middle of the reticle

SAMPLE SETTINGS



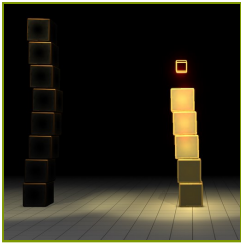
The main visualization shows a 3D environment with a dark grid floor and walls. In the center, there is a green wireframe cube. Surrounding the cube is a blue, semi-transparent circular ring with a white highlight on its left side. The ring appears to be part of a larger structure or path.

Difficulty 1/3

Duration 90s

Range 50% ↔ 5%
0% ↔ 100%

Period 6s

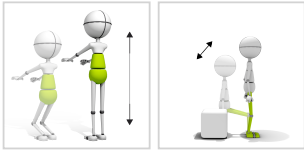


BALANCE

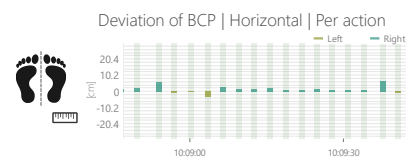
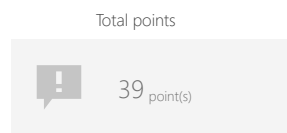
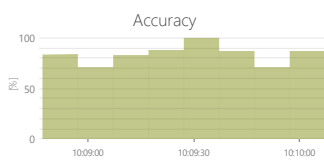
BLOCK BUILDER

Measure and train individual's skills to perform specific movement patterns while keeping predefined weight distribution.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Stack height

OBJECTIVES

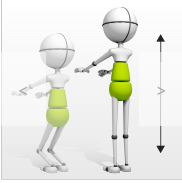
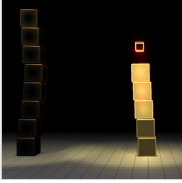
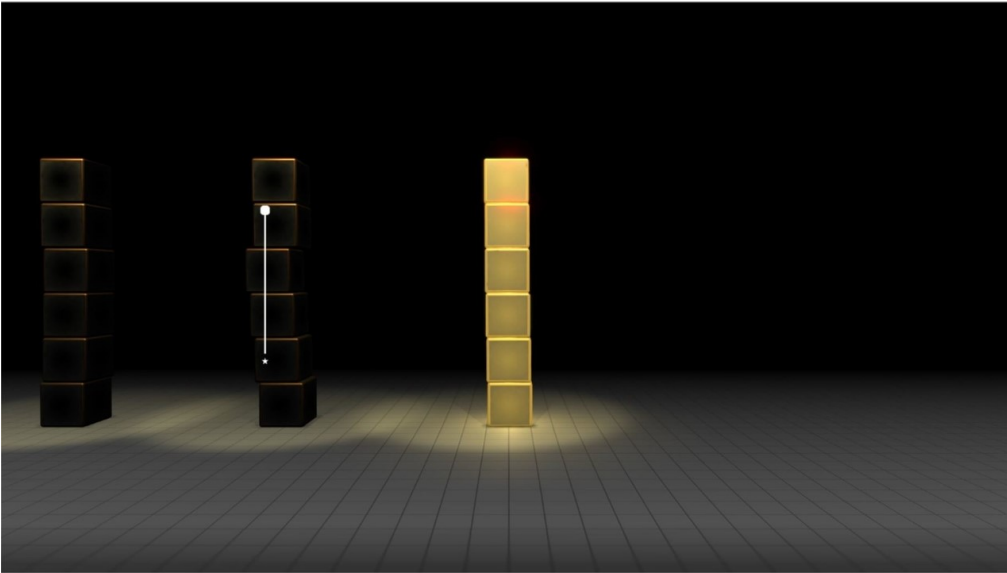
- Movement precision
- Muscle strengthening
- Balance and equilibrium training

INSTRUCTION FOR PATIENT

Build as many stacks as you can. Keep your body balanced.



SAMPLE SETTINGS



Difficulty **1/3**

Duration **90s**

Range **50% 5%**
0% 100%

Stack height **6**

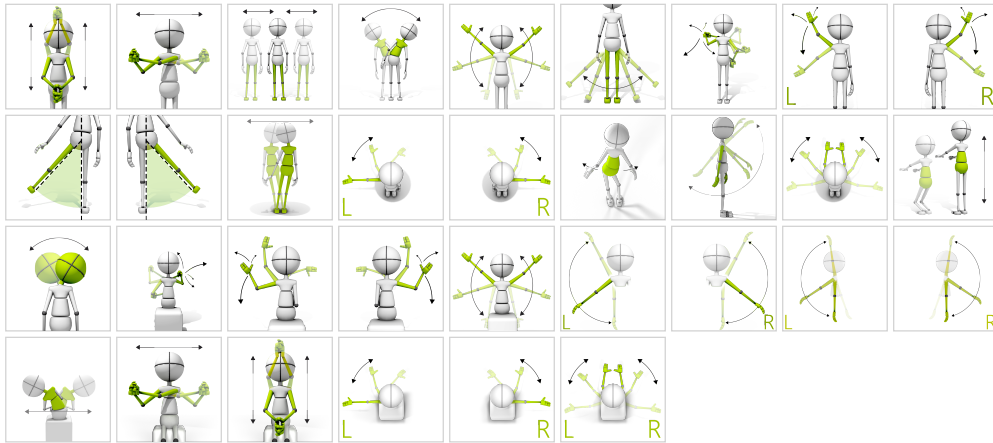


MOVEMENT PRECISION

FISH

Measure and train individual's skills to perform specific movement patterns with predefined speed and range.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Movement mode
- Range
- Route shape
- Speed of objects

OBJECTIVES

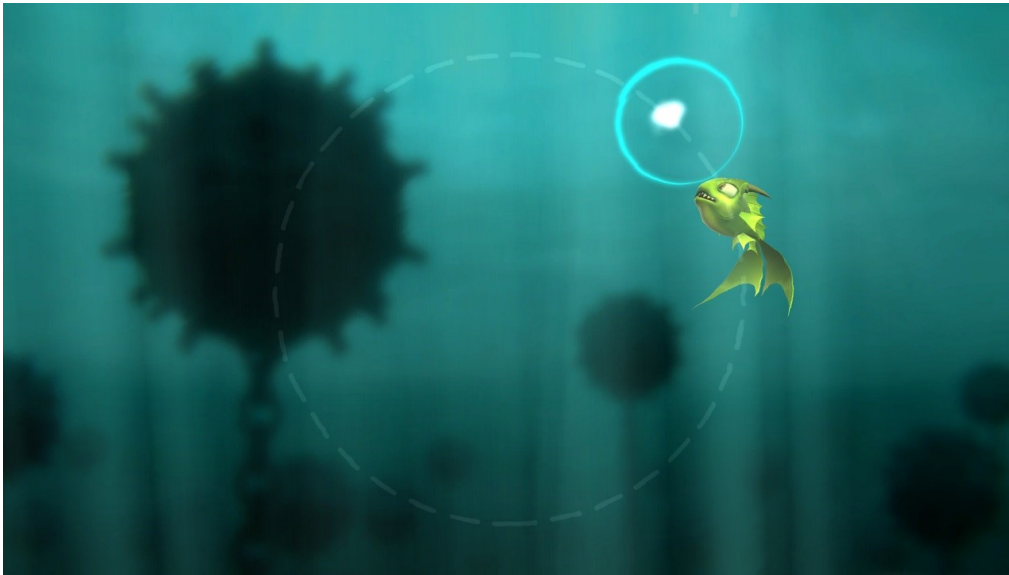
- 3D space movements reproduction
- Planned movements
- Muscle strengthening
- Movement precision
- Visual motor coordination

INSTRUCTION FOR PATIENT

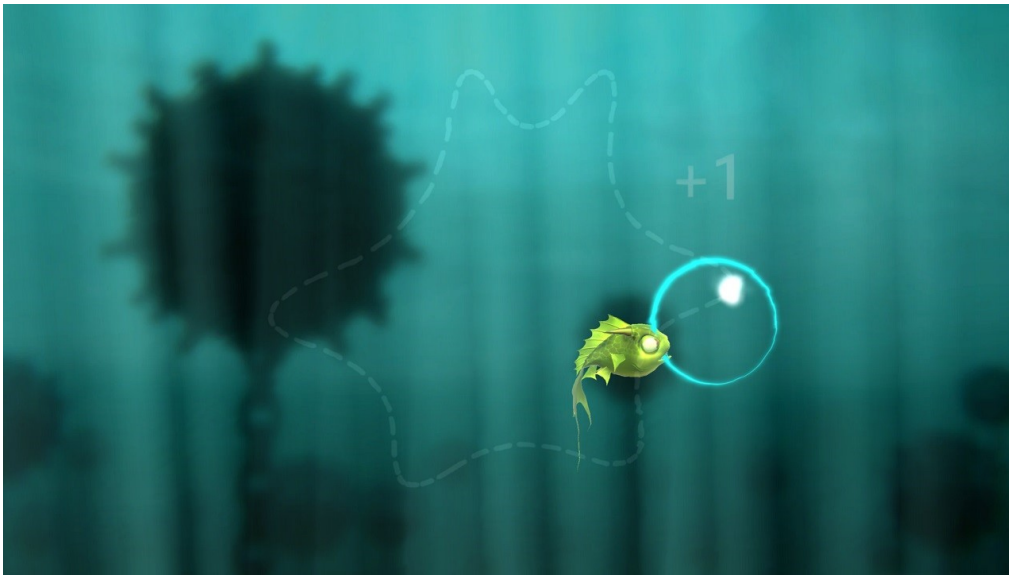
Move the blue circle to protect the sparks source from the fish. When the sparks source is inside the circle it is safe



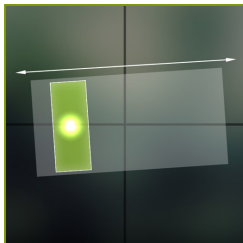
SAMPLE SETTINGS



Difficulty Custom	
Duration 90s	Movement mode Left
Range 20% ↔ 80%	Route shape
Speed of objects 100%	



Difficulty 1/3	
Duration 90s	Movement mode Left
Range 20% ↔ 80%	Route shape
Speed of objects 100%	

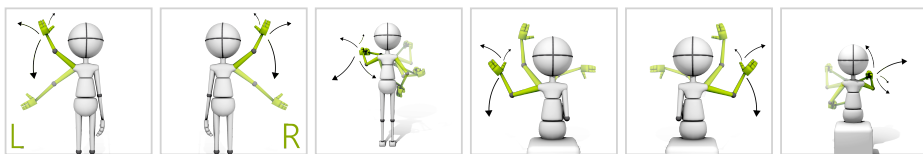


MOVEMENT PRECISION

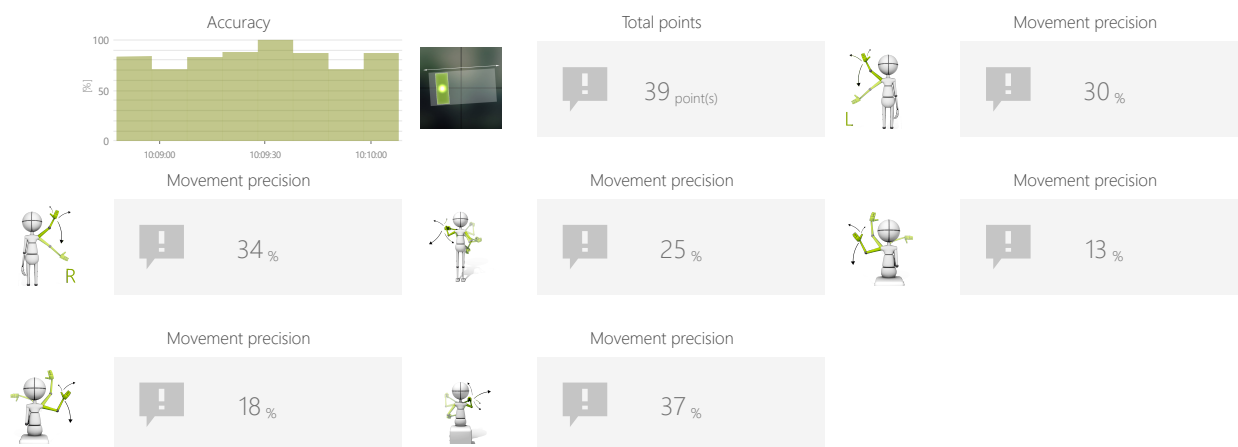
PENDULUM

Measure and train individual's skills to perform specific movement patterns with predefined speed and range.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Show path
- Period
- Rotation
- Pendulum height
- Pendulum width

OBJECTIVES

- 3D space movements reproduction
- Balance and equilibrium training
- Rhythmicity
- Activity in a given rhythm
- Movement precision

INSTRUCTION FOR PATIENT

Try to synchronize yourself with the rectangle movements. Do your best to stay within the rectangle



SAMPLE SETTINGS



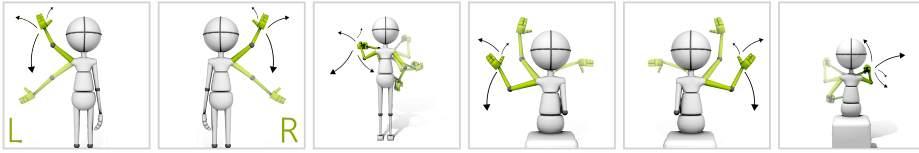
Difficulty	1/2
Duration	90s
Range	80% 20% ↔ 80%
Show path	No
Period	5s
Rotation	0
Pendulum height	50%
Pendulum width	100%



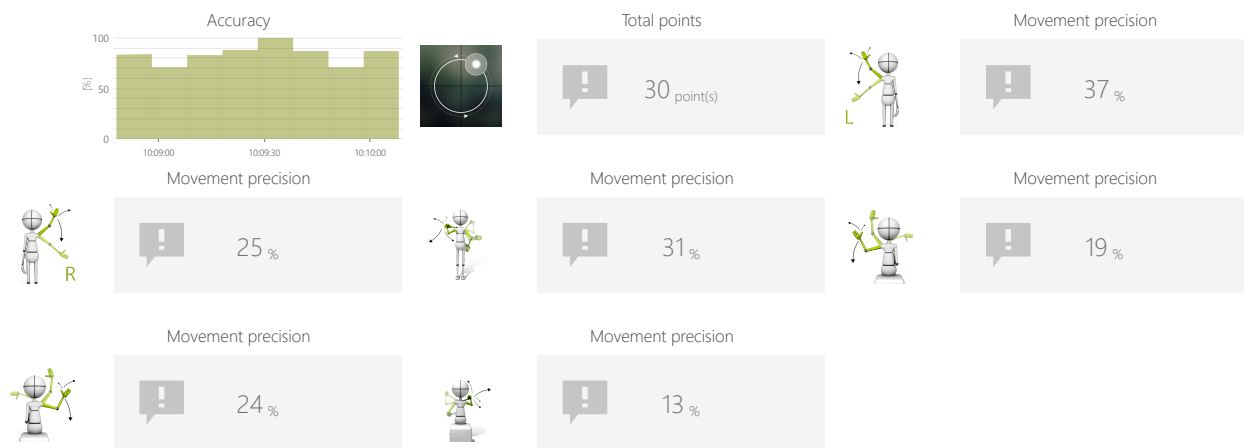
MOVEMENT PRECISION TRACKING

Measure and train individual's skills to perform specific movement patterns with predefined speed and range.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Inverse direction
- Show path
- Period
- Radius
- Target radius

OBJECTIVES

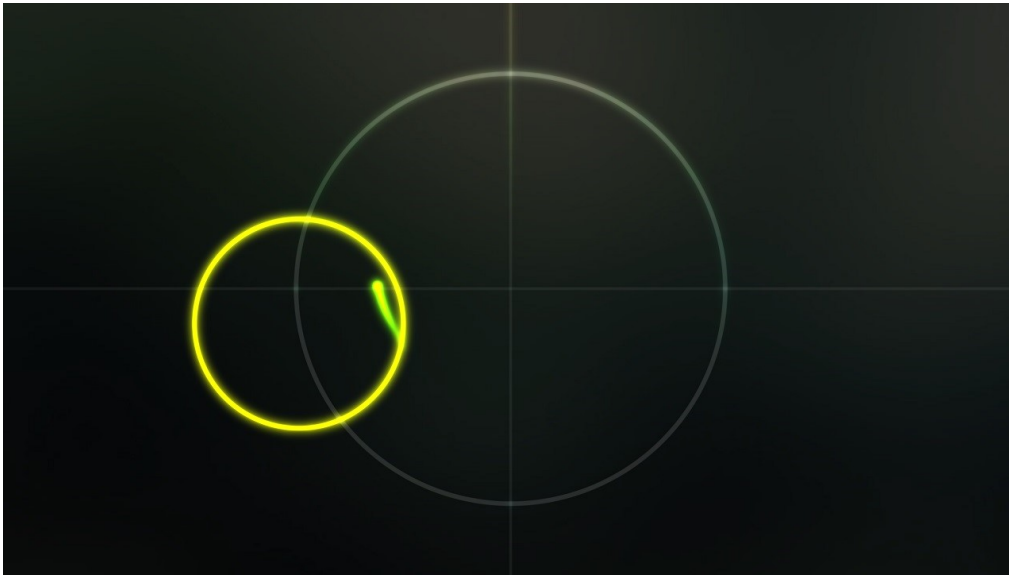
- 3D space movements reproduction
- Balance and equilibrium training
- Test the limits of balance and equilibrium

INSTRUCTION FOR PATIENT

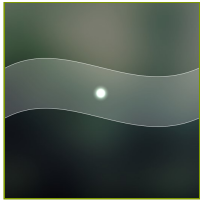
Try to synchronize yourself with the circle movements. Do your best to stay within the circle



SAMPLE SETTINGS



Duration < 90s >	Range 20% ↑ 80% ↓ 80% ← 20% →
Inverse direction < No >	Show path < No >
Period < 10s >	Radius < 75% >
Target radius < 75% >	

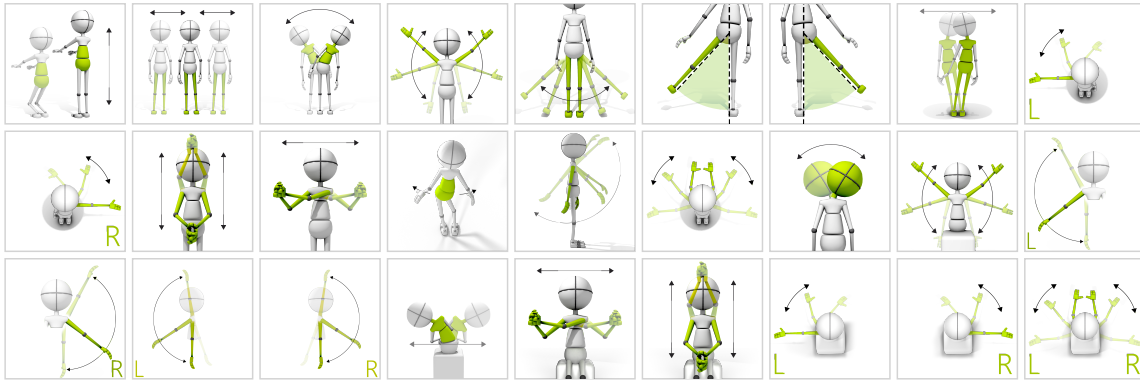


MOVEMENT PRECISION

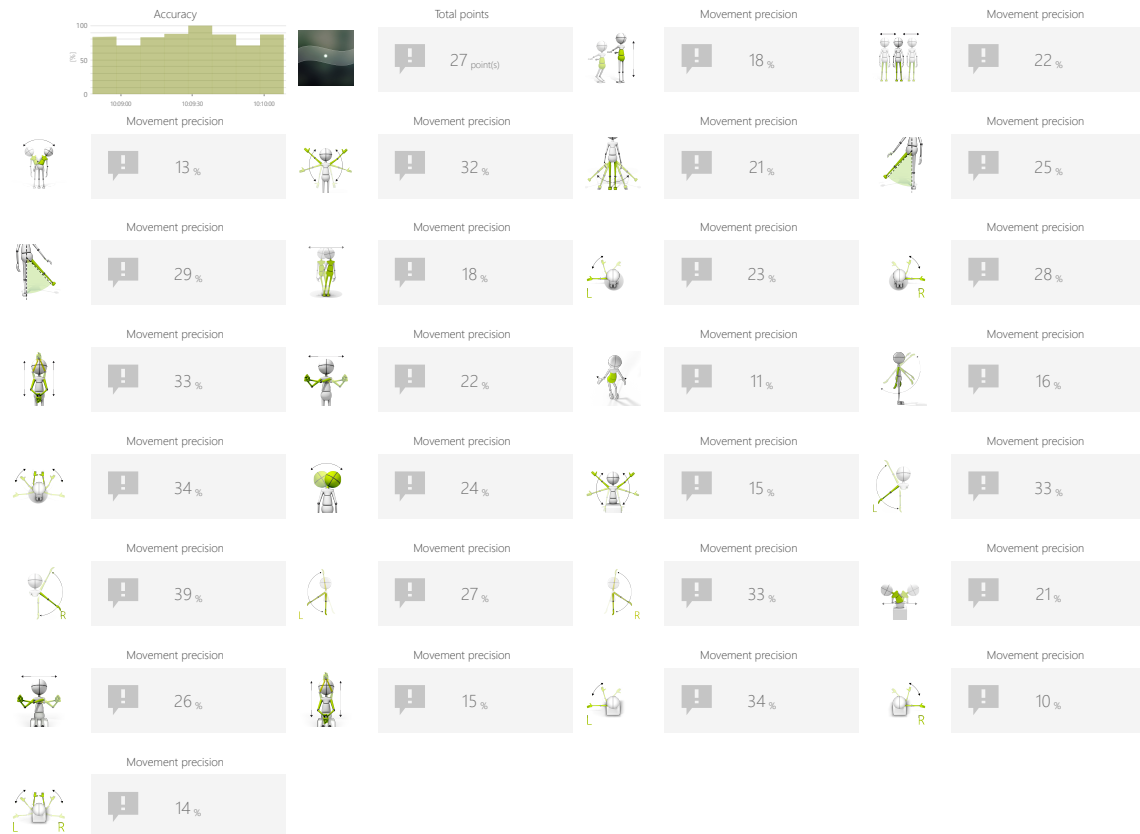
GRAPH

Measure and train individual's skills to perform specific movement patterns with predefined speed and range.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Graph shape (sinus or square, amplitude, border, etc.)
- Task duration
- Range

OBJECTIVES

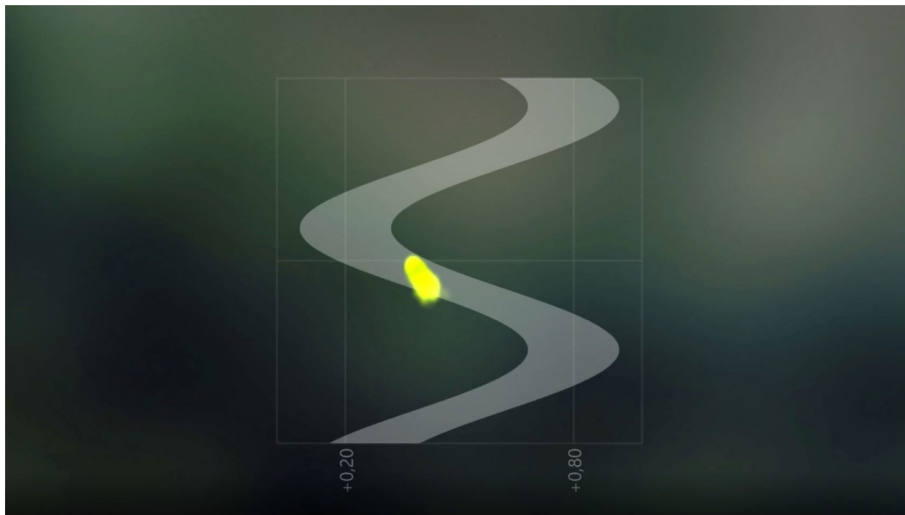
- Movement precision
- Activity in a given rhythm
- Repetitive movements
- Hands raising

INSTRUCTION FOR PATIENT

Try to stay within the borders



SAMPLE SETTINGS

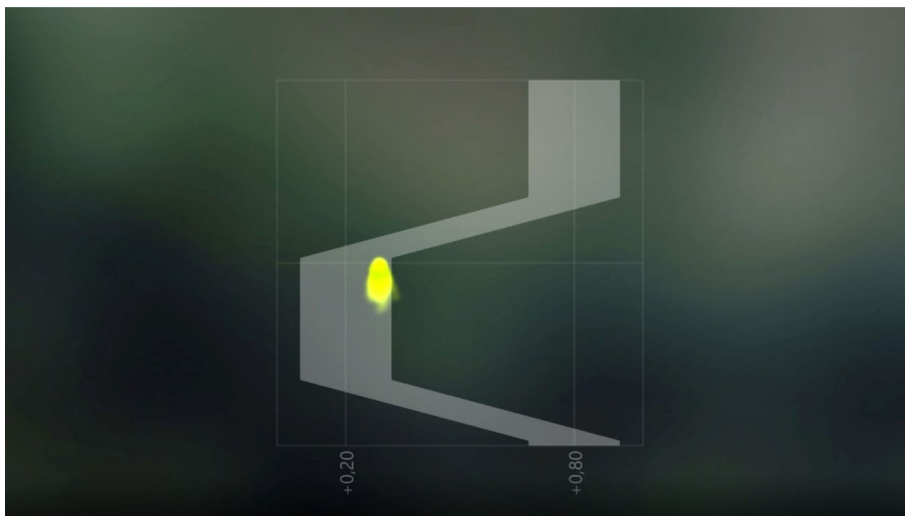


Difficulty: **3/3**

Graph configuration: 4.0s, +/-: 20%

Duration: **30s**

Range: 20% ↔ 80%

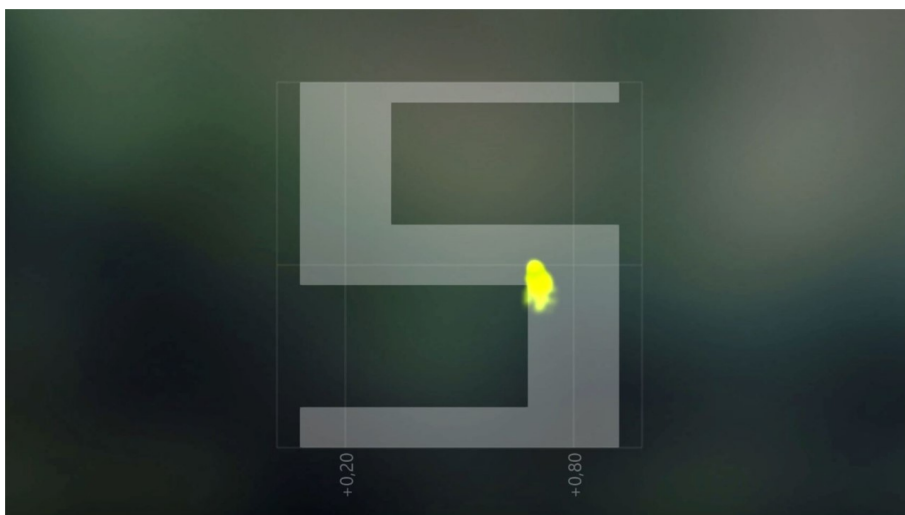


Difficulty: **1/3**

Graph configuration: 4.0s, +/-: 40%

Duration: **90s**

Range: 20% ↔ 80%



Difficulty: **Custom**

Graph configuration: +/-: 20% ↑: 2.0s ↓: 2.0s ↗: 1.0s ↘: 1.0s

Duration: **30s**

Range: 20% ↔ 80%

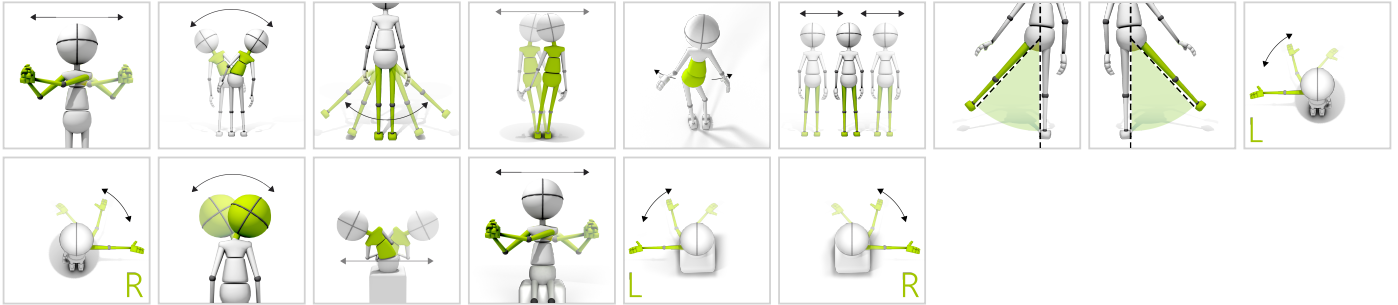


MOVEMENT PRECISION

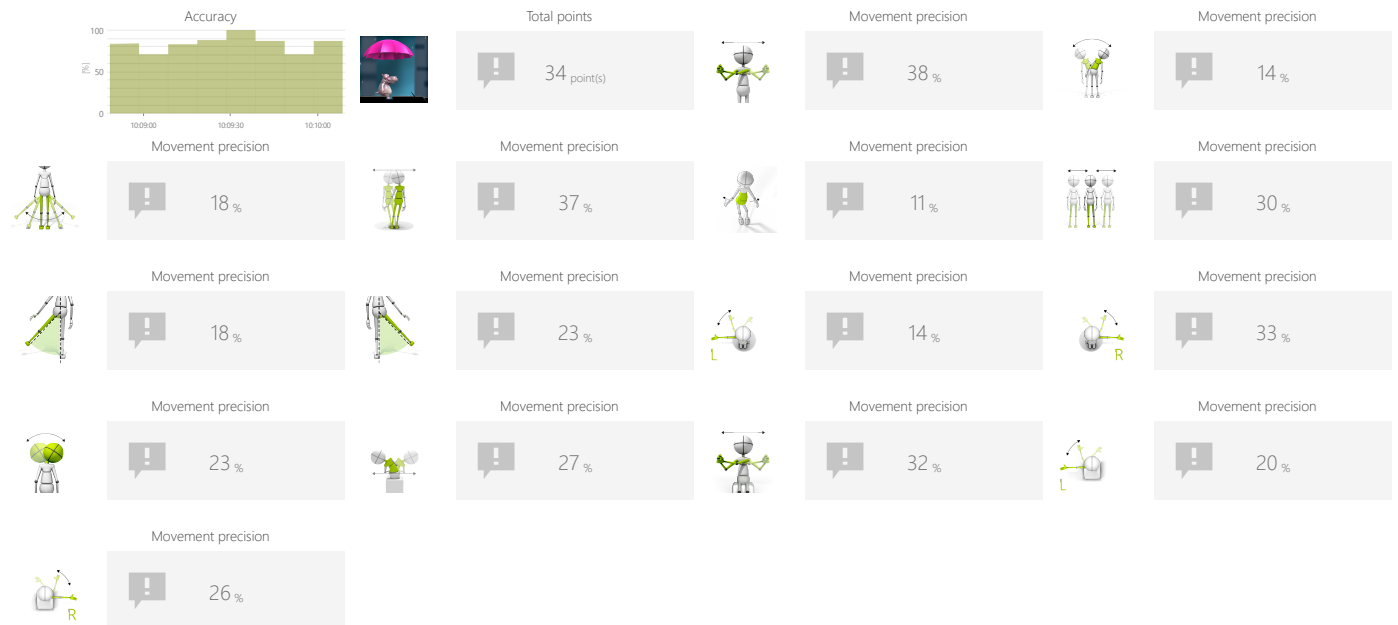
UMBRELLA

Measure and train individual's skills to perform specific movement patterns with predefined speed and range.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Path
- Range
- Umbrella size

OBJECTIVES

- Movement precision
- Visual motor coordination

INSTRUCTION FOR PATIENT

Don't let the hippo get wet - keep the umbrella above him!



MOVEMENT PRECISION

UMBRELLA

SAMPLE SETTINGS



Difficulty	1/3
Duration	60s
Path	8.0s
Range	20% ↔ 80%
Umbrella size	150%

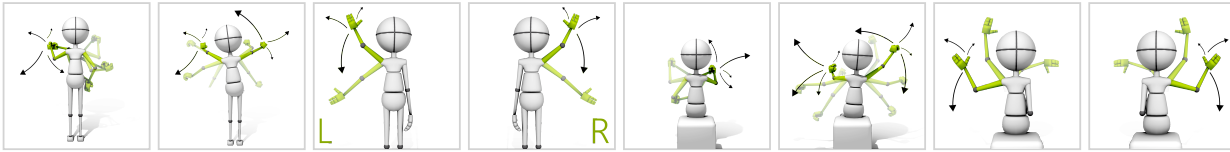


FUNCTIONAL MOVEMENTS

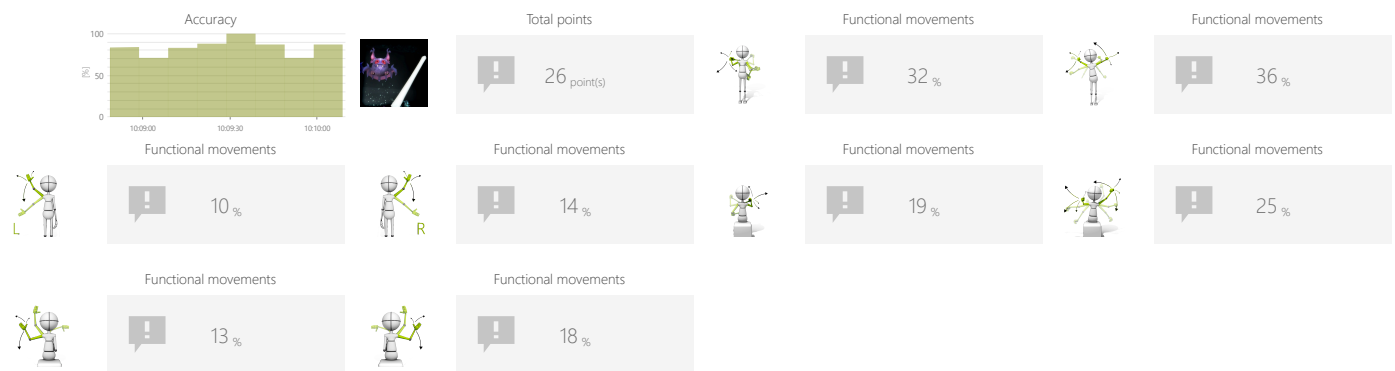
VAMPIRES

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Positions to have targets on
- Task duration
- Time between objects
- Time to react

OBJECTIVES

- Visual motor coordination
- Exercise with or without support from healthy limb
- Spontaneous movements in 3D space
- Speed of movement

INSTRUCTION FOR PATIENT

Use your sword to knock down flying vampires who want to bite you!



SAMPLE SETTINGS



Difficulty 1/3	
Active positions 	Duration 90s
Time between objects 2s	Time to react 2s



Difficulty 1/3	
Active positions 	Duration 90s
Time between objects 2s	Time to react 2s



FUNCTIONAL MOVEMENTS

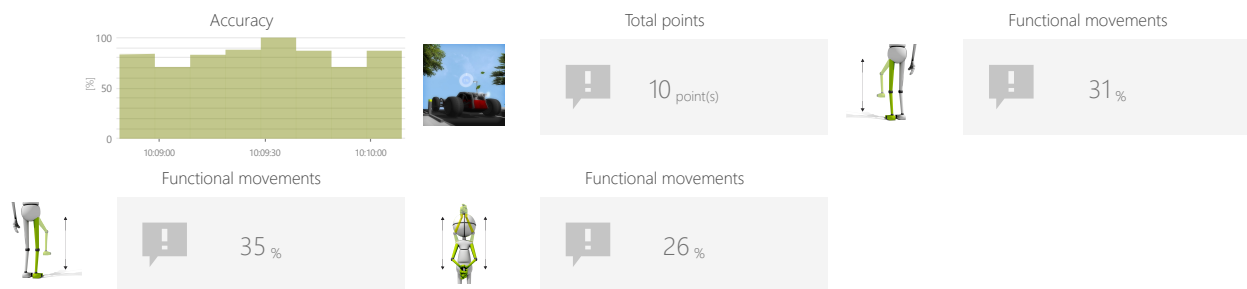
PUMPER

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Time to complete action
- Range

OBJECTIVES

- Speed of movement
- Knees lifting
- Hands raising
- Dynamics of planned movements

INSTRUCTION FOR PATIENT

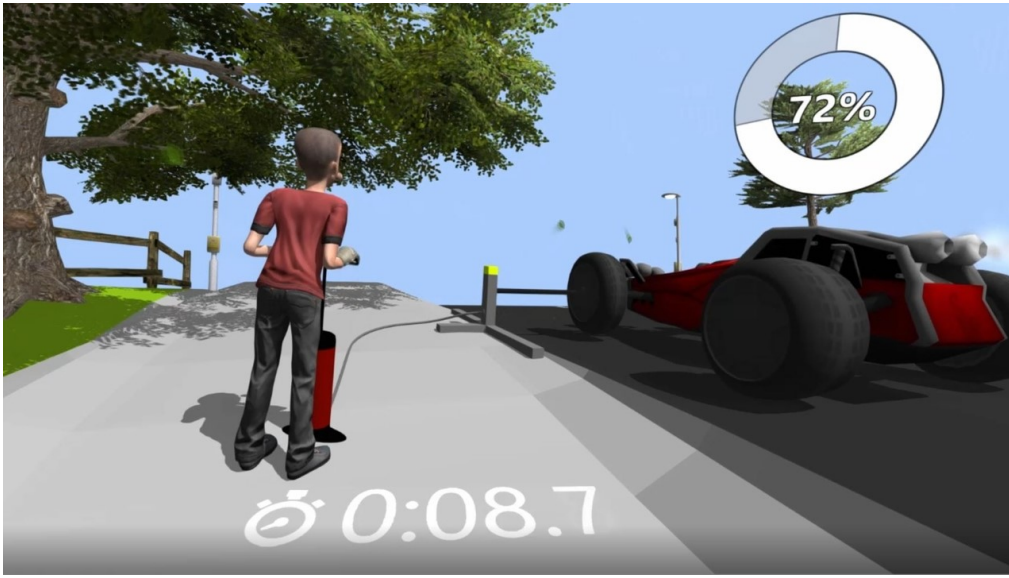
Pump the wheels as quickly as you can



FUNCTIONAL MOVEMENTS

PUMPER

SAMPLE SETTINGS



◀	Difficulty 1/2	▶
<	Duration 90s	>
<	Minitask duration 30s	>
Range 20% ↔ 80%		

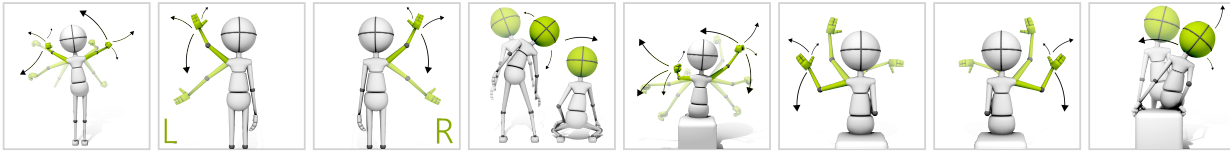


FUNCTIONAL MOVEMENTS

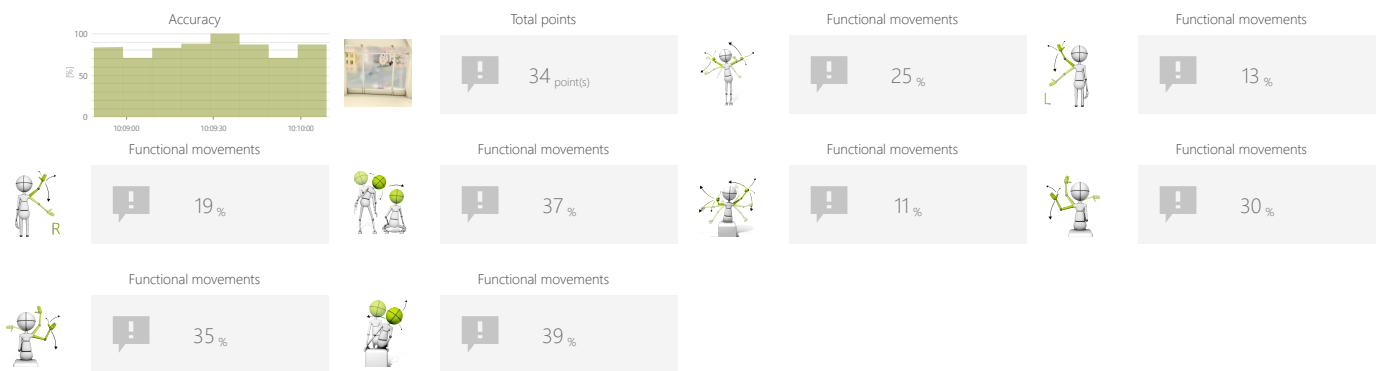
CLEANER

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Time to complete action
- Force centered position

OBJECTIVES

- Visual motor coordination
- Exercise with or without support from healthy limb
- Improve range of motion
- Movement awareness
- Mirrored feedback exercises

INSTRUCTION FOR PATIENT

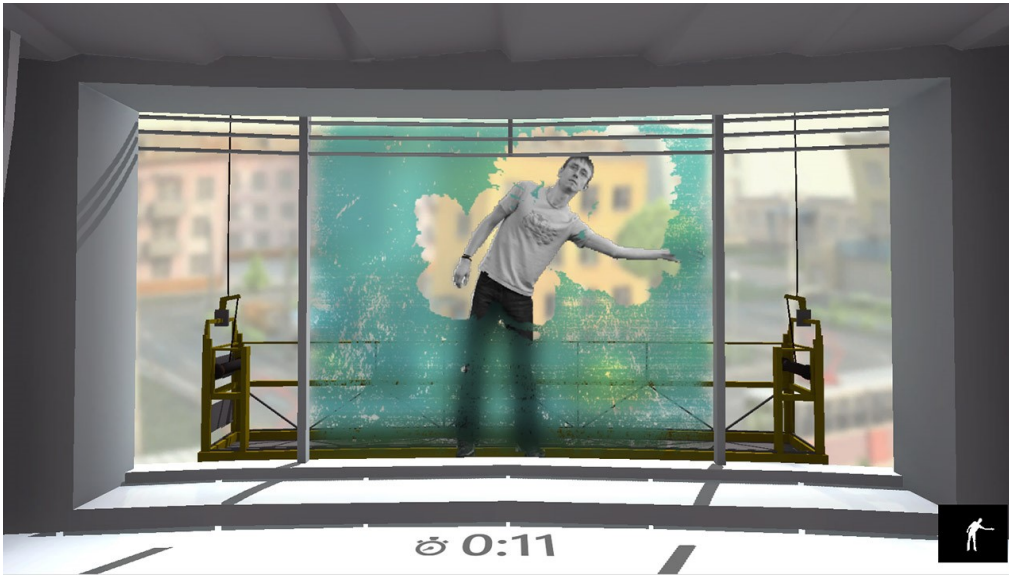
Clean the largest possible window area as quickly as possible.



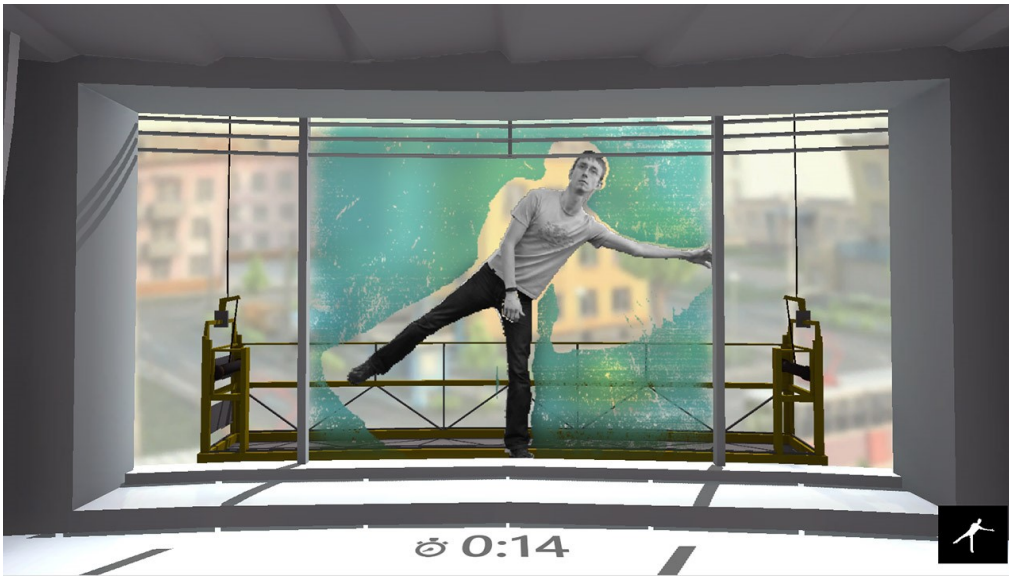
FUNCTIONAL MOVEMENTS

CLEANER

SAMPLE SETTINGS



◀	Difficulty 1/3	▶
<	Duration 90s	>
<	Minitask duration 20s	>
<	Force centered position No	>



◀	Difficulty 1/3	▶
<	Duration 90s	>
<	Minitask duration 20s	>
<	Force centered position No	>

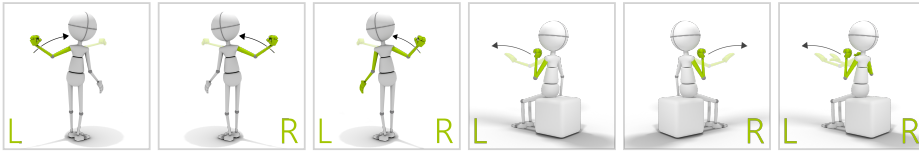


FUNCTIONAL MOVEMENTS

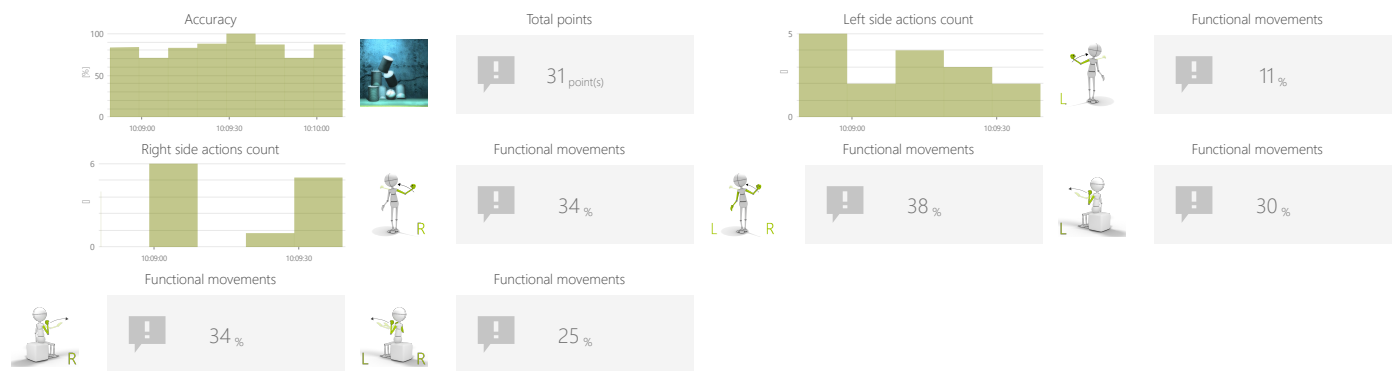
CANS

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Speed of objects

OBJECTIVES

- Movement precision
- Predicting the trajectory of objects in 3D space
- Dynamics of planned movements
- Dynamic responses to emerging moving targets
- The ability of spatial visualization

INSTRUCTION FOR PATIENT



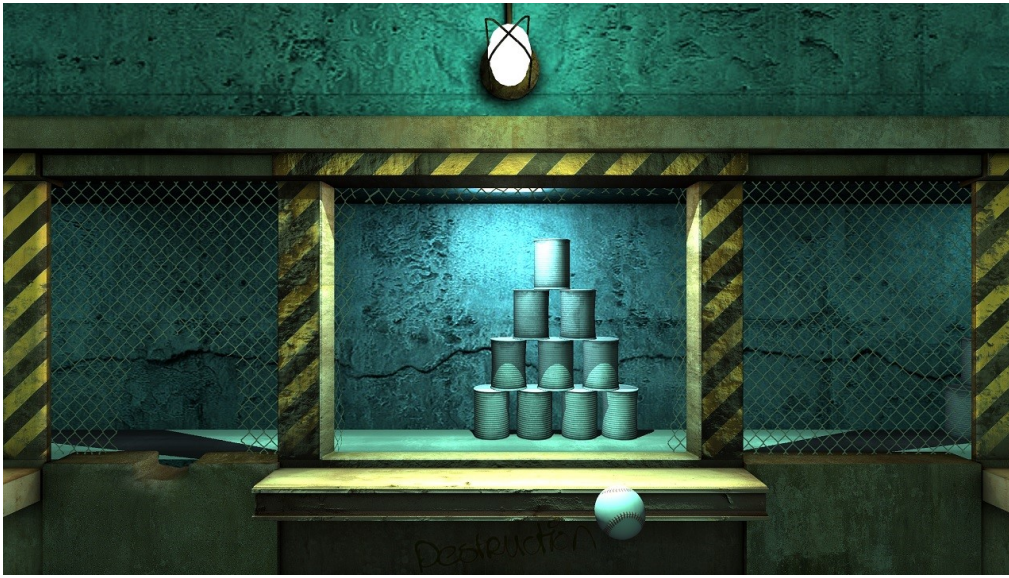
Throw the balls to strike as many cans as you can



FUNCTIONAL MOVEMENTS

CANS

SAMPLE SETTINGS

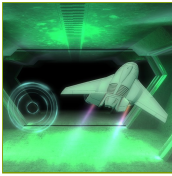


Duration

90s

Speed of objects

75%

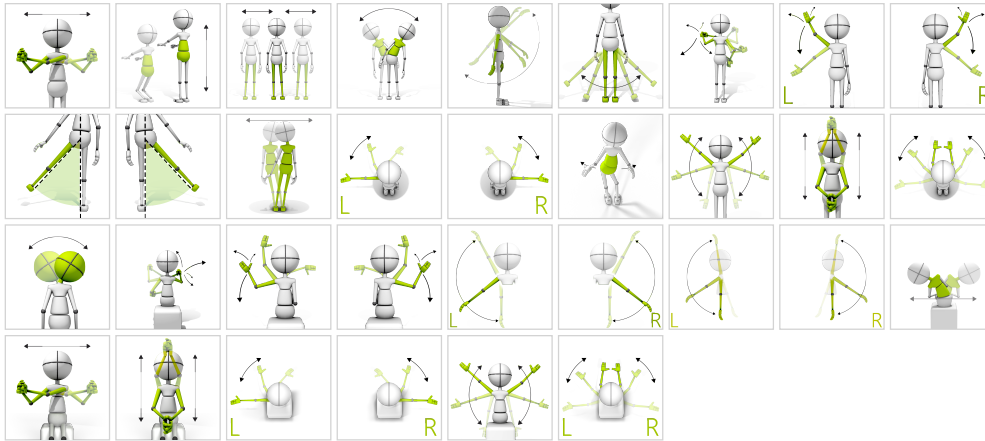


FUNCTIONAL MOVEMENTS

AIRPLANE

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Player speed

OBJECTIVES

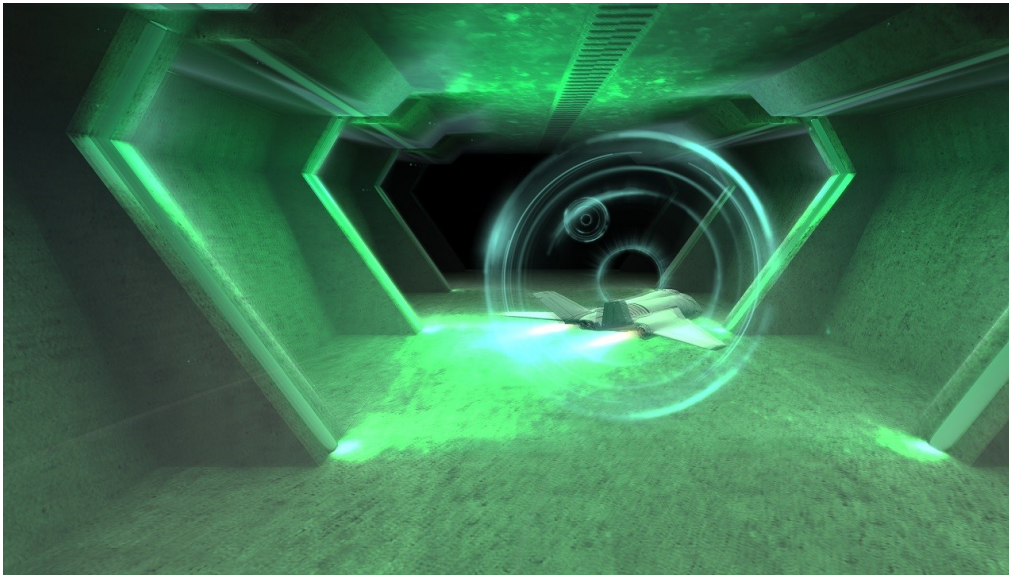
- Focusing
- Perceptivity
- Movement precision
- Predicting the trajectory of objects in 3D space
- Balance and equilibrium training

INSTRUCTION FOR PATIENT

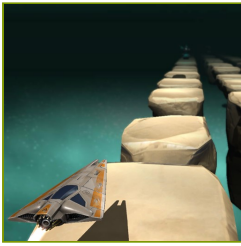
Make the airplane fly through the circles. The closer to the center it flies the more points you get



SAMPLE SETTINGS



◀	Difficulty 2/4	▶
<	Duration 90s	>
<	Range 20% ↔ 80%	>
<	Player speed 100%	>

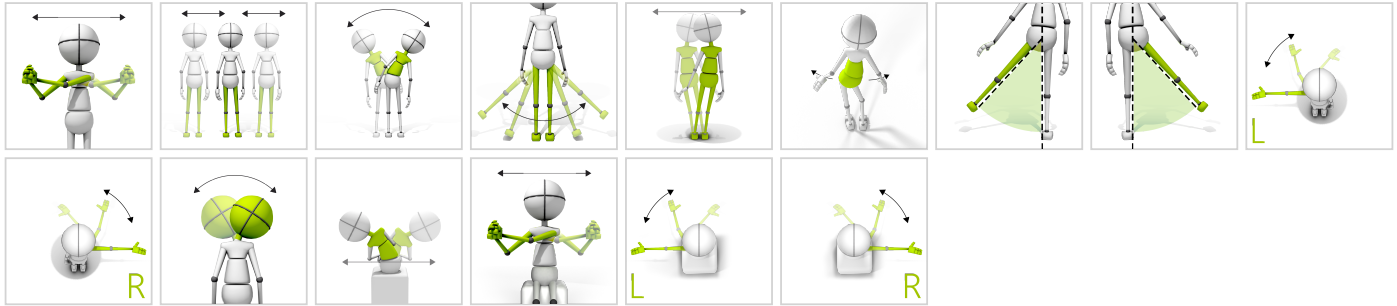


FUNCTIONAL MOVEMENTS

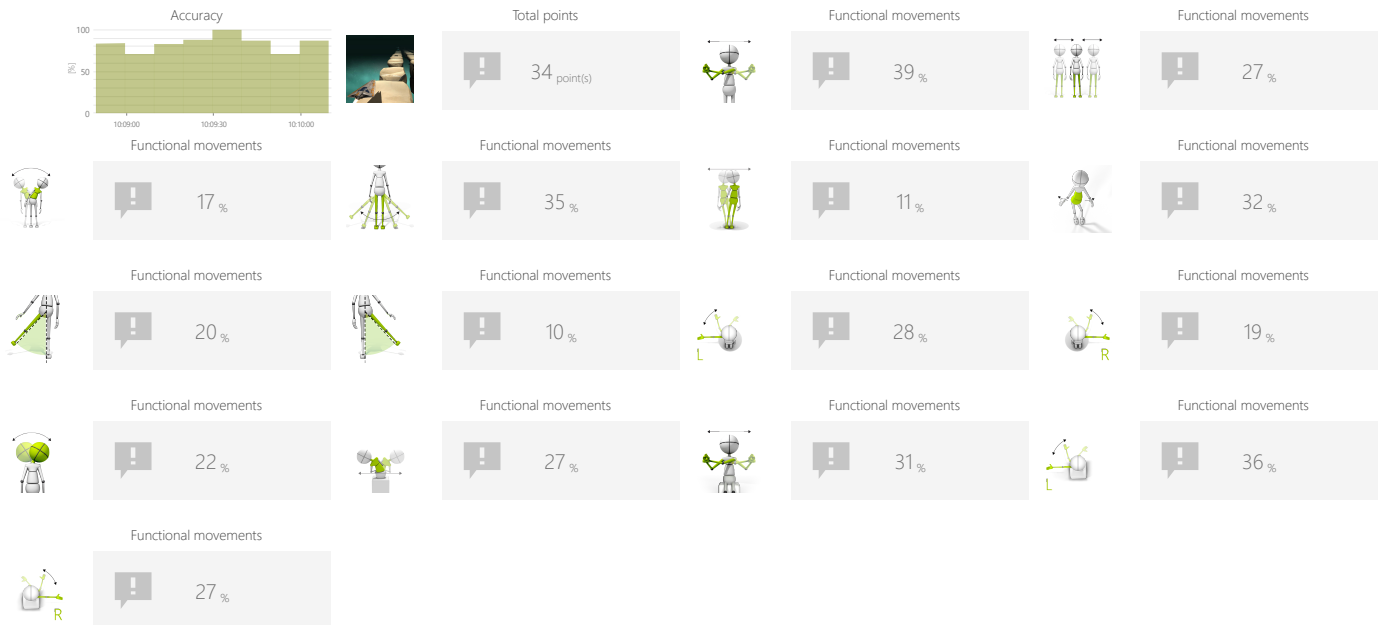
STONES

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Player speed

OBJECTIVES

- Perceptivity
- Dynamics of planned movements
- Reaction to the positive visual stimuli
- Response to negative visual stimuli

INSTRUCTION FOR PATIENT

Make the the spaceship collect the colorful creatures and avoid the rocks



SAMPLE SETTINGS



◀	Difficulty 1/3	▶
<	Duration 90s	>
<	Range 20% ↔ 80%	>
<	Player speed 100%	>

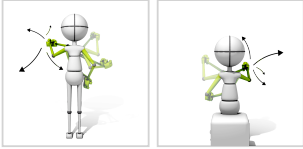


FUNCTIONAL MOVEMENTS

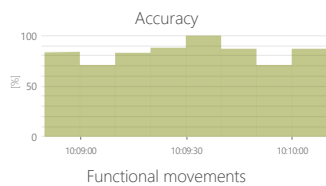
HAMMER

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



Total points

25 point(s)

Functional movements

14 %



33 %

ADJUSTMENTS

- Positions to have targets on
- Task duration
- Range
- Time to react
- Reticle size

OBJECTIVES

- Planning and Strategy
- Sideways walking
- Balance and equilibrium training
- Speed of decision making

INSTRUCTION FOR PATIENT

Hit the burning barrels as quickly as you can. Then return to the center



SAMPLE SETTINGS



◀	Difficulty 1/3	▶
Active positions 		Duration < 90s >
Range 20% ↔ 80%		Time to react < 10s >
		Reticle size < 125% >

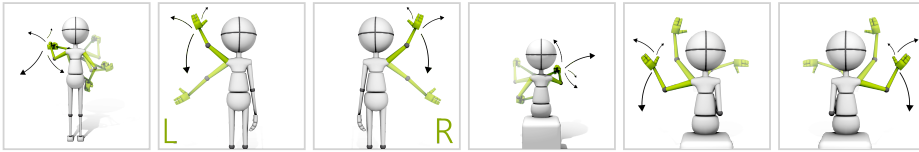


FUNCTIONAL MOVEMENTS

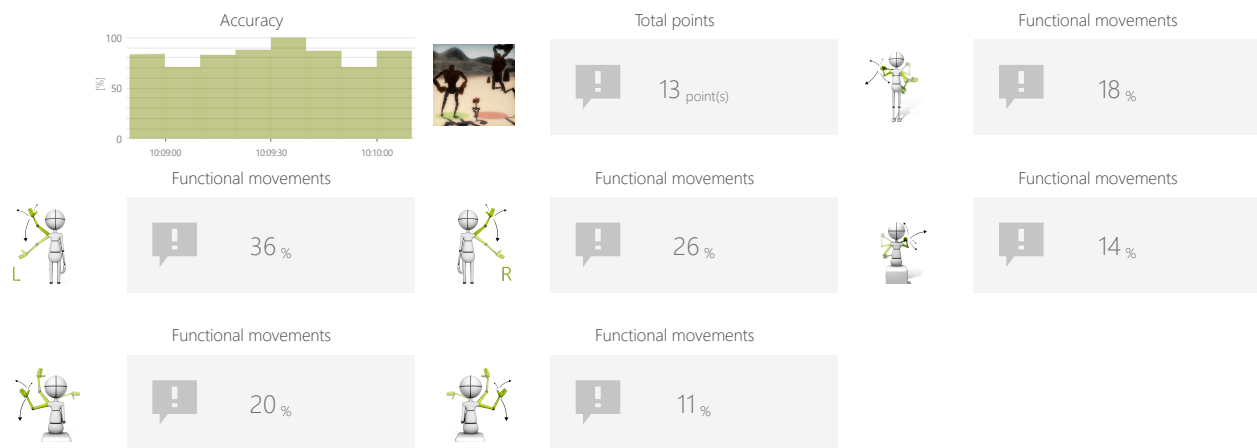
RUNAWAY

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Number of enemies
- Enemies speed

OBJECTIVES

- Predicting the trajectory of objects in 3D space
- Response to negative visual stimuli
- Focusing
- Perceptivity
- Balance and equilibrium training

INSTRUCTION FOR PATIENT

Keep away from the big robots



SAMPLE SETTINGS



Difficulty	1/3
Duration	90s
Range	20% ↔ 80%
Number of enemies	2
Enemies speed	100%



Difficulty	Custom
Duration	90s
Range	20% ↔ 80%
Number of enemies	4
Enemies speed	100%

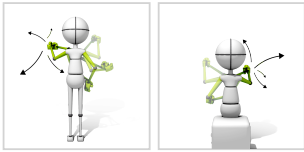


FUNCTIONAL MOVEMENTS

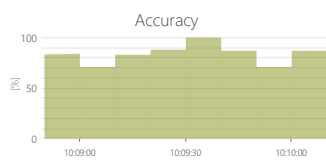
CANNON

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

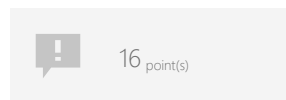
CONTROL MODES



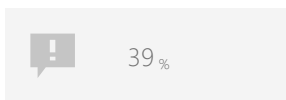
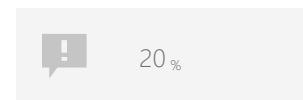
RESULTS



Total points



Functional movements



ADJUSTMENTS

- Task duration
- Range
- Time between cannonballs
- Time between enemies
- Enemies speed

OBJECTIVES

- Planning and Strategy
- Movement precision
- Predicting the trajectory of objects

INSTRUCTION FOR PATIENT

Use the cannon(s) to shoot into the robots coming in your direction



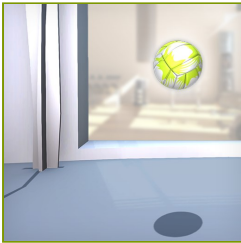
SAMPLE SETTINGS



Difficulty 1/3	
Duration 90s	Range 80%
Time between cannonballs 2s	Time between enemies 4s
Enemies speed 50%	



Difficulty Custom	
Duration 90s	Range 80%
Time between cannonballs 2s	Time between enemies 4s
Enemies speed 100%	

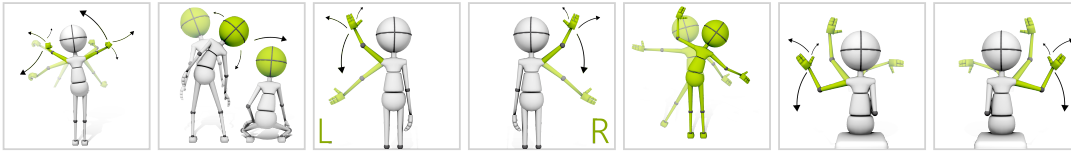


FUNCTIONAL MOVEMENTS

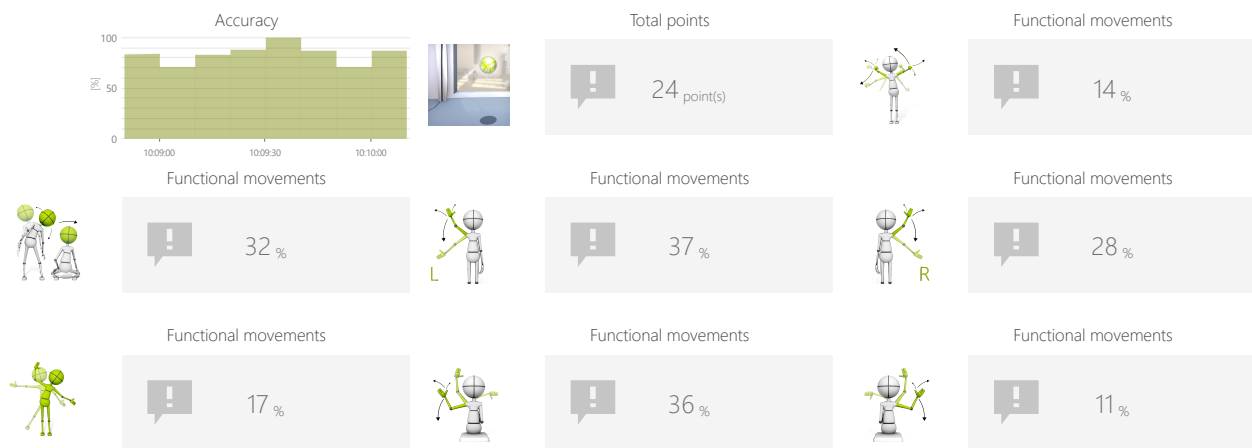
BALL

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Positions to have targets on
- Task duration
- Enable marker
- Time between objects
- Speed of objects

OBJECTIVES

- Improve range of motion
- Visual motor coordination
- Predicting the trajectory of objects in 3D space
- Activity in a given rhythm
- Mirrored feedback exercises

INSTRUCTION FOR PATIENT

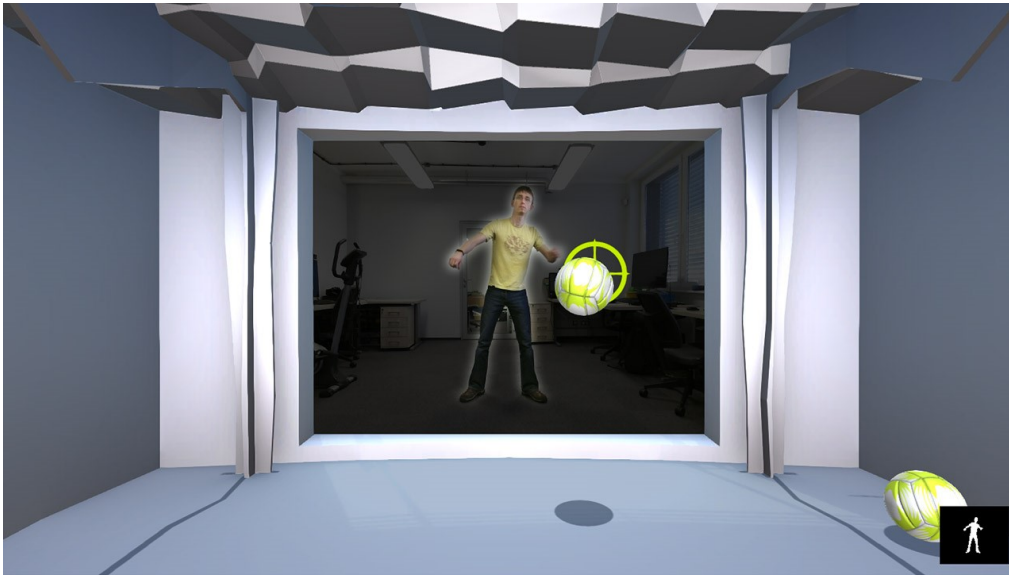
Use your body to hit the balls



FUNCTIONAL MOVEMENTS

BALL

SAMPLE SETTINGS



◀	Difficulty 1/3	▶
Active positions 		Duration < 90s >
Enable marker < Yes >		Time between objects < 5s >
Speed of objects < 75% >		

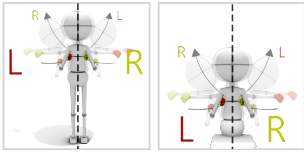


FUNCTIONAL MOVEMENTS

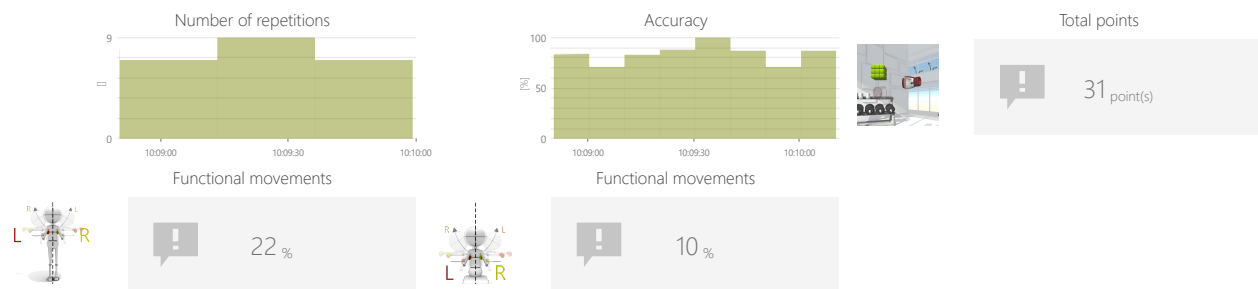
CROSS PUNCHER

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Time to react
- Distance to targets

OBJECTIVES

- Crossing the midline
- Speed of movement
- Rhythmicity
- Repetitive movements

INSTRUCTION FOR PATIENT

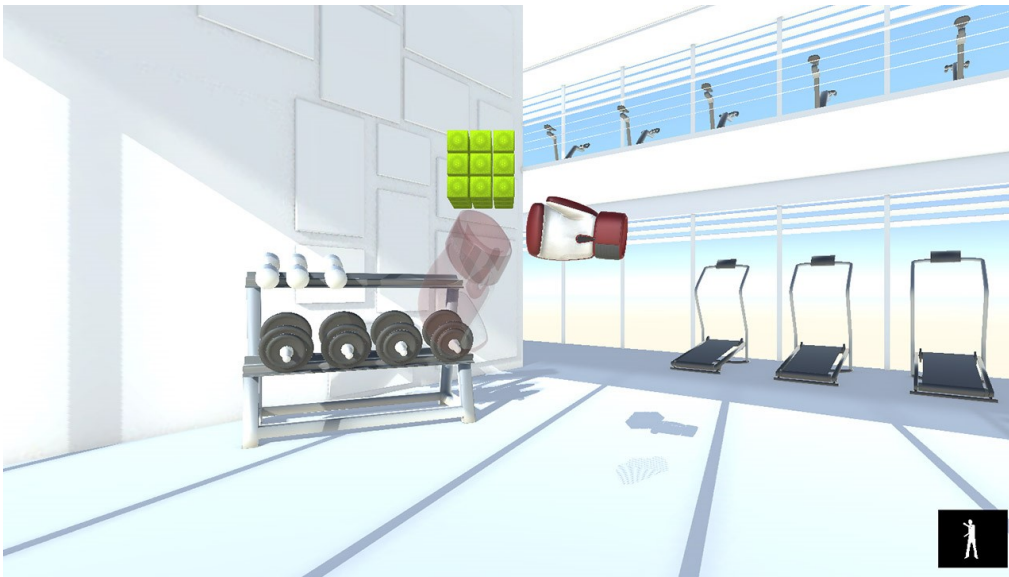
Hit green cubes as fast as you can and remember to always cross your punches and kicks



FUNCTIONAL MOVEMENTS

CROSS PUNCHER

SAMPLE SETTINGS



◀	Difficulty 1/3	▶
Duration 30s		Time to react 3s
<		Distance to targets 75%

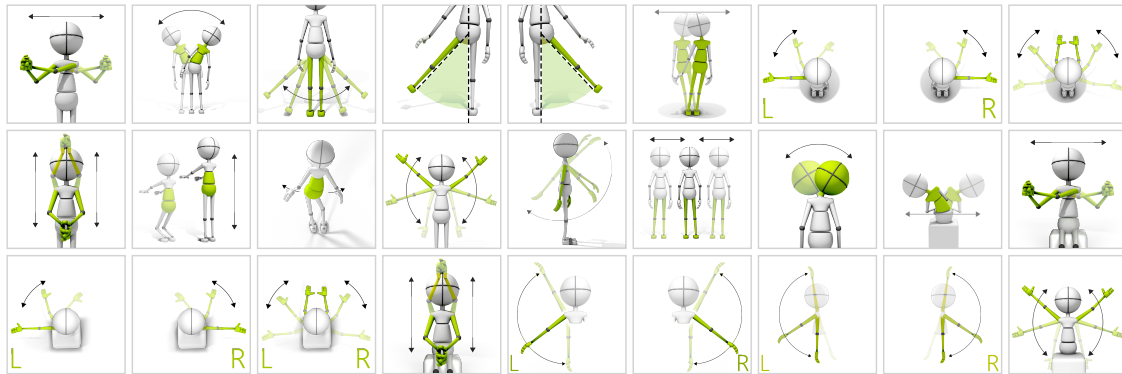


FUNCTIONAL MOVEMENTS

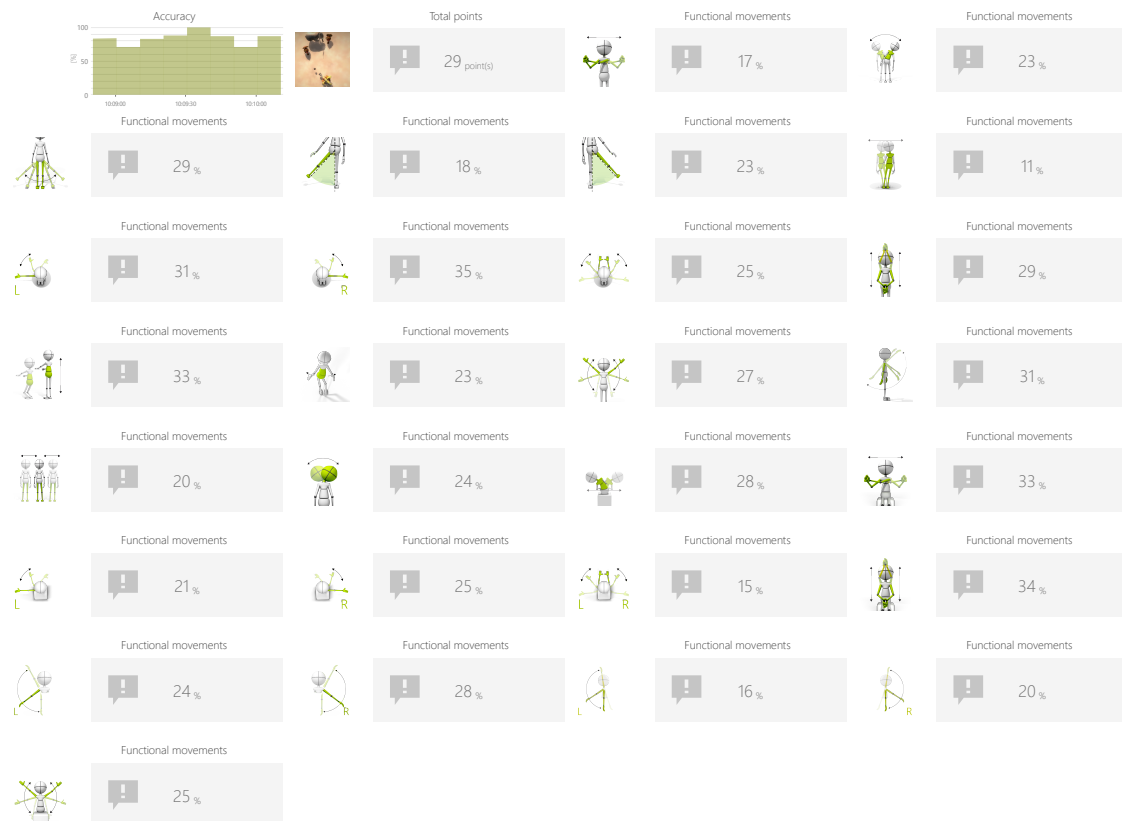
AUTOMATIC CANNON

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Enable distractors
- Time between cannonballs
- Time between enemies
- Enemies speed

OBJECTIVES

- Divided attention
- Spontaneous movements
- Arms swings
- Muscle strengthening

INSTRUCTION FOR PATIENT

Control cannon(s) to destroy robots, but avoid hitting the elephant!



FUNCTIONAL MOVEMENTS

AUTOMATIC CANNON

SAMPLE SETTINGS



Difficulty	1/3
Duration	90s
Range	20% ↔ 80%
Enable distractors	No
Time between cannonballs	1s
Time between enemies	3s
Enemies speed	50%



Difficulty	Custom
Duration	90s
Range	20% ↔ 80%
Enable distractors	No
Time between cannonballs	1s
Time between enemies	3s
Enemies speed	100%

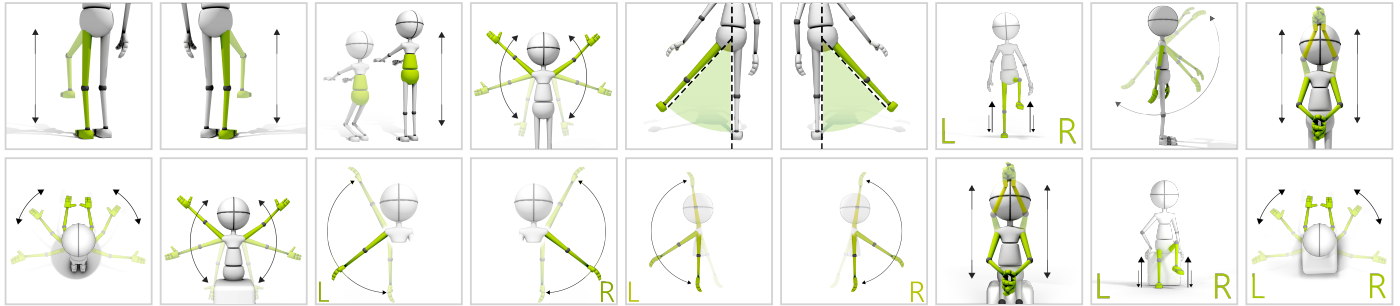


FUNCTIONAL MOVEMENTS

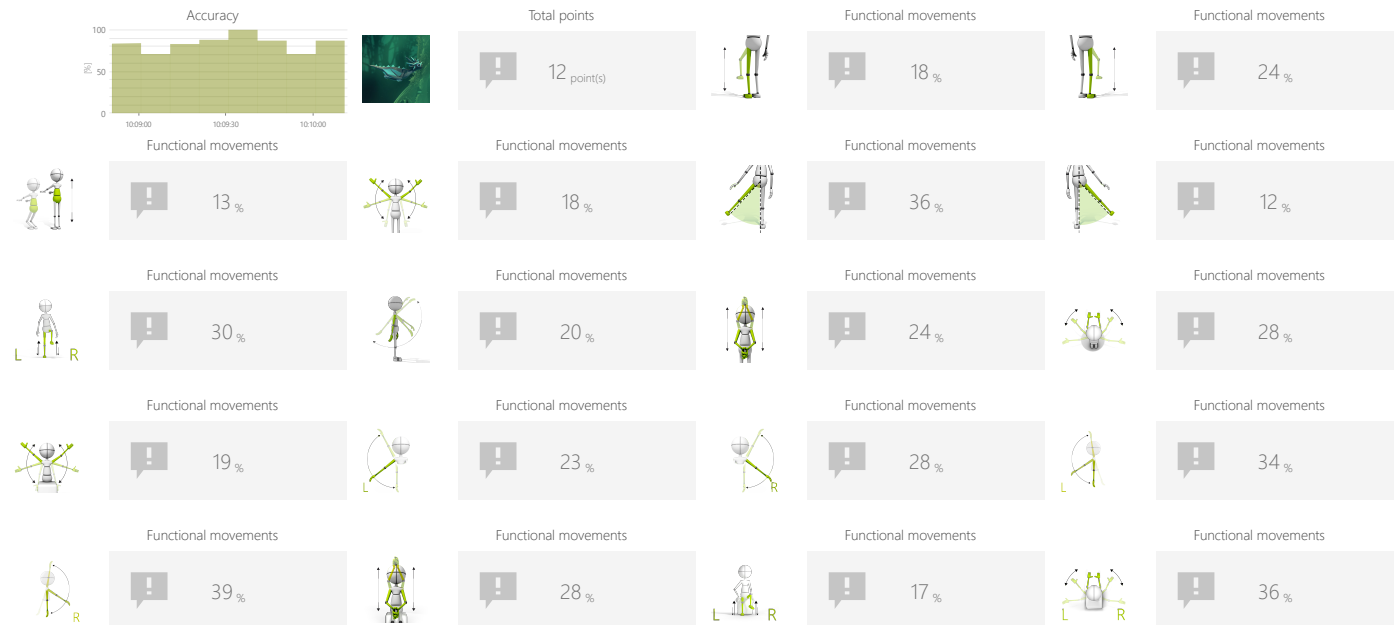
DRAGON

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Coins group size
- Distance between coins
- Gravity force

OBJECTIVES

- Predicting the trajectory of objects
- Improve range of motion
- Visual motor coordination
- Muscle strengthening
- Planning and Strategy

INSTRUCTION FOR PATIENT

Fly and collect the coins



FUNCTIONAL MOVEMENTS

DRAGON

SAMPLE SETTINGS



Difficulty Custom	
Duration 90s	Range 20% 80%
Coins group size 3	Distance between coins 250%
Gravity force 100%	



Difficulty 1/3	
Duration 90s	Range 20% 80%
Coins group size 5	Distance between coins 250%
Gravity force 100%	

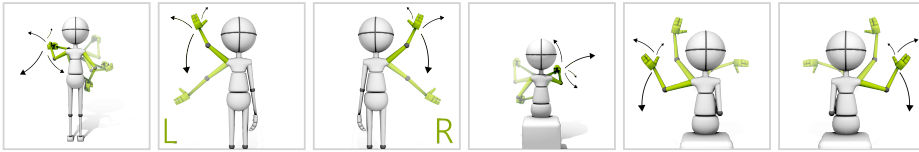


FUNCTIONAL MOVEMENTS

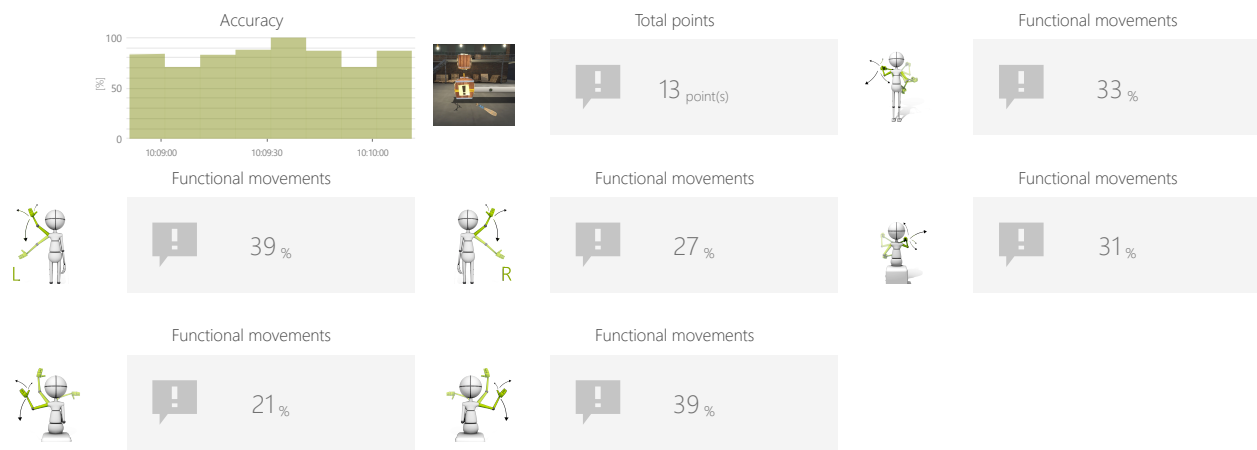
BOX CRUSHER

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Positions to have targets on
- Task duration
- Required force

OBJECTIVES

- 3D space movements reproduction
- Movement awareness
- Muscle strengthening
- Repetitive movements

INSTRUCTION FOR PATIENT

Smash boxes with the club



FUNCTIONAL MOVEMENTS

BOX CRUSHER

SAMPLE SETTINGS



Difficulty	1/3
Active positions	Duration
	90s
Required force	50%

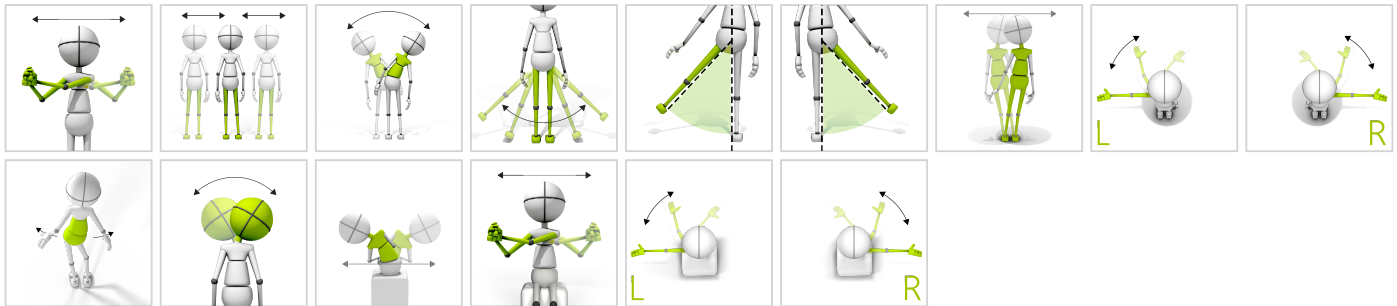


FUNCTIONAL MOVEMENTS

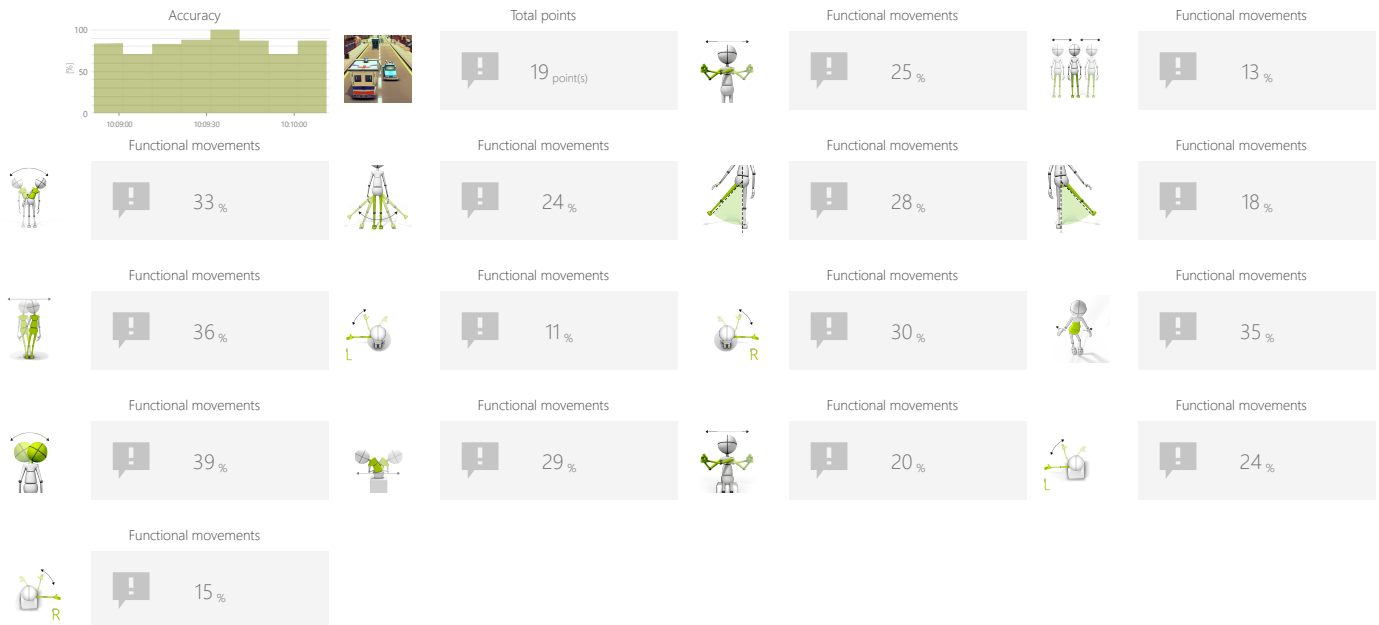
AMBULANCE

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Distance between cars
- Player speed

OBJECTIVES

- Balance and equilibrium training
- Dynamics of planned movements
- Focusing
- Speed of decision making
- Visual motor coordination

INSTRUCTION FOR PATIENT

Go as fast as you can and avoid hitting other cars



FUNCTIONAL MOVEMENTS

AMBULANCE

SAMPLE SETTINGS



Difficulty	2/3
Duration	30s
Range	20% ↔ 80%
Distance between cars	50%
Player speed	50%



Difficulty	Custom
Duration	30s
Range	20% ↔ 80%
Distance between cars	200%
Player speed	50%

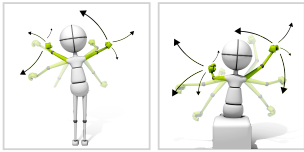


FUNCTIONAL MOVEMENTS

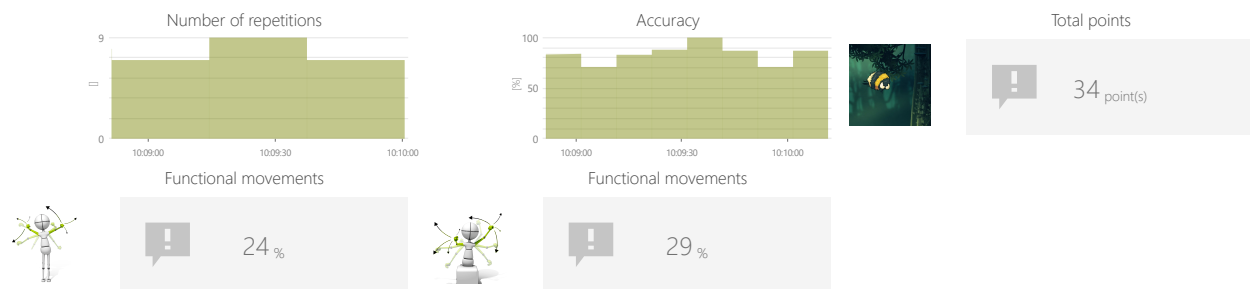
INSECTS

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Time between objects
- Time to react

OBJECTIVES

- Dynamic responses to emerging moving targets
- Focusing
- Mirrored feedback exercises
- Visual motor coordination

INSTRUCTION FOR PATIENT

Hit all the insects that sit on your body



SAMPLE SETTINGS



◀	Difficulty 1/3	▶
Duration 90s		Time between objects < 4s
		Time to react < 4s

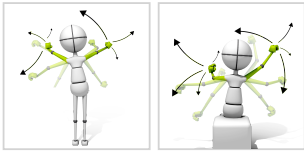


FUNCTIONAL MOVEMENTS

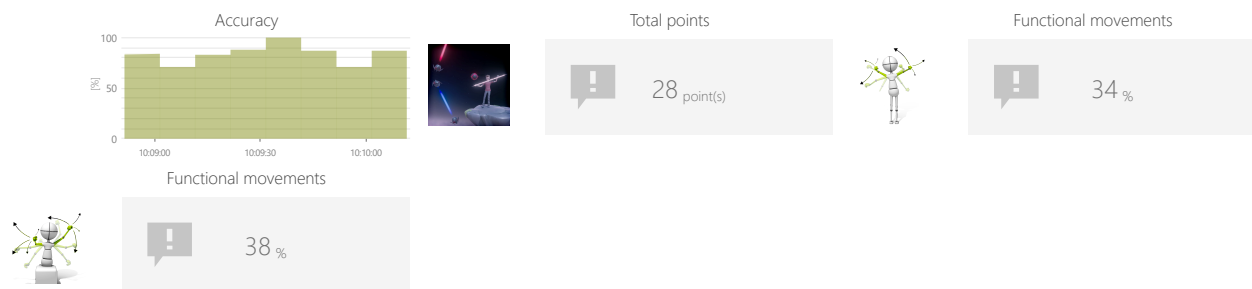
SORTER: LEGACY

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Number of gates
- Gravity force

OBJECTIVES

- 3D space movements reproduction
- Dynamic responses to emerging moving targets
- Planning and Strategy

INSTRUCTION FOR PATIENT

Make the ball fly through the gate in corresponding color



FUNCTIONAL MOVEMENTS

SORTER: LEGACY

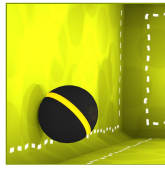
SAMPLE SETTINGS

◀	Difficulty 1/3	▶

Duration < 90s >	Number of gates < 2 >
	Gravity force < 100% >

◀	Difficulty 3/3	▶

Duration < 90s >	Number of gates < 4 >
	Gravity force < 100% >

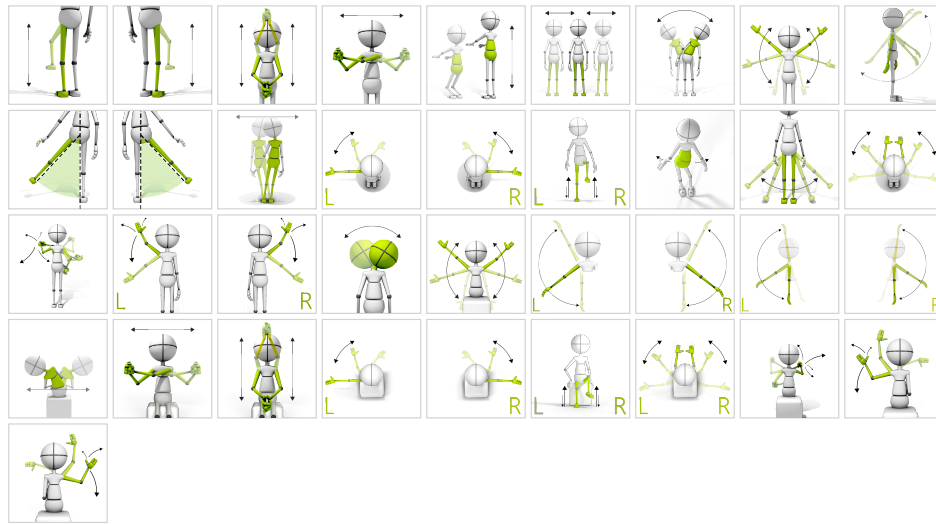


FUNCTIONAL MOVEMENTS

ARCANOID

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Reticle size
- Speed of objects

OBJECTIVES

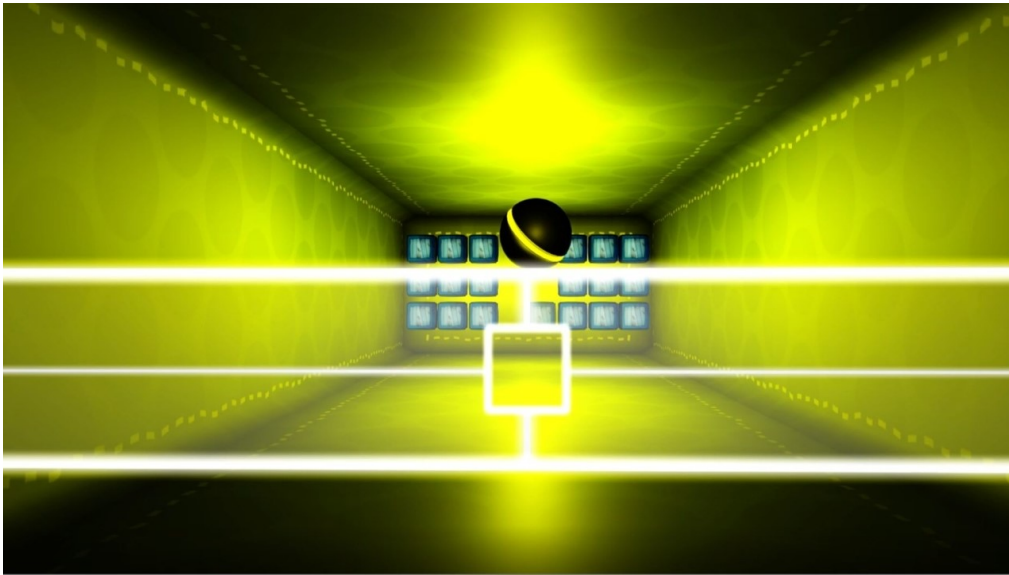
- Dynamics of planned movements
- Predicting the trajectory of objects in 3D space
- Visual motor coordination

INSTRUCTION FOR PATIENT

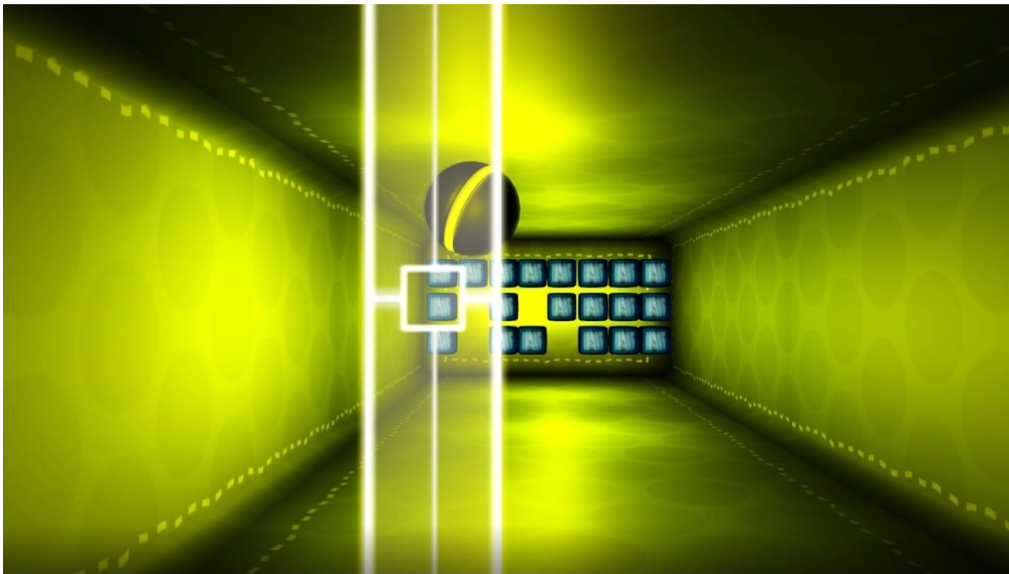
Destroy as many boxes as you can



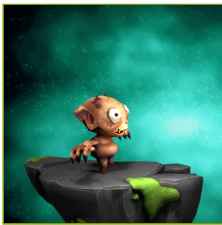
SAMPLE SETTINGS



Difficulty Custom	
Duration 90s	Range 20% ↑ 80% ↓
Reticle size 100%	Speed of objects 70%



Difficulty Custom	
Duration 90s	Range 20% ← 80% →
Reticle size 75%	Speed of objects 70%

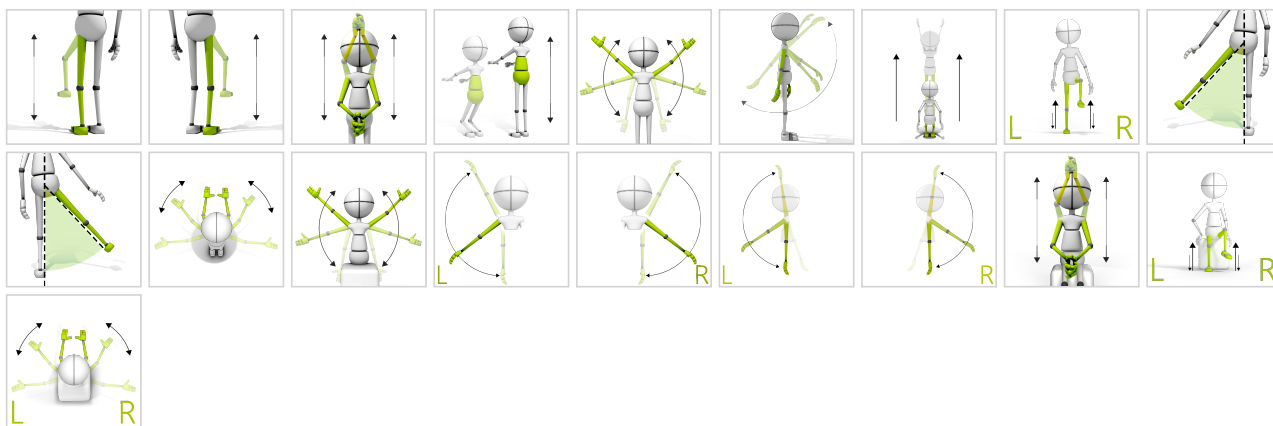


FUNCTIONAL MOVEMENTS

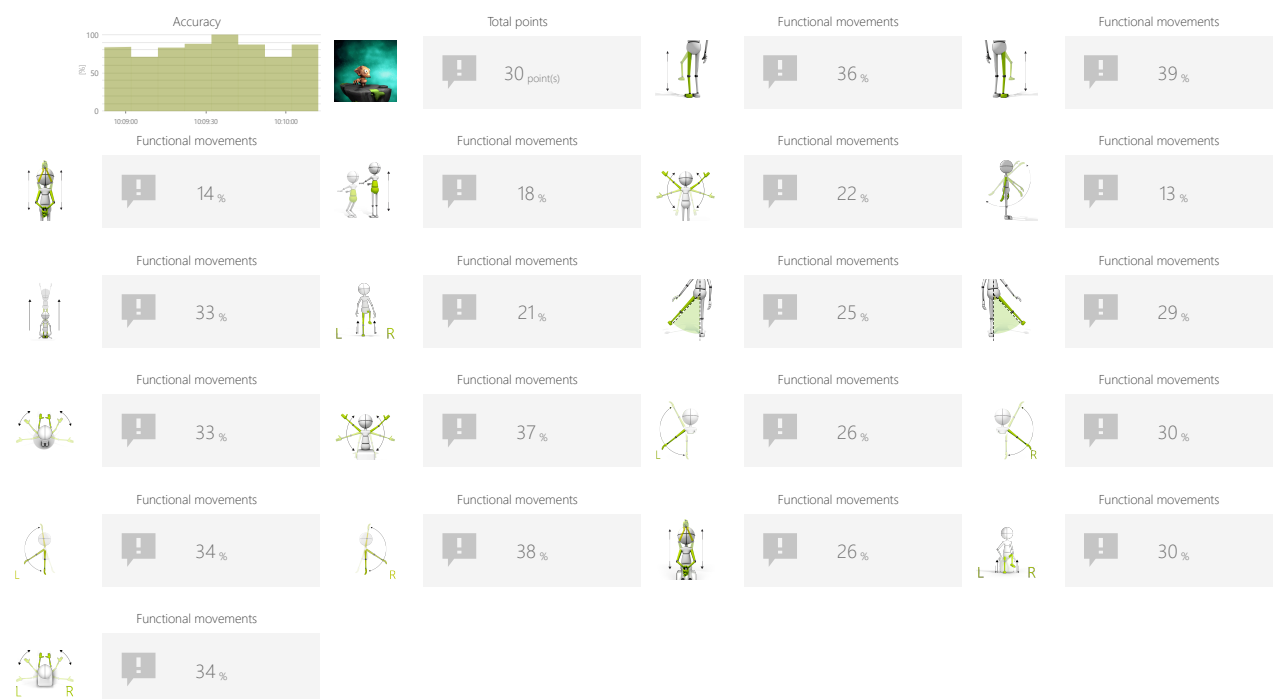
ROCKET JUMPING

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Time between objects
- Bomb format
- Speed of objects

OBJECTIVES

- Spontaneous movements
- Dynamic responses to emerging moving targets
- Predicting the trajectory of objects

INSTRUCTION FOR PATIENT

Help the creature jump over incoming rockets and avoid being hit.



FUNCTIONAL MOVEMENTS

ROCKET JUMPING

SAMPLE SETTINGS



Difficulty 1/3	
Duration 90s	Range 80%
Time between objects 5s	Bomb format 1
Speed of objects 100%	



Difficulty Custom	
Duration 90s	Range 80%
Time between objects 5s	Bomb format 2
Speed of objects 100%	

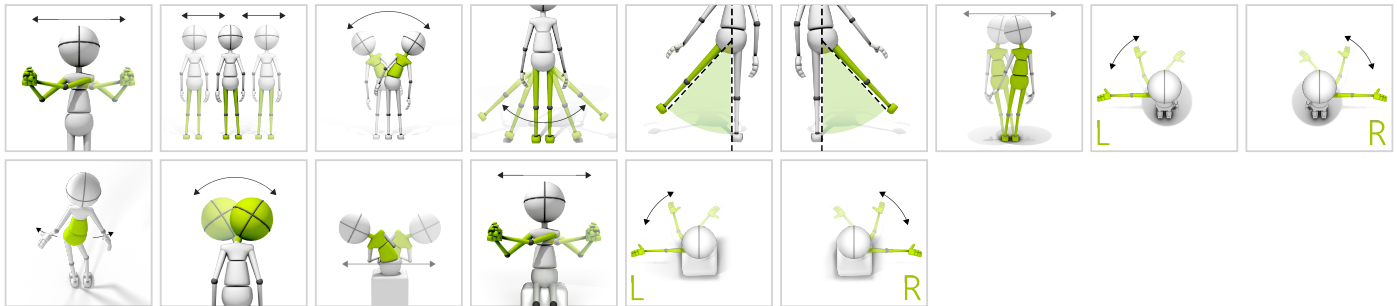


FUNCTIONAL MOVEMENTS

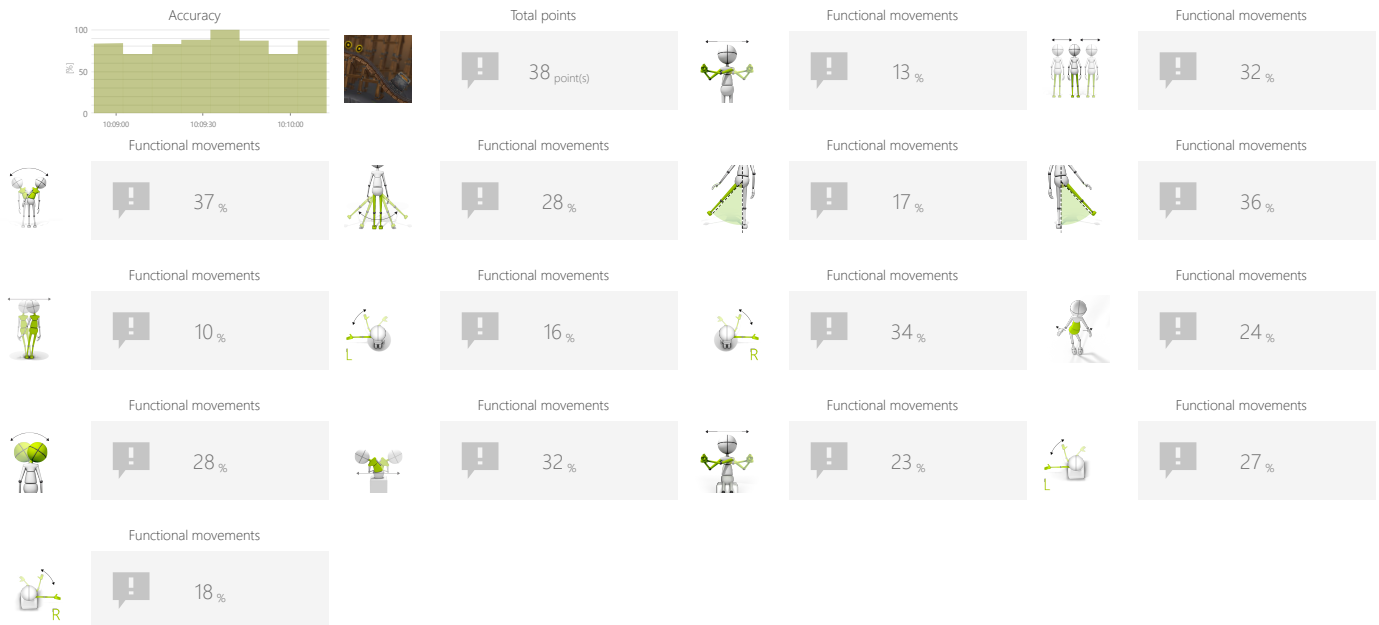
RAILS

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Route shape
- Enable derailling
- Enable obstacles
- Time between objects
- Player speed

OBJECTIVES

- Dynamic responses to emerging moving targets
- Predicting the trajectory of objects
- Visual motor coordination

INSTRUCTION FOR PATIENT

Tilt the world to let the trolley collect the coins



FUNCTIONAL MOVEMENTS

RAILS

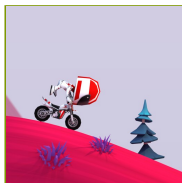
SAMPLE SETTINGS



Difficulty 1/3	
Duration 90s	Range 20% ↔ 80%
Route shape 	Enable derailing No
	Enable obstacles No
Time between objects 5s	Player speed 100%



Difficulty 3/3	
Duration 90s	Range 20% ↔ 80%
Route shape 	Enable derailing Yes
	Enable obstacles No
Time between objects 5s	Player speed 200%

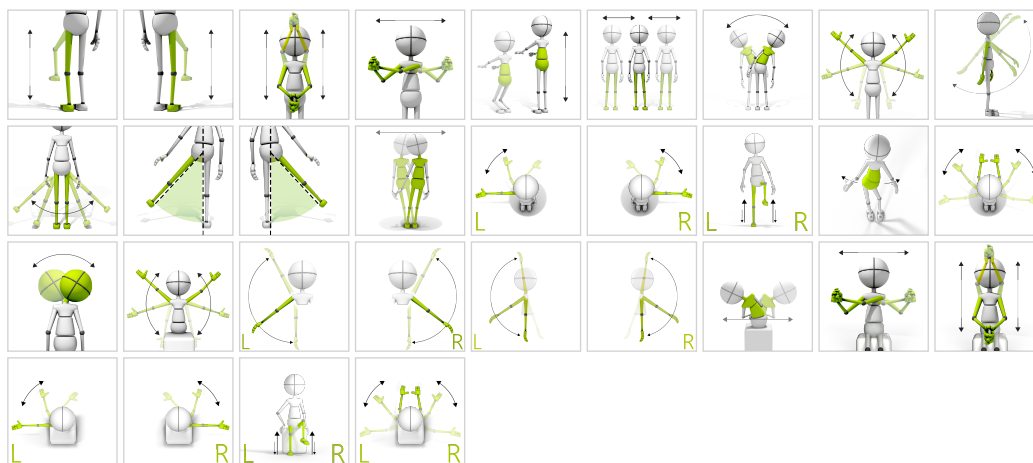


FUNCTIONAL MOVEMENTS

MOTOCROSS

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Route shape

OBJECTIVES

- Dynamics of planned movements
- Planning and Strategy

INSTRUCTION FOR PATIENT

accelerate and brake to cover the entire route as quickly as possible without tipping.



SAMPLE SETTINGS



Difficulty	2/3
Duration	90s
Range	20% - 80%
Route shape	Medium

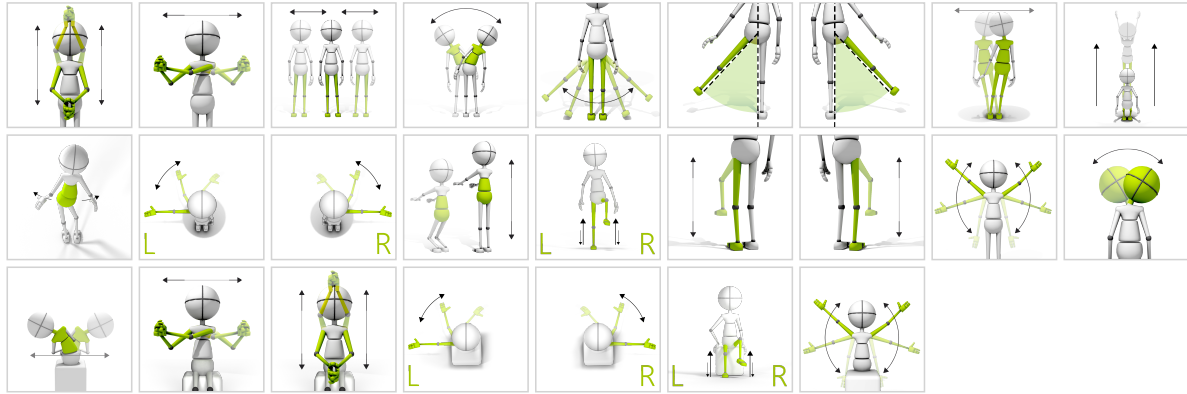


FUNCTIONAL MOVEMENTS

FOREST RUNNER

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Turning

OBJECTIVES

- Dynamics of planned movements
- Focusing
- Planned movements
- Speed of movement

INSTRUCTION FOR PATIENT

Keep the hare on the run, avoid obstacles and collect as many carrots as you can.



SAMPLE SETTINGS

Duration

90s

Range

20% 80%

Turning

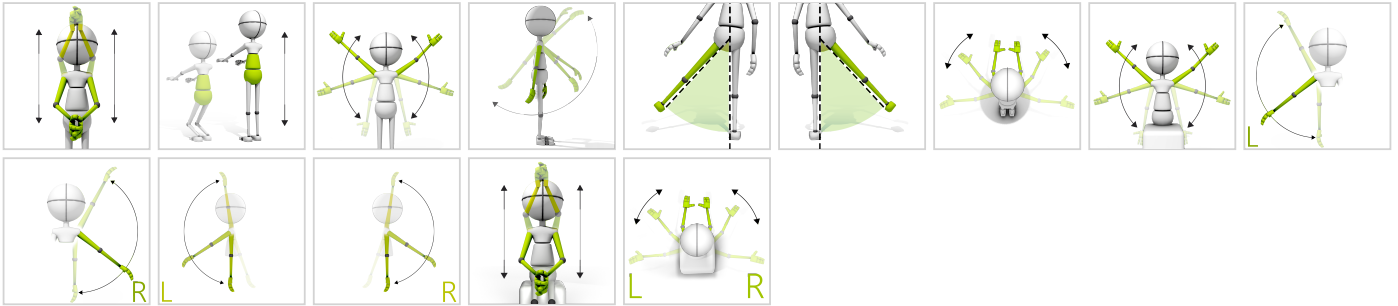


FUNCTIONAL MOVEMENTS

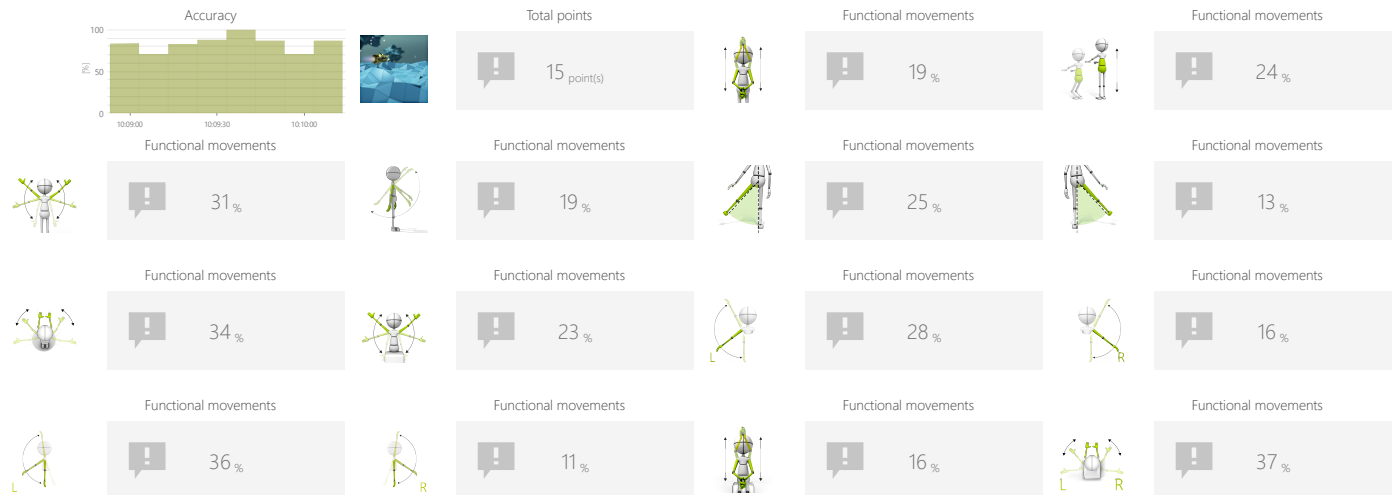
GEOMETRY FLIER

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Player speed

OBJECTIVES

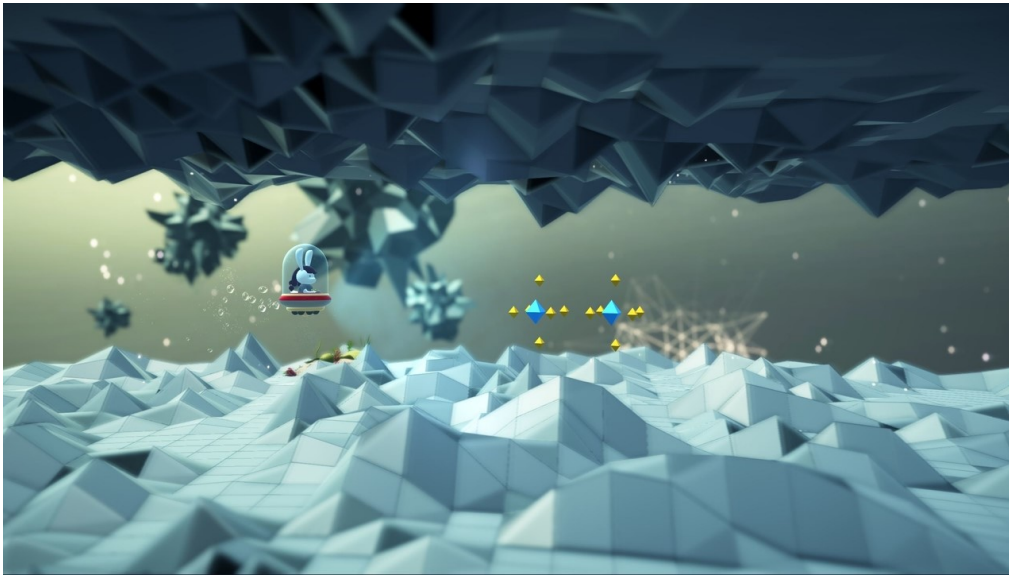
- Dynamics of planned movements
- Activity in a given rhythm
- Visual motor coordination

INSTRUCTION FOR PATIENT

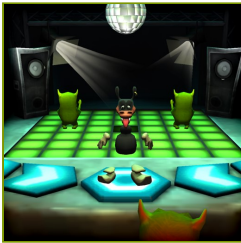
Control the vehicle to avoid the obstacles



SAMPLE SETTINGS



	Difficulty 1/3	
	Duration 30s	Range 20% 80%
Player speed 100%		

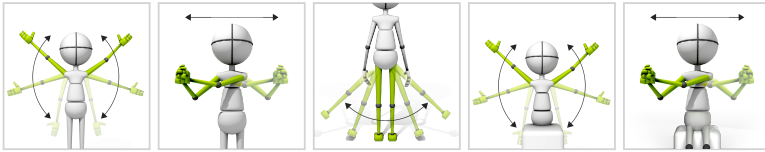


FUNCTIONAL MOVEMENTS

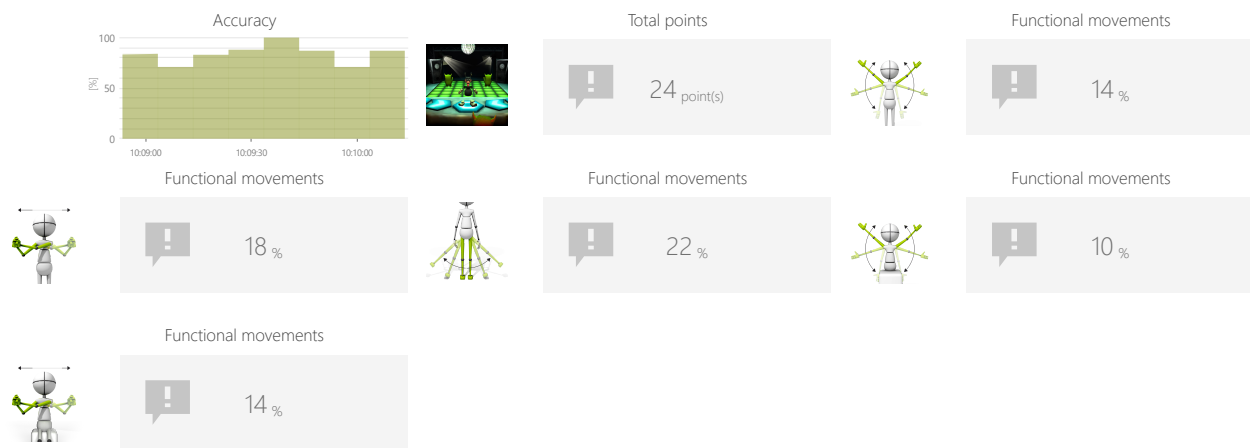
DANCEMAN

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Advanced scoring
- Song index
- Spawn rate level

OBJECTIVES

- Activity in a given rhythm
- Spontaneous movements
- Visual motor coordination

INSTRUCTION FOR PATIENT

Hit the green characters when they come close



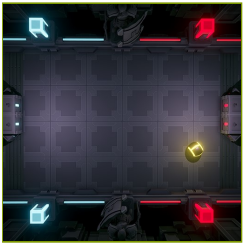
FUNCTIONAL MOVEMENTS

DANCEMAN

SAMPLE SETTINGS



◀	Difficulty 1/6	▶
<	Duration 90s	>
<	Range 20% ↔ 80%	>
<	Advanced scoring No	>
<	Song index 0	>
Spawn rate level Easy		

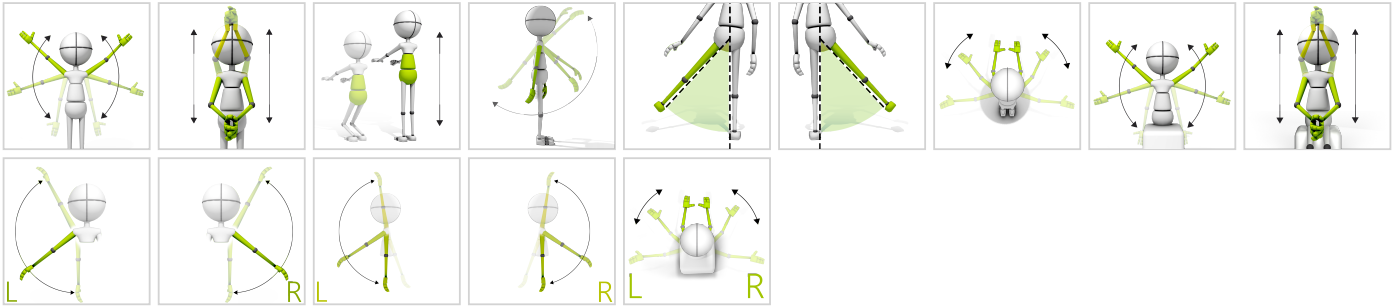


FUNCTIONAL MOVEMENTS

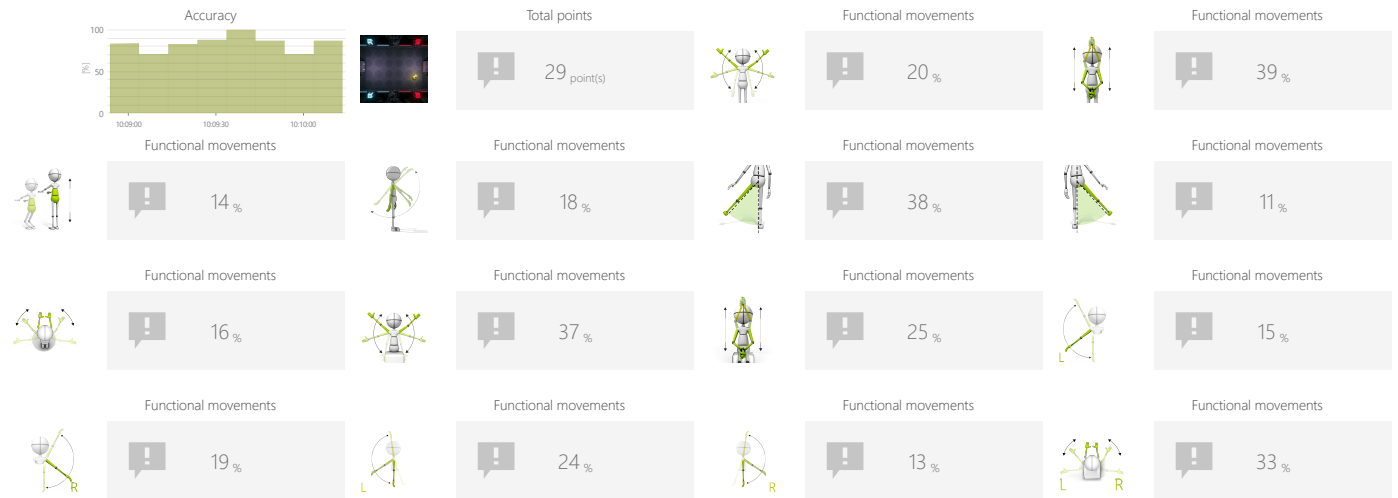
PONG

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Speed of objects

OBJECTIVES

- Planned movements
- Focusing
- Predicting the trajectory of objects

INSTRUCTION FOR PATIENT

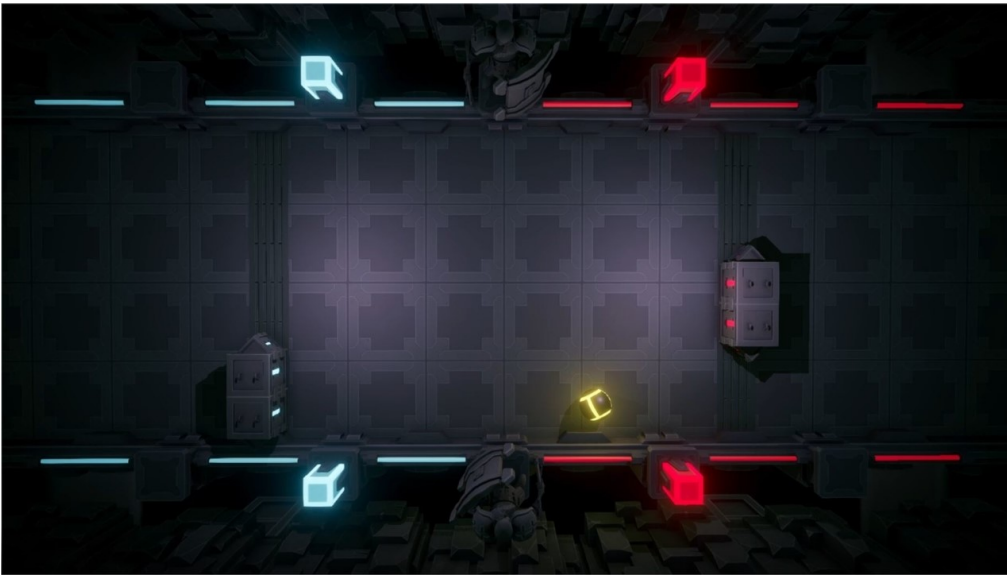
Use the paddles to hit a ball back and forth



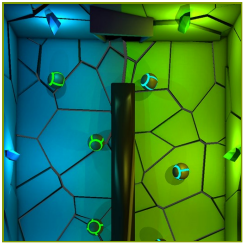
FUNCTIONAL MOVEMENTS

PONG

SAMPLE SETTINGS



◀	Difficulty 1/3	▶
<	Duration 90s	>
	Range 20% ↔ 80%	
<	Speed of objects 100%	>

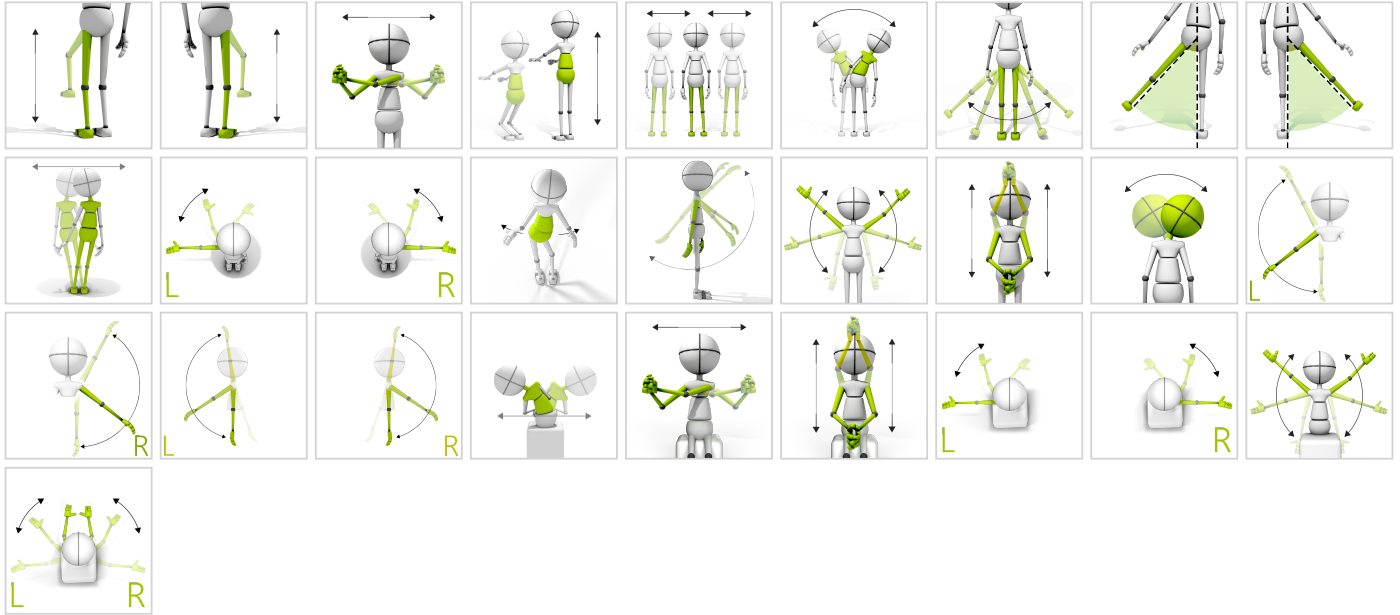


DIVIDED ATTENTION

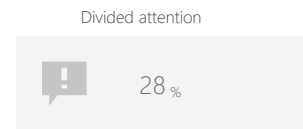
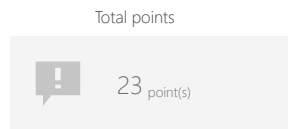
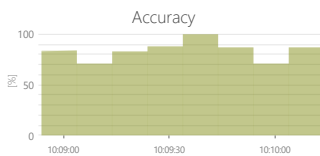
SORTER

Measure and train individual's skills to successfully execute more than one action at a time, while paying attention to two or more channels of information.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Number of objects
- Gap size
- Speed of objects

OBJECTIVES

- Predicting the trajectory of objects
- Focusing
- Perceptivity
- Movement precision
- Exercise with or without support from healthy limb

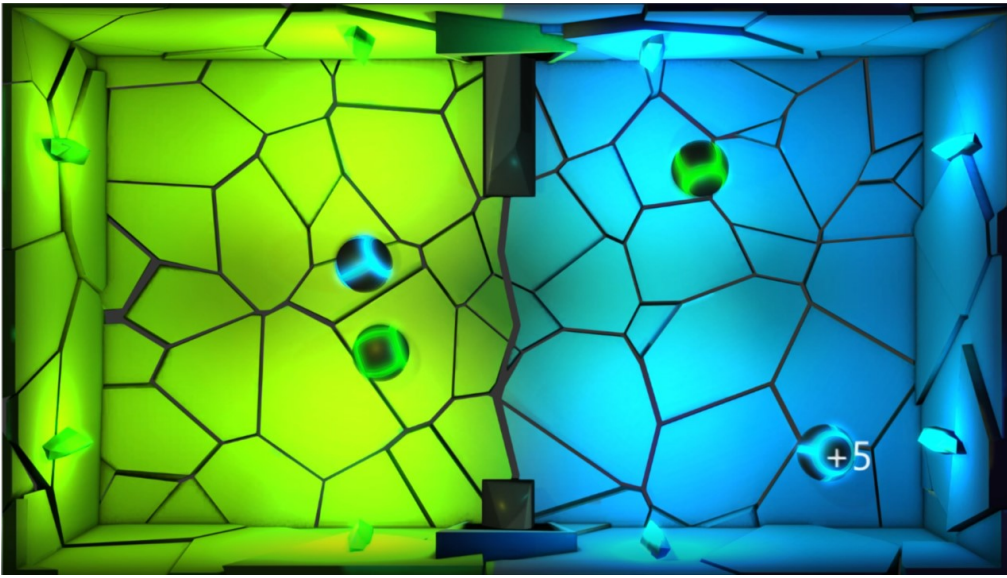
INSTRUCTION FOR PATIENT

Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.

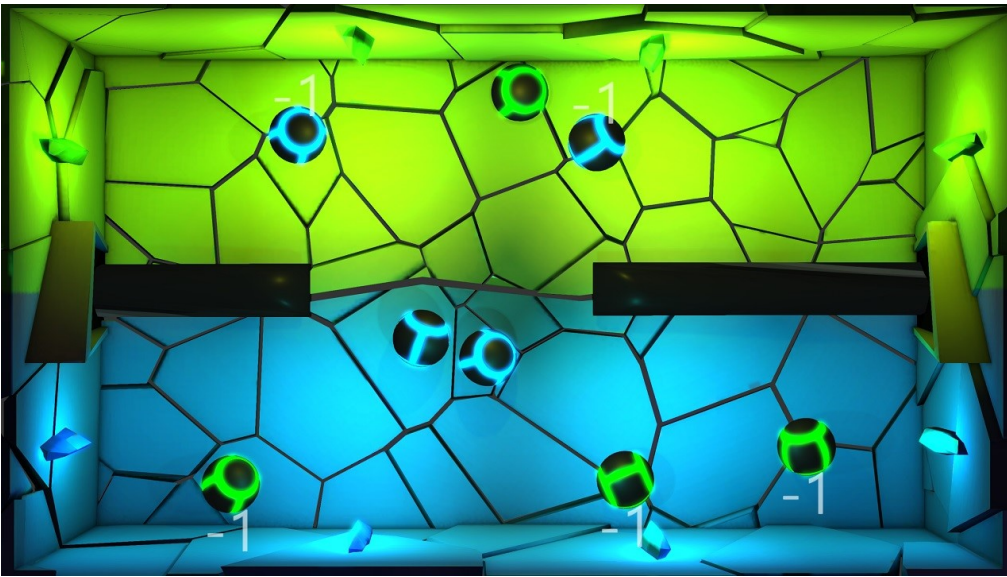


DIVIDED ATTENTION SORTER

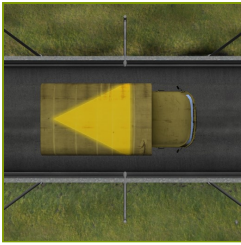
SAMPLE SETTINGS



Difficulty 1/3	
Duration 30s	Range 20% - 80%
Number of objects 4	Gap size 150%
Speed of objects 100%	



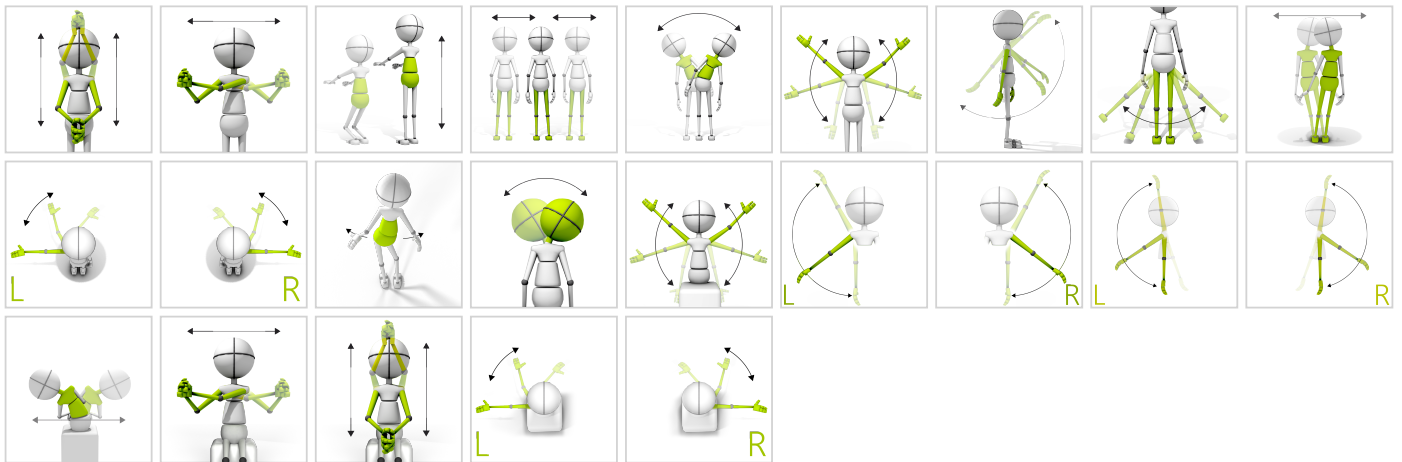
Difficulty 1/3	
Duration 30s	Range 20% - 80%
Number of objects 4	Gap size 150%
Speed of objects 100%	



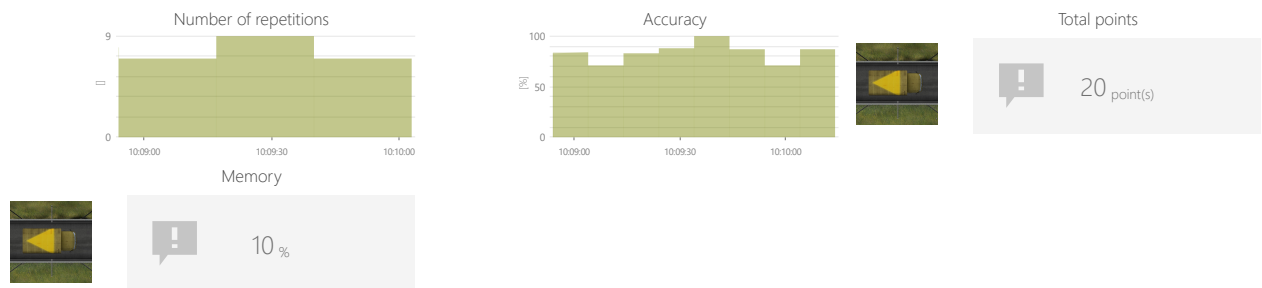
MEMORY TRUCKS

Measure and train individual's skills to memorize information.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Variations

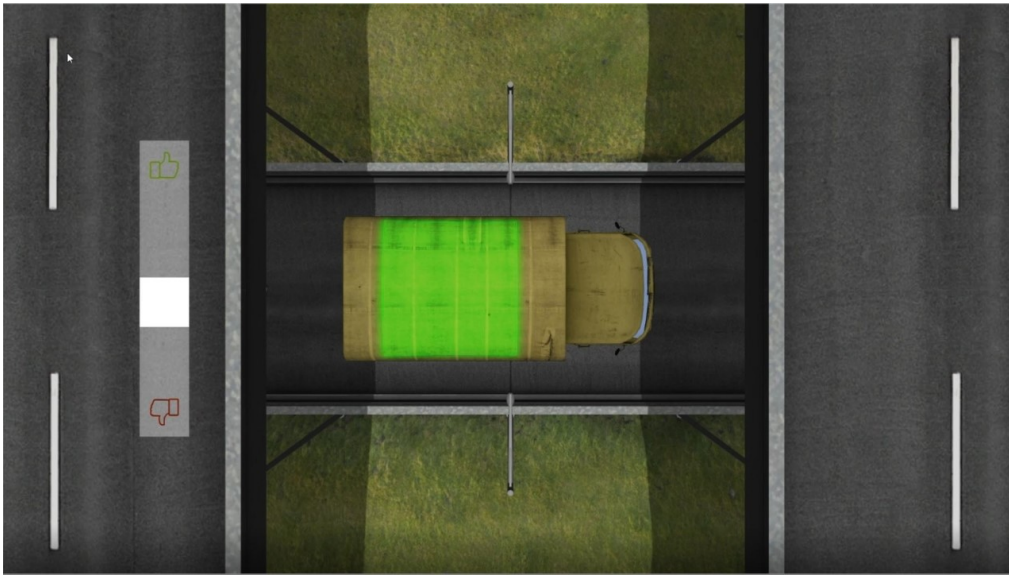
OBJECTIVES

- Logical tasks
- Focusing
- Perceptivity

INSTRUCTION FOR PATIENT

Remember the shape and/or its color on the roof of the car you see. Decide with thumbs up or down whether the next car has the same shape and/or color on the roof as the previous one.

SAMPLE SETTINGS

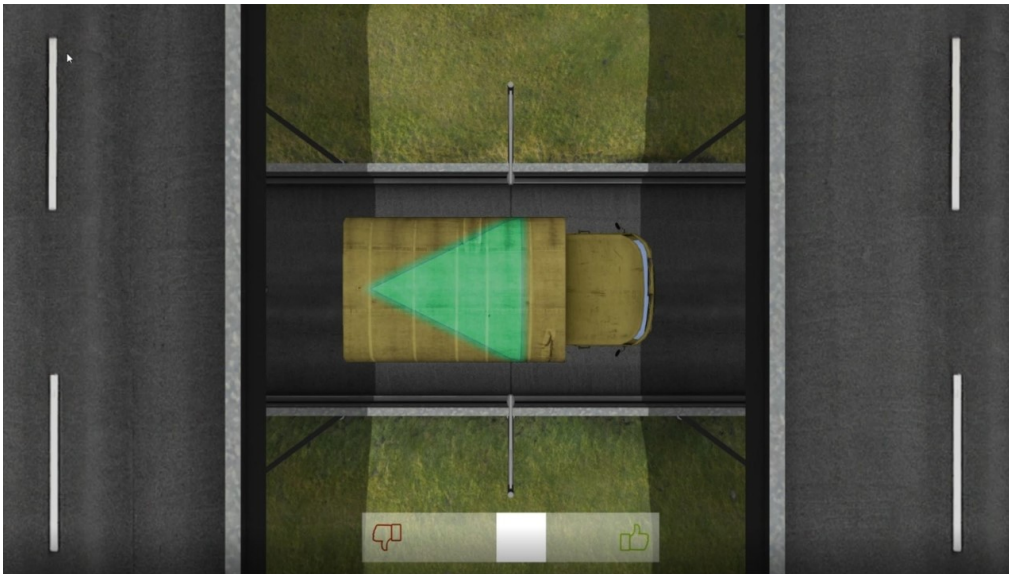


Difficulty **1/3**

Duration **30s**

Range **20% 80%**

Variations **colors**



Difficulty **2/3**

Duration **30s**

Range **20% 80%**

Variations **shapes**

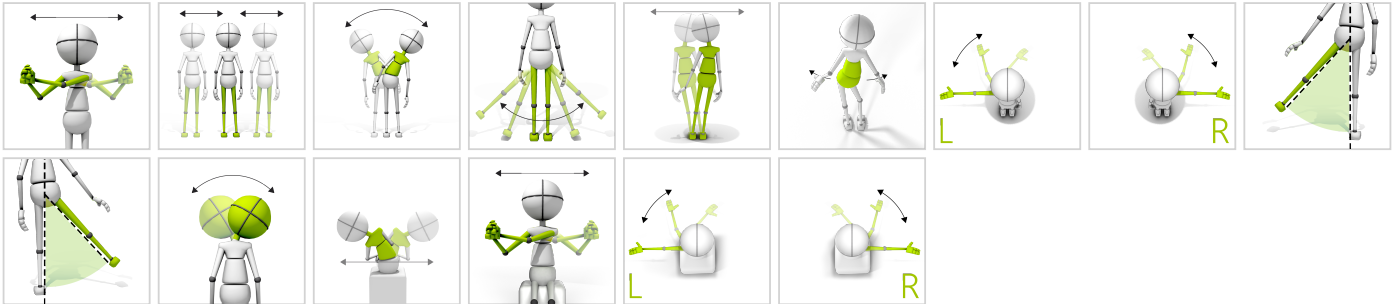


PROBLEM SOLVING

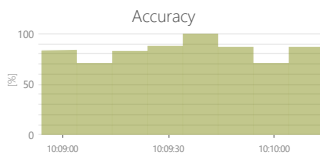
CLONES

Measure and train individual's skills to reach a solution of specific problems. Problem solving may include mathematical or systematic operations and can be a gauge of an individual's critical thinking skills.

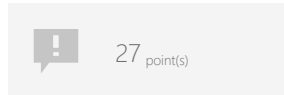
CONTROL MODES



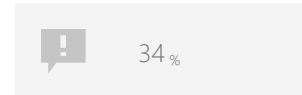
RESULTS



Total points



Problem solving



ADJUSTMENTS

- Task duration
- Time to complete action
- Range
- Number of pairs

OBJECTIVES

- Perceptivity
- Visual motor coordination
- Logical tasks

INSTRUCTION FOR PATIENT

Select the item which has a pair on the screen



SAMPLE SETTINGS



◀	Difficulty 1/3	▶
<	Duration 90s	>
<	Minitask duration 30s	>
<	Range 20% ↔ 80%	>
<	Number of pairs 4	>

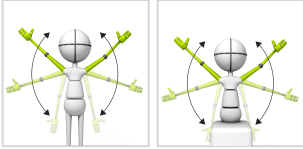


PROBLEM SOLVING

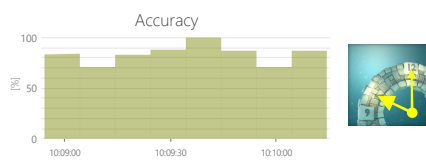
CLOCK

Measure and train individual's skills to reach a solution of specific problems. Problem solving may include mathematical or systematic operations and can be a gauge of an individual's critical thinking skills.

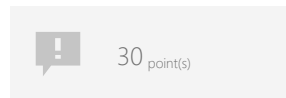
CONTROL MODES



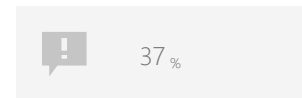
RESULTS



Total points



Problem solving



ADJUSTMENTS

- Task duration
- Time to complete action
- Range
-

OBJECTIVES

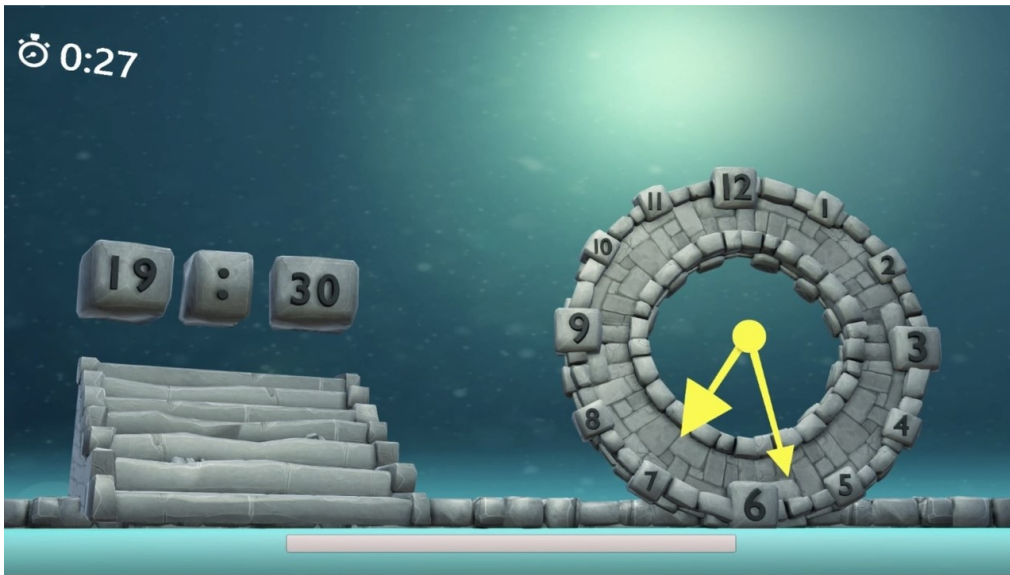
- Speed of decision making
- Visual motor coordination
- Logical tasks

INSTRUCTION FOR PATIENT

Control the arrows to set the time visible on the left clock



SAMPLE SETTINGS



Duration 90s	Minitask duration 30s
Range 20% - 80%	Angle 180°
	Angle 180°

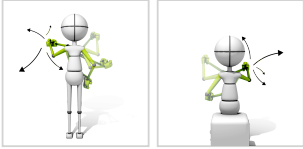


PROBLEM SOLVING

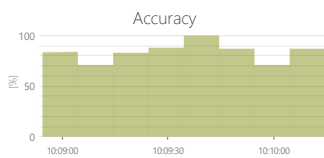
MAZE

Measure and train individual's skills to reach a solution of specific problems. Problem solving may include mathematical or systematic operations and can be a gauge of an individual's critical thinking skills.

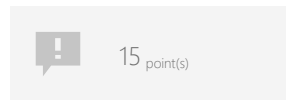
CONTROL MODES



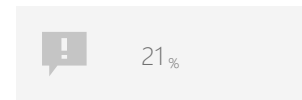
RESULTS



Total points



Problem solving



ADJUSTMENTS

- Task duration
- Range
- Show path
- Maze size

OBJECTIVES

- Logical tasks
- Planned movements
- Planning and Strategy

INSTRUCTION FOR PATIENT

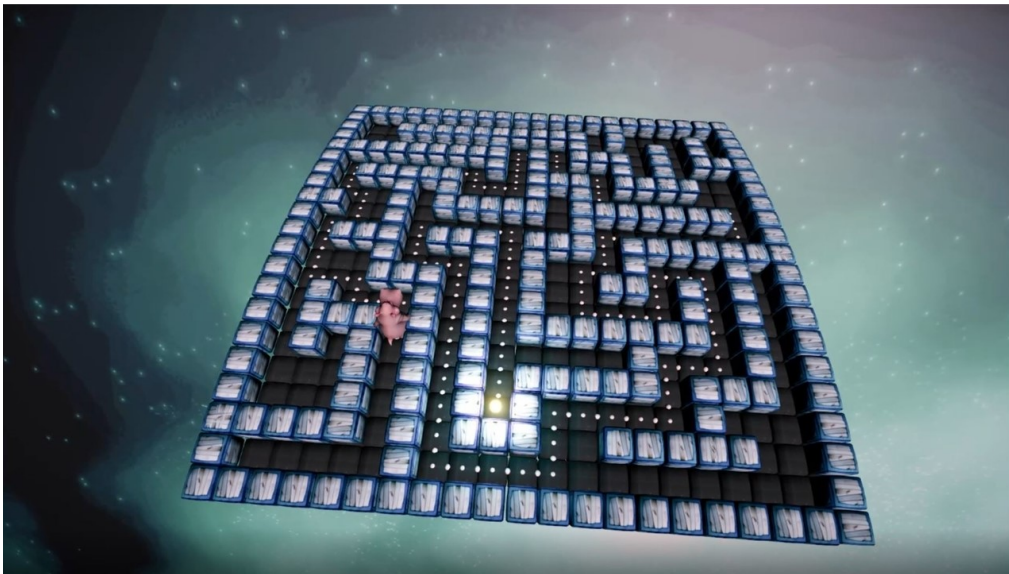
Lead the hippo through the maze to the glowing target.



SAMPLE SETTINGS



Difficulty	2/4
Duration	90s
Range	20% ↔ 80%
Show path	No
Maze size	6



Difficulty	Custom
Duration	90s
Range	20% ↔ 80%
Show path	Yes
Maze size	10

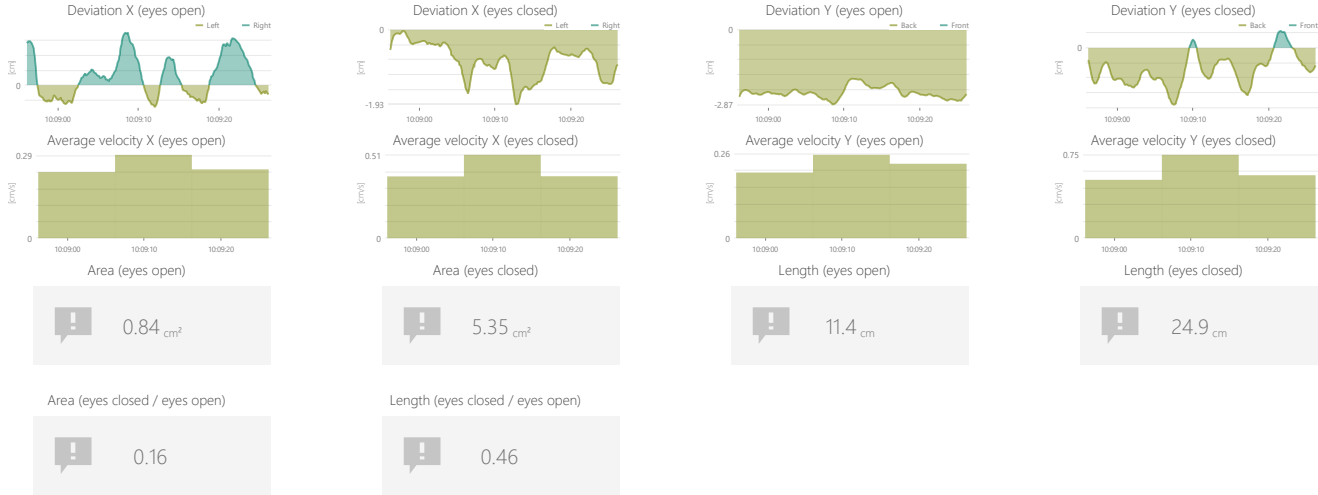


SPECIALIZED ROMBERG TEST

Specialized tasks and evaluations that collect data from multiple categories or do have a unique objectives.

CONTROL MODES

RESULTS



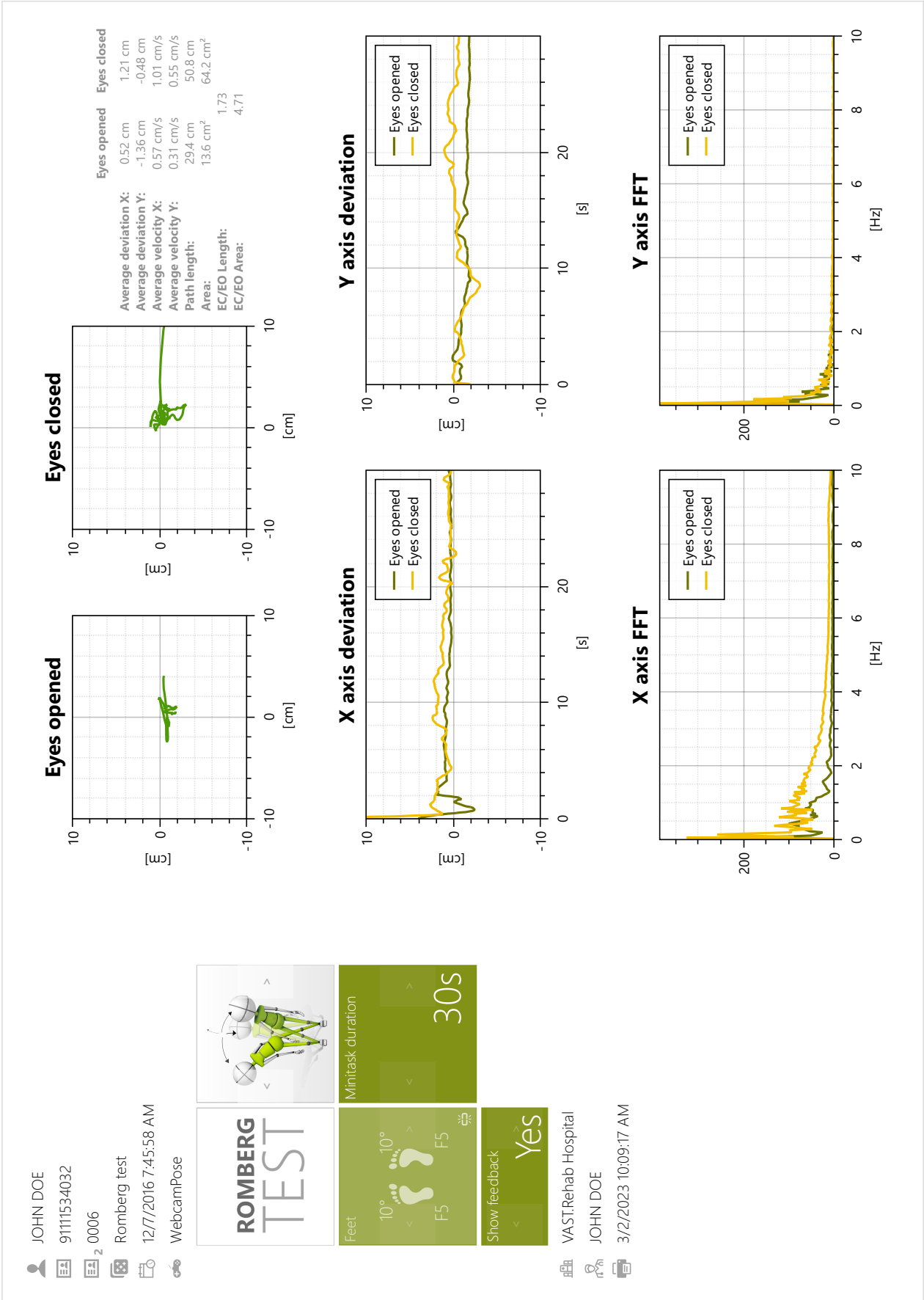
OBJECTIVES

- Assesses static standing balance

INSTRUCTION FOR PATIENT

Romberg test. Try to stand as steadily as you can. First with eyes open, then with eyes closed

SAMPLE REPORTS





SPECIALIZED STABILITY TEST

Specialized tasks and evaluations that collect data from multiple categories or do have a unique objectives.

CONTROL MODES

RESULTS



OBJECTIVES

- Relaxation
- Postural stability

INSTRUCTION FOR PATIENT

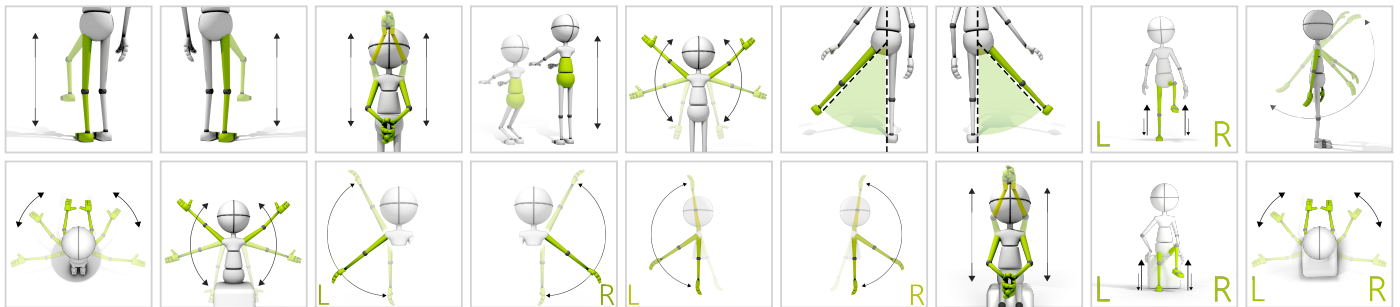
Keep your body balanced



SPECIALIZED GONOGO TEST

Specialized tasks and evaluations that collect data from multiple categories or do have a unique objectives.

CONTROL MODES

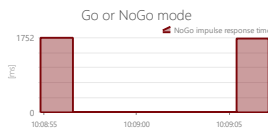


RESULTS



Number of NoGo impulses noticed (Go or NoGo mode)

4



Number of Go impulses missed (always Go mode)

0

Number of Go impulses missed (Go or NoGo mode)

1



Time delay caused by distraction

37%

Go or NoGo mode

3032 ms

Number of NoGo impulses hit (Go or NoGo mode)

2

Always Go mode

3000 ms

ADJUSTMENTS

- Range
- Required proper repetitions
- Hit if

OBJECTIVES

- Spontaneous movements
- Speed of movement
- Response to negative visual stimuli
- Reaction to the positive visual stimuli

INSTRUCTION FOR PATIENT

Hit the button when positive trigger appears

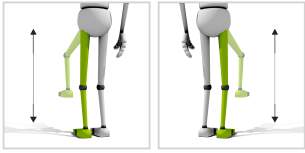


SPECIALIZED

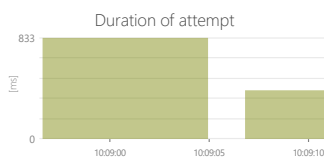
SINGLE LEG STANCE TEST

Specialized tasks and evaluations that collect data from multiple categories or do have a unique objectives.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Time to complete action
- Range

OBJECTIVES

- Test the limits of balance and equilibrium
- Knees lifting
- Postural stability

INSTRUCTION FOR PATIENT

Try to keep your body balanced while performing single leg stance