

# 3D FULL BODY TRACKING

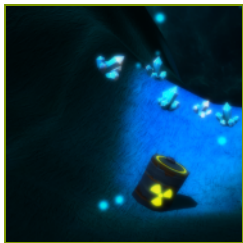
2025.1

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# WHAT IS NEEDED?

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 10/11
- Intel Core i5 (8th gen or newer). Important: Avoid ultra-low-power versions (e.g., i5-8250U), as they may not meet performance requirements. Prefer standard or high-performance CPUs.
- Minimum: 8 GB RAM (16 GB or more recommended for optimal performance).
- A graphics card from NVIDIA, comparable to the RTX 3060 or higher, is recommended to ensure optimal accuracy and fully utilize the 3D capabilities of the ZED 2 camera. If high-end performance is not required, any budget-friendly gaming GPU—such as the NVIDIA GTX 1050 or better—should be sufficient for basic functionality.
- ZED 2



# RANGE OF MOTION

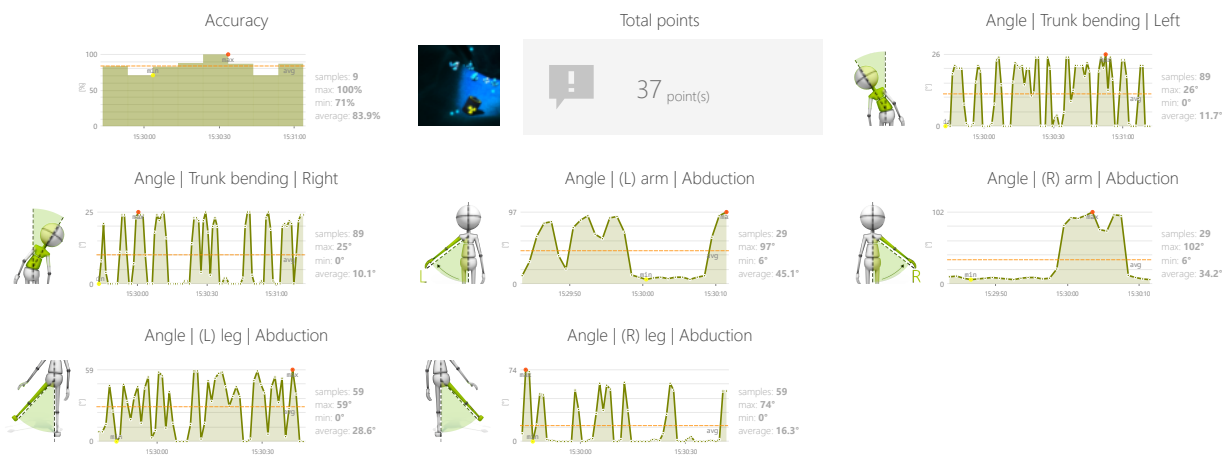
## CRYSTALS

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

### CONTROL MODES



### RESULTS



### ADJUSTMENTS

- Speed
- Task duration
- Angle

### OBJECTIVES

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

### INSTRUCTION FOR PATIENT

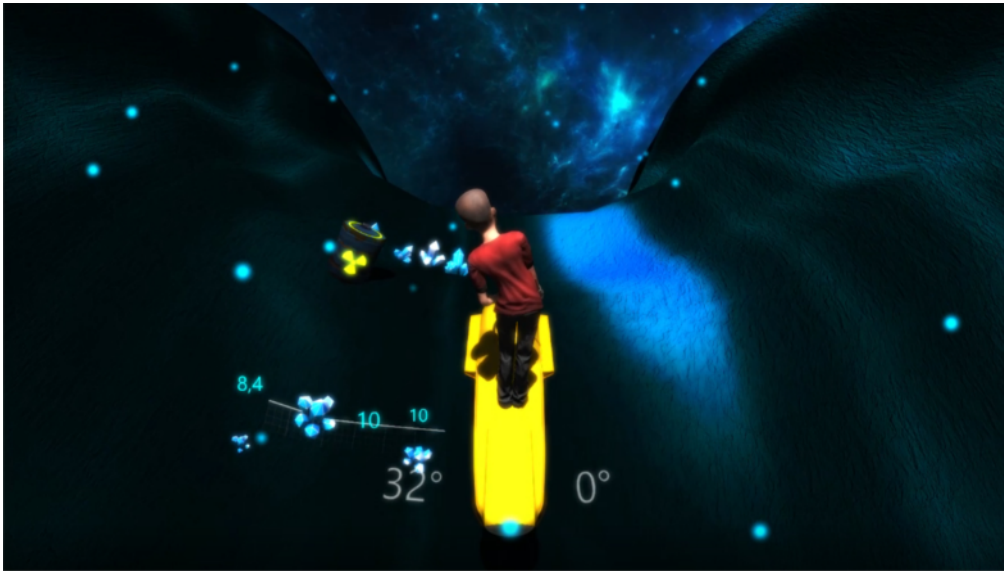
Collect the crystals and avoid the radioactive barrels.

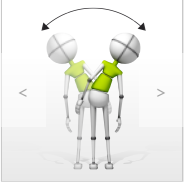
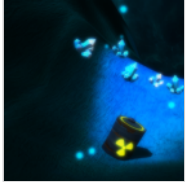


# RANGE OF MOTION

## CRYSTALS

### SAMPLE SETTINGS





◀

Difficulty  
**1/4**

▶

Speed


< 100% >

speed set automatically


Duration

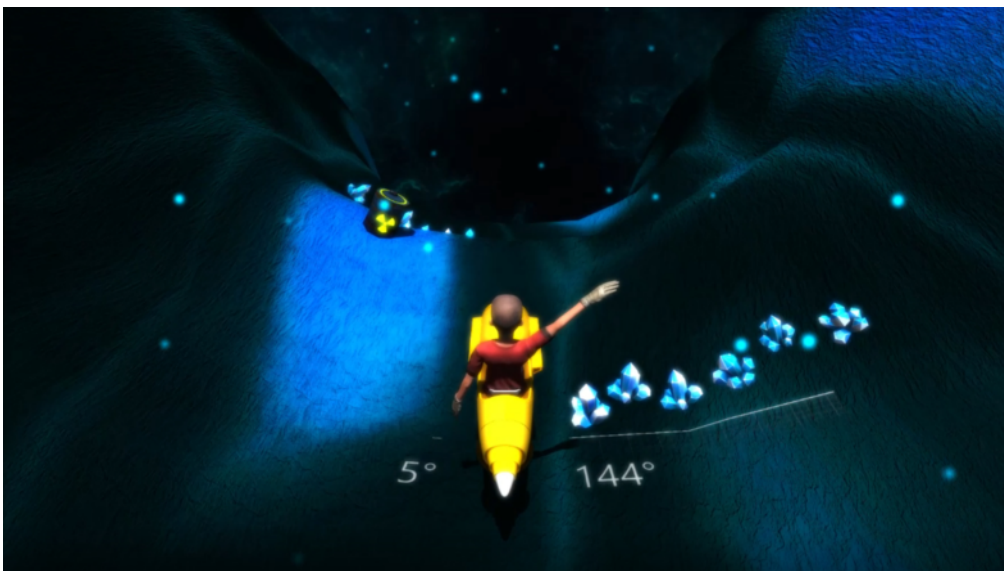
< 90s >


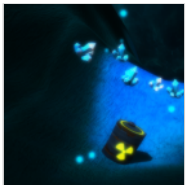
Angle

 40°

Angle

 40°





◀

Difficulty  
**1/4**

▶

Speed


< 100% >

speed set automatically


Duration

< 90s >

Angle

 180°

Angle

 180°

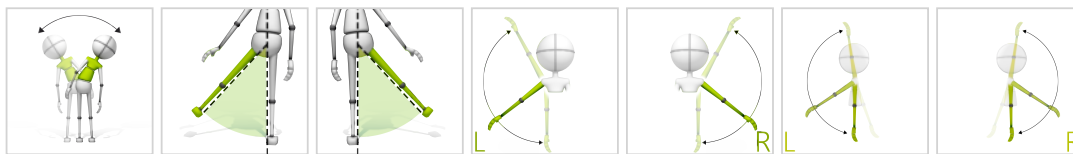


# RANGE OF MOTION

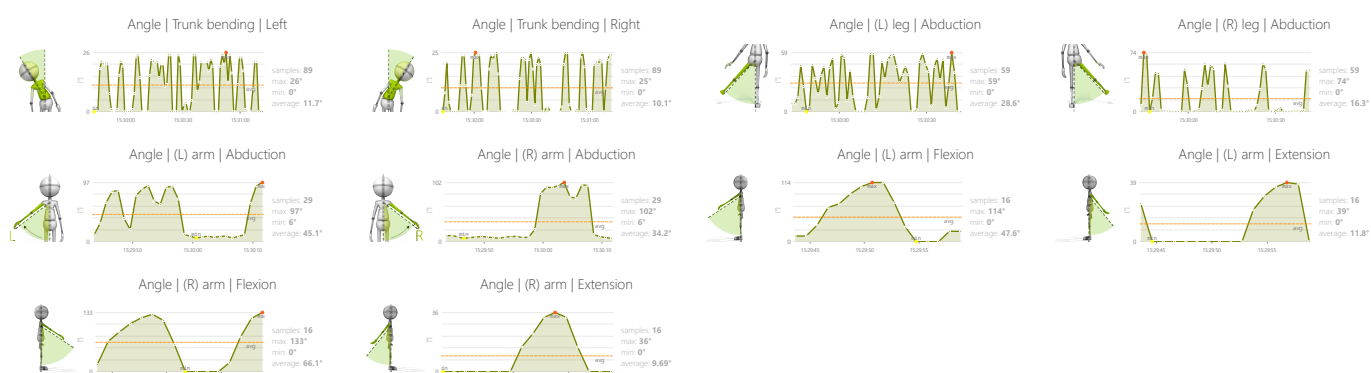
## ANGLES EVALUATION

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

## CONTROL MODES



## RESULTS



## OBJECTIVES

- Range of motion examination

## INSTRUCTION FOR PATIENT

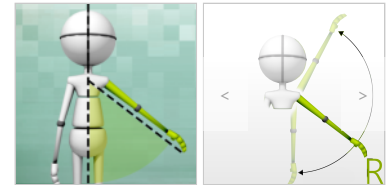
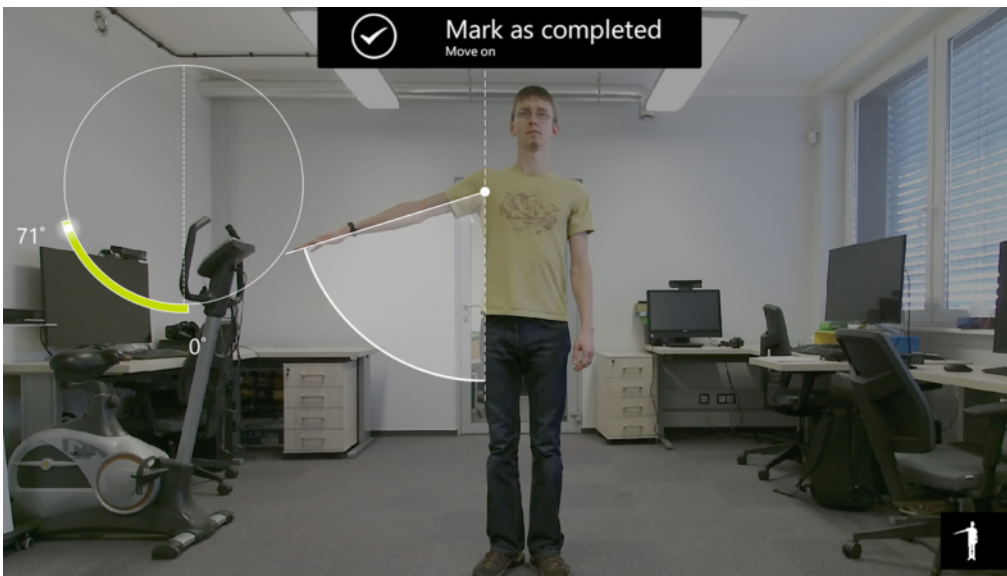
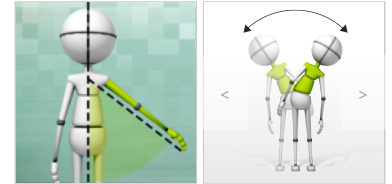
System will measure your range of motion.



# RANGE OF MOTION

## ANGLES EVALUATION

### SAMPLE SETTINGS



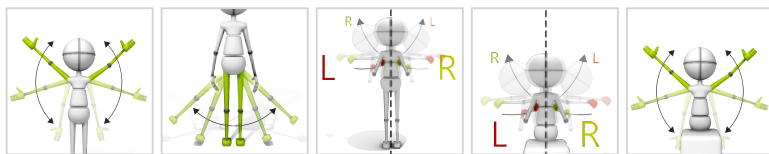


# MOVEMENT TIME

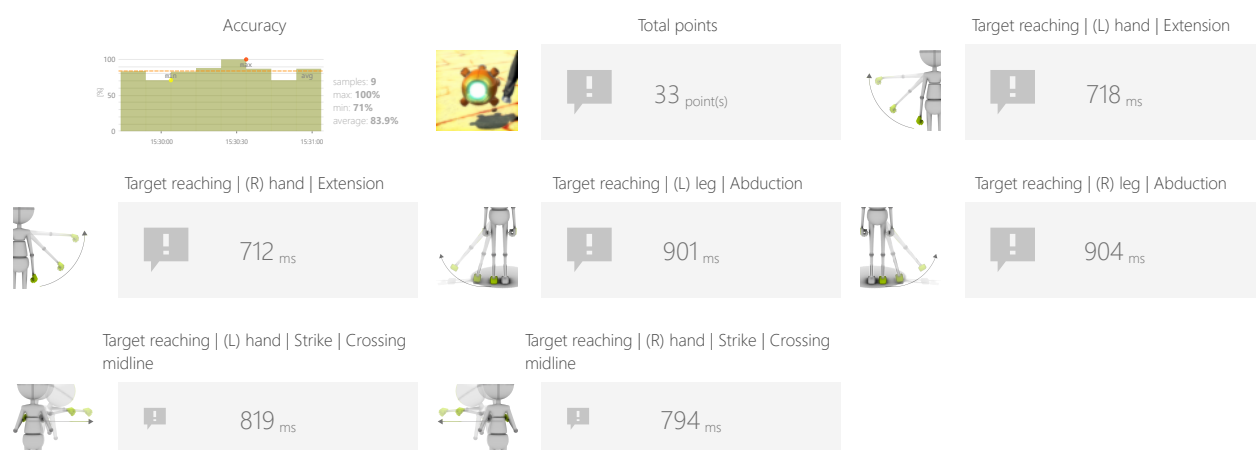
## REACT

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
- Range
- 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 <b>1/2</b>	▶
Duration < 90s >		Time to react < 2s >
		Distance to targets < 75% >



# MOVEMENT TIME

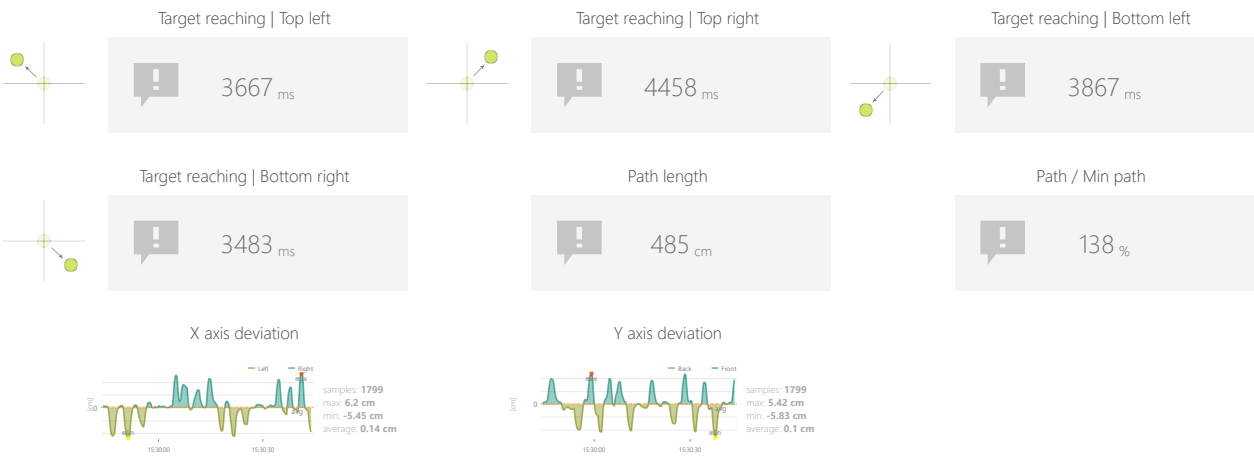
## DYNAMIC TEST

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

- Range
- Show path
- Repetitions
- Positioning

### OBJECTIVES

- Test the limits of balance and equilibrium
- Dynamics of planned movements

### INSTRUCTION FOR PATIENT

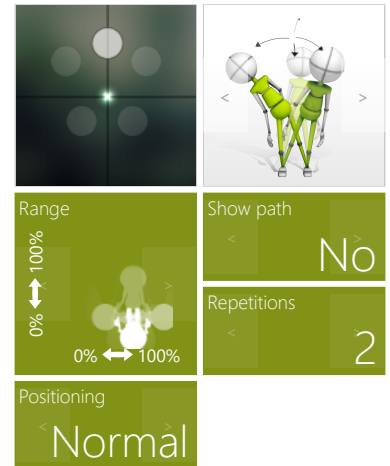
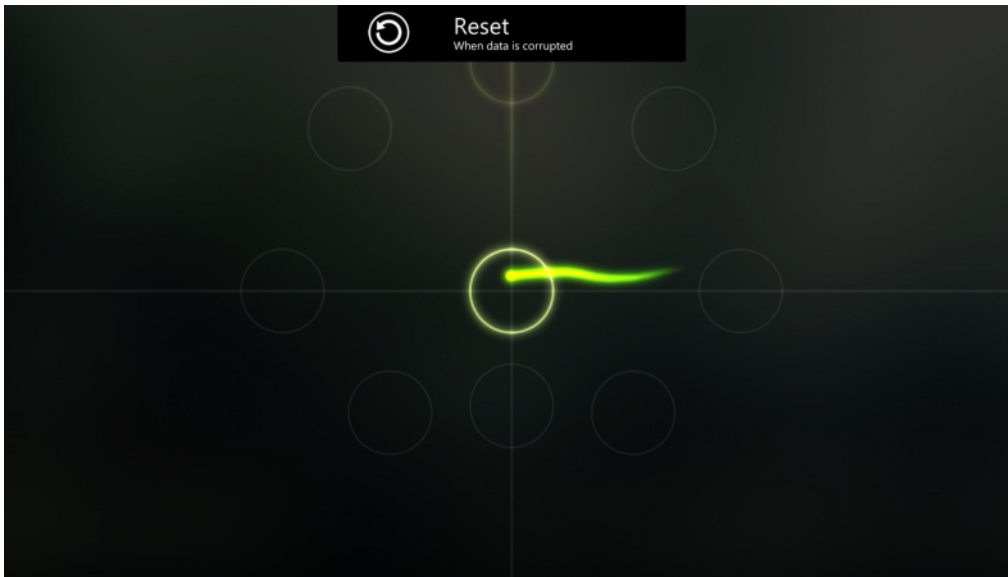
Move the dot to the highlighted target and hold it for a moment. Next target will be highlighted.

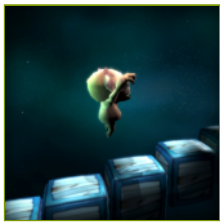


# MOVEMENT TIME

DYNAMIC TEST

## SAMPLE SETTINGS

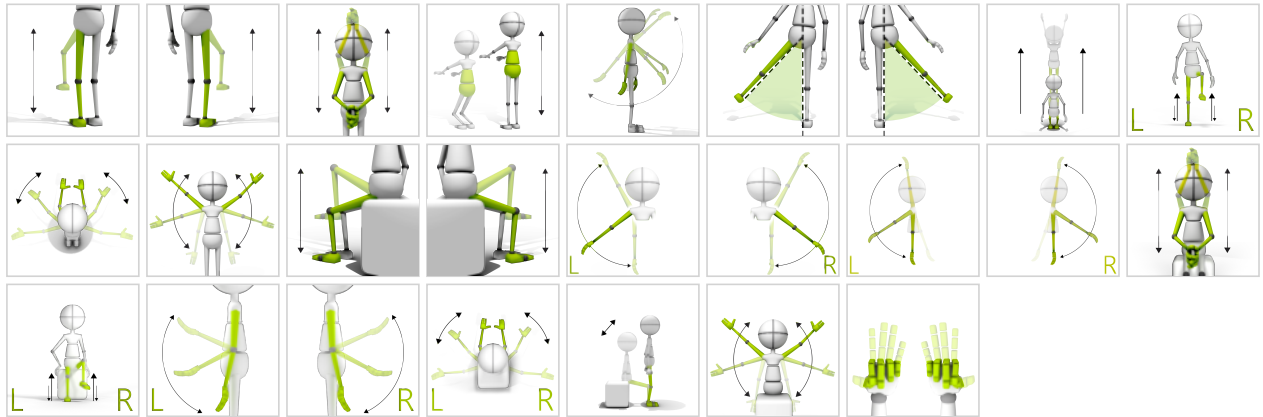




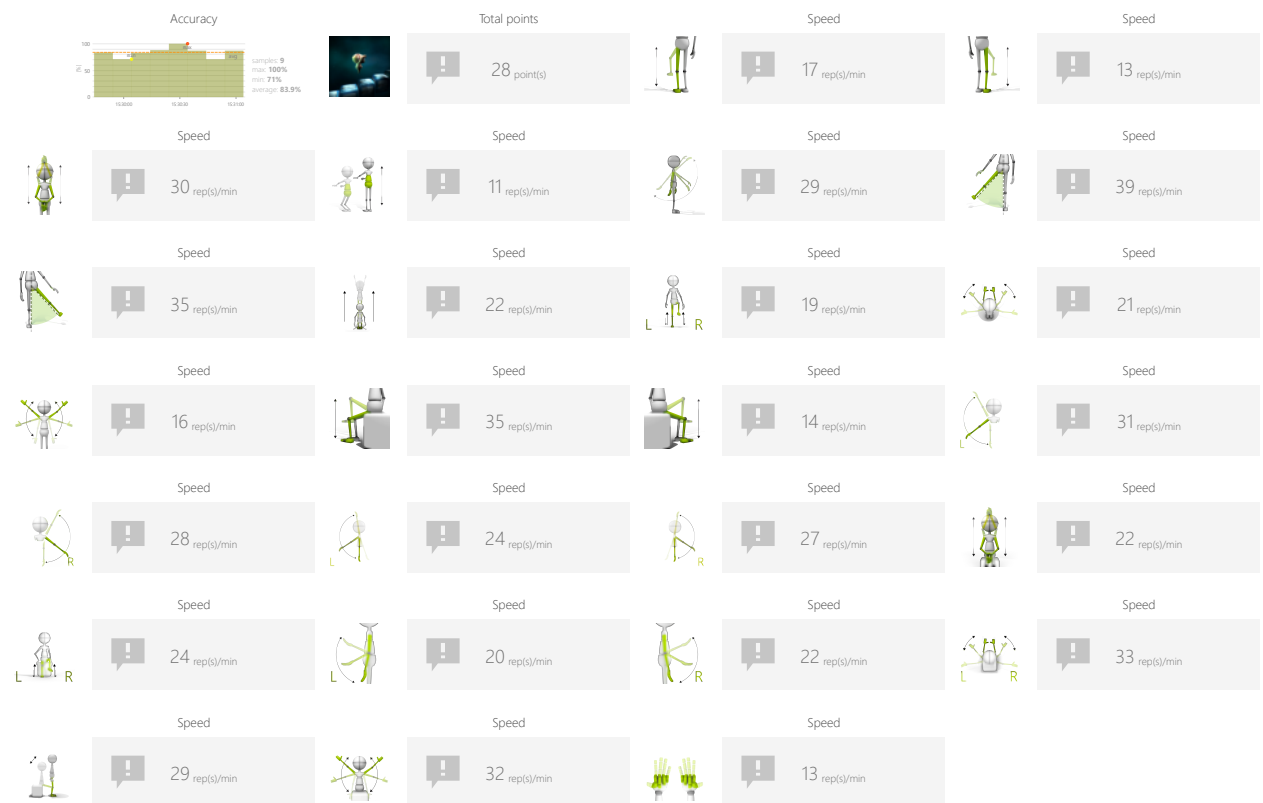
# SPEED STAIRS

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

- Dynamics of planned movements

## INSTRUCTION FOR PATIENT

Climb the stairs before they disappear.



# SPEED STAIRS

## SAMPLE SETTINGS



	Difficulty <b>custom</b>
Duration  90s 	Range 20%  80% 
Max time per floor  15s 	Number of stairs  5 
Pause length  3 	

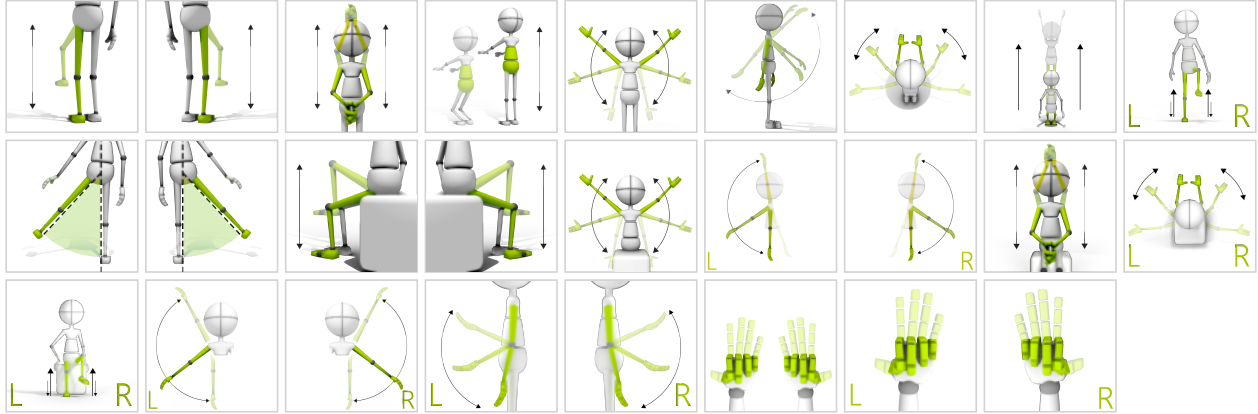


# SPEED

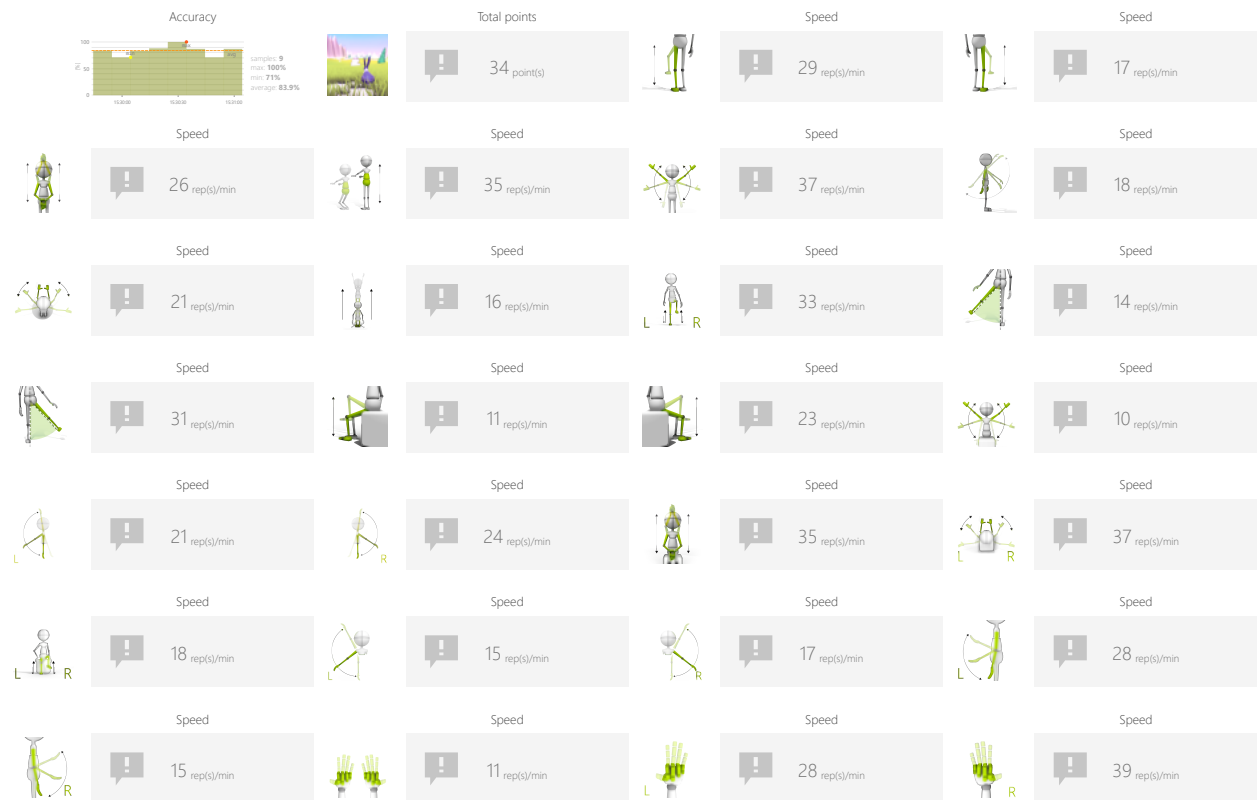
## RABBIT

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

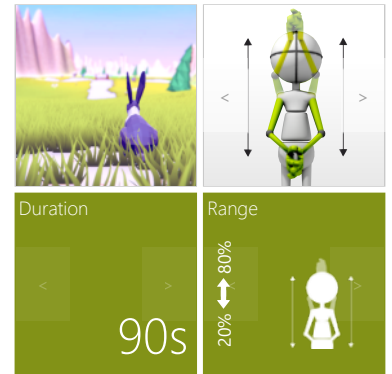
### INSTRUCTION FOR PATIENT

Go through the entire route as fast as you can.



## SPEED RABBIT

### SAMPLE SETTINGS



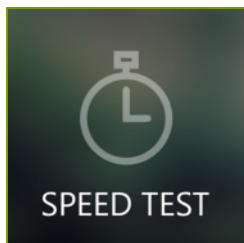




## SAMPLE SETTINGS



<p>Duration</p> <p>&lt; &gt;</p> <p>90s</p>	<p>Range</p> <p>20% 80%</p> <p>&lt; &gt;</p>

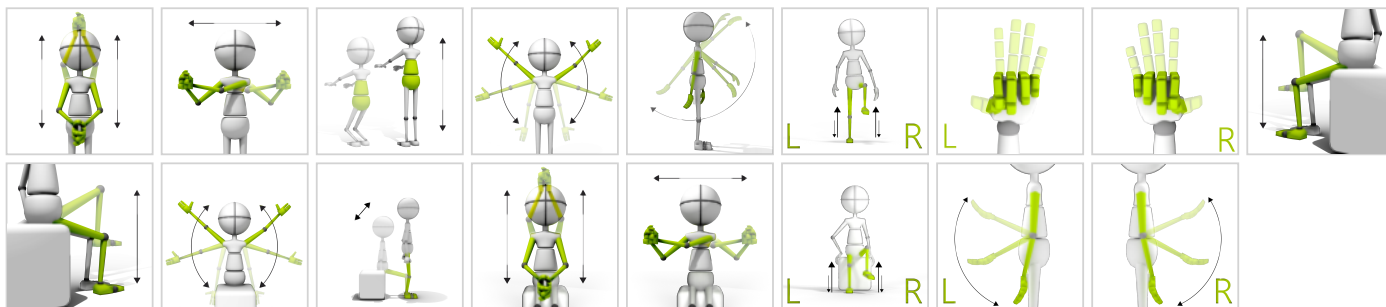


# SPEED

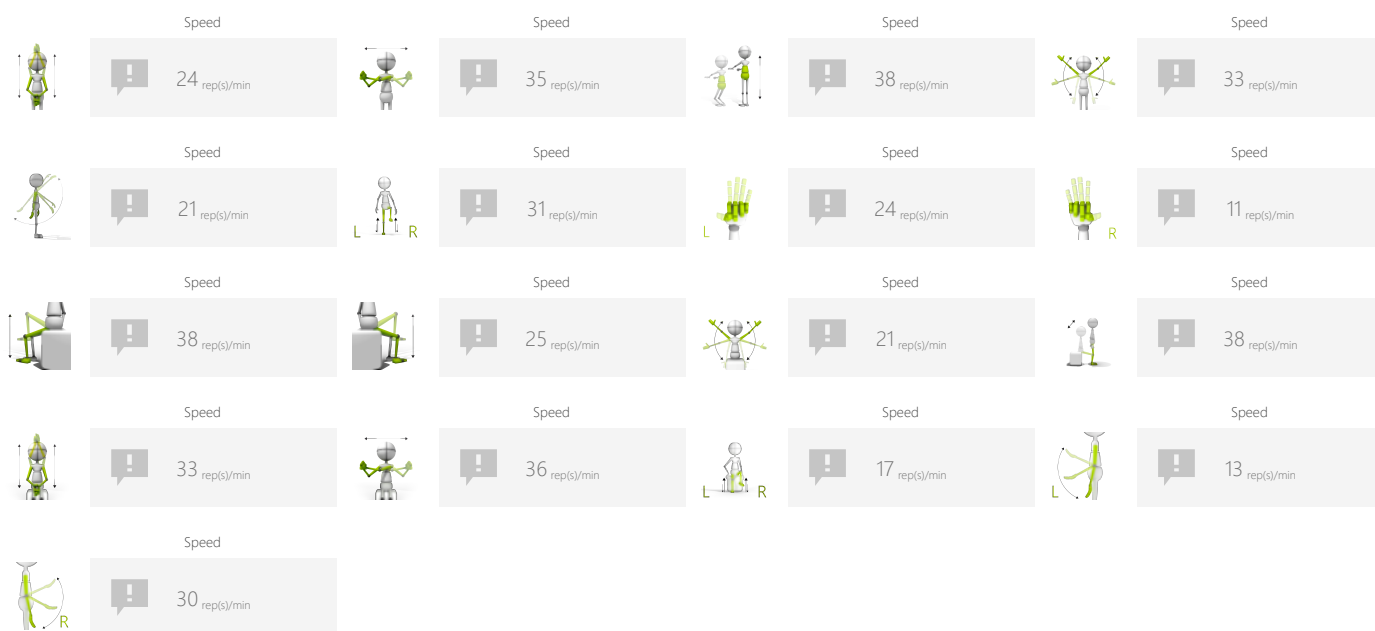
## SPEED TEST

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

## CONTROL MODES



## RESULTS



## ADJUSTMENTS

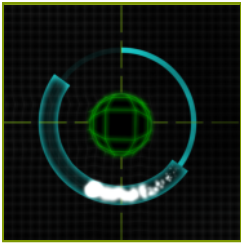
- Time to complete action
- Range

## OBJECTIVES

- Speed of movement
- Repetitive movements

## INSTRUCTION FOR PATIENT

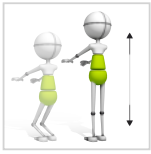
Perform the specified movement pattern as many times as possible.



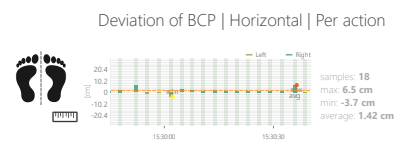
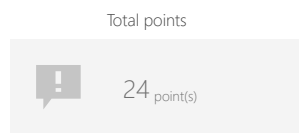
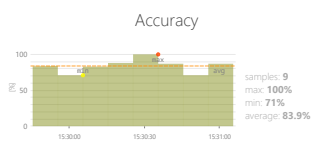
# BALANCE GRID

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

## CONTROL MODES



## RESULTS



## ADJUSTMENTS

- Task duration
- Range
- Period
- Positioning

## OBJECTIVES

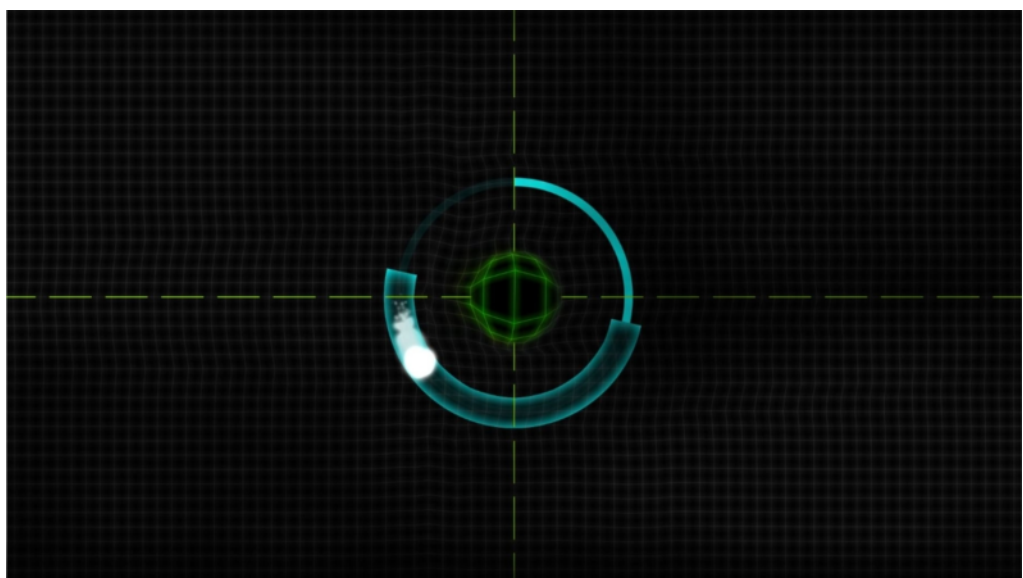
- Balance and equilibrium training
- 3D space movements reproduction
- Activity in a given rhythm

## 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



Duration: 90s

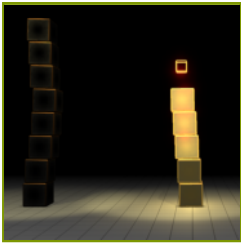
Period: 6s

Positioning: Any

Difficulty: 1/3

Range: 50% (0% to 100%)

5%

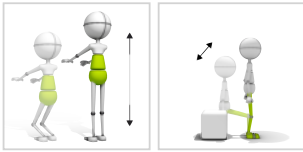


# BALANCE

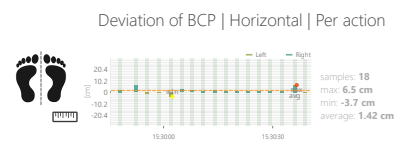
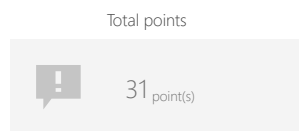
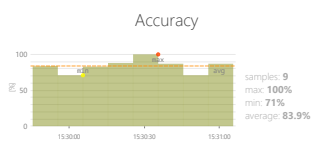
## BLOCK BUILDER

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
- Positioning

## OBJECTIVES

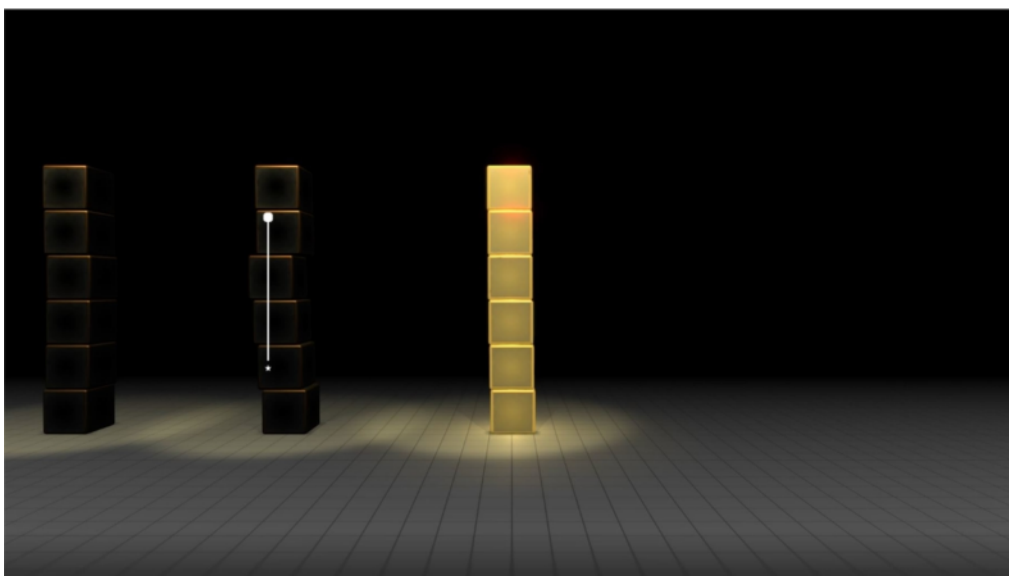
- Movement precision
- Muscle strengthening

## INSTRUCTION FOR PATIENT

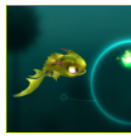
Build as many stacks as you can. Keep your body balanced.



## SAMPLE SETTINGS



◀	Difficulty <b>1/3</b>	▶
Duration < 90s >		Range 5% 50% 0% 100%
Stack height < 6 >		Positioning < Any >

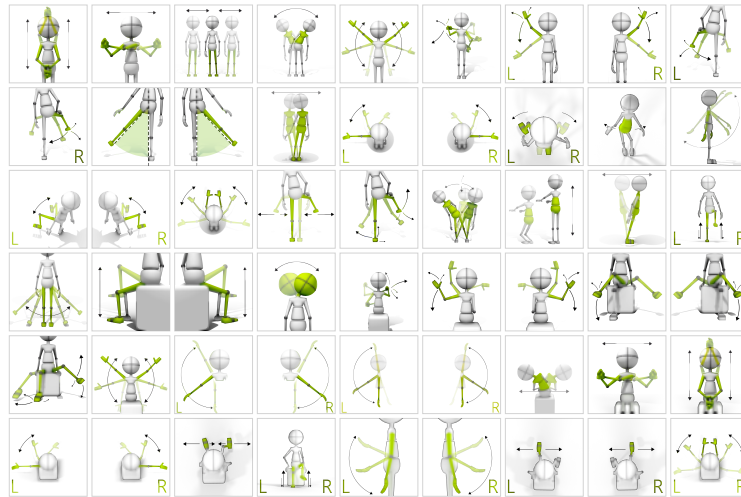


# MOVEMENT PRECISION

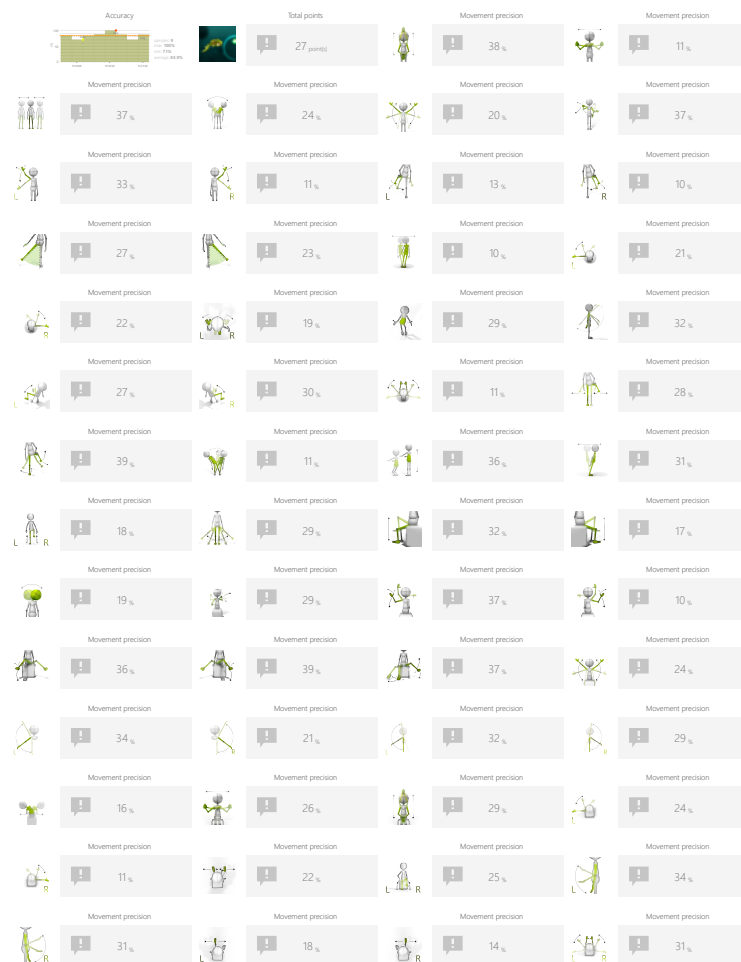
FISH

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

## CONTROL MODES



## RESULTS



## ADJUSTMENTS

- Task duration
- Range
- Speed of objects

## OBJECTIVES

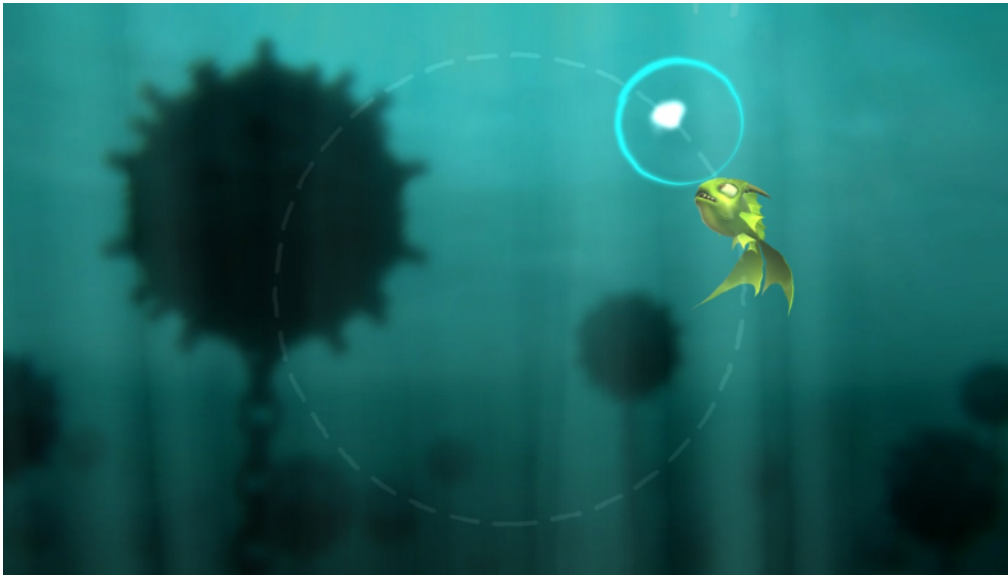
- 3D space movements reproduction
- Planned movements
- Muscle strengthening
- Movement precision
- Visual motor coordination

## INSTRUCTION FOR PATIENT

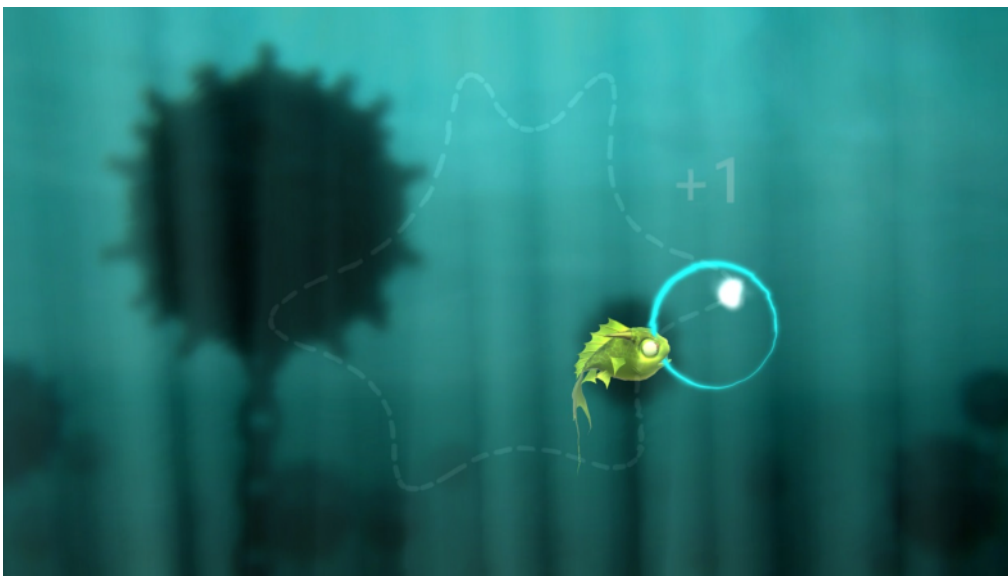
Move the blue circle to protect the sparks source from the fish.  
When the sparks source is inside the circle it is safe.



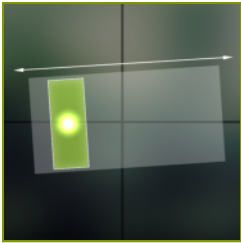
## SAMPLE SETTINGS



Difficulty <b>custom</b>	
Duration 90s	Movement mode Left
Range 20% ↔ 80%	Route shape 
Speed of objects 100%	Positioning Normal



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

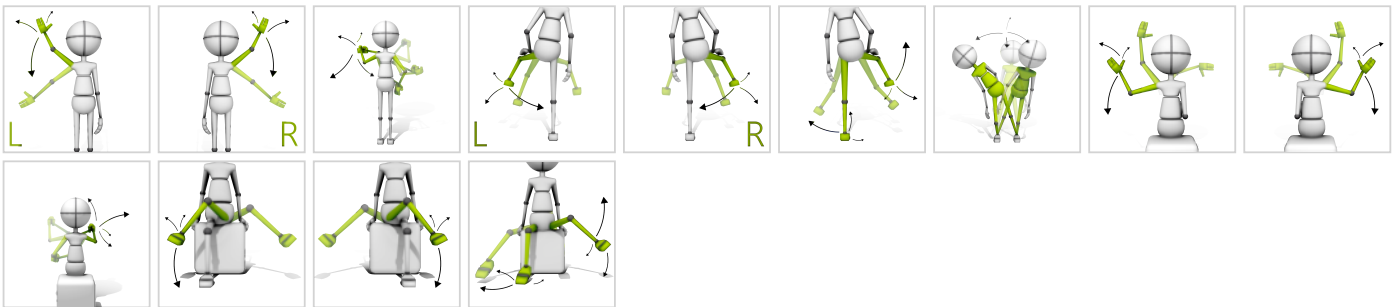


# MOVEMENT PRECISION

## 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
- Rhythmicity
- Activity in a given rhythm
- Movement precision

### INSTRUCTION FOR PATIENT

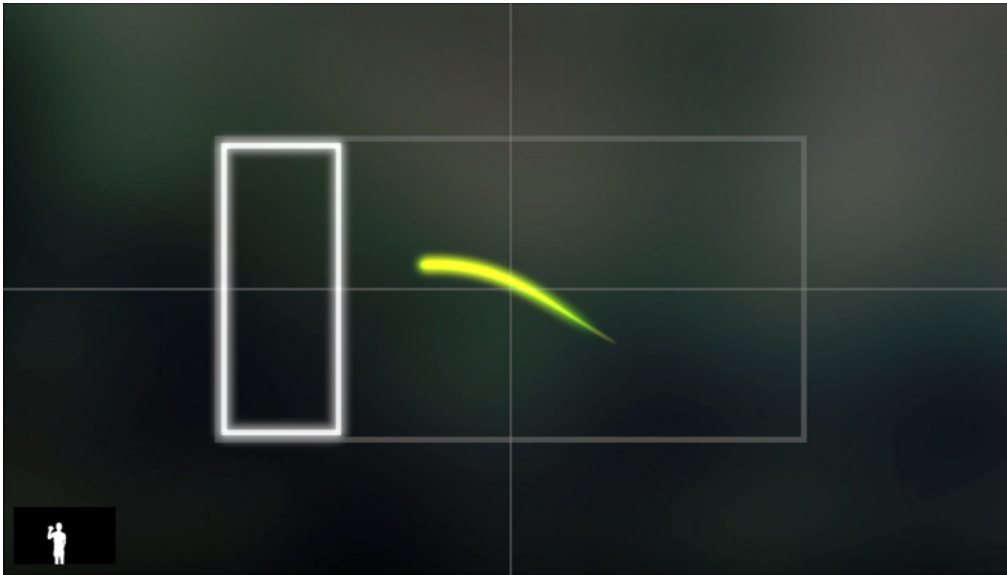
Try to synchronize yourself with the rectangle movements. Do your best to stay within the rectangle.



# MOVEMENT PRECISION

## PENDULUM

### SAMPLE SETTINGS



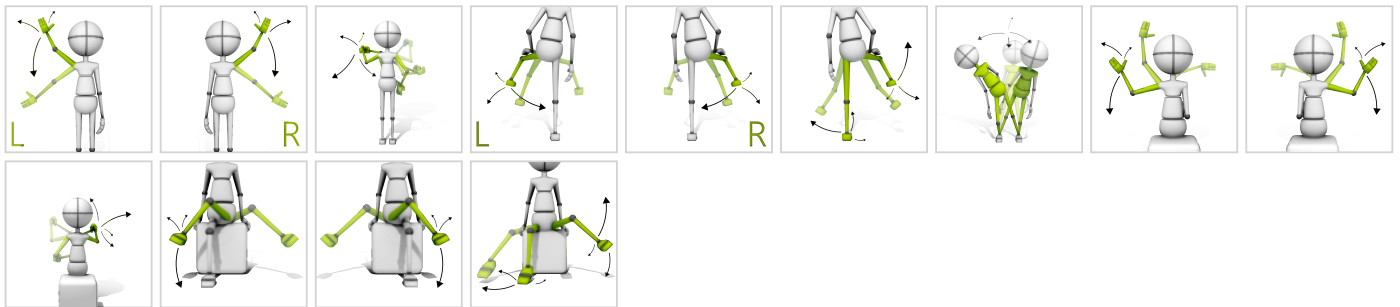
	Difficulty <b>1/2</b>	
Duration  <b>90s</b>		Range  <b>20% ↔ 80%</b>
Show path  <b>No</b>		Period  <b>5s</b>
Rotation  <b>0</b>		Pendulum height  <b>50%</b>
Pendulum width  <b>100%</b>		Positioning  <b>Normal</b>



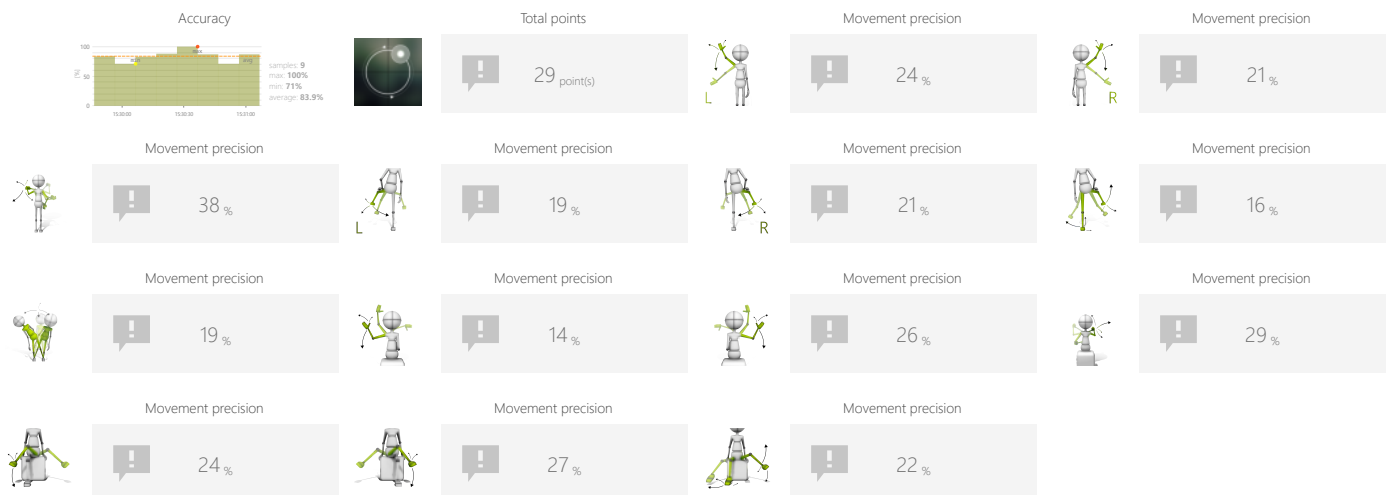
# MOVEMENT PRECISION TRACKING

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

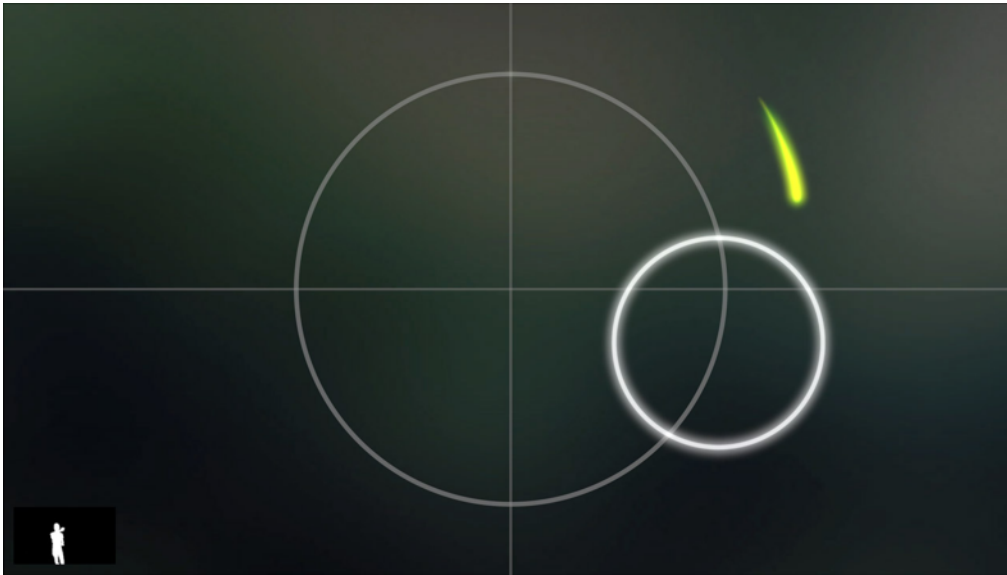
- 3D space movements reproduction
- Test the limits of balance and equilibrium

## INSTRUCTION FOR PATIENT

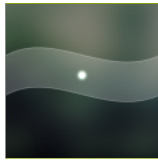
Try to synchronize yourself with the circle movements. Do your best to stay within the circle.



## SAMPLE SETTINGS



Duration < 90s >	Range 20% 80% 20% 80%
Inverse direction < No >	Show path < No >
Period < 10s >	Radius < 75% >
Target radius < 75% >	Positioning < Normal >

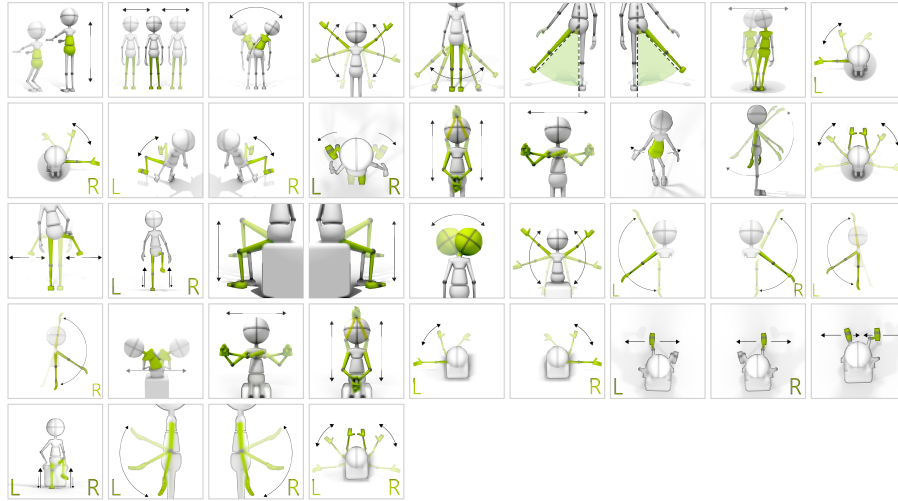


# MOVEMENT PRECISION

## 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
- Positioning

## OBJECTIVES

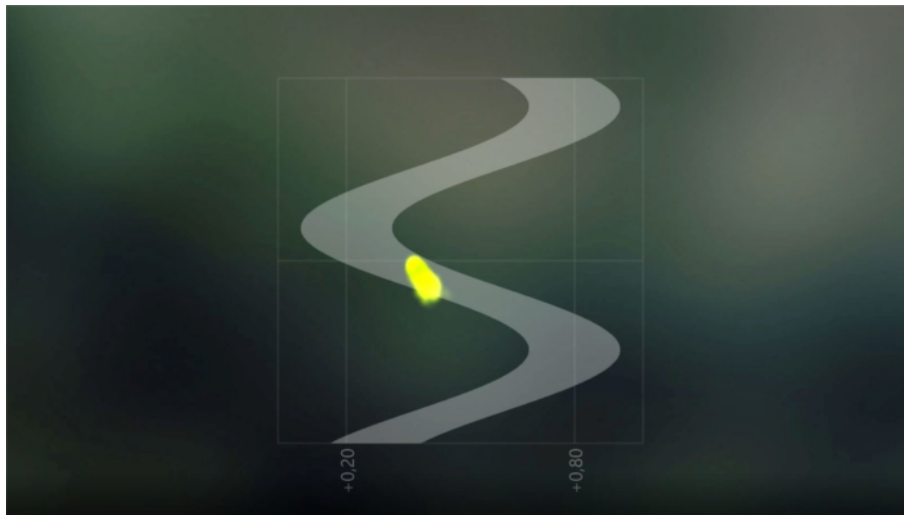
- Movement precision
- Activity in a given rhythm
- Repetitive movements

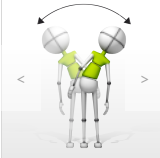
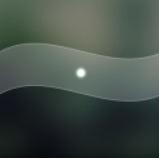
## INSTRUCTION FOR PATIENT

Try to stay within the borders.



## SAMPLE SETTINGS






◀

Difficulty

▶

3/3

Graph configuration



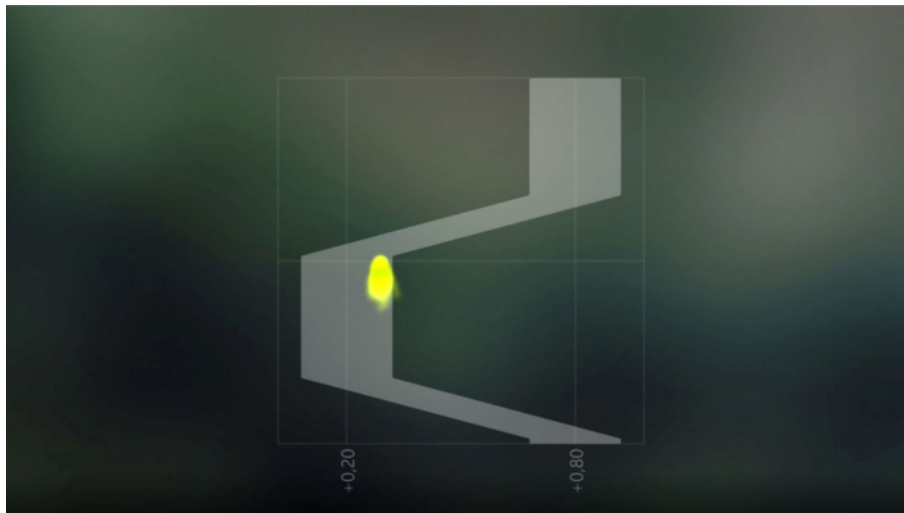
⌚ : 4.0s    ± : 20%


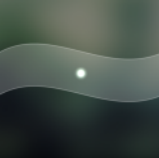
Duration

Range

30s

20% ↔ 80%






◀

Difficulty

▶

1/3

Graph configuration



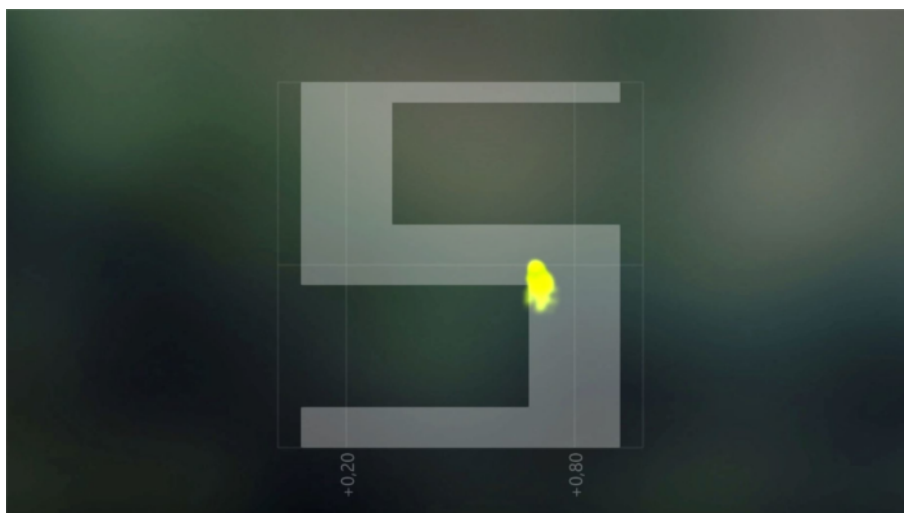
⌚ : 4.0s    ± : 40%

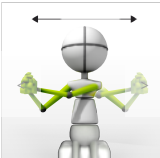
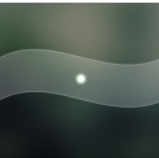
Duration

Range

90s

20% ↑ 80%






◀

Difficulty

▶

custom

Graph configuration



± : 20%    ↑ : 2.0s    ↓ : 2.0s    ↗ : 1.0s    ↘ : 1.0s

Duration

Range

30s

20% ↔ 80%

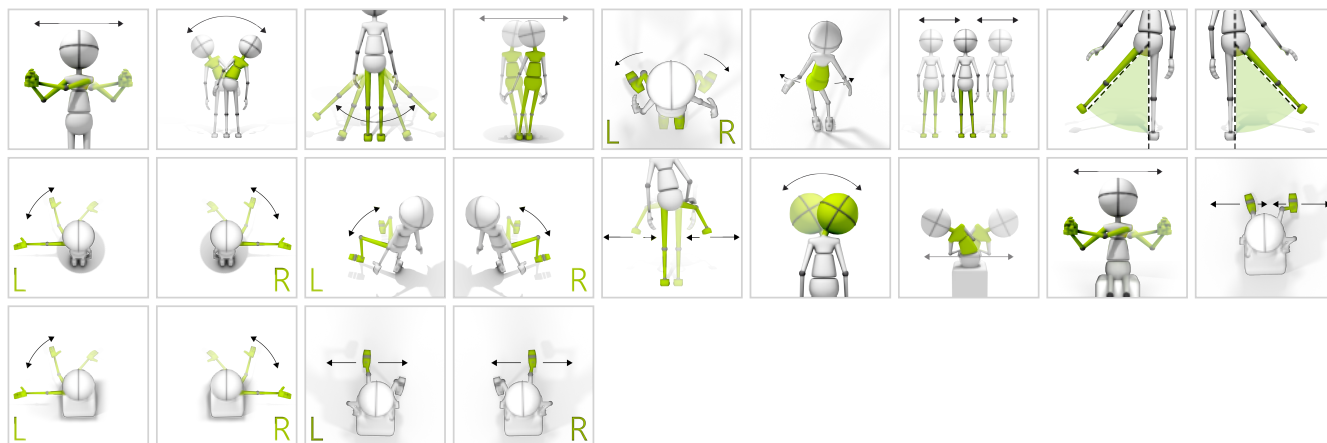


# MOVEMENT PRECISION

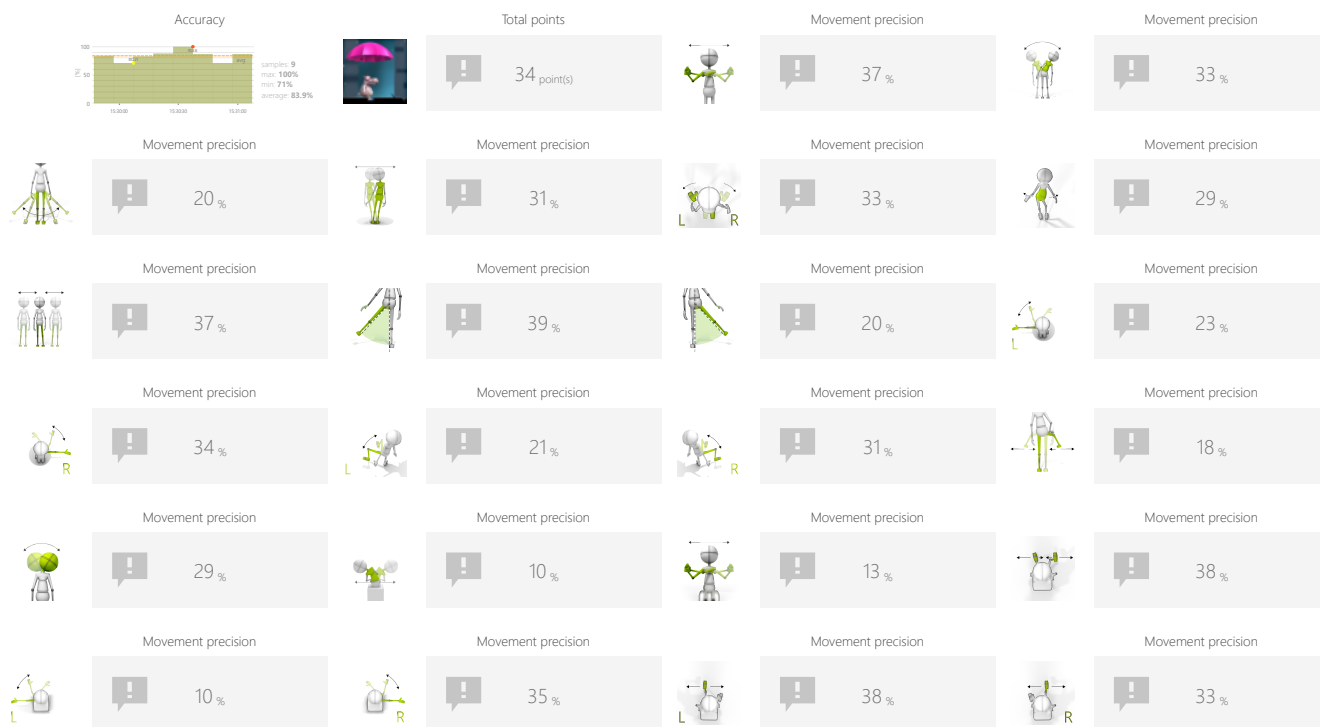
## UMBRELLA

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!



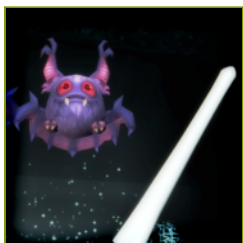
# MOVEMENT PRECISION

## UMBRELLA

### SAMPLE SETTINGS



◀	Difficulty <b>1/3</b>	▶
Duration 60s		Path 8.0s
Range 20% ↔ 80%		Umbrella size 150%

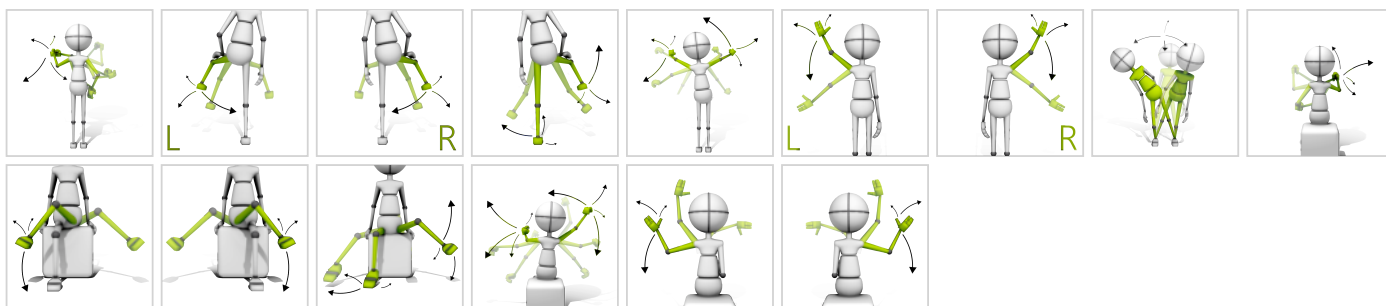


# FUNCTIONAL MOVEMENTS

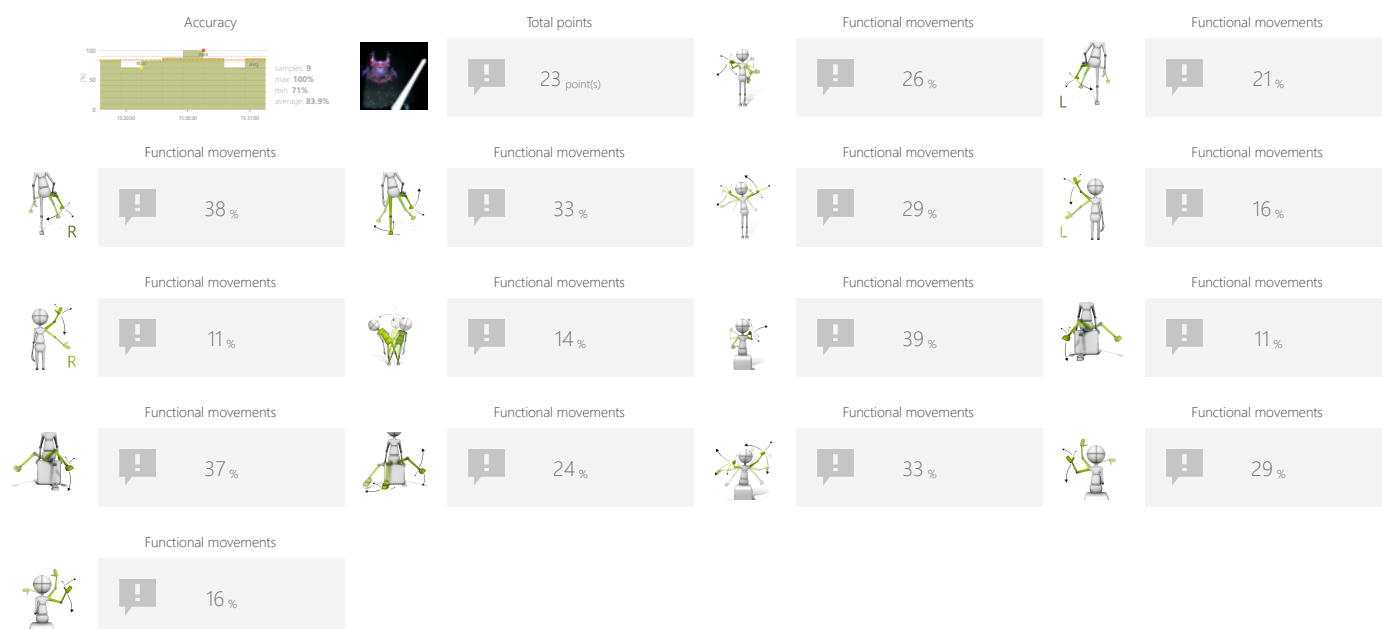
## VAMPIRES

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 <b>1/3</b>	
Active positions 	Duration 90s
Time between objects 2s	Time to react 2s



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

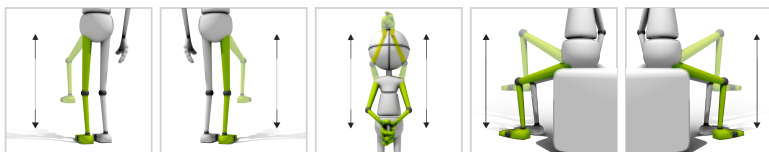


# FUNCTIONAL MOVEMENTS

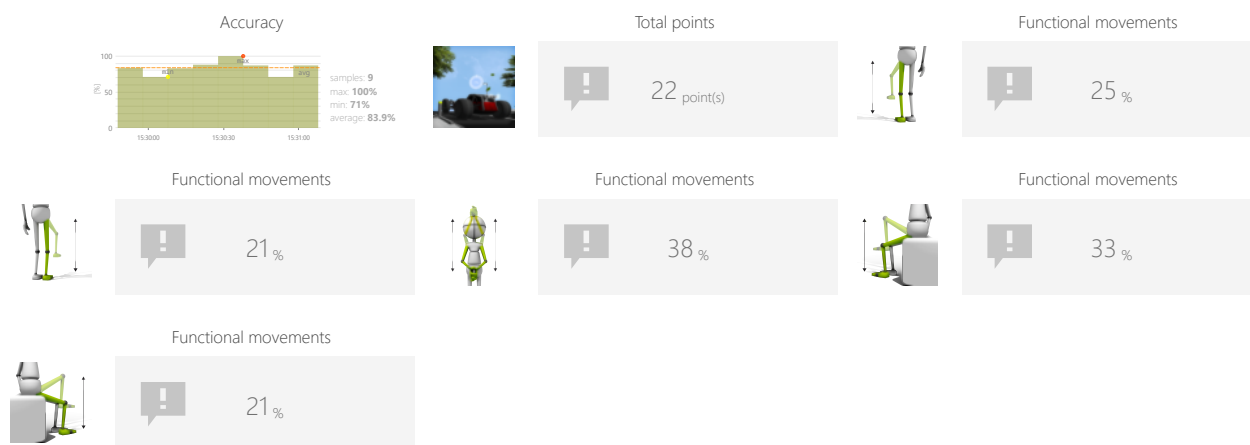
## PUMPER

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
- Dynamics of planned movements

## INSTRUCTION FOR PATIENT

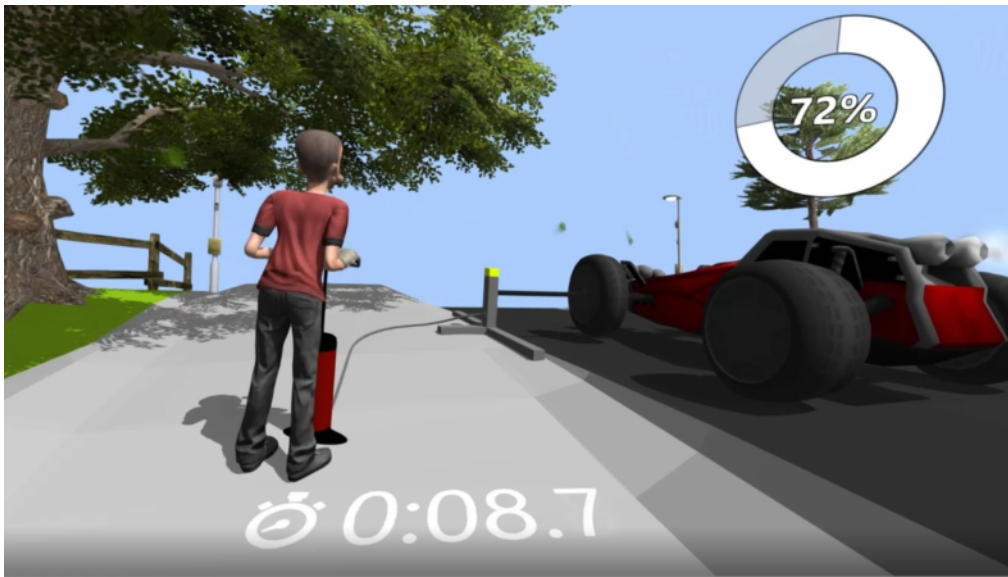
Pump the wheels as quickly as you can.



# FUNCTIONAL MOVEMENTS

PUMPER

## SAMPLE SETTINGS



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

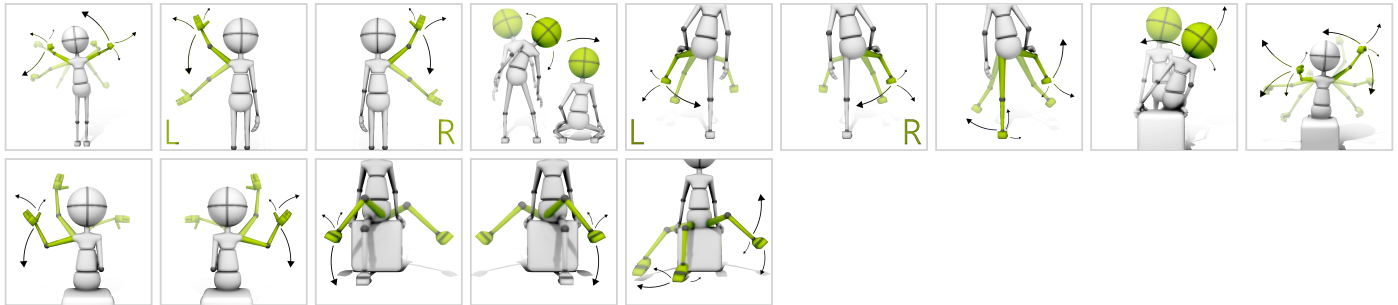


# FUNCTIONAL MOVEMENTS

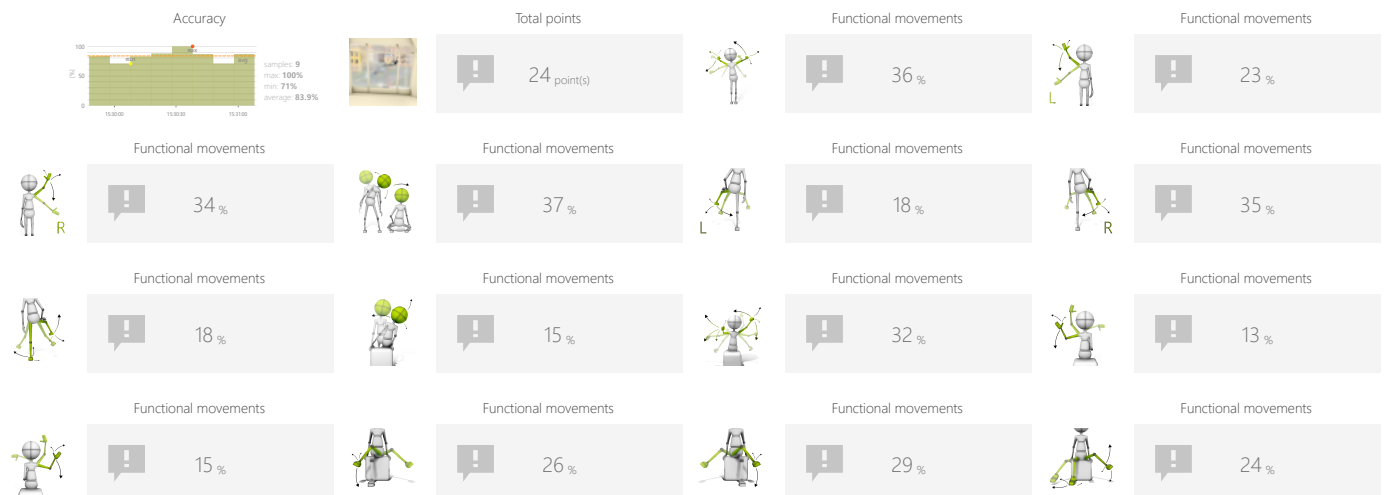
## CLEANER

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
- Positioning

## OBJECTIVES

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

## INSTRUCTION FOR PATIENT

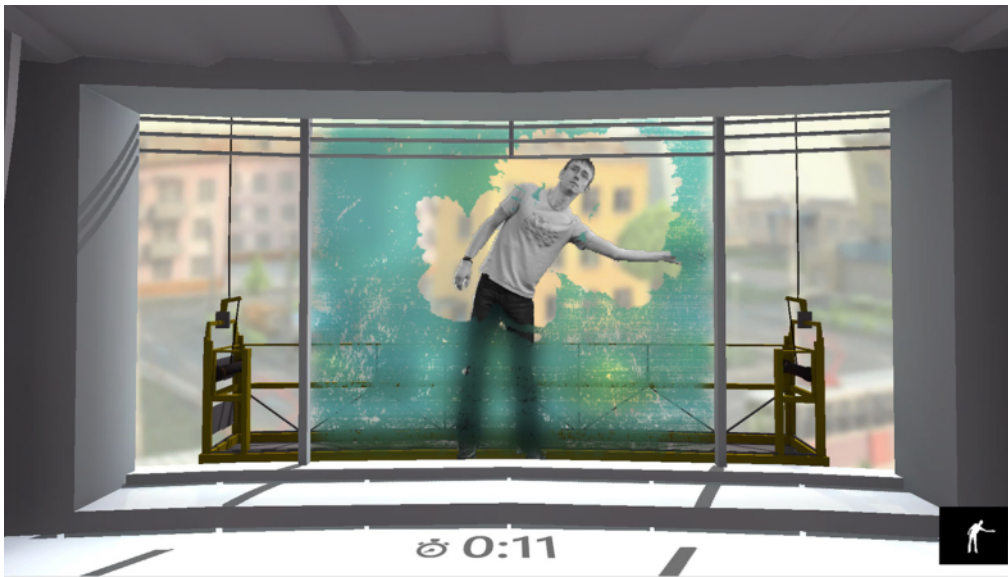
Clean the largest possible window area as quickly as possible.



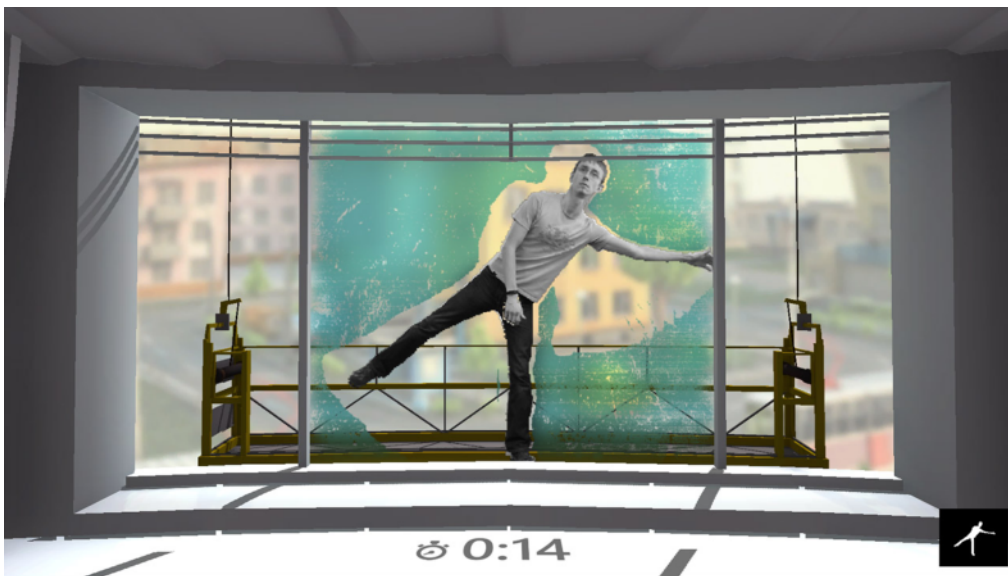
# FUNCTIONAL MOVEMENTS

## CLEANER

### SAMPLE SETTINGS



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



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



# FUNCTIONAL MOVEMENTS

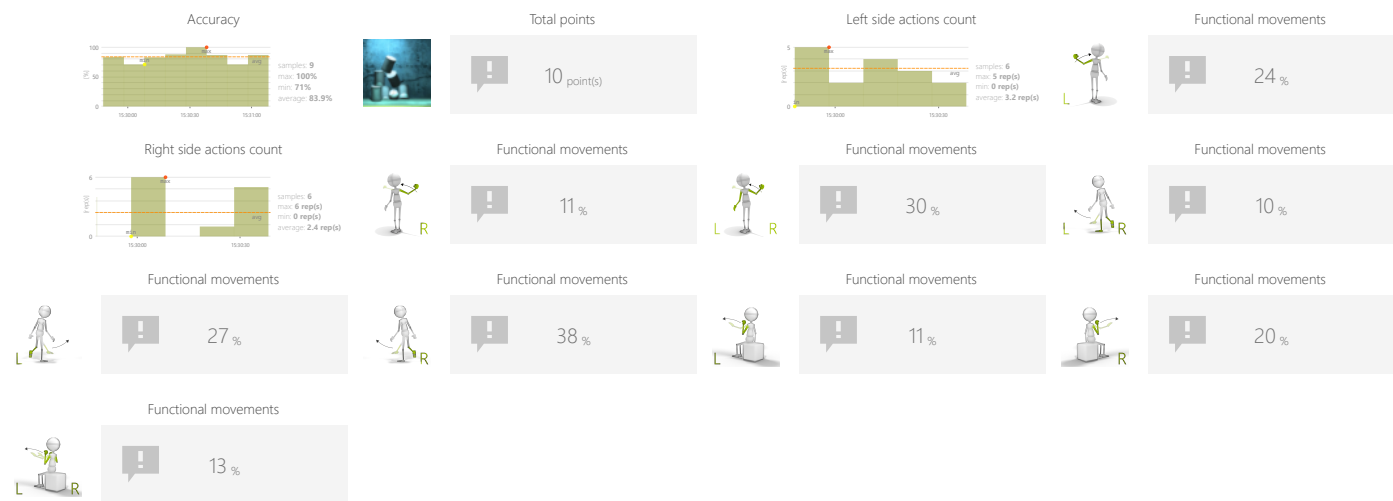
## CANS

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

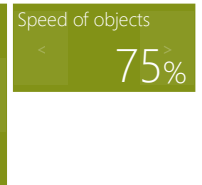
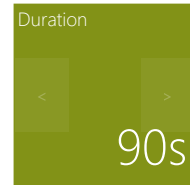
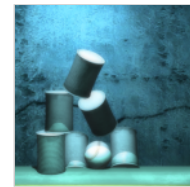
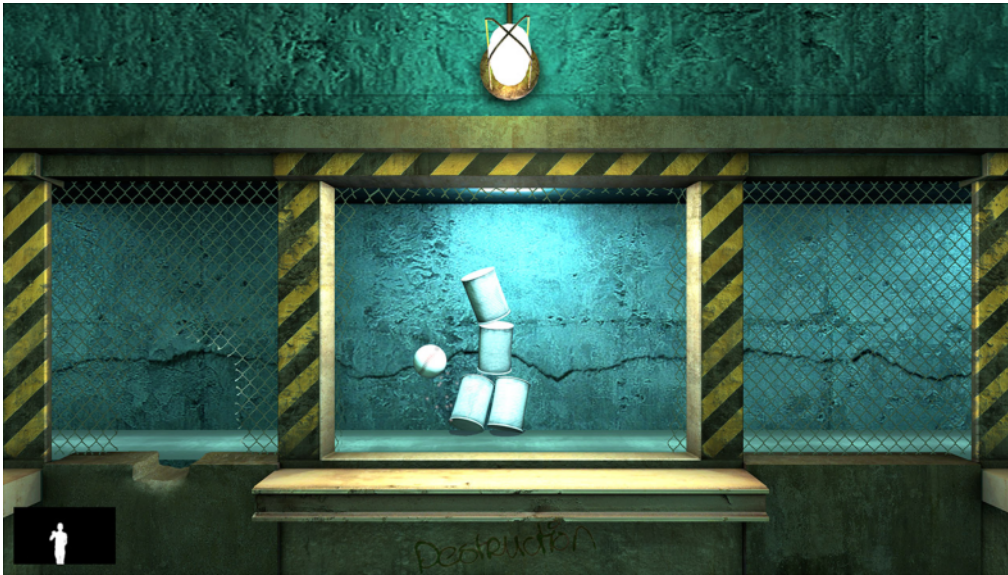
- Movement precision
- Predicting the trajectory of objects in 3D space
- Dynamics of planned movements
- Dynamic responses to emerging moving targets
- The ability of spatial visualization

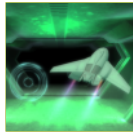
### INSTRUCTION FOR PATIENT

Throw the balls to strike as many cans as you can.



## SAMPLE SETTINGS



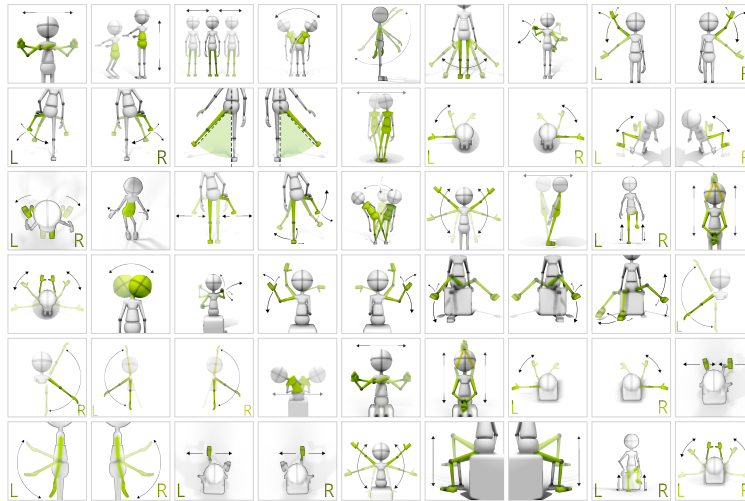


# FUNCTIONAL MOVEMENTS

## 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

- Speed
- Task duration
- Range

### OBJECTIVES

- Focusing
- Perceptivity
- Movement precision
- Predicting the trajectory of objects in 3D space

### INSTRUCTION FOR PATIENT

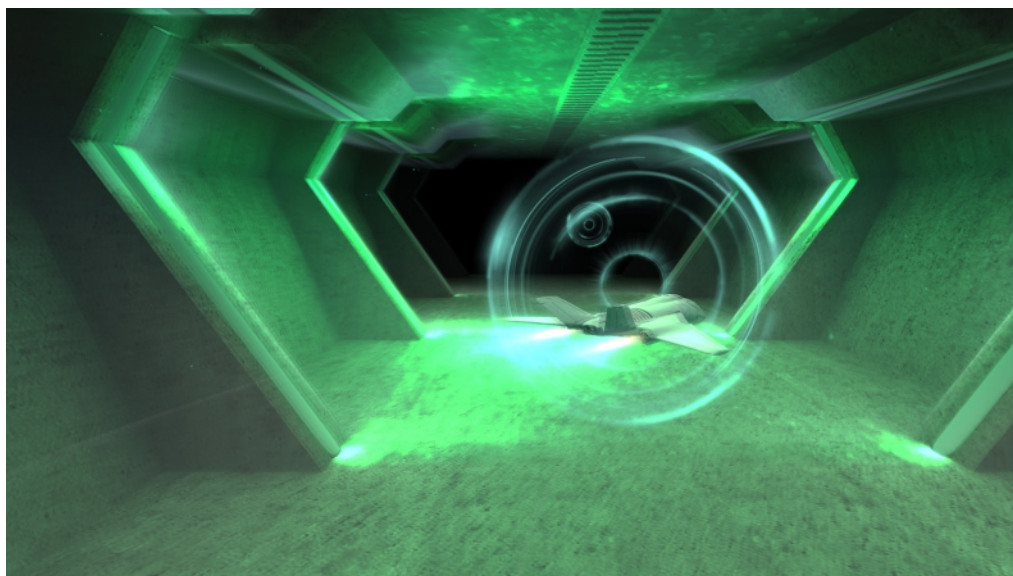
Make the airplane fly through the circles. The closer to the center it flies the more points you get.



# FUNCTIONAL MOVEMENTS

AIRPLANE

## SAMPLE SETTINGS



Difficulty

2/4

Speed

100%

speed set automatically

Duration

90s

Range

20% ↔ 80%

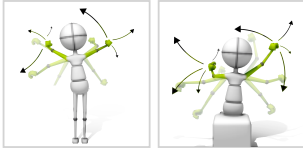


# FUNCTIONAL MOVEMENTS

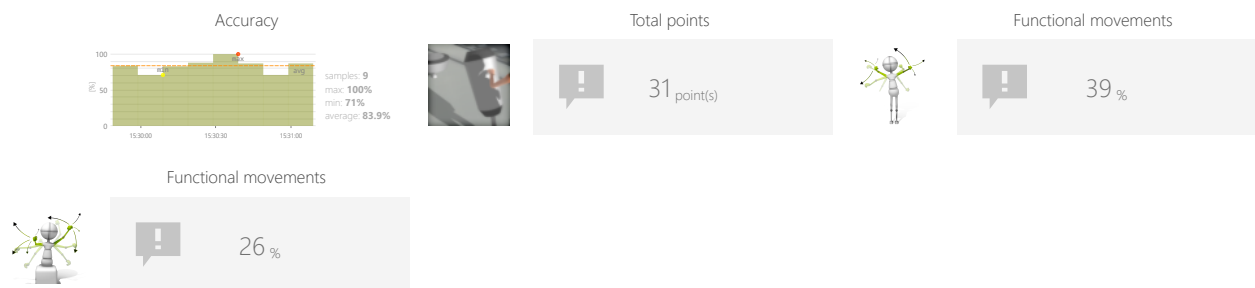
## PUNCHER

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 complete action

## OBJECTIVES

- Speed of movement
- Spontaneous movements

## INSTRUCTION FOR PATIENT

Punch or kick the bag as many times as you can.



# FUNCTIONAL MOVEMENTS

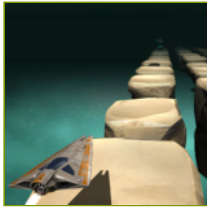
PUNCHER

## SAMPLE SETTINGS



◀	Difficulty <b>1/2</b>	▶
Duration < 30s >		Minitask duration < 30s >

◀	Difficulty <b>1/2</b>	▶
Duration < 30s >		Minitask duration < 30s >

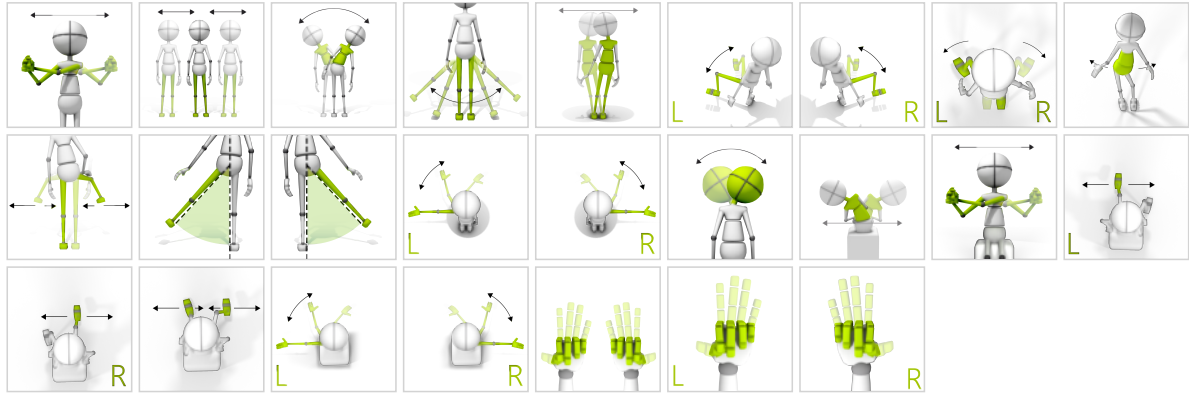


# FUNCTIONAL MOVEMENTS

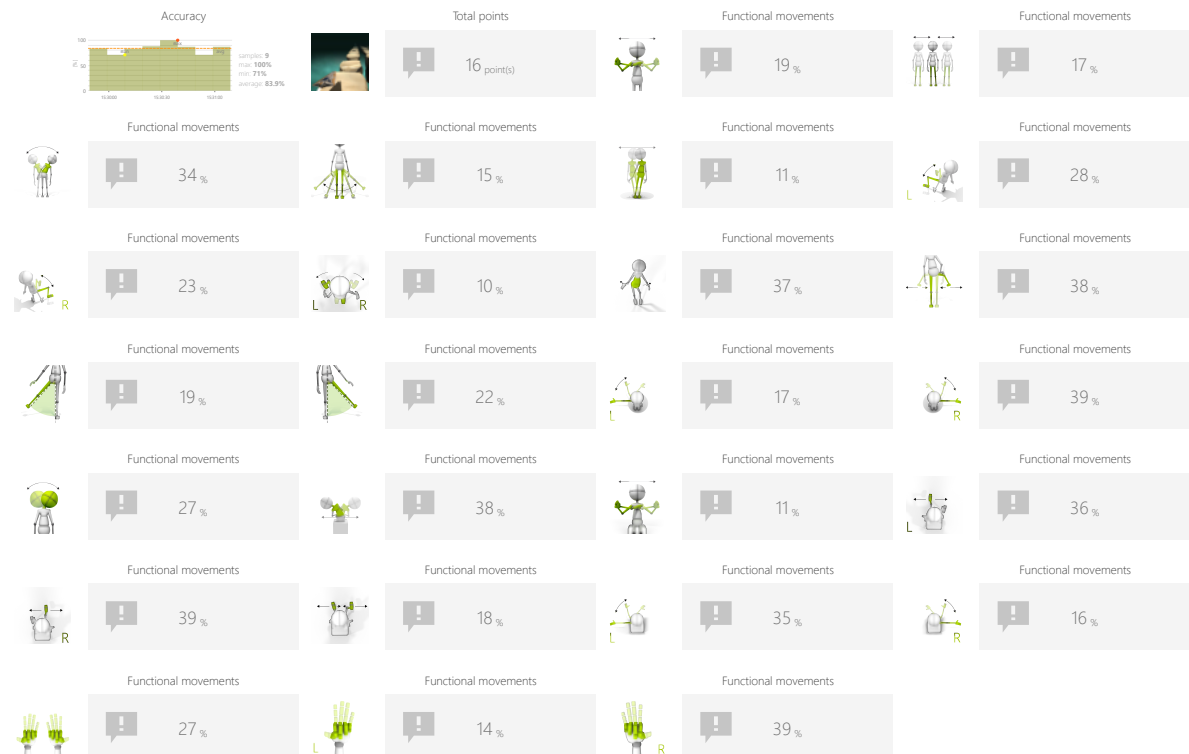
## STONES

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

- Speed
- Task duration
- Range

## OBJECTIVES

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

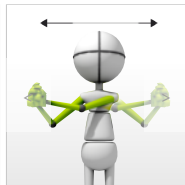
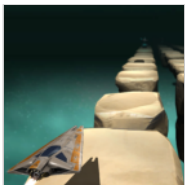
## INSTRUCTION FOR PATIENT

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



## SAMPLE SETTINGS





◀

Difficulty  
**1/3**

▶

Speed

< 100% >


speed set automatically

Duration

< 90s >

Range

< 20% ↔ 80% >





# FUNCTIONAL MOVEMENTS

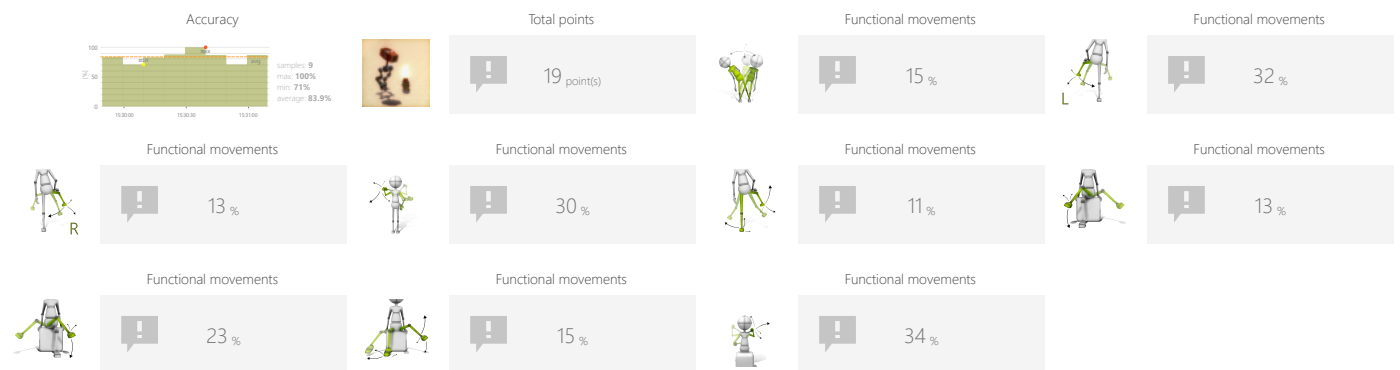
## HAMMER

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



## ADJUSTMENTS

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

## OBJECTIVES

- Planning and Strategy
- 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

80%  
20% ↔ 80%

Time to react

< 10s >

Reticle size

< 125% >

Positioning

< Normal >

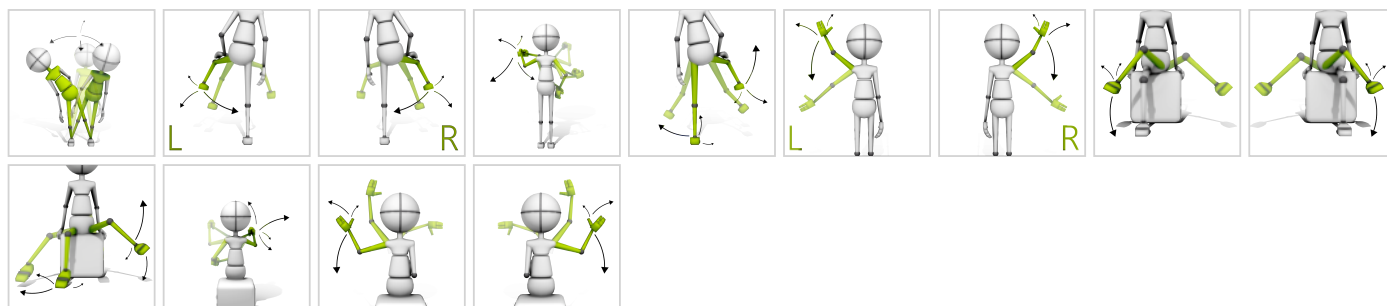


# FUNCTIONAL MOVEMENTS

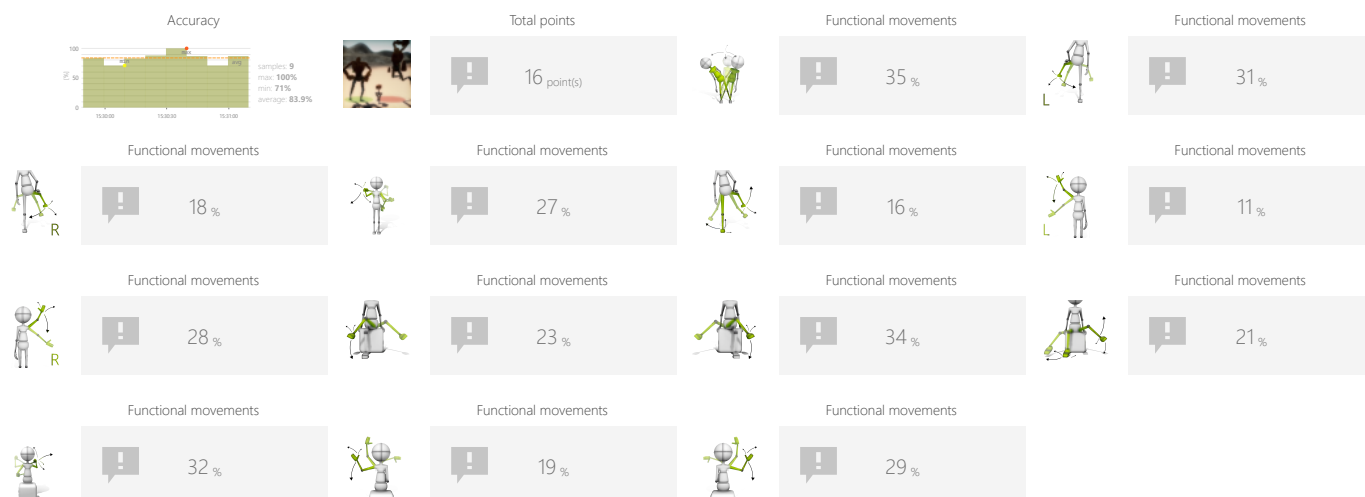
## RUNAWAY

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
- Positioning

## OBJECTIVES

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

## INSTRUCTION FOR PATIENT

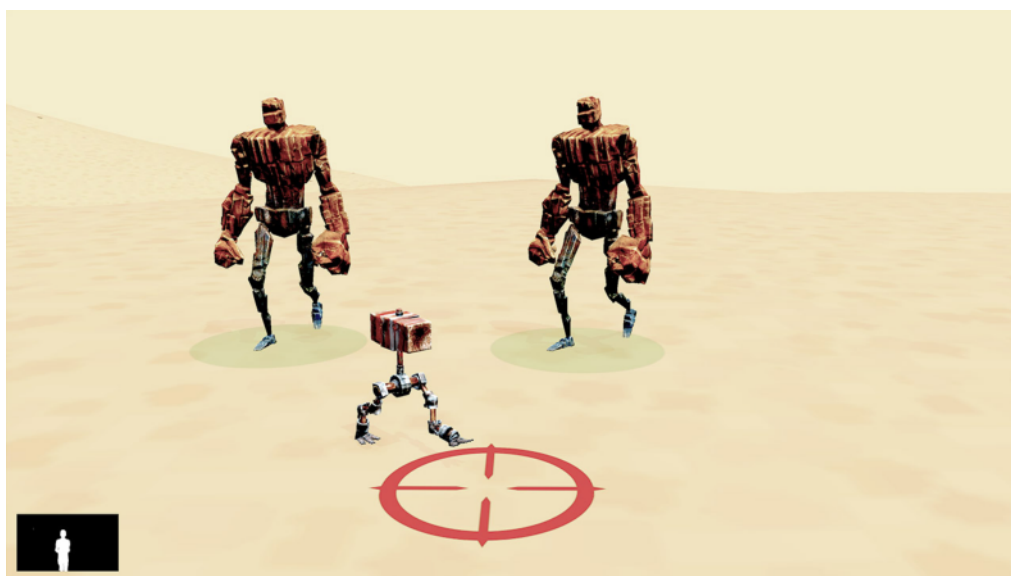
Keep away from the big robots.





# FUNCTIONAL MOVEMENTS

RUNAWAY

## SAMPLE SETTINGS





◀

Difficulty

▶

1/3

Duration

90s

Range

20% 80%

20% 80%

Number of enemies

2



Enemies speed

100%

Positioning

Normal





◀

Difficulty

▶

custom

Duration

90s

Range

20% 80%

20% 80%

Number of enemies

4

Enemies speed

100%

Positioning

Normal

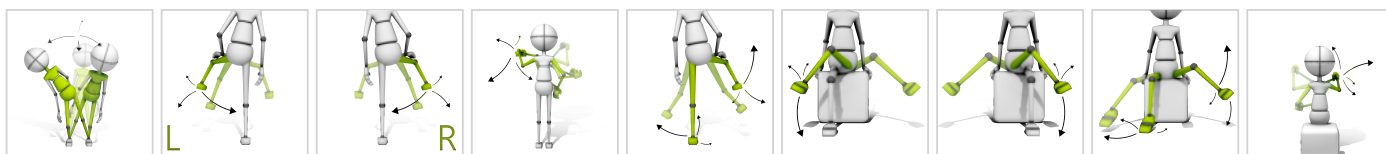


# FUNCTIONAL MOVEMENTS

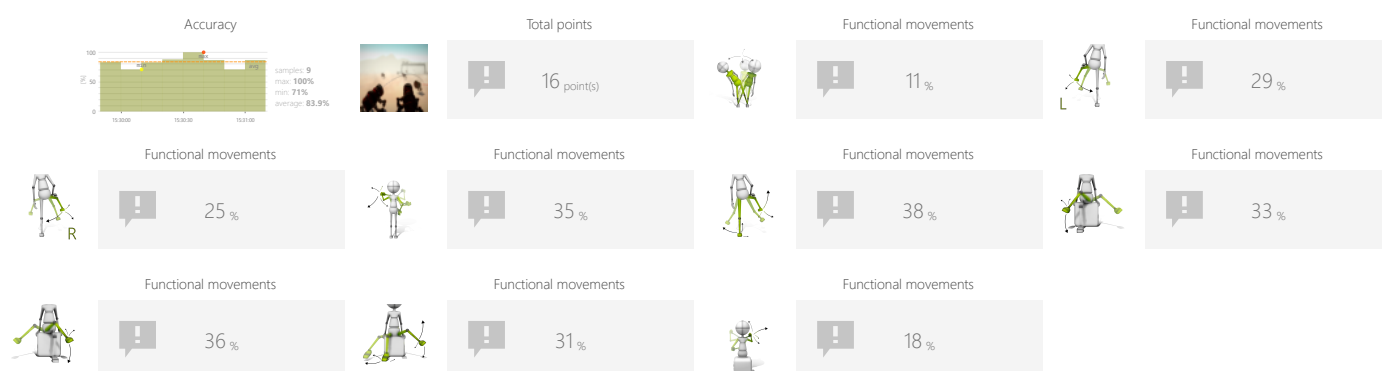
## CANNON

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



## ADJUSTMENTS

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

## 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.



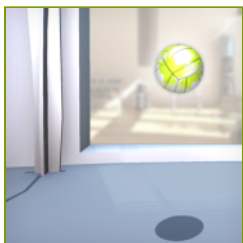
### SAMPLE SETTINGS



Difficulty	1/3
Duration	90s
Range	20% 80% 20% 80%
Time between cannonballs	2s
Time between enemies	4s
Enemies speed	50%
Positioning	Normal



Difficulty	custom
Duration	90s
Range	20% 80% 20% 80%
Time between cannonballs	2s
Time between enemies	4s
Enemies speed	100%
Positioning	Normal

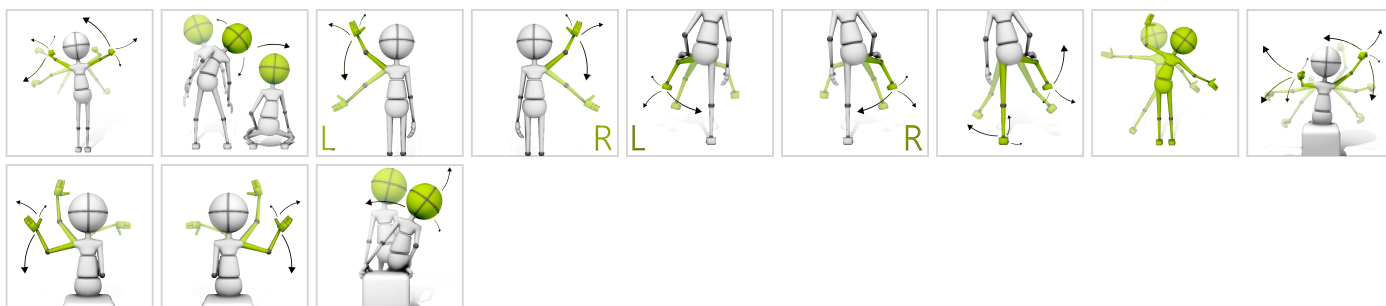


# FUNCTIONAL MOVEMENTS

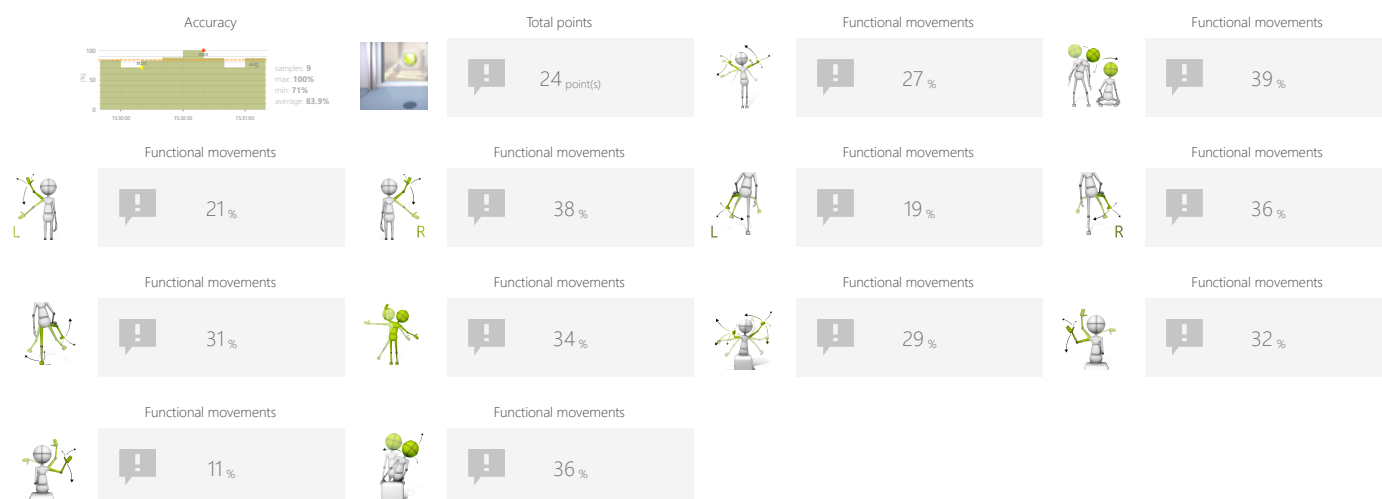
## BALL

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
- Positioning

## 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

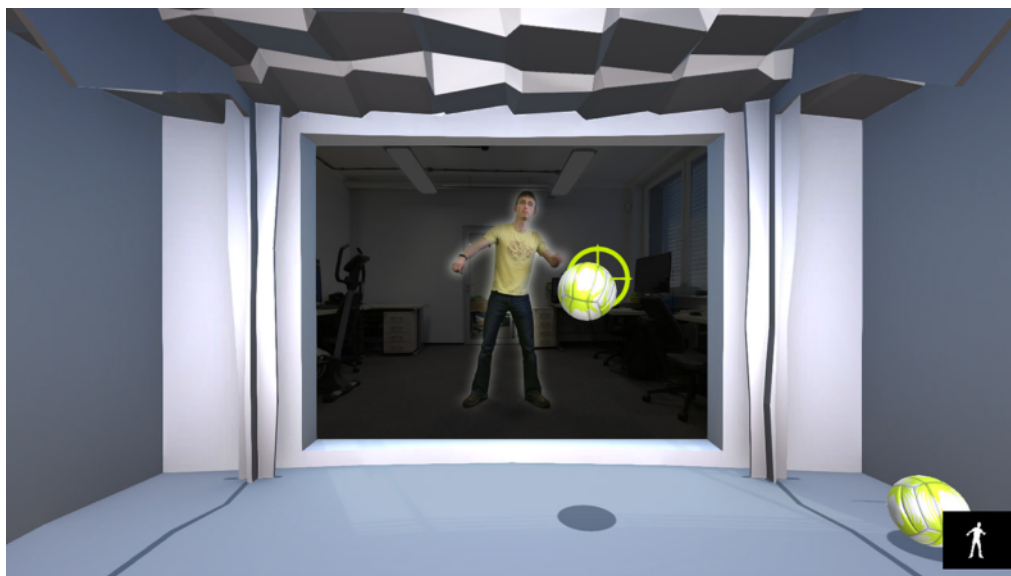
Use your body to hit the balls.



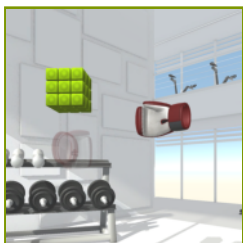
# FUNCTIONAL MOVEMENTS

BALL

## SAMPLE SETTINGS



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

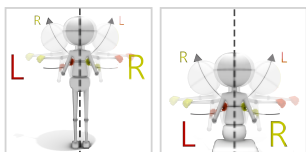


# FUNCTIONAL MOVEMENTS

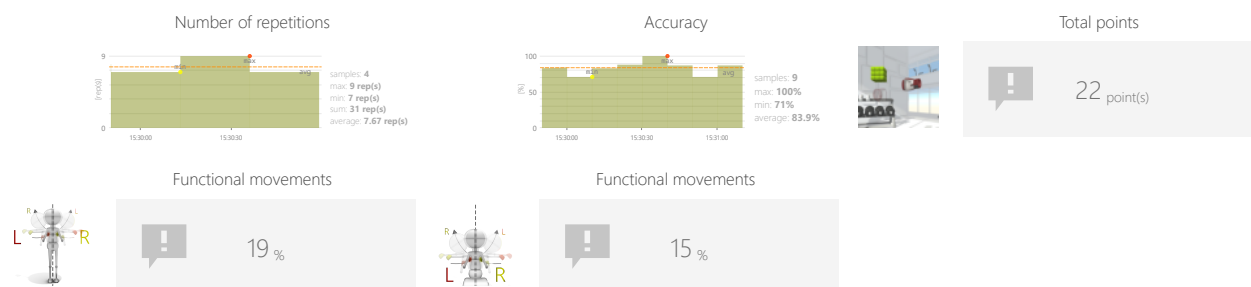
## CROSS PUNCHER

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

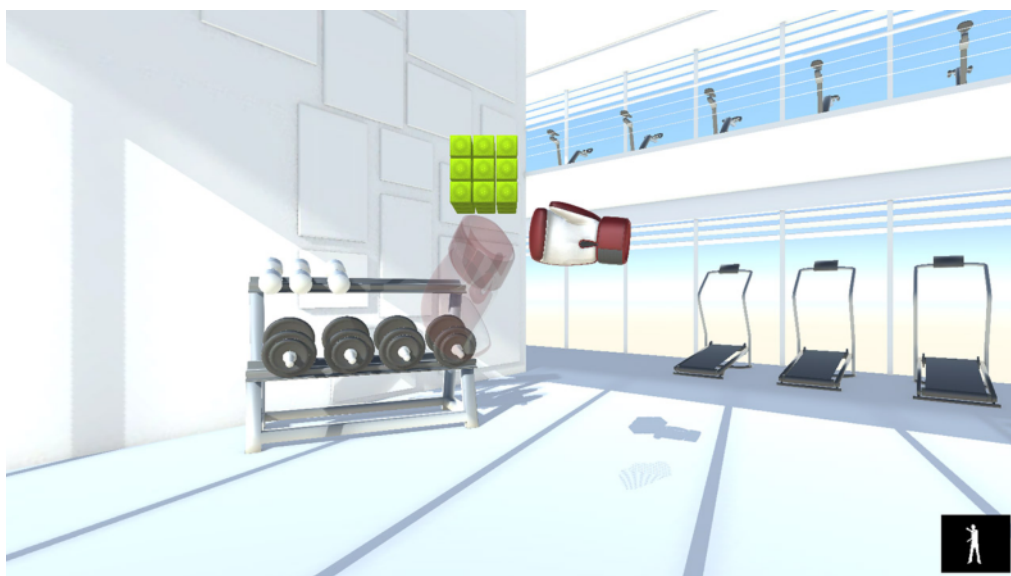
Hit green cubes as fast as you can and remember to always cross your punches and kicks.



# FUNCTIONAL MOVEMENTS

CROSS PUNCHER

## SAMPLE SETTINGS



	Difficulty <b>1/3</b>	
Duration < 30s >		Time to react < 3s >
Distance to targets < 75% >		

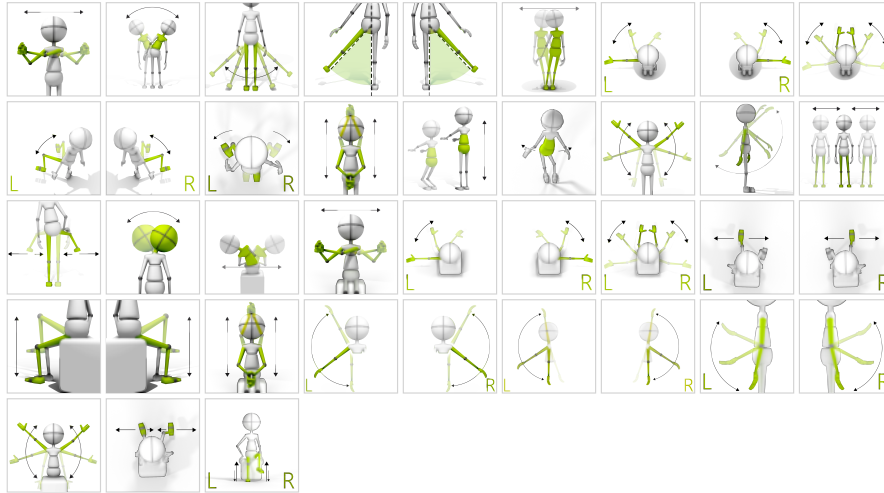


# FUNCTIONAL MOVEMENTS

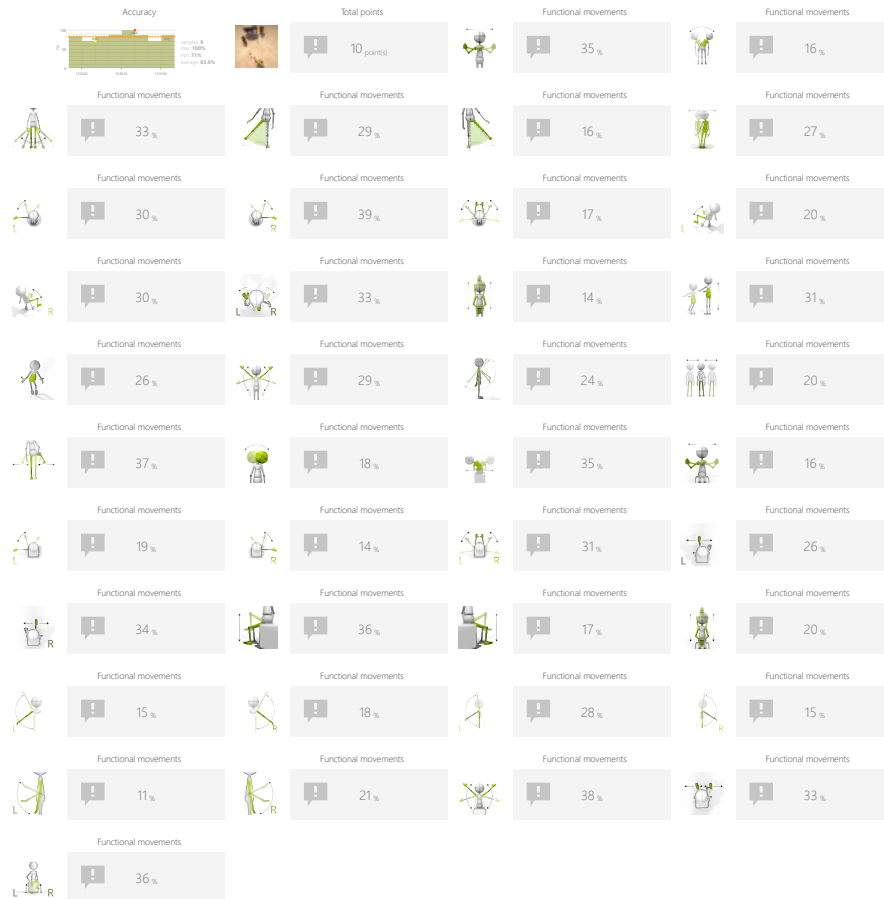
## AUTOMATIC CANNON

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
- Predicting the trajectory of objects

### INSTRUCTION FOR PATIENT

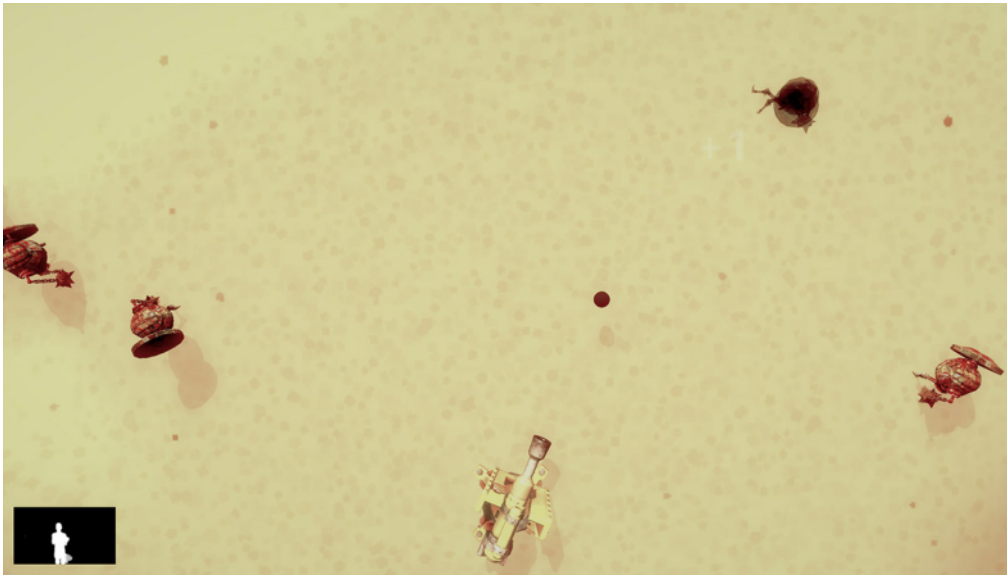
Control cannon(s) to destroy robots, but avoid hitting the elephant!



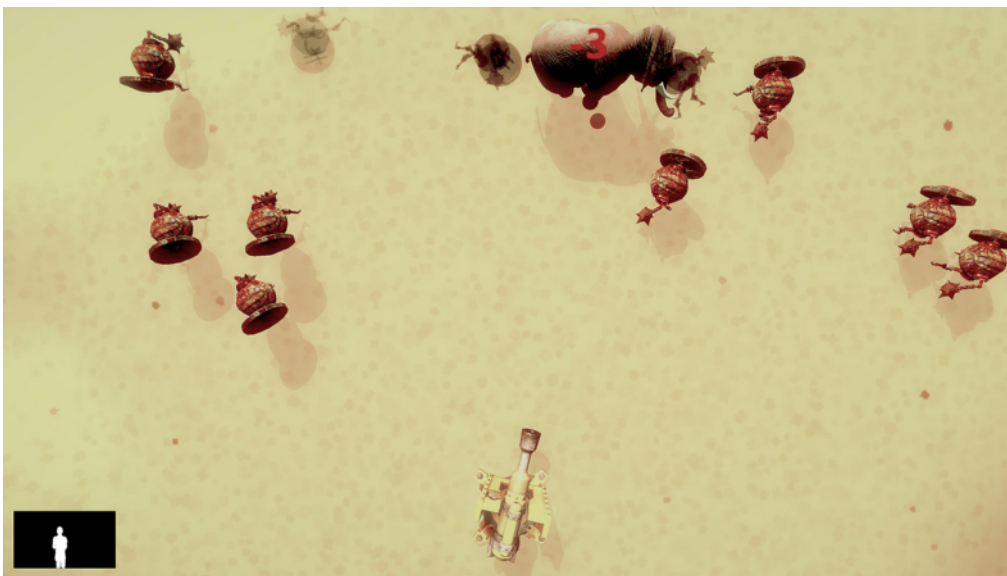
# FUNCTIONAL MOVEMENTS

AUTOMATIC CANNON

## SAMPLE SETTINGS



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



◀	Difficulty <b>custom</b>	▶
Duration 90s		Range 20% ↔ 80%
Enable distractors Yes		Time between cannonballs 1s
Time between enemies 3s		Enemies speed 50%

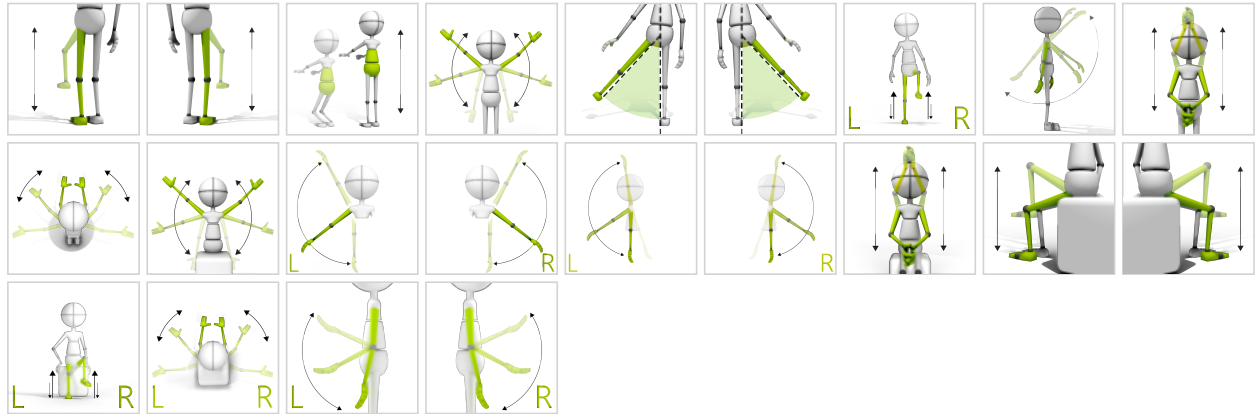


# FUNCTIONAL MOVEMENTS

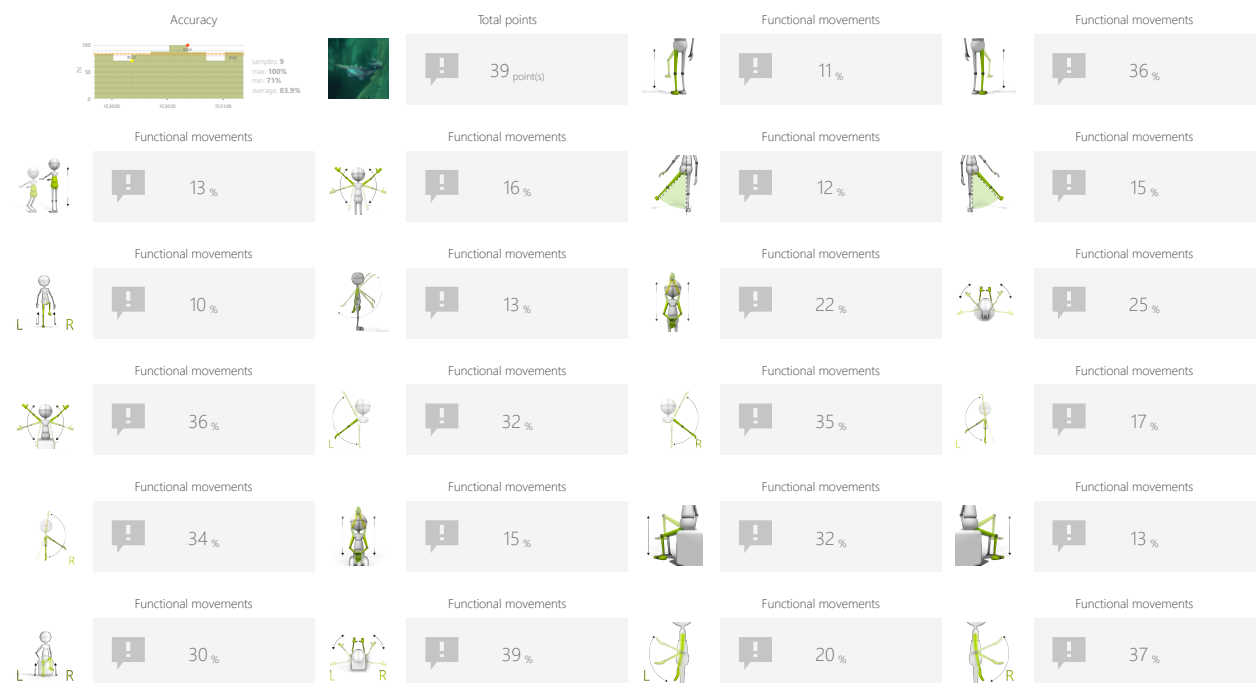
## DRAGON

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	Range	
< 90s >	20% 80%	
Coins group size	Distance between coins	
< 3 >	< 250% >	
Gravity force		
< 100% >		



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

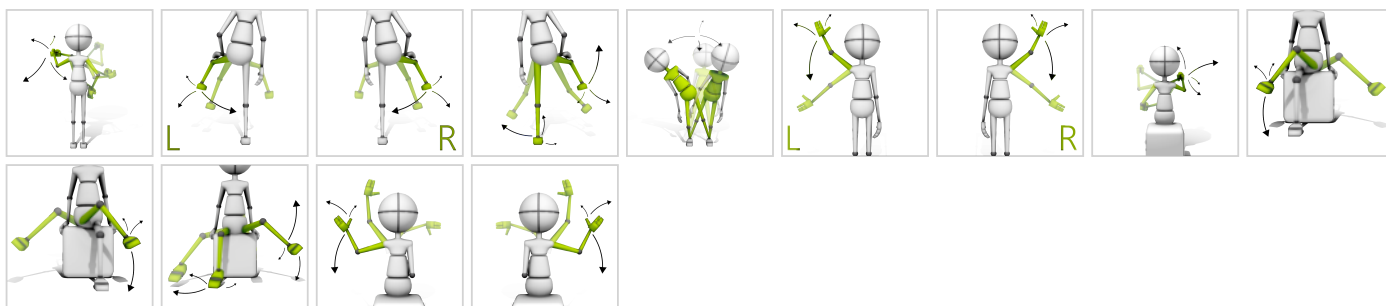


# FUNCTIONAL MOVEMENTS

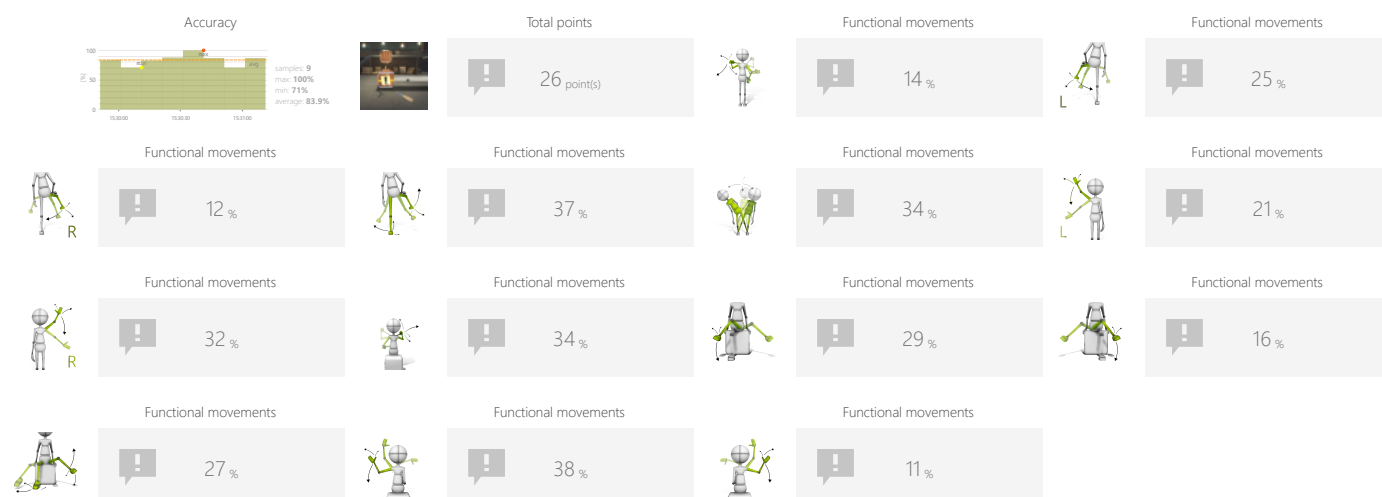
## BOX CRUSHER

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 <b>1/3</b>	▶
Active positions 		Duration < 90s >
Required force < 50% >		

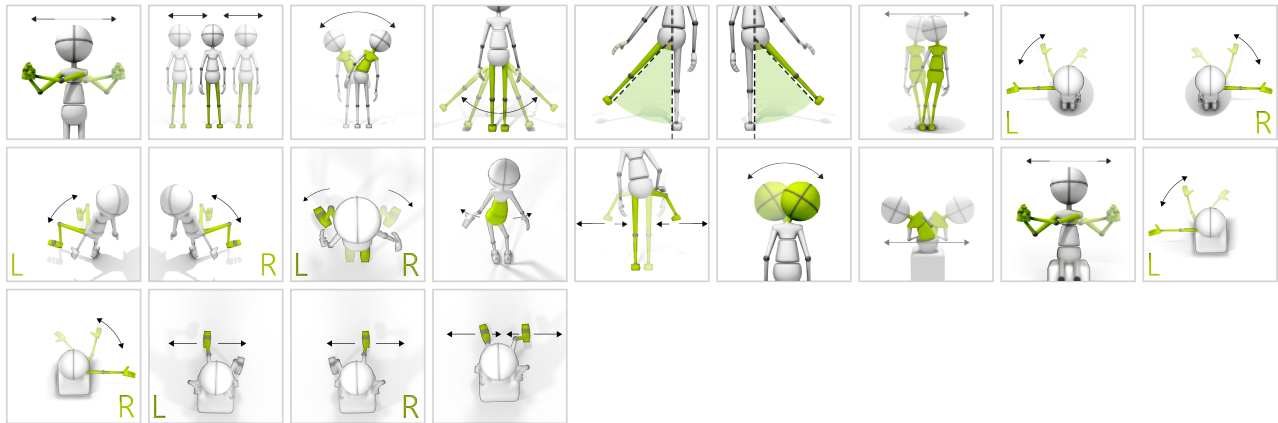


# FUNCTIONAL MOVEMENTS

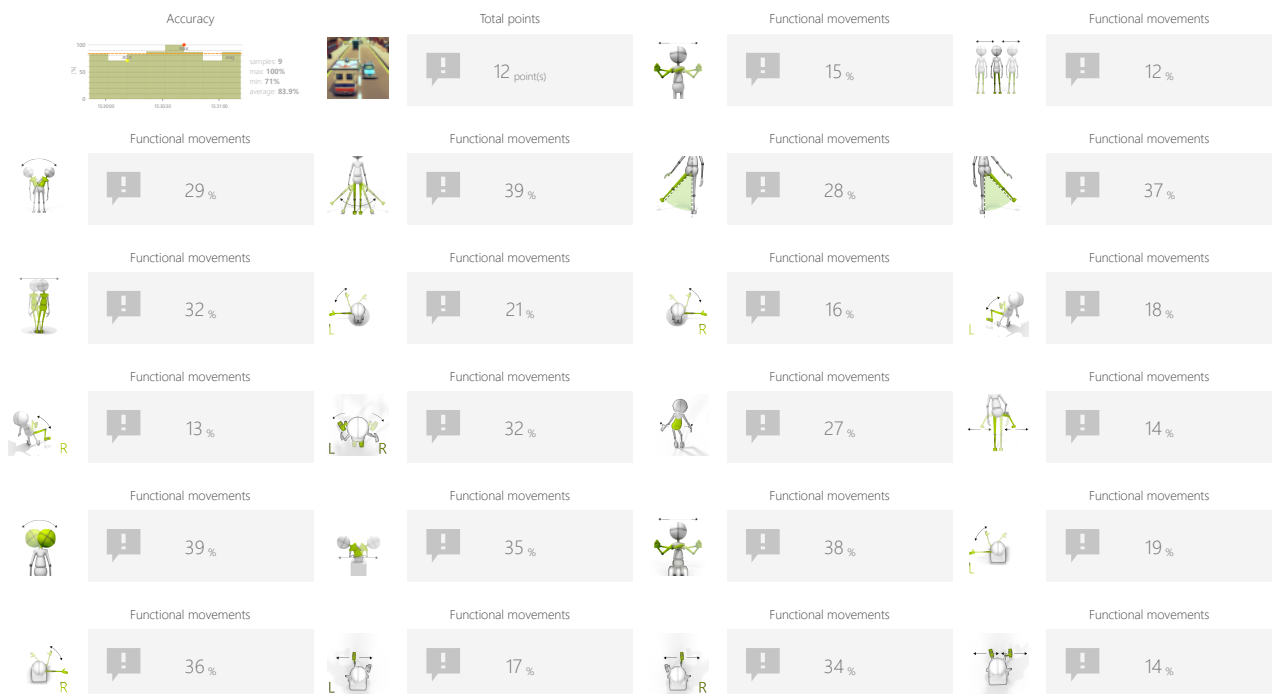
## AMBULANCE

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

- Speed
- Task duration
- Range
- Distance between cars

## OBJECTIVES

- 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**

▶

Speed  

< 50% >


speed set automatically

◀

Duration  
**90s**

>

◀

Range  
  
20% ↔ 80%



>

<

Distance between cars  
**50%**

>





◀

Difficulty  
**custom**

▶

Speed  

< 50% >


speed set automatically

◀

Duration  
**90s**

>

◀

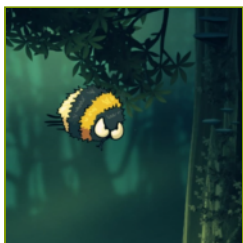
Range  
  
20% ↔ 80%

>

<

Distance between cars  
**200%**

>

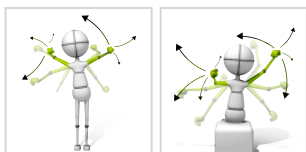


# FUNCTIONAL MOVEMENTS

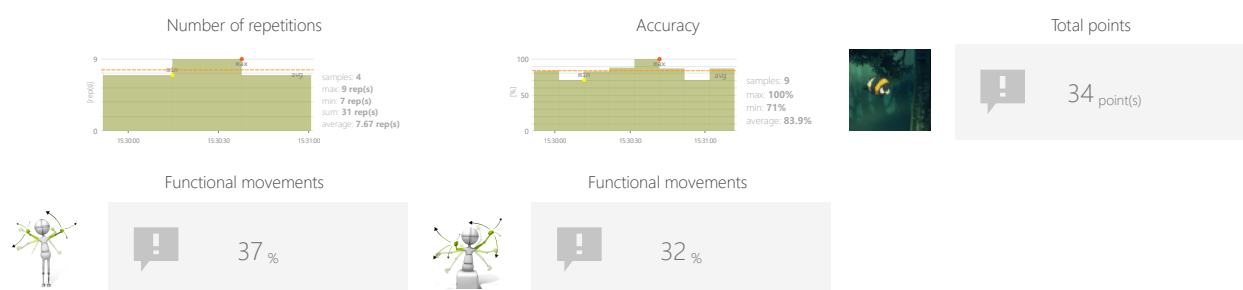
## INSECTS

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.


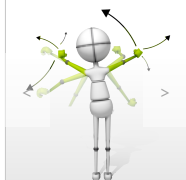


# FUNCTIONAL MOVEMENTS

## INSECTS

### SAMPLE SETTINGS



	
Difficulty <b>1/3</b>	
Duration <b>90s</b>	Time between objects <b>4s</b>
	Time to react <b>4s</b>

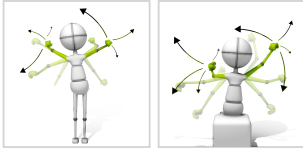


# FUNCTIONAL MOVEMENTS

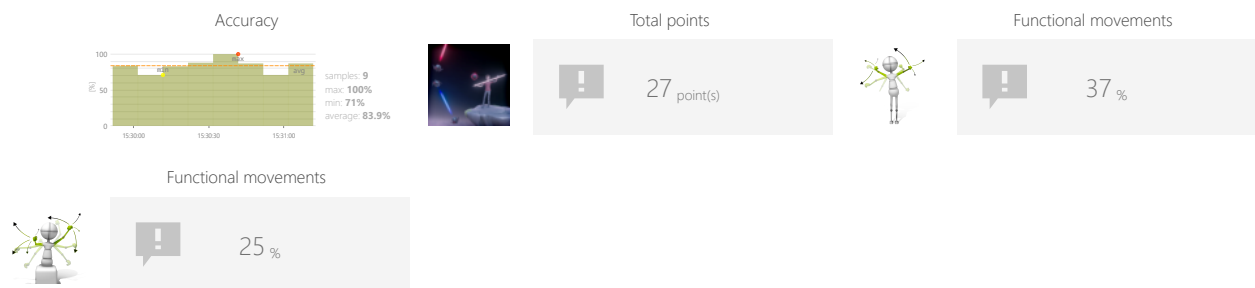
## SORTER: LEGACY

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

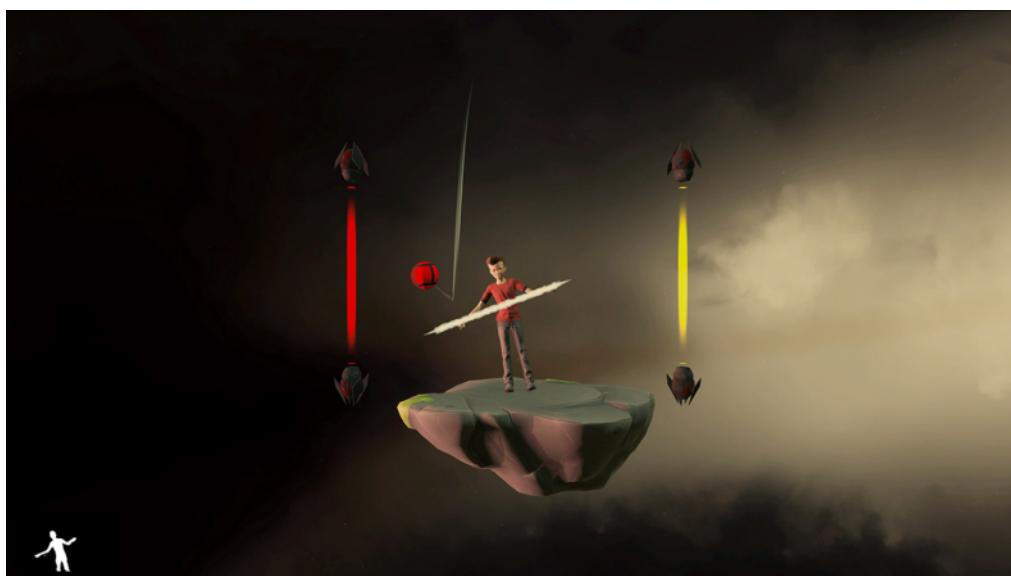
Make the ball fly through the gate in corresponding color.



# FUNCTIONAL MOVEMENTS

SORTER: LEGACY

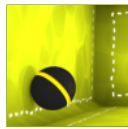
## SAMPLE SETTINGS



Difficulty	1/3
Duration	90s
Number of gates	2
Gravity force	100%



Difficulty	3/3
Duration	90s
Number of gates	4
Gravity force	100%

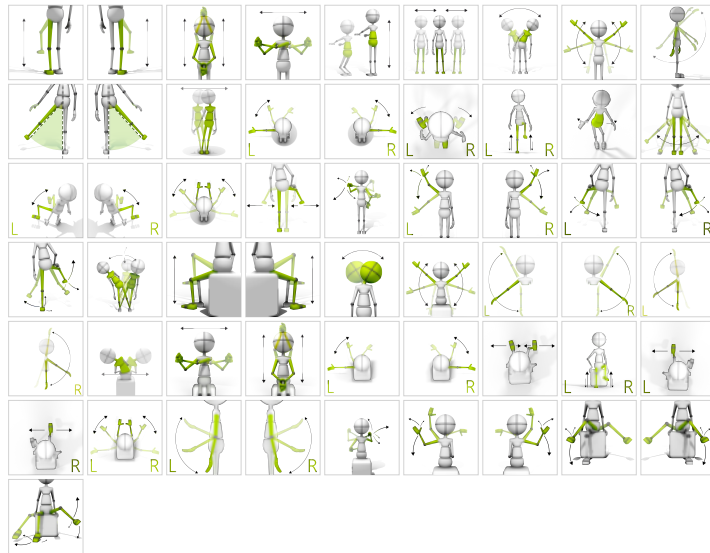


# FUNCTIONAL MOVEMENTS

## 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

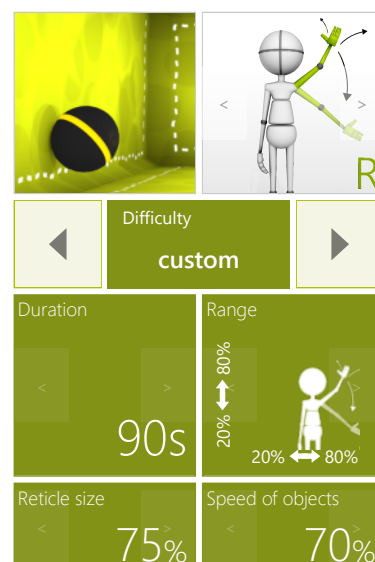
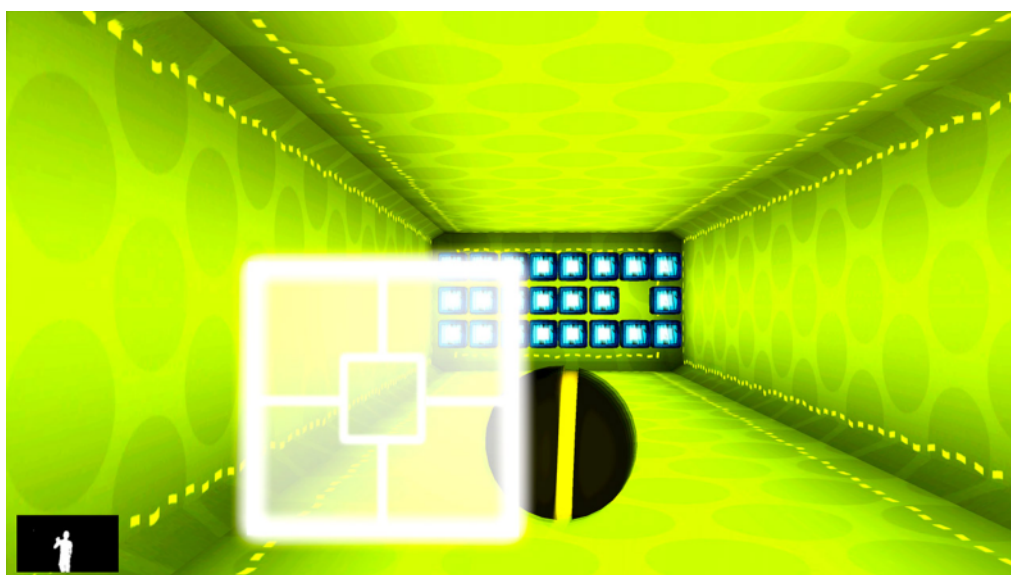
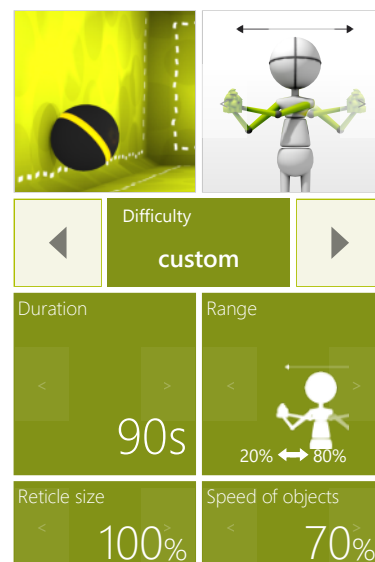
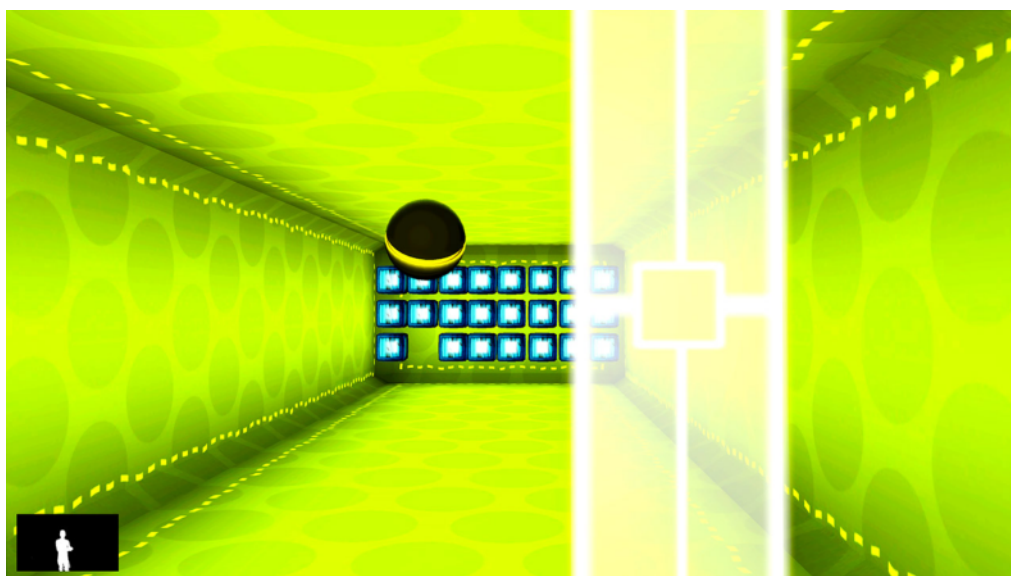
- Dynamics of planned movements
- Predicting the trajectory of objects in 3D space
- Visual motor coordination

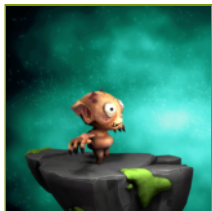
### INSTRUCTION FOR PATIENT

Destroy as many boxes as you can.



## SAMPLE SETTINGS



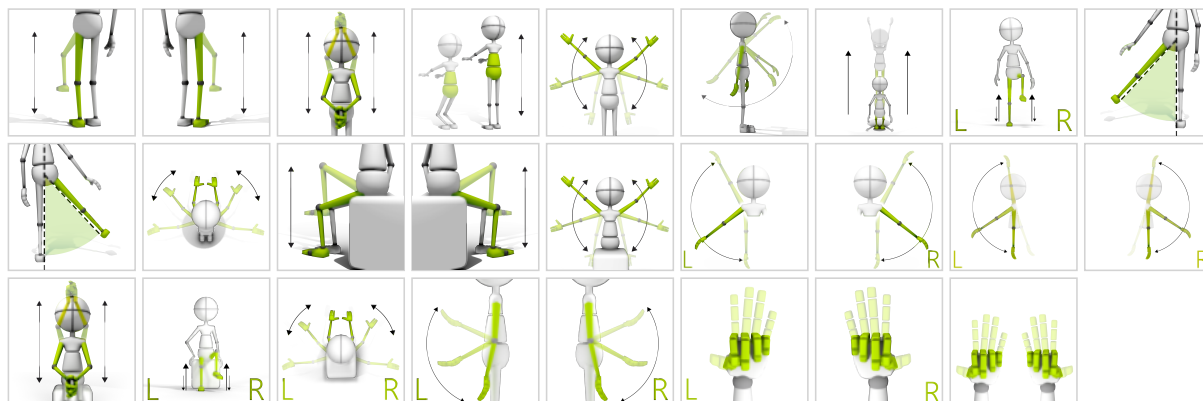


# FUNCTIONAL MOVEMENTS

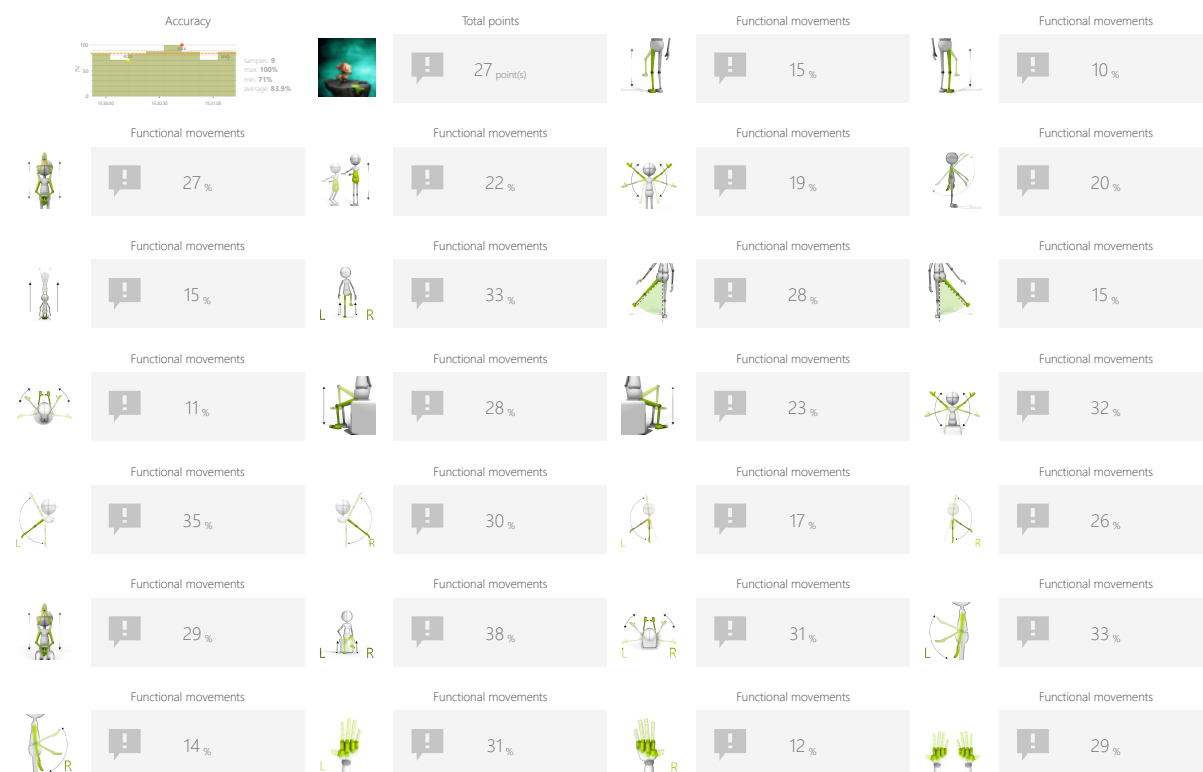
## ROCKET JUMPING

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.

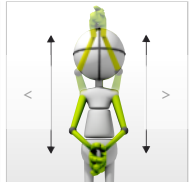
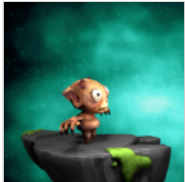


# FUNCTIONAL MOVEMENTS

ROCKET JUMPING

## SAMPLE SETTINGS





◀

Difficulty

▶

1/3

<


Duration

>

90s

20% 80%

Range



<

Time between objects

>

5s

<

Bomb format

>

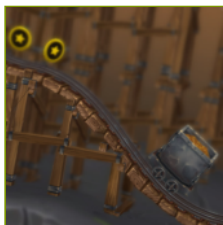
1

<

Speed of objects

>

100%

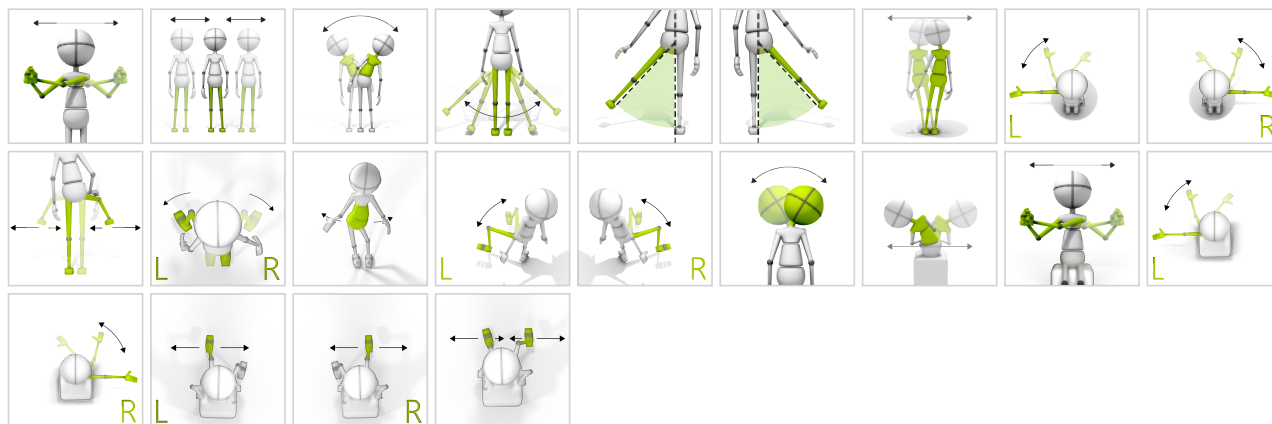


# FUNCTIONAL MOVEMENTS

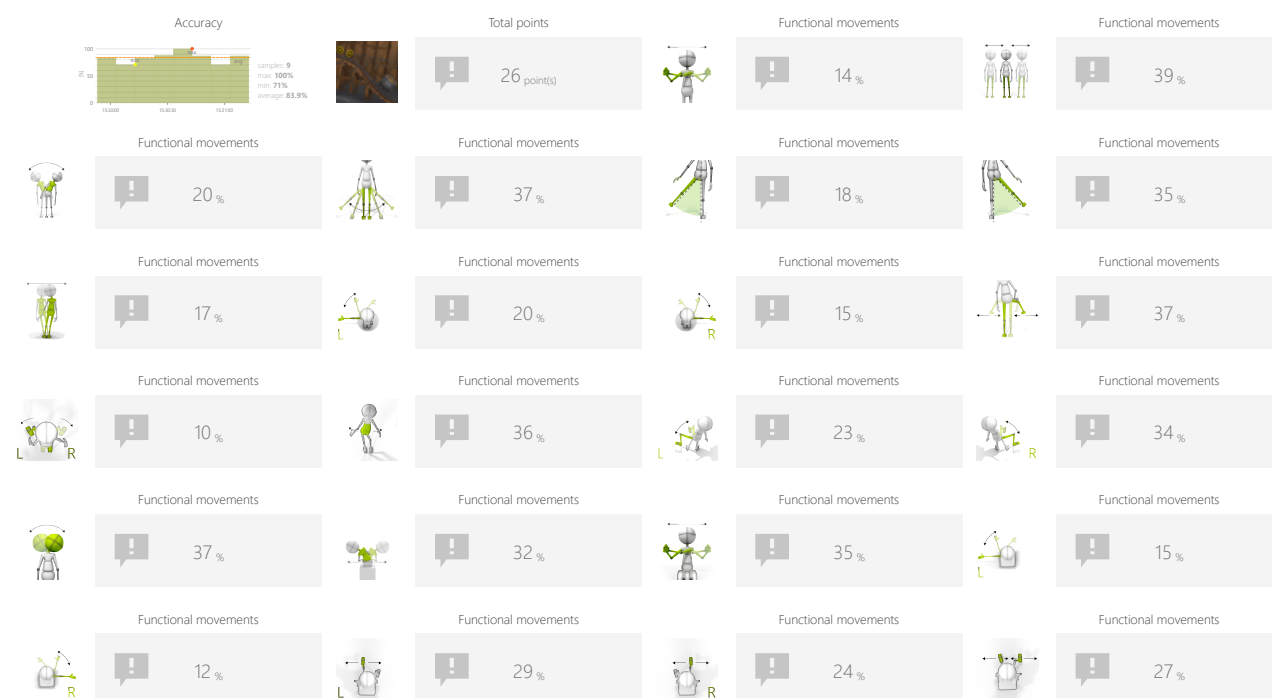
## RAILS

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

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

## OBJECTIVES

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

## INSTRUCTION FOR PATIENT

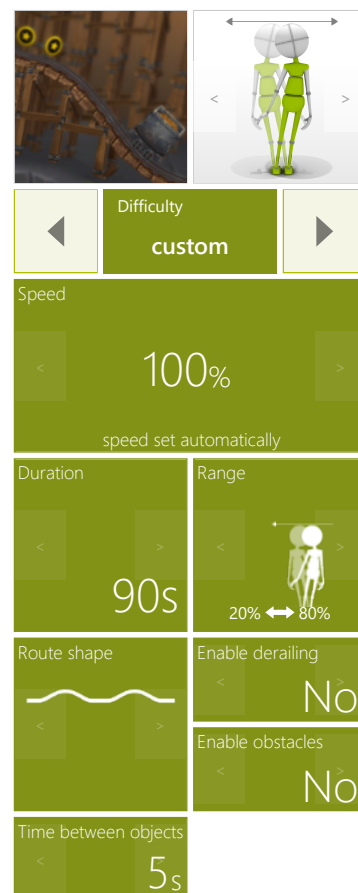
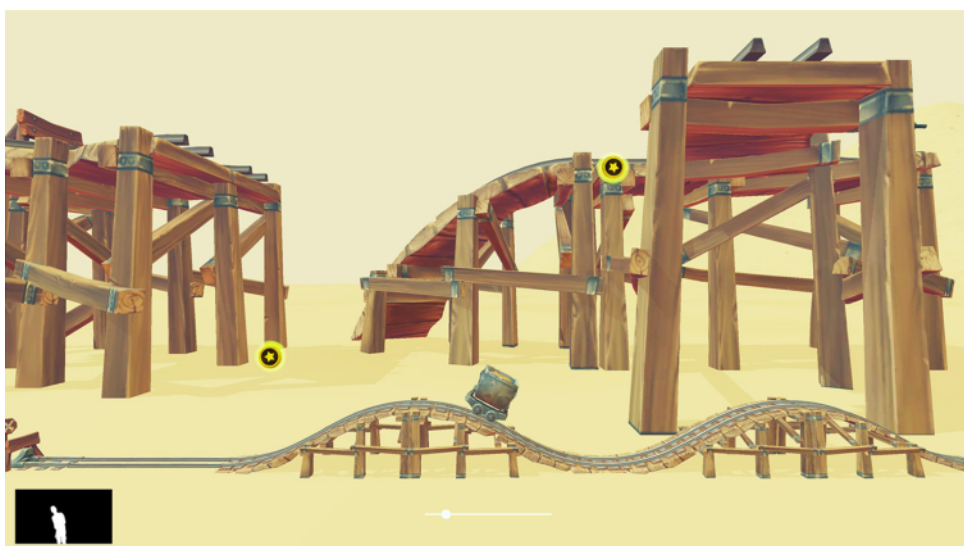
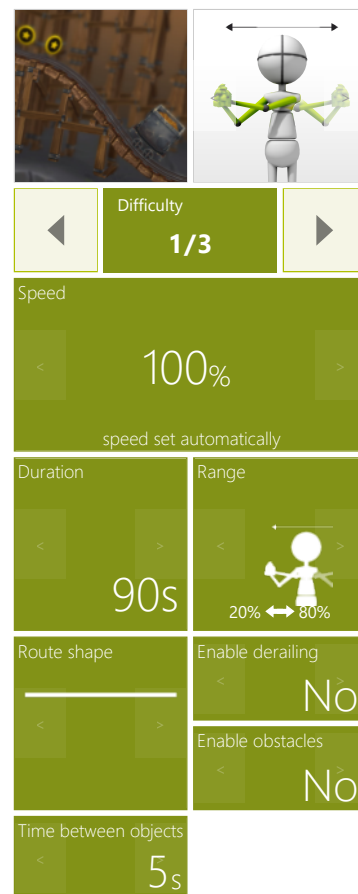
Control the trolley to collect the coins.

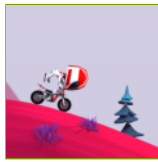


# FUNCTIONAL MOVEMENTS

## RAILS

### SAMPLE SETTINGS



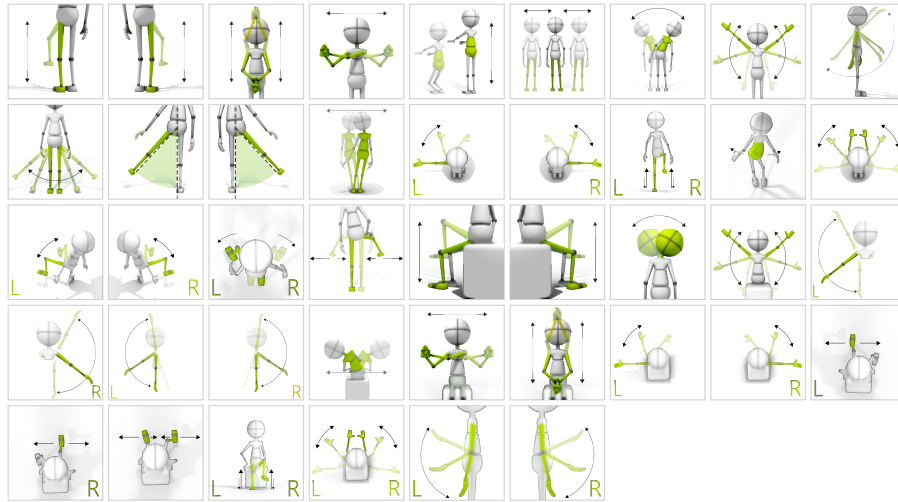


# FUNCTIONAL MOVEMENTS

## 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

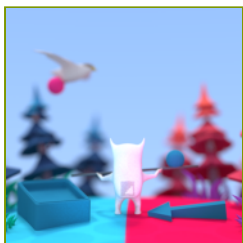
Accelerate and brake to cover the entire route as quickly as possible without tipping.



## SAMPLE SETTINGS



	Difficulty <b>1/3</b>	
Duration 90s		Range 20% 80% 
Route shape Easy		

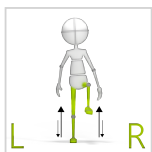


# FUNCTIONAL MOVEMENTS

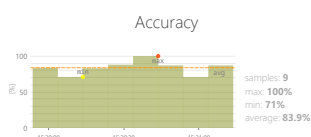
## WALKER

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

39 point(s)

### Functional movements

12 %

## ADJUSTMENTS

- Task duration
- Range

## OBJECTIVES

- Planned movements
- Balance and equilibrium training
- Repetitive movements

## INSTRUCTION FOR PATIENT

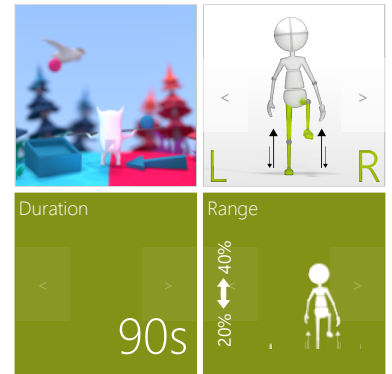
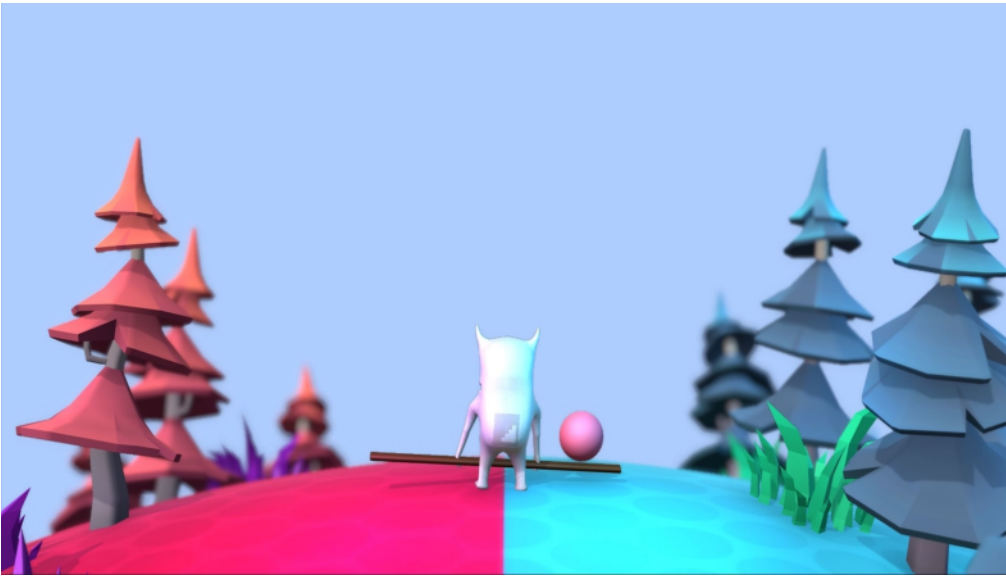
Keep walking. Put blue balls into blue boxes and pink balls into pink boxes.



# FUNCTIONAL MOVEMENTS

## WALKER

### SAMPLE SETTINGS



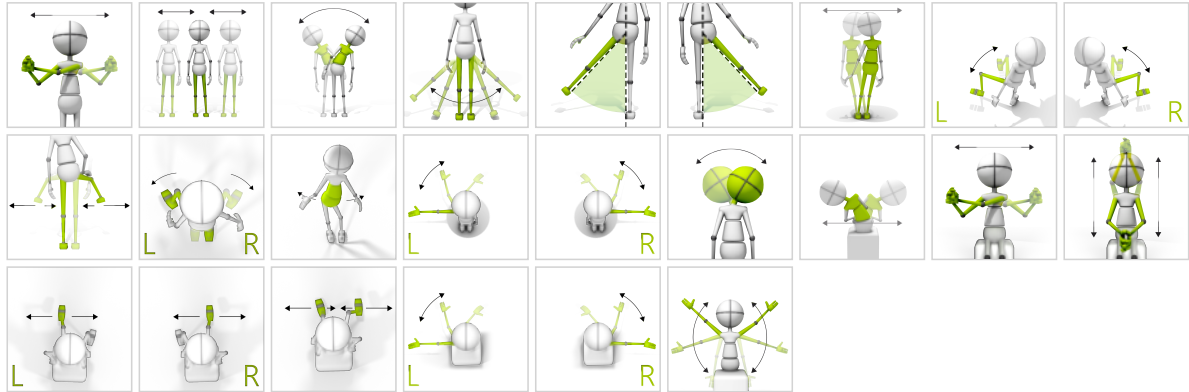


# FUNCTIONAL MOVEMENTS

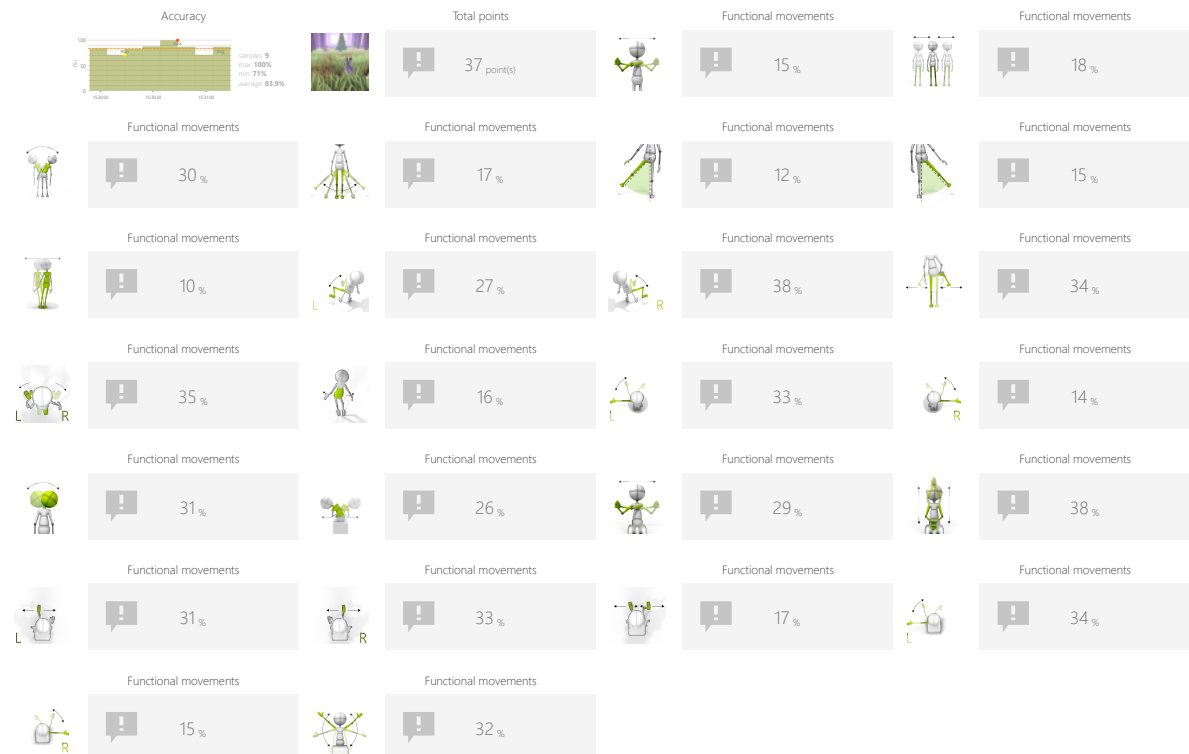
## FOREST RUNNER

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

- Speed
- Task duration
- Range

## 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.





# FUNCTIONAL MOVEMENTS

## FOREST RUNNER

### SAMPLE SETTINGS





◀

Difficulty  
**1/2**

▶

Speed

< 150% >


speed set automatically

Duration

< 90s >

Range

< 20% ↔ 80% >

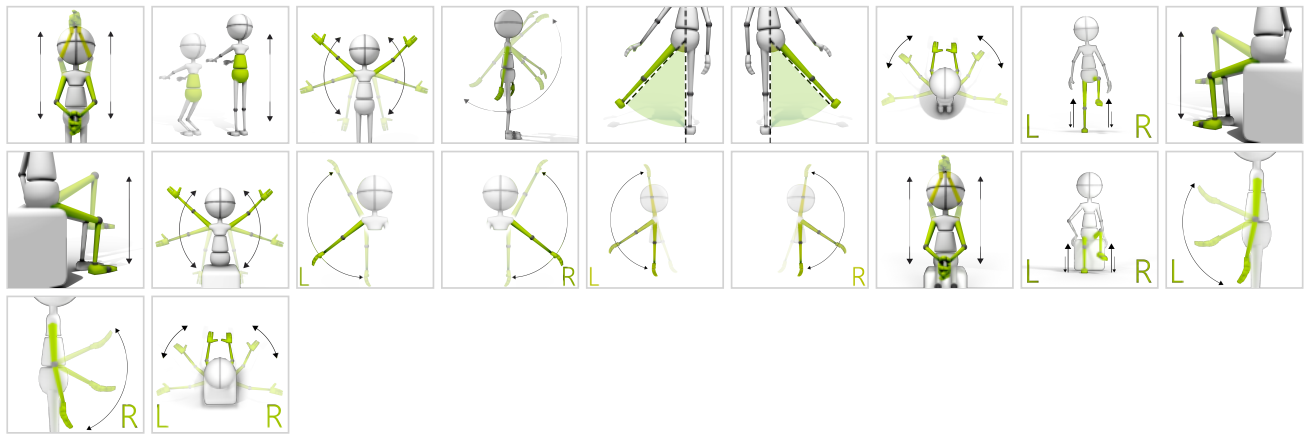


# FUNCTIONAL MOVEMENTS

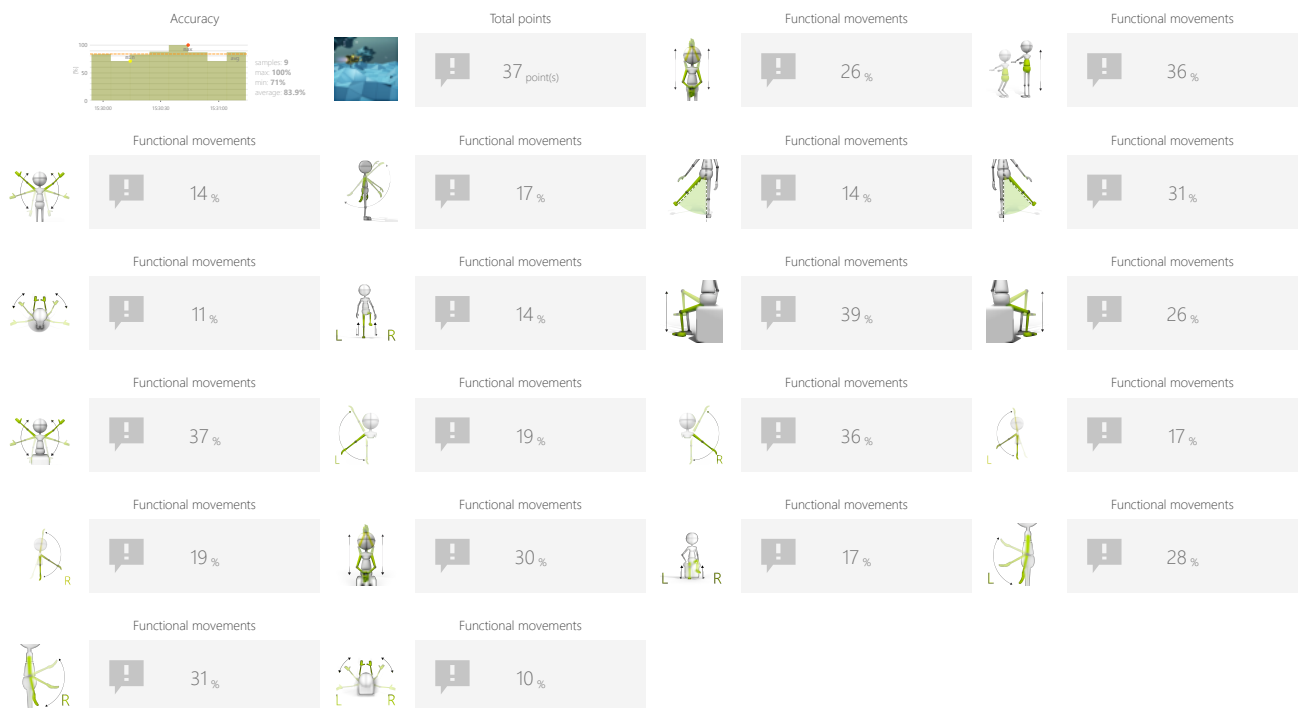
# GEOMETRY FLIER

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

- Speed
- Task duration
- Range

## OBJECTIVES

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

## INSTRUCTION FOR PATIENT

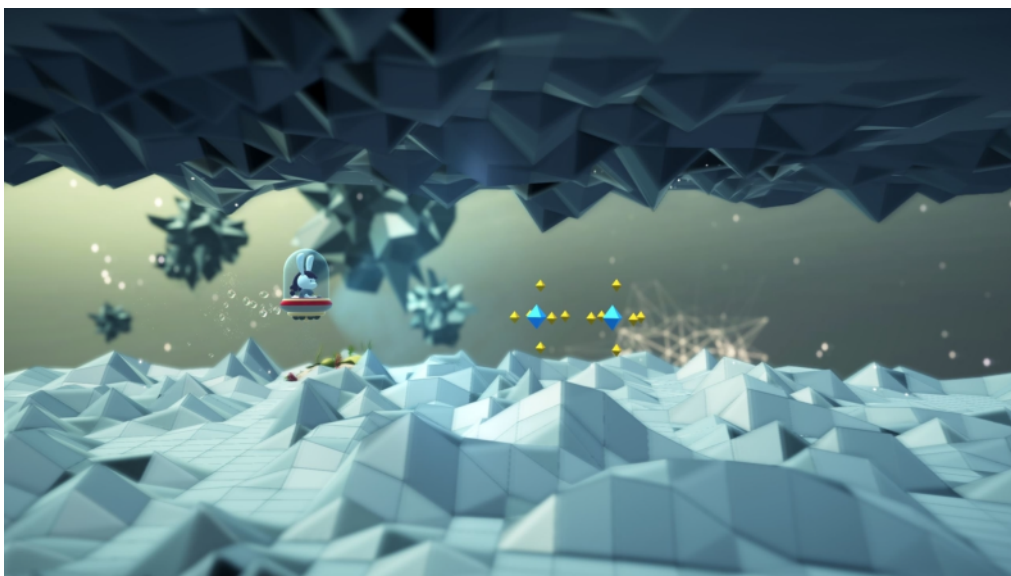
Control the vehicle to avoid the obstacles.



# FUNCTIONAL MOVEMENTS

GEOMETRY FLIER

## SAMPLE SETTINGS



Difficulty

1/3

Speed

< 100% >

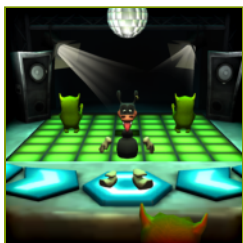
speed set automatically

Duration

< 90s >

Range

20% 80%

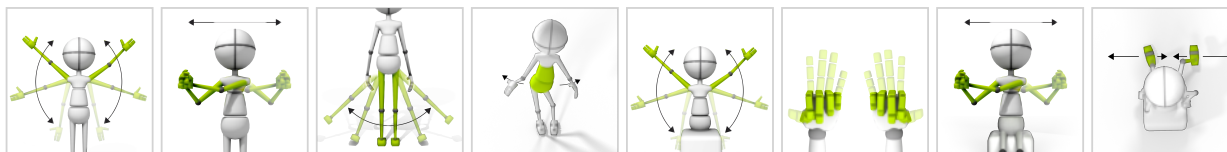


# FUNCTIONAL MOVEMENTS

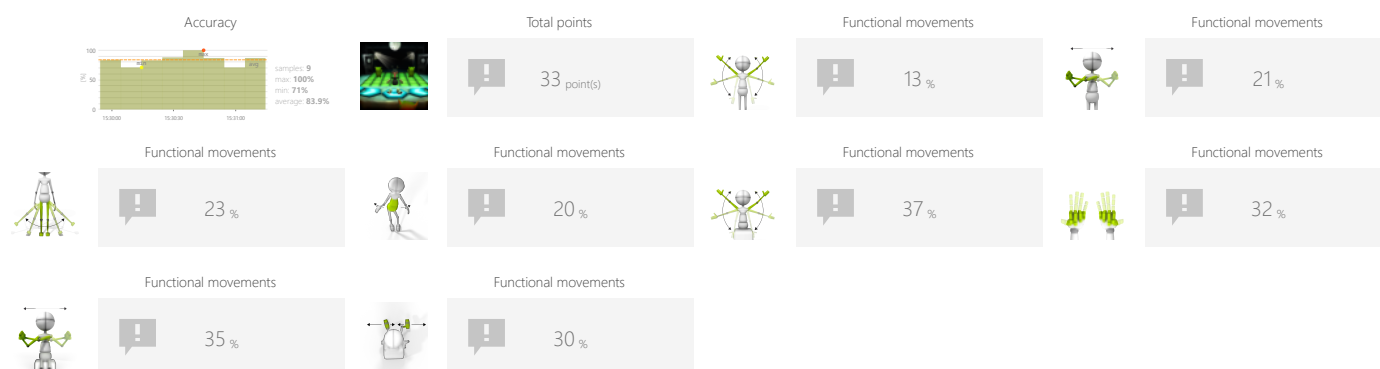
## DANCEMAN

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.



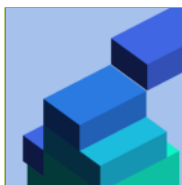
# FUNCTIONAL MOVEMENTS

DANCEMAN

## SAMPLE SETTINGS



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

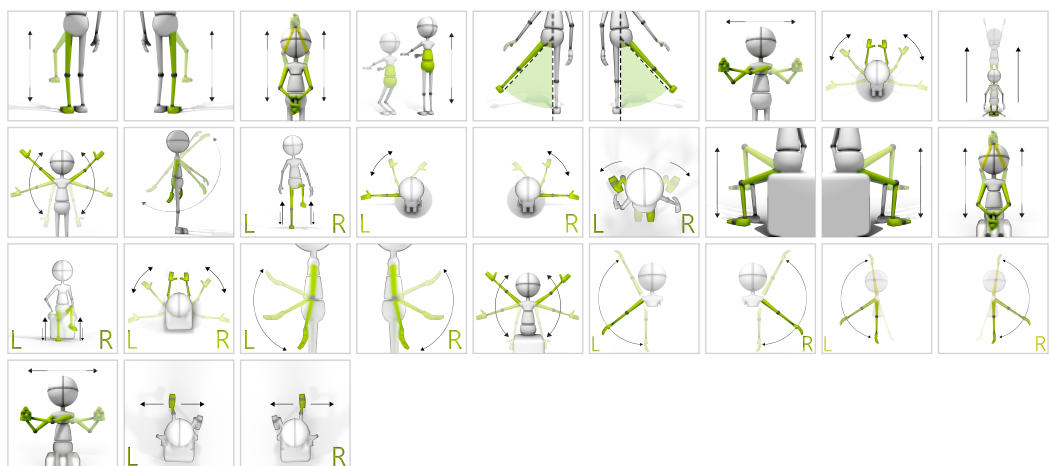


# FUNCTIONAL MOVEMENTS

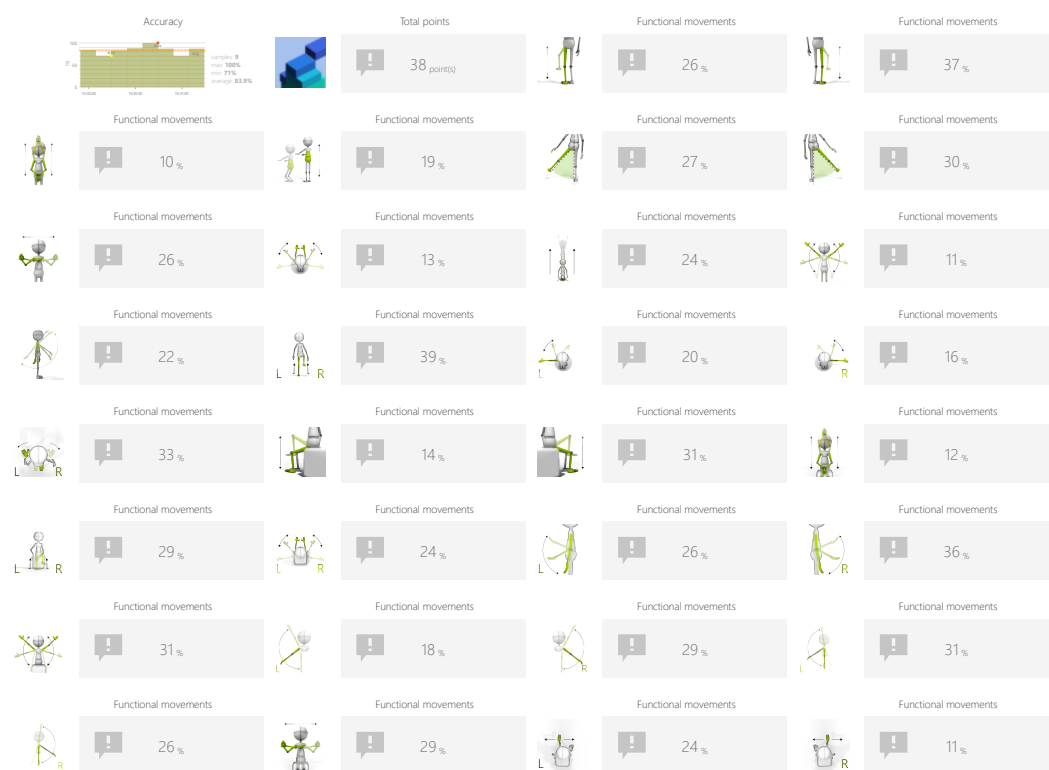
## STACK BUILDER

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

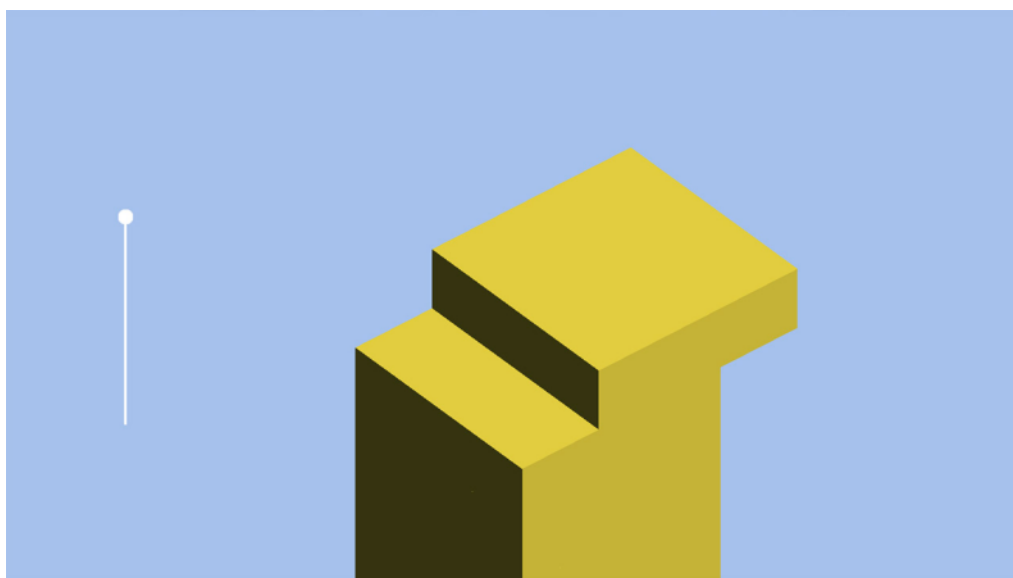
- Repetitive movements
- Rhythmicity
- Planned movements
- Focusing



## INSTRUCTION FOR PATIENT

Build the highest stack possible by perfectly aligning blocks.  
Time your actions to perform the specified movement pattern when blocks are accurately positioned.



## SAMPLE SETTINGS





◀

Difficulty  
**1/3**

▶

Duration

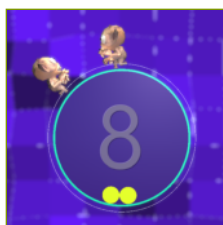
< 90s >

Range

< 20% ↔ 80% >

Speed of objects

< 50% >

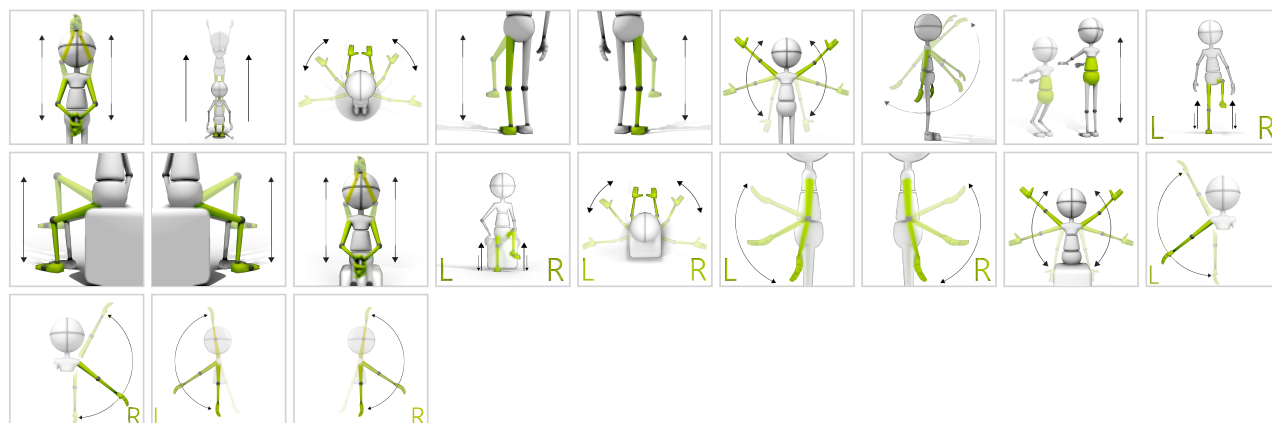


# FUNCTIONAL MOVEMENTS

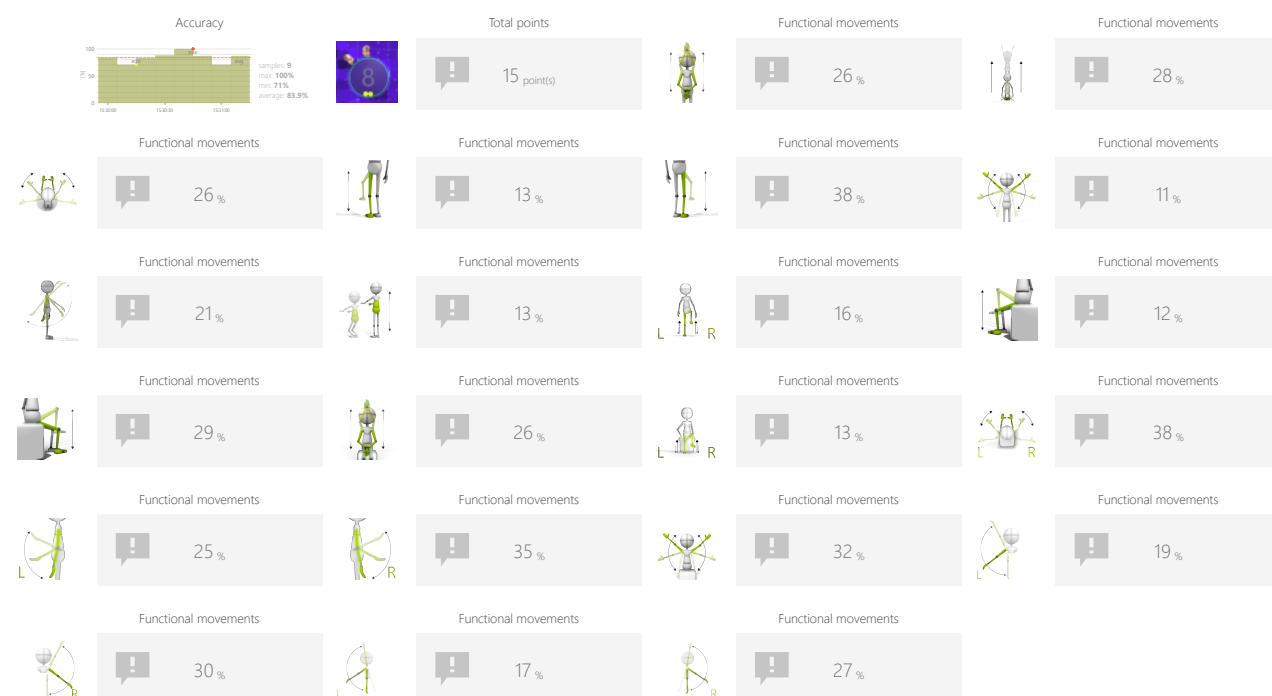
## IMP DODGE

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 ofimps
- Number of targets
- Speed of objects

## OBJECTIVES

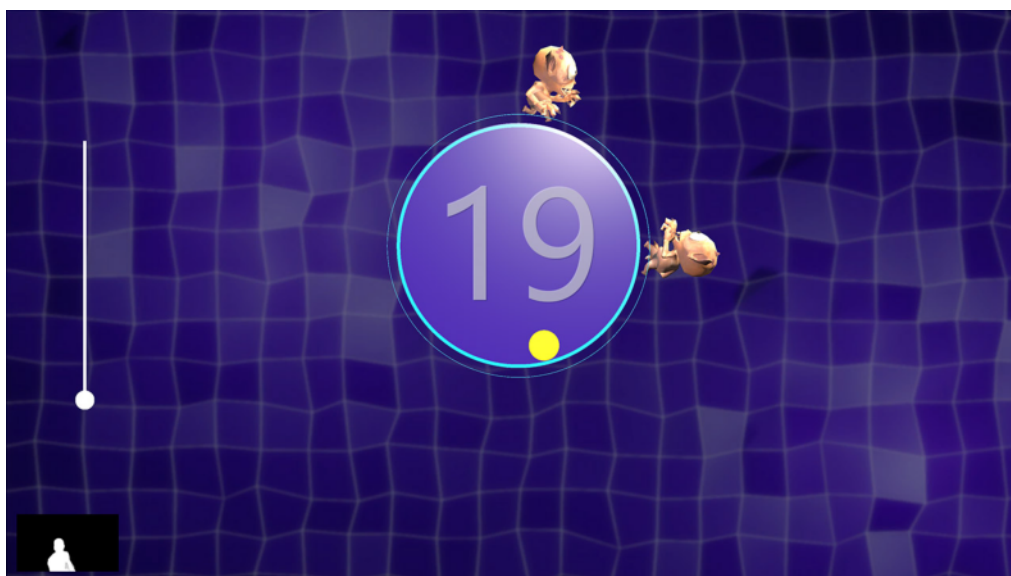
- Dynamics of planned movements
- Predicting the trajectory of objects
- Visual motor coordination
- Focusing

## INSTRUCTION FOR PATIENT

Shoot green balls into the circle while avoiding hittingimps.



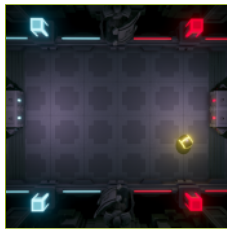
## SAMPLE SETTINGS



Duration < 90s >	Range 20% 80% 
Number ofimps < 2 >	Number of targets < 20 >
Speed of objects < 100% >	



Duration < 90s >	Range 20% 80% 
Number ofimps < 6 >	Number of targets < 20 >
Speed of objects < 100% >	

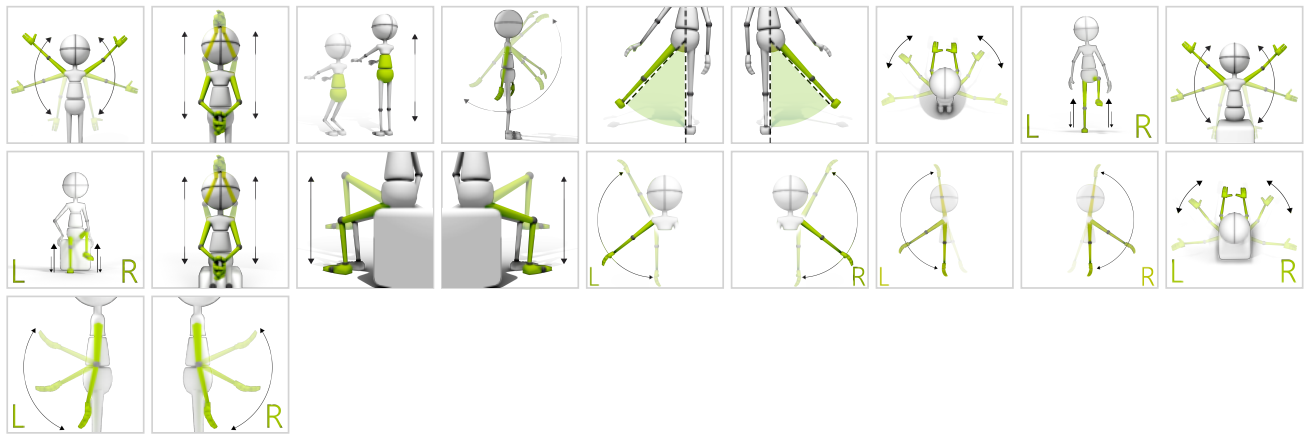


# FUNCTIONAL MOVEMENTS

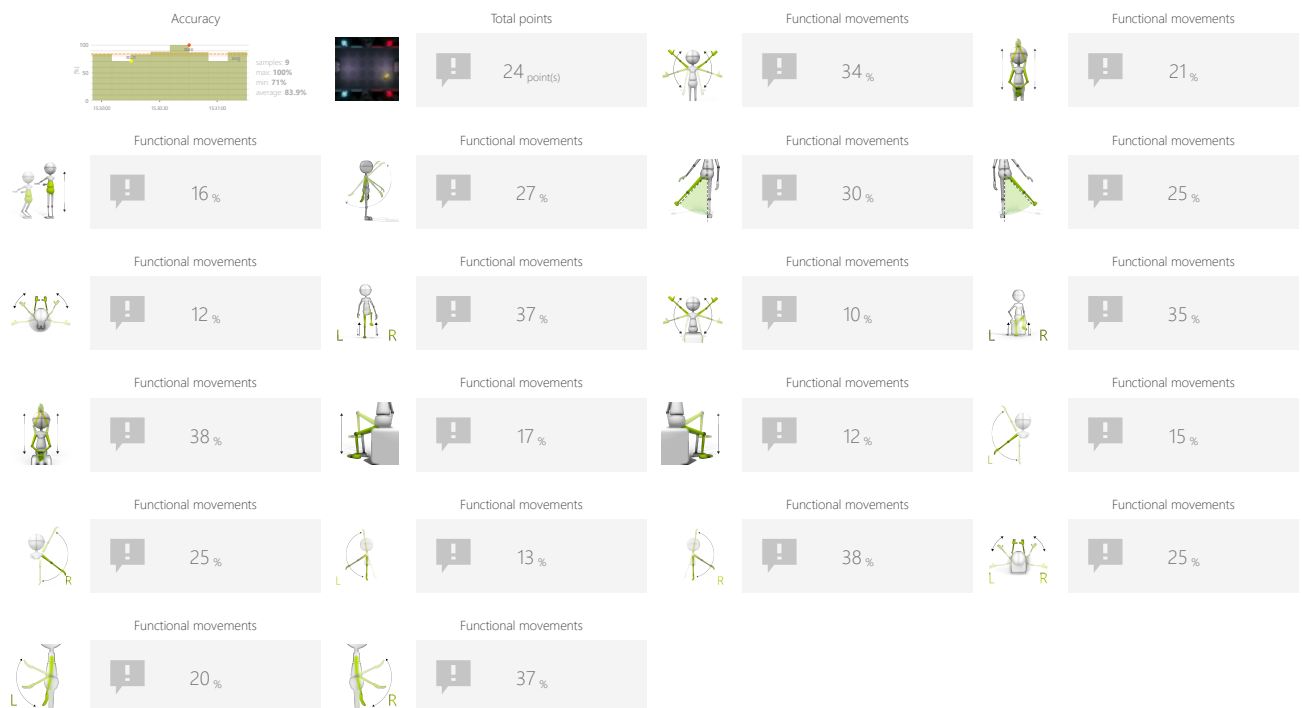
## PONG

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

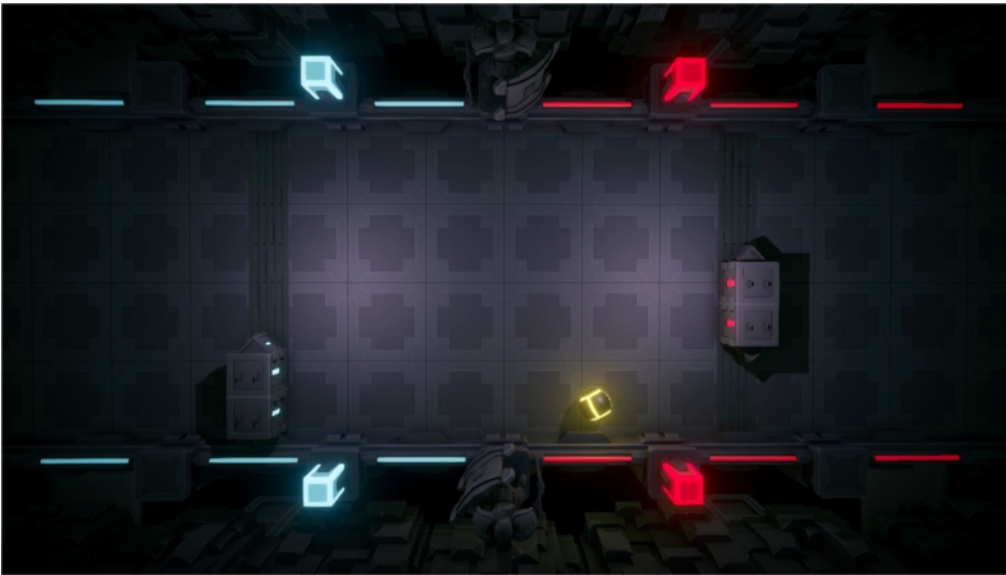
Use the paddles to hit a ball back and forth.

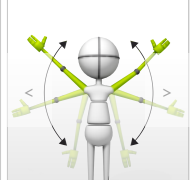




# FUNCTIONAL MOVEMENTS

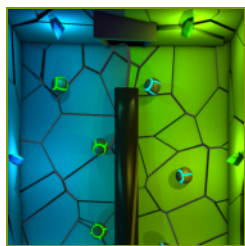
## PONG

### SAMPLE SETTINGS





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

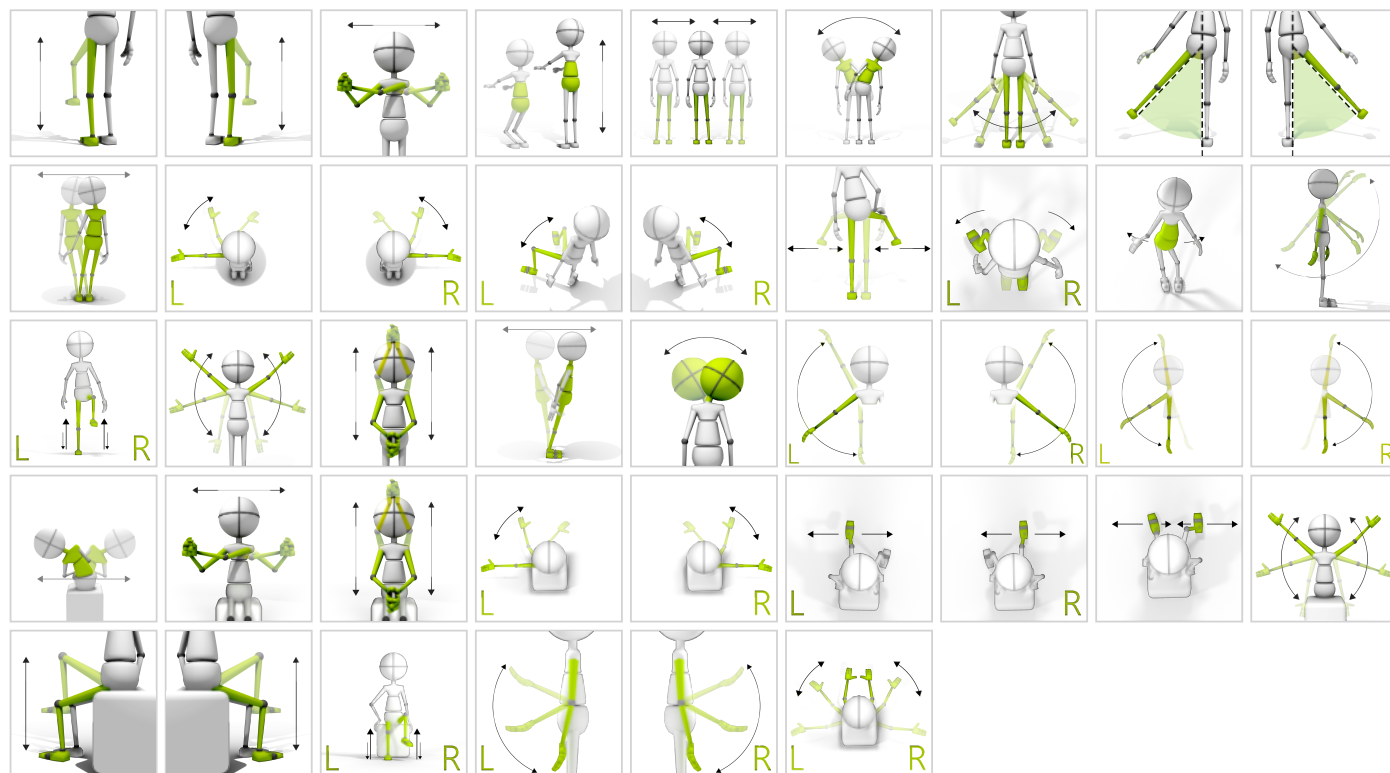


# DIVIDED ATTENTION

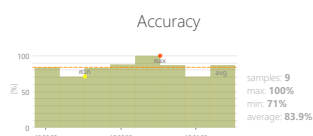
## SORTER

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



Total points

30 point(s)



Divided attention

11 %

## 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

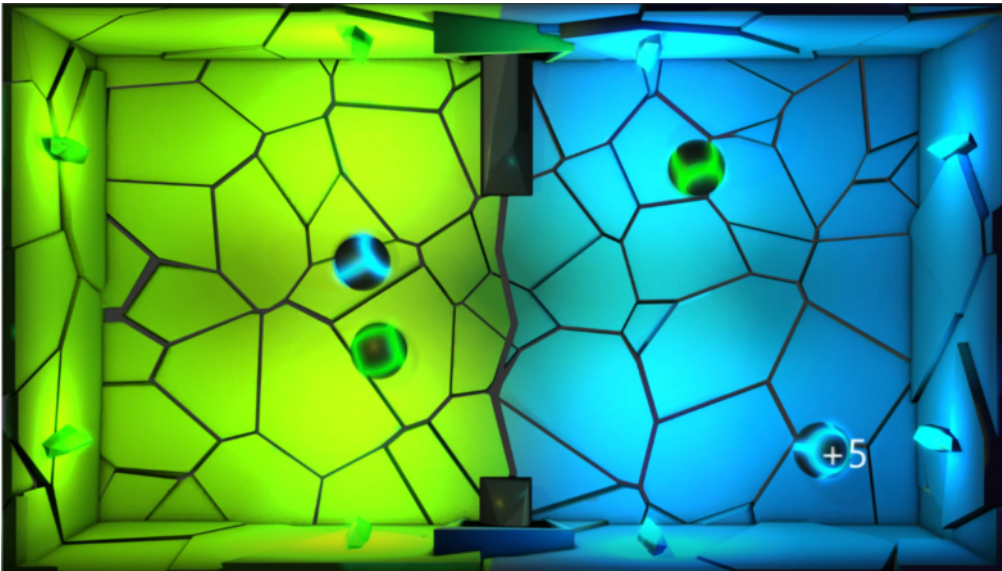
Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.

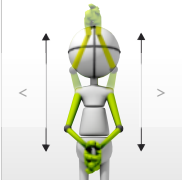
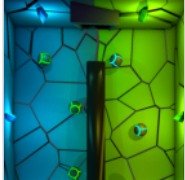


# DIVIDED ATTENTION

## SORTER

### SAMPLE SETTINGS





◀

Difficulty

▶

1/3

◀

Duration

▶


90s

◀

Range

▶

20% ↔ 80%



◀

Number of objects

▶

4

◀

Gap size

▶

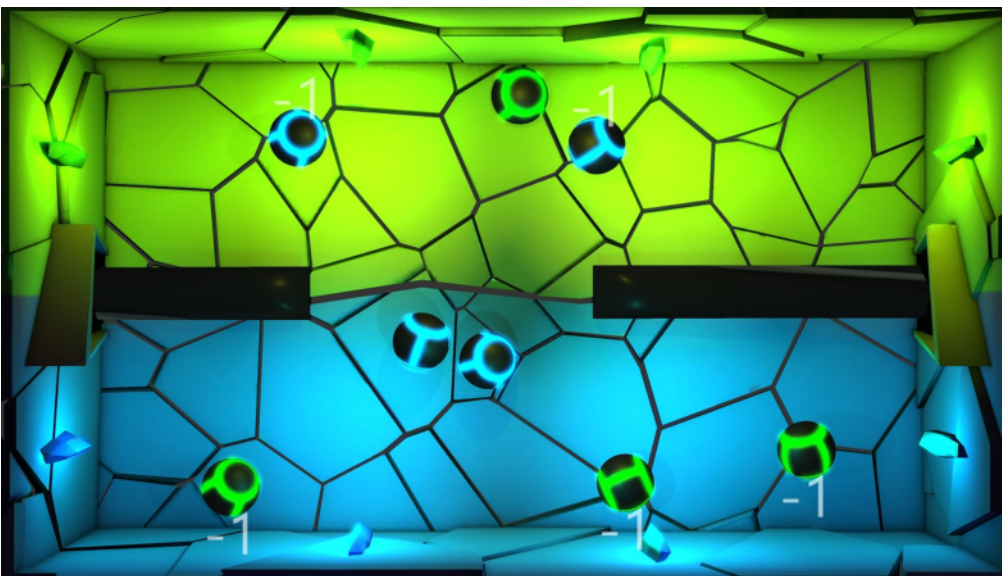
150%


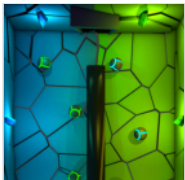
◀

Speed of objects

▶

100%





◀

Difficulty

▶

custom

◀

Duration

▶


90s

◀

Range

▶

20% ↔ 80%



◀

Number of objects

▶

8

◀

Gap size

▶

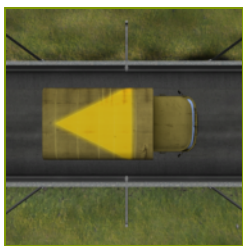
150%

◀

Speed of objects

▶

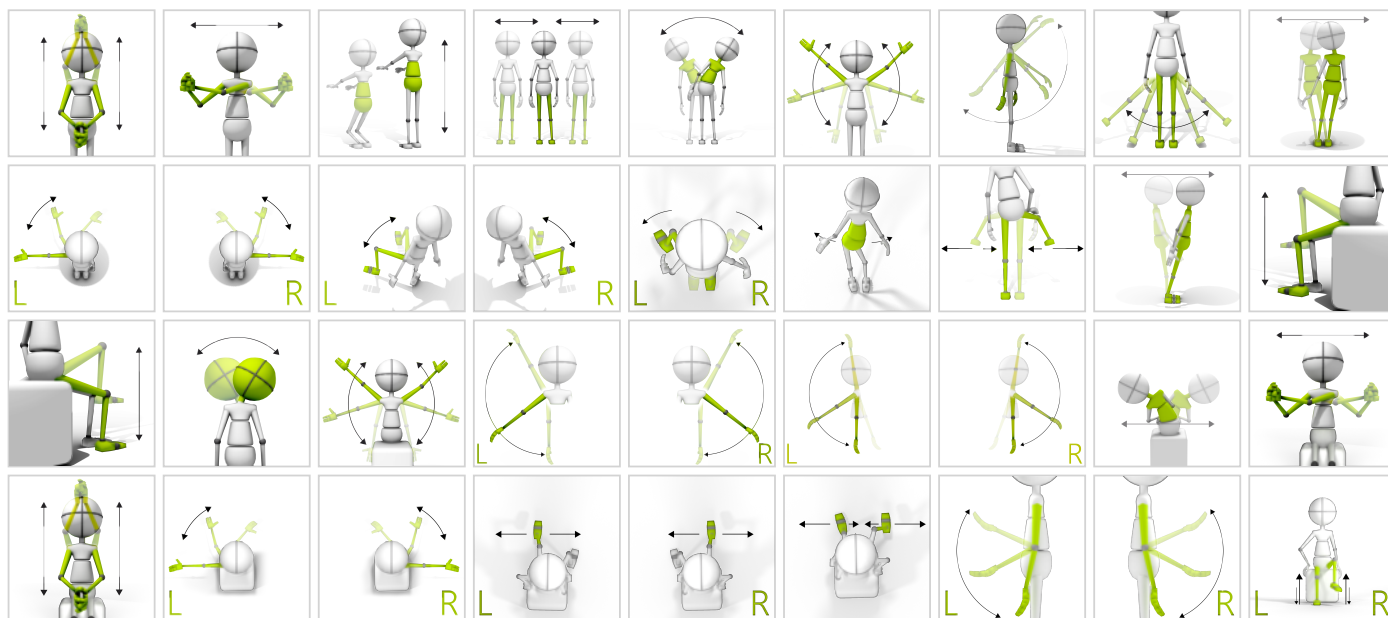
100%



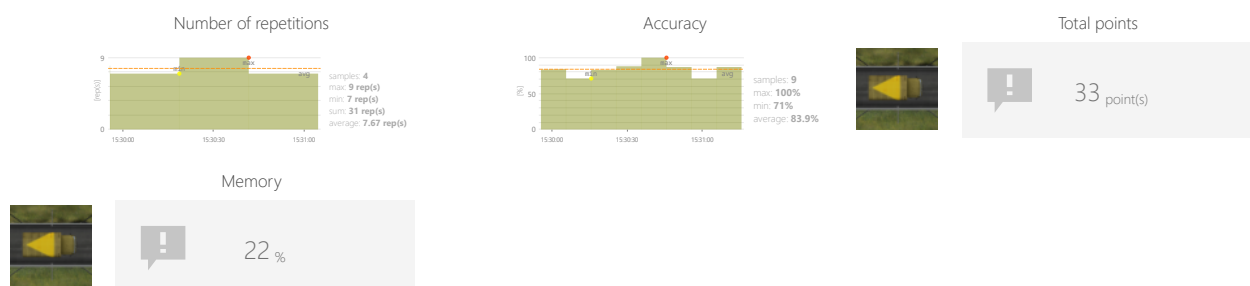
# MEMORY TRUCKS

Measure and train individual's skills to memorize information.

## CONTROL MODES



## RESULTS



## ADJUSTMENTS

- Task duration
- Range
- Variations

## OBJECTIVES

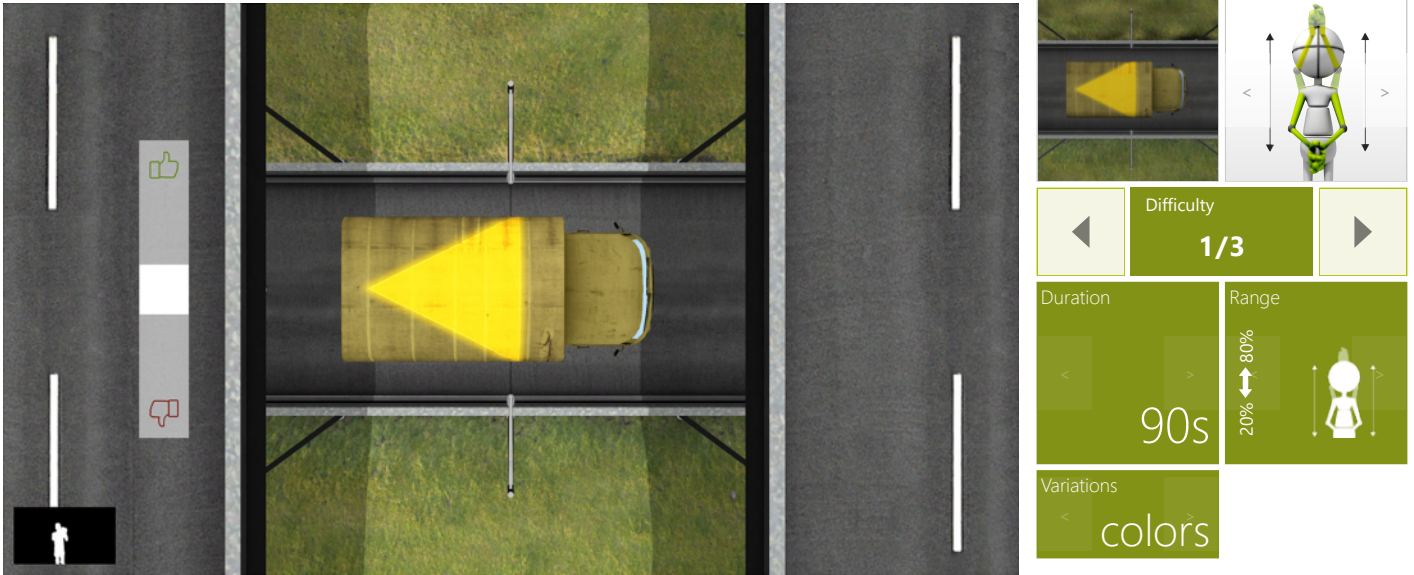
- Logical tasks
- Focusing
- Perceptivity

## 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



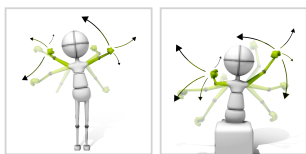


# MEMORY

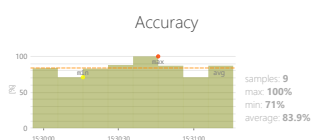
## POSE REPEATER

Measure and train individual's skills to memorize information.

### CONTROL MODES



### RESULTS



Total points

20 point(s)



Memory

22 %

### ADJUSTMENTS

- Task duration
- Time to remember poses
- Time to repeat pose
- Number of poses to remember

### OBJECTIVES

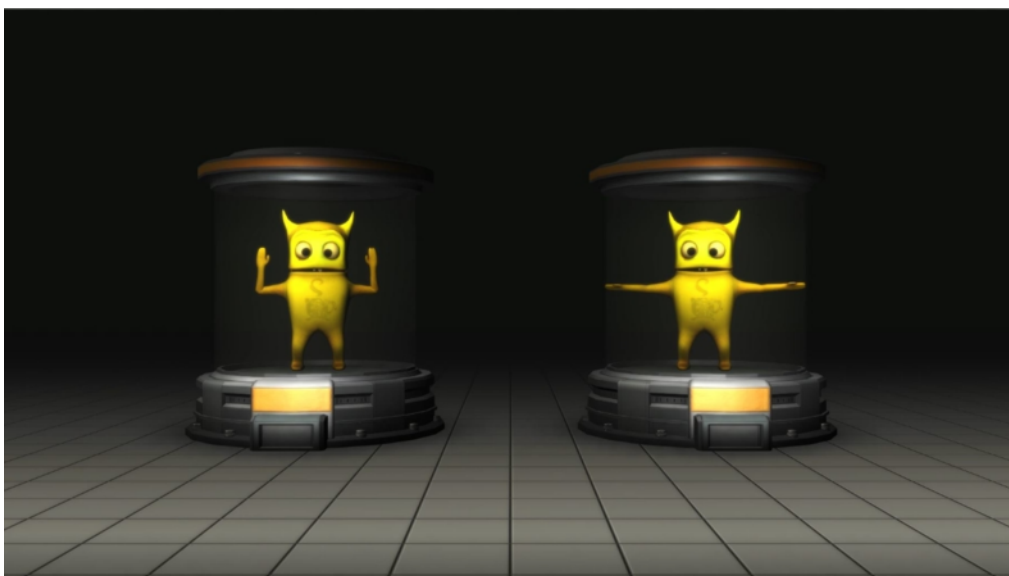
- Memory training
- 3D space movements reproduction
- Focusing
- Speed of decision making



### INSTRUCTION FOR PATIENT

Remember poses presented by yellow creatures and then try to repeat selected pose based on what you managed to remember.



## SAMPLE SETTINGS





◀

Difficulty

▶

1/3

Duration

<

>

90s

Time to remember poses

<

>

4s

Time to repeat pose

<

>

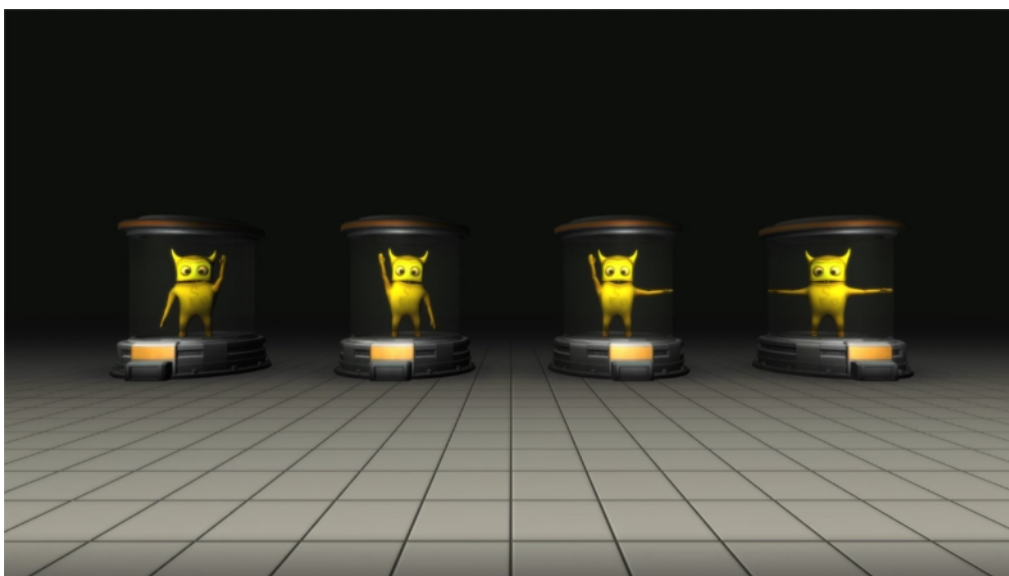
5s



Number of poses to remember

<

>

2





◀

Difficulty

▶

custom

Duration

<

>

30s

Time to remember poses

<

>

4s

Time to repeat pose

<

>

5s

Number of poses to remember

<

>

4

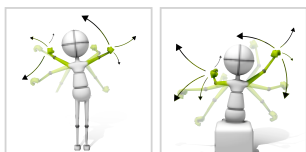


# PROBLEM SOLVING

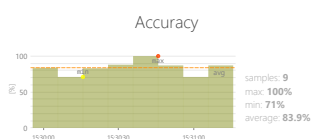
## MATH

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

39 point(s)



Problem solving

12 %

## ADJUSTMENTS

- Task duration
- Target number range
- Allow negative numbers

## OBJECTIVES

- Logical tasks

## INSTRUCTION FOR PATIENT

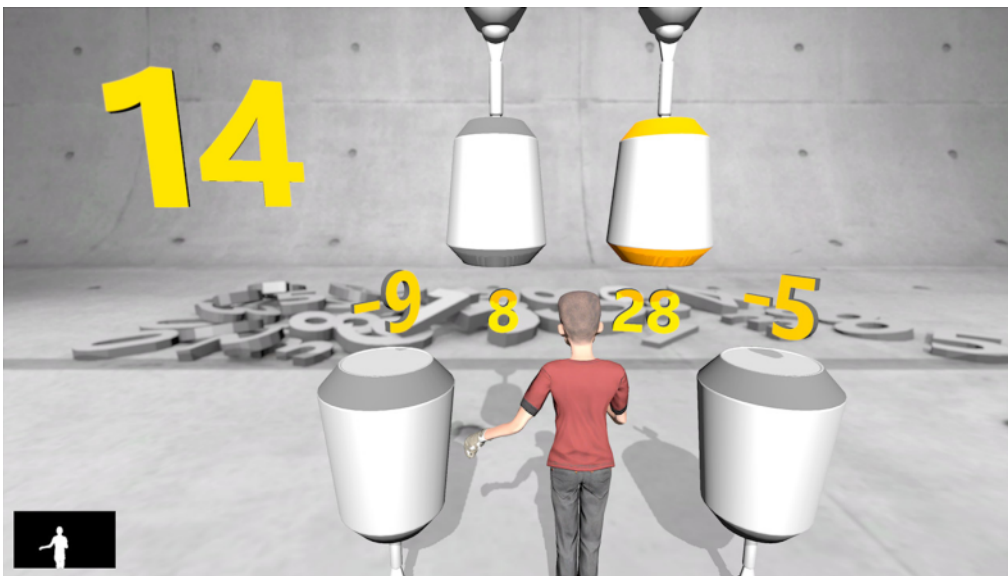
Hit the punching bag to change its state (orange ring means it is active). Make the sum of the numbers above active punching bags to be equal to the number in top left corner.



## SAMPLE SETTINGS



Difficulty	1/5
Duration	30s
Target number range	min 5 max 10
Allow negative numbers	No



Difficulty	5/5
Duration	30s
Target number range	min 10 max 20
Allow negative numbers	Yes

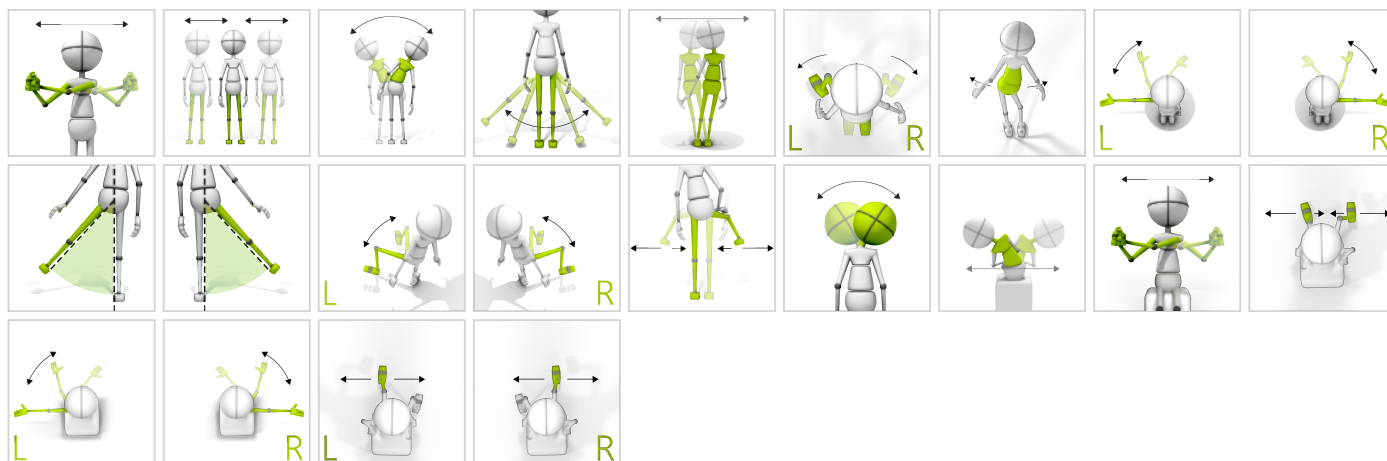


# PROBLEM SOLVING

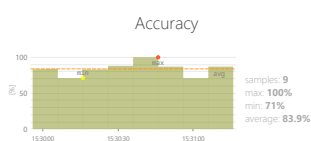
## CLONES

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

15 point(s)



Problem solving

18 %

## ADJUSTMENTS

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

## OBJECTIVES

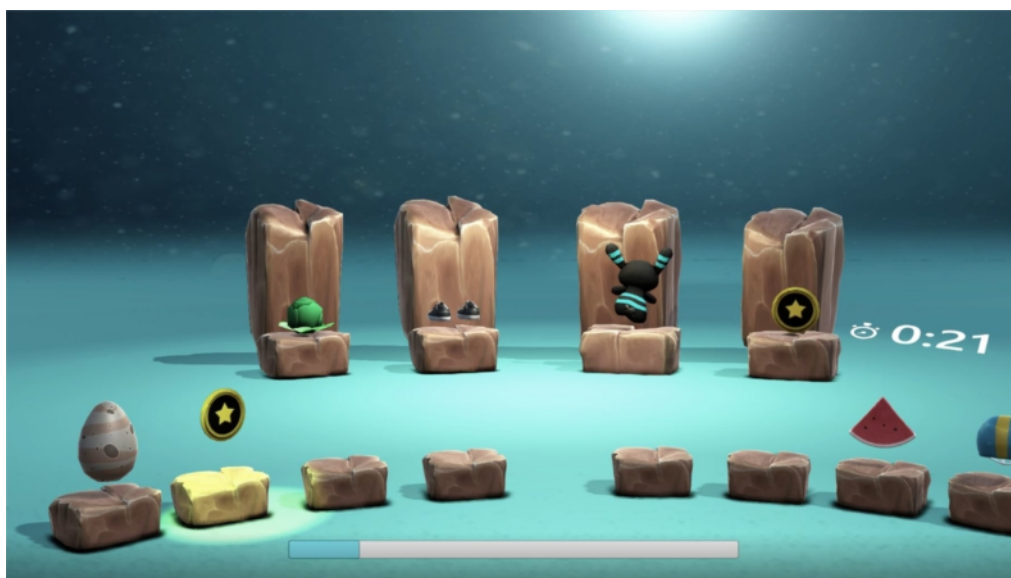
- Perceptivity
- Visual motor coordination
- Logical tasks



## INSTRUCTION FOR PATIENT

Select the item which has a pair on the screen.



## SAMPLE SETTINGS





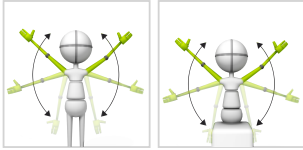
◀	Difficulty <b>1/3</b>	▶
Duration 90s		Minitask duration 30s
Range 20% ↔ 80%		Number of pairs 4



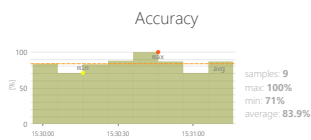
# PROBLEM SOLVING CLOCK

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

24 point(s)



Problem solving

27 %

## ADJUSTMENTS

- Task duration
- Time to complete action
- Angle

## OBJECTIVES

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

## INSTRUCTION FOR PATIENT

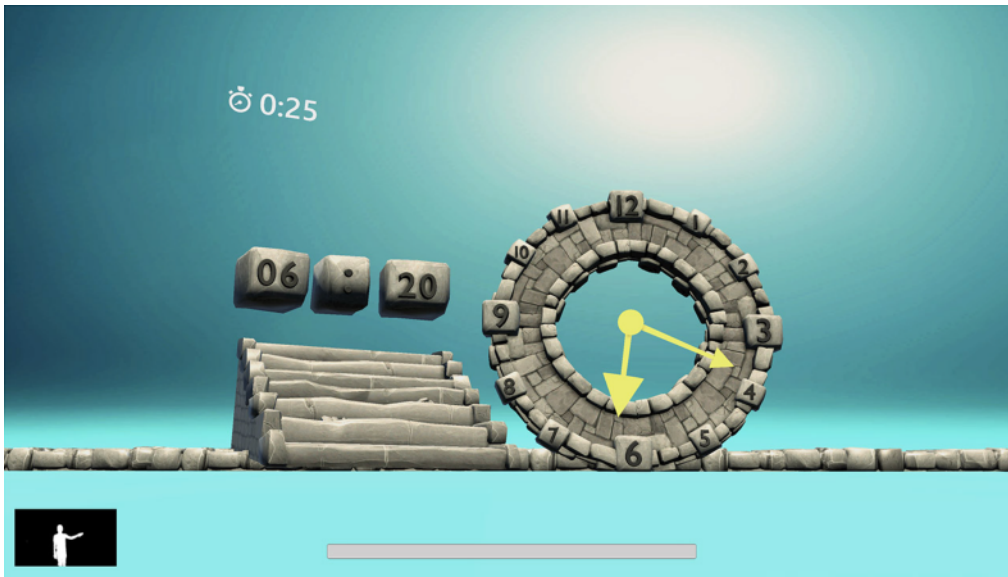
Control the arrows to set the time visible on the left clock.



# PROBLEM SOLVING

## CLOCK

### SAMPLE SETTINGS



Duration	Minitask duration
< 90s >	< 30s >
Angle 	Angle 
180°	180°

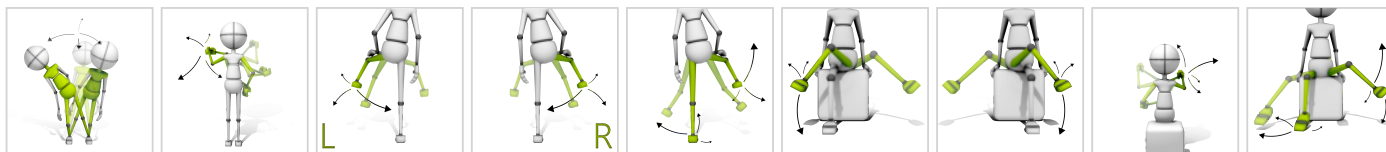


# PROBLEM SOLVING

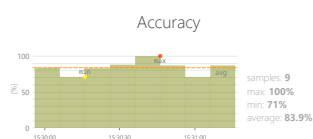
## MAZE

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.

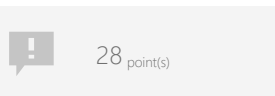
## CONTROL MODES



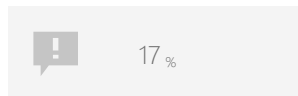
## RESULTS



Total points



Problem solving



## ADJUSTMENTS

- Task duration
- Range
- Show path
- Maze size
- Positioning

## OBJECTIVES

- Logical tasks
- Planned movements
- Planning and Strategy

## INSTRUCTION FOR PATIENT

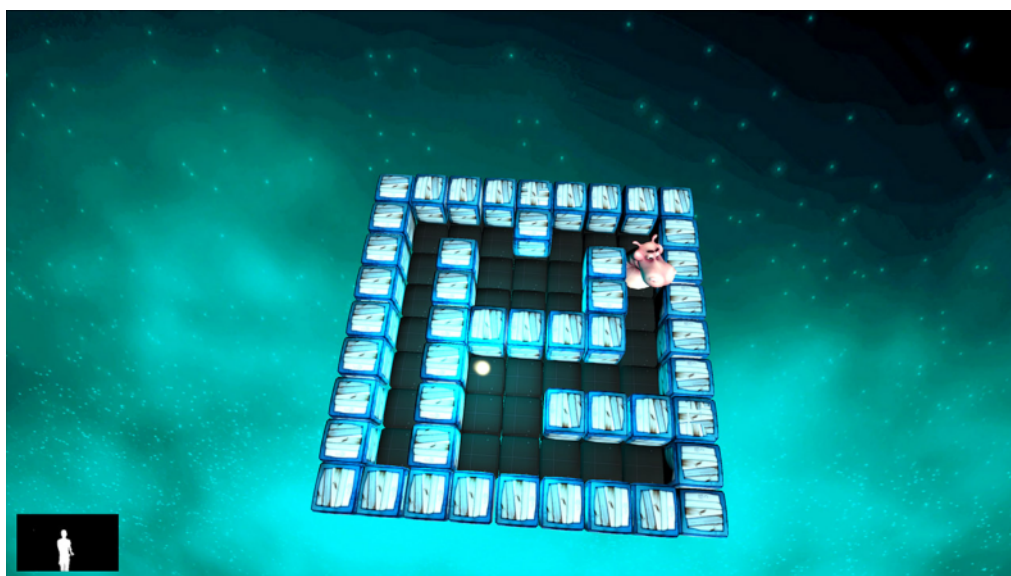
Lead the hippo through the maze to the glowing target.





# PROBLEM SOLVING

MAZE

## SAMPLE SETTINGS





◀

Difficulty

▶

1/4

Duration

<

>

90s

Range

80%

20%

20%

80%

Show path

<

>

No

Maze size

<

>

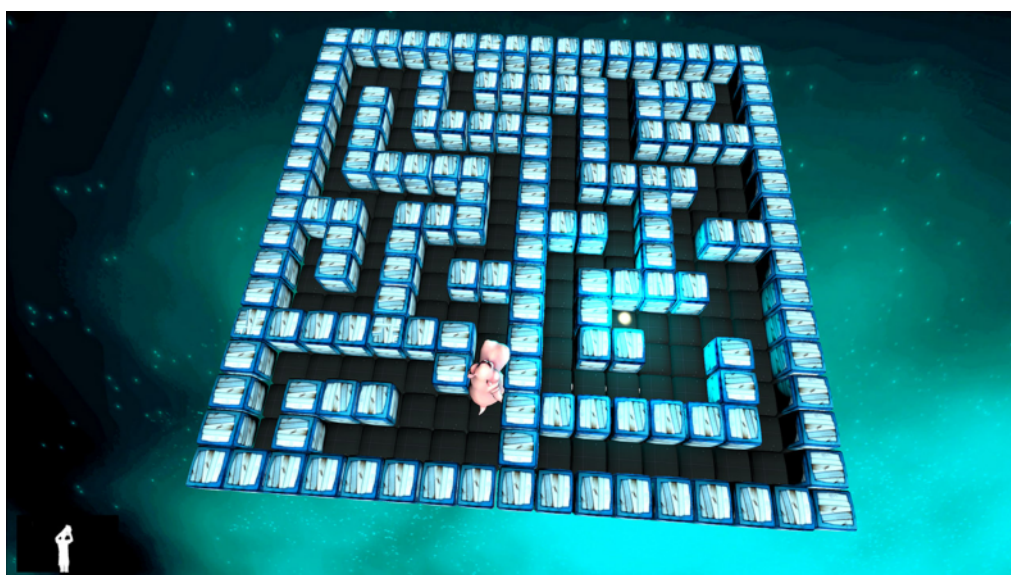
4



Positioning

<

Normal

>





◀

Difficulty

▶

4/4

Duration

<

>

90s

Range

80%

20%

20%

80%

Show path

<

>

No

Maze size

<

>

10

Positioning

<

Normal

>



# SPECIALIZED

## BLOOD PRESSURE

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

### CONTROL MODES

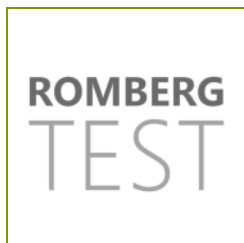


### OBJECTIVES

- Monitor external parameters

### INSTRUCTION FOR PATIENT

Measure yourself your blood pressure and type it in the result.



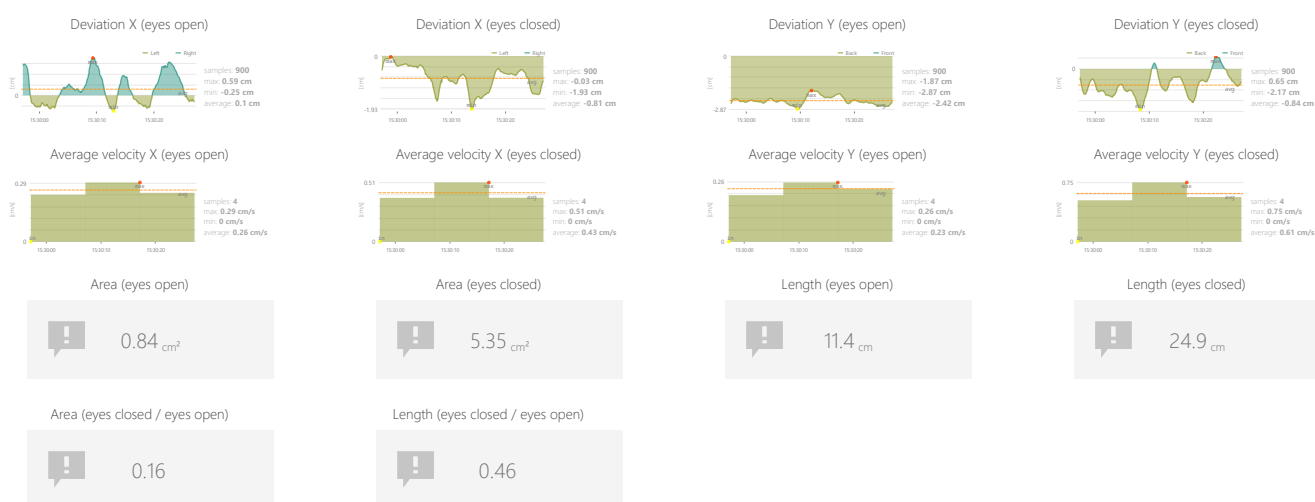
# SPECIALIZED ROMBERG TEST

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

## CONTROL MODES



## RESULTS



## ADJUSTMENTS

- Time to complete action
- Show feedback
- Positioning

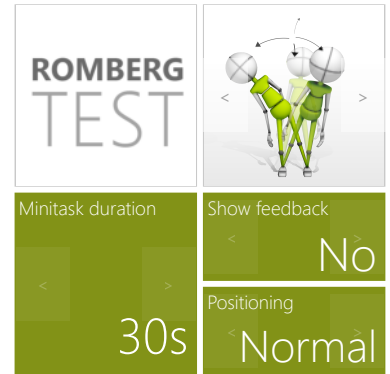
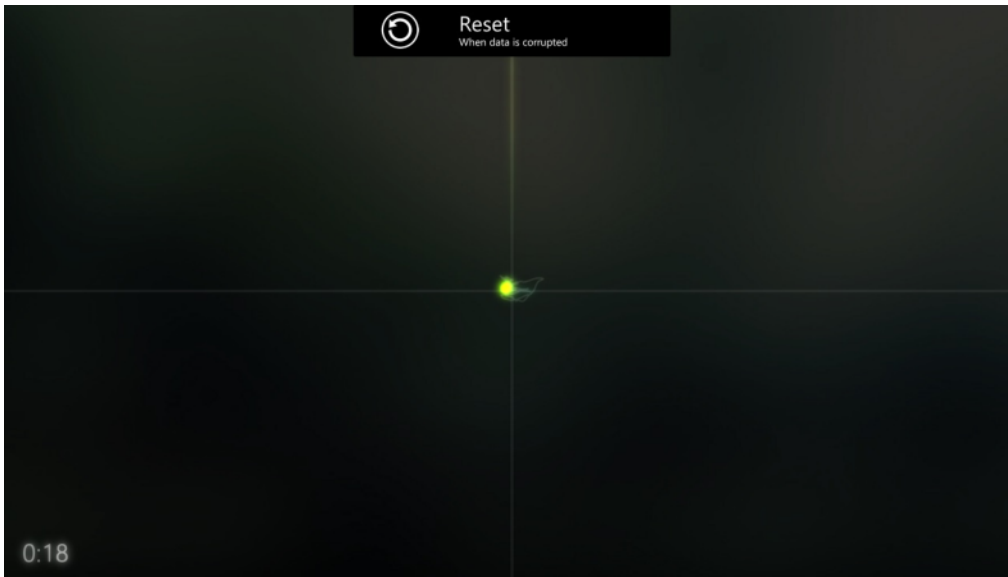
## OBJECTIVES

- Assesses static standing balance

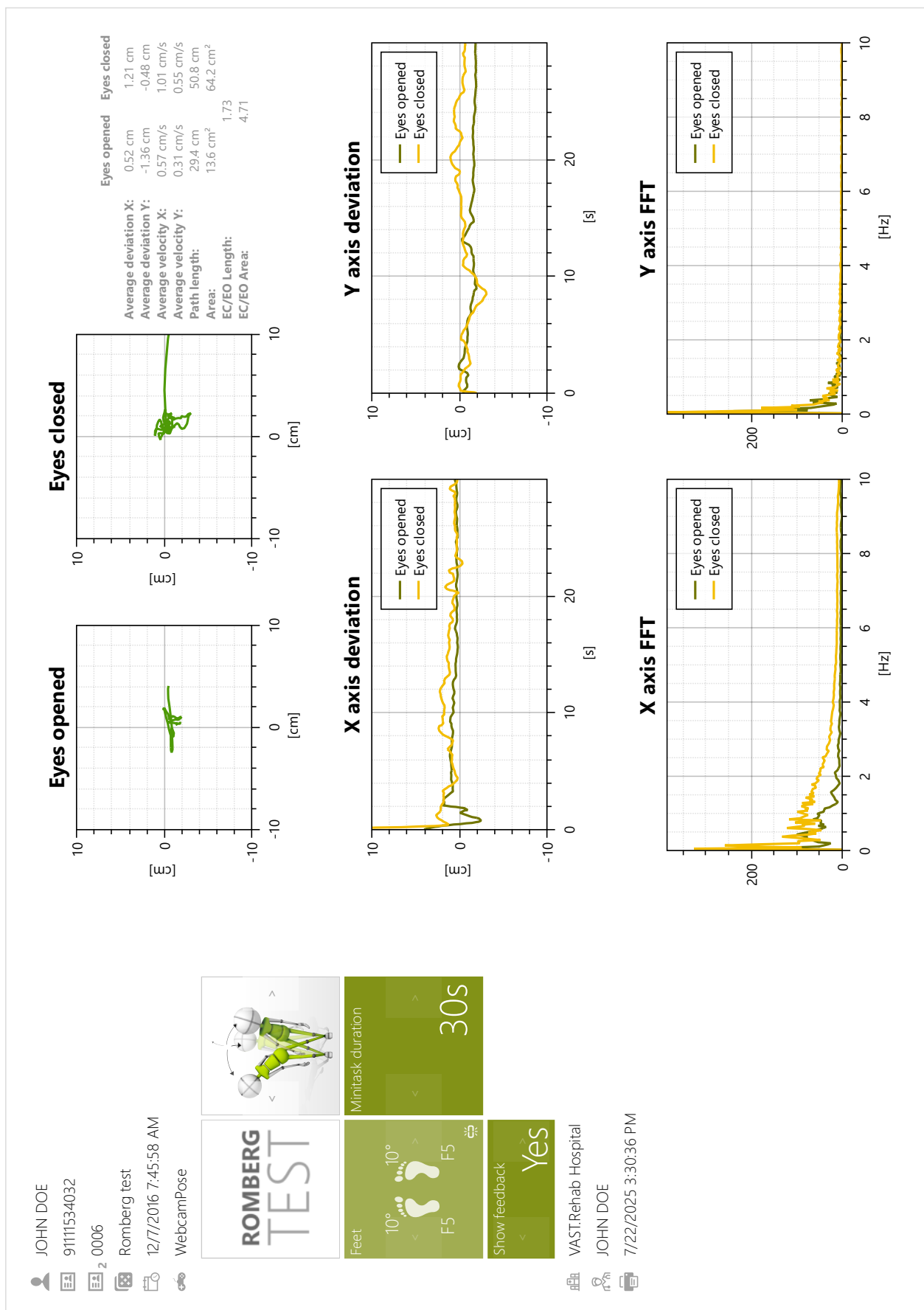
## INSTRUCTION FOR PATIENT

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

## SAMPLE SETTINGS



## SAMPLE REPORTS





# SPECIALIZED STABILITY 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
- Show feedback
- Radius
- Positioning

## OBJECTIVES

- Relaxation
- Postural stability

## INSTRUCTION FOR PATIENT

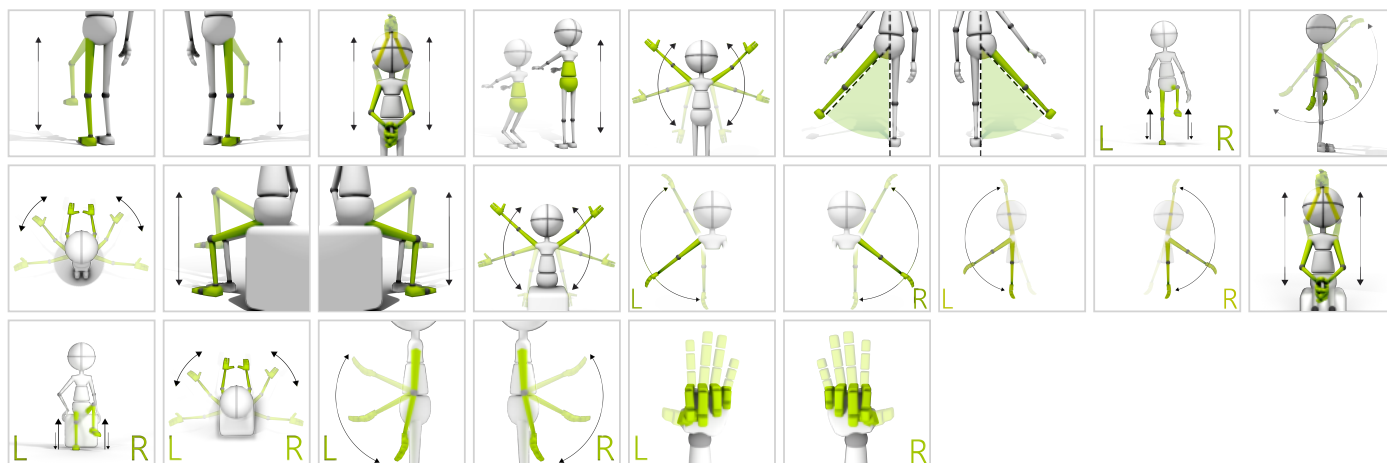
Keep your body balanced.



# SPECIALIZED GONOGO TEST

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

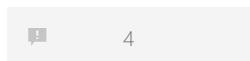
## CONTROL MODES



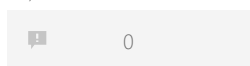
## RESULTS



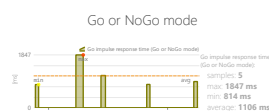
Number of NoGo impulses noticed (Go or NoGo mode)



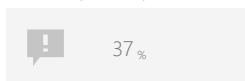
Number of Go impulses missed (always Go mode)



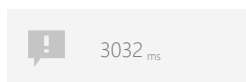
Number of Go impulses missed (Go or NoGo mode)



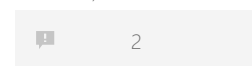
Time delay caused by distraction



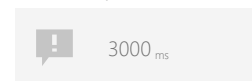
Go or NoGo mode



Number of NoGo impulses hit (Go or NoGo mode)



Always Go mode



## ADJUSTMENTS

- Range
- Required proper repetitions
- Triggering mechanism (rule-based, visual, or auditory)

## OBJECTIVES

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

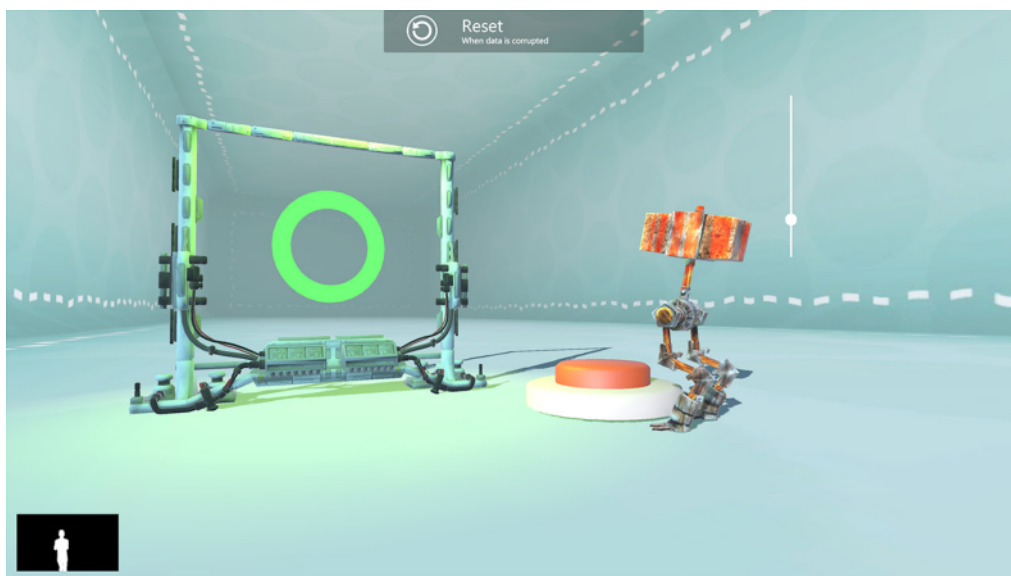
## INSTRUCTION FOR PATIENT

Hit the button when positive trigger appears.

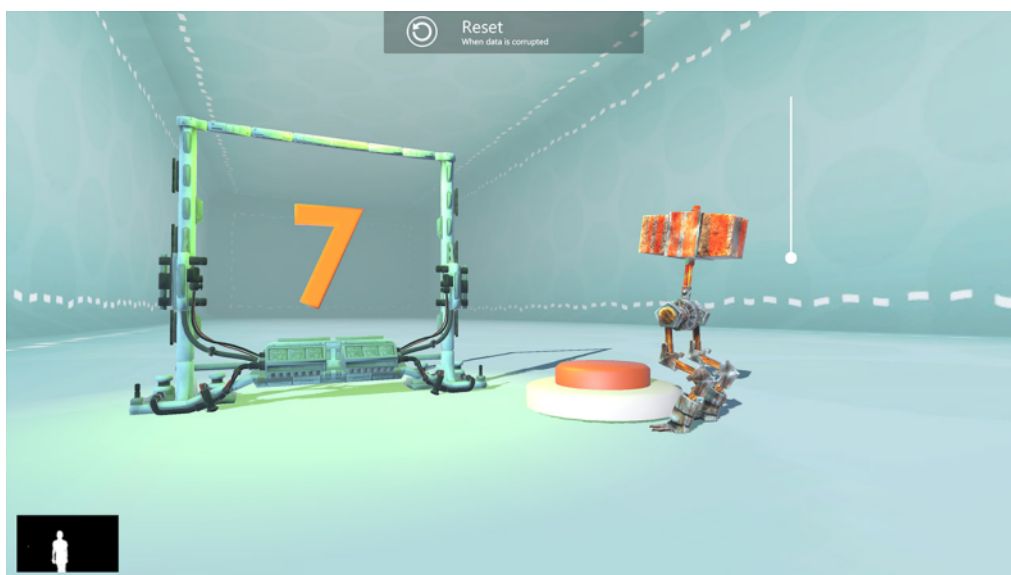


## SPECIALIZED GONOGO TEST

### SAMPLE SETTINGS



Range 20%  80%	Required proper repetitions < 5
	Hit if color is green



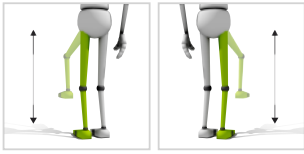
Range 20%  80%	Required proper repetitions < 5
	Hit if number is > 5



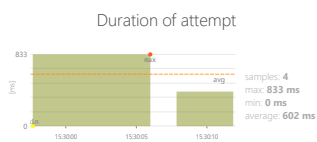
# SPECIALIZED SINGLE LEG STANCE TEST

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
- Postural stability

## INSTRUCTION FOR PATIENT

Try to keep your body balanced while performing single leg stance.



# SPECIALIZED

## PRONUNCIATION ASSESSMENT

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

### CONTROL MODES



### OBJECTIVES

- Articulation Accuracy
- Pitch and Intonation Control
- Breath and Pace Control

### INSTRUCTION FOR PATIENT

When the test is started there will be 5 words visible on the screen. Please read them loud and clear.



## SAMPLE SETTINGS

