

BASE PACK FOR ALFA PLATFORM

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).



MOVEMENT TIME

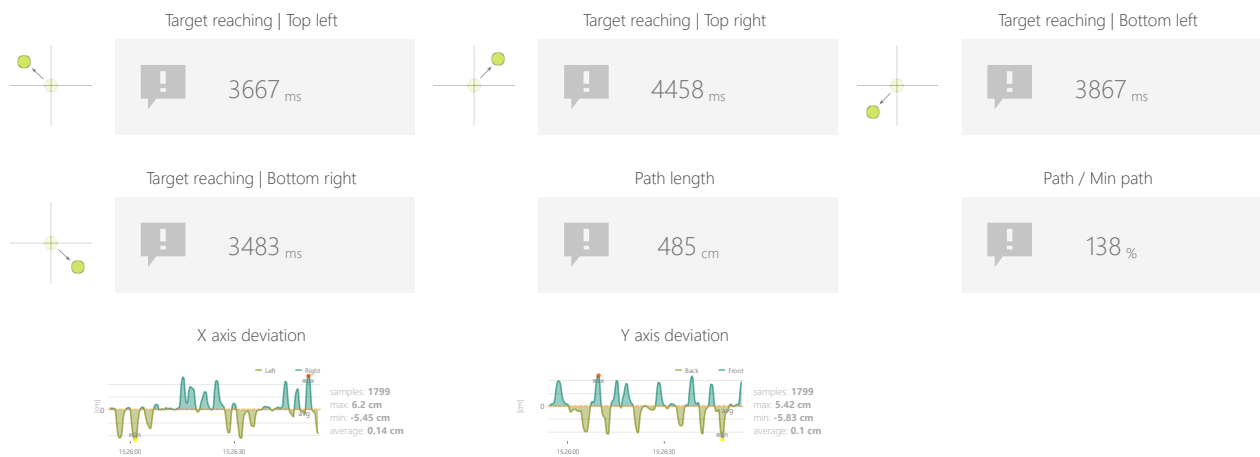
DYNAMIC TEST

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

- Feet position
- Range
- Show path
- Repetitions

OBJECTIVES

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

INSTRUCTION FOR PATIENT

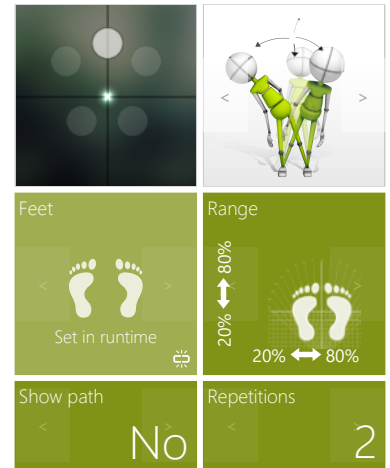
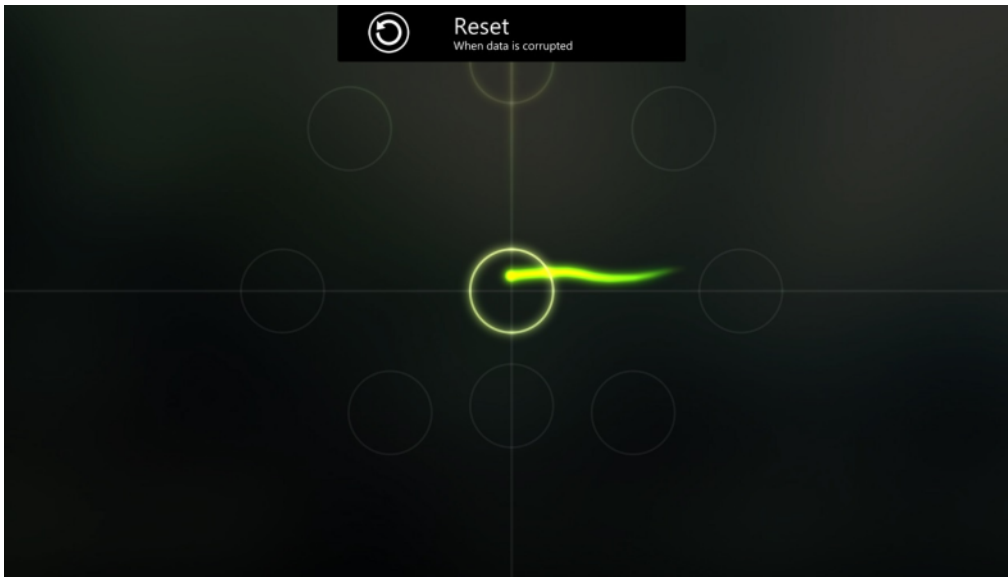
Move the dot to the highlighted target and hold it for a moment. Next target will be highlighted.



MOVEMENT TIME

DYNAMIC TEST

SAMPLE SETTINGS





BALANCE

WEIGHT DISTRIBUTION TEST

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Feet position
- Time to complete action
- Range
- Show feedback

OBJECTIVES

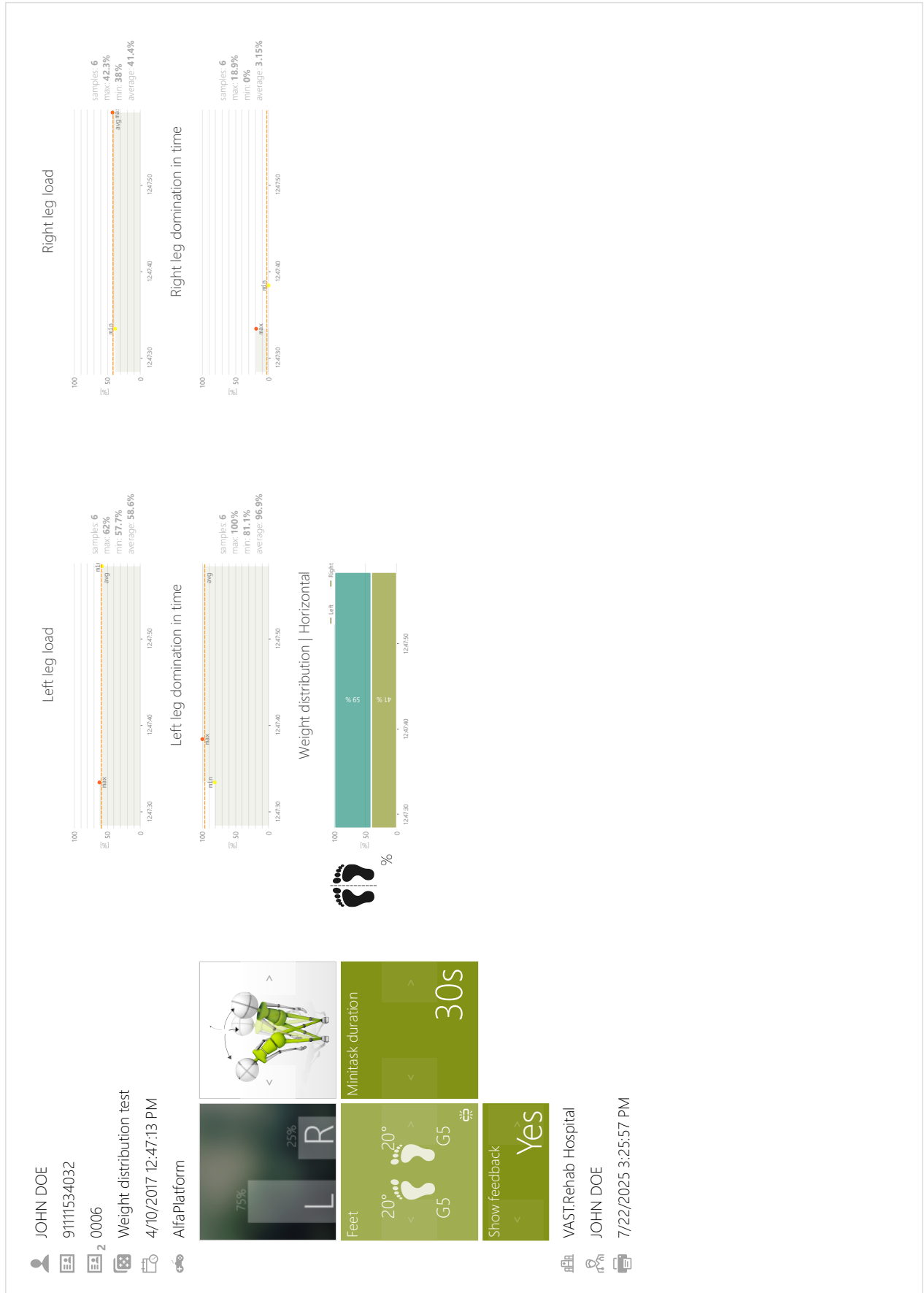
- Postural stability
- Balance and equilibrium training

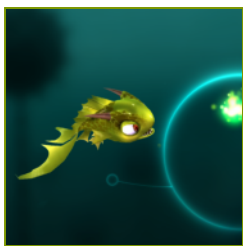
INSTRUCTION FOR PATIENT

Keep your body balanced.



SAMPLE REPORTS



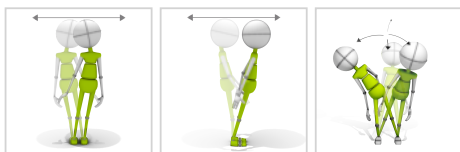


MOVEMENT PRECISION

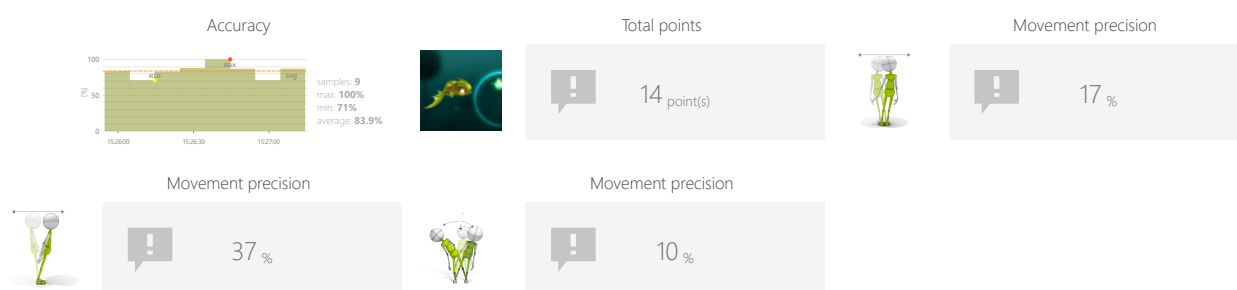
FISH

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Feet position
- Task duration
- Range
- Speed of objects

OBJECTIVES

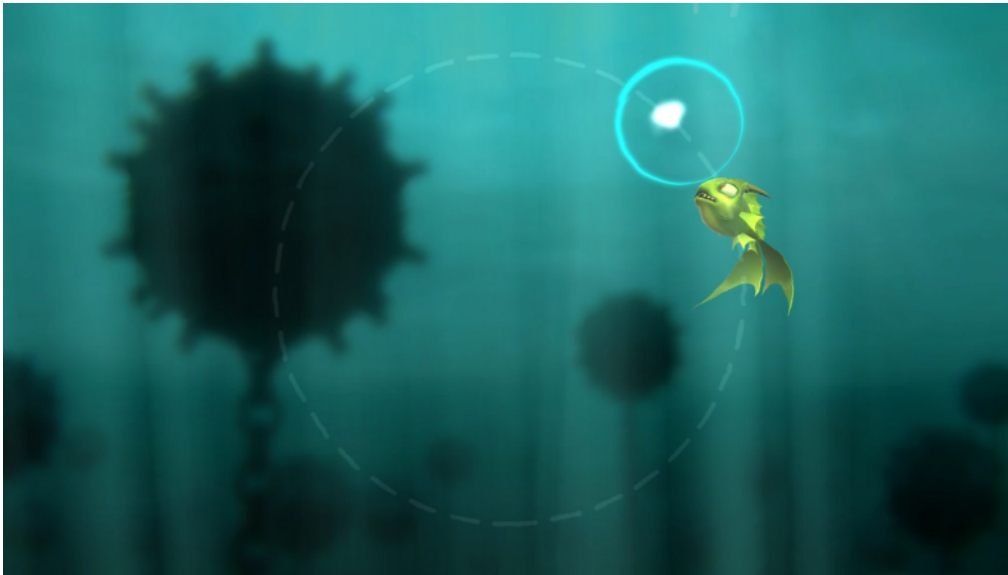
- 3D space movements reproduction
- Planned movements
- Muscle strengthening
- Movement precision
- Visual motor coordination

INSTRUCTION FOR PATIENT

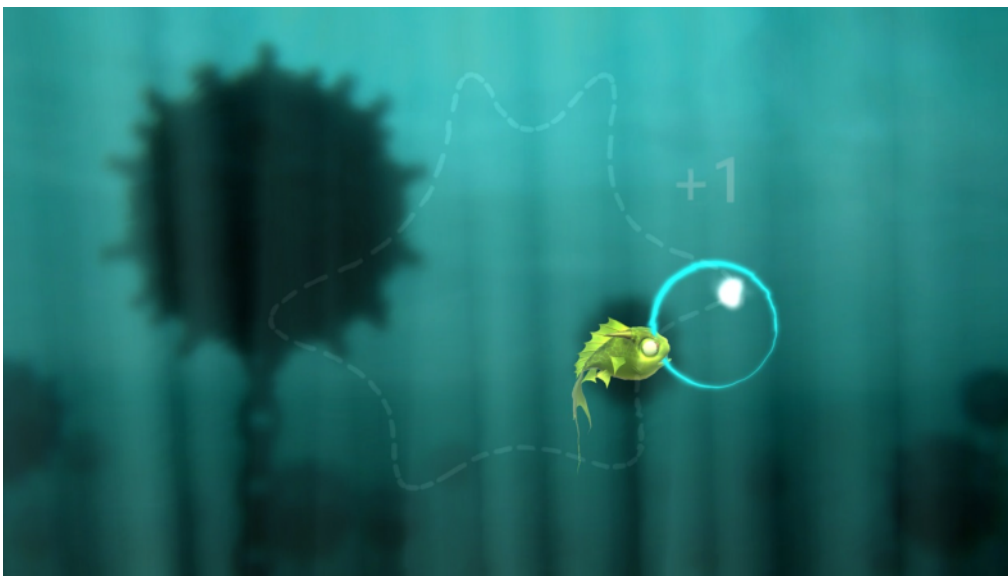
Move the blue circle to protect the sparks source from the fish.
When the sparks source is inside the circle it is safe.



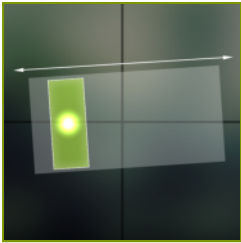
SAMPLE SETTINGS



◀	Difficulty custom	▶
Feet Any position	Duration 90s	
Movement mode Left	Range 40% 60% 30% 70%	
Route shape 	Speed of objects 100%	



◀	Difficulty 1/3	▶
Feet Any position	Duration 90s	
Movement mode Left	Range 40% 60% 30% 70%	
Route shape 	Speed of objects 100%	



MOVEMENT PRECISION

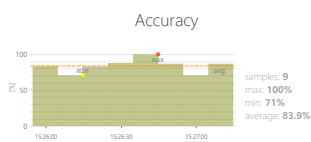
PENDULUM

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

CONTROL MODES



RESULTS



Total points

35 point(s)



Movement precision

38 %

ADJUSTMENTS

- Feet position
- 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

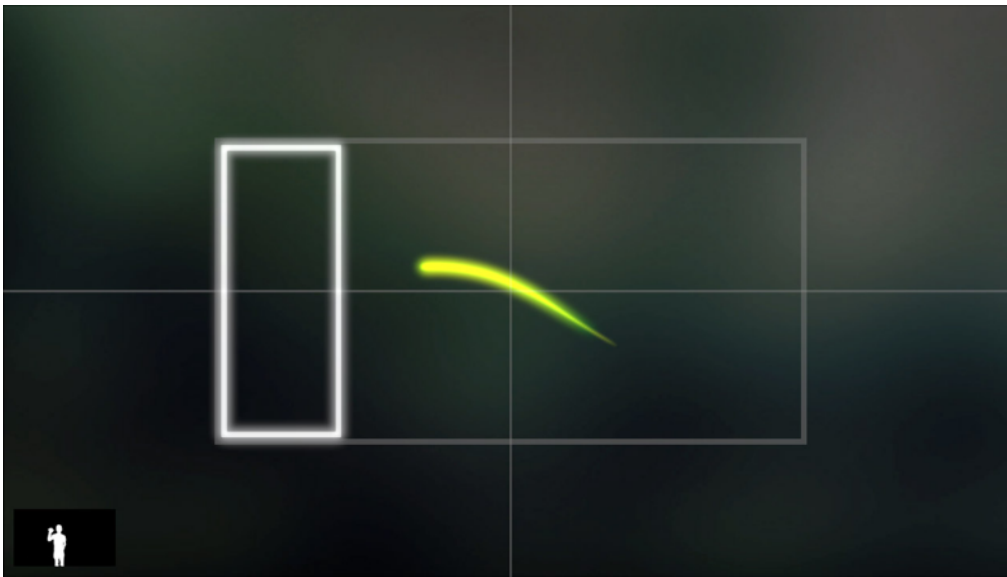
Try to synchronize yourself with the rectangle movements. Do your best to stay within the rectangle.





MOVEMENT PRECISION

PENDULUM

SAMPLE SETTINGS





◀

Difficulty
1/2

▶

Feet
Any position
⌂

Duration
90s

Range
40% ↔ 70%
30% ↔ 70%

Show path
No

Rotation
< 0

Period
< 5s

Pendulum height
< 50%

Pendulum width
< 100%



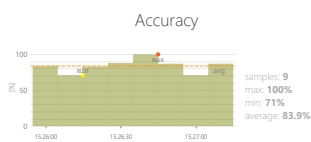
MOVEMENT PRECISION TRACKING

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

CONTROL MODES



RESULTS



Total points

34 point(s)



Movement precision

36 %

ADJUSTMENTS

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

OBJECTIVES

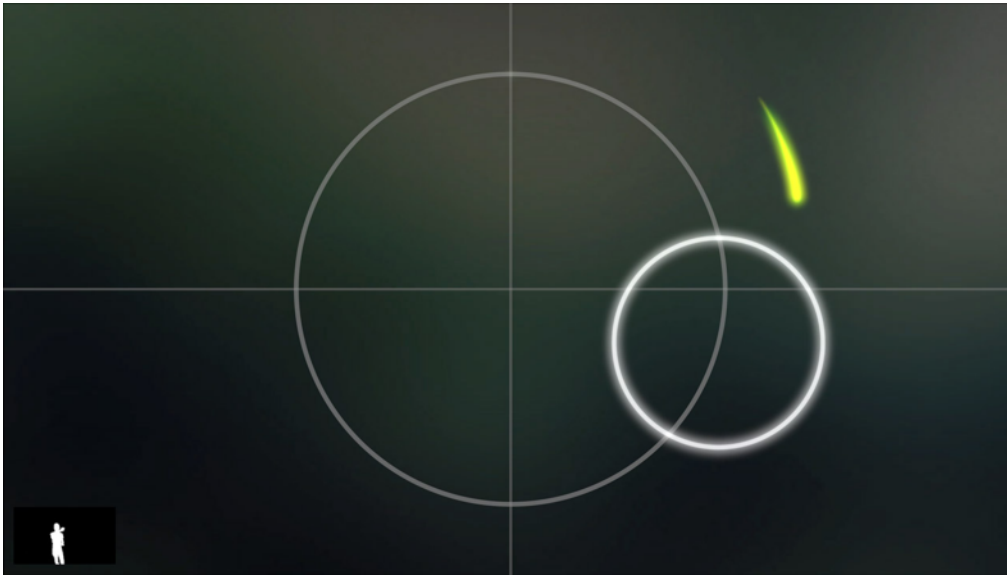
- 3D space movements reproduction
- Test the limits of balance and equilibrium

INSTRUCTION FOR PATIENT

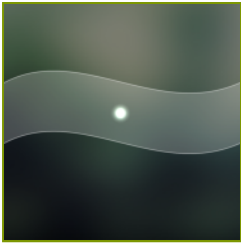
Try to synchronize yourself with the circle movements. Do your best to stay within the circle.



SAMPLE SETTINGS



Feet Any position	Duration 90s
Range 40% 70% 30% 70%	Inverse direction No
	Show path No
Period 10s	Radius 75%
Target radius 75%	

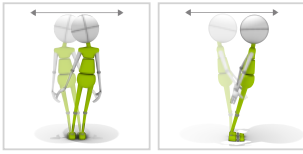


MOVEMENT PRECISION

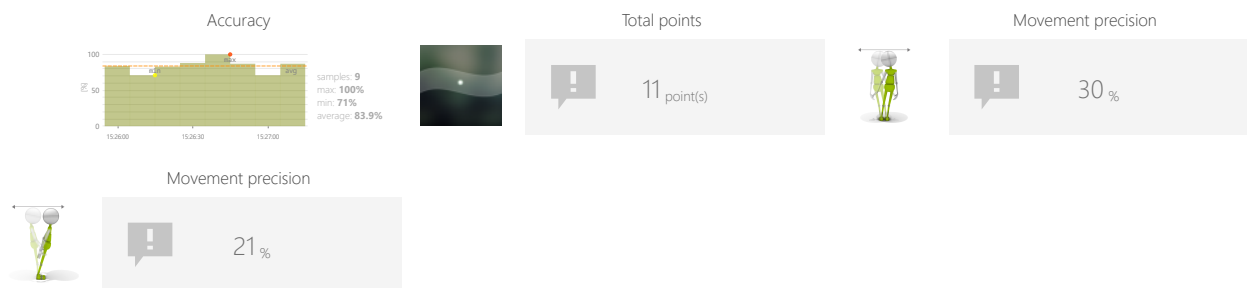
GRAPH

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.)
- Feet position
- Task duration
- Range

OBJECTIVES

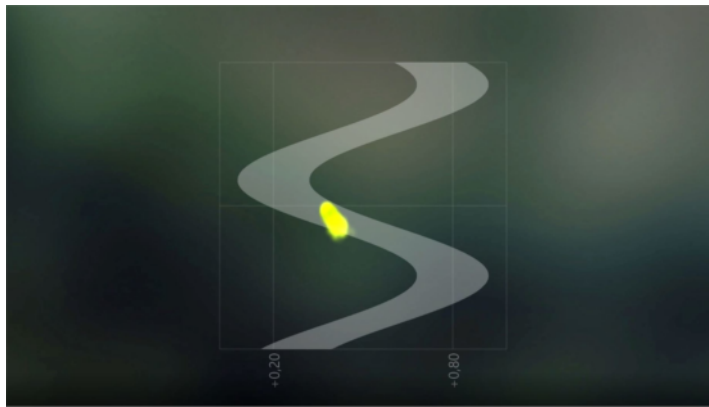
- Movement precision
- Activity in a given rhythm
- Repetitive movements


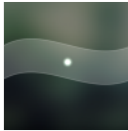
INSTRUCTION FOR PATIENT

Try to stay within the borders.




SAMPLE SETTINGS







Difficulty **3/3**

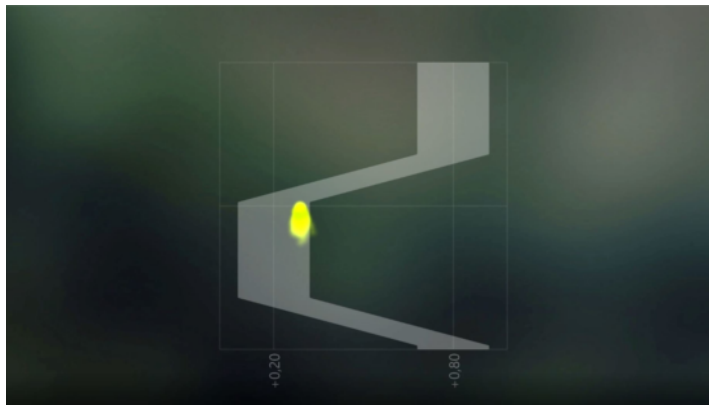
Graph configuration


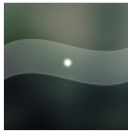

⌚: 4.0s ±: 20%

Feet  Any position

Duration **30s**


Range  30% ↔ 70%







Difficulty **1/3**

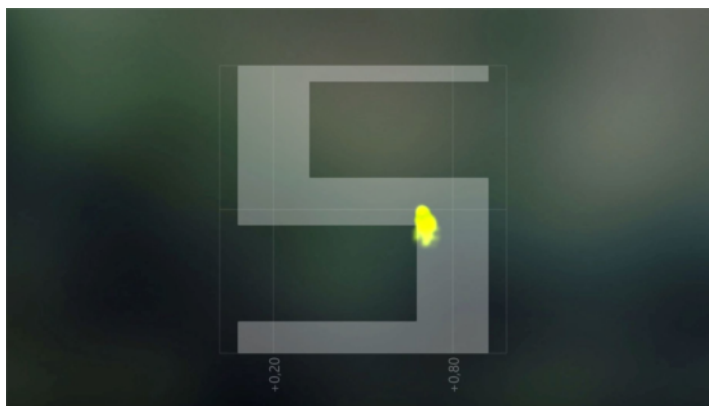
Graph configuration



⌚: 4.0s ±: 40%

Feet  Any position

Duration **90s**

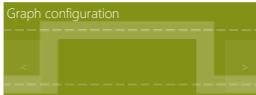
Range  30% ↔ 70%







Difficulty **custom**

Graph configuration


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

Feet  Any position

Duration **30s**

Range  30% ↔ 70%



FUNCTIONAL MOVEMENTS

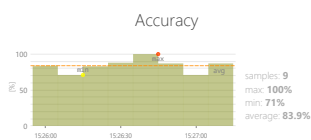
VAMPIRES

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



Total points

31 point(s)

Functional movements

33 %

ADJUSTMENTS

- Positions to have targets on
- Feet position
- Task duration
- Range
- 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!



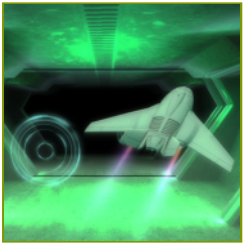
SAMPLE SETTINGS



Difficulty 1/3	
Active positions 	Feet Any position
Duration 90s	Range 40% 60% 30% 70%
Time between objects 2s	Time to react 2s



Difficulty 1/3	
Active positions 	Feet Any position
Duration 90s	Range 40% 60% 30% 70%
Time between objects 2s	Time to react 2s



FUNCTIONAL MOVEMENTS

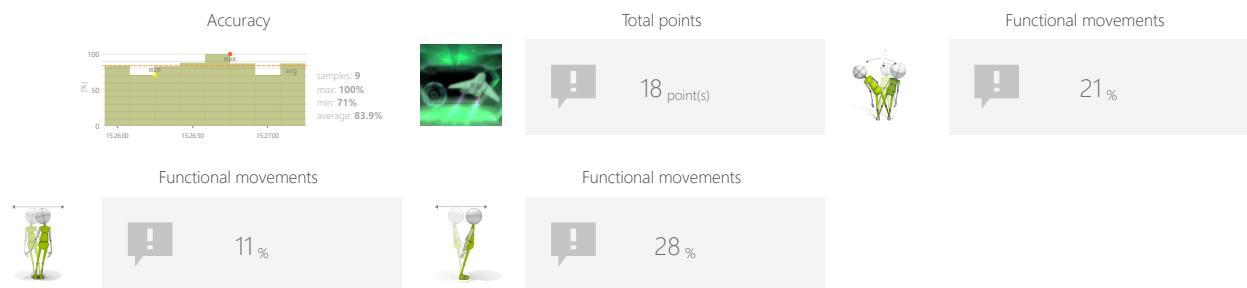
AIRPLANE

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
- Feet position
- Task duration
- Range

OBJECTIVES

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

INSTRUCTION FOR PATIENT

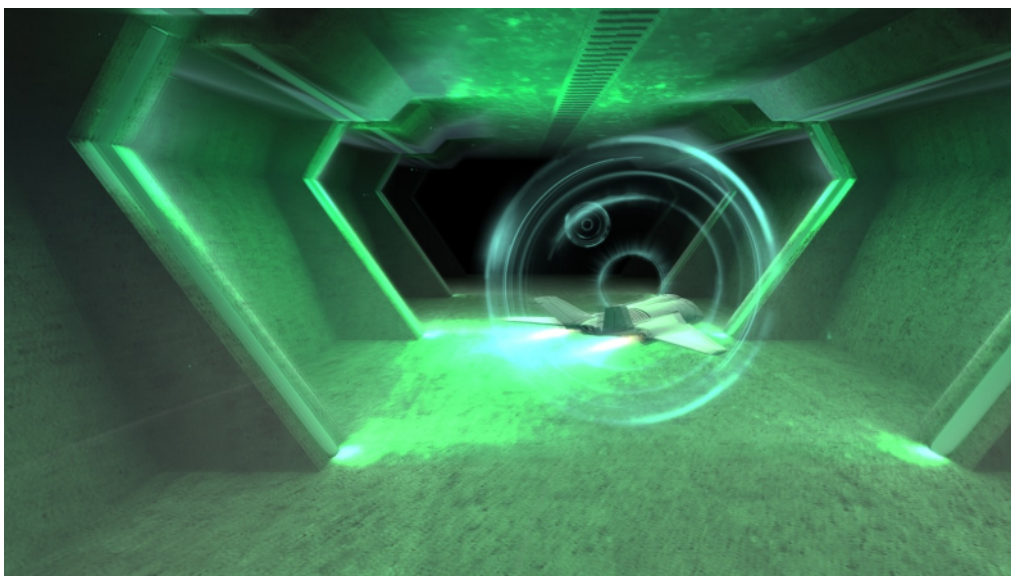
Make the airplane fly through the circles. The closer to the center it flies the more points you get.


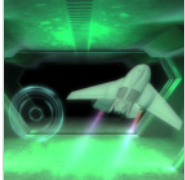


FUNCTIONAL MOVEMENTS

AIRPLANE

SAMPLE SETTINGS





◀

Difficulty

▶



2/4

Speed


< 100% >

speed set automatically

Feet

<   >

Any position



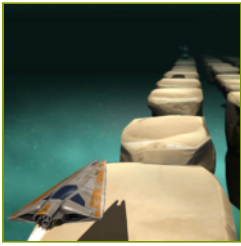
Duration

< 90s >

Range

40% 60%

30% 70%



FUNCTIONAL MOVEMENTS

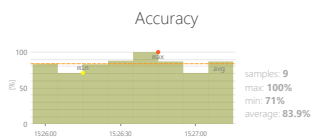
STONES

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



Total points

32 point(s)

Functional movements

34 %

ADJUSTMENTS

- Speed
- Feet position
- Task duration
- Range

OBJECTIVES

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


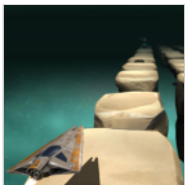
INSTRUCTION FOR PATIENT

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



SAMPLE SETTINGS





◀

Difficulty

▶



1/3

Speed

< 100% >

speed set automatically

Feet

<   >


Any position

↺

Duration

< 90s >

Range

<  >

30% ↔ 70%



FUNCTIONAL MOVEMENTS

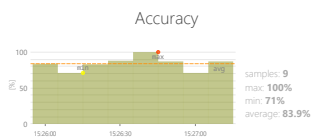
HAMMER

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

33 point(s)

Functional movements

20 %

ADJUSTMENTS

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

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 	Feet  Any position	
Duration  90s	Range  40% 60% 30% 70%	
Time to react  10s	Reticle size  125%	



FUNCTIONAL MOVEMENTS

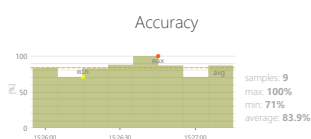
RUNAWAY

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



Total points

19 point(s)

Functional movements

22 %

ADJUSTMENTS

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

OBJECTIVES

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

INSTRUCTION FOR PATIENT

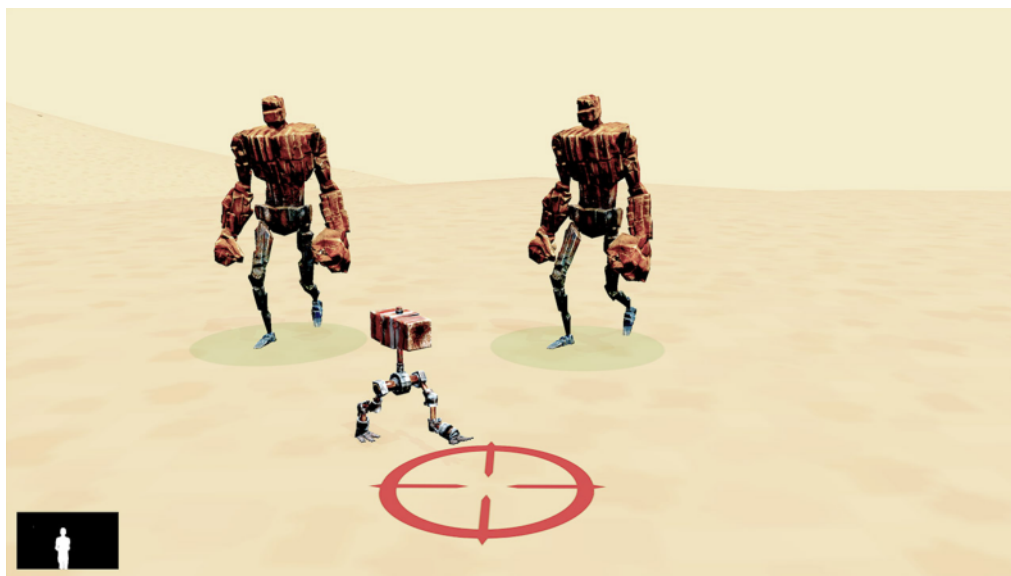
Keep away from the big robots.





FUNCTIONAL MOVEMENTS

RUNAWAY

SAMPLE SETTINGS







◀

Difficulty


▶

1/3


Feet

<   >

Any position




Duration

<  >


90s

Range

70%
40%
30% ↔ 70%




Number of enemies

<  >



2

Enemies speed

<  >

100%







◀

Difficulty


▶

custom


Feet

<   >

Any position




Duration

<  >


90s

Range

70%
40%
30% ↔ 70%




Number of enemies

<  >

4

Enemies speed

<  >

100%



FUNCTIONAL MOVEMENTS

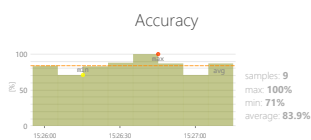
BOX CRUSHER

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



Total points

20 point(s)

Functional movements

27 %

ADJUSTMENTS

- Positions to have targets on
- Feet position
- Task duration
- Range
- 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 	Feet Any position
Duration 90s	Range 40% 60% 30% 70%
Required force 50%	



FUNCTIONAL MOVEMENTS

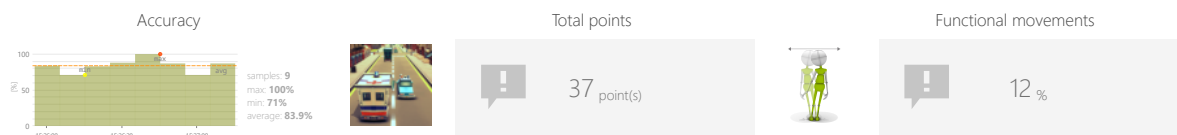
AMBULANCE

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
- Feet position
- 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

Feet

< Any position >

Duration

< 90s >



Range

< 30% ↔ 70% >

Distance between cars

< 50% >





◀

Difficulty

▶

custom

Speed

< 50% >

speed set automatically

Feet

< Any position >

Duration

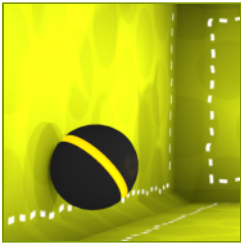
< 90s >

Range

< 30% ↔ 70% >

Distance between cars

< 200% >



FUNCTIONAL MOVEMENTS

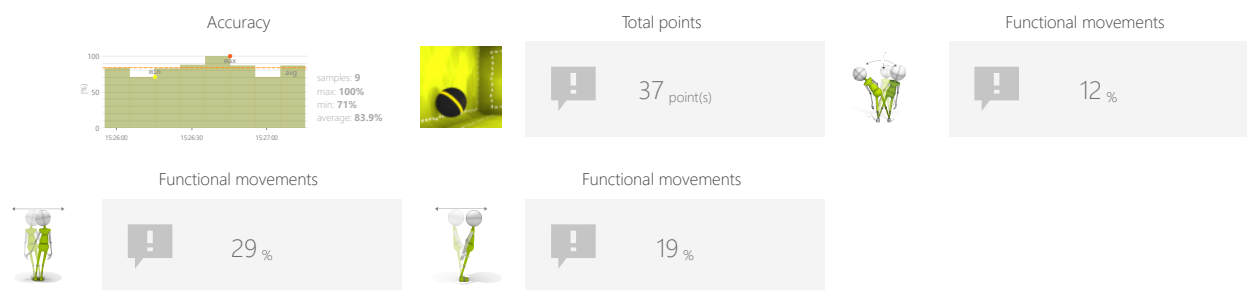
ARCANOID

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

- Feet position
- 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

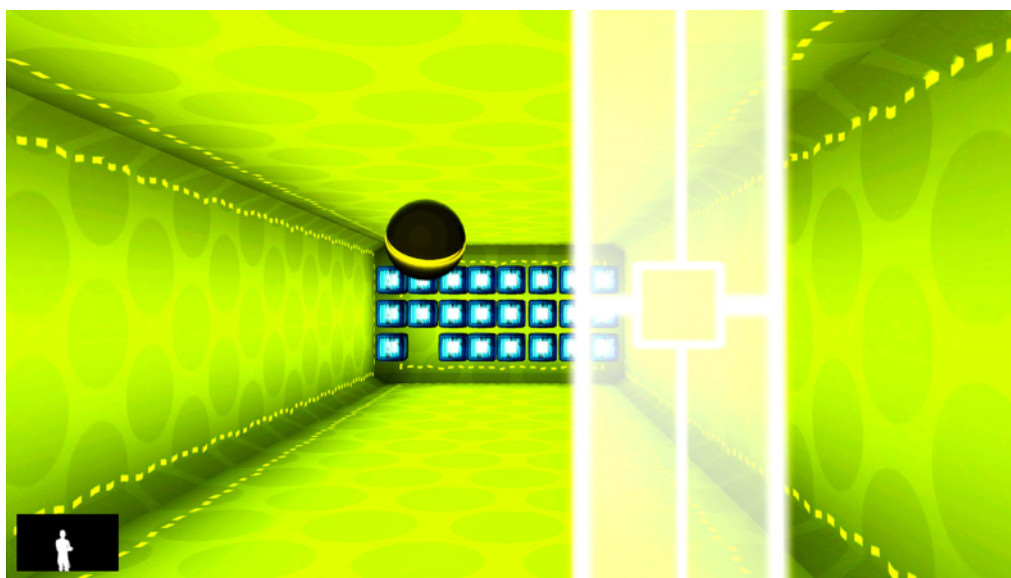
Destroy as many boxes as you can.



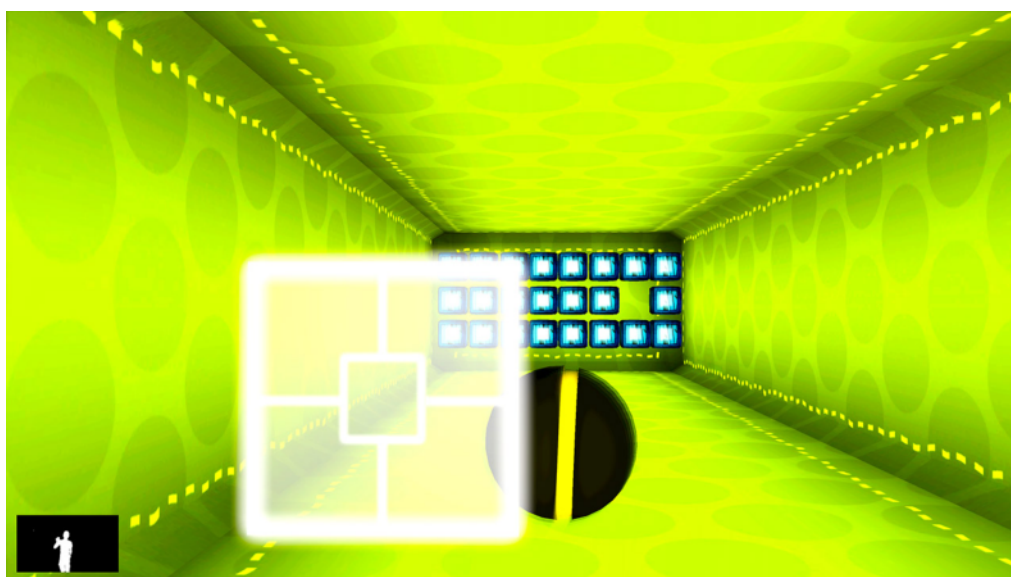
FUNCTIONAL MOVEMENTS

ARCANOID

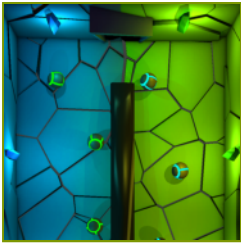
SAMPLE SETTINGS



Difficulty custom	
Feet Any position	Duration 90s
Range 40% 70%	Reticle size 100%
	Speed of objects 70%



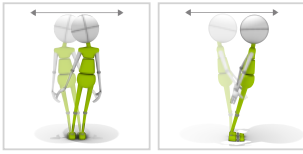
Difficulty custom	
Feet Any position	Duration 90s
Range 40% 70%	Reticle size 75%
	Speed of objects 70%



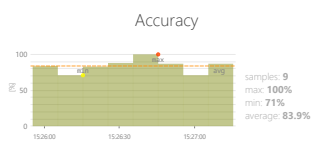
DIVIDED ATTENTION SORTER

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

38 point(s)

Divided attention

13 %

ADJUSTMENTS

- Feet position
- 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

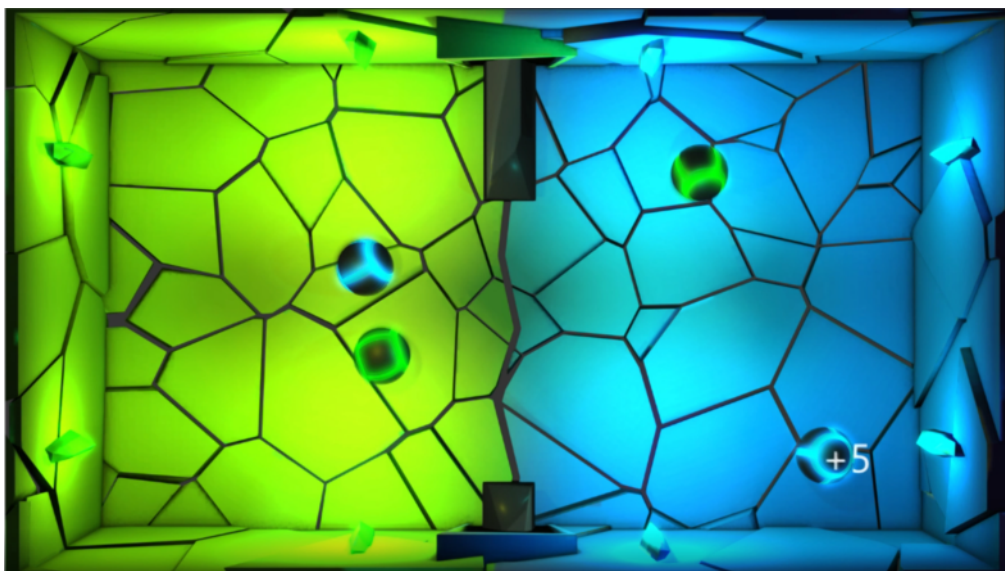
INSTRUCTION FOR PATIENT


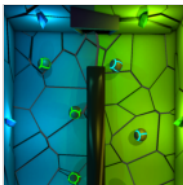
Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.



DIVIDED ATTENTION SORTER

SAMPLE SETTINGS







◀

Difficulty

▶

1/3



Feet

<   >

Any position



⌂

Duration

<   >



90s

Range

<   >



30% ↔ 70%

Number of objects

<   >



4

Gap size

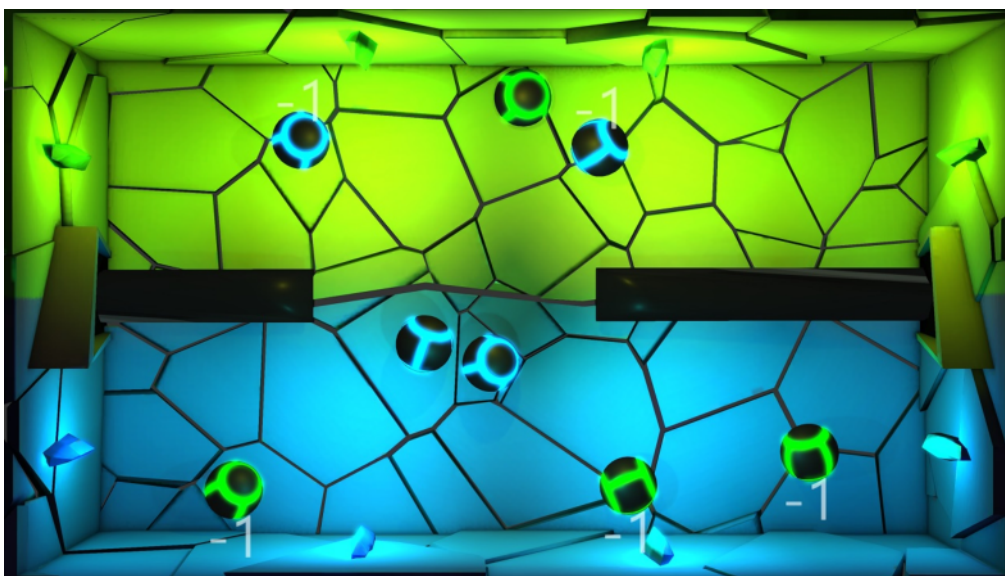
<   >


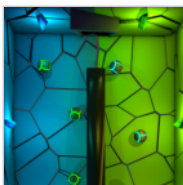
150%

Speed of objects

<   >

100%







◀

Difficulty

▶

custom



Feet

<   >

Any position



⌂

Duration

<   >



90s

Range

<   >



30% ↔ 70%

Number of objects

<   >



8

Gap size

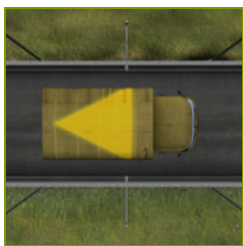
<   >

150%

Speed of objects

<   >

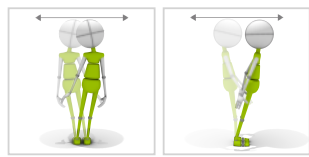
100%



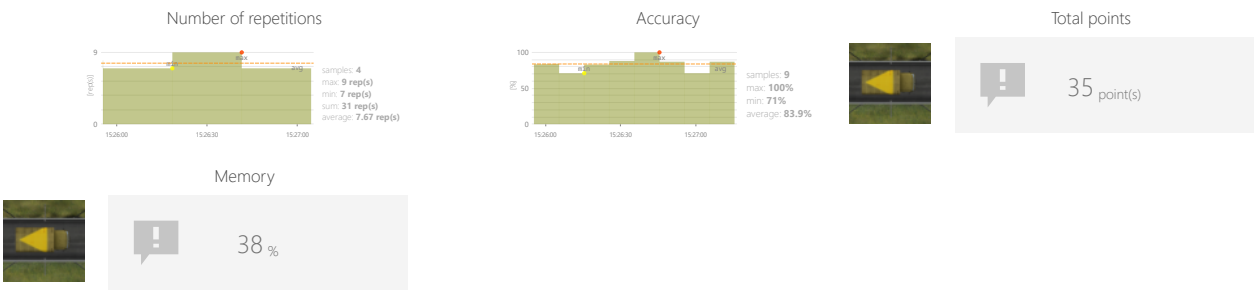
MEMORY TRUCKS

Measure and train individual's skills to memorize information.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Feet position
- Task duration
- Range
- Variations

OBJECTIVES

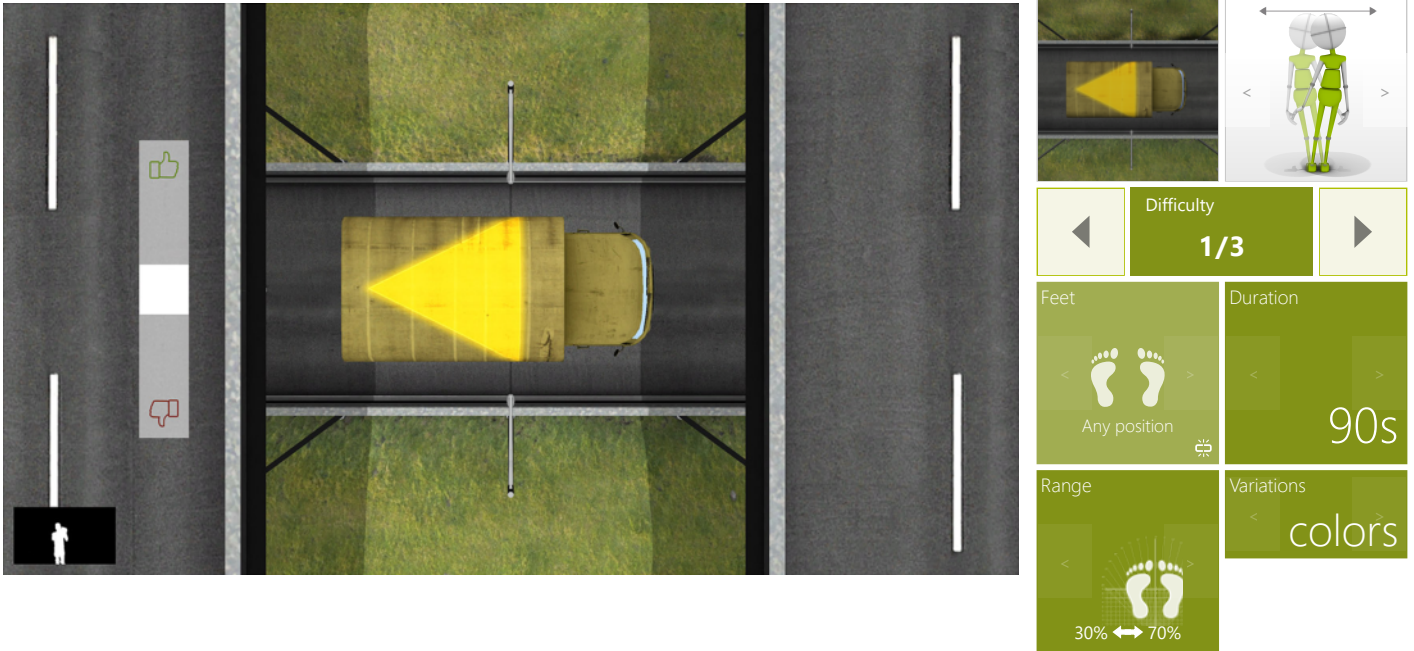
- Logical tasks
- Focusing
- Perceptivity

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





PROBLEM SOLVING

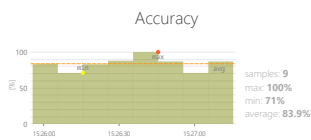
CLONES

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

27 point(s)



Problem solving

14 %

ADJUSTMENTS

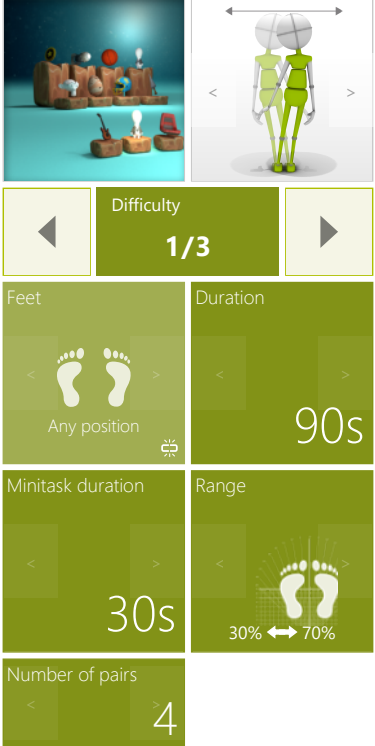
- Feet position
- Task duration
- Time to complete action
- Range
- Number of pairs

OBJECTIVES

- Perceptivity
- Visual motor coordination
- Logical tasks

INSTRUCTION FOR PATIENT

Select the item which has a pair on the screen.





SPECIALIZED

BLOOD PRESSURE

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

CONTROL MODES



ADJUSTMENTS

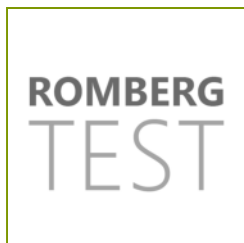
- Feet position

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

- Feet position
- Time to complete action
- Show feedback

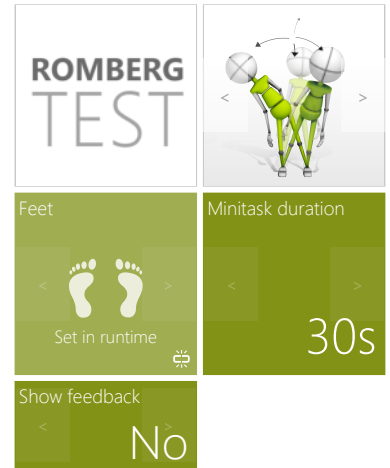
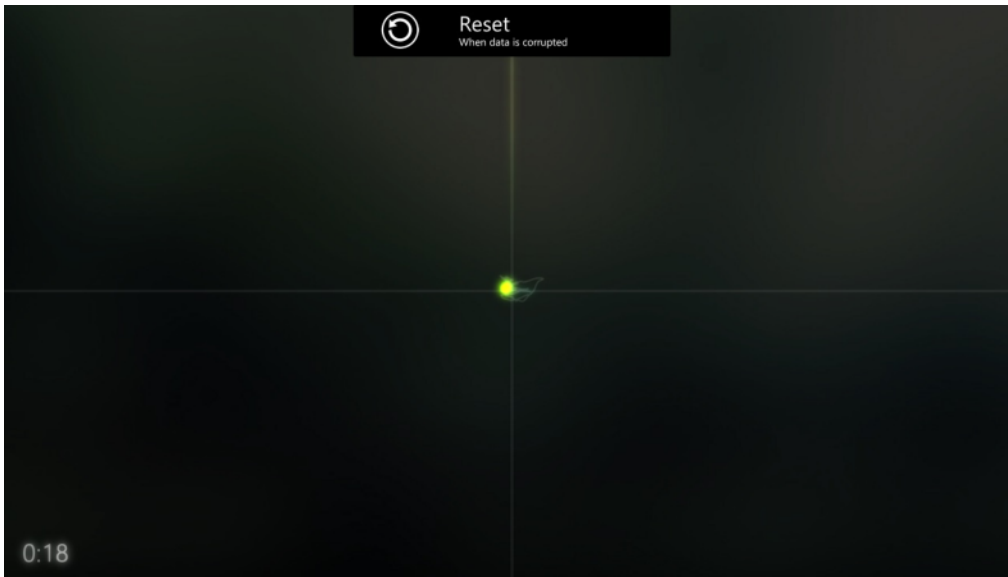
OBJECTIVES

- Assesses static standing balance

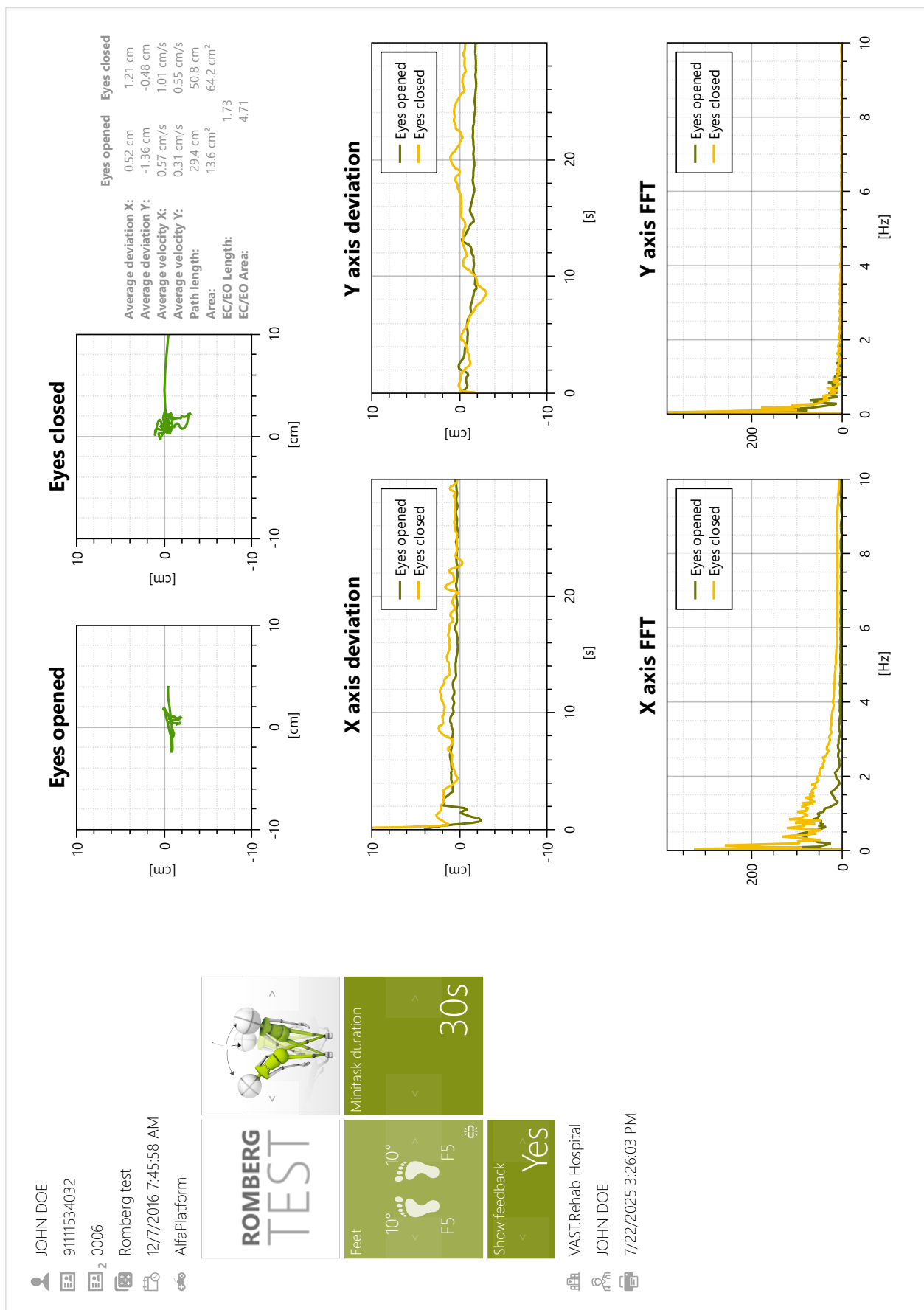
INSTRUCTION FOR PATIENT

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

SAMPLE SETTINGS



SAMPLE REPORTS

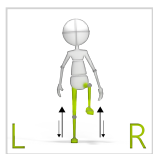




SPECIALIZED UNTERBERGER'S TEST

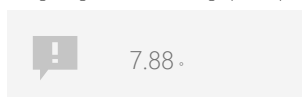
Specialized tasks and evaluations that collect data from multiple categories or do have a unique objectives.

CONTROL MODES

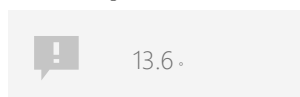


RESULTS

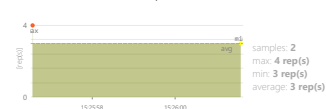
Average angle deviation change per step



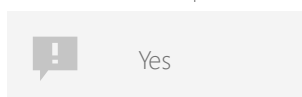
Angle deviation



Steps count



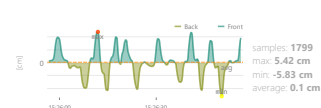
Is additional test required



X axis deviation



Y axis deviation



ADJUSTMENTS

- Feet position
- Time to complete action
- Show feedback

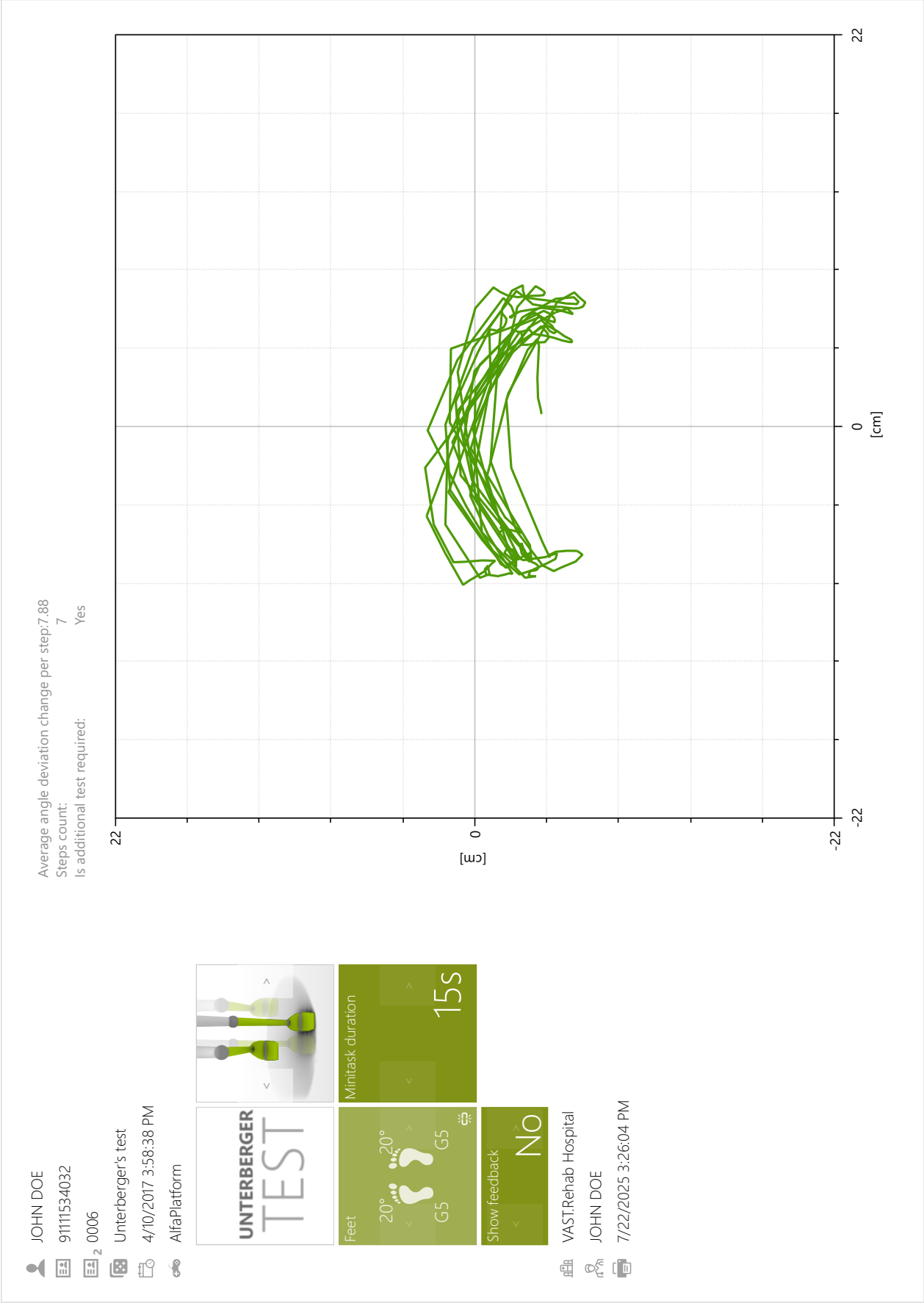
OBJECTIVES

- Vestibular disorders diagnosis

INSTRUCTION FOR PATIENT

Walk in place with your eyes closed.

SAMPLE REPORTS





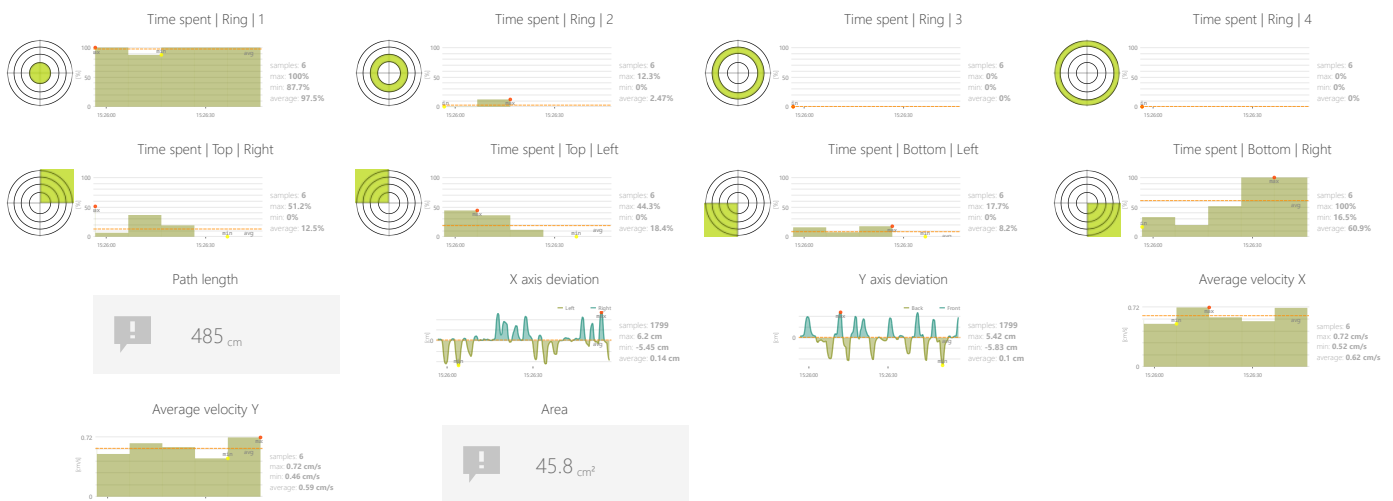
SPECIALIZED STABILITY TEST

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Feet position
- Time to complete action
- Show feedback
- Radius

OBJECTIVES

- Relaxation
- Postural stability

INSTRUCTION FOR PATIENT

Keep your body balanced.