

BASE PACK FOR CAPRI

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).

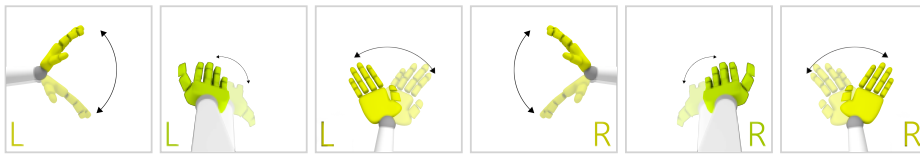


RANGE OF MOTION

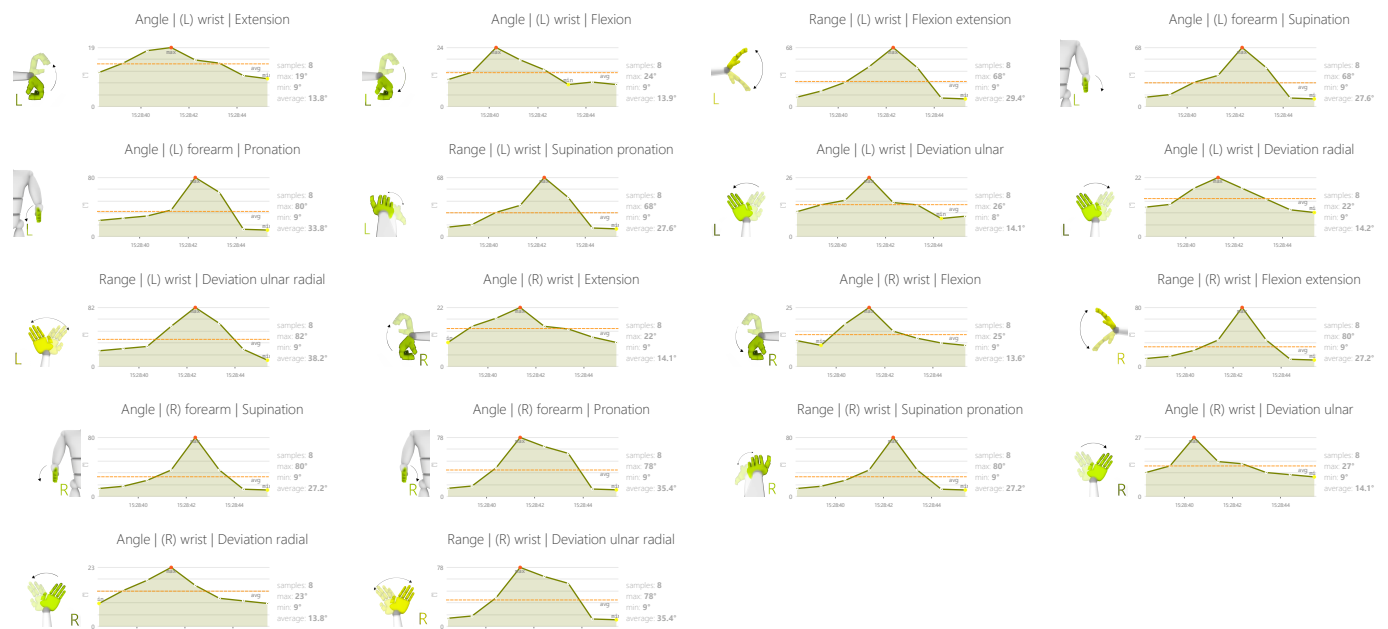
ANGLES EVALUATION

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Time to complete action

OBJECTIVES

- Range of motion examination

INSTRUCTION FOR PATIENT

Try to achieve best result



SAMPLE SETTINGS



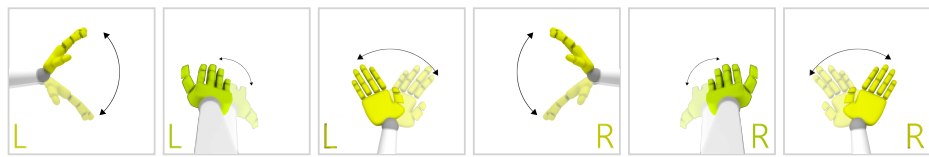


SPEED

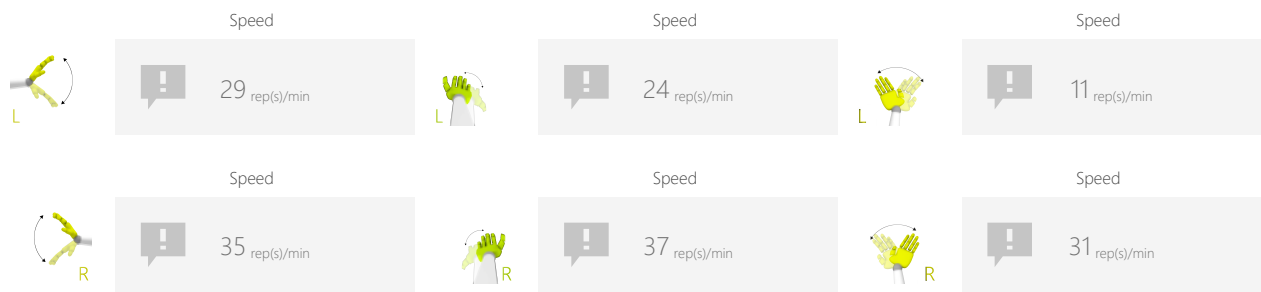
SPEED TEST

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

CONTROL MODES



RESULTS



ADJUSTMENTS

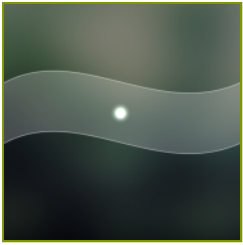
- Time to complete action

OBJECTIVES

- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

Perform the specified movement pattern as many times as possible.

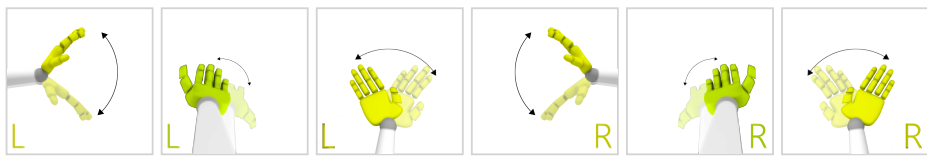


MOVEMENT PRECISION

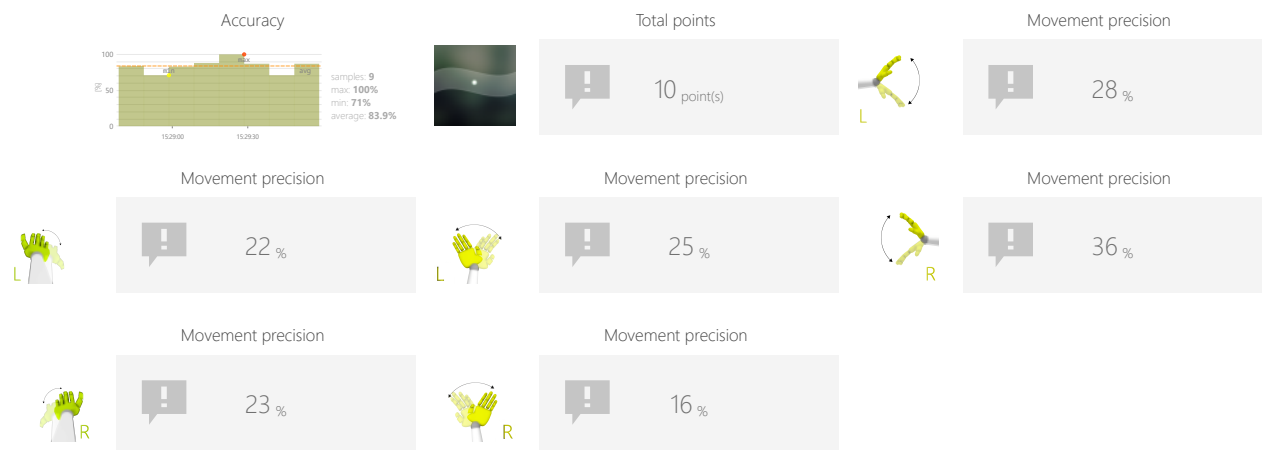
GRAPH

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

OBJECTIVES

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

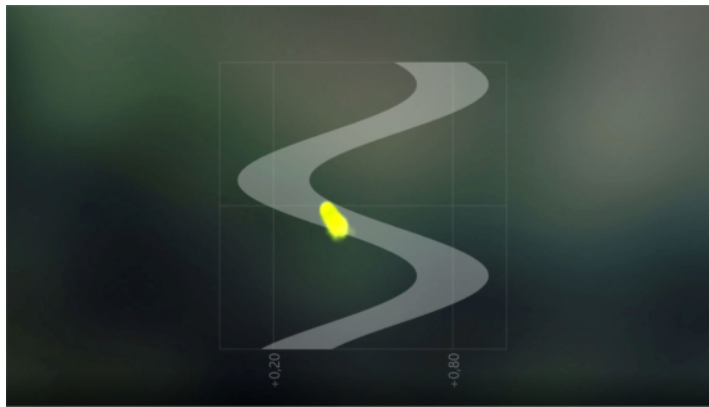
INSTRUCTION FOR PATIENT

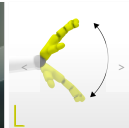
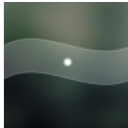
Try to stay within the borders.



MOVEMENT PRECISION GRAPH

SAMPLE SETTINGS





Difficulty **3/3**

Graph configuration

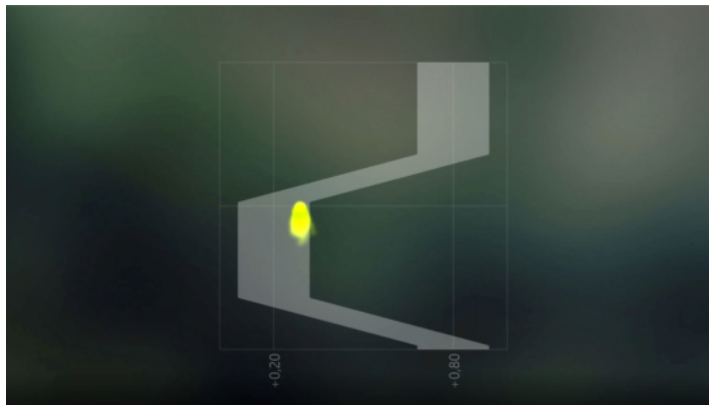
4.0s \pm 20%

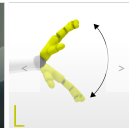
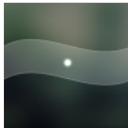
Range

Duration **30s**

Range adjustment

0% \leftrightarrow 100%





Difficulty **1/3**

Graph configuration

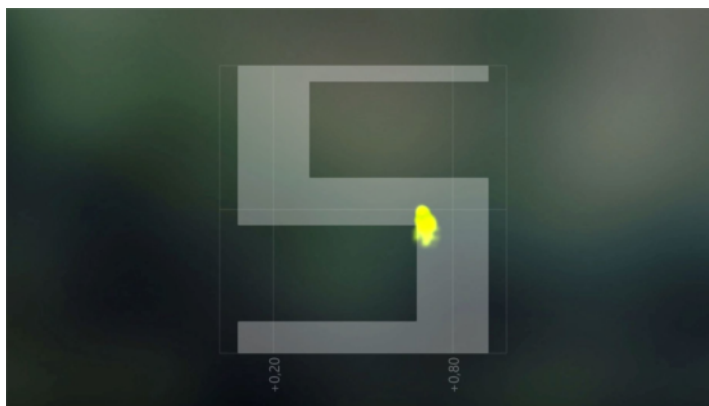
4.0s \pm 40%



Range

Duration **90s**

Range adjustment

0% \leftrightarrow 100%





Difficulty **custom**

Graph configuration

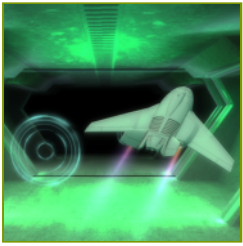
\pm 20% \uparrow 2.0s \downarrow 2.0s \nearrow 1.0s \searrow 1.0s

Range

Duration **30s**

Range adjustment

0% \leftrightarrow 100%

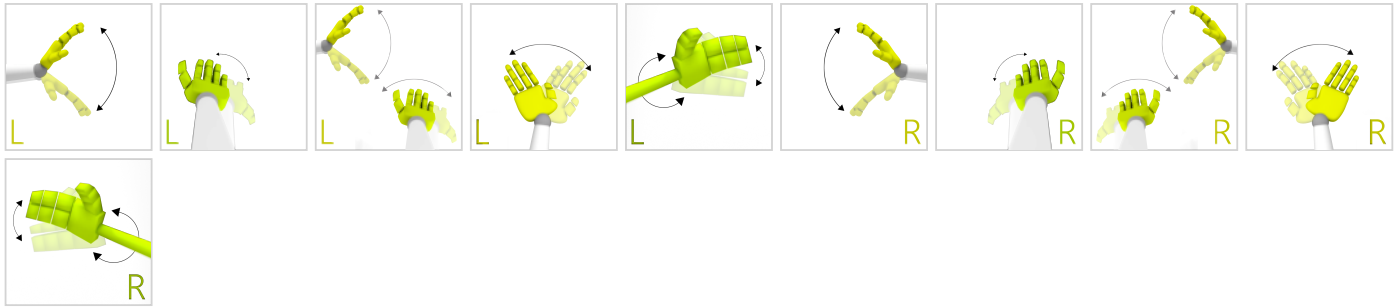


FUNCTIONAL MOVEMENTS

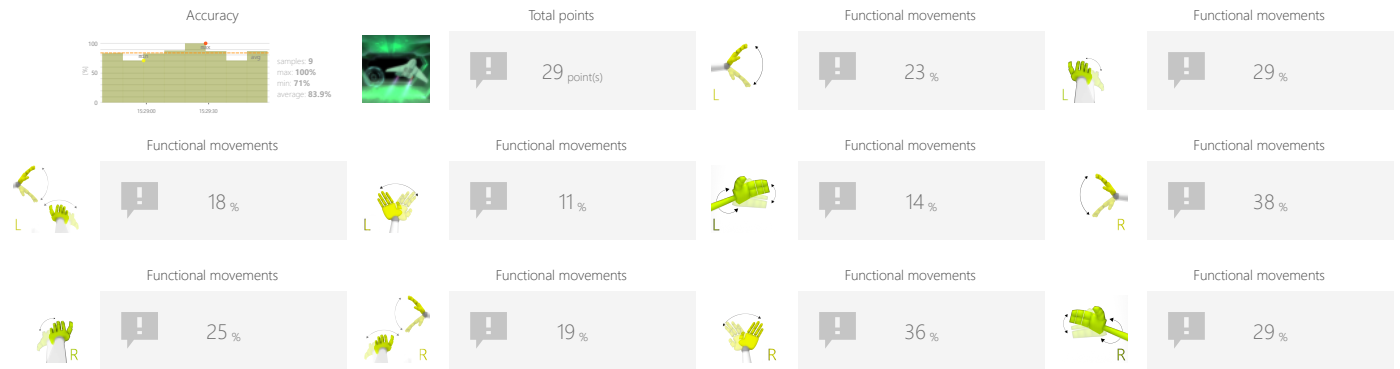
AIRPLANE

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

OBJECTIVES

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

INSTRUCTION FOR PATIENT

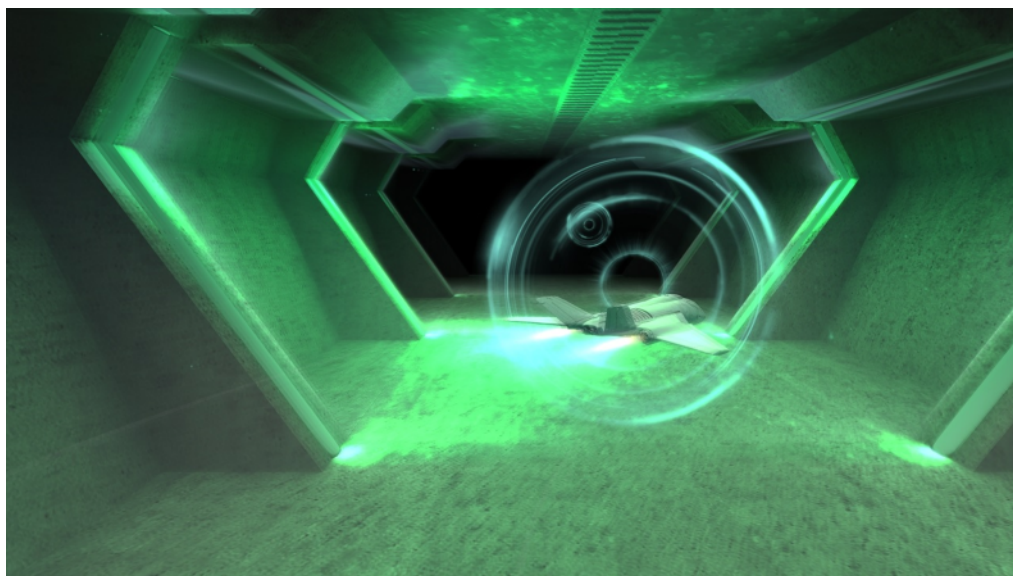
Make the airplane fly through the circles. The closer to the center it flies the more points you get.

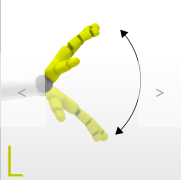
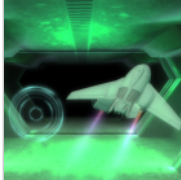


FUNCTIONAL MOVEMENTS

AIRPLANE

SAMPLE SETTINGS





◀

Difficulty

▶

2/4

<

Speed

>

100%

speed set automatically

↕ ?

Range

◀ ▶

◀ ▶

Duration

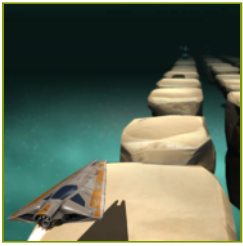
>

90s

Range adjustment

0% ↔ 100%

◀ ▶

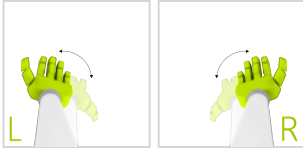


FUNCTIONAL MOVEMENTS

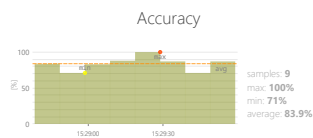
STONES

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

CONTROL MODES



RESULTS



Total points

29 point(s)

Functional movements



22 %

Functional movements



17 %

OBJECTIVES

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


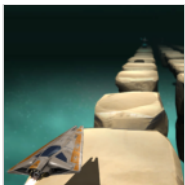
INSTRUCTION FOR PATIENT

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



SAMPLE SETTINGS





◀

Difficulty

▶

1/3

<

Speed

>

100%

speed set automatically

<

Range

>

? ↔ ?

↔

<

Duration

>

90s

<

Range adjustment

>

0% ↔ 100%

? ↔ ?

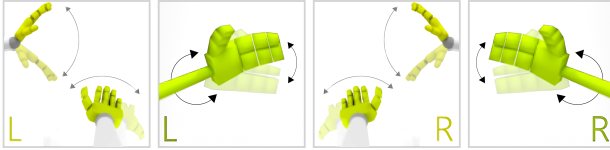


FUNCTIONAL MOVEMENTS

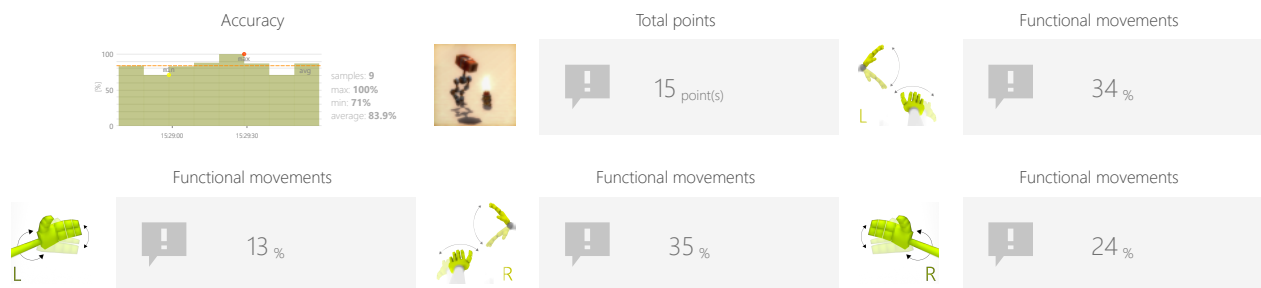
HAMMER

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

CONTROL MODES



RESULTS



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.



FUNCTIONAL MOVEMENTS

HAMMER

SAMPLE SETTINGS



◀	Difficulty 1/3	▶
		Range ? ↔ ?
Duration 90s		Range adjustment 0% ↔ 100% ? ↔ ?
Time to react 10s		Reticle size 125%

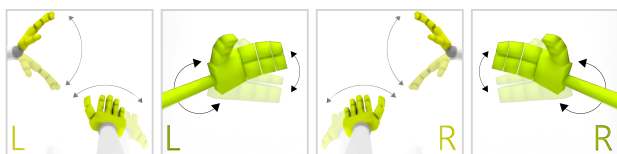


FUNCTIONAL MOVEMENTS

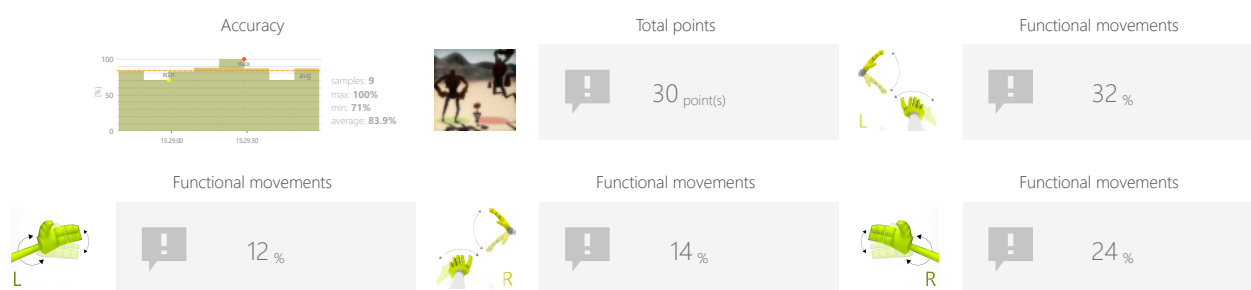
RUNAWAY

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

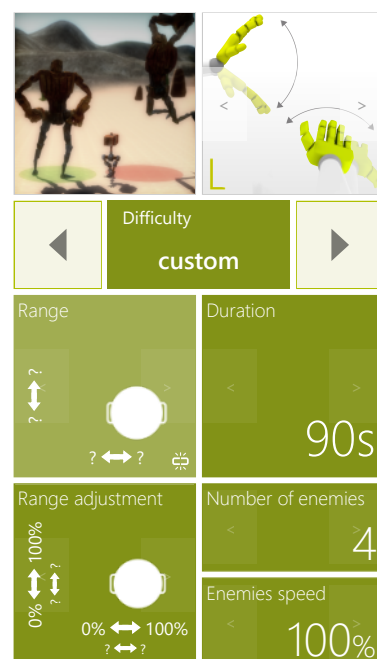
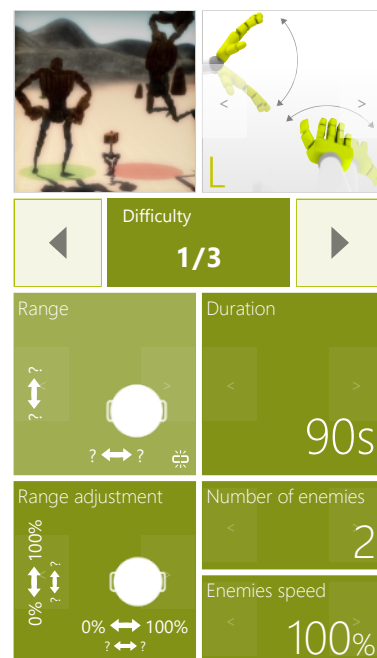


OBJECTIVES

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

INSTRUCTION FOR PATIENT

Keep away from the big robots.



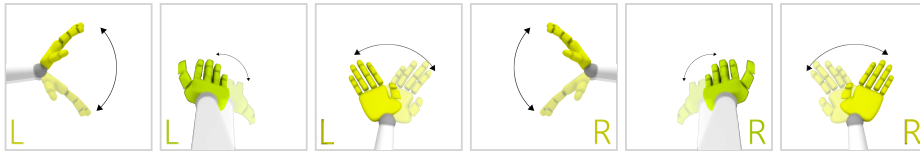


FUNCTIONAL MOVEMENTS

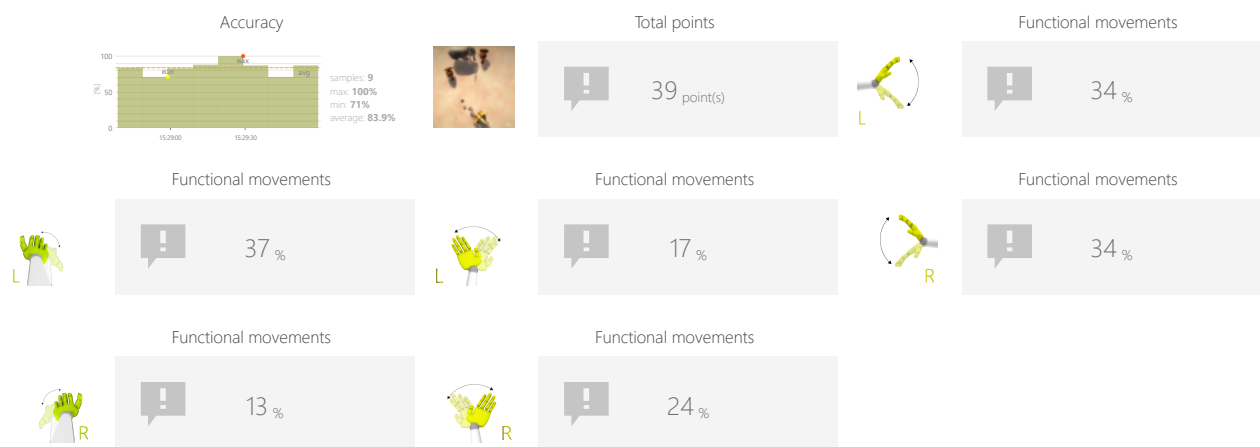
AUTOMATIC CANNON

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
- Enable distractors
- Time between cannonballs
- Time between enemies
- Enemies speed

OBJECTIVES

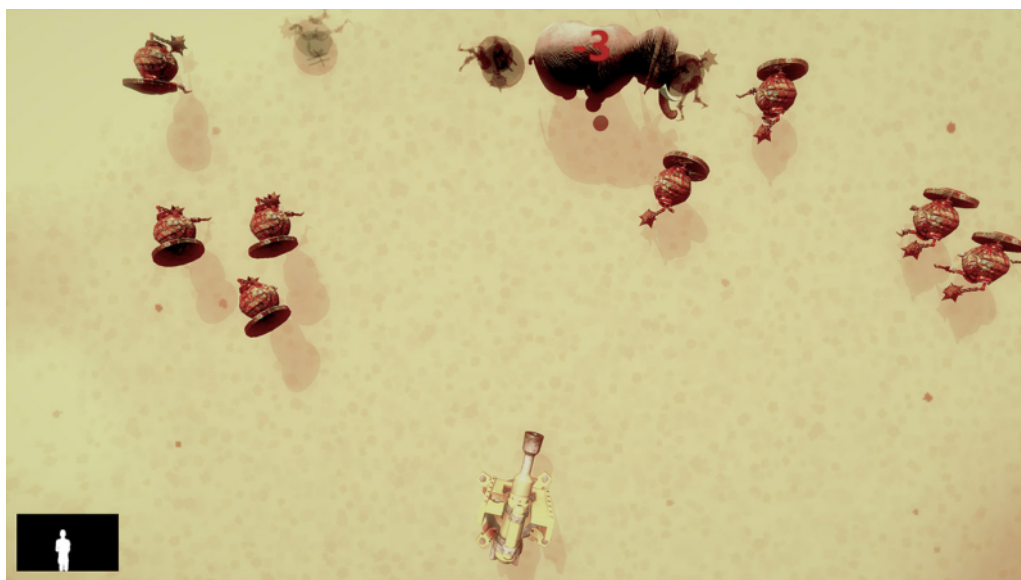
- Divided attention
- Spontaneous movements
- Predicting the trajectory of objects

INSTRUCTION FOR PATIENT

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



	<p>Difficulty</p> <p>1/3</p>	
<p>Range</p>	<p>Duration</p> <p>90s</p>	
<p>Range adjustment</p> <p>0% 100%</p> <p>? ?</p>	<p>Enable distractors</p> <p>No</p>	<p>Time between cannonballs</p> <p>1s</p>
<p>Time between enemies</p> <p>3s</p>	<p>Enemies speed</p> <p>50%</p>	



Difficulty

custom

Range

Duration

90s

Range adjustment

0% ↔ 100%

Enable distractors

Yes

Time between cannonballs

1s

Time between enemies

3s

Enemies speed

50%

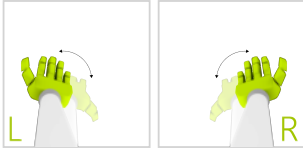


FUNCTIONAL MOVEMENTS

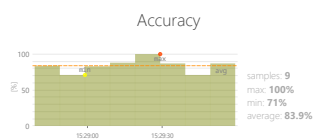
AMBULANCE

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



Total points

23 point(s)

Functional movements



18 %

Functional movements



35 %

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

Range

< ? ↔ ? >

Duration

< 90s >

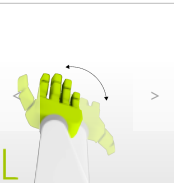

Range adjustment

0% ↔ 100%
? ↔ ?

Distance between cars

< 50% >





◀

Difficulty

▶

custom

Speed

< 50% >

speed set automatically

Range

< ? ↔ ? >

Duration

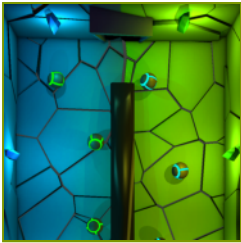
< 90s >

Range adjustment

0% ↔ 100%
? ↔ ?

Distance between cars

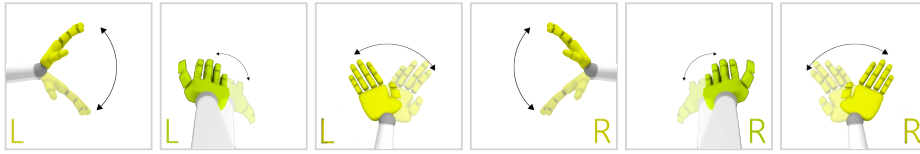
< 200% >



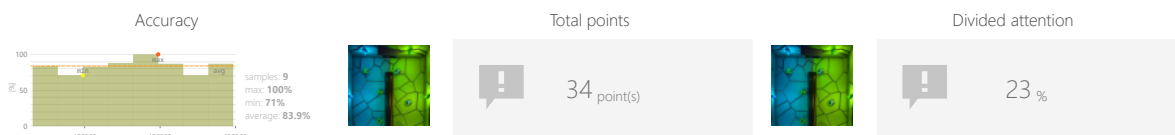
DIVIDED ATTENTION SORTER

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- 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

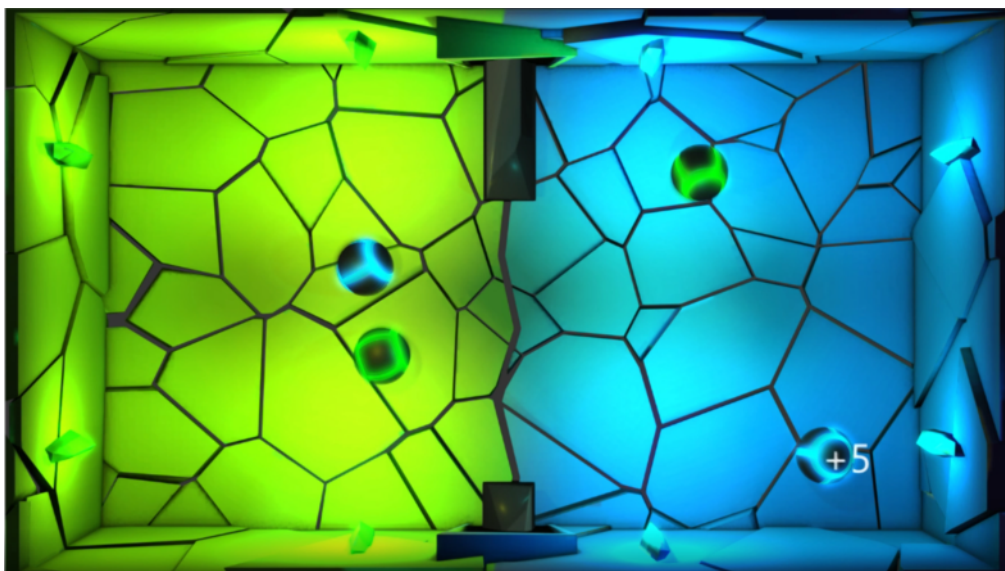
INSTRUCTION FOR PATIENT

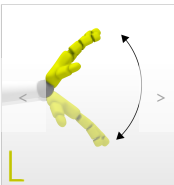
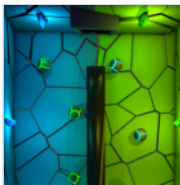
Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.



DIVIDED ATTENTION SORTER

SAMPLE SETTINGS








◀

Difficulty
1/3

▶

Range



Duration

< 90s >

Range adjustment

0% ↔ 100%
? ↔ ?

Number of objects

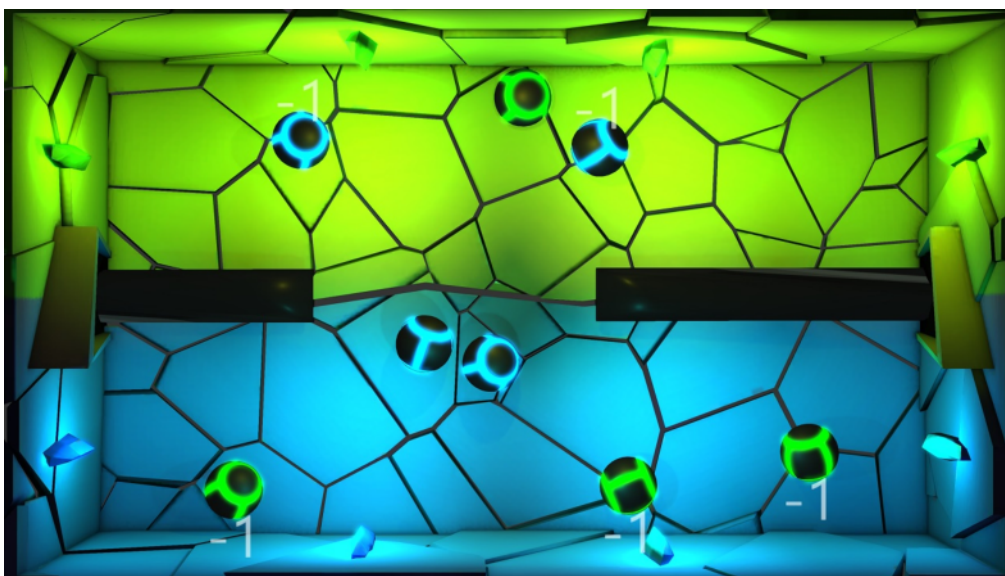
< 4 >

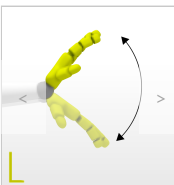
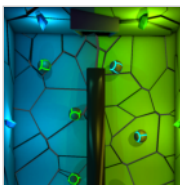
Gap size

< 150% >

Speed of objects

< 100% >








◀

Difficulty
custom

▶

Range



Duration

< 90s >

Range adjustment

0% ↔ 100%
? ↔ ?

Number of objects

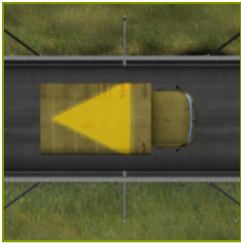
< 8 >

Gap size

< 150% >

Speed of objects

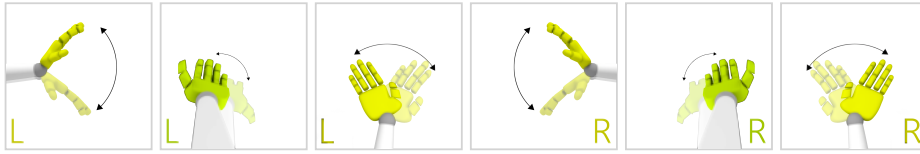
< 100% >



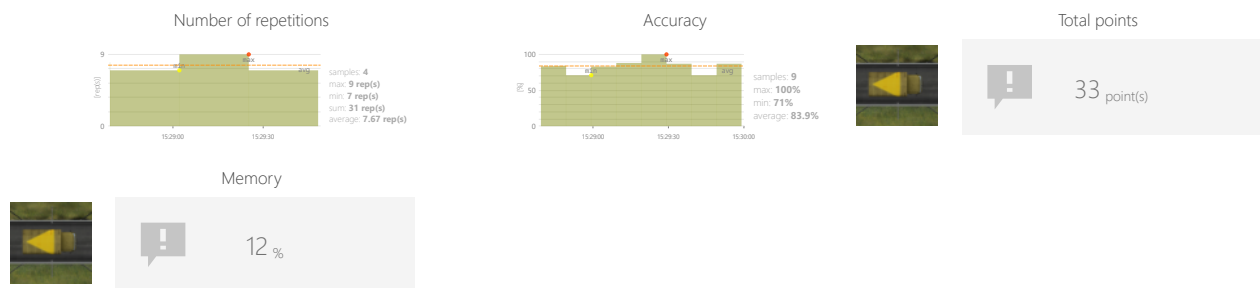
MEMORY TRUCKS

Measure and train individual's skills to memorize information.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Variations

OBJECTIVES

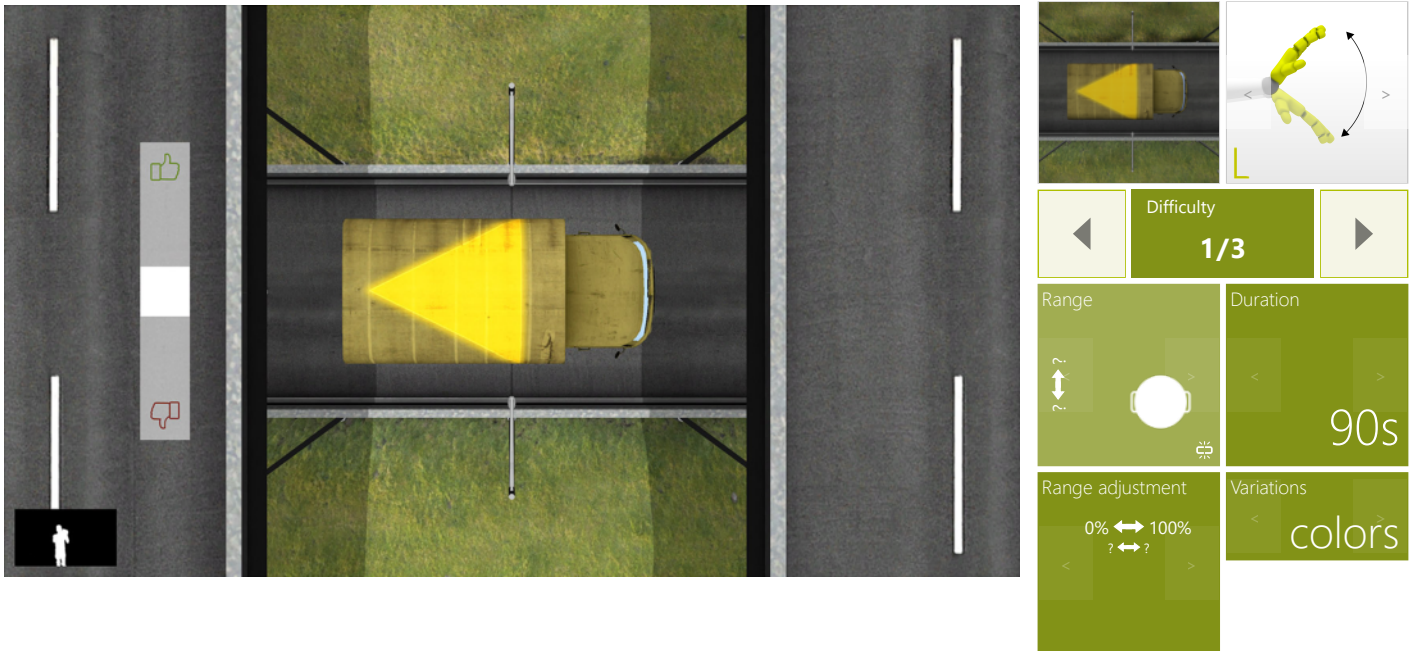
- Logical tasks
- Focusing
- Perceptivity

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



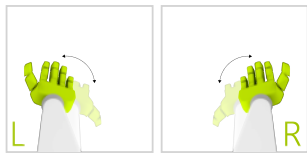


PROBLEM SOLVING

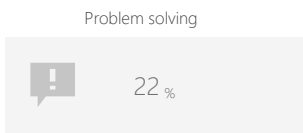
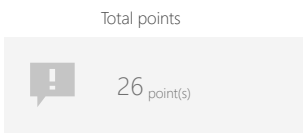
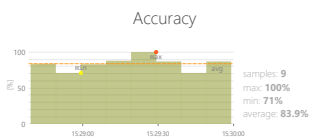
CLONES

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



OBJECTIVES

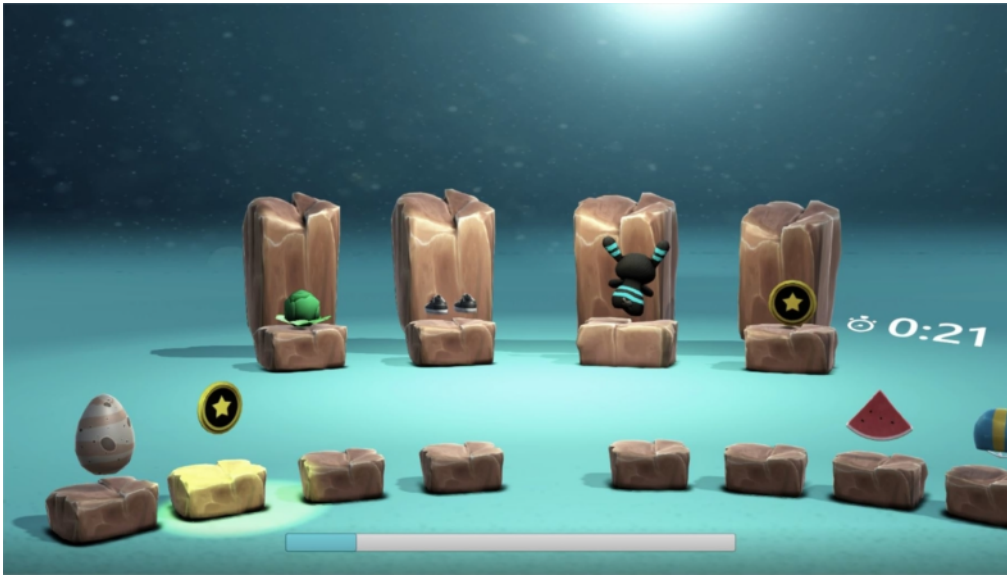
- Perceptivity
- Visual motor coordination
- Logical tasks



INSTRUCTION FOR PATIENT

Select the item which has a pair on the screen.



SAMPLE SETTINGS





◀

Difficulty

1/3

▶

Range

< ? ↔ ? >

?

Duration

< 90s >

⚙

Minitask duration

< 30s >

⚙

Range adjustment

0% ↔ 100%

< ? ↔ ? >

Number of pairs

< 4 >

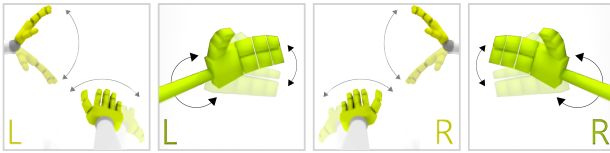


PROBLEM SOLVING

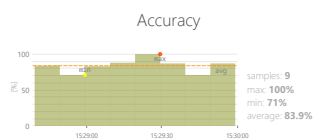
MAZE

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

36 point(s)



Problem solving

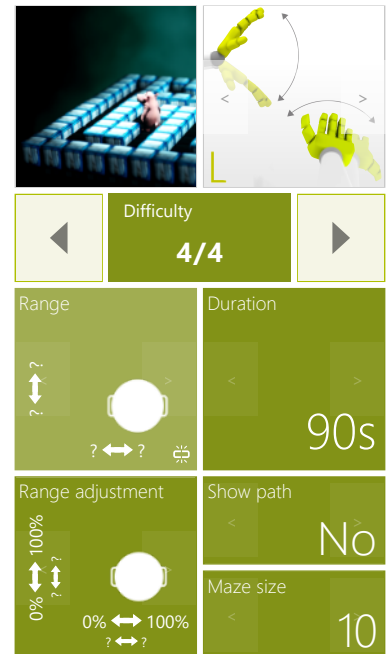
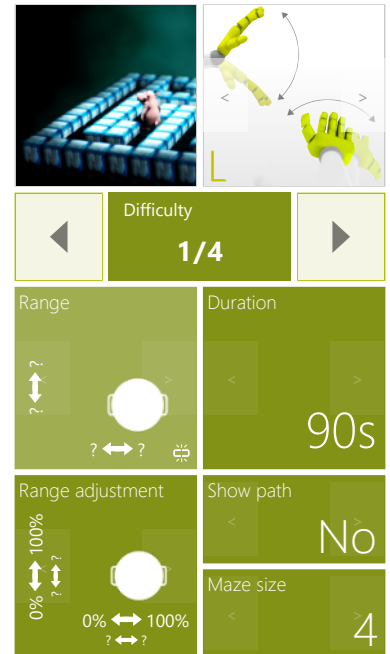
28 %

OBJECTIVES

- Logical tasks
- Planned movements
- Planning and Strategy

INSTRUCTION FOR PATIENT

Lead the hippo through the maze to the glowing target.





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.