

BASE PACK FOR SIGMA PLATFORM

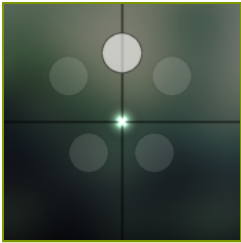
2025.1

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Memory	29
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Specialized	31

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).

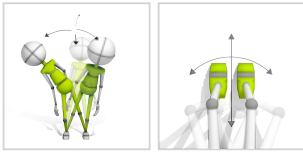


MOVEMENT TIME

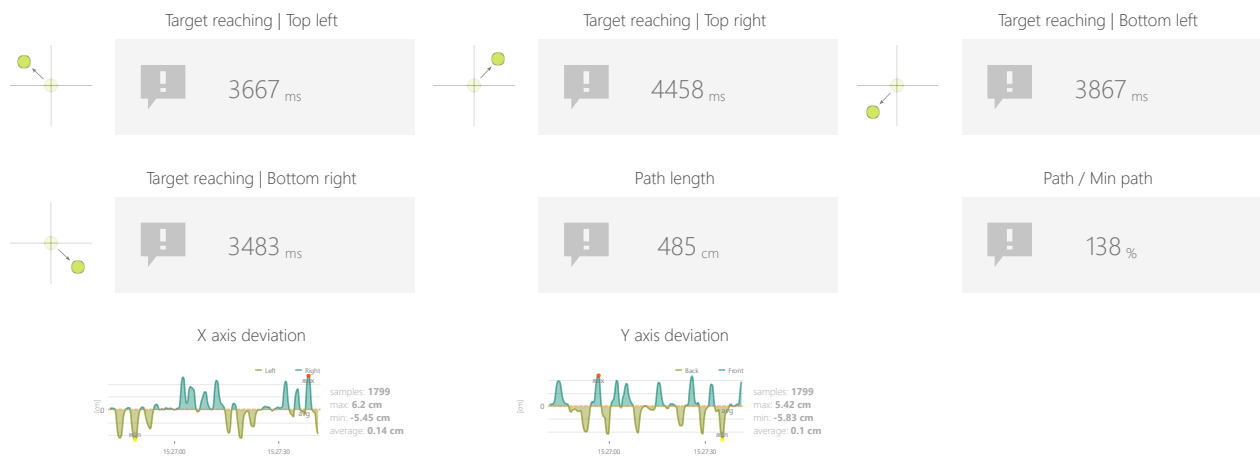
DYNAMIC TEST

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

- Base type
- Range
- Customize feet position
- Show path
- Repetitions

OBJECTIVES

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

INSTRUCTION FOR PATIENT

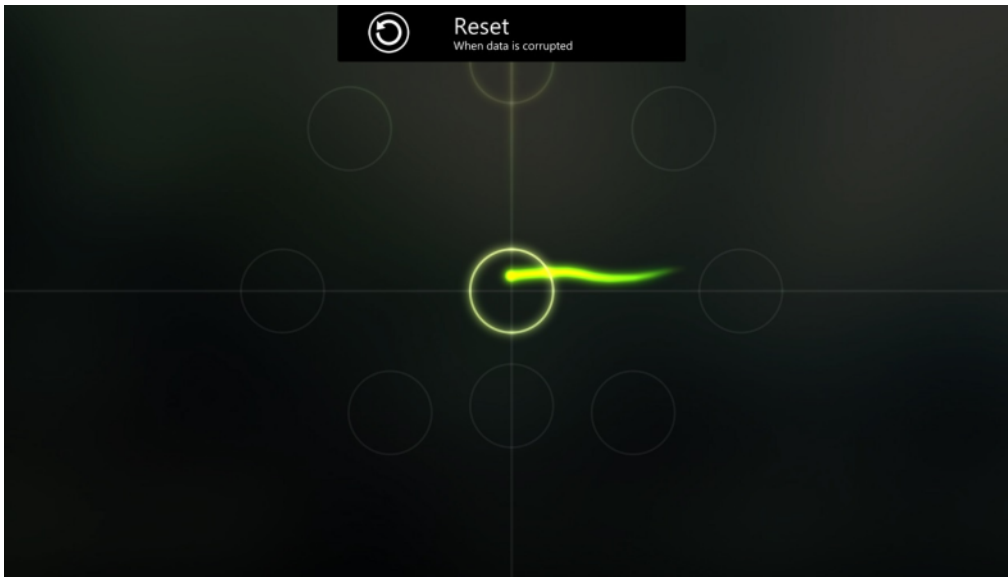
Move the dot to the highlighted target and hold it for a moment. Next target will be highlighted.



MOVEMENT TIME

DYNAMIC TEST

SAMPLE SETTINGS



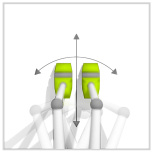
Base type Round	Range 20% ↔ 80%
Sigma configuration Any position	Show path No
	Repetitions 2



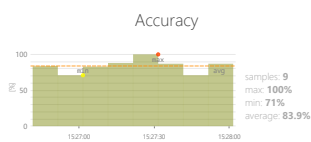
MOVEMENT PRECISION FISH

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

37 %

ADJUSTMENTS

- Base type
- Task duration
- Movement mode
- Range
- Route shape
- Customize feet position
- Speed of objects

OBJECTIVES

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


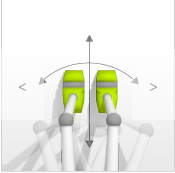



INSTRUCTION FOR PATIENT

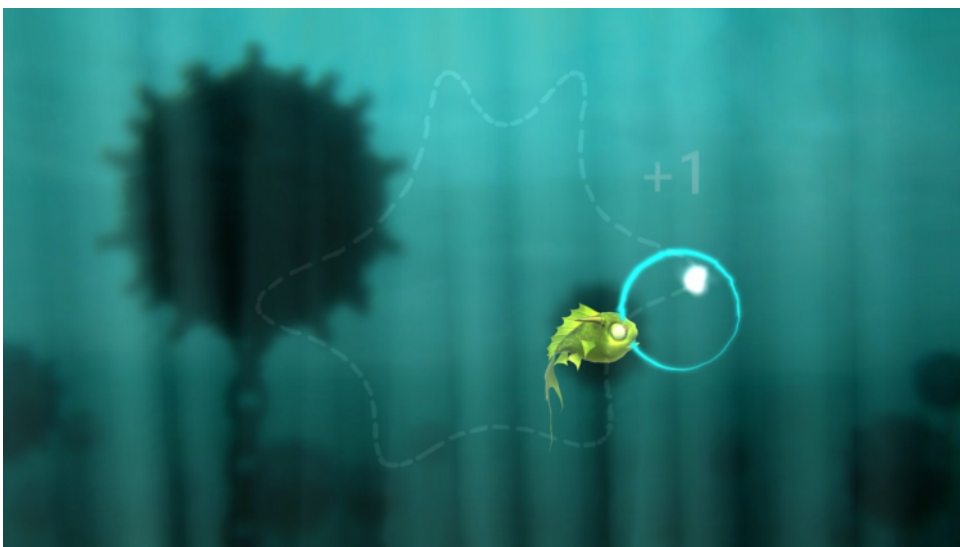
Move the blue circle to protect the sparks source from the fish.
When the sparks source is inside the circle it is safe.

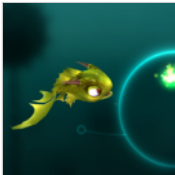
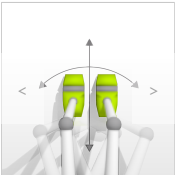





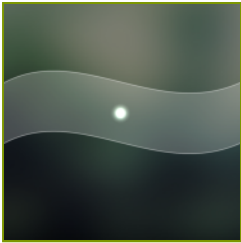
SAMPLE SETTINGS



	
Difficulty custom	
Base type Round	Duration 90s
Movement mode Left	Range 0% 100% 
Route shape 	Sigma configuration Any position 
Speed of objects 100%	



	
Difficulty 1/3	
Base type Round	Duration 90s
Movement mode Left	Range 0% 100% 
Route shape 	Sigma configuration Any position 
Speed of objects 100%	

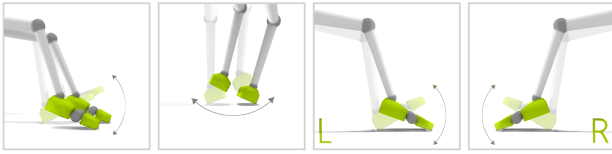


MOVEMENT PRECISION

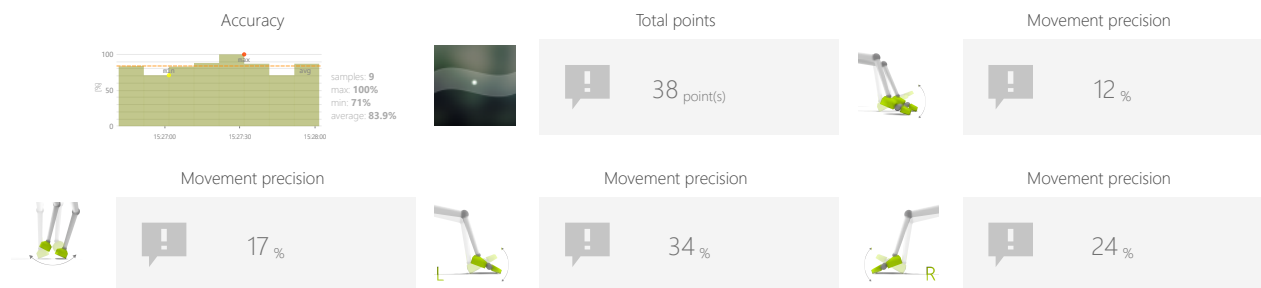
GRAPH

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.)
- Base type
- Task duration
- Range
- Customize feet position

OBJECTIVES

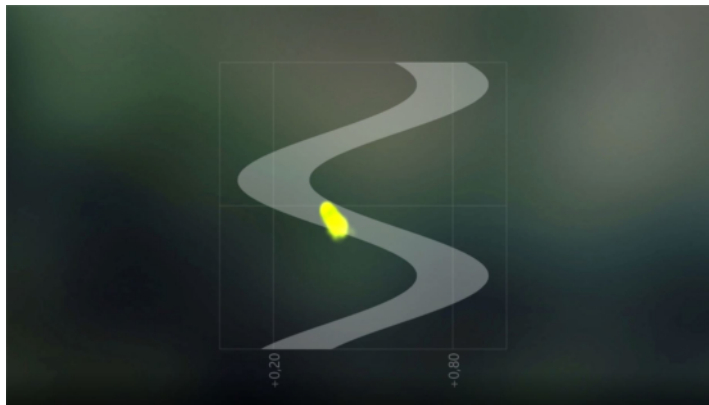
- Movement precision
- Activity in a given rhythm
- Repetitive movements

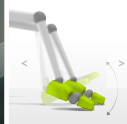
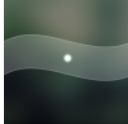
INSTRUCTION FOR PATIENT

Try to stay within the borders.




SAMPLE SETTINGS







Difficulty **3/3**

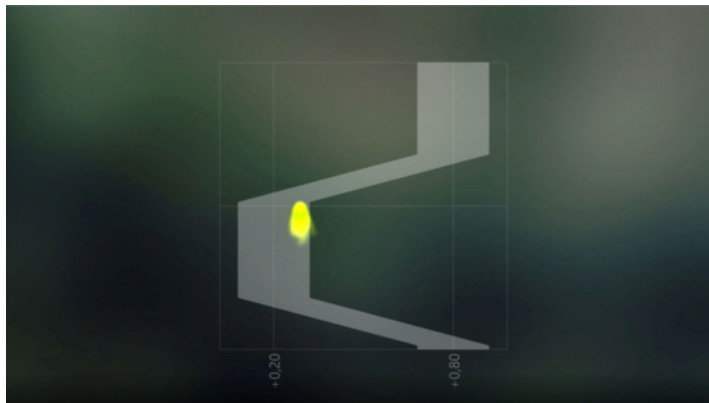
Graph configuration

4.0s \pm 20%

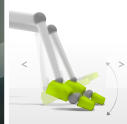
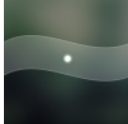
Base type **Round**

Duration **30s**


Range 
0% \leftrightarrow 100%

Sigma configuration

Any position







Difficulty **1/3**

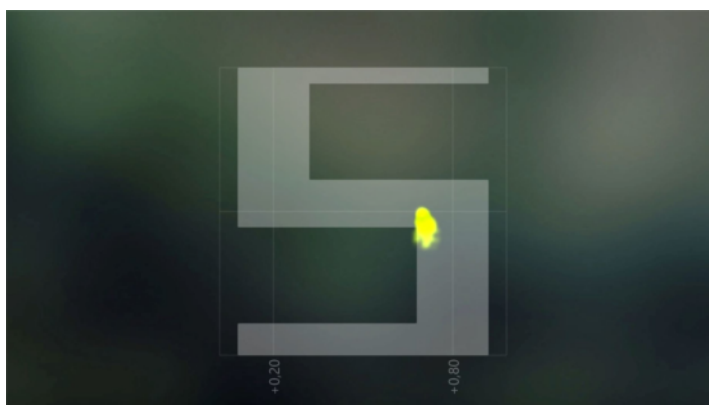
Graph configuration

4.0s \pm 40%

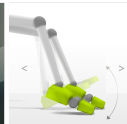
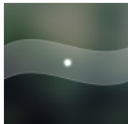
Base type **Round**

Duration **90s**


Range 
0% \leftrightarrow 100%

Sigma configuration

Any position







Difficulty **custom**

Graph configuration

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

Base type **Round**

Duration **30s**

Range 
0% \leftrightarrow 100%

Sigma configuration

Any position



FUNCTIONAL MOVEMENTS

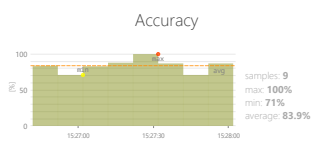
VAMPIRES

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

37 point(s)

Functional movements

13 %

ADJUSTMENTS

- Positions to have targets on
- Base type
- Task duration
- Range
- Customize feet position
- 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


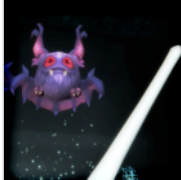
INSTRUCTION FOR PATIENT

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



SAMPLE SETTINGS







◀


Difficulty
1/3



▶

Active positions


Base type
< >
Round 

Duration
< >
90s



Range
20% ↔ 80%


Sigma configuration
< >

Any position 

Time between objects
< >
2s

Time to react
< >
2s







◀


Difficulty
1/3



▶

Active positions


Base type
< >
Round 

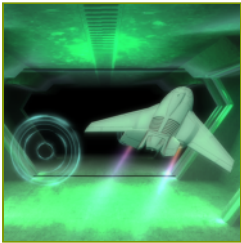
Duration
< >
90s

Range
20% ↔ 80%


Sigma configuration
< >

Any position 

Time between objects
< >
2s

Time to react
< >
2s

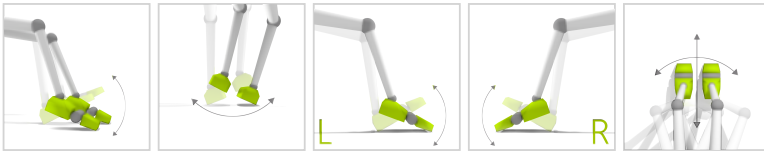


FUNCTIONAL MOVEMENTS

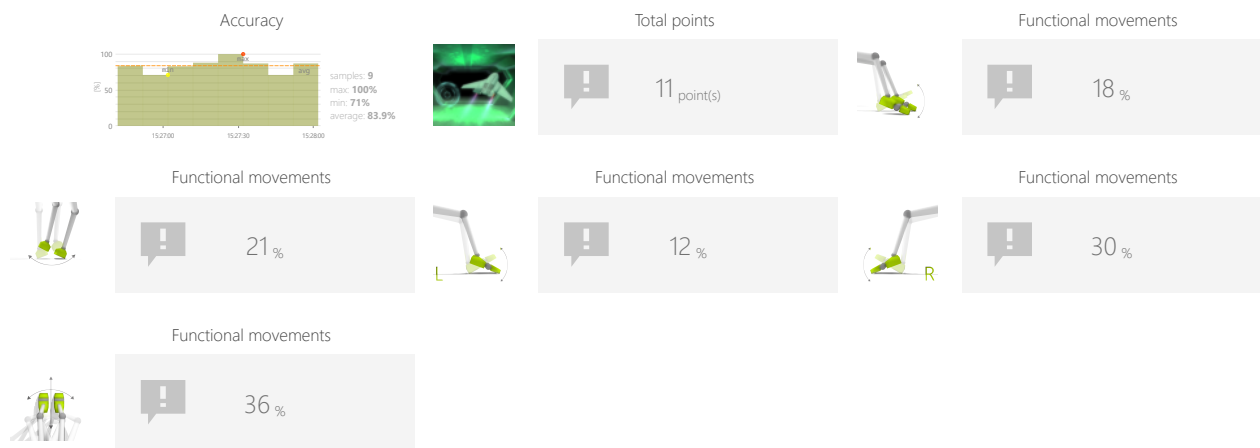
AIRPLANE

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
- Base type
- Task duration
- Range
- Customize feet position

OBJECTIVES

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

INSTRUCTION FOR PATIENT

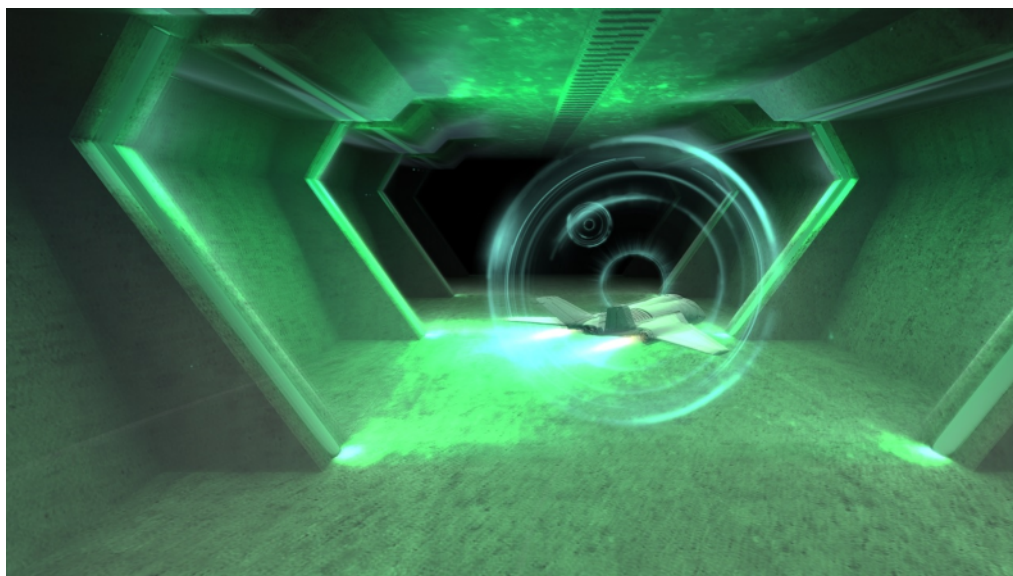
Make the airplane fly through the circles. The closer to the center it flies the more points you get.

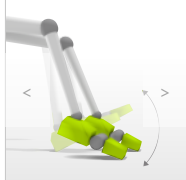
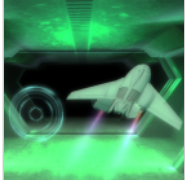


FUNCTIONAL MOVEMENTS

AIRPLANE

SAMPLE SETTINGS





◀

Difficulty

▶

2/4

Speed

< 100% >

speed set automatically

Base type

< Round >

Duration

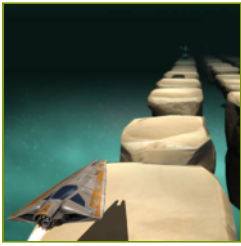
< 90s >

Range

< 0% ↔ 100% >

Sigma configuration

< Any position >

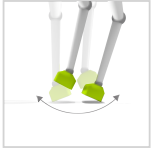


FUNCTIONAL MOVEMENTS

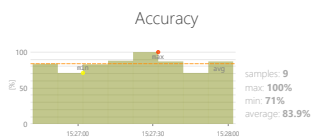
STONES

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

35 point(s)

Functional movements

12 %

ADJUSTMENTS

- Speed
- Base type
- Task duration
- Range
- Customize feet position

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	
Base type Round	Duration 90s
Range 0% ↔ 100%	Sigma configuration Any position

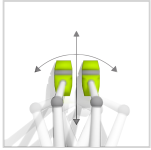


FUNCTIONAL MOVEMENTS

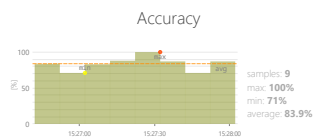
HAMMER

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

19 point(s)

Functional movements

24 %

ADJUSTMENTS

- Positions to have targets on
- Base type
- Task duration
- Range
- Customize feet position
- 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 		Base type < Round >
Duration < 90s >		Range 0% 100%
Sigma configuration < > Any position		Time to react < 10s >
		Reticle size < 125% >

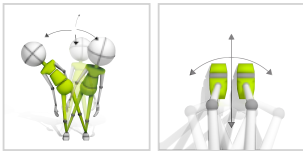


FUNCTIONAL MOVEMENTS

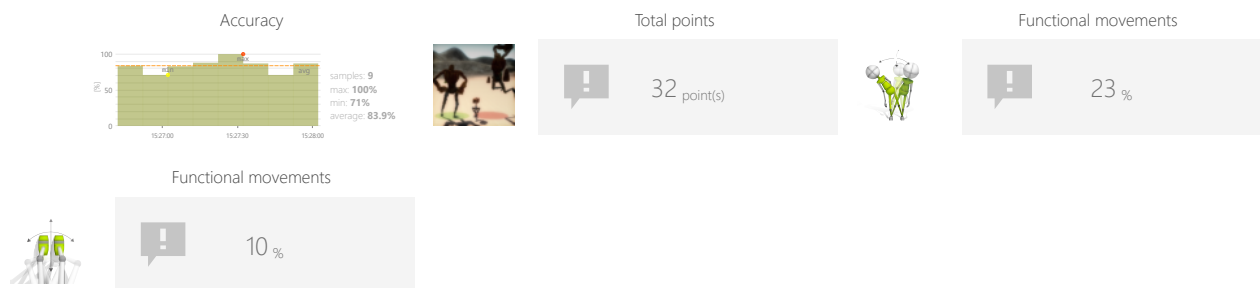
RUNAWAY

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Base type
- Task duration
- Range
- Customize feet position
- Number of enemies
- Enemies speed

OBJECTIVES

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

INSTRUCTION FOR PATIENT

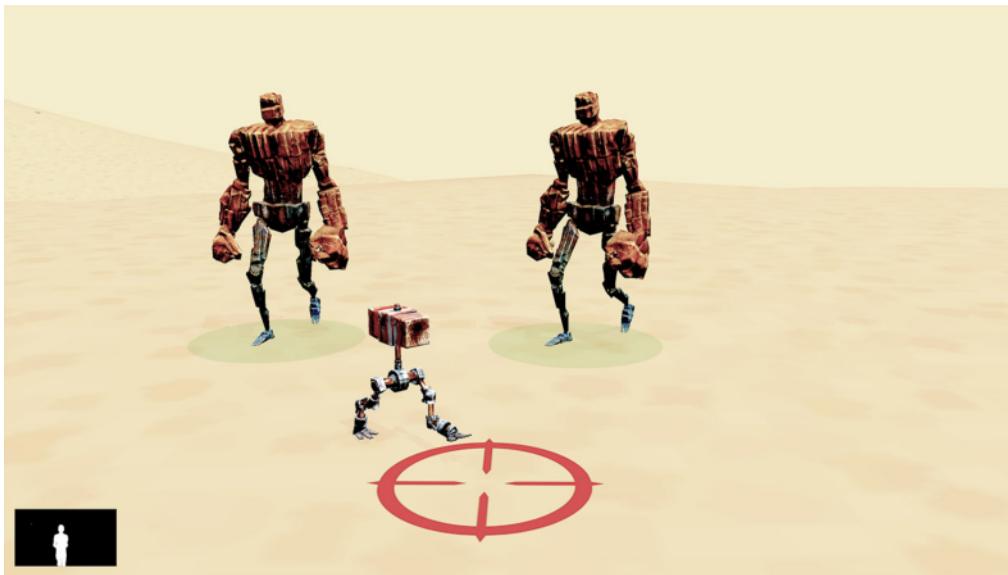
Keep away from the big robots.



FUNCTIONAL MOVEMENTS

RUNAWAY

SAMPLE SETTINGS



Difficulty	1/3
Base type	Round
Duration	90s
Range	0% 100%
Sigma configuration	Any position
Number of enemies	2
Enemies speed	100%



Difficulty	custom
Base type	Round
Duration	90s
Range	20% 80%
Sigma configuration	Any position
Number of enemies	4
Enemies speed	100%



FUNCTIONAL MOVEMENTS

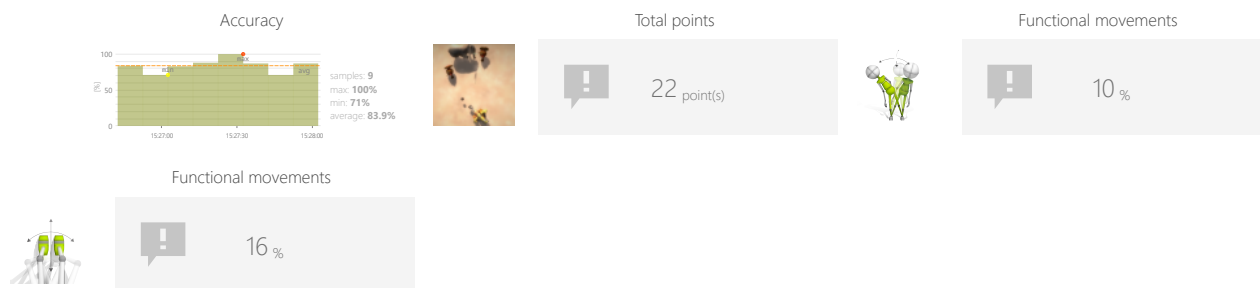
AUTOMATIC CANNON

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

- Base type
- Task duration
- Range
- Customize feet position
- Enable distractors
- Time between cannonballs
- Time between enemies
- Enemies speed

OBJECTIVES

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

INSTRUCTION FOR PATIENT

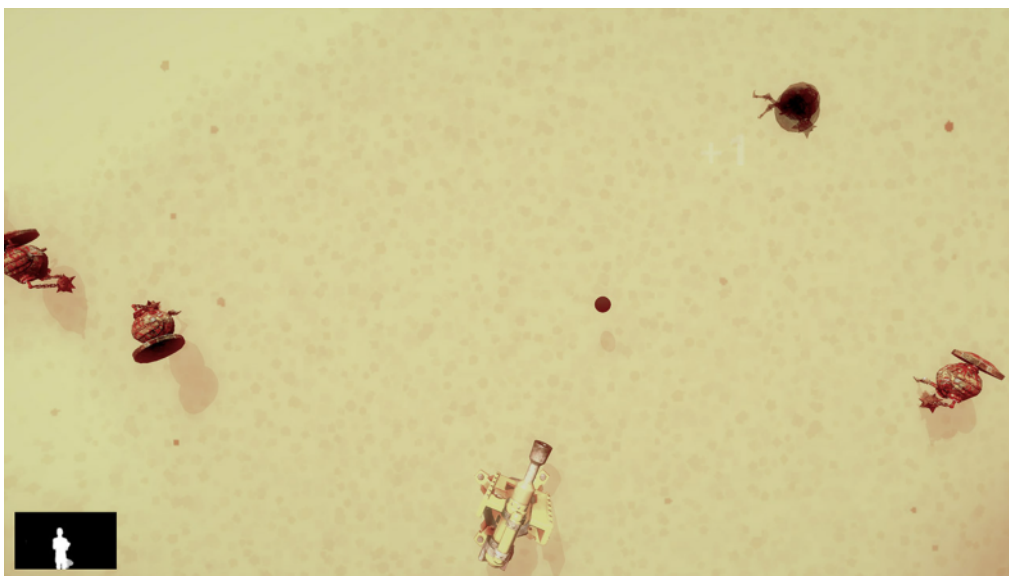
Control cannon(s) to destroy robots, but avoid hitting the elephant!


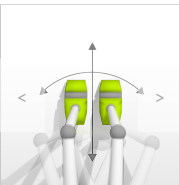


FUNCTIONAL MOVEMENTS


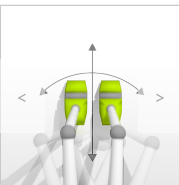
AUTOMATIC CANNON

SAMPLE SETTINGS



			
◀		▶	
Difficulty 1/3			
Base type Round		Duration 90s	
Range 0% 100%		Sigma configuration Any position	
Enable distractors No		Time between cannonballs 1s	
Time between enemies 3s		Enemies speed 50%	



			
◀		▶	
Difficulty custom			
Base type Round		Duration 90s	
Range 0% 100%		Sigma configuration Any position	
Enable distractors Yes		Time between cannonballs 1s	
Time between enemies 3s		Enemies speed 50%	



FUNCTIONAL MOVEMENTS

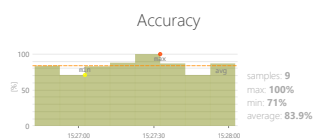
BOX CRUSHER

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

28 point(s)

Functional movements



19 %

ADJUSTMENTS

- Positions to have targets on
- Base type
- Task duration
- Range
- Customize feet position
- 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



Base type

< Round >

Duration

< 90s >

Range

20% 80%
20% 80%

Sigma configuration

< Any position >

Required force

< 50% >

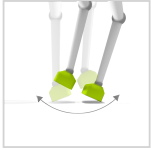


FUNCTIONAL MOVEMENTS

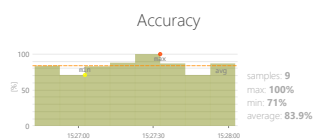
AMBULANCE

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



Total points



28 point(s)



Functional movements



31 %

ADJUSTMENTS

- Speed
- Base type
- Task duration
- Range
- Customize feet position
- 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.

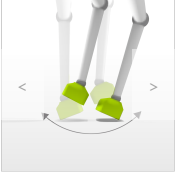



FUNCTIONAL MOVEMENTS

AMBULANCE

SAMPLE SETTINGS





Difficulty
2/3

Speed
50%
speed set automatically

Base type
Round

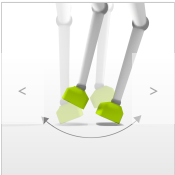

Duration
90s

Range
0% ↔ 100%

Sigma configuration
Any position

Distance between cars
50%





Difficulty
custom

Speed
50%
speed set automatically

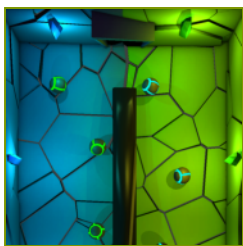
Base type
Round

Duration
90s

Range
0% ↔ 100%

Sigma configuration
Any position

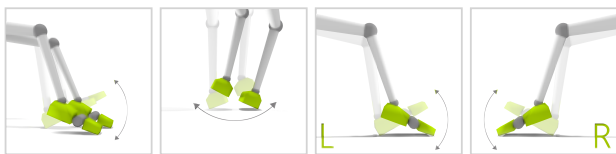
Distance between cars
200%



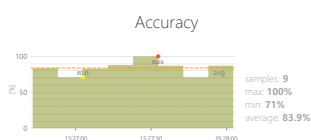
DIVIDED ATTENTION SORTER

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



Total points

24 point(s)

Divided attention

27 %

ADJUSTMENTS

- Base type
- Task duration
- Range
- Customize feet position
- 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

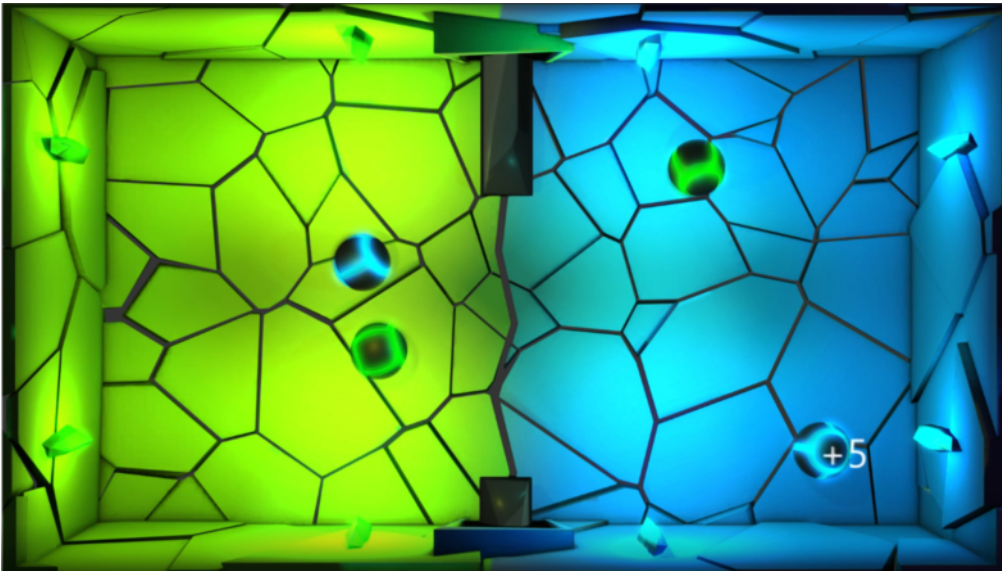
INSTRUCTION FOR PATIENT

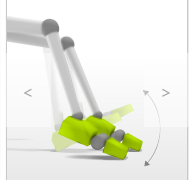
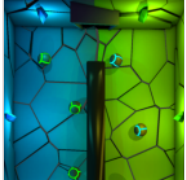
Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.



DIVIDED ATTENTION SORTER

SAMPLE SETTINGS





◀

Difficulty
1/3

▶

Base type
< Round >

Duration
< 90s >

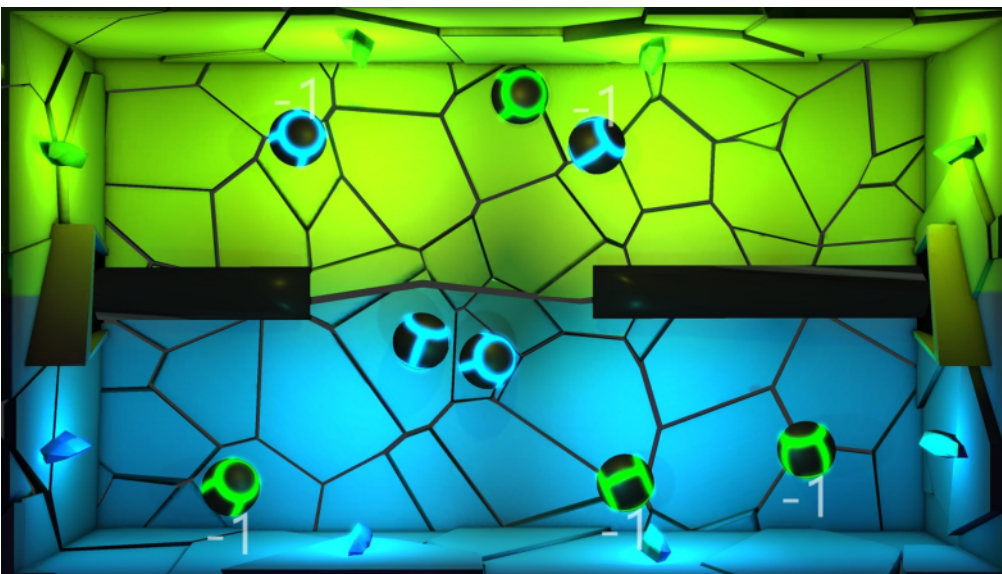
Range
< 0% ↔ 100% >

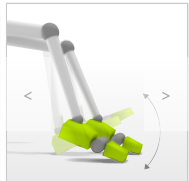
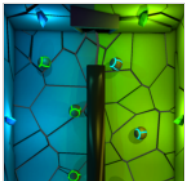
Sigma configuration
< Any position >

Number of objects
< 4 >

Gap size
< 150% >

Speed of objects
< 100% >





◀

Difficulty
custom

▶

Base type
< Round >

Duration
< 90s >

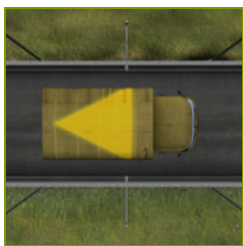
Range
< 0% ↔ 100% >

Sigma configuration
< Any position >

Number of objects
< 8 >

Gap size
< 150% >

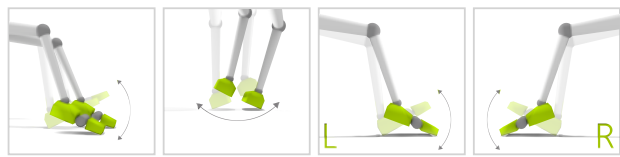
Speed of objects
< 100% >



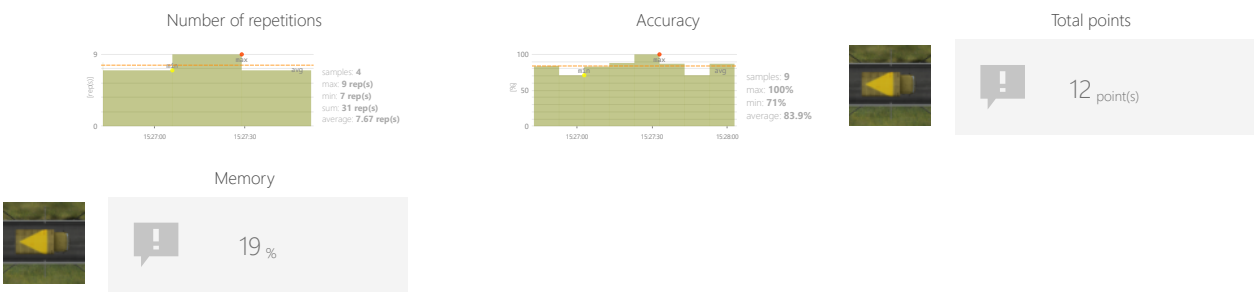
MEMORY TRUCKS

Measure and train individual's skills to memorize information.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Base type
- Task duration
- Range
- Customize feet position
- Variations

OBJECTIVES

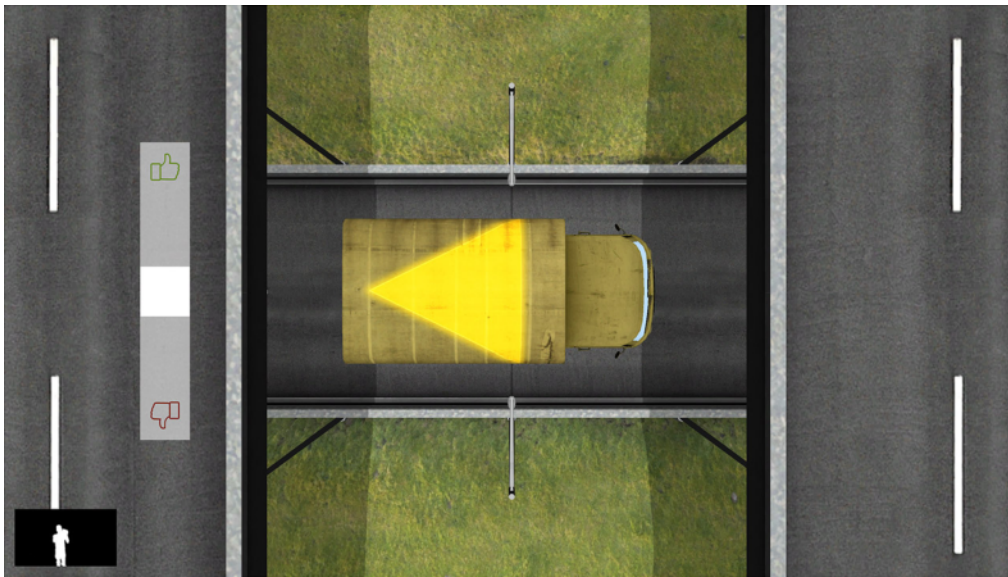
- Logical tasks
- Focusing
- Perceptivity

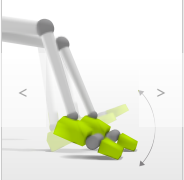
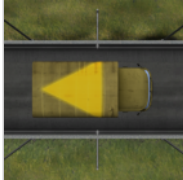
INSTRUCTION FOR PATIENT

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



SAMPLE SETTINGS





◀

Difficulty
1/3

▶

Base type

< Round >

Duration

< 90s >

Range

< 0% ↔ 100% >

Sigma configuration

< Any position >

Variations

< colors >



SPECIALIZED

BLOOD PRESSURE

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

CONTROL MODES



ADJUSTMENTS

- Base type
- Customize feet position

OBJECTIVES

- Monitor external parameters

INSTRUCTION FOR PATIENT

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



SPECIALIZED STABILITY TEST

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Base type
- Time to complete action
- Customize feet position
- Show feedback
- Radius

OBJECTIVES

- Relaxation
- Postural stability

INSTRUCTION FOR PATIENT

Keep your body balanced.