VAST.Rehab
REHABILITATION IN VIRTUAL REALITY

EXTENSION PACK FOR GAMMA PLATFORM

2025.1

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:

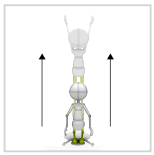
- Windows 10/11
- Intel Core i5 (8th gen or newer). Important: Avoid ultra-low-power versions (e.g., i5-8250U), as they may not meet performance requirements. Prefer standard or high-performance CPUs.
- Minimum: 8 GB RAM (16 GB or more recommended for optimal performance).

SPEED

RABBIT

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

CONTROL MODES



RESULTS

Accuracy

Total points

25 point(s)

Speed

10 rep(s)/min

ADJUSTMENTS

- Task duration
- Height of jump

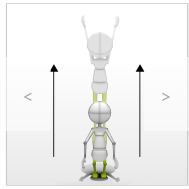
OBJECTIVES

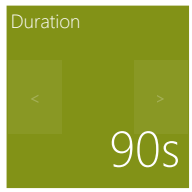
- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

Go through the entire route as fast as you can.

SAMPLE SETTINGS



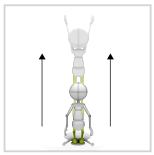


SPEED

KAYAK

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

CONTROL MODES




RESULTS

Accuracy

Total points

28 point(s)

Speed

16 rep(s)/min

Speed

18 rep(s)/min

ADJUSTMENTS

- Task duration
- Height of jump

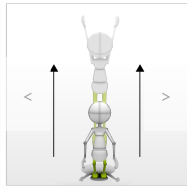
OBJECTIVES

- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

Row as fast as you can.

SAMPLE SETTINGS

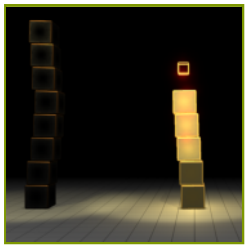


Duration

90s

Height of jump

10

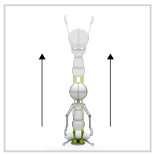


BALANCE

BLOCK BUILDER

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

CONTROL MODES



RESULTS

ADJUSTMENTS

- Task duration
- Height of jump
- Stack height

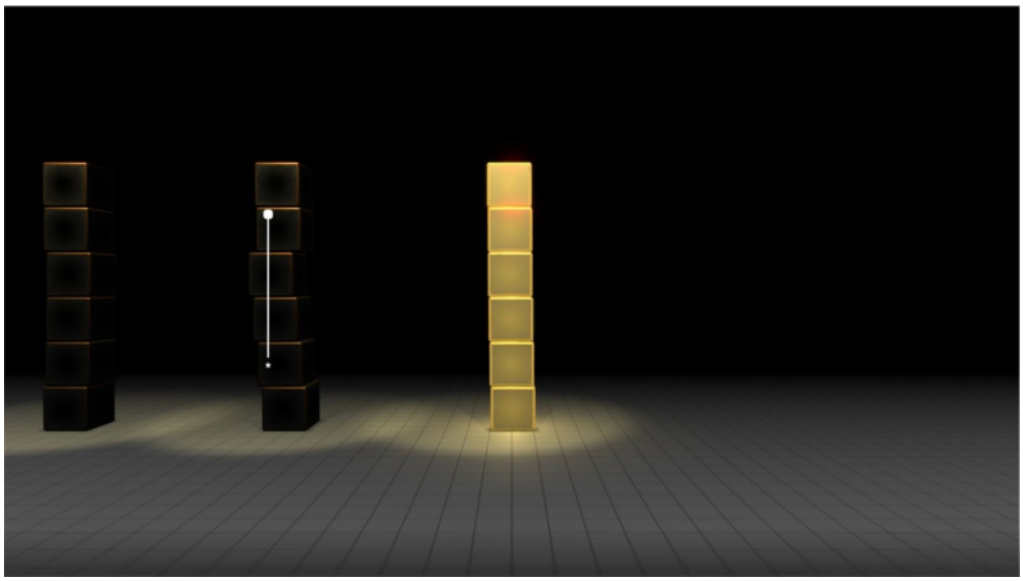
OBJECTIVES

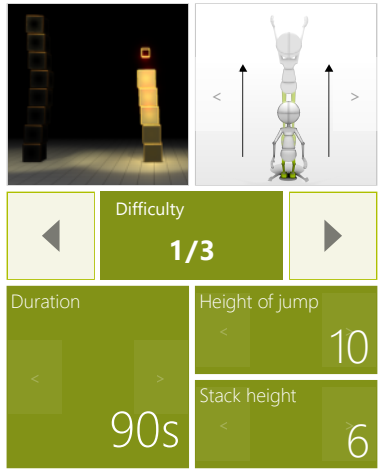
- Movement precision
- Muscle strengthening

INSTRUCTION FOR PATIENT

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

SAMPLE SETTINGS





MOVEMENT PRECISION

UMBRELLA

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

CONTROL MODES

RESULTS

Accuracy

Total points

14 point(s)

Movement precision

32 %

ADJUSTMENTS

- Task duration
- Path
- Range
- Umbrella size

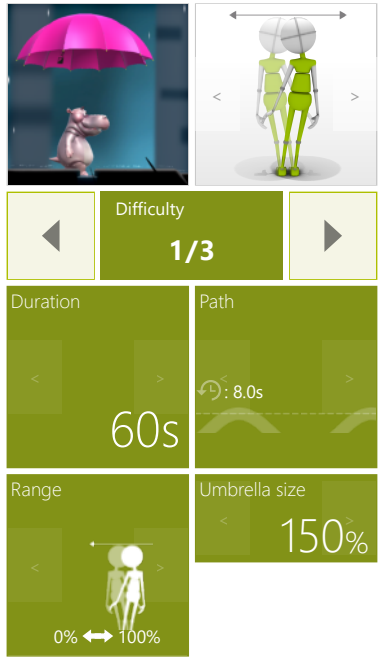
OBJECTIVES

- Movement precision
- Visual motor coordination

INSTRUCTION FOR PATIENT

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

SAMPLE SETTINGS

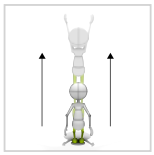


FUNCTIONAL MOVEMENTS

DRAGON

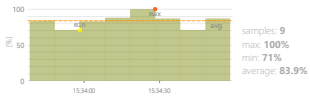
Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS

Accuracy



Total points

20 point(s)

Functional movements

23 %

ADJUSTMENTS

- Task duration
- Coins group size
- Height of jump
- Distance between coins
- Gravity force

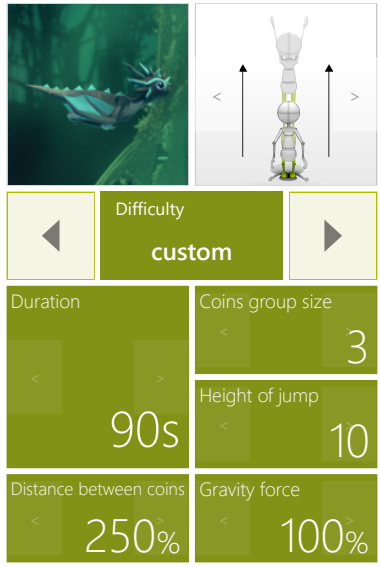
OBJECTIVES

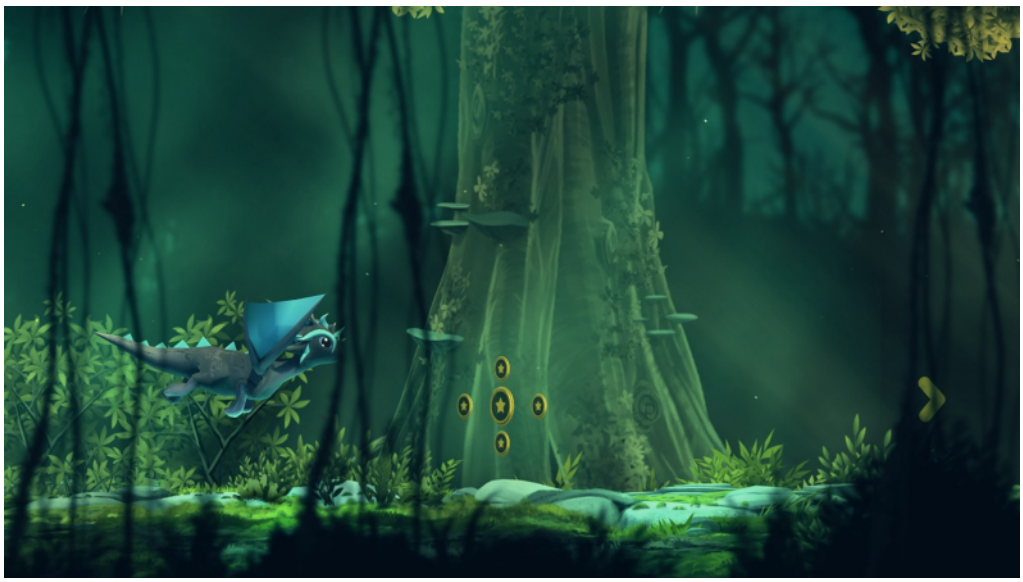
- Predicting the trajectory of objects
- Improve range of motion
- Visual motor coordination
- Muscle strengthening
- Planning and Strategy

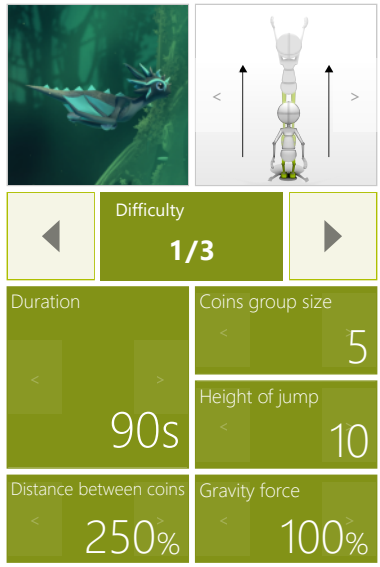
INSTRUCTION FOR PATIENT

Fly and collect the coins.

SAMPLE SETTINGS







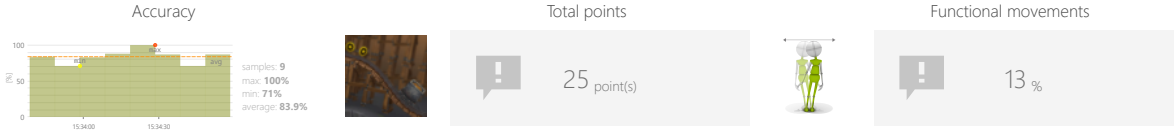
FUNCTIONAL MOVEMENTS

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 derailing
- Enable obstacles
- Time between objects

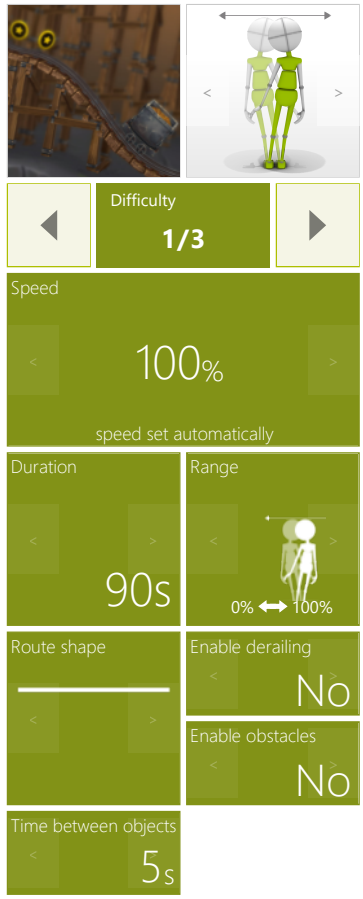
OBJECTIVES

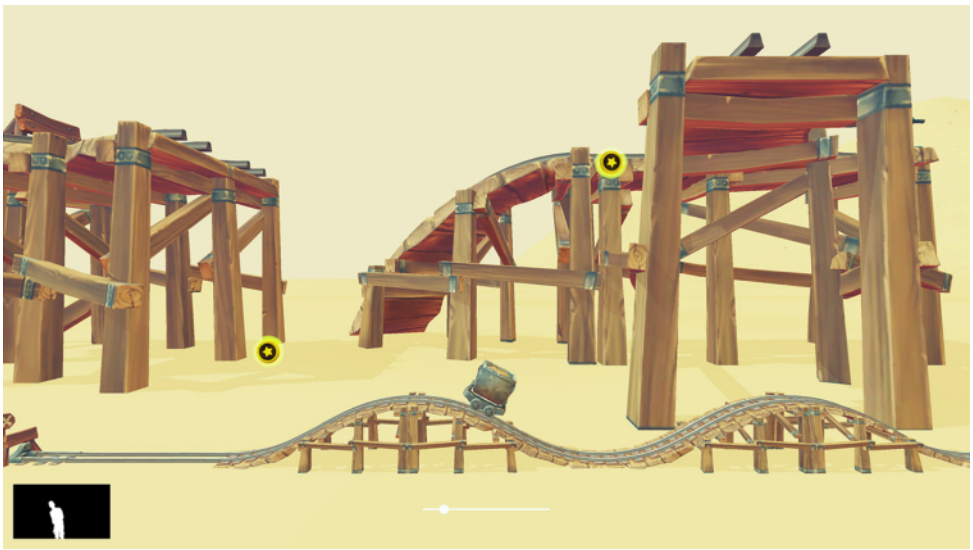
- Dynamic responses to emerging moving targets
- Predicting the trajectory of objects
- Visual motor coordination

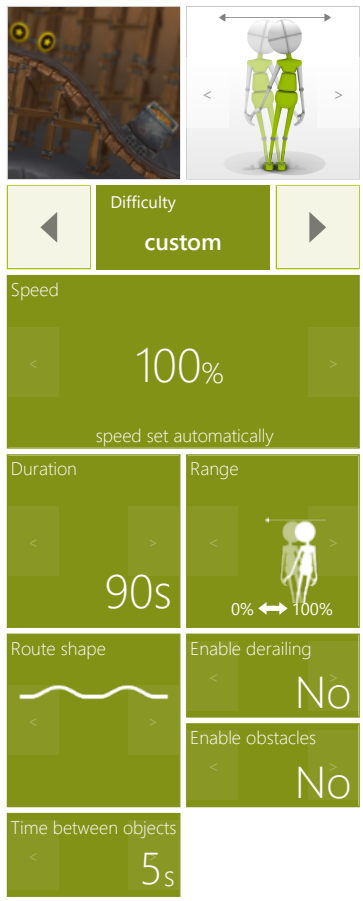
INSTRUCTION FOR PATIENT

Control the trolley to collect the coins.

SAMPLE SETTINGS







FUNCTIONAL MOVEMENTS

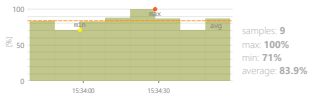
MOTOCROSS

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

Accuracy



Total points

29 point(s)

Functional movements

14 %

ADJUSTMENTS

- Task duration
- Range
- Route shape

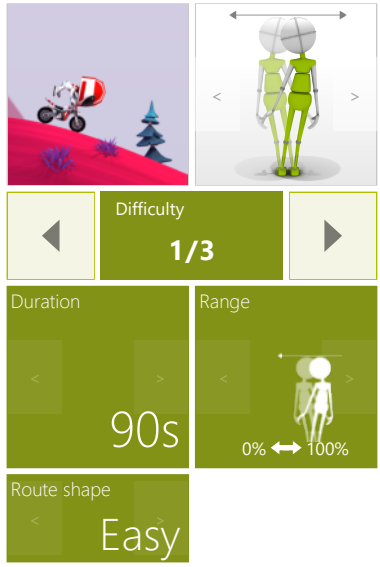
OBJECTIVES

- 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



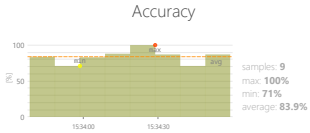
FUNCTIONAL MOVEMENTS

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



Total points

29 point(s)

Functional movements

30 %

ADJUSTMENTS

- Speed
- Task duration
- Range

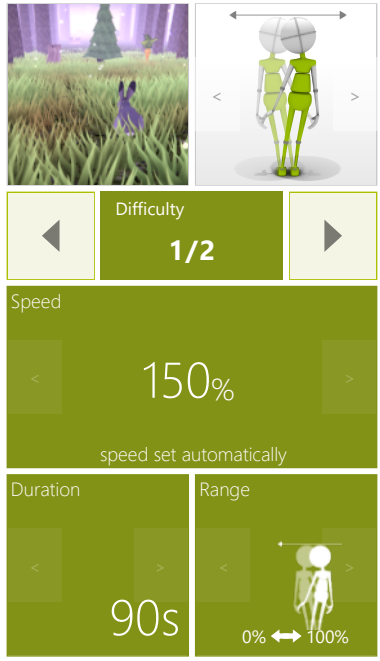
OBJECTIVES

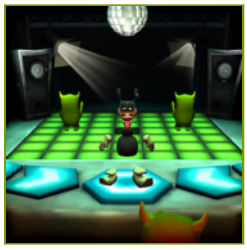
- Dynamics of planned movements
- Focusing
- Planned movements
- Speed of movement

INSTRUCTION FOR PATIENT

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

SAMPLE SETTINGS





FUNCTIONAL MOVEMENTS

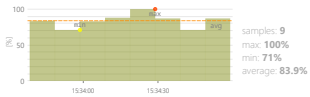
DANCEMAN

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

Accuracy



Total points

27 point(s)

Functional movements

12 %

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.

SAMPLE SETTINGS