VAST.Rehab
REHABILITATION IN VIRTUAL REALITY

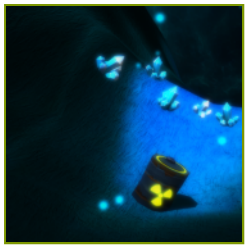
TREADMILL + CAMERA BASE PACK

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:

- h/p/cosmos treadmill



RANGE OF MOTION

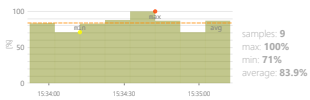
CRYSTALS

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

CONTROL MODES


RESULTS

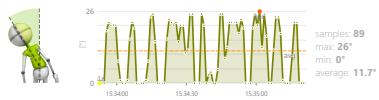
Accuracy



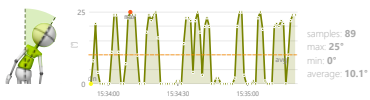
Total points

39 point(s)

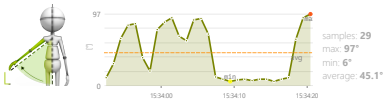
Angle | Trunk bending | Left



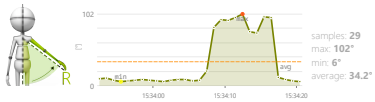
Angle | Trunk bending | Right



Angle | (L) arm | Abduction



Angle | (R) arm | Abduction



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Player speed
- Task duration
- Angle

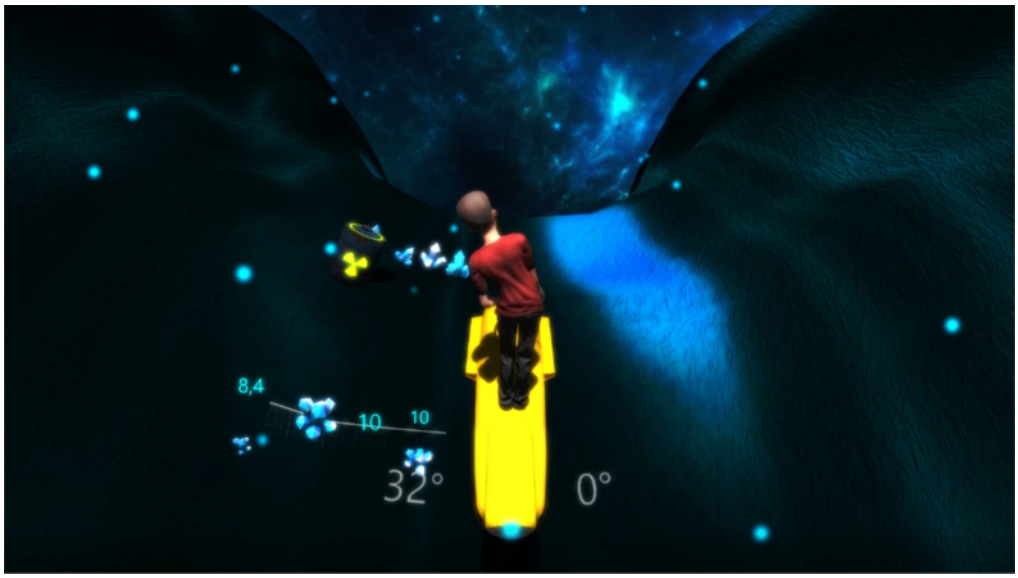
OBJECTIVES

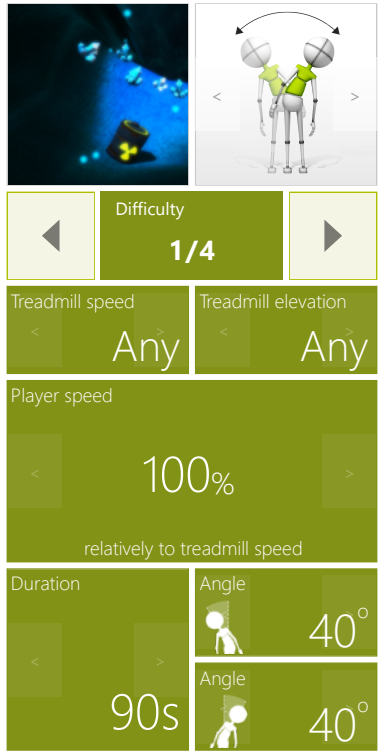
- Improve range of motion
- Perceptivity
- Response to negative visual stimuli
- Reaction to the positive visual stimuli

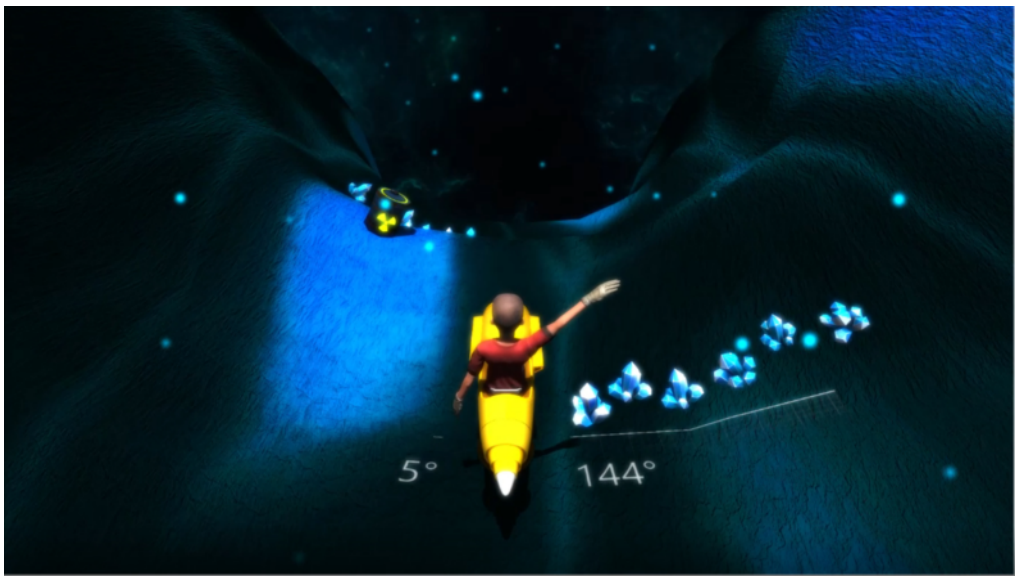
INSTRUCTION FOR PATIENT

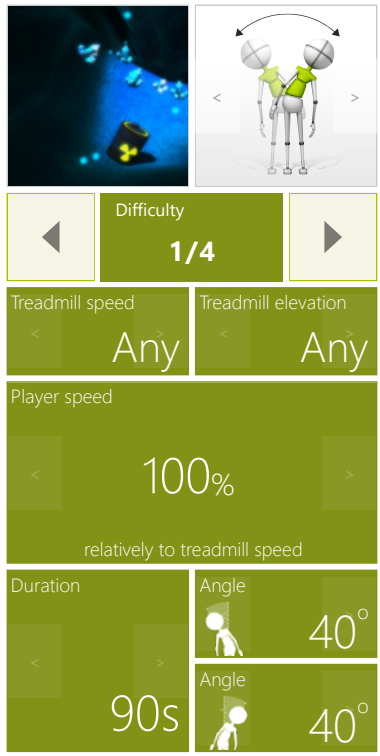
Collect the crystals and avoid the radioactive barrels.

SAMPLE SETTINGS









MOVEMENT TIME

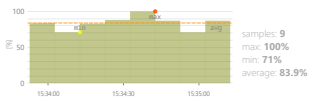
REACT

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

Accuracy



Total points

19 point(s)

Target reaching | (L) hand | Extension

718 ms

Target reaching | (R) hand | Extension

712 ms

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Time to react
- Distance to targets

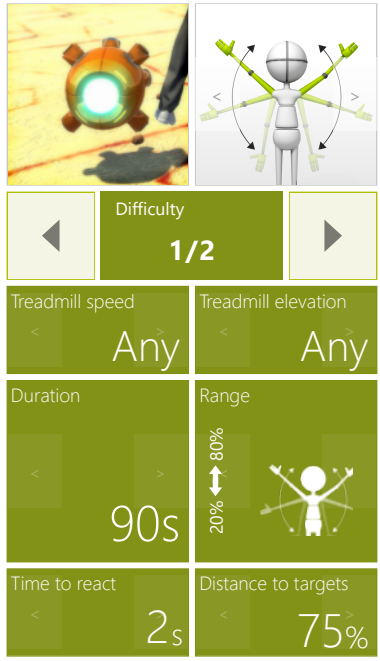
OBJECTIVES

- 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

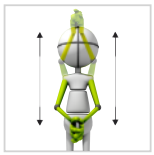


SPEED

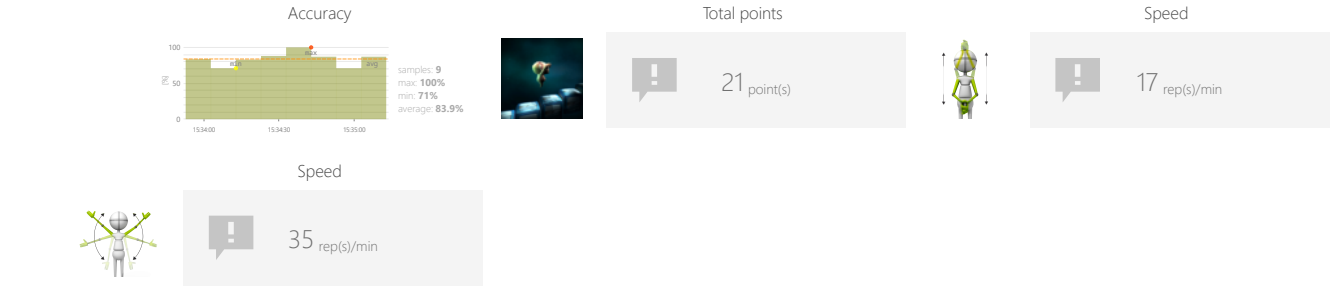
STAIRS

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

CONTROL MODES




RESULTS



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Max time per floor
- Number of stairs
- Pause length

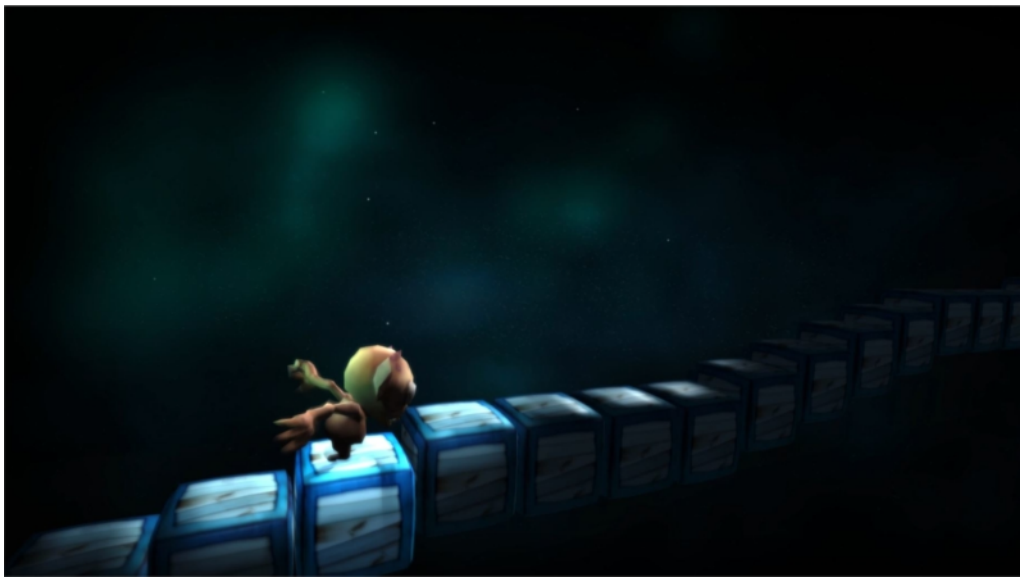
OBJECTIVES

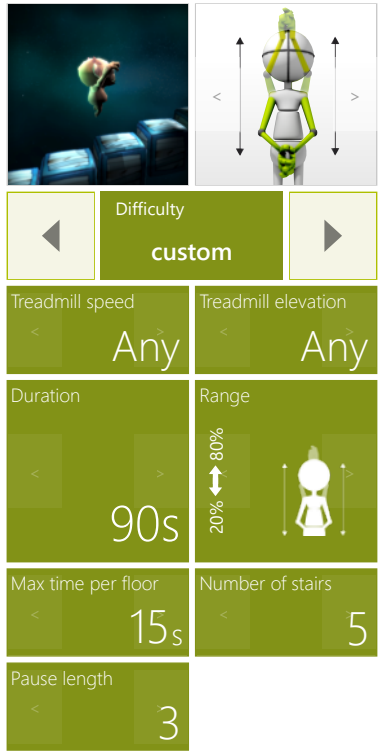
- Dynamics of planned movements

INSTRUCTION FOR PATIENT

Climb the stairs before they disappear.

SAMPLE SETTINGS



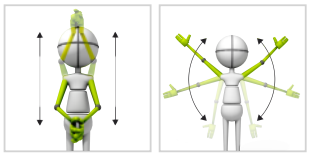


SPEED

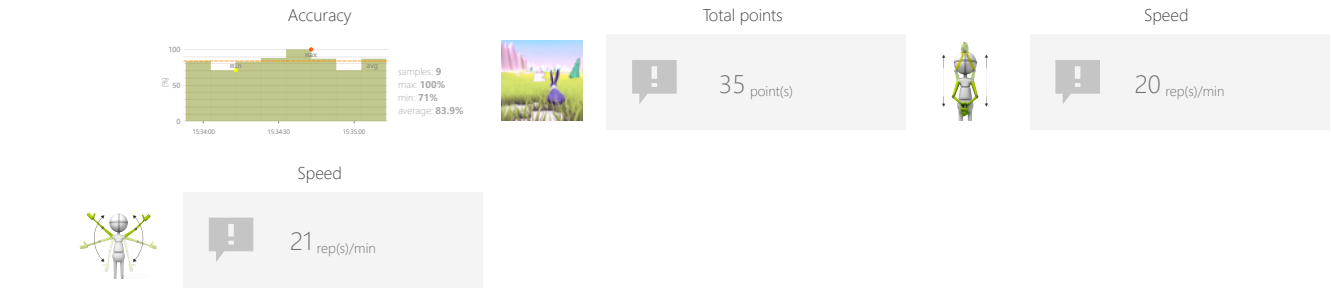
RABBIT

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range

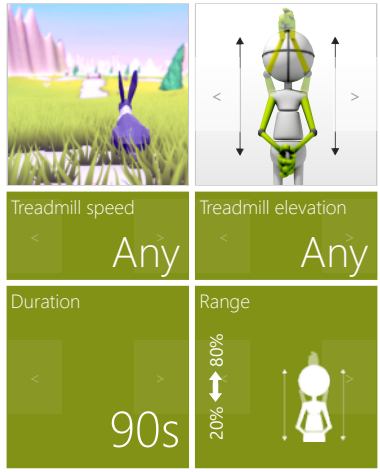
OBJECTIVES

- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

Go through the entire route as fast as you can.

SAMPLE SETTINGS

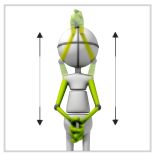


SPEED

KAYAK

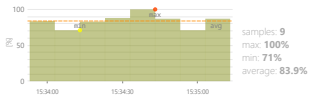
Measure number of repetitions of specific movement pattern an individual is able to perform within predefined time interval.

CONTROL MODES




RESULTS

Accuracy



Total points

19 point(s)

Speed

21 rep(s)/min

Speed

36 rep(s)/min

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range

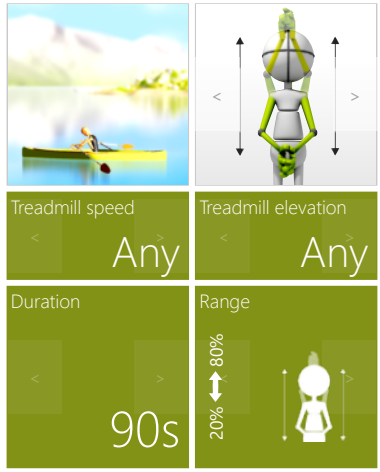
OBJECTIVES

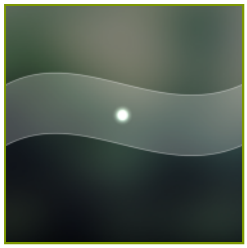
- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

Row as fast as you can.

SAMPLE SETTINGS





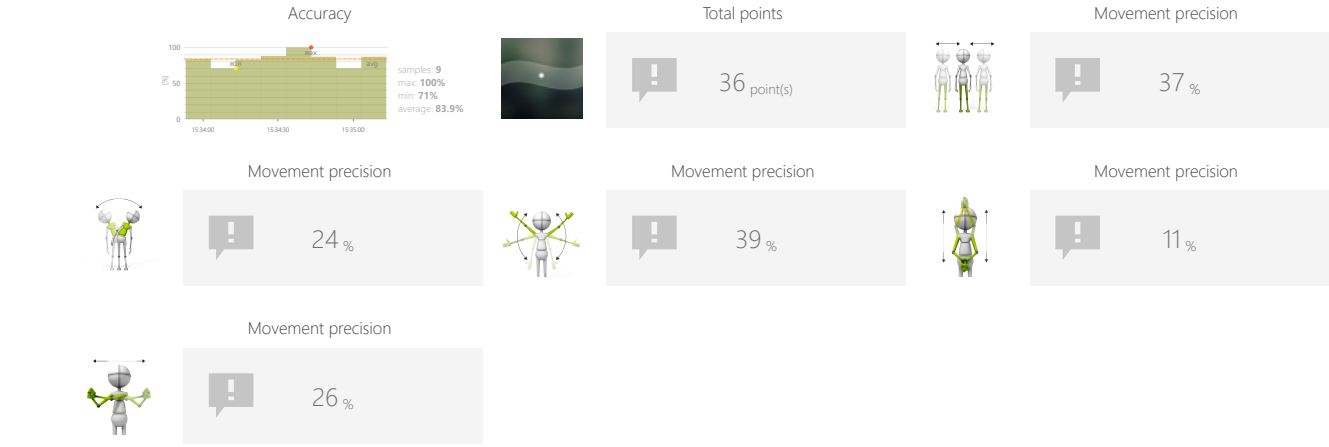
MOVEMENT PRECISION

GRAPH

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

CONTROL MODES

RESULTS



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Graph shape (sinus or square, amplitude, border, etc.)
- Player speed
- Task duration
- Range

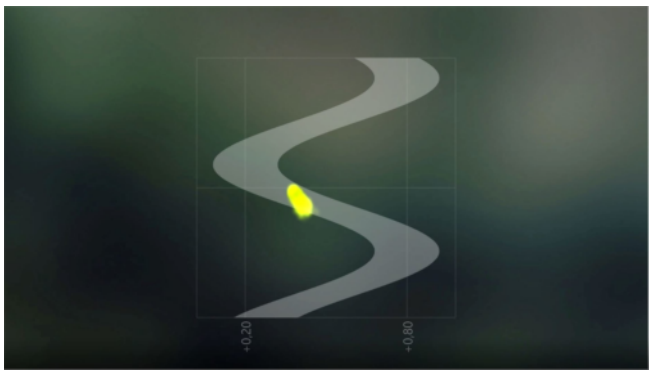
OBJECTIVES

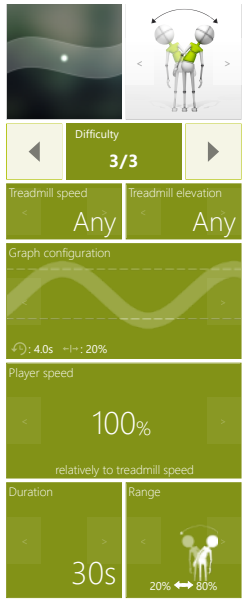
- Movement precision
- Activity in a given rhythm
- Repetitive movements

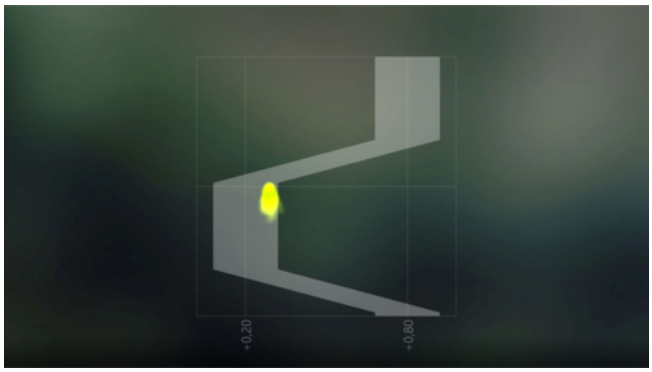
INSTRUCTION FOR PATIENT

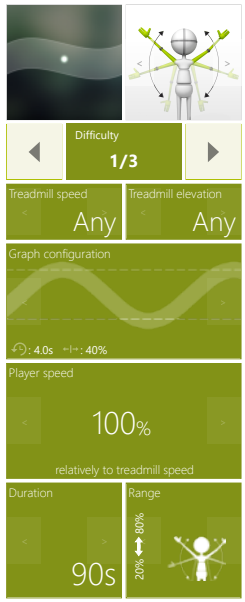
Try to stay within the borders.

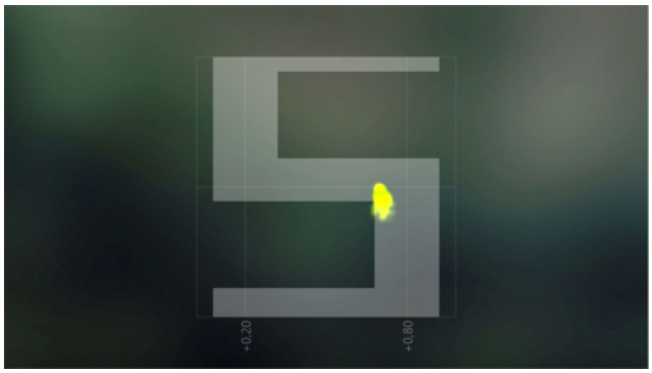
SAMPLE SETTINGS

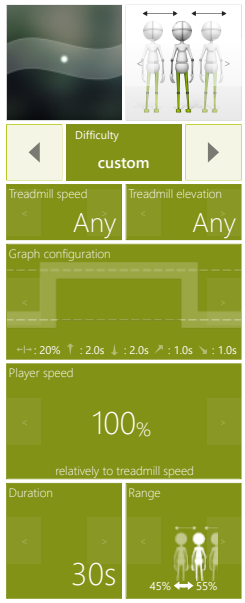












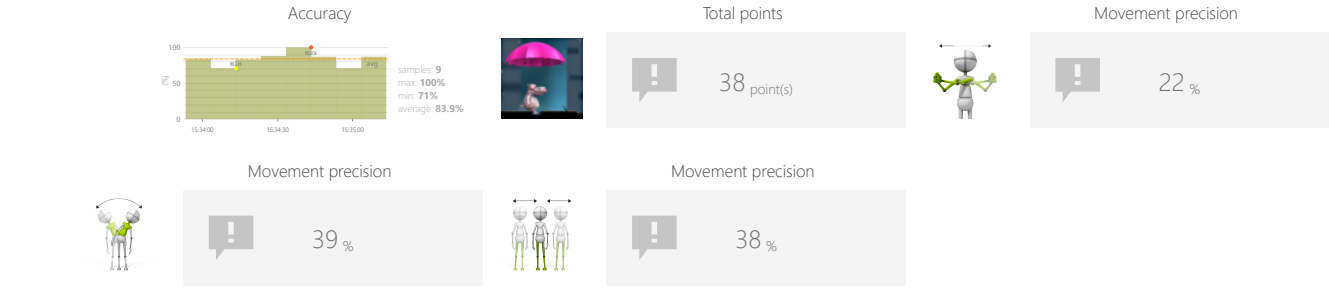
MOVEMENT PRECISION

UMBRELLA

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

CONTROL MODES

RESULTS



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Path
- Range
- Umbrella size

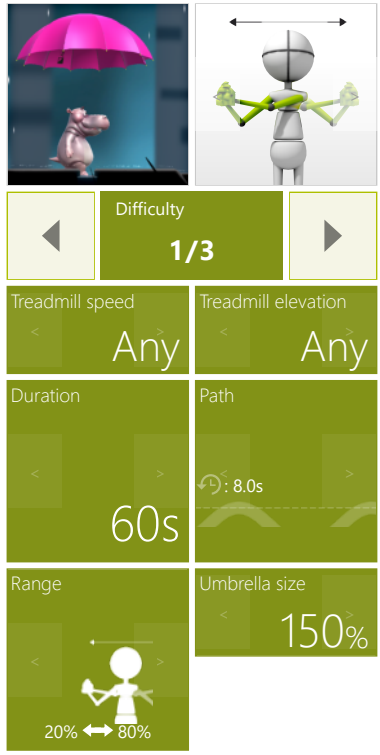
OBJECTIVES

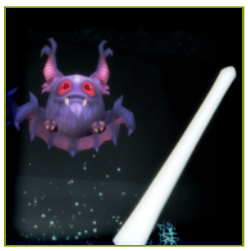
- Movement precision
- Visual motor coordination

INSTRUCTION FOR PATIENT

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

SAMPLE SETTINGS



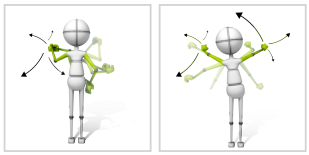


FUNCTIONAL MOVEMENTS

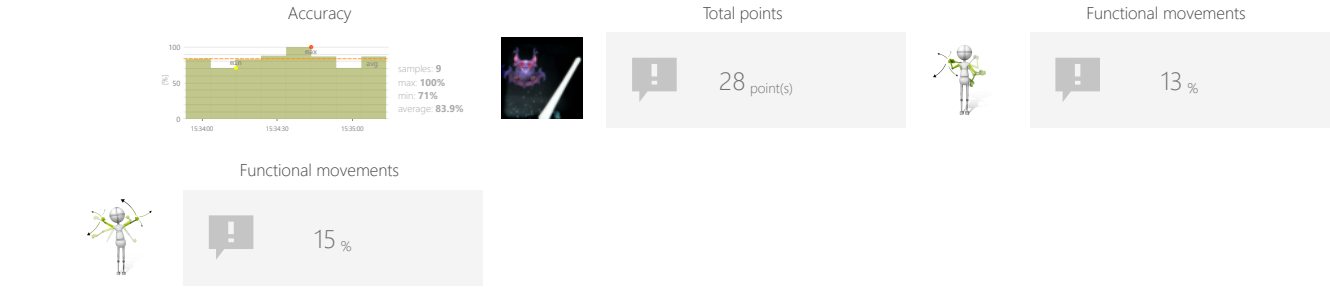
VAMPIRES

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

- Treadmill speed
- Treadmill elevation
- Positions to have targets on
- Task duration
- Range
- Time between objects
- Time to react

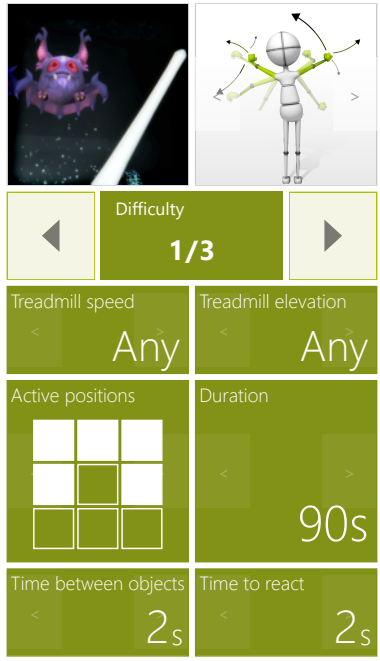
OBJECTIVES

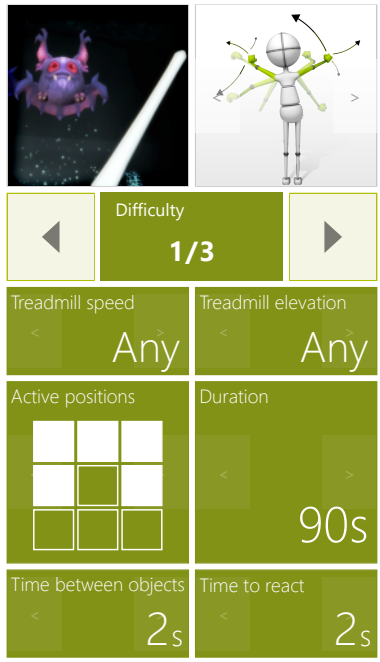
- Visual motor coordination
- Exercise with or without support from healthy limb
- Spontaneous movements in 3D space
- Speed of movement

INSTRUCTION FOR PATIENT

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

SAMPLE SETTINGS



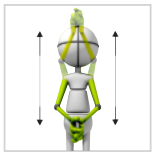


FUNCTIONAL MOVEMENTS

PUMPER

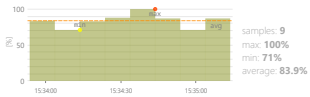
Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS

Accuracy



Total points

15 point(s)

Functional movements

18 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Time to complete action
- Range

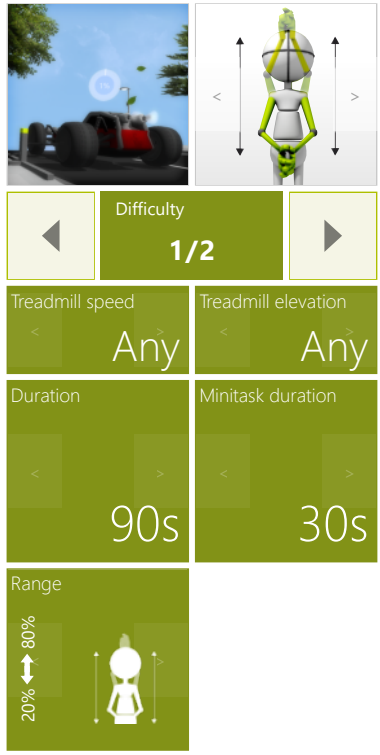
OBJECTIVES

- Speed of movement
- Dynamics of planned movements

INSTRUCTION FOR PATIENT

Pump the wheels as quickly as you can.

SAMPLE SETTINGS



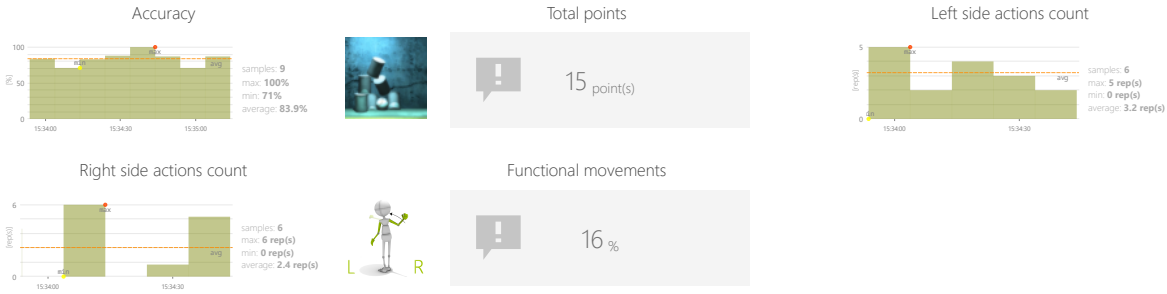
FUNCTIONAL MOVEMENTS

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

- Treadmill speed
- Treadmill elevation
- Task duration
- Speed of objects
- Weight of targets

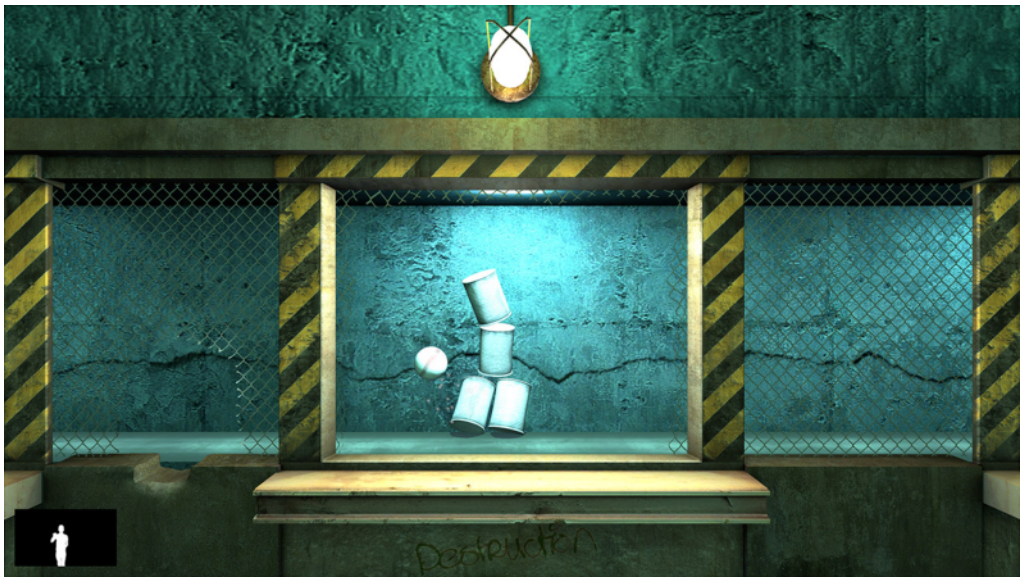
OBJECTIVES

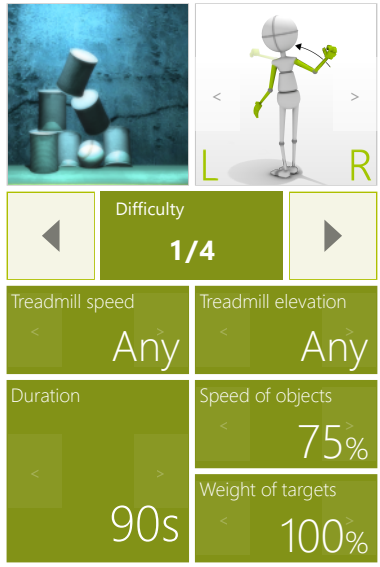
- Movement precision
- Predicting the trajectory of objects in 3D space
- Dynamics of planned movements
- Dynamic responses to emerging moving targets
- The ability of spatial visualization

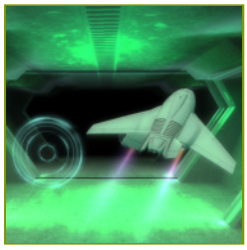
INSTRUCTION FOR PATIENT

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

SAMPLE SETTINGS





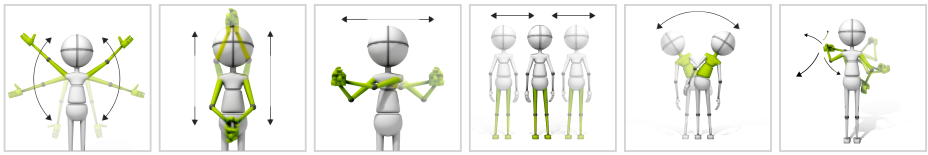


FUNCTIONAL MOVEMENTS

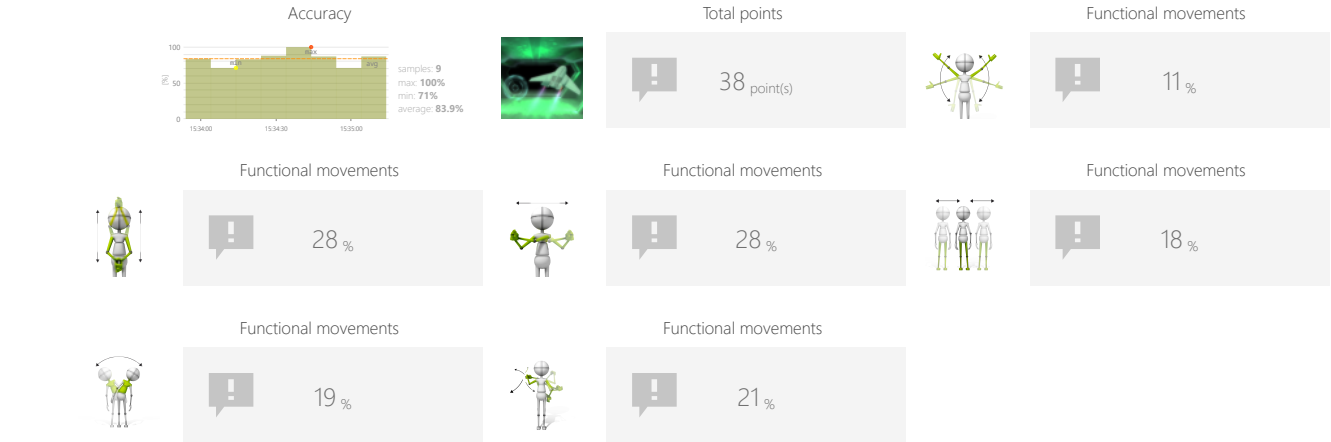
AIRPLANE

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

- Treadmill speed
- Treadmill elevation
- Player speed
- Task duration
- Range

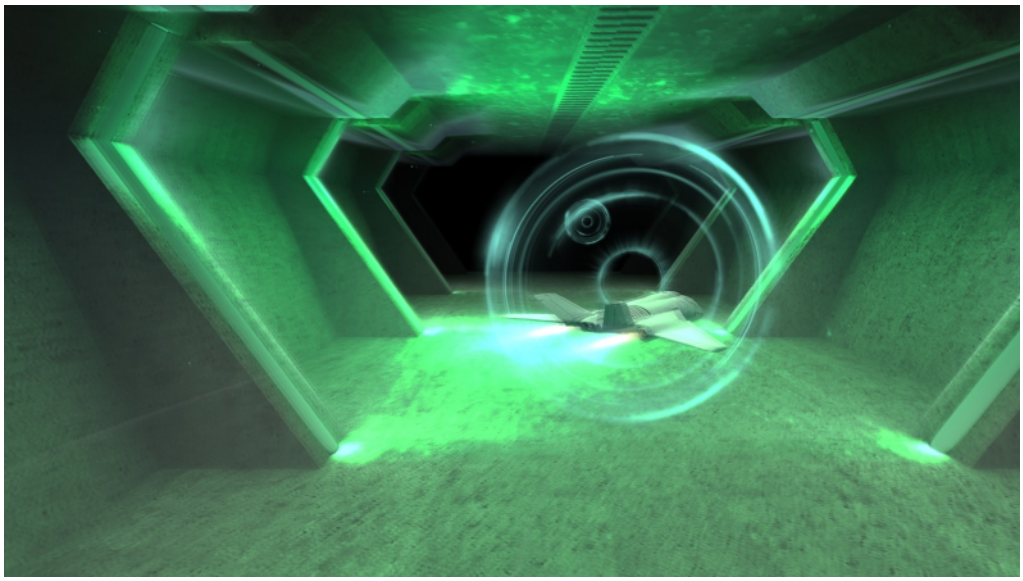
OBJECTIVES

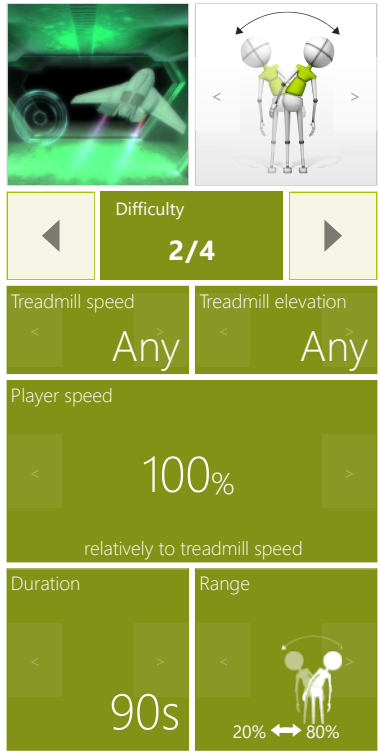
- Focusing
- Perceptivity
- Movement precision
- Predicting the trajectory of objects in 3D space

INSTRUCTION FOR PATIENT

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

SAMPLE SETTINGS





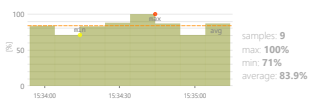
FUNCTIONAL MOVEMENTS

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



Total points

36 point(s)

Functional movements

39 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Time to complete action

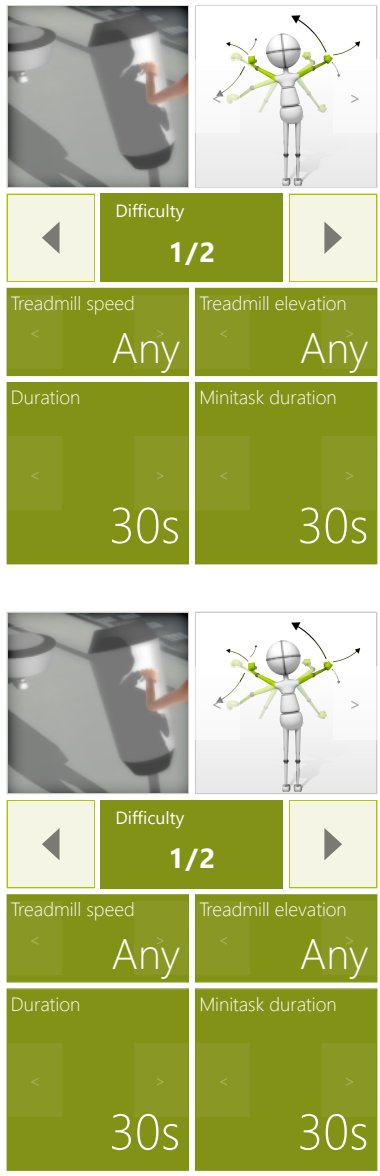
OBJECTIVES

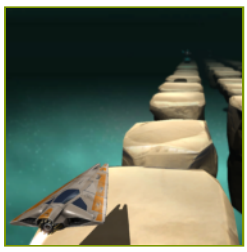
- Speed of movement
- Spontaneous movements

INSTRUCTION FOR PATIENT

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

SAMPLE SETTINGS





FUNCTIONAL MOVEMENTS

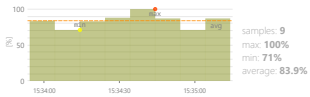
STONES

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

Accuracy



Total points

21 point(s)

Functional movements

38 %

Functional movements

23 %

Functional movements

25 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Player speed
- Task duration
- Range

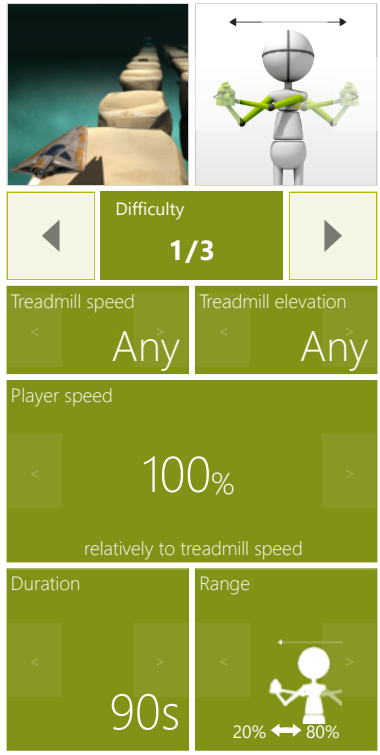
OBJECTIVES

- 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



FUNCTIONAL MOVEMENTS

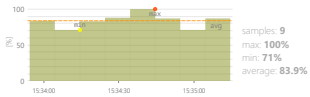
RUNAWAY

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

Accuracy



Total points

14 point(s)

Functional movements

32 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Number of enemies
- Enemies speed

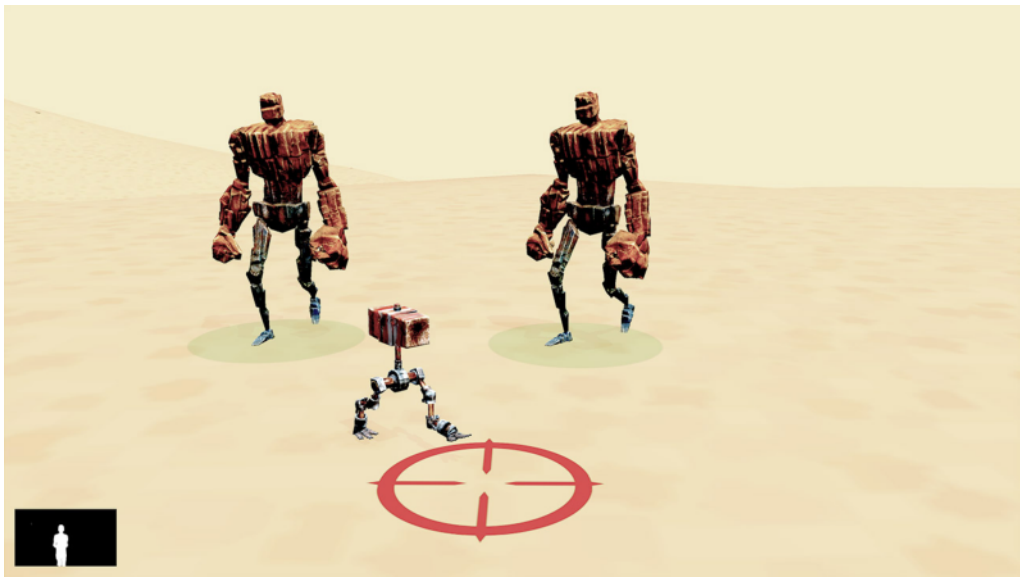
OBJECTIVES

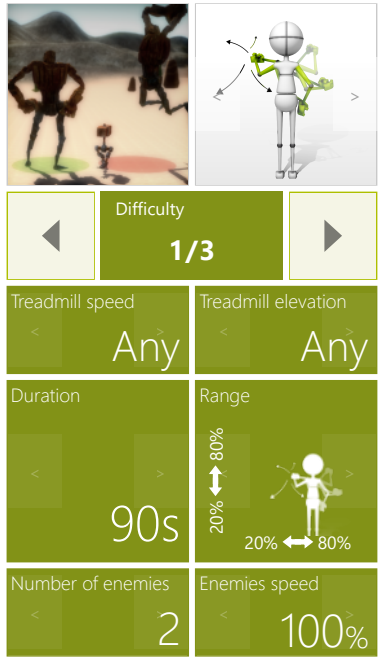
- Predicting the trajectory of objects in 3D space
- Response to negative visual stimuli
- Focusing
- Perceptivity

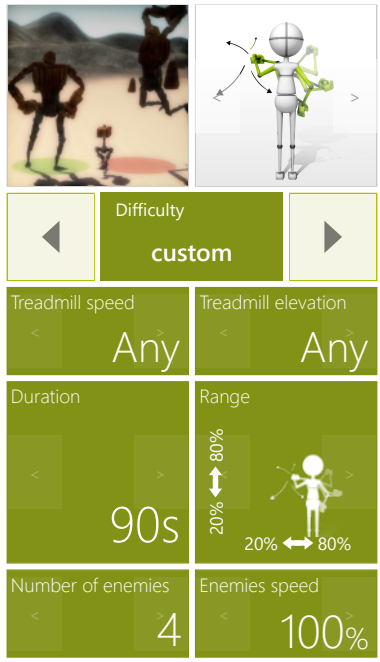
INSTRUCTION FOR PATIENT

Keep away from the big robots.

SAMPLE SETTINGS







FUNCTIONAL MOVEMENTS

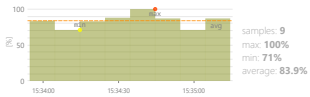
CANNON

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

Accuracy



Total points

25 point(s)

Functional movements

12 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Time between cannonballs
- Time between enemies
- Enemies speed

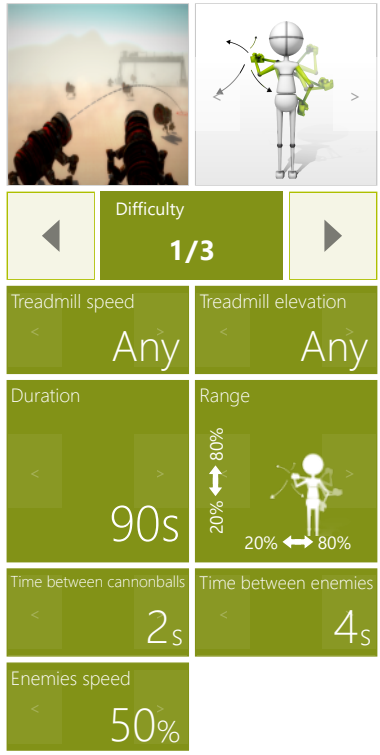
OBJECTIVES

- 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

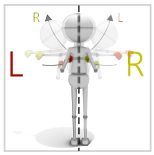


FUNCTIONAL MOVEMENTS

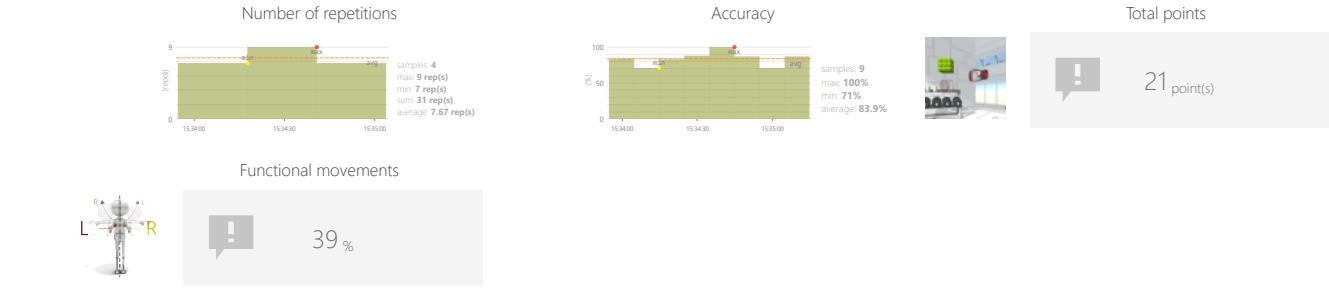
CROSS PUNCHER

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

- Treadmill speed
- Treadmill elevation
- Task duration
- Time to react
- Distance to targets

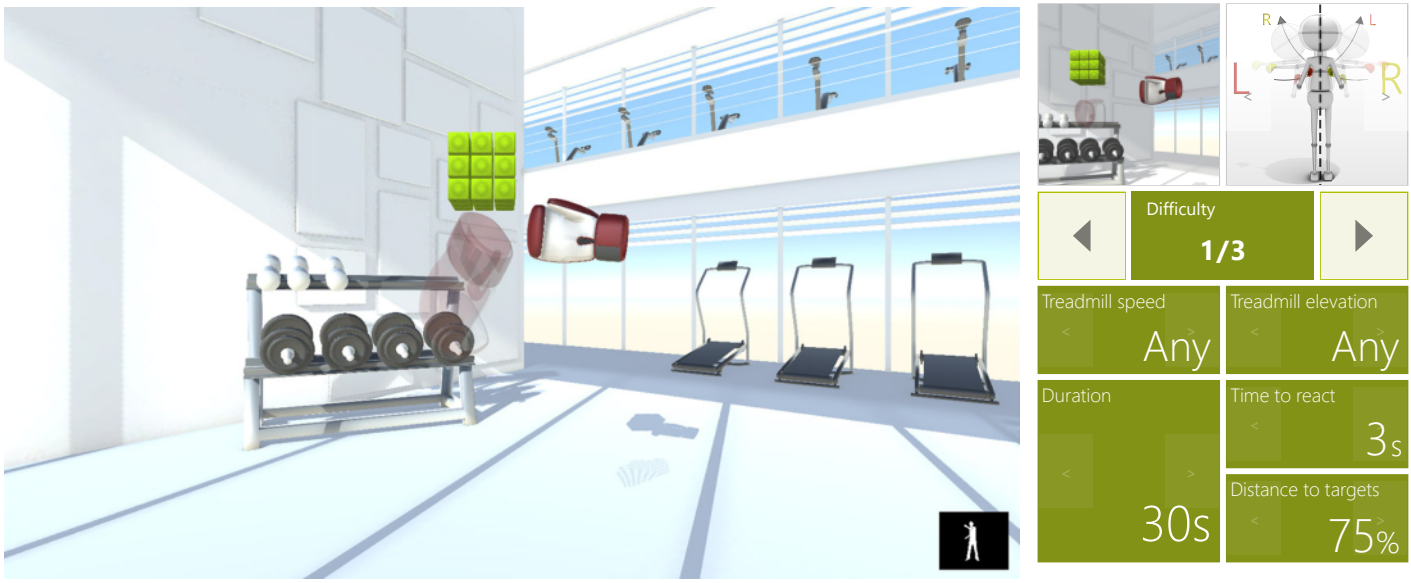
OBJECTIVES

- 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.

SAMPLE SETTINGS

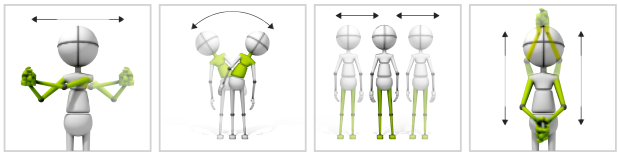


FUNCTIONAL MOVEMENTS

AUTOMATIC CANNON

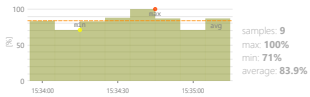
Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS

Accuracy



Total points

24 point(s)

Functional movements

24 %

Functional movements

11 %

Functional movements

27 %

Functional movements

30 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Enable distractors
- Time between cannonballs
- Time between enemies
- Enemies speed

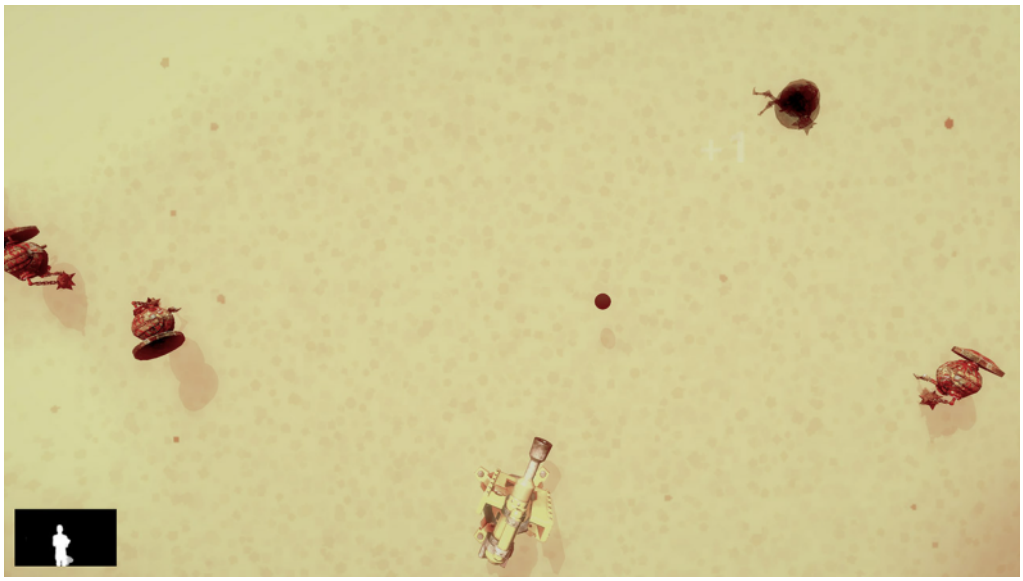
OBJECTIVES

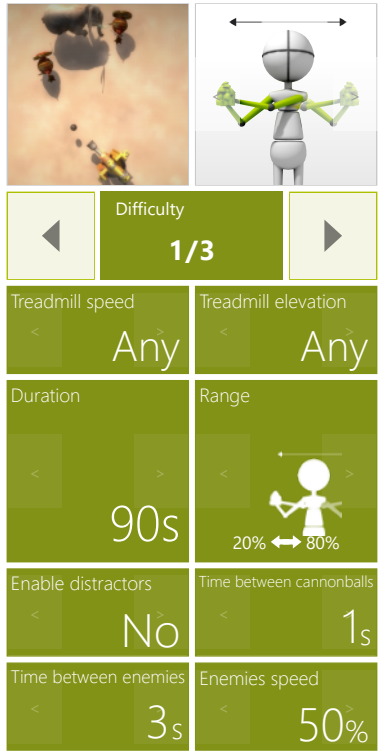
- Divided attention
- Spontaneous movements
- Predicting the trajectory of objects

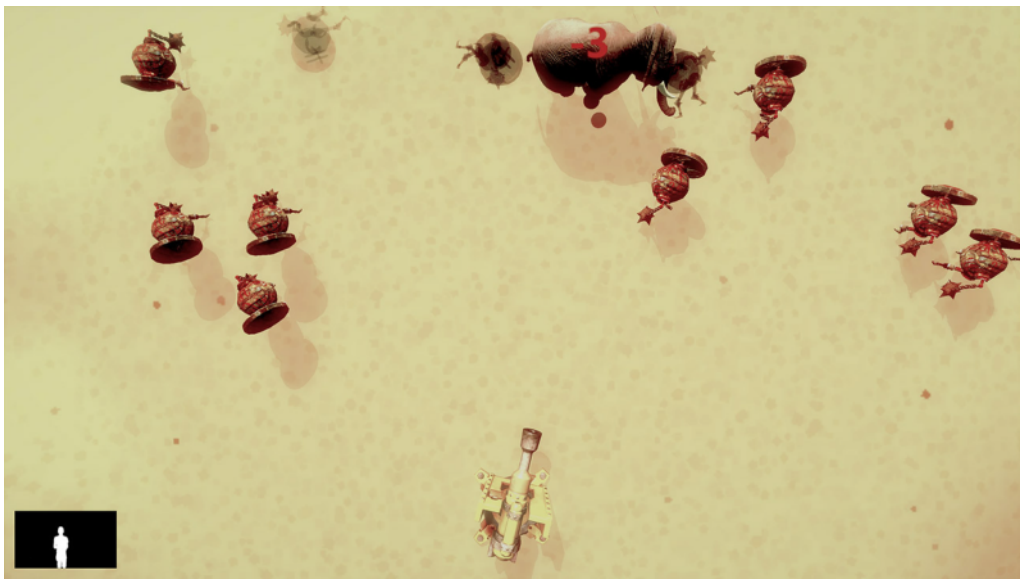
INSTRUCTION FOR PATIENT

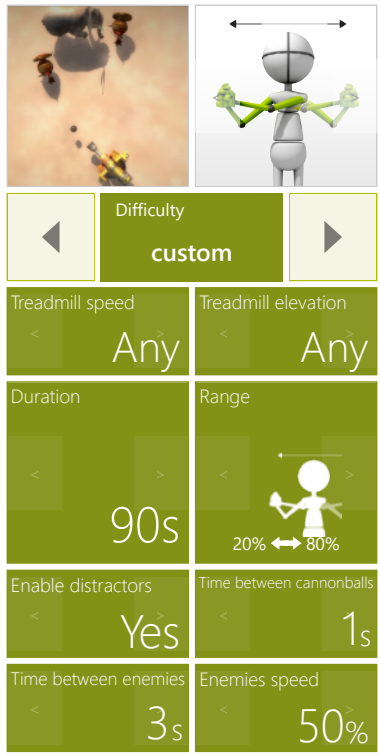
Control cannon(s) to destroy robots, but avoid hitting the elephant!

SAMPLE SETTINGS







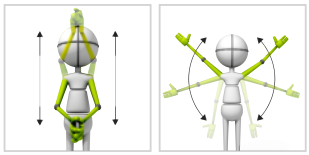


FUNCTIONAL MOVEMENTS

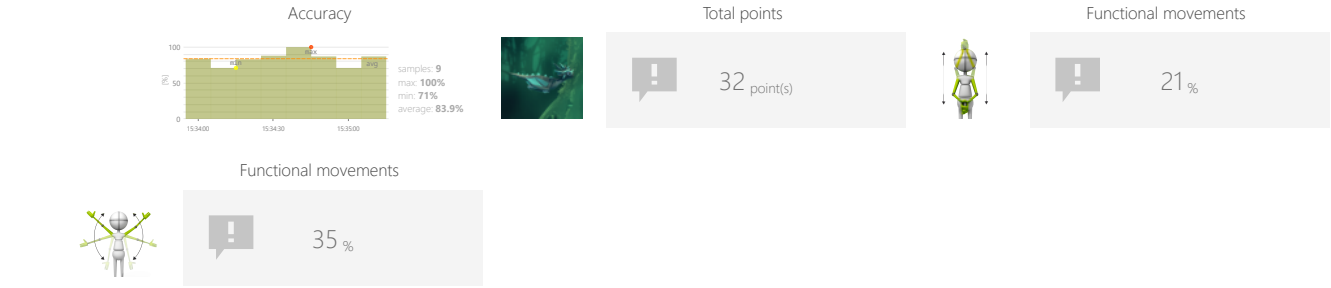
DRAGON

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



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Coins group size
- Distance between coins
- Gravity force

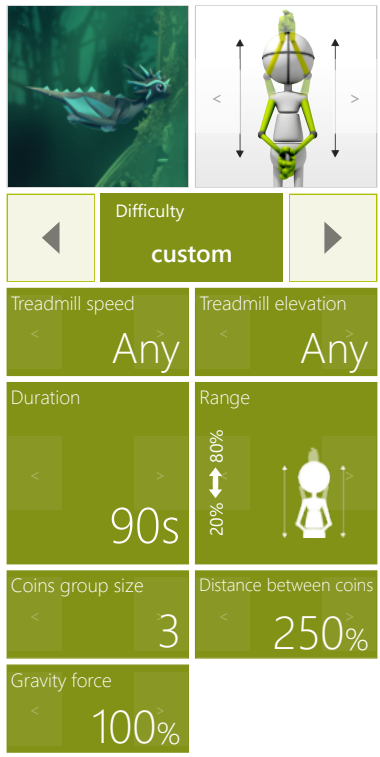
OBJECTIVES

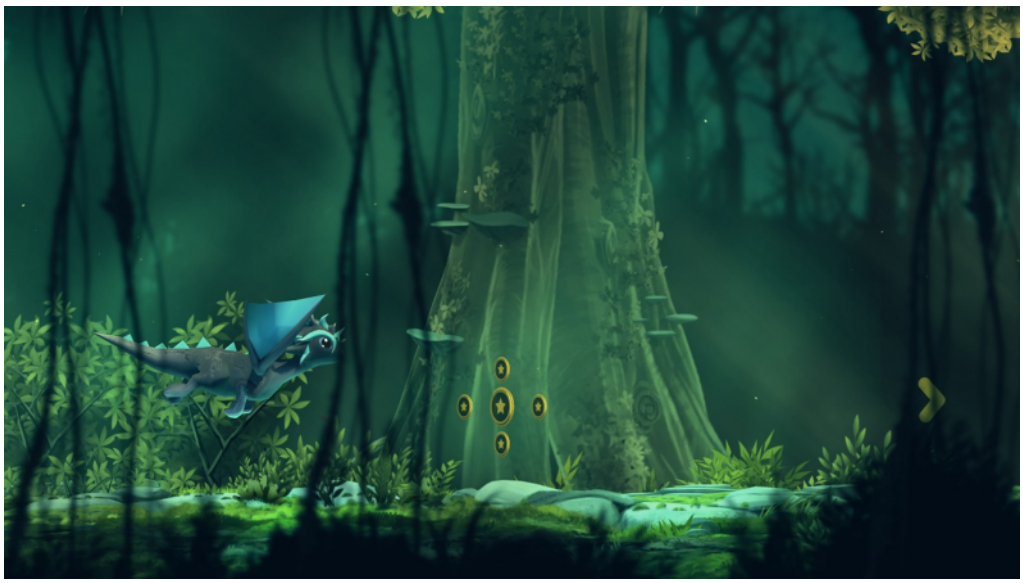
- Predicting the trajectory of objects
- Improve range of motion
- Visual motor coordination
- Muscle strengthening
- Planning and Strategy

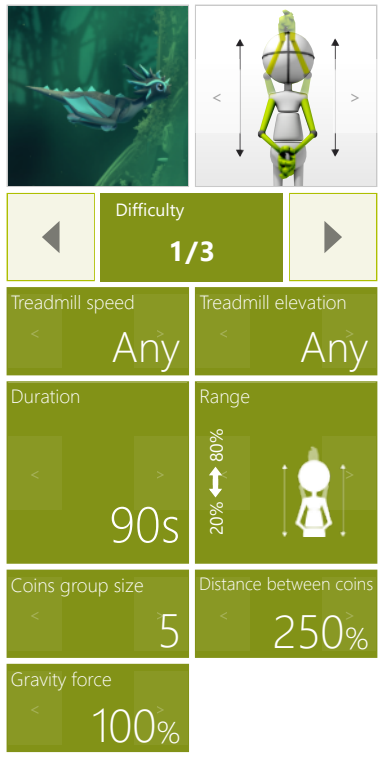
INSTRUCTION FOR PATIENT

Fly and collect the coins.

SAMPLE SETTINGS







FUNCTIONAL MOVEMENTS

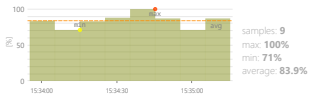
BOX CRUSHER

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

Accuracy



Total points

32 point(s)

Functional movements

33 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Positions to have targets on
- Task duration
- Range
- Required force

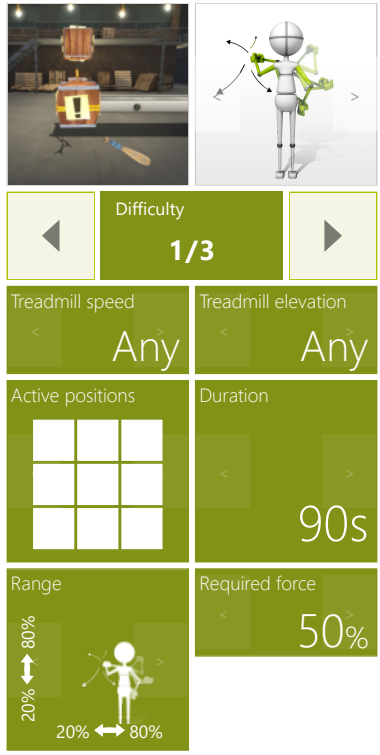
OBJECTIVES

- 3D space movements reproduction
- Movement awareness
- Muscle strengthening
- Repetitive movements

INSTRUCTION FOR PATIENT

Smash boxes with the club.

SAMPLE SETTINGS

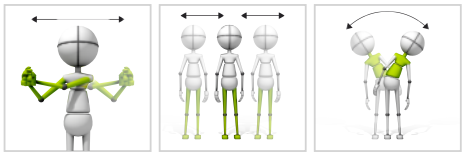


FUNCTIONAL MOVEMENTS

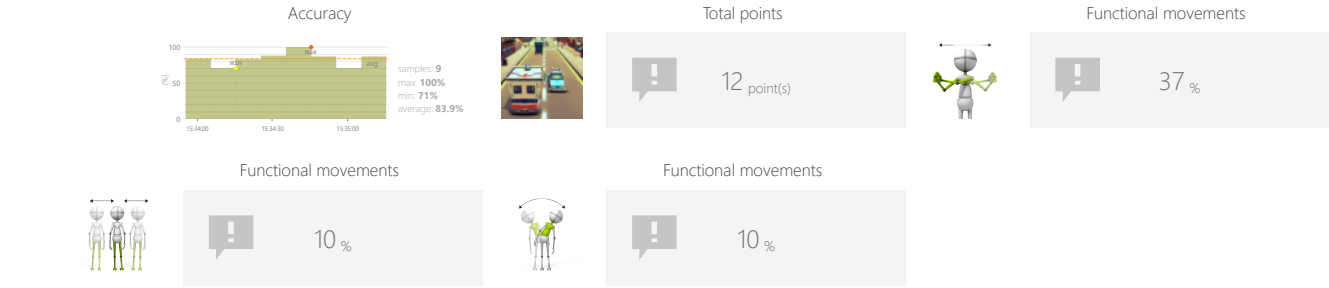
AMBULANCE

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

- Treadmill speed
- Treadmill elevation
- Player speed
- Task duration
- Range
- Distance between cars

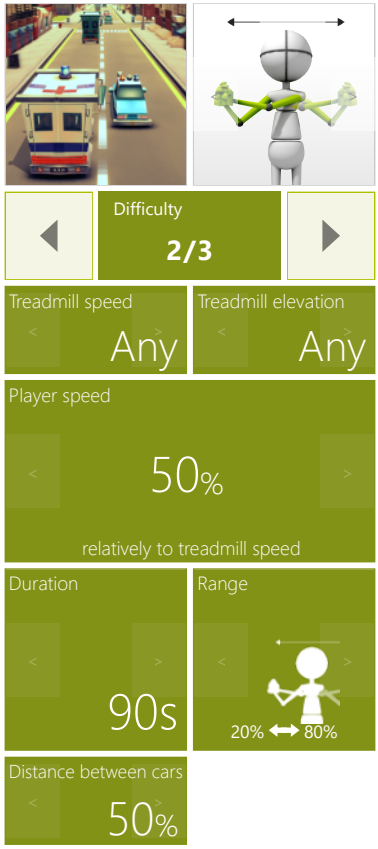
OBJECTIVES

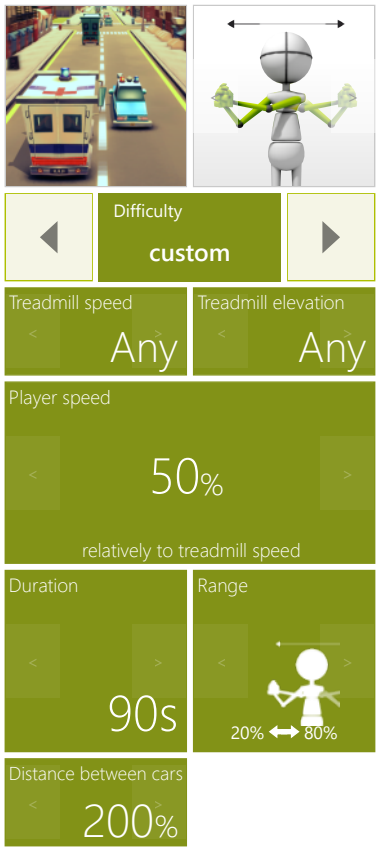
- Dynamics of planned movements
- Focusing
- Speed of decision making
- Visual motor coordination

INSTRUCTION FOR PATIENT

Go as fast as you can and avoid hitting other cars.

SAMPLE SETTINGS





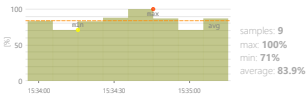
FUNCTIONAL MOVEMENTS

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



Total points

19 point(s)

Functional movements

19 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Number of gates
- Gravity force

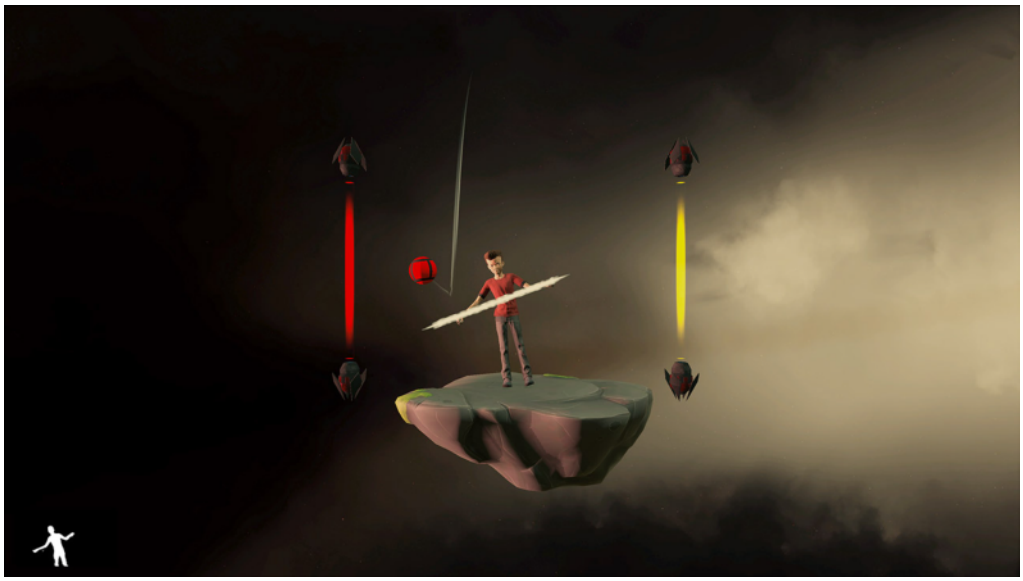
OBJECTIVES

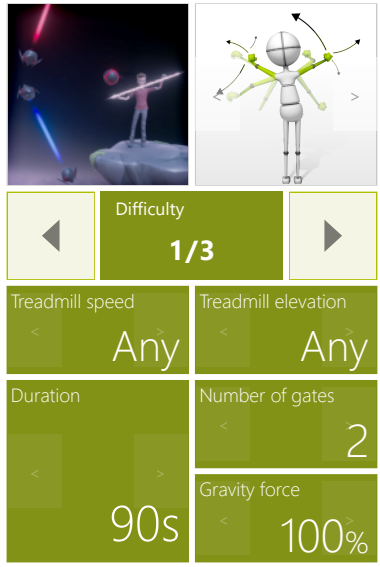
- 3D space movements reproduction
- Dynamic responses to emerging moving targets
- Planning and Strategy

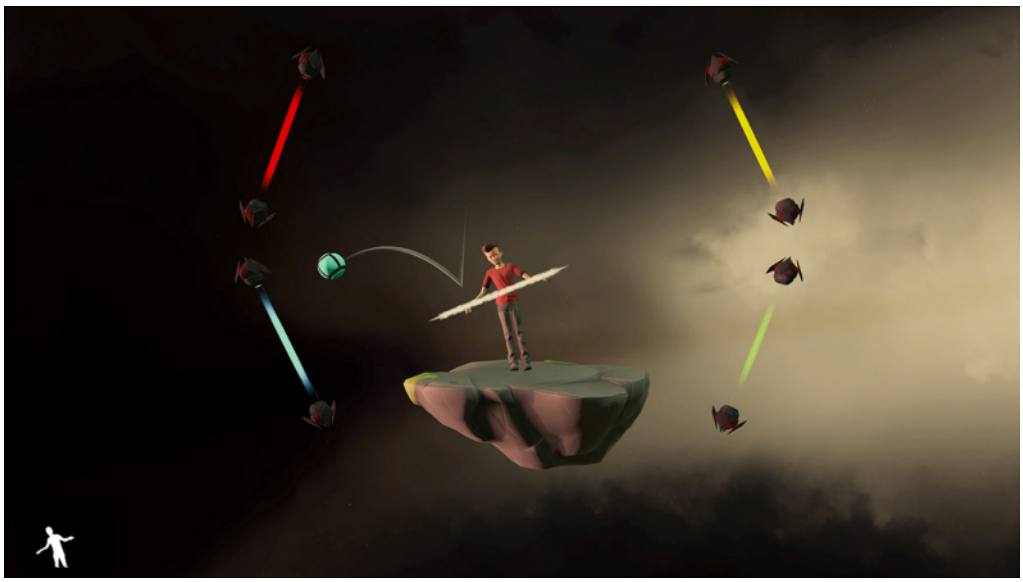
INSTRUCTION FOR PATIENT

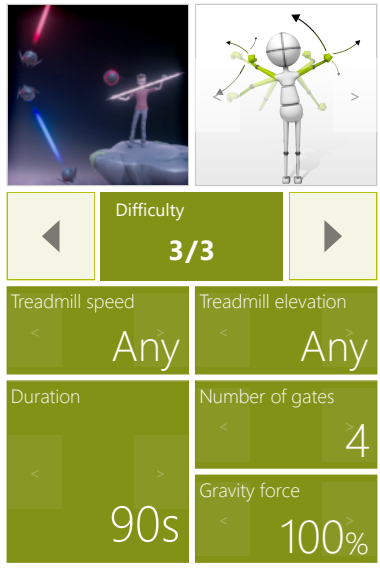
Make the ball fly through the gate in corresponding color.

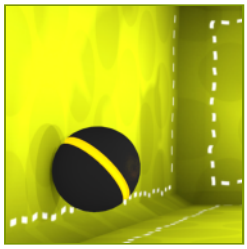
SAMPLE SETTINGS









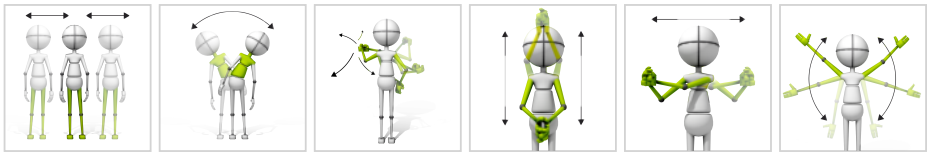


FUNCTIONAL MOVEMENTS

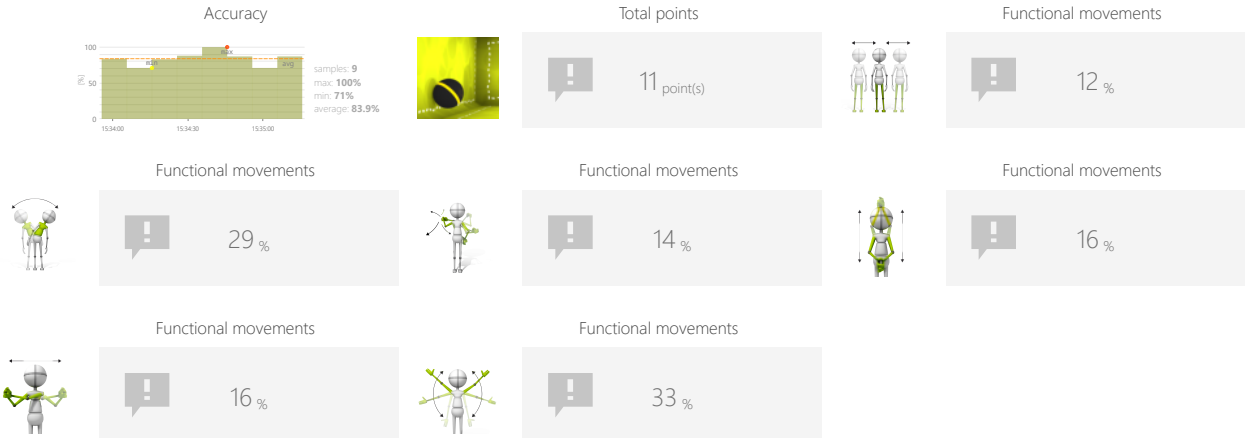
ARCANOID

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

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Reticle size
- Speed of objects

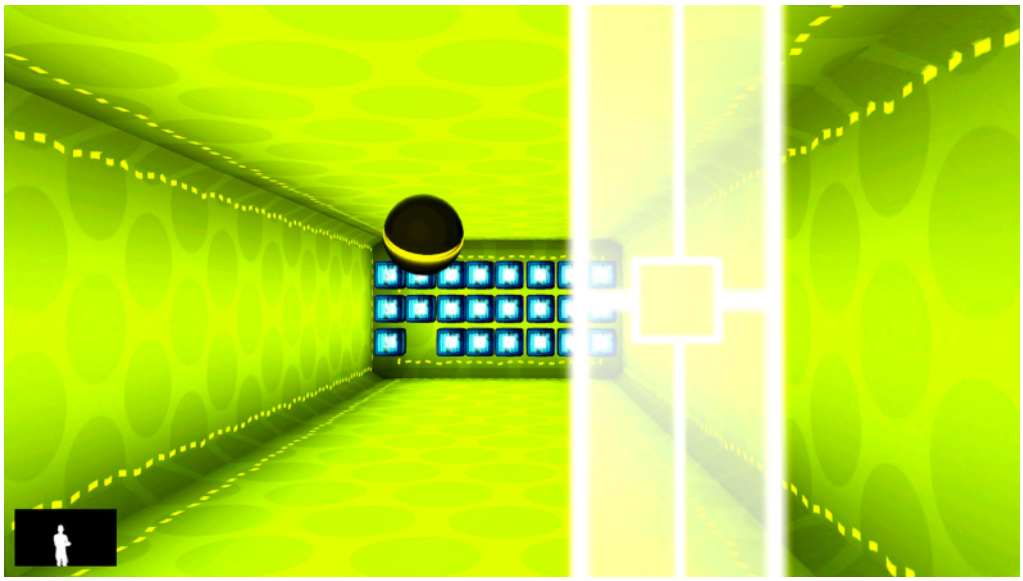
OBJECTIVES

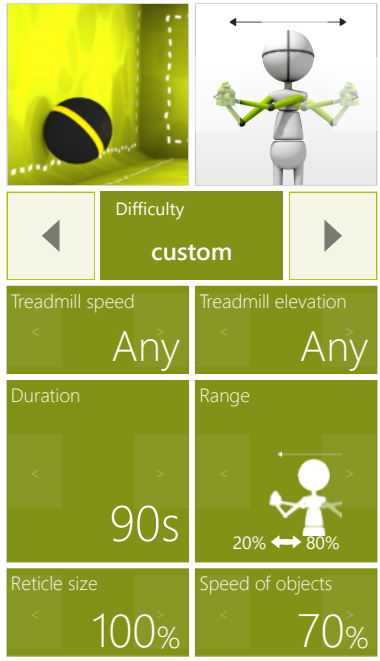
- Dynamics of planned movements
- Predicting the trajectory of objects in 3D space
- Visual motor coordination

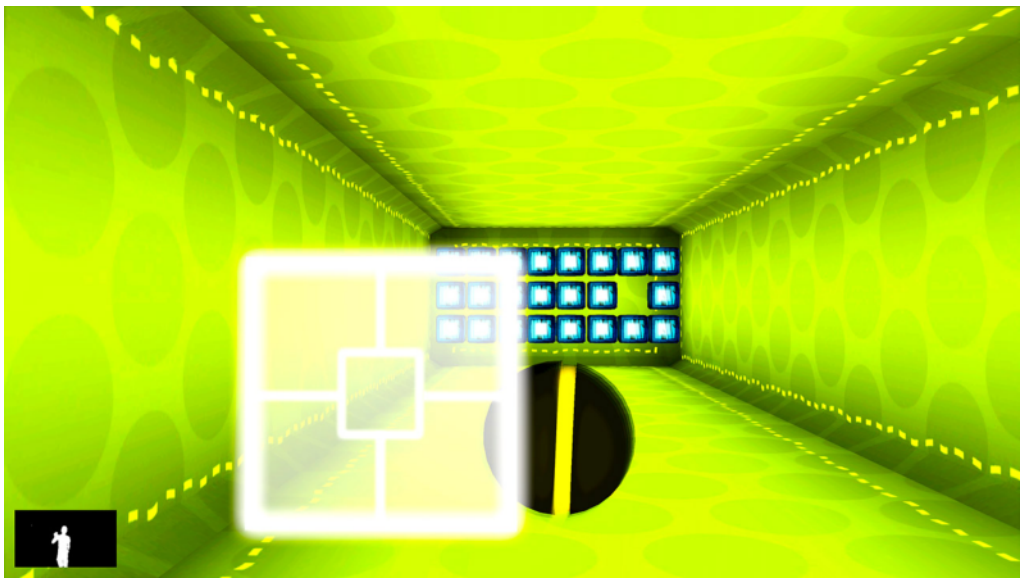
INSTRUCTION FOR PATIENT

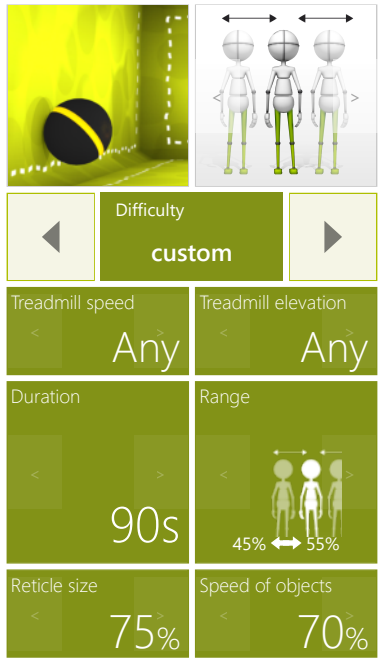
Destroy as many boxes as you can.

SAMPLE SETTINGS







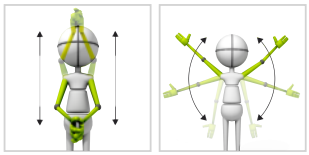


FUNCTIONAL MOVEMENTS

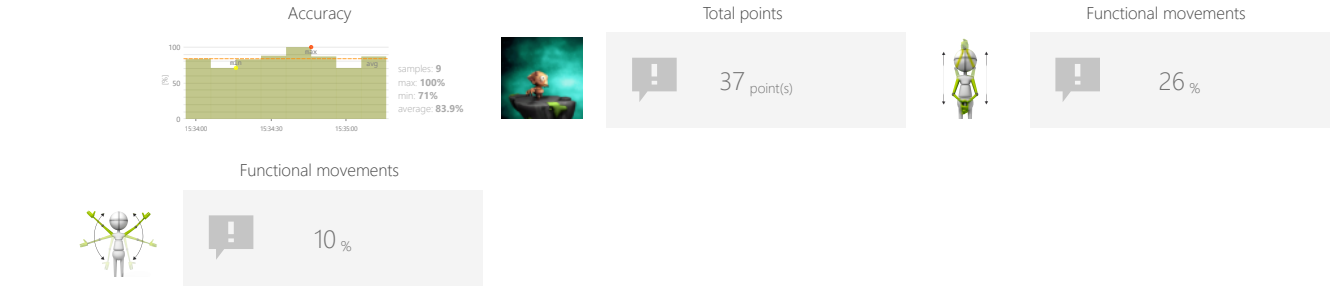
ROCKET JUMPING

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

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Time between objects
- Bomb format
- Speed of objects

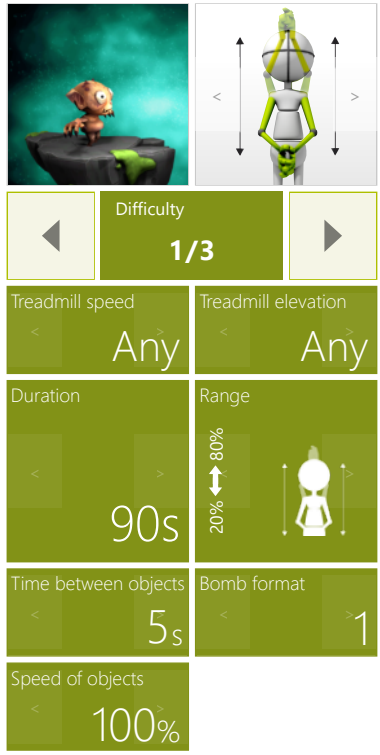
OBJECTIVES

- 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.

SAMPLE SETTINGS



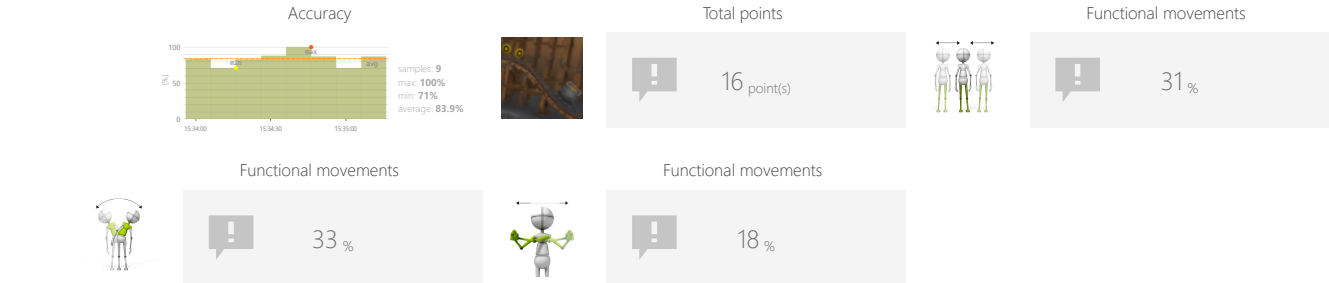
FUNCTIONAL MOVEMENTS

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

- Treadmill speed
- Treadmill elevation
- Player speed
- Task duration
- Range
- Route shape
- Enable derailing
- Enable obstacles
- Time between objects

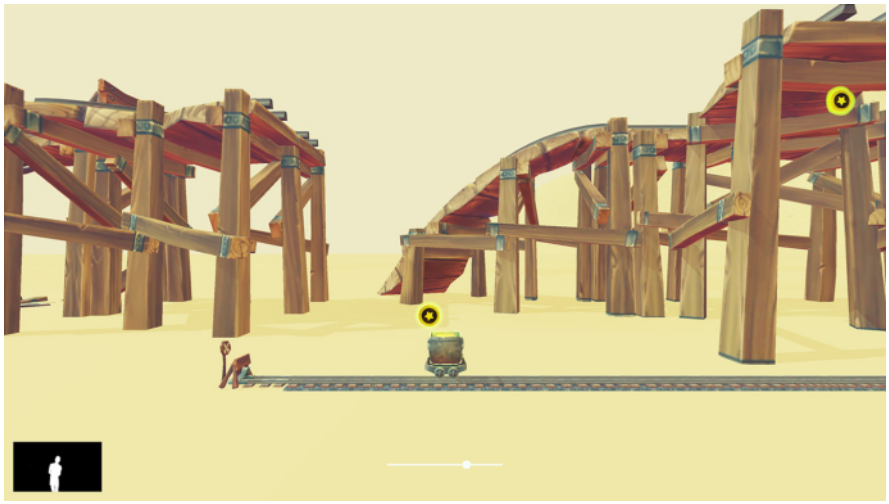
OBJECTIVES

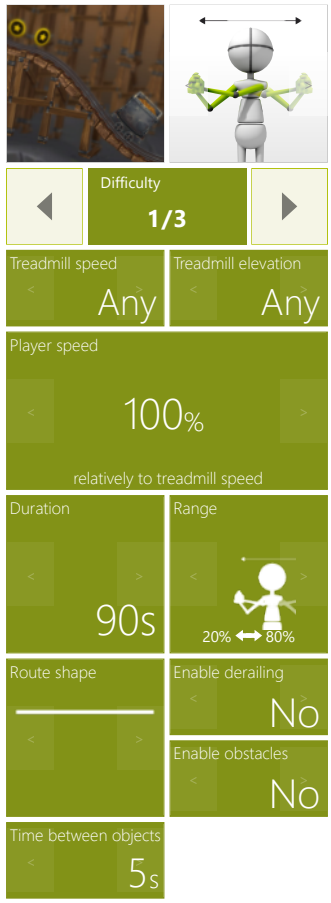
- Dynamic responses to emerging moving targets
- Predicting the trajectory of objects
- Visual motor coordination

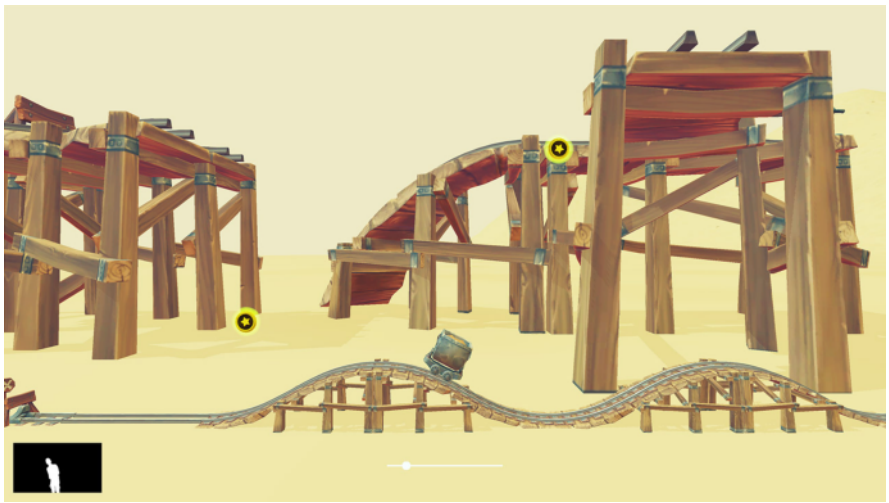
INSTRUCTION FOR PATIENT

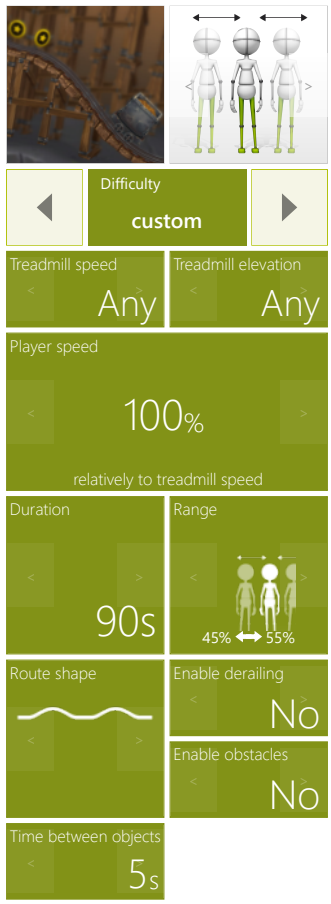
Control the trolley to collect the coins.

SAMPLE SETTINGS







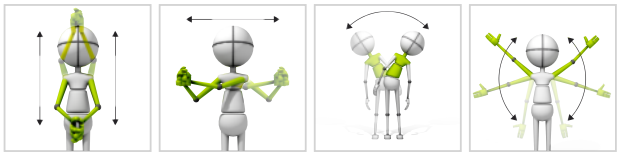


FUNCTIONAL MOVEMENTS

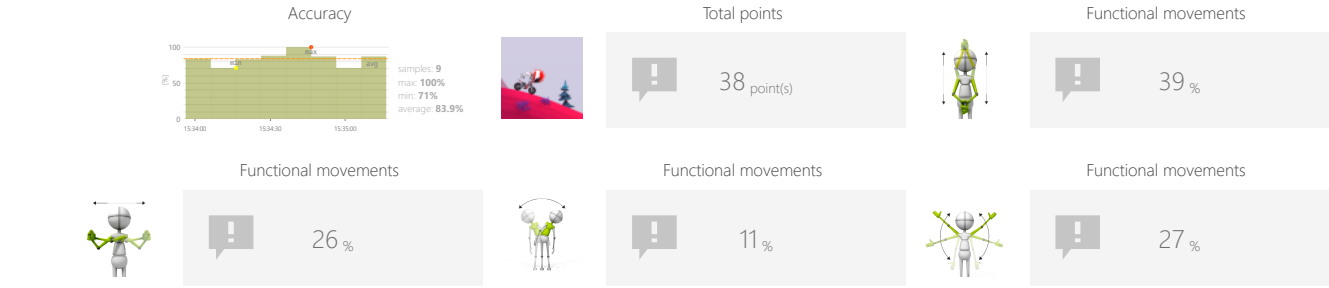
MOTOCROSS

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



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Route shape

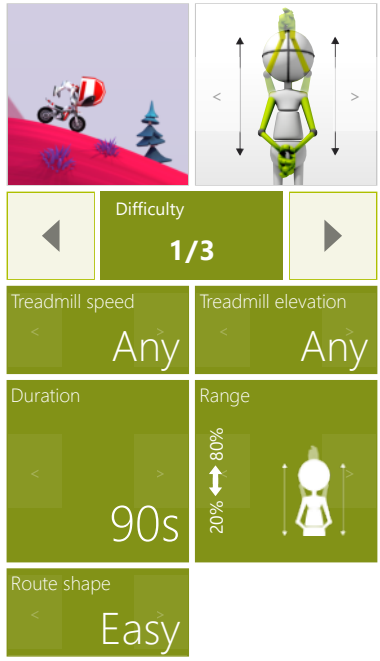
OBJECTIVES

- 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

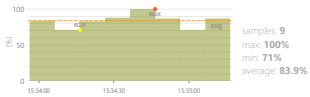
WALKER

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

Accuracy



Total points

21 point(s)

Functional movements

39 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Player speed
- Task duration

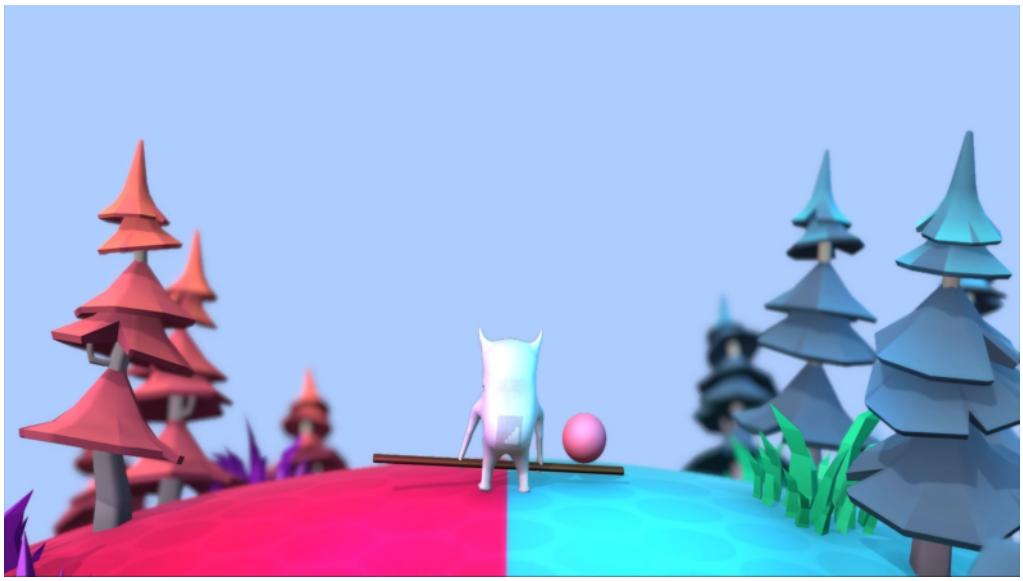
OBJECTIVES

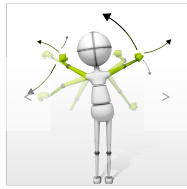
- Planned movements
- Balance and equilibrium training
- Repetitive movements

INSTRUCTION FOR PATIENT

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

SAMPLE SETTINGS





Treadmill speed
Any

Treadmill elevation
Any

Player speed
100%
relatively to treadmill speed

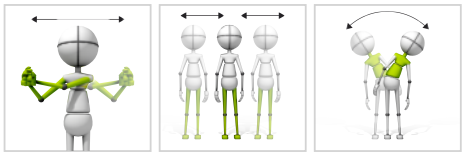
Duration
90s

FUNCTIONAL MOVEMENTS

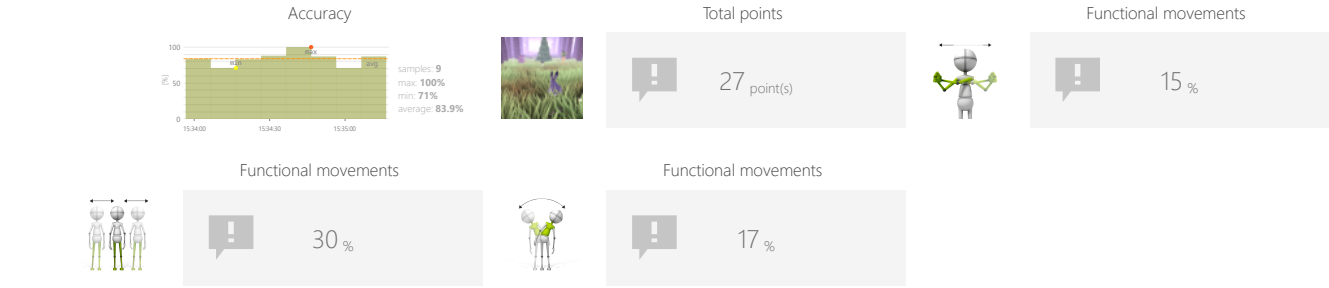
FOREST RUNNER

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

- Treadmill speed
- Treadmill elevation
- Player speed
- Task duration
- Range

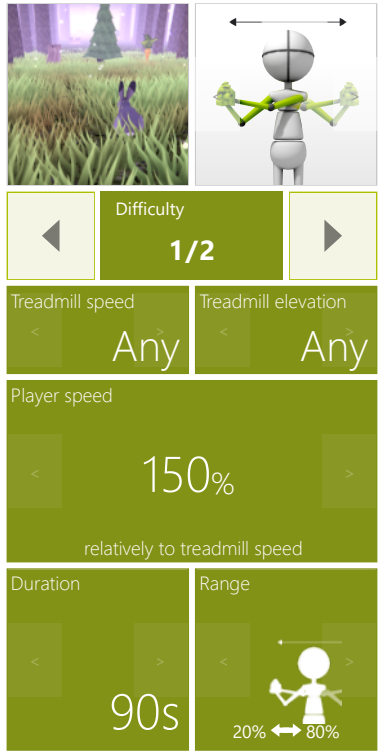
OBJECTIVES

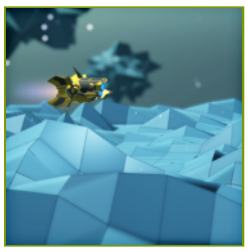
- Dynamics of planned movements
- Focusing
- Planned movements
- Speed of movement

INSTRUCTION FOR PATIENT

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

SAMPLE SETTINGS



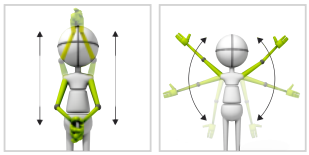


FUNCTIONAL MOVEMENTS

GEOMETRY FLIER

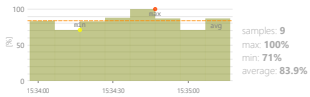
Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS

Accuracy



Total points

21 point(s)

Functional movements

24 %

Functional movements

38 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Player speed
- Task duration
- Range

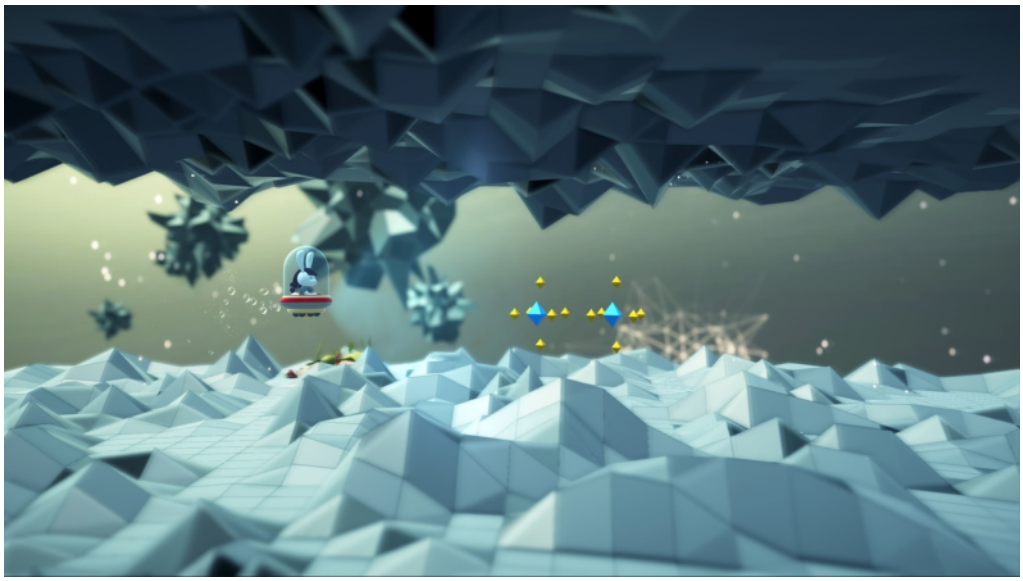
OBJECTIVES

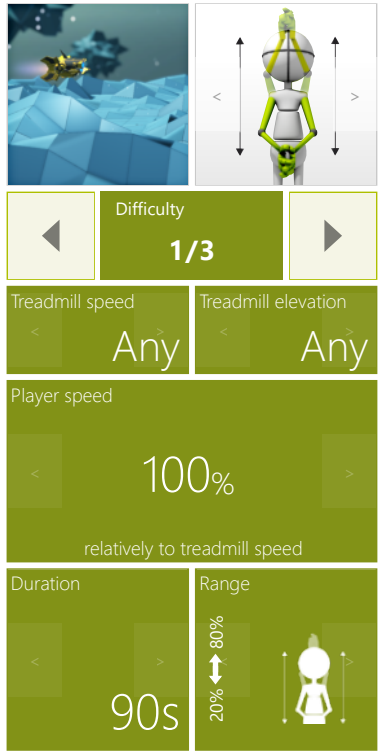
- Dynamics of planned movements
- Activity in a given rhythm
- Visual motor coordination

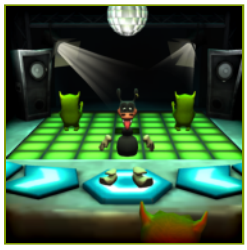
INSTRUCTION FOR PATIENT

Control the vehicle to avoid the obstacles.

SAMPLE SETTINGS





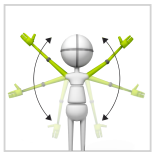


FUNCTIONAL MOVEMENTS

DANCEMAN

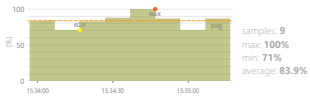
Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS

Accuracy



Total points

18 point(s)

Functional movements

17 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Advanced scoring
- Song index
- Spawn rate level

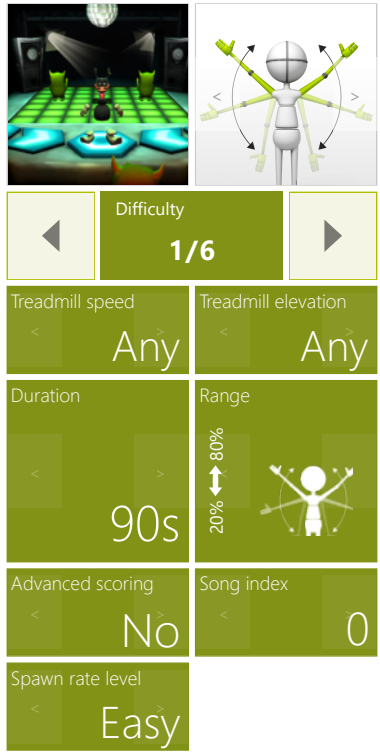
OBJECTIVES

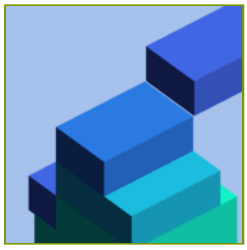
- Activity in a given rhythm
- Spontaneous movements
- Visual motor coordination

INSTRUCTION FOR PATIENT

Hit the green characters when they come close.

SAMPLE SETTINGS



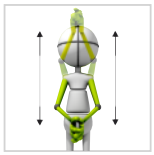


FUNCTIONAL MOVEMENTS

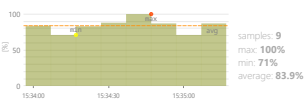
STACK BUILDER

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



Total points

20 point(s)

Functional movements

34 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Speed of objects

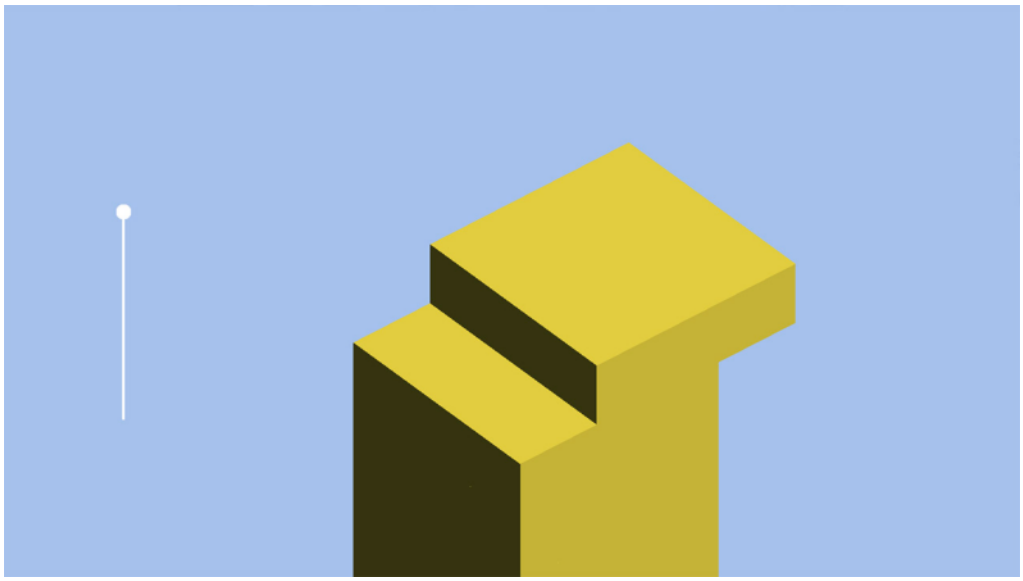
OBJECTIVES

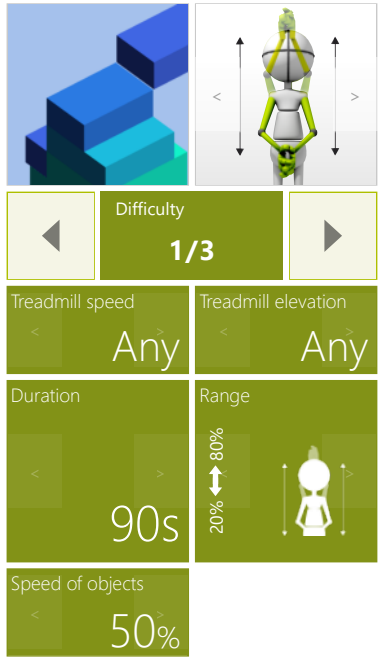
- Repetitive movements
- Rhythmicity
- Planned movements
- Focusing

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



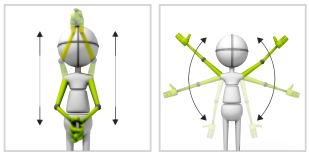


FUNCTIONAL MOVEMENTS

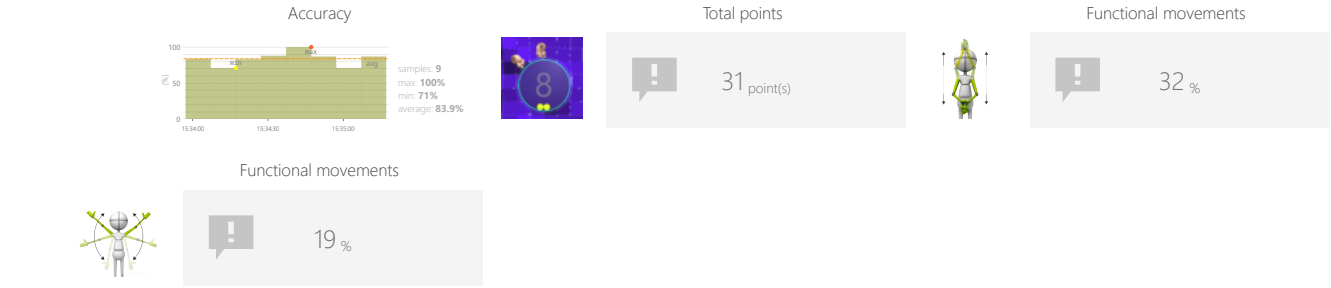
IMP DODGE

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

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Number of imps
- Number of targets
- Speed of objects

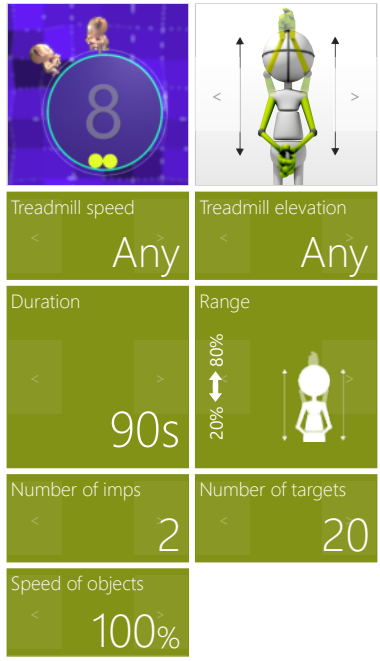
OBJECTIVES

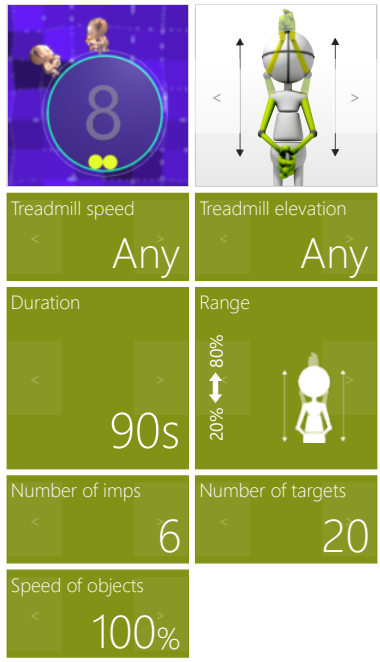
- Dynamics of planned movements
- Predicting the trajectory of objects
- Visual motor coordination
- Focusing

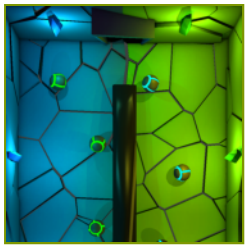
INSTRUCTION FOR PATIENT

Shoot green balls into the circle while avoiding hitting imps.

SAMPLE SETTINGS





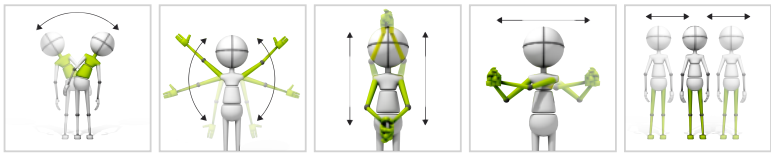


DIVIDED ATTENTION

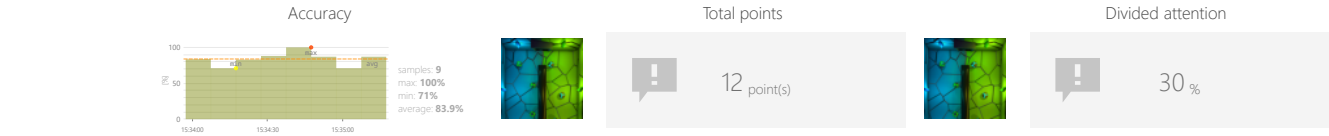
SORTER

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

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Number of objects
- Gap size
- Speed of objects

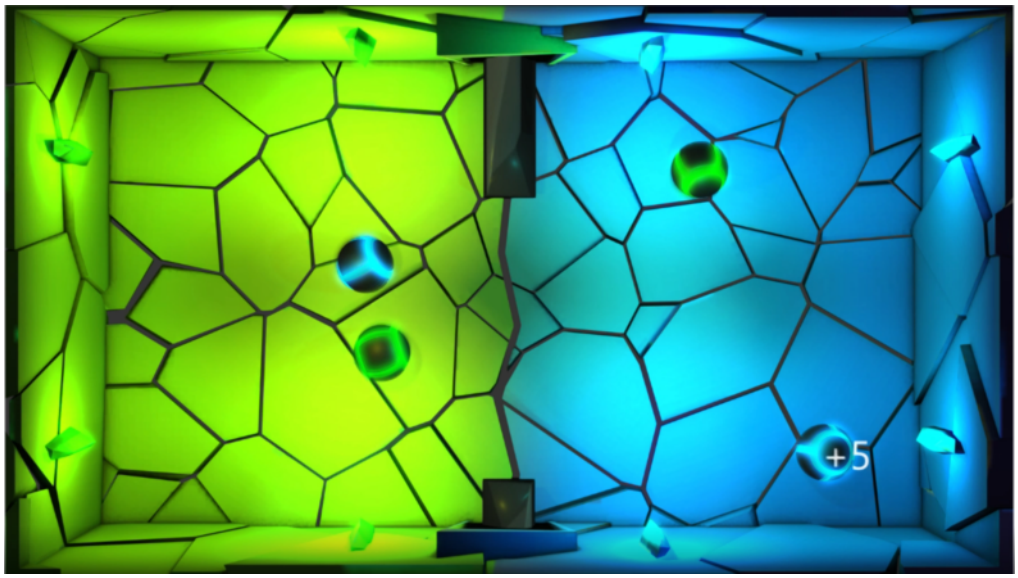
OBJECTIVES

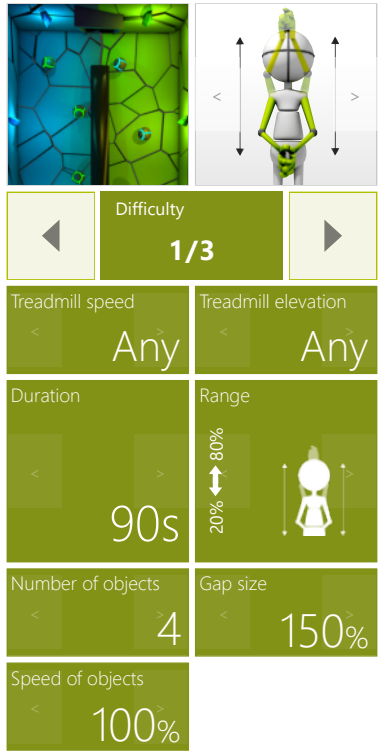
- Predicting the trajectory of objects
- Focusing
- Perceptivity
- Movement precision
- Exercise with or without support from healthy limb

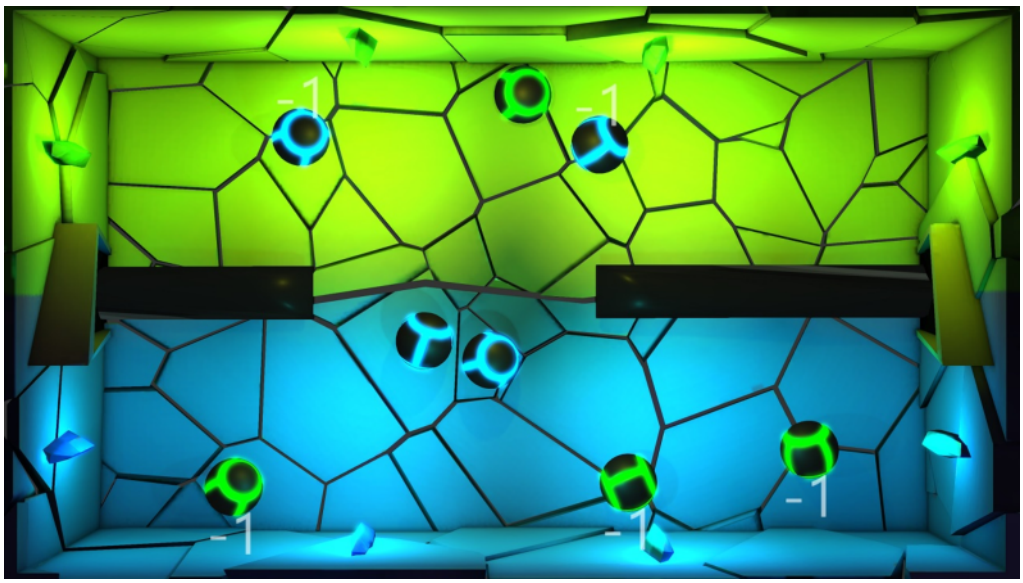
INSTRUCTION FOR PATIENT

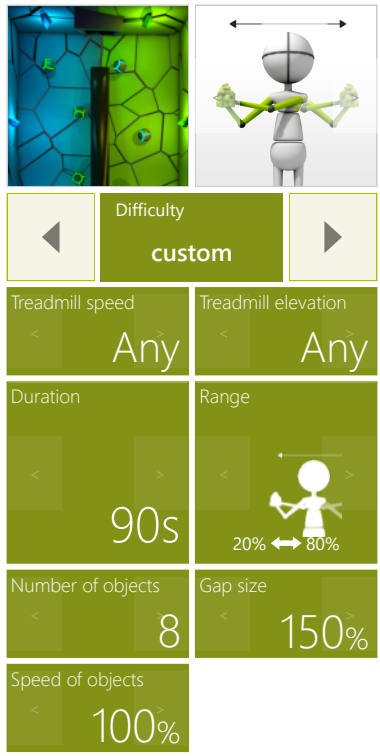
Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.

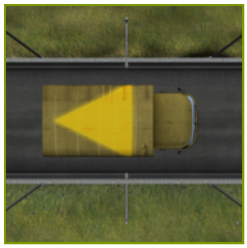
SAMPLE SETTINGS









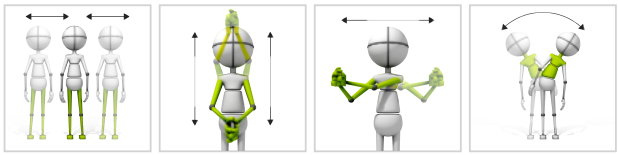


MEMORY

TRUCKS

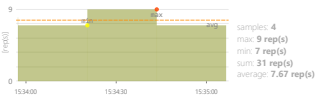
Measure and train individual's skills to memorize information.

CONTROL MODES

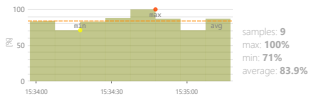


RESULTS

Number of repetitions



Accuracy



Total points

36 point(s)

Memory

21 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Variations

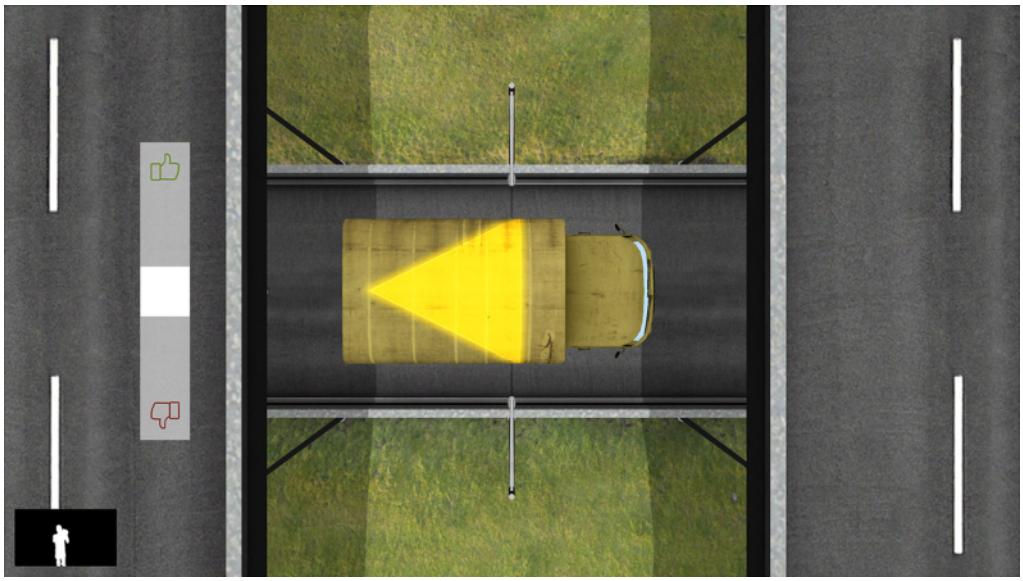
OBJECTIVES

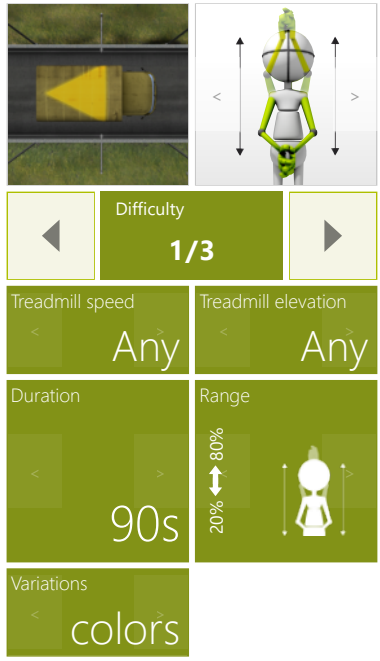
- Logical tasks
- Focusing
- Perceptivity

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

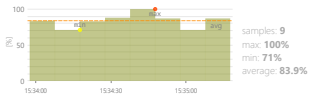
MATH

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

Accuracy



Total points

30 point(s)

Problem solving

15 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Target number range
- Allow negative numbers

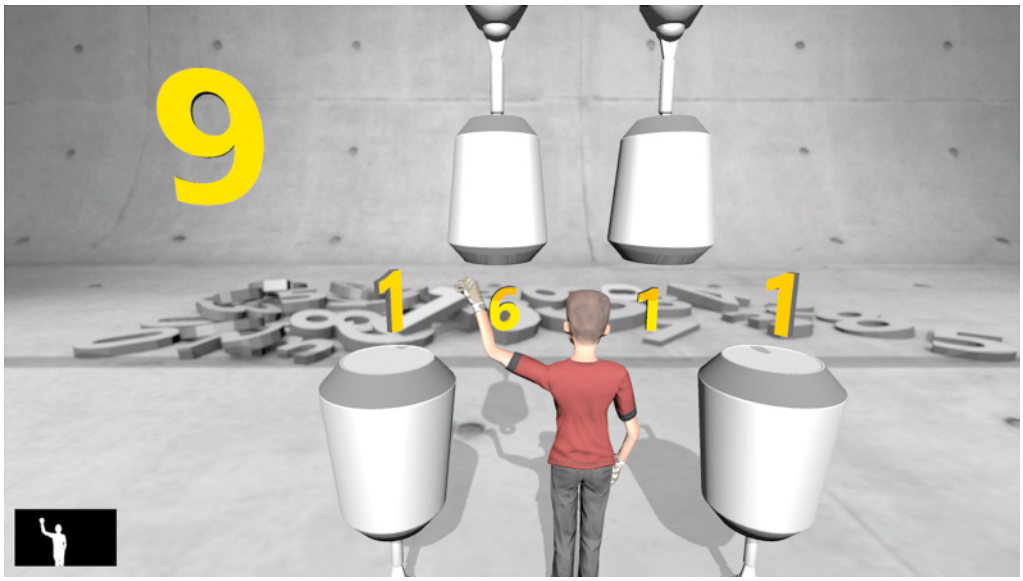
OBJECTIVES

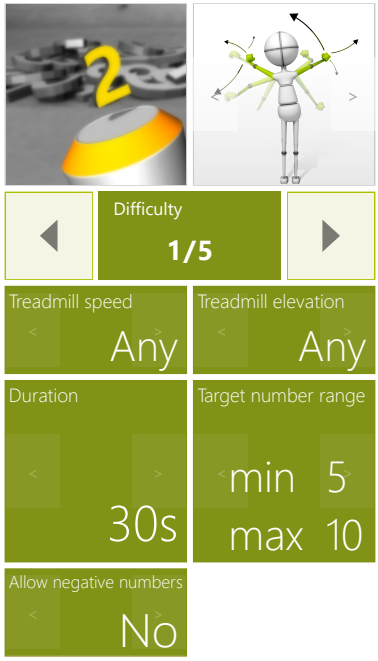
- Logical tasks

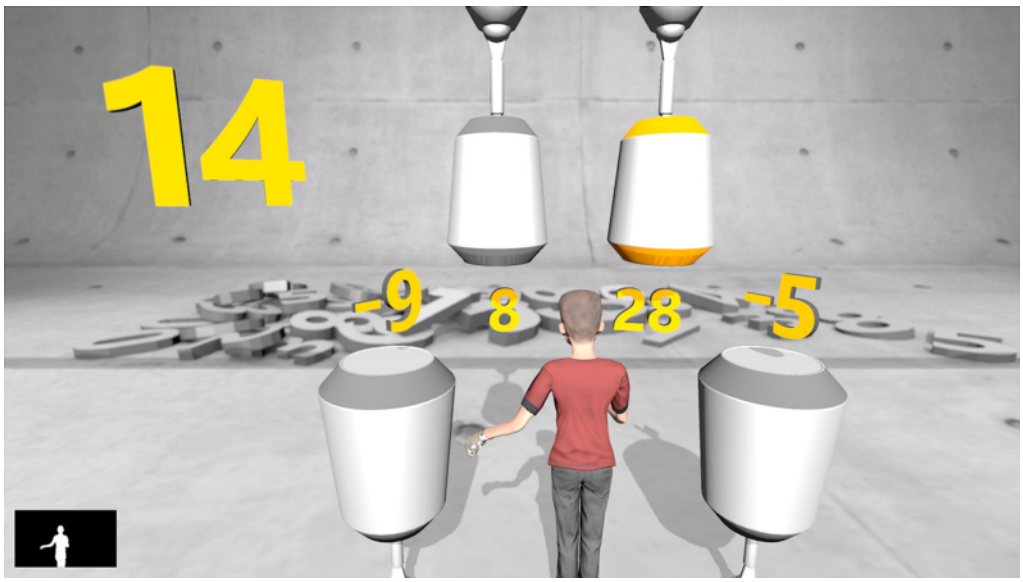
INSTRUCTION FOR PATIENT

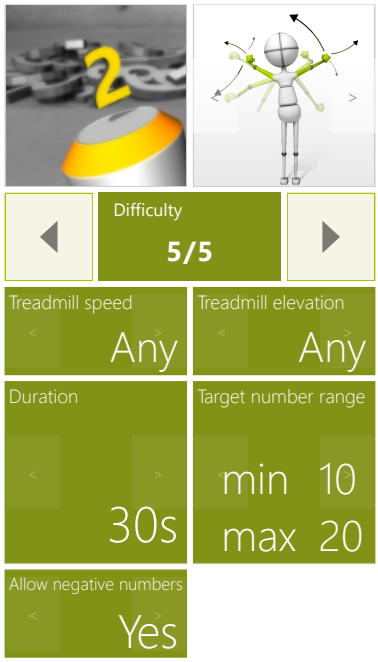
Hit the punching bag to change its state (orange ring means it is active). Make the sum of the numbers above active punching bags to be equal to the number in top left corner.

SAMPLE SETTINGS







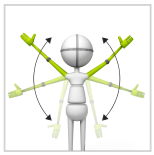


PROBLEM SOLVING

CLOCK

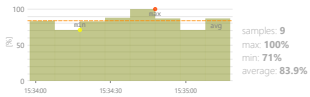
Measure and train individual's skills to reach a solution of specific problems. Problem solving may include mathematical or systematic operations and can be a gauge of an individual's critical thinking skills.

CONTROL MODES



RESULTS

Accuracy



Total points

35 point(s)

Problem solving

20 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Time to complete action
- Range
- Angle

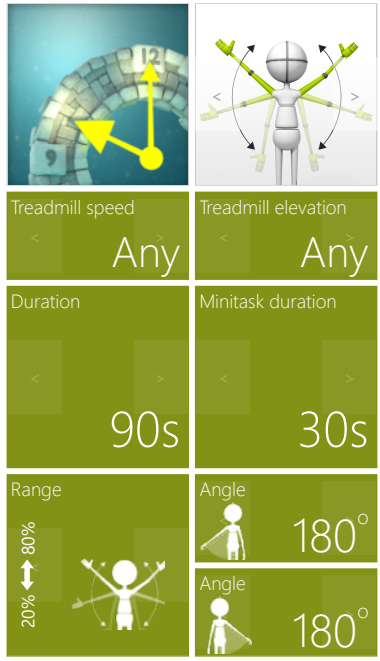
OBJECTIVES

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

INSTRUCTION FOR PATIENT

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

SAMPLE SETTINGS



PROBLEM SOLVING

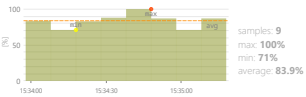
MAZE

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

Accuracy



Total points

25 point(s)

Problem solving

10 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Show path
- Maze size

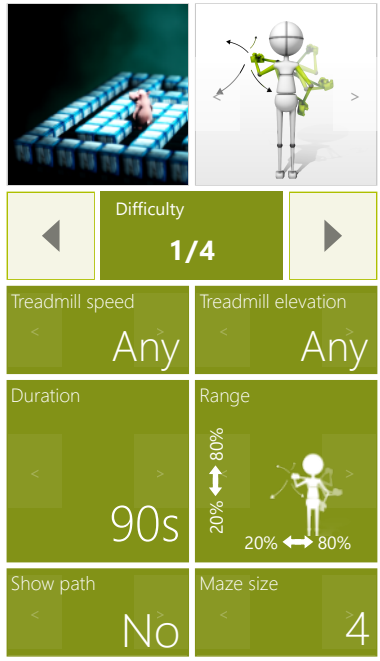
OBJECTIVES

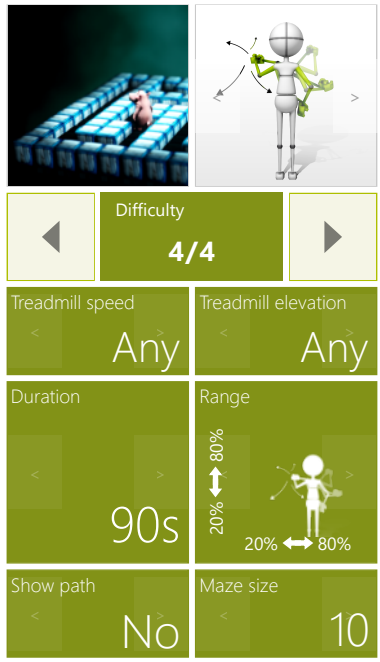
- Logical tasks
- Planned movements
- Planning and Strategy

INSTRUCTION FOR PATIENT

Lead the hippo through the maze to the glowing target.

SAMPLE SETTINGS





SPECIALIZED

BLOOD PRESSURE

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

CONTROL MODES

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation

OBJECTIVES

- Monitor external parameters

INSTRUCTION FOR PATIENT

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