

VR BASE PACK

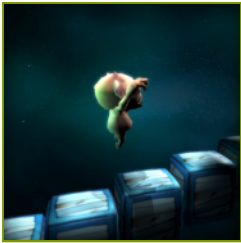
2025.1

Hardware requirements	3
What is needed?	3
Therapeutic tasks database	5
Movement time	5
Speed	5
Movement precision	7
Functional movements	17
Divided attention	49
Memory	51
Problem solving	53
Phobias and fears	59
Specialized	60

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:

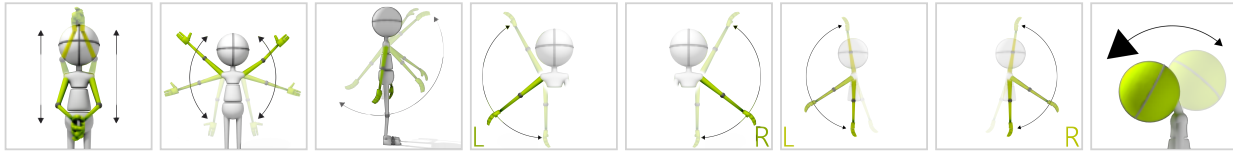
- Oculus Quest 3



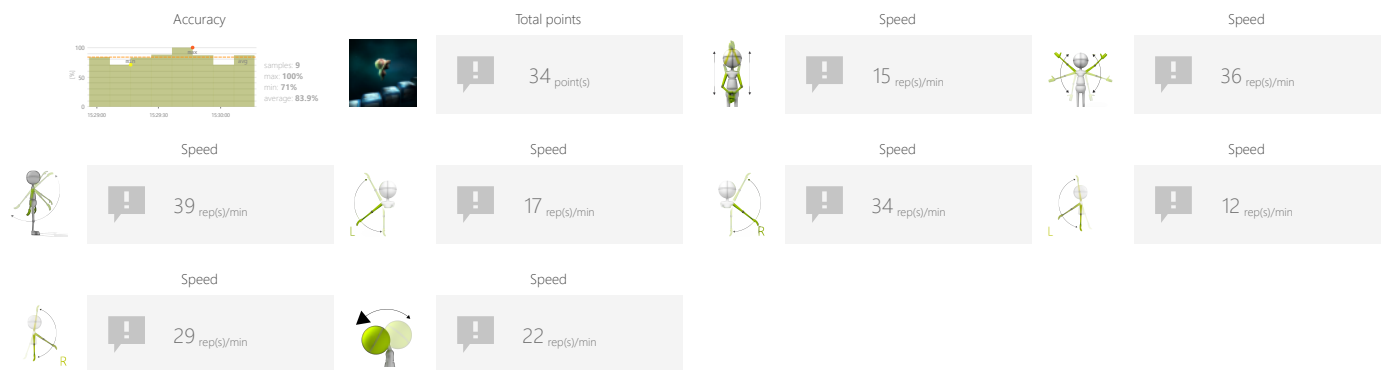
SPEED STAIRS

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

CONTROL MODES



RESULTS



ADJUSTMENTS

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

OBJECTIVES

- Dynamics of planned movements

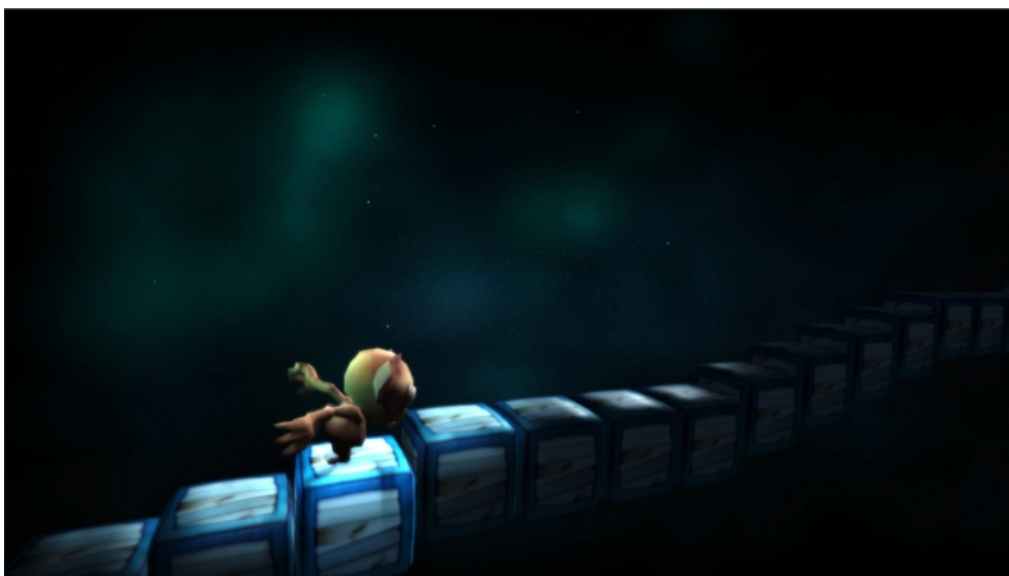
INSTRUCTION FOR PATIENT

Climb the stairs before they disappear.



SPEED STAIRS

SAMPLE SETTINGS



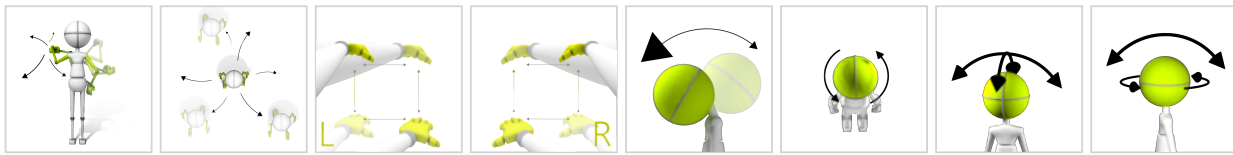
◀	Difficulty custom	▶
Duration < 90s >		Range 20% 80%
Max time per floor < 15s >		Number of stairs < 5 >
Pause length < 3 >		



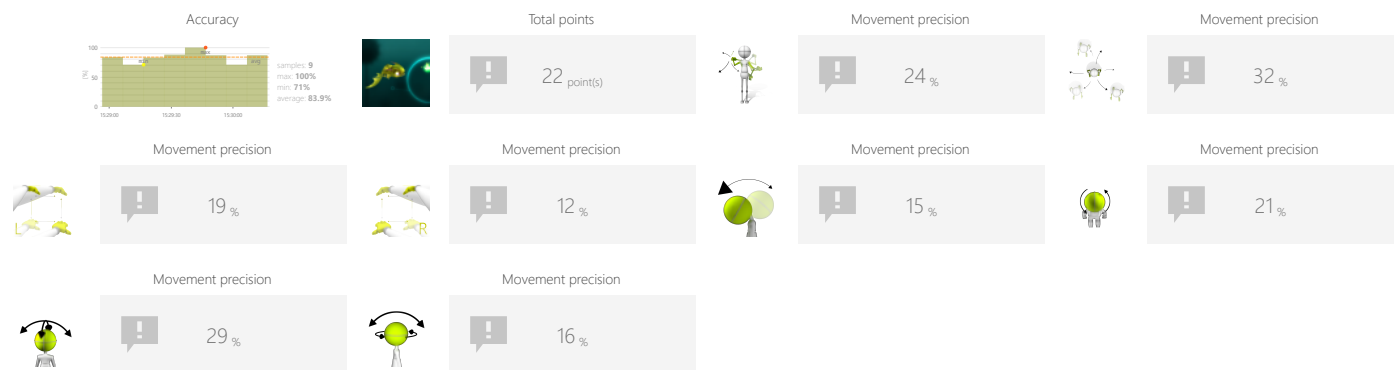
MOVEMENT PRECISION FISH

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Movement mode
- Range
- Route shape
- Speed of objects

OBJECTIVES

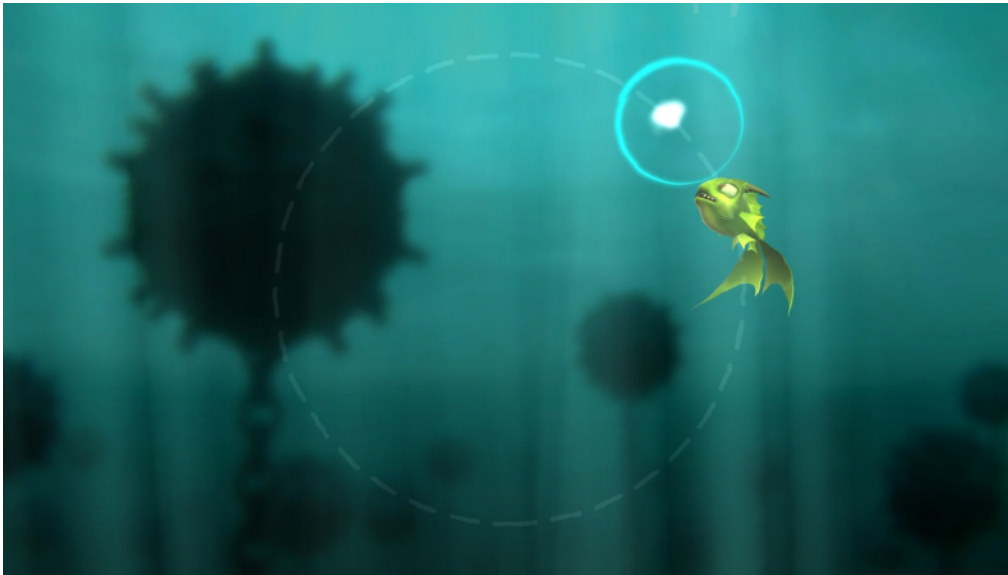
- 3D space movements reproduction
- Planned movements
- Muscle strengthening
- Movement precision
- Visual motor coordination

INSTRUCTION FOR PATIENT

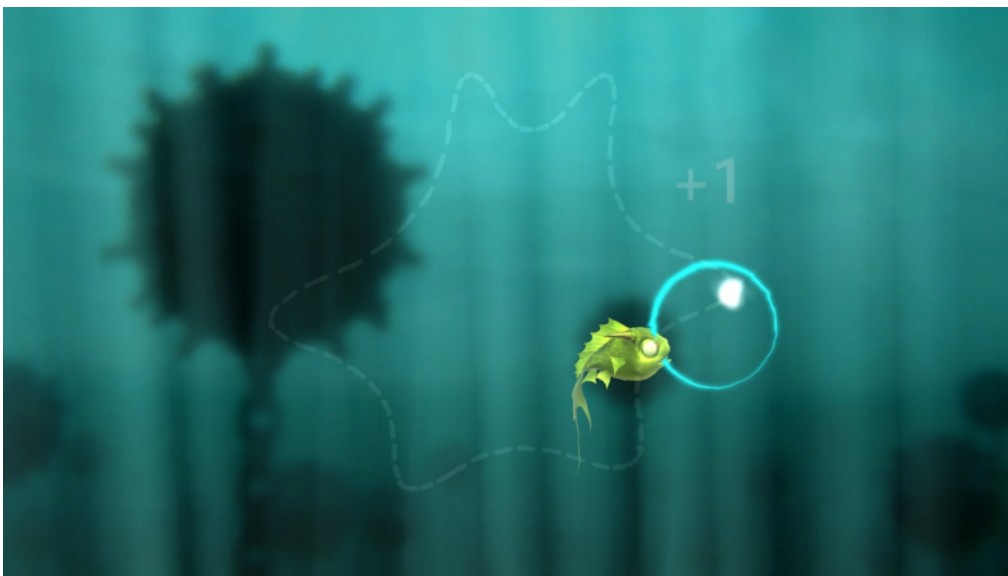
Move the blue circle to protect the sparks source from the fish.
When the sparks source is inside the circle it is safe.



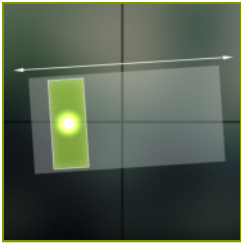
SAMPLE SETTINGS



Difficulty custom	
Duration 90s	Movement mode Left
Range 20% ↔ 80%	Route shape
Speed of objects 100%	



Difficulty 1/3	
Duration 90s	Movement mode Left
Range 20% ↔ 80%	Route shape
Speed of objects 100%	

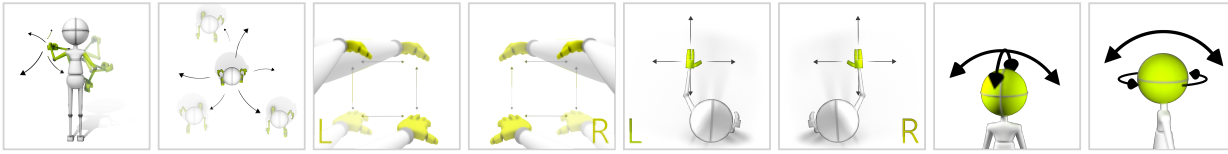


MOVEMENT PRECISION

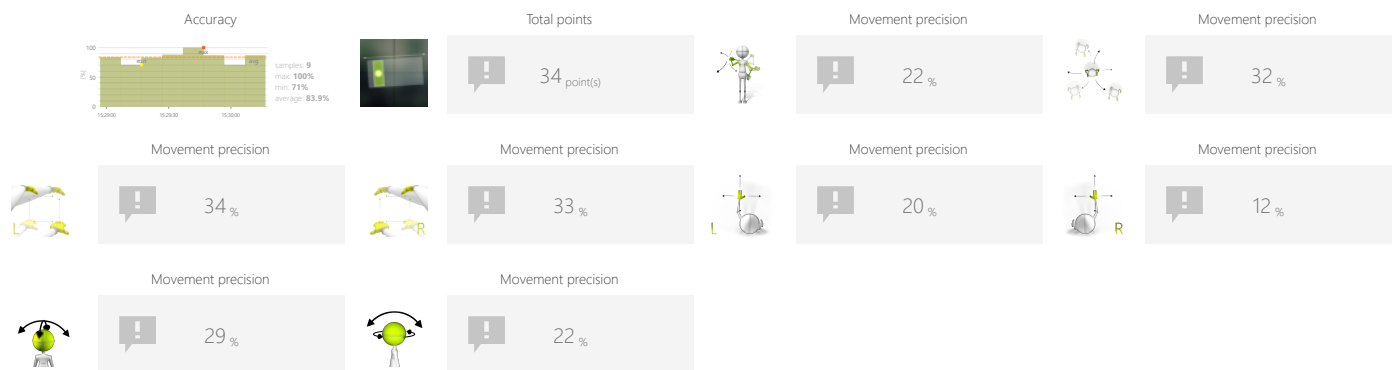
PENDULUM

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Show path
- Period
- Rotation
- Pendulum height
- Pendulum width

OBJECTIVES

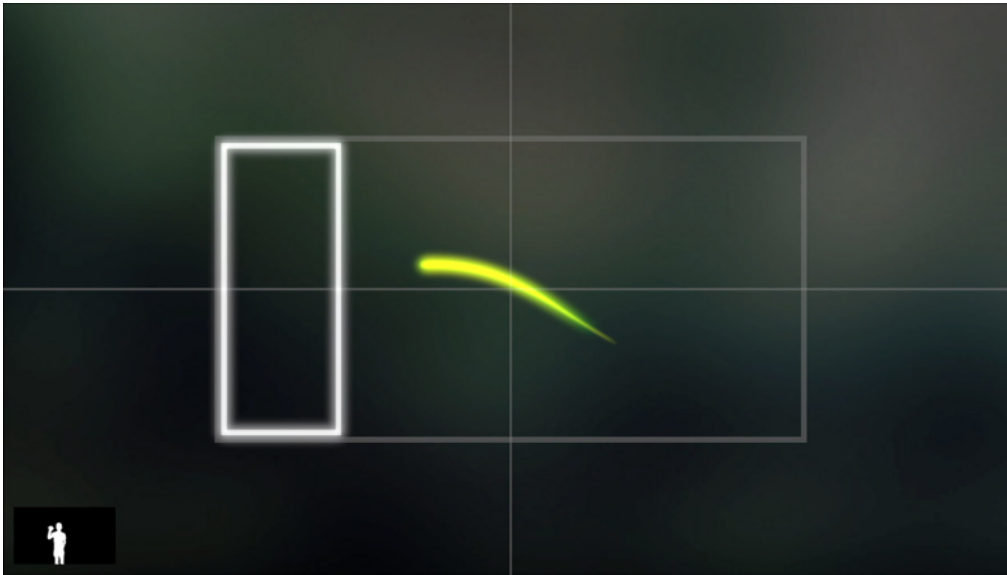
- 3D space movements reproduction
- Rhythmicity
- Activity in a given rhythm
- Movement precision



INSTRUCTION FOR PATIENT

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



SAMPLE SETTINGS





◀

Difficulty

▶

1/2

<

Duration

>

90s

↑ 80%

20% ↓

Range

20% ← 80%

20% 80%

<

Show path

>

No

<

Period

>

5s

<

Rotation

>

0

<

Pendulum height

>

50%

<

Pendulum width

>

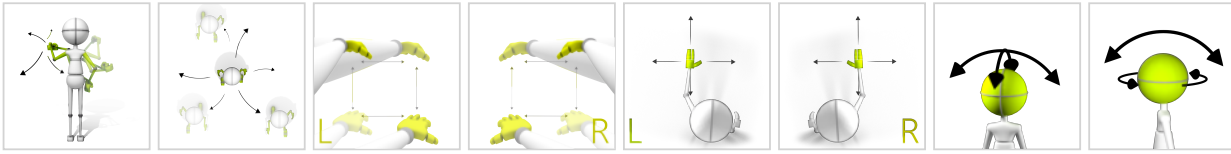
100%



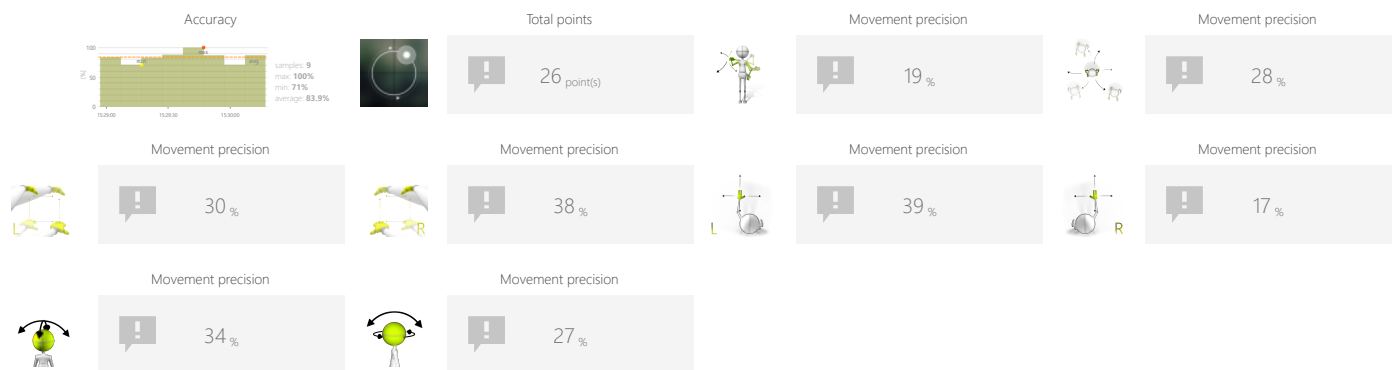
MOVEMENT PRECISION TRACKING

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

CONTROL MODES



RESULTS



ADJUSTMENTS

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

OBJECTIVES

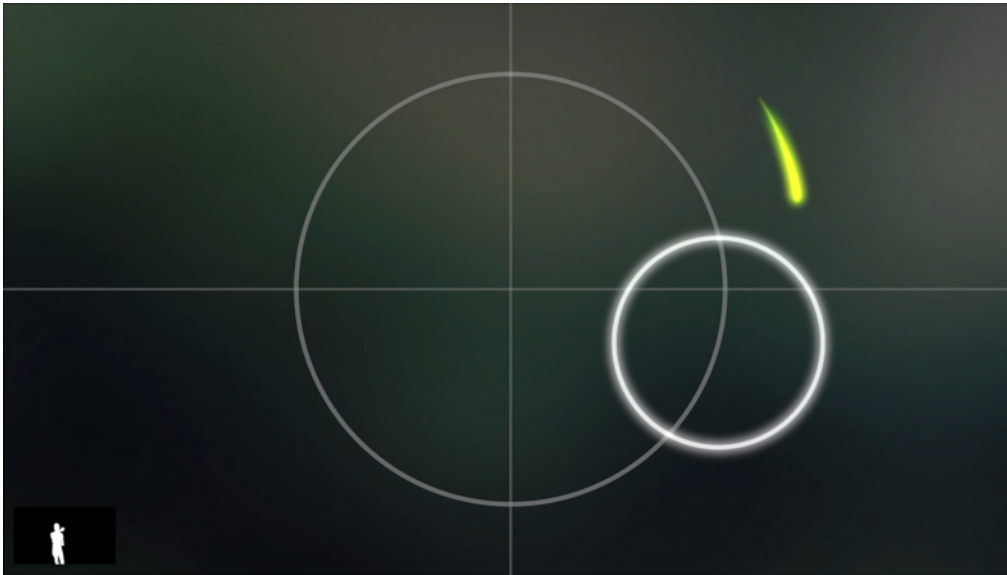
- 3D space movements reproduction
- Test the limits of balance and equilibrium

INSTRUCTION FOR PATIENT

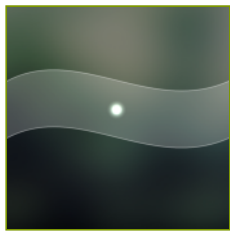
Try to synchronize yourself with the circle movements. Do your best to stay within the circle.



SAMPLE SETTINGS



Duration < 90s >	Range 20% 80% 20% 80%
Inverse direction < No >	Show path < No >
Period < 10s >	Radius < 75% >
Target radius < 75% >	

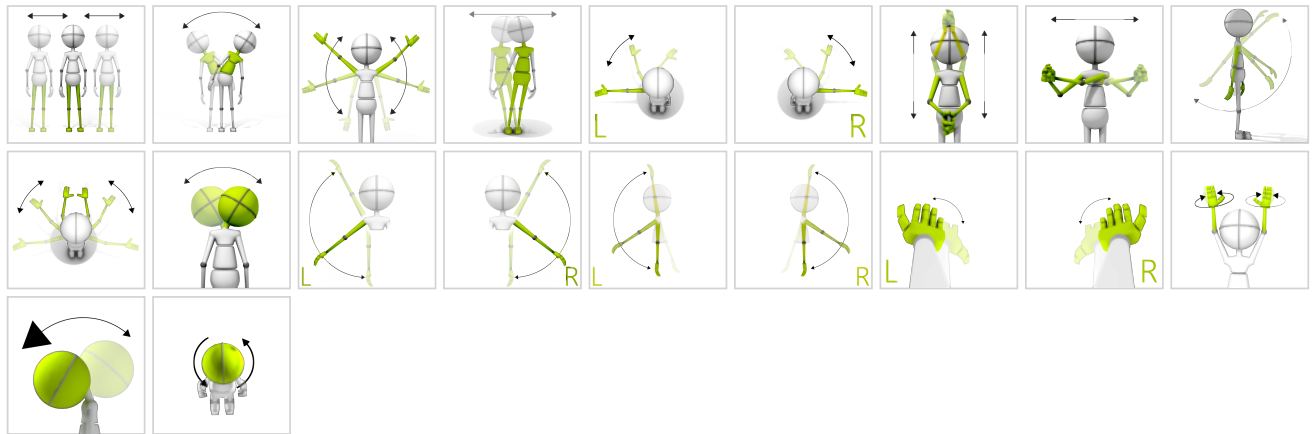


MOVEMENT PRECISION

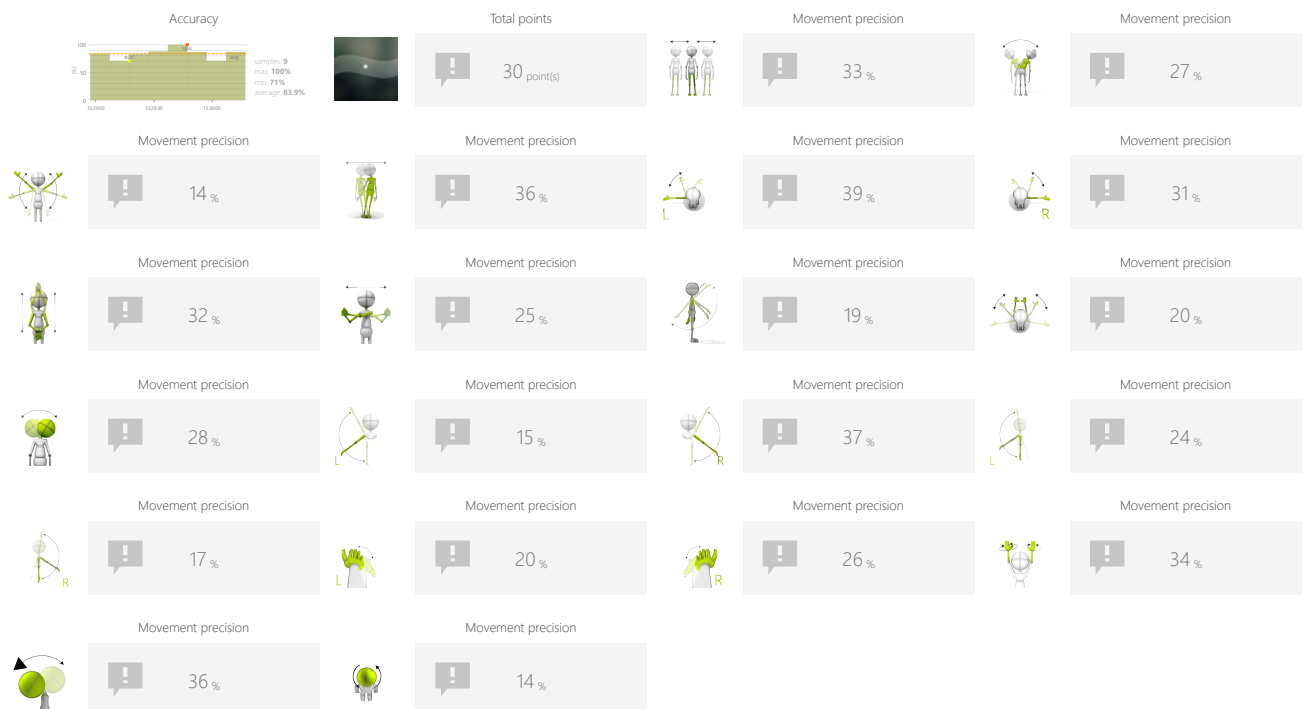
GRAPH

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

CONTROL MODES



RESULTS



ADJUSTMENTS

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

OBJECTIVES

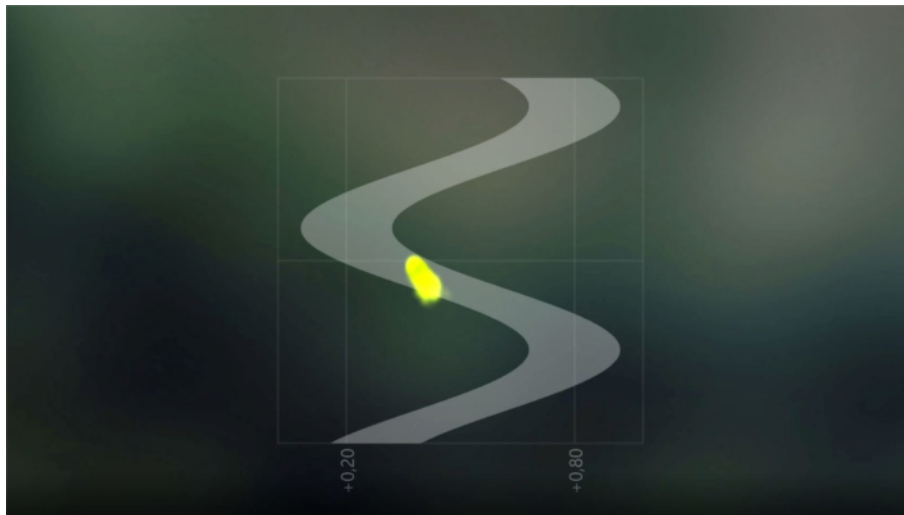
- Movement precision
- Activity in a given rhythm
- Repetitive movements

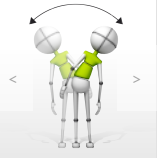
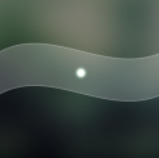
INSTRUCTION FOR PATIENT

Try to stay within the borders.



SAMPLE SETTINGS





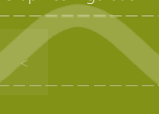
◀

Difficulty

▶

3/3

Graph configuration



⌚ : 4.0s ± : 20%

Duration


Range

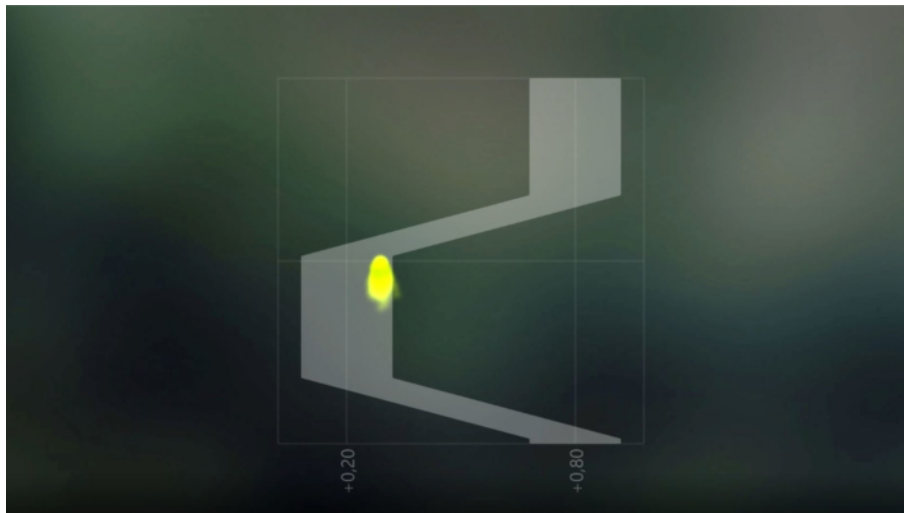
◀


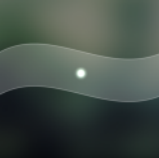
30s

▶

20% ↔ 80%








◀

Difficulty

▶

1/3

Graph configuration



⌚ : 4.0s ± : 40%

Duration


Range

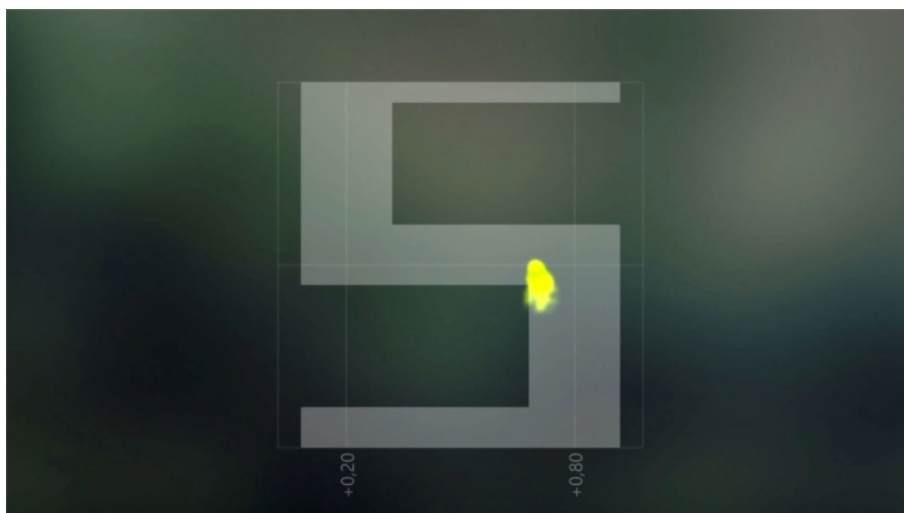
◀

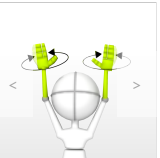
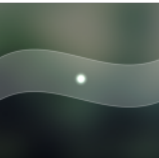
90s

▶

20% ↑ 80%








◀

Difficulty

▶

custom

Graph configuration



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

Duration

◀

30s

▶

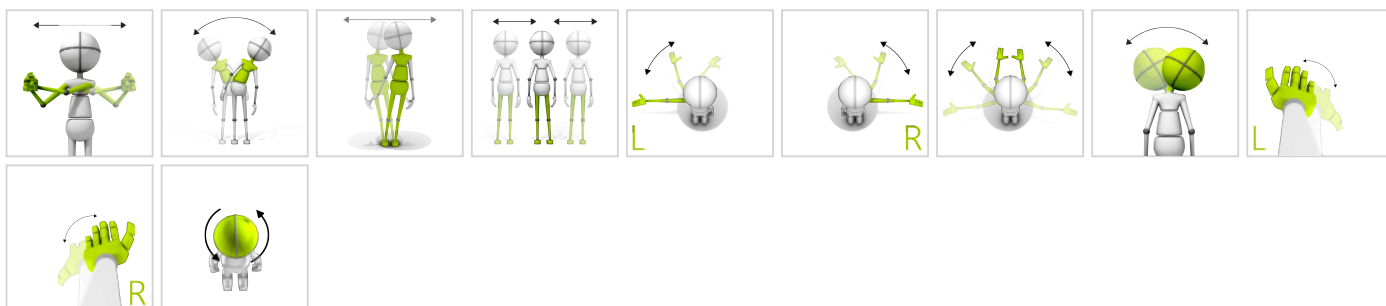


MOVEMENT PRECISION

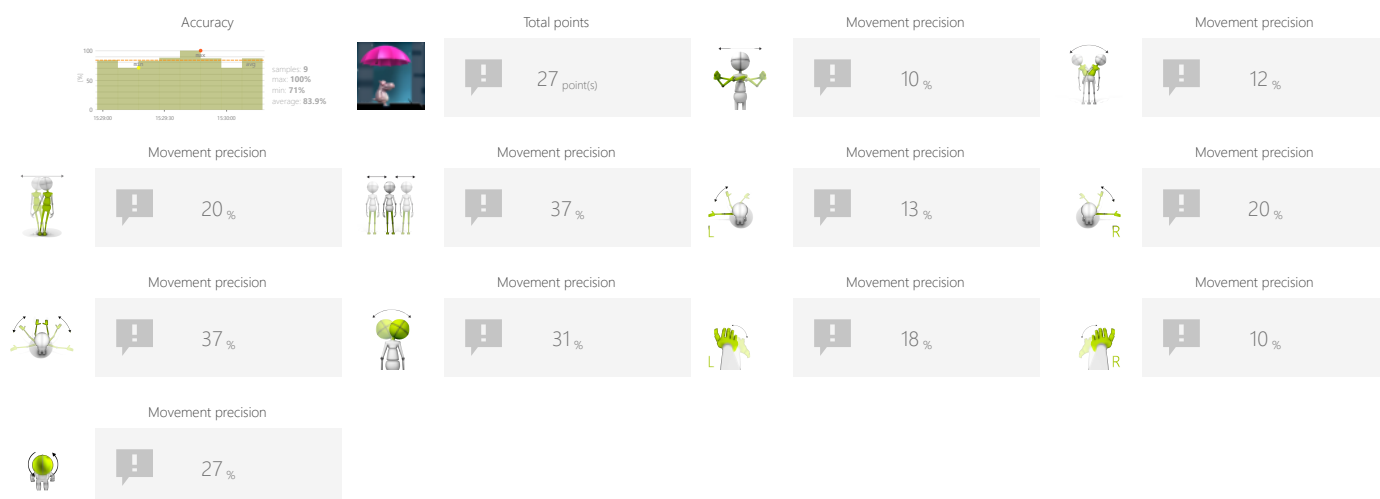
UMBRELLA

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

CONTROL MODES



RESULTS



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!



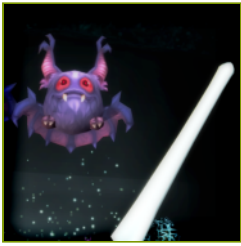
MOVEMENT PRECISION

UMBRELLA

SAMPLE SETTINGS



◀	Difficulty 1/3	▶
Duration 60s		Path 8.0s
Range 20% ↔ 80%		Umbrella size 150%

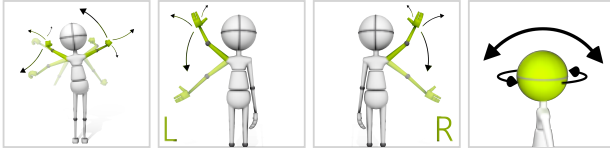


FUNCTIONAL MOVEMENTS

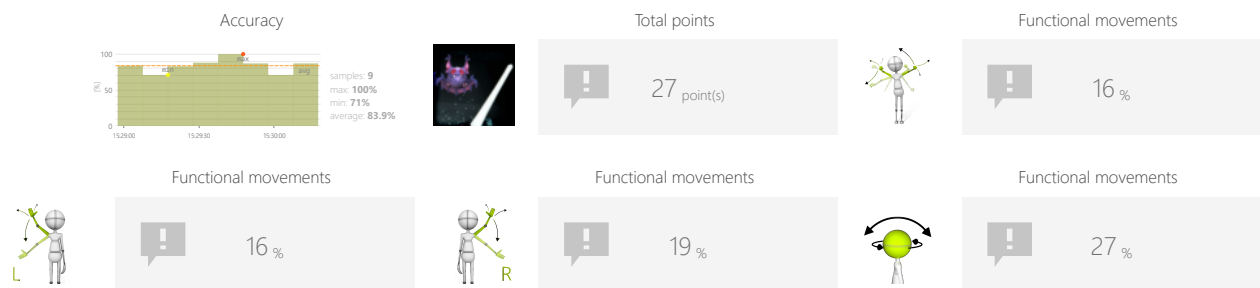
VAMPIRES

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

- Positions to have targets on
- Task duration
- 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 	Duration 90s
Time between objects 2s	Time to react 2s



Difficulty 1/3	
Active positions 	Duration 90s
Time between objects 2s	Time to react 2s

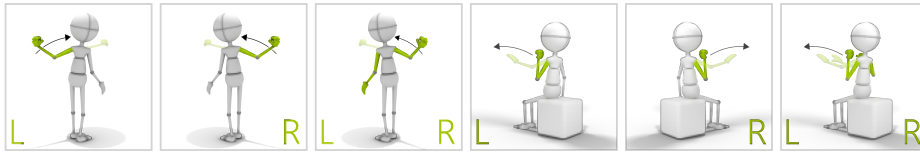


FUNCTIONAL MOVEMENTS

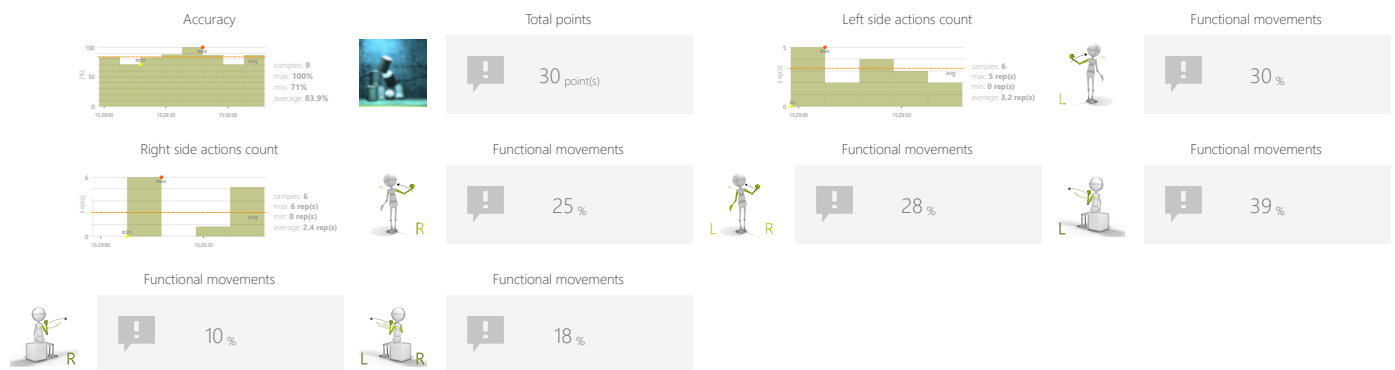
CANS

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

- 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

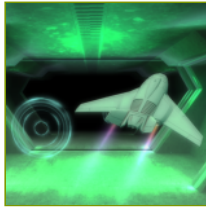
Throw the balls to strike as many cans as you can.



SAMPLE SETTINGS



	Difficulty 1/4
Duration 90s	
Speed of objects 75%	
Weight of targets 100%	

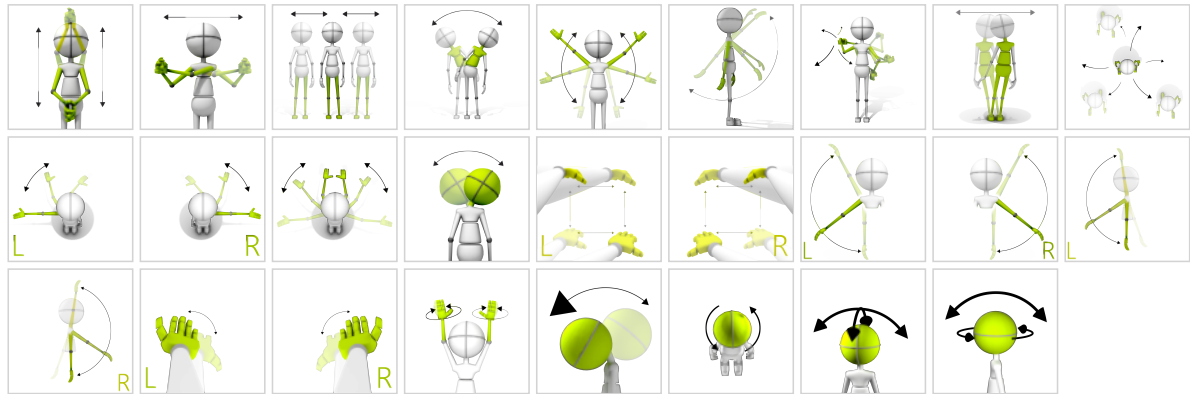


FUNCTIONAL MOVEMENTS

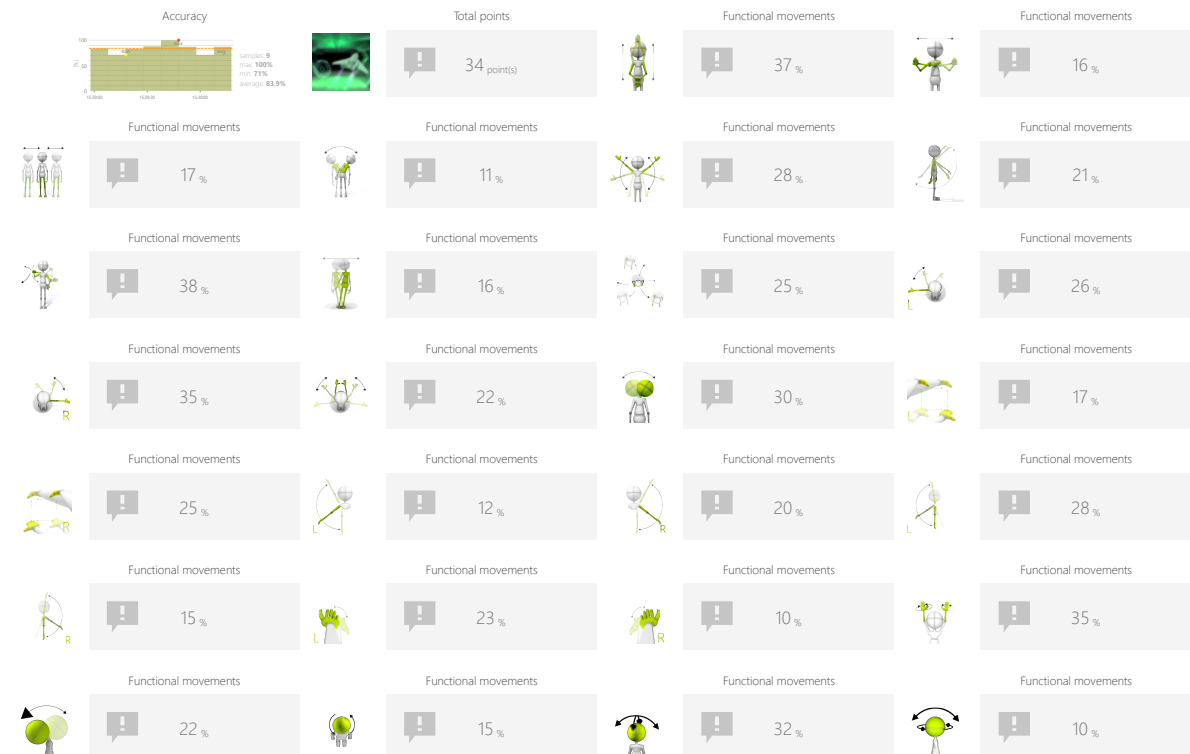
AIRPLANE

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Speed
- Task duration
- Range

OBJECTIVES

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

INSTRUCTION FOR PATIENT

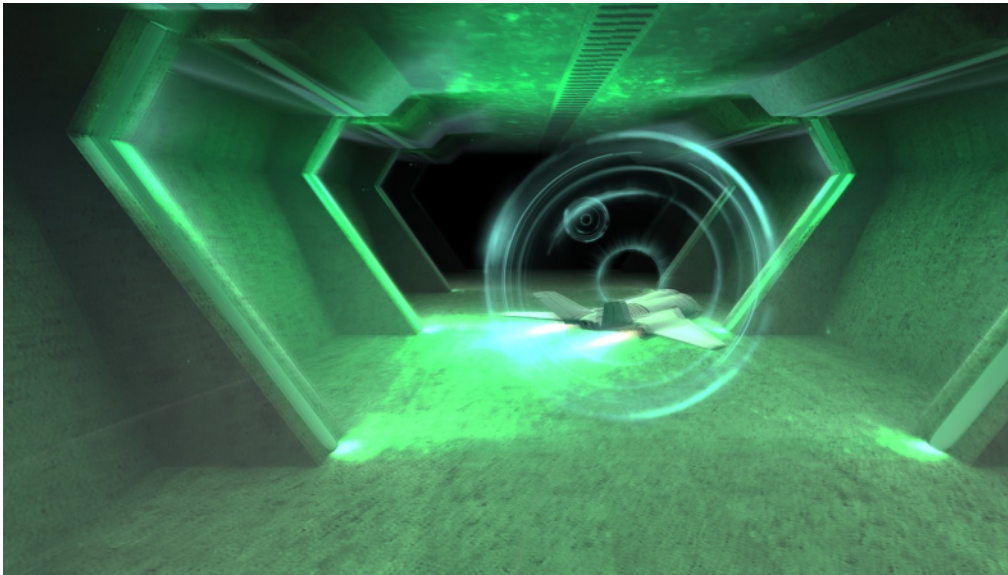
Make the airplane fly through the circles. The closer to the center it flies the more points you get.

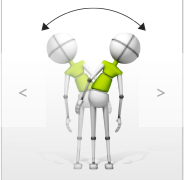
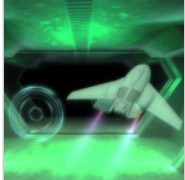


FUNCTIONAL MOVEMENTS

AIRPLANE

SAMPLE SETTINGS





◀

Difficulty
2/4

▶

Speed

< 100% >


speed set automatically

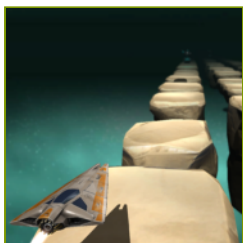
Duration

< 90s >

Range

< 20% ↔ 80% >



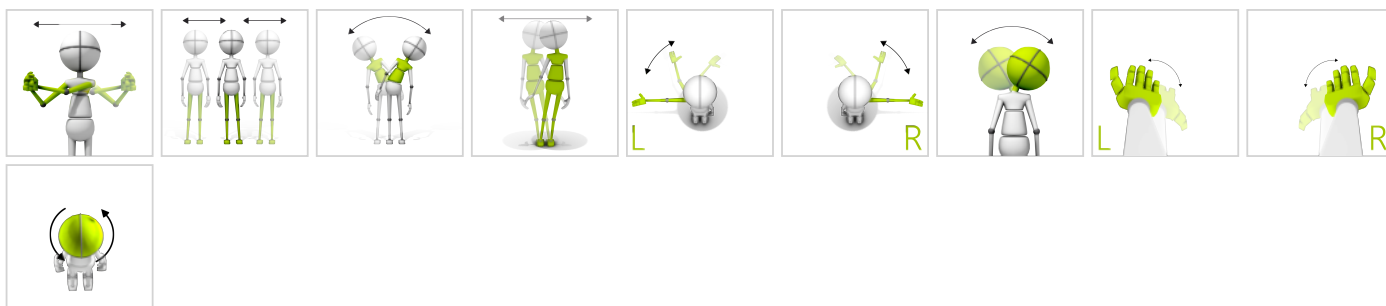


FUNCTIONAL MOVEMENTS

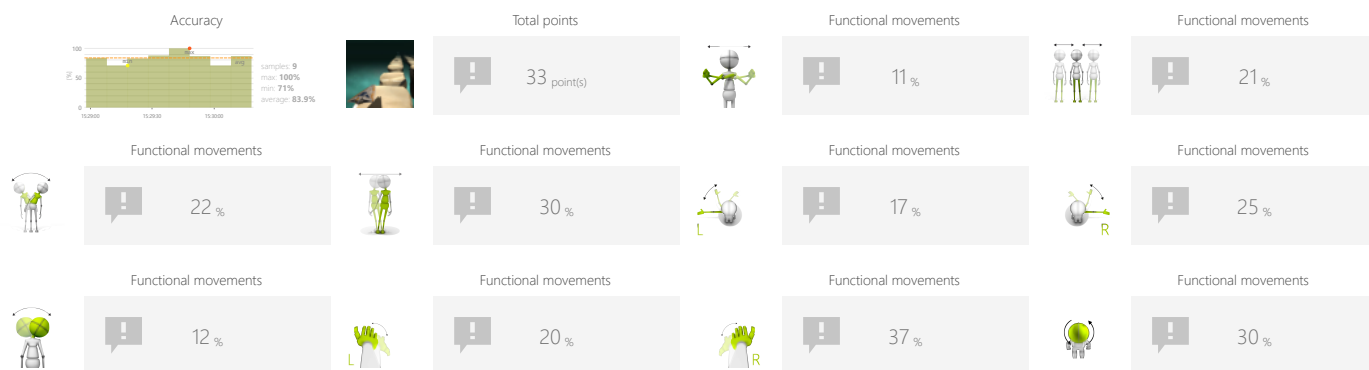
STONES

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



ADJUSTMENTS

- 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





◀

Difficulty
1/3

▶

Speed

< 100% >


speed set automatically

Duration

< 90s >

Range

< 20% ↔ 80% >



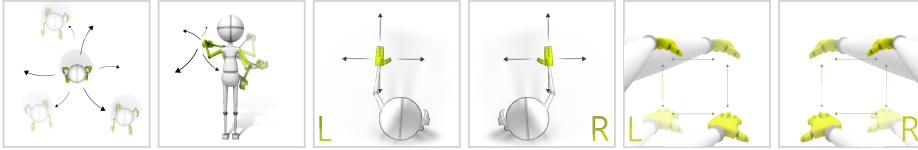


FUNCTIONAL MOVEMENTS

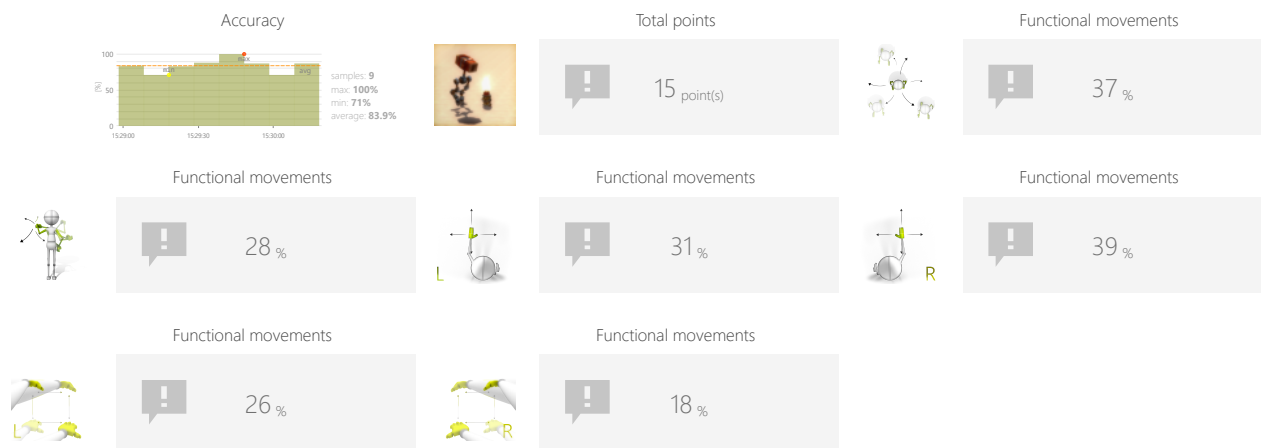
HAMMER

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



ADJUSTMENTS

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

OBJECTIVES

- Planning and Strategy
- Speed of decision making

INSTRUCTION FOR PATIENT

Hit the burning barrels as quickly as you can. Then return to the center.



SAMPLE SETTINGS



◀	Difficulty 1/3	▶
Active positions 		Duration < 90s >
Range 30% ↔ 70% 		Time to react < 10s >
		Reticle size < 125% >

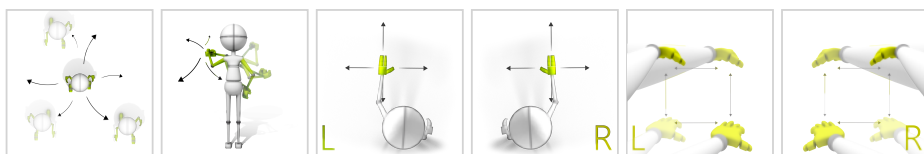


FUNCTIONAL MOVEMENTS

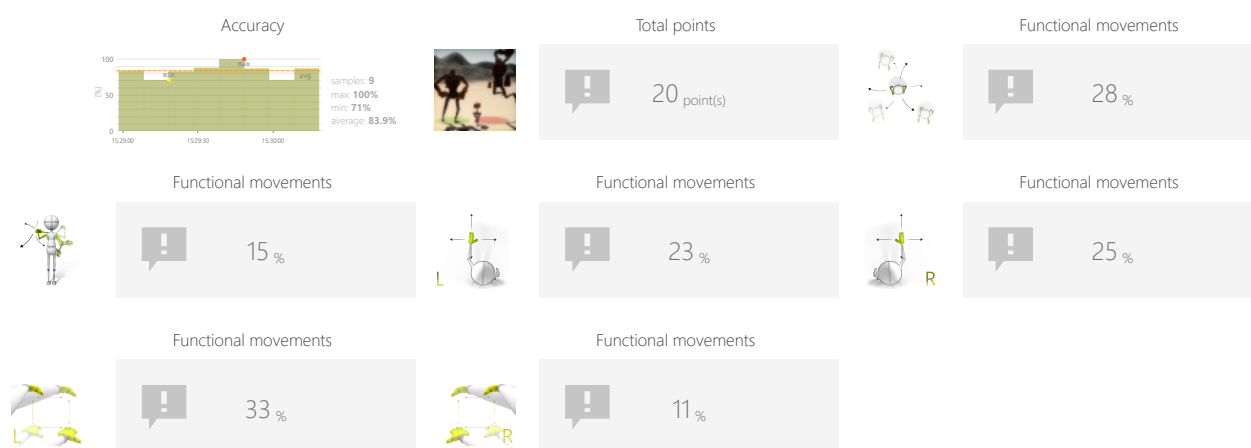
RUNAWAY

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

CONTROL MODES



RESULTS



ADJUSTMENTS

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

OBJECTIVES

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

INSTRUCTION FOR PATIENT

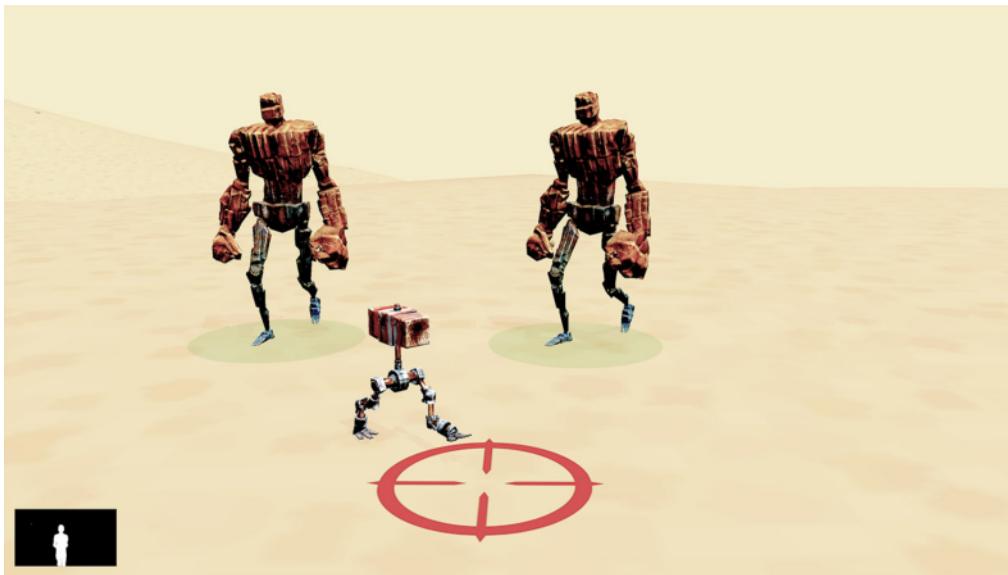
Keep away from the big robots.



FUNCTIONAL MOVEMENTS

RUNAWAY

SAMPLE SETTINGS



Difficulty
1/3

Duration
90s

Range
30% ↔ 70%

Number of enemies
2

Enemies speed
100%



Difficulty
custom

Duration
90s

Range
30% ↔ 70%

Number of enemies
4

Enemies speed
100%



FUNCTIONAL MOVEMENTS

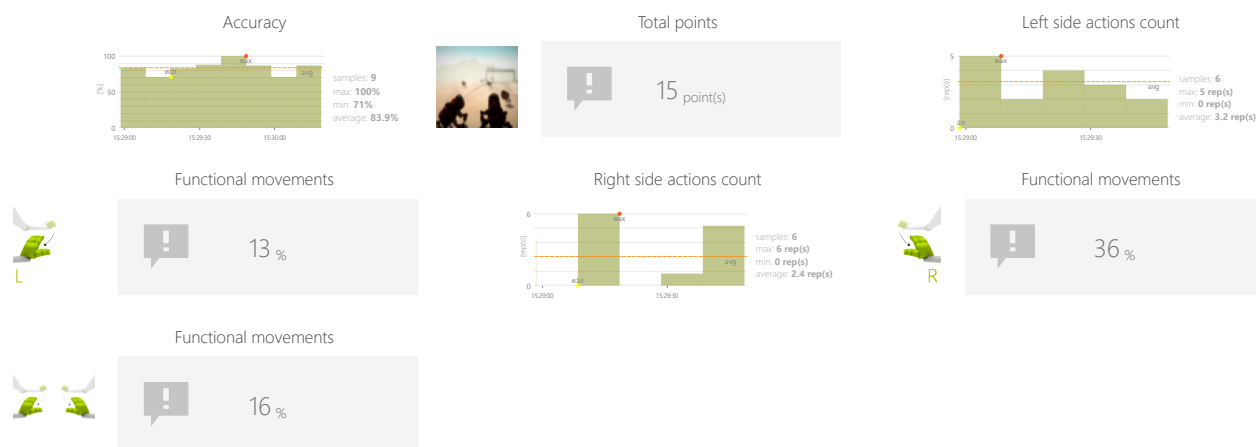
CANNON

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



ADJUSTMENTS

- Task duration
- Time between cannonballs
- Time between enemies
- Enemies speed

OBJECTIVES

- Planning and Strategy
- Movement precision
- Predicting the trajectory of objects

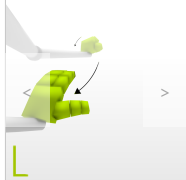

INSTRUCTION FOR PATIENT

Use the cannon(s) to shoot into the robots coming in your direction.



SAMPLE SETTINGS





◀

Difficulty
1/3

▶

Duration

< 90s >

Time between cannonballs

< 2s >

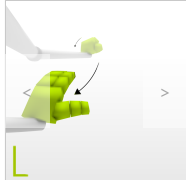

Time between enemies

< 4s >

Enemies speed

< 50% >





◀

Difficulty
custom

▶

Duration

< 90s >

Time between cannonballs

< 2s >

Time between enemies

< 4s >

Enemies speed

< 100% >

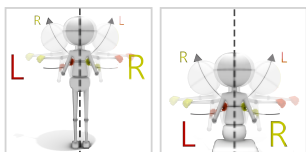


FUNCTIONAL MOVEMENTS

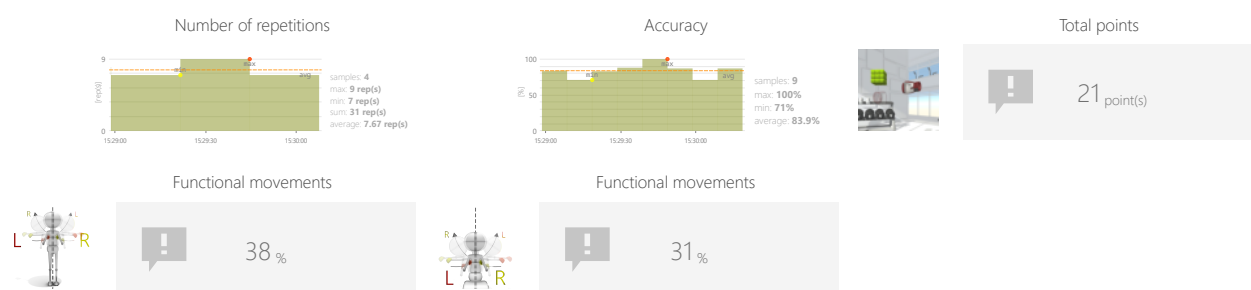
CROSS PUNCHER

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

- Task duration
- Time to react
- Distance to targets

OBJECTIVES

- Crossing the midline
- Speed of movement
- Rhythmicity
- Repetitive movements

INSTRUCTION FOR PATIENT

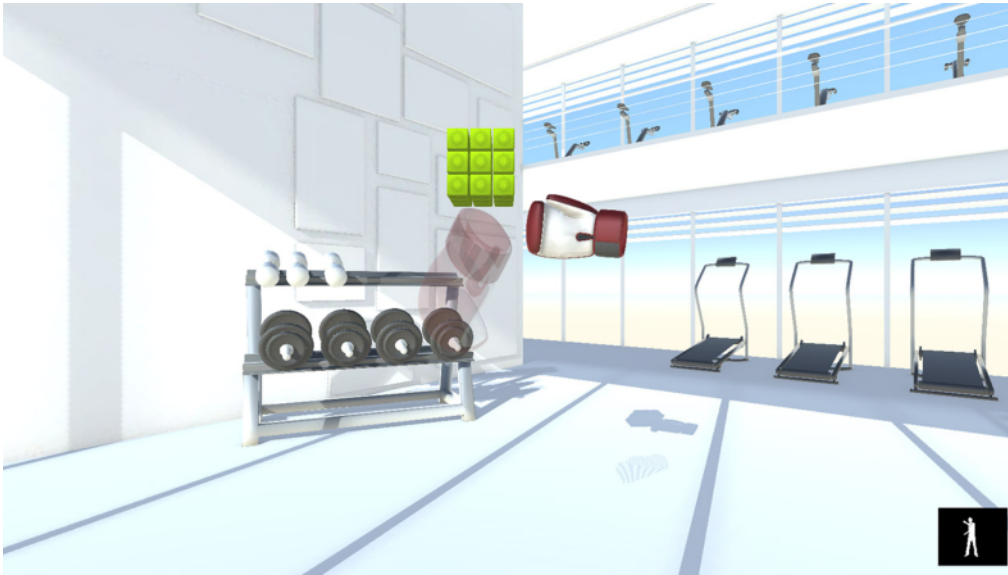
Hit green cubes as fast as you can and remember to always cross your punches and kicks.



FUNCTIONAL MOVEMENTS

CROSS PUNCHER

SAMPLE SETTINGS



	Difficulty 1/3	
Duration < 30s >		Time to react < 3s >
Distance to targets < 75% >		

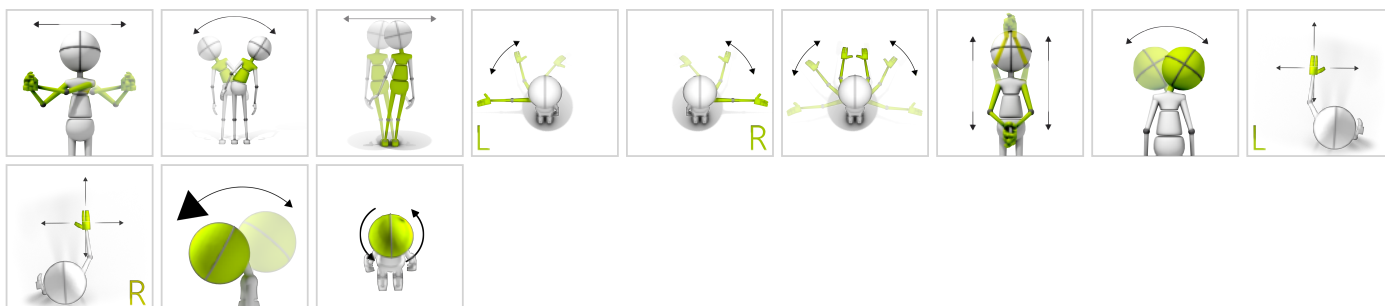


FUNCTIONAL MOVEMENTS

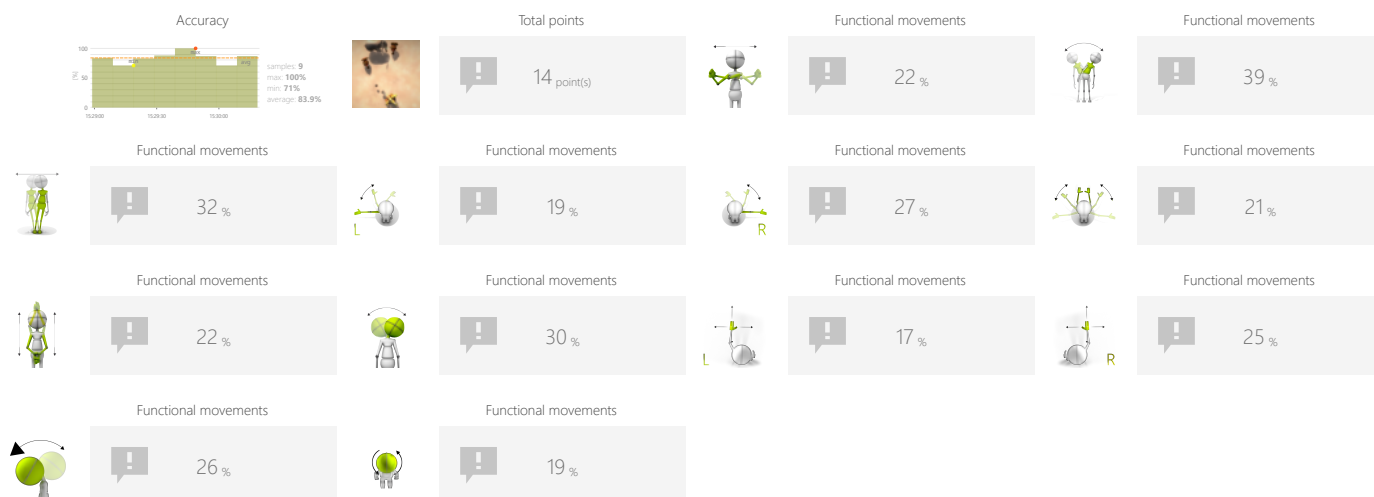
AUTOMATIC CANNON

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

CONTROL MODES



RESULTS



ADJUSTMENTS

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

OBJECTIVES

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

INSTRUCTION FOR PATIENT

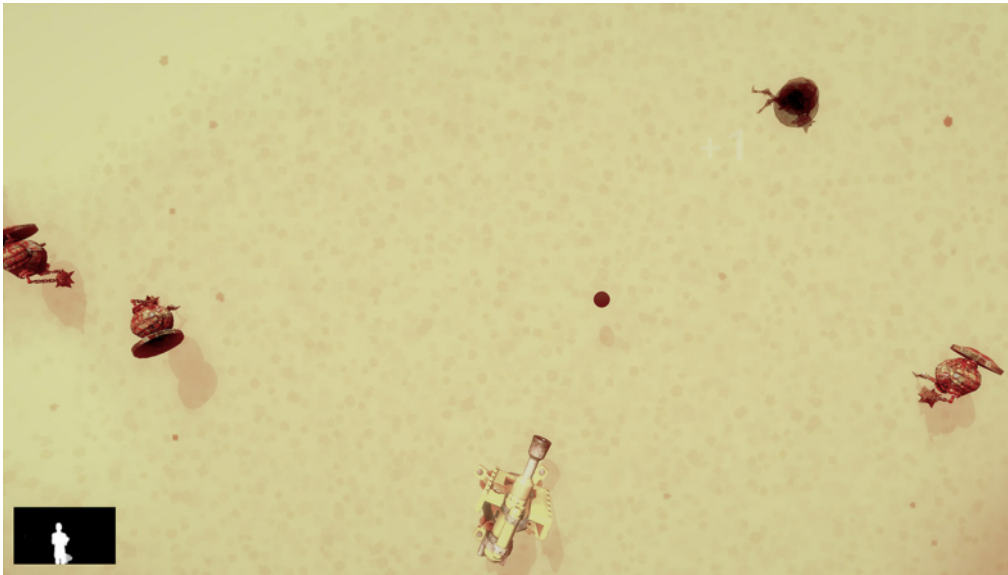
Control cannon(s) to destroy robots, but avoid hitting the elephant!



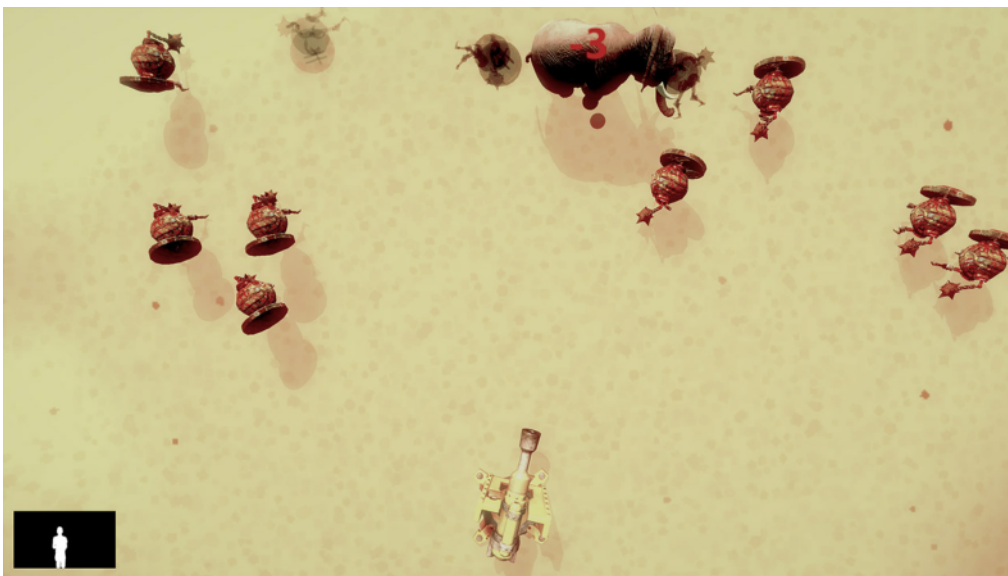
FUNCTIONAL MOVEMENTS

AUTOMATIC CANNON

SAMPLE SETTINGS



◀	Difficulty 1/3	▶
Duration 90s		Range 20% ↔ 80%
Enable distractors No		Time between cannonballs 1s
Time between enemies 3s		Enemies speed 50%



◀	Difficulty custom	▶
Duration 90s		Range 20% ↔ 80%
Enable distractors Yes		Time between cannonballs 1s
Time between enemies 3s		Enemies speed 50%

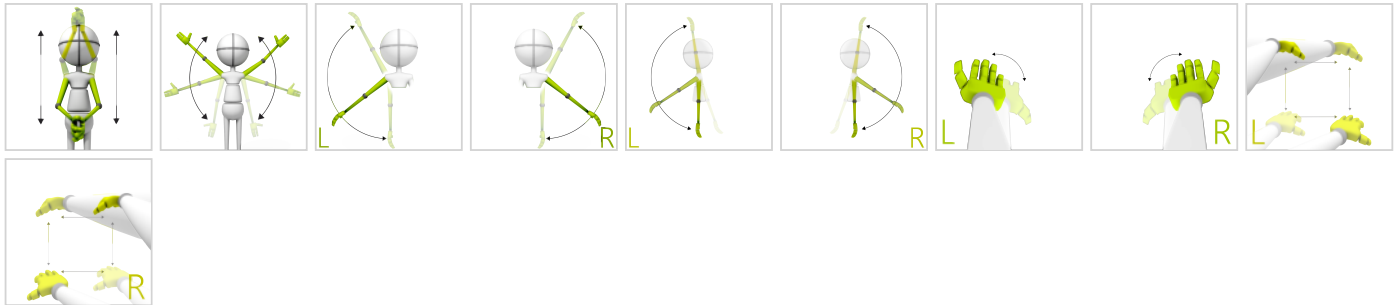


FUNCTIONAL MOVEMENTS

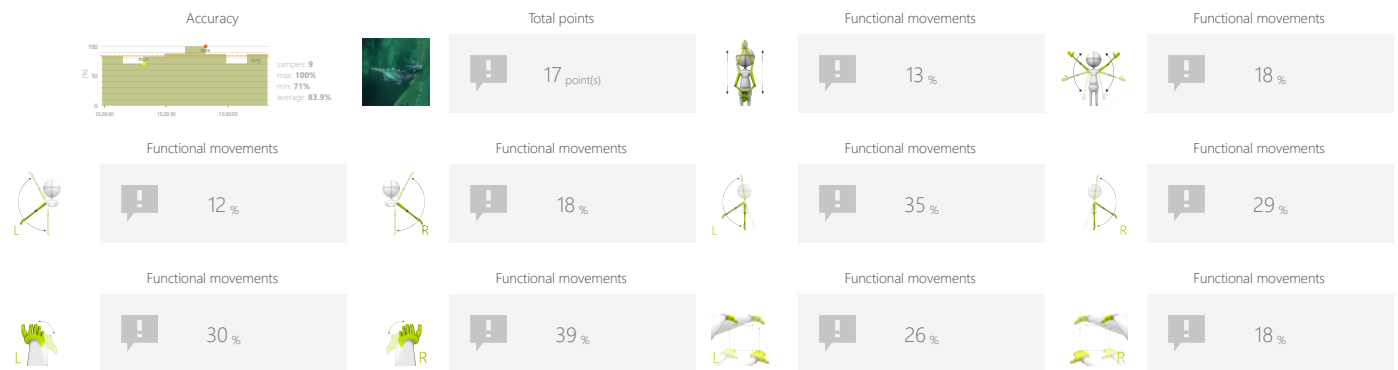
DRAGON

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

- 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.



FUNCTIONAL MOVEMENTS

DRAGON

SAMPLE SETTINGS



◀	Difficulty	▶
custom		
Duration	Range	
< 90s >	20% 80%	
Coins group size	Distance between coins	
< 3 >	< 250% >	
Gravity force		
< 100% >		



◀	Difficulty	▶
1/3		
Duration	Range	
< 90s >	20% 80%	
Coins group size	Distance between coins	
< 5 >	< 250% >	
Gravity force		
< 100% >		

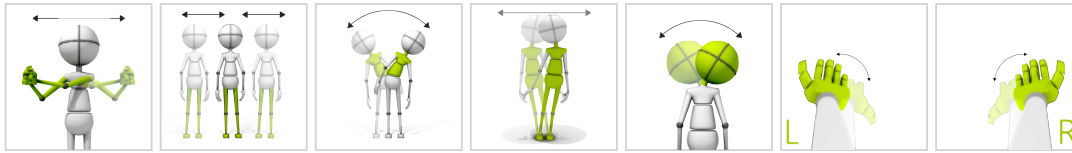


FUNCTIONAL MOVEMENTS

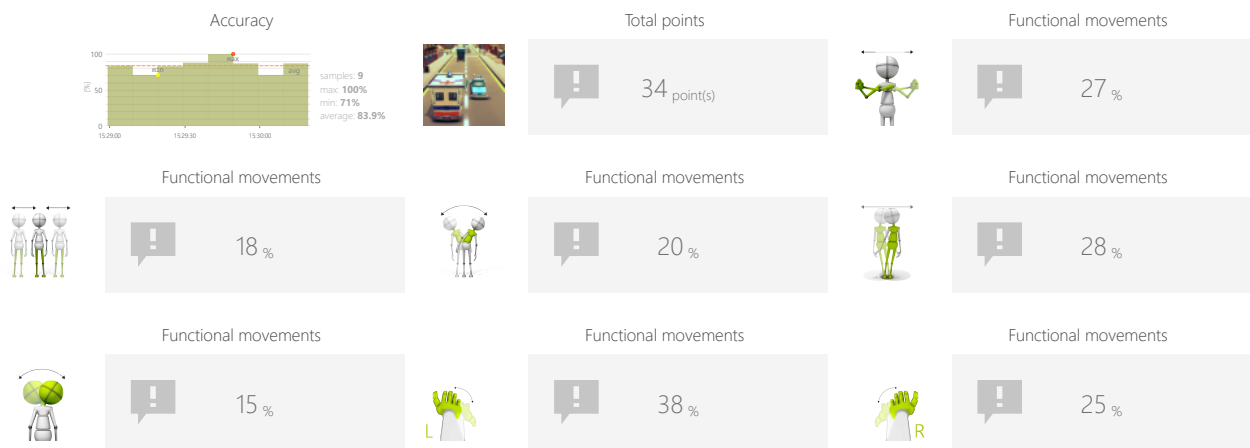
AMBULANCE

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Speed
- Task duration
- Range
- Distance between cars

OBJECTIVES

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

INSTRUCTION FOR PATIENT

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





FUNCTIONAL MOVEMENTS

AMBULANCE

SAMPLE SETTINGS





Difficulty
2/3



Speed
50%
speed set automatically

Duration
90s

Range
20% ↔ 80%

Distance between cars
50%





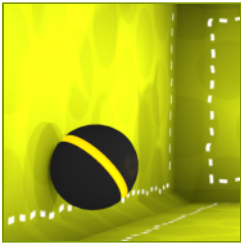
Difficulty
custom

Speed
50%
speed set automatically

Duration
90s

Range
20% ↔ 80%

Distance between cars
200%

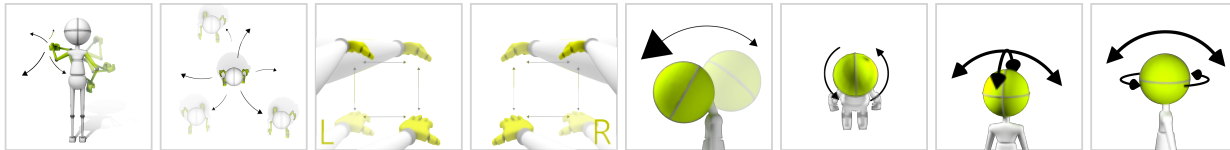


FUNCTIONAL MOVEMENTS

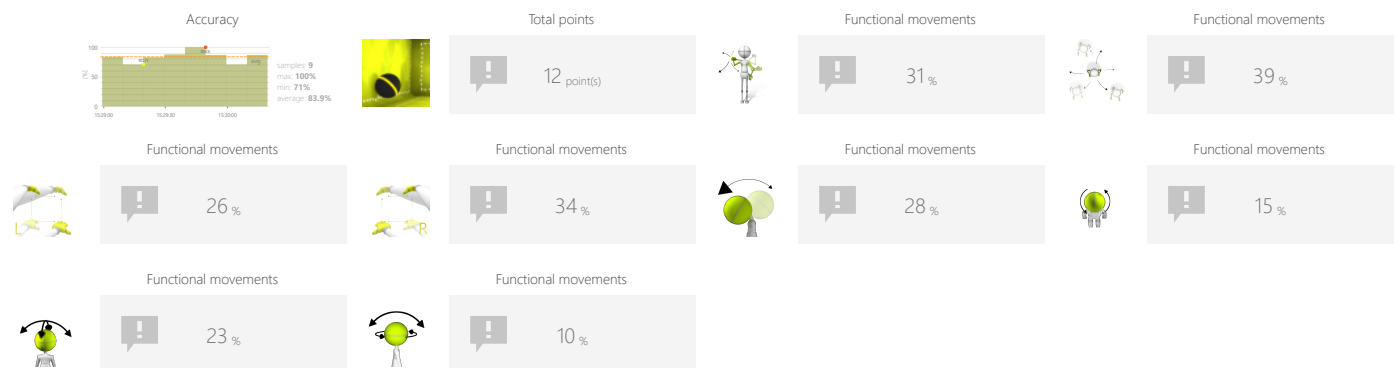
ARCANOID

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Reticle size
- Speed of objects

OBJECTIVES

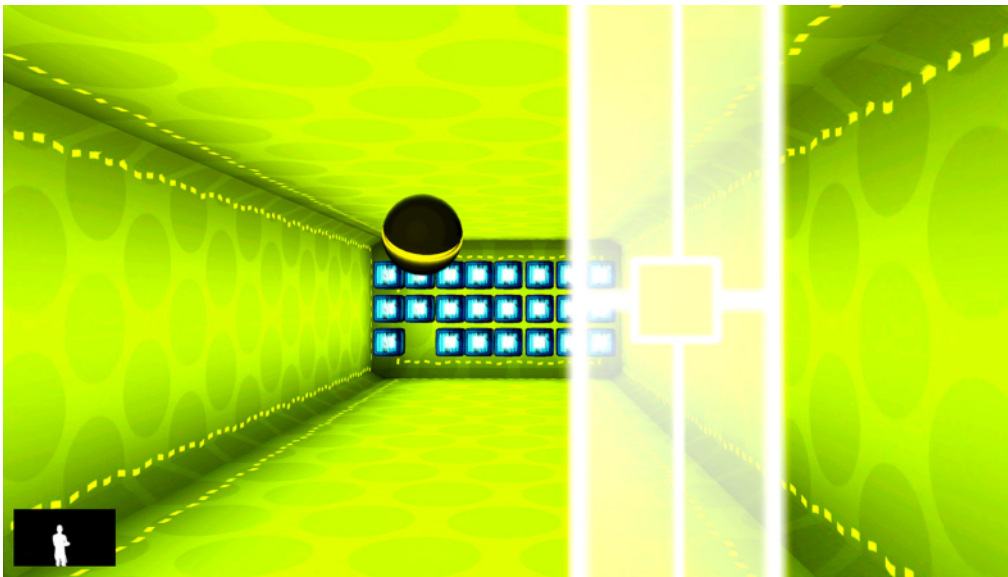
- Dynamics of planned movements
- Predicting the trajectory of objects in 3D space
- Visual motor coordination

INSTRUCTION FOR PATIENT

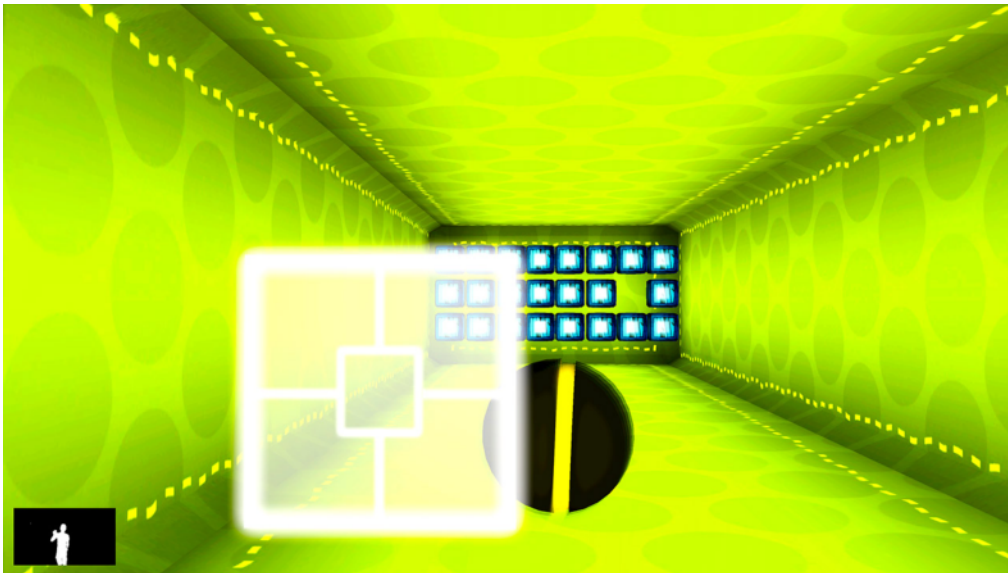
Destroy as many boxes as you can.



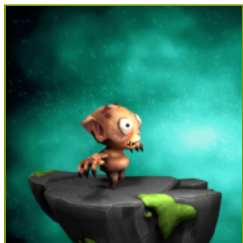
SAMPLE SETTINGS



Difficulty custom	
Duration 90s	Range 20% ↔ 80%
Reticle size 100%	Speed of objects 70%



Difficulty custom	
Duration 90s	Range 20% ↔ 80%
Reticle size 75%	Speed of objects 70%

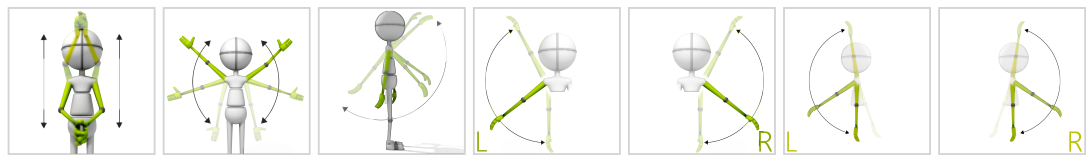


FUNCTIONAL MOVEMENTS

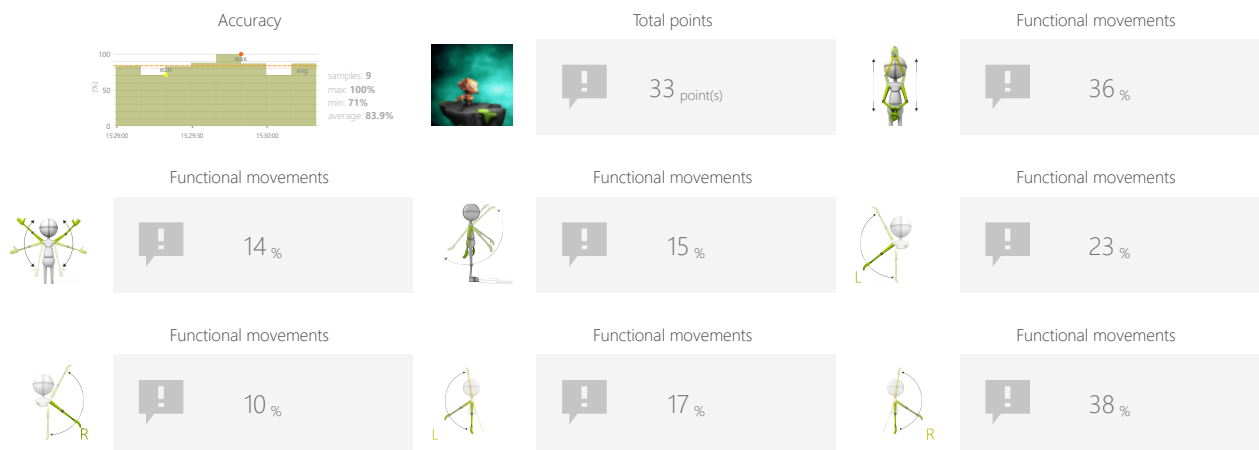
ROCKET JUMPING

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

- 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.

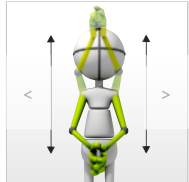
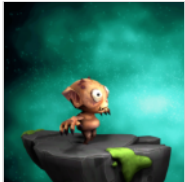


FUNCTIONAL MOVEMENTS

ROCKET JUMPING

SAMPLE SETTINGS





◀

Difficulty

▶

1/3

<


Duration

>

90s

20% 80%

Range



<

Time between objects

>

5s

<

Bomb format

>

1

<

Speed of objects

>

100%

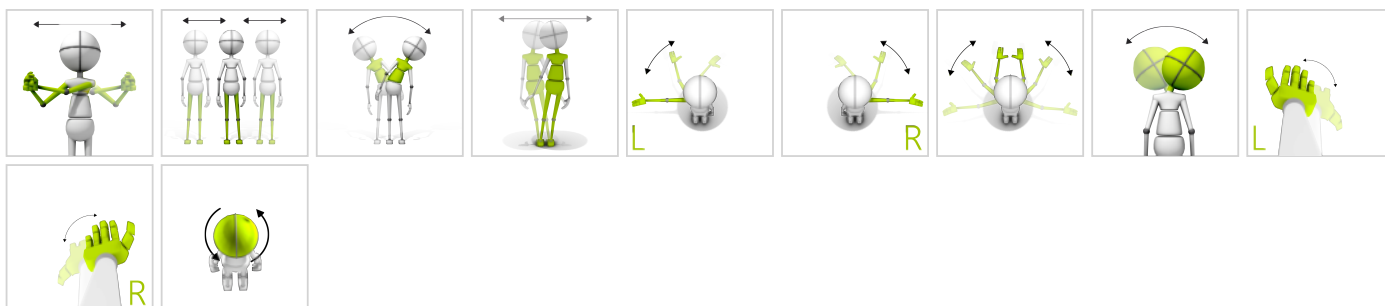


FUNCTIONAL MOVEMENTS

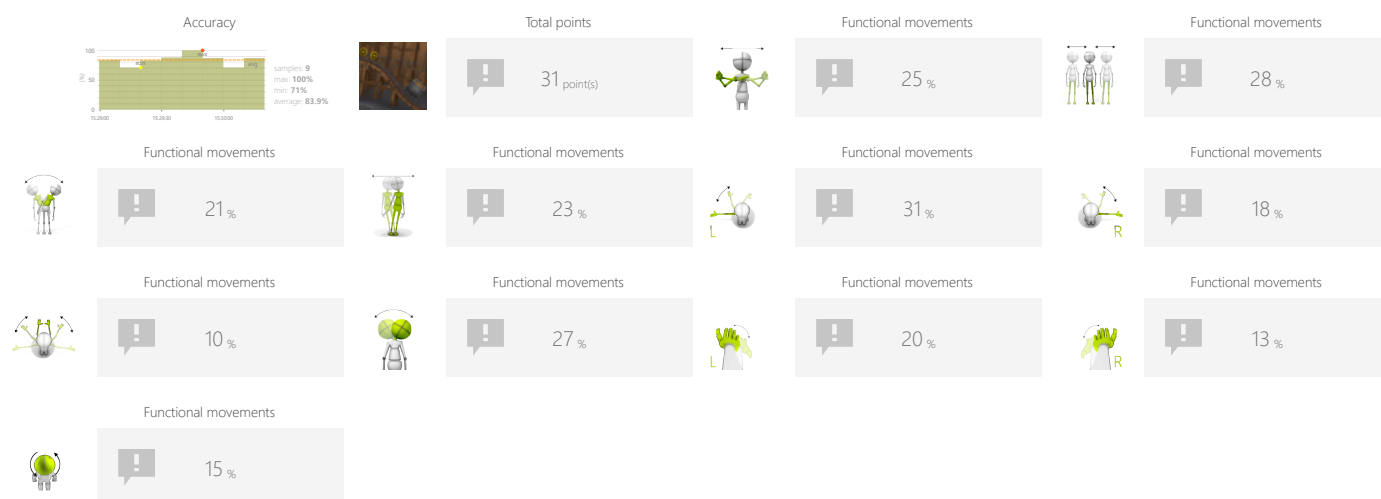
RAILS

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 derailling
- Enable obstacles
- Time between objects

OBJECTIVES

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

INSTRUCTION FOR PATIENT

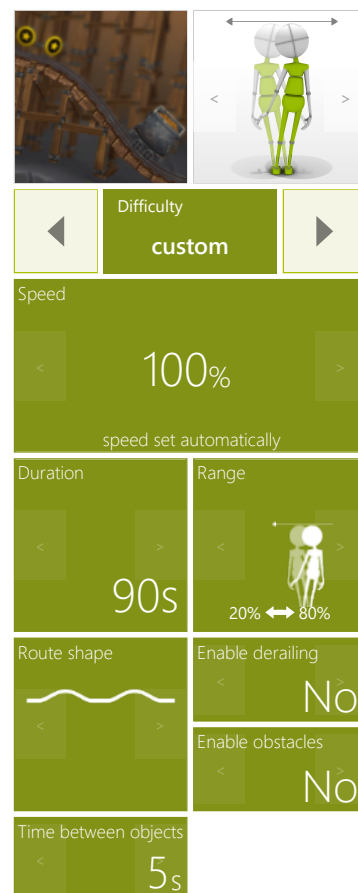
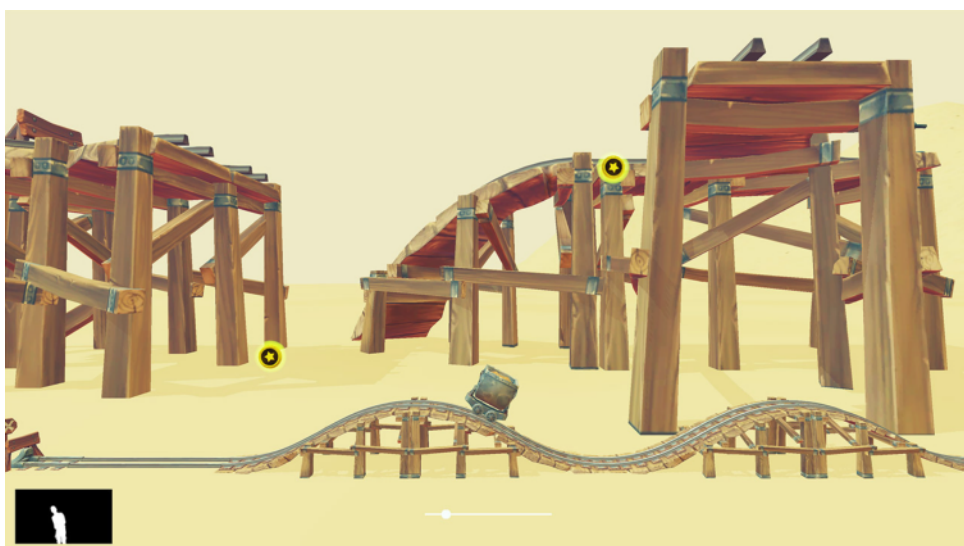
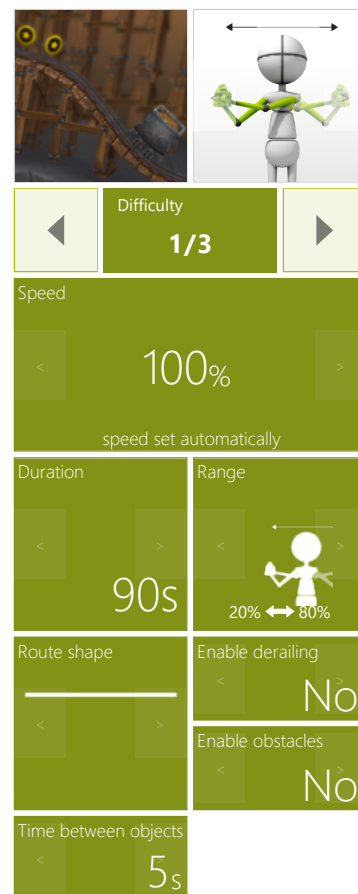
Control the trolley to collect the coins.

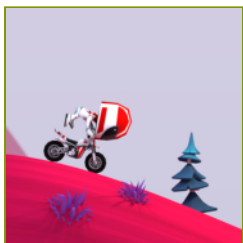


FUNCTIONAL MOVEMENTS

RAILS

SAMPLE SETTINGS



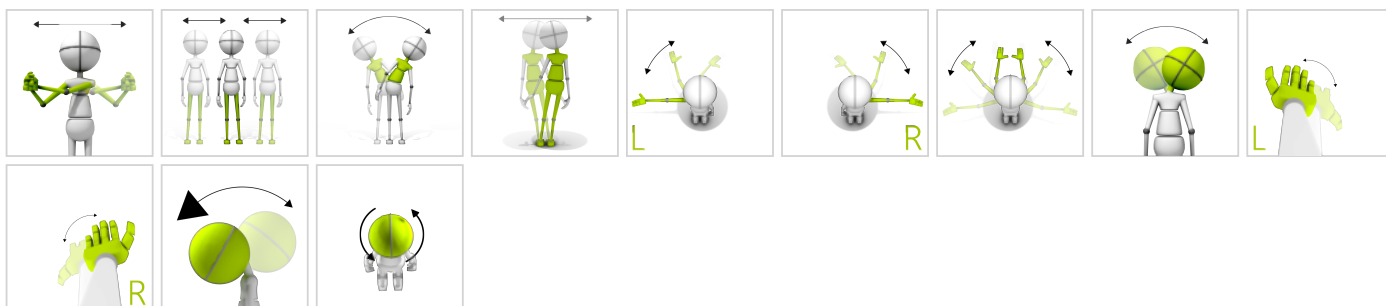


FUNCTIONAL MOVEMENTS

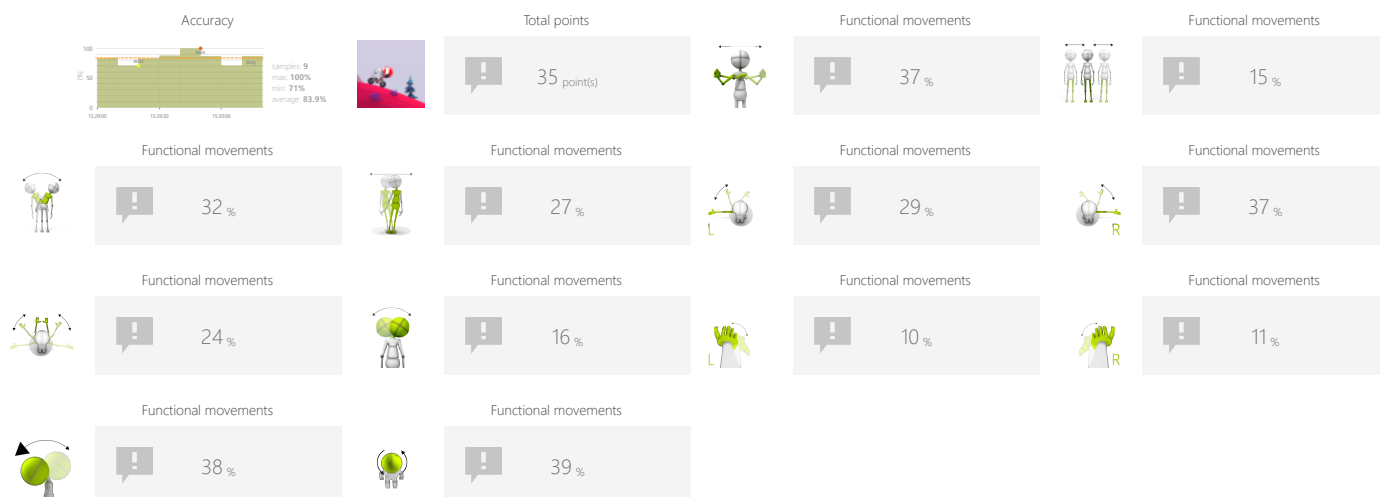
MOTOCROSS

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

- Task duration
- Range
- Route shape

OBJECTIVES

- Dynamics of planned movements
- Planning and Strategy

INSTRUCTION FOR PATIENT

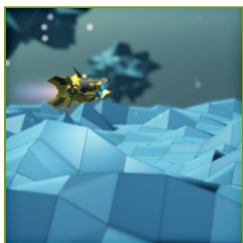
Accelerate and brake to cover the entire route as quickly as possible without tipping.



SAMPLE SETTINGS



	Difficulty 1/3	
Duration 90s		Range 20% ↔ 80%
Route shape Easy		

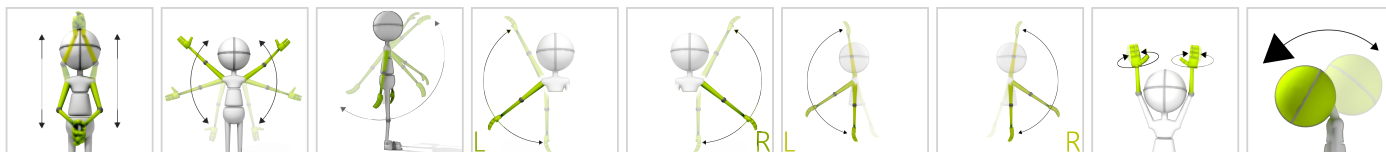


FUNCTIONAL MOVEMENTS

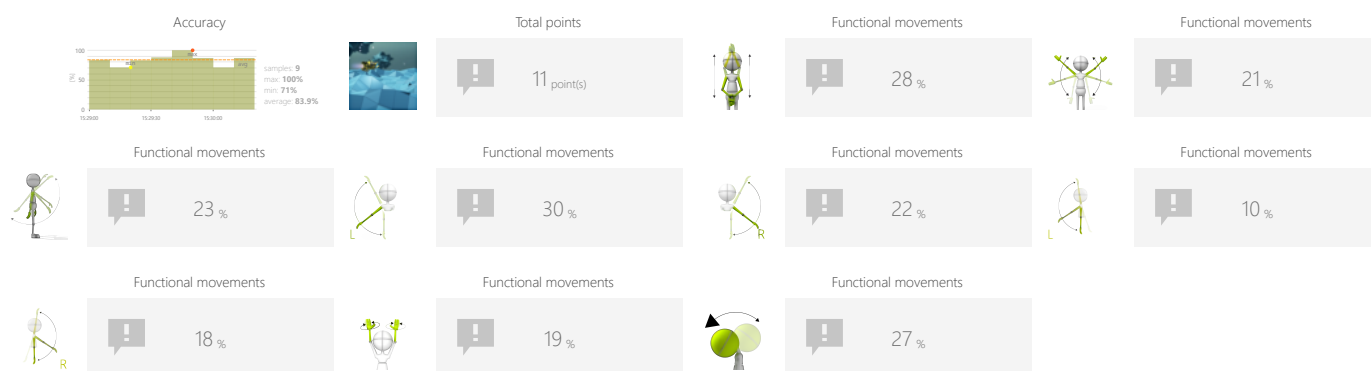
GEOMETRY FLIER

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



ADJUSTMENTS

- Speed
- Task duration
- Range

OBJECTIVES

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

INSTRUCTION FOR PATIENT

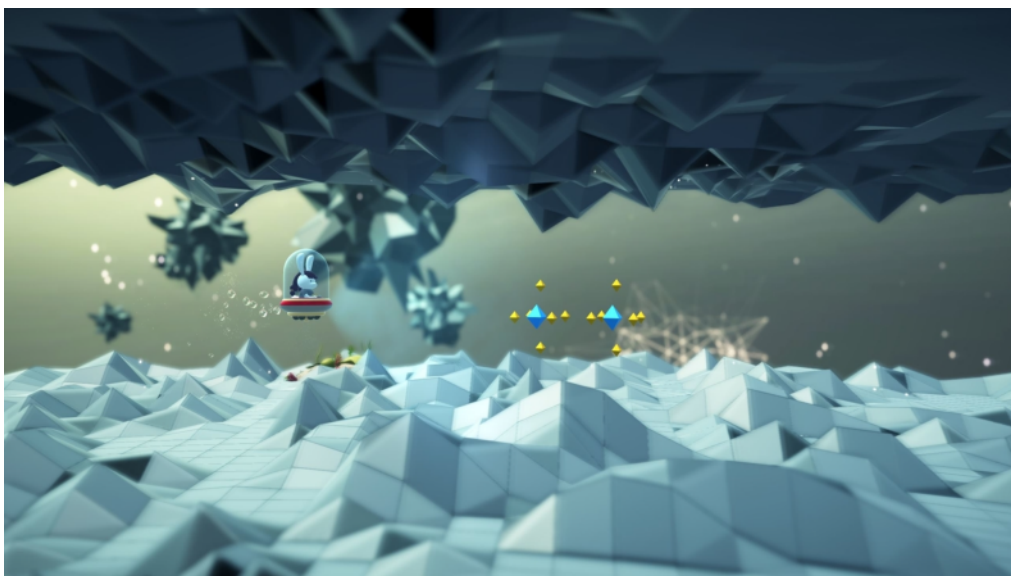
Control the vehicle to avoid the obstacles.



FUNCTIONAL MOVEMENTS

GEOMETRY FLIER

SAMPLE SETTINGS



Difficulty

1/3

Speed

< 100% >

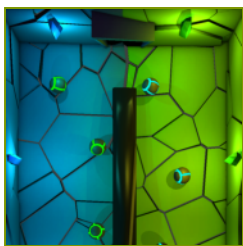
speed set automatically

Duration

< 90s >

Range

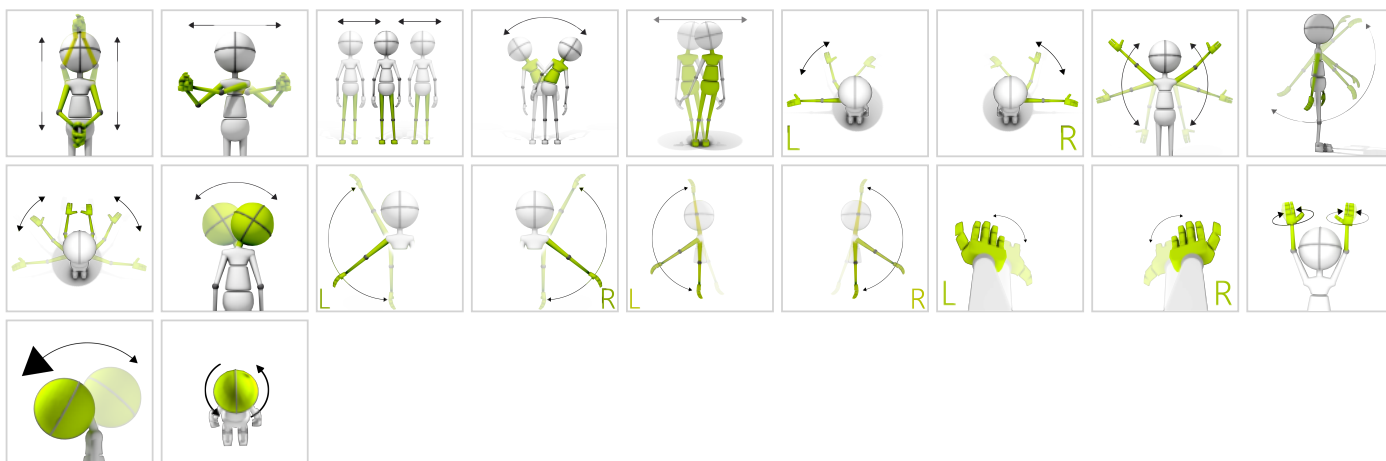
20% 80%



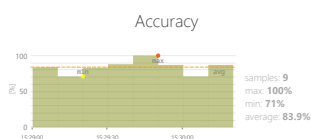
DIVIDED ATTENTION SORTER

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

35 point(s)



Divided attention

38 %

ADJUSTMENTS

- Task duration
- Range
- Number of objects
- Gap size
- Speed of objects

OBJECTIVES

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

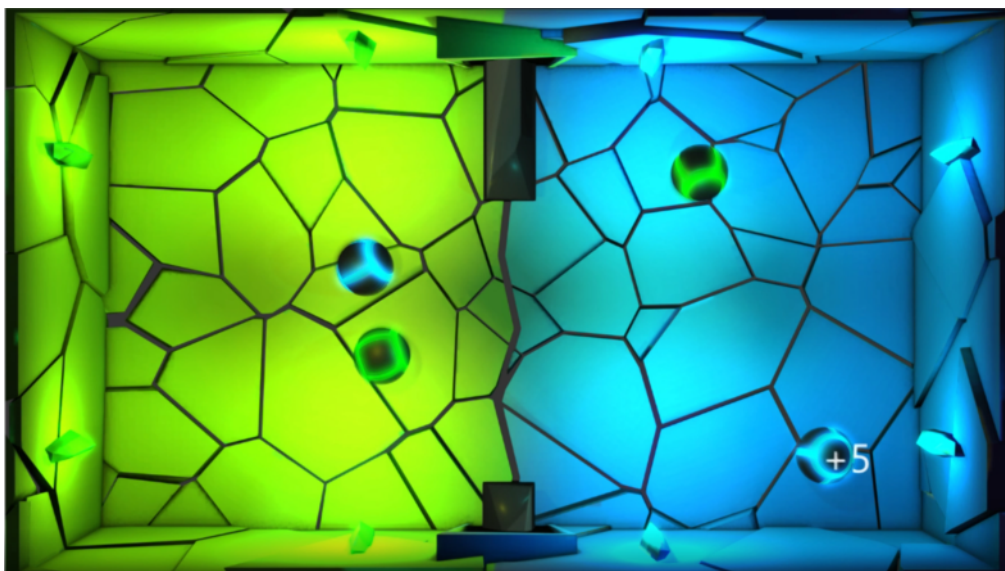
INSTRUCTION FOR PATIENT

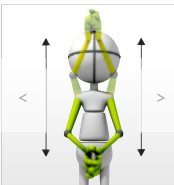
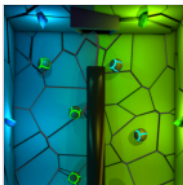
Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.



DIVIDED ATTENTION SORTER

SAMPLE SETTINGS





◀

Difficulty

▶

1/3

◀

Duration

▶

90s

◀

Range

▶

20% ↔ 80%

◀

Number of objects

▶

4

◀

Gap size

▶

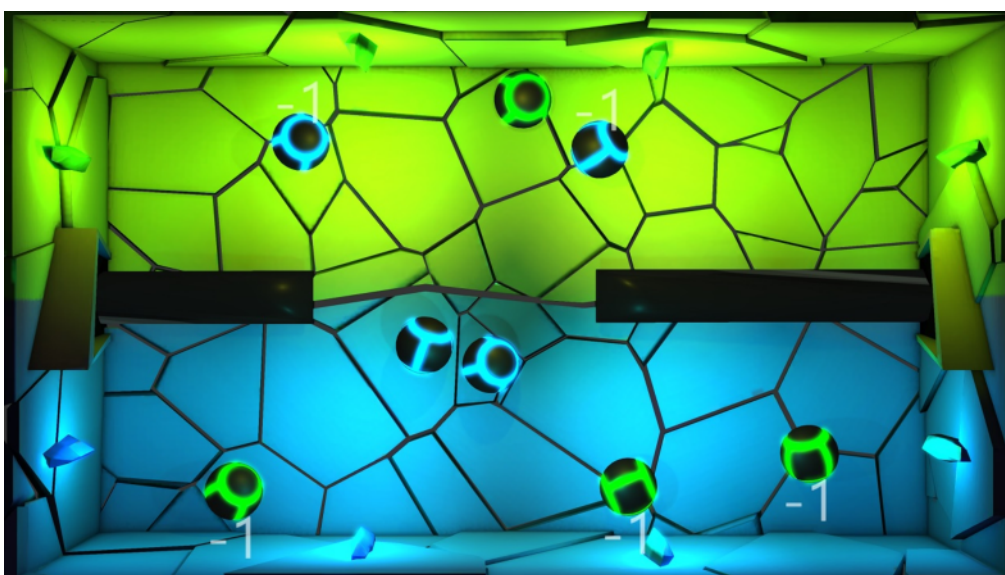
150%


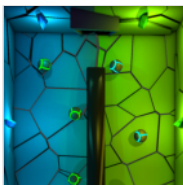
◀

Speed of objects

▶

100%





◀

Difficulty

▶

custom

◀

Duration

▶

90s

◀

Range

▶

20% ↔ 80%

◀

Number of objects

▶

8

◀

Gap size

▶

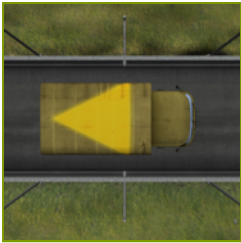
150%

◀

Speed of objects

▶

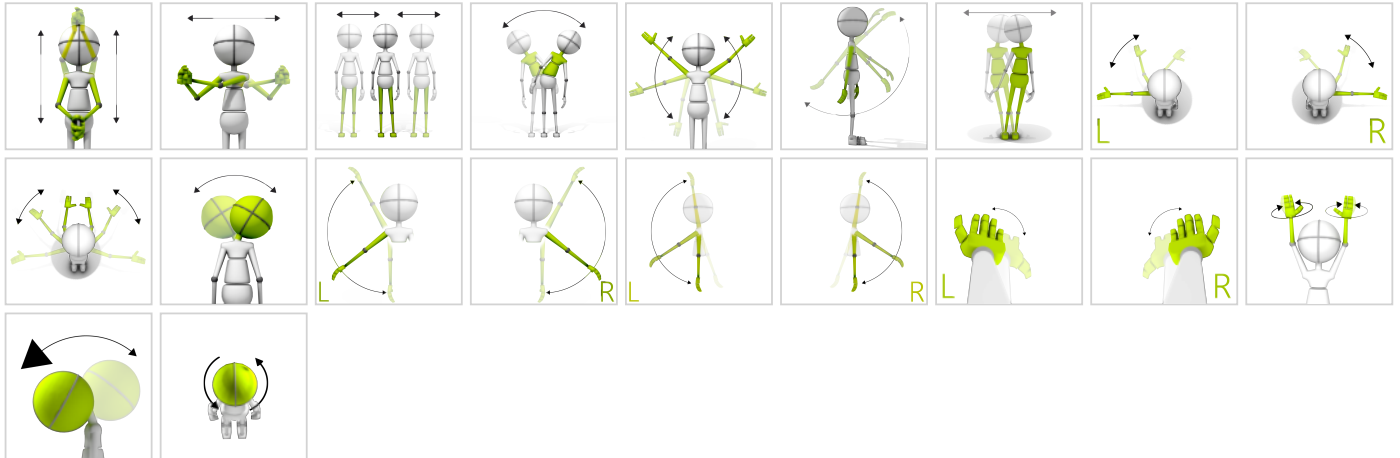
100%



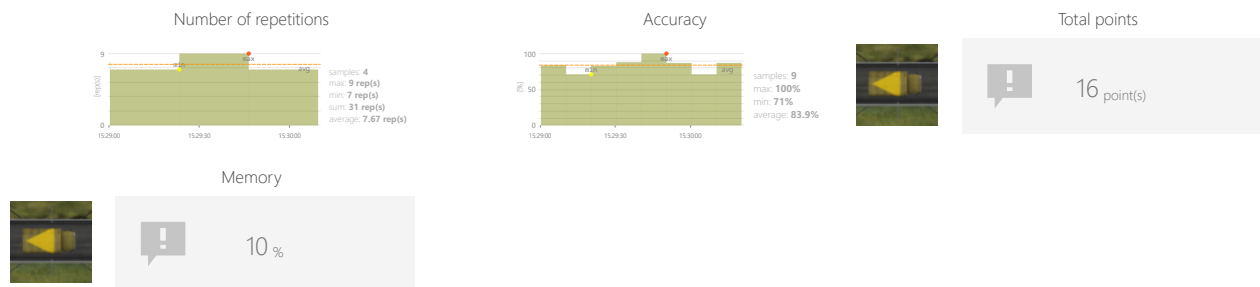
MEMORY TRUCKS

Measure and train individual's skills to memorize information.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Variations

OBJECTIVES

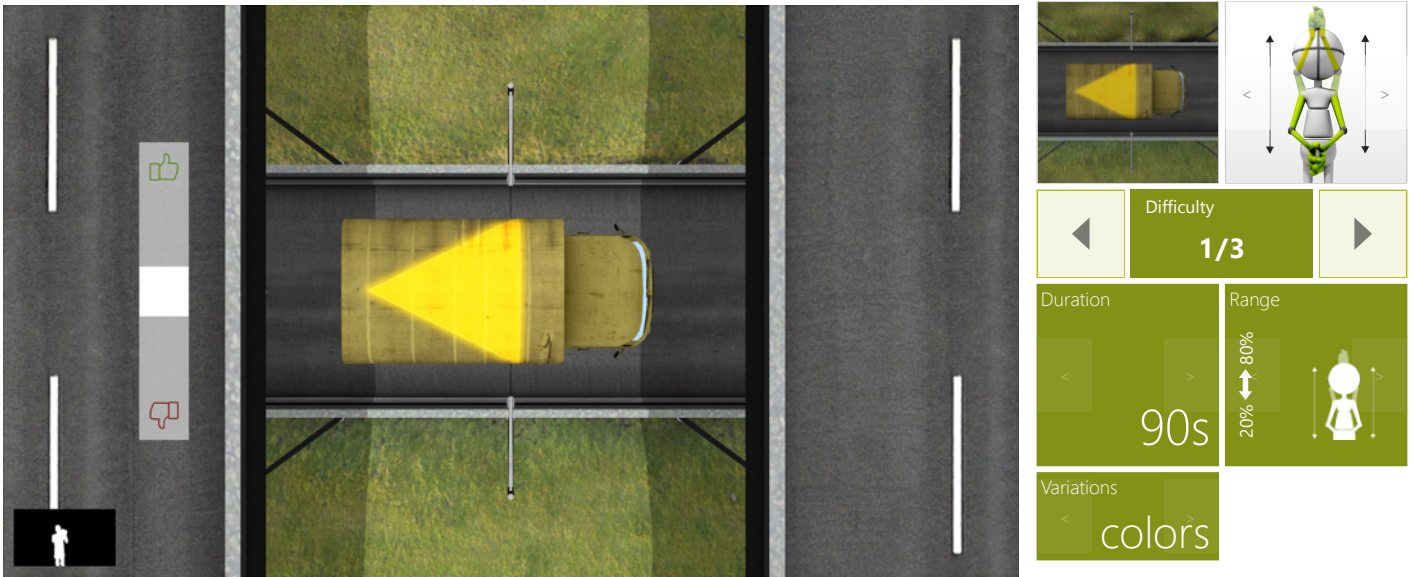
- Logical tasks
- Focusing
- Perceptivity

INSTRUCTION FOR PATIENT

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



SAMPLE SETTINGS



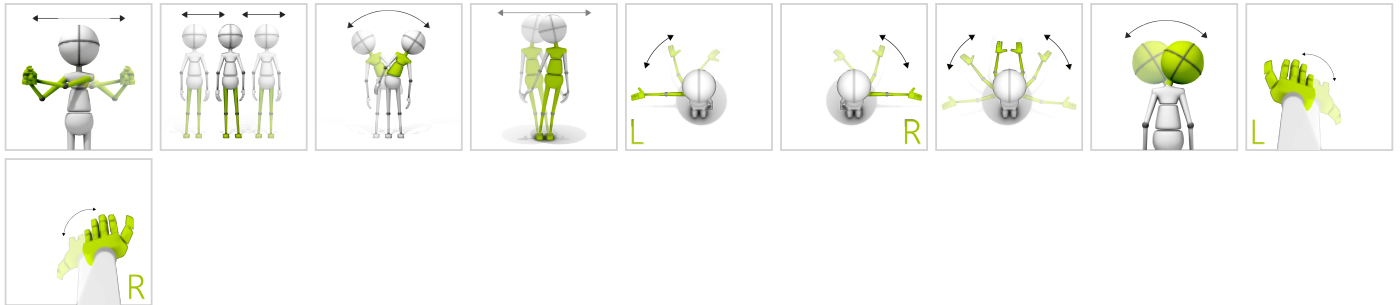


PROBLEM SOLVING

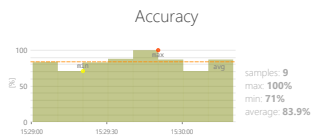
CLONES

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

CONTROL MODES



RESULTS



Total points

33 point(s)



Problem solving

27 %

ADJUSTMENTS

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

OBJECTIVES

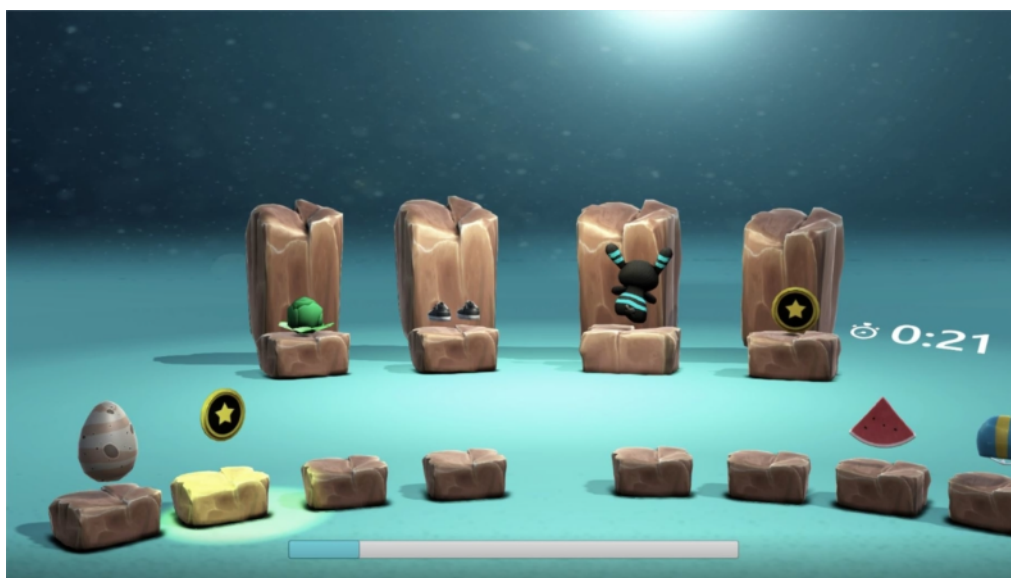
- Perceptivity
- Visual motor coordination
- Logical tasks



INSTRUCTION FOR PATIENT

Select the item which has a pair on the screen.



SAMPLE SETTINGS





◀	Difficulty 1/3	▶
Duration 90s		Minitask duration 30s
Range 20% ↔ 80%		Number of pairs 4

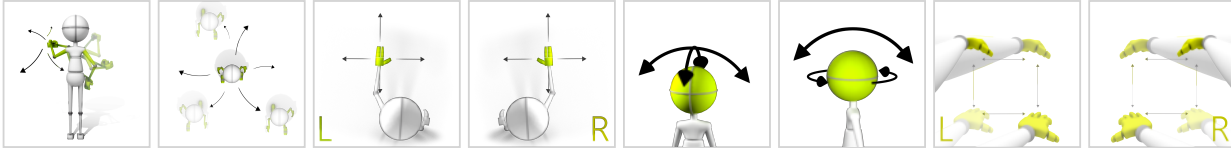


PROBLEM SOLVING

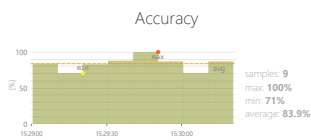
MAZE

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

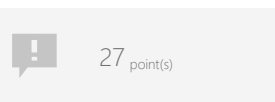
CONTROL MODES



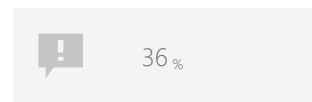
RESULTS



Total points



Problem solving



ADJUSTMENTS

- Task duration
- Range
- Show path
- Maze size

OBJECTIVES

- Logical tasks
- Planned movements
- Planning and Strategy

INSTRUCTION FOR PATIENT

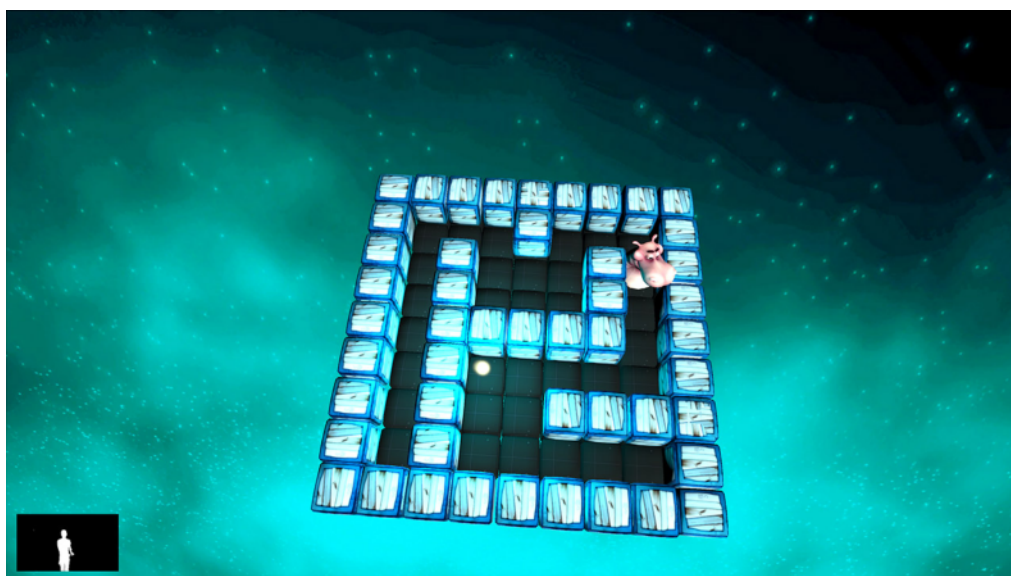
Lead the hippo through the maze to the glowing target.



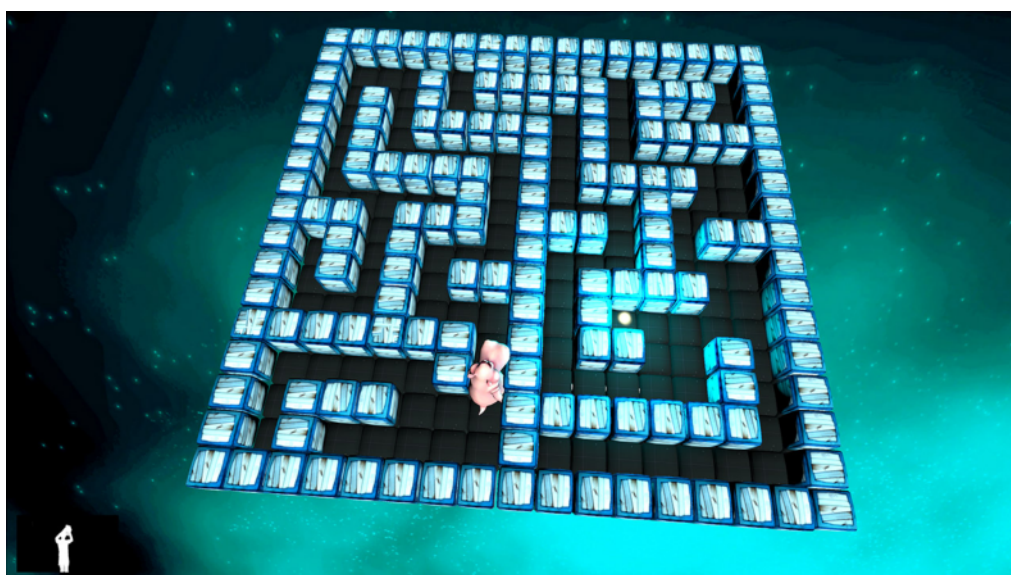
PROBLEM SOLVING

MAZE

SAMPLE SETTINGS



Difficulty 1/4	
Duration < 90s >	Range 20% 80% 20% 80%
Show path < No >	Maze size < 4 >



Difficulty 4/4	
Duration < 90s >	Range 20% 80% 20% 80%
Show path < No >	Maze size < 10 >

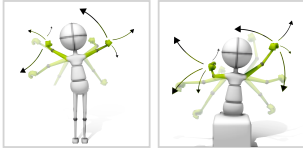


PROBLEM SOLVING

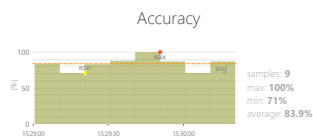
KITCHEN DISH SORTER

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

CONTROL MODES



RESULTS



Total points

19 point(s)



Problem solving

13 %

ADJUSTMENTS

- Positions to have targets on
- Task duration
- Show hints

OBJECTIVES

- Both hands grabbing
- Exercise with or without support from healthy limb
- Improve range of motion
- Visual motor coordination
- Movement precision

INSTRUCTION FOR PATIENT

Put all the dishes in the kitchen cabinets. To open drawers and cabinets, you need to pull their handles. Be careful not to drop the dishes on the floor, or they will break! If you are using touch controllers, pressing the grip button under your middle finger will activate the controller.





PROBLEM SOLVING

KITCHEN DISH SORTER

SAMPLE SETTINGS





Active positions

Duration

<

>

90s



Show hints

<

>

Yes





Active positions

Duration

<

>

90s

Show hints

<

>

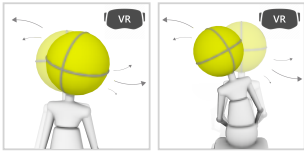
Yes



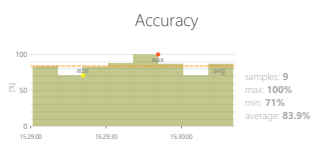
PHOBIAS AND FEARS CANYON

toAdd(catDesc550)

CONTROL MODES



RESULTS



Total points

38 point(s)

Phobias and fears

17

ADJUSTMENTS

- Task duration
- Object size width

OBJECTIVES

INSTRUCTION FOR PATIENT

Collect as many flowers as you can. Look straight onto it to collect one.