

3D FULL BODY TRACKING

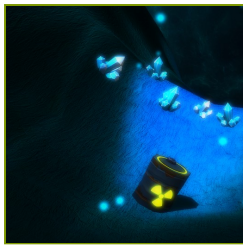
2025.1

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Speed	13
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WHAT IS NEEDED?

Please make sure the PC where you want this module to be active have VAST.Rehab Patient Panel installed and that the following hardware requirements are met:

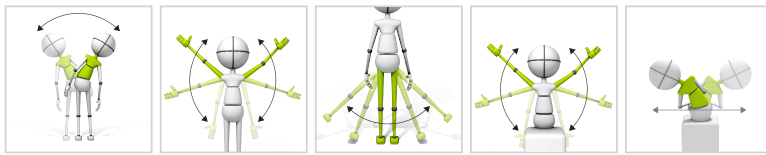
- Windows 10/11
- Intel Core i5 (8th gen or newer). Important: Avoid ultra-low-power versions (e.g., i5-8250U), as they may not meet performance requirements. Prefer standard or high-performance CPUs.
- Minimum: 8 GB RAM (16 GB or more recommended for optimal performance).
- A graphics card from NVIDIA, comparable to the RTX 3060 or higher, is recommended to ensure optimal accuracy and fully utilize the 3D capabilities of the ZED 2 camera. If high-end performance is not required, any budget-friendly gaming GPU—such as the NVIDIA GTX 1050 or better—should be sufficient for basic functionality.
- ZED 2



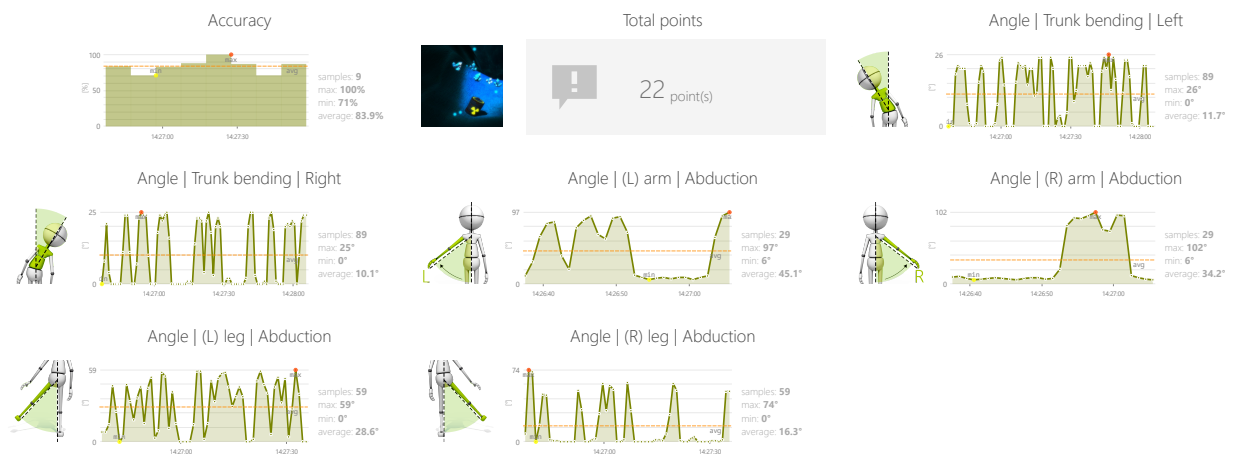
RANGE OF MOTION CRYSTALS

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Speed
- Task duration
- Angle

OBJECTIVES

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

INSTRUCTION FOR PATIENT

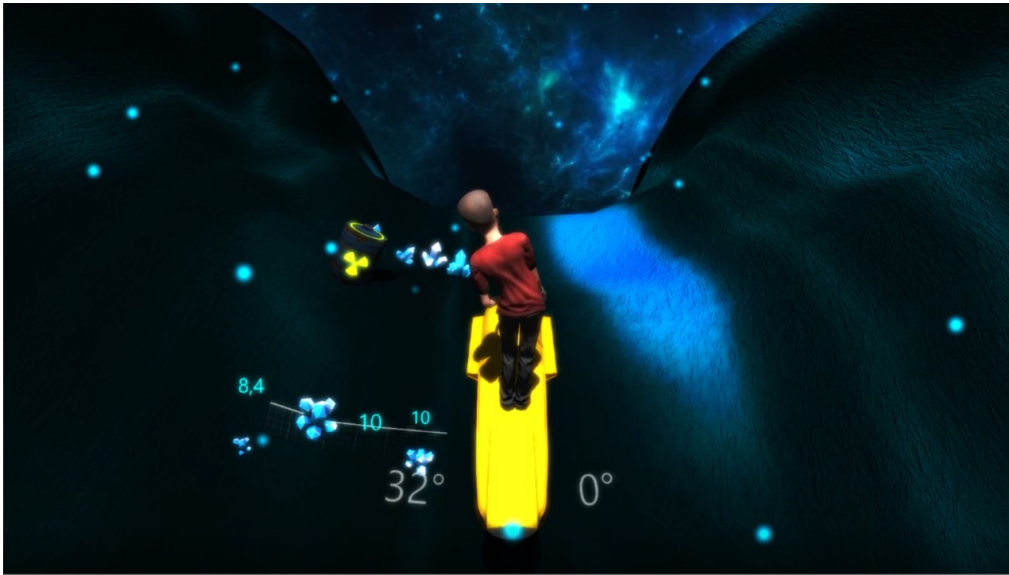
Collect the crystals and avoid the radioactive barrels.

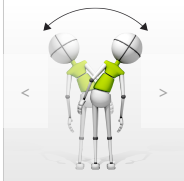
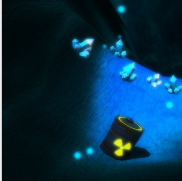


RANGE OF MOTION

CRYSTALS

SAMPLE SETTINGS





◀

Difficulty
1/4

▶

Speed


< 100% >

speed set automatically


Duration

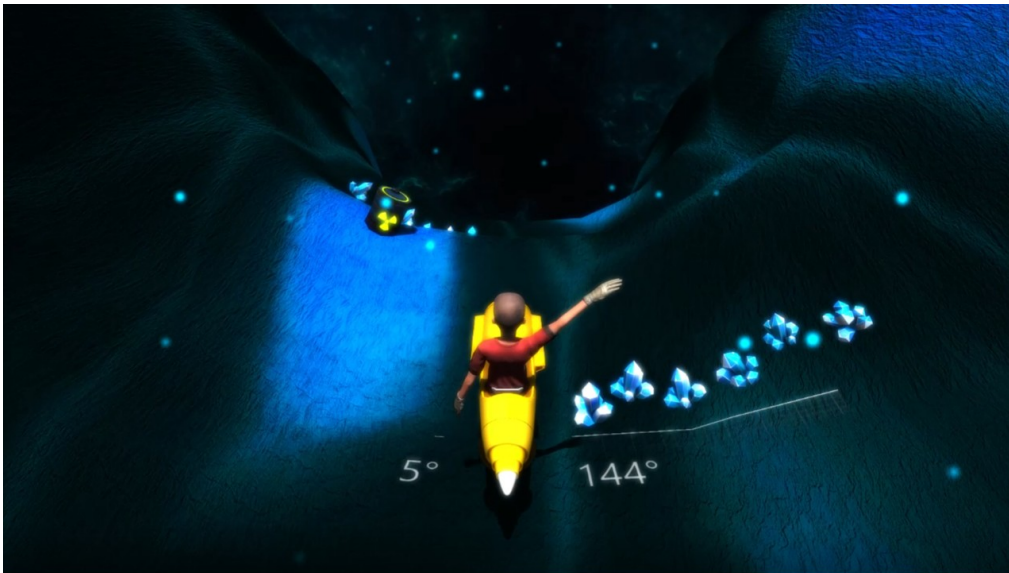
< 30s >


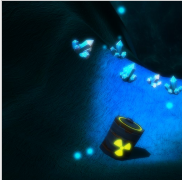
Angle

 40°

Angle

 40°





◀

Difficulty
1/4

▶

Speed


< 100% >

speed set automatically


Duration

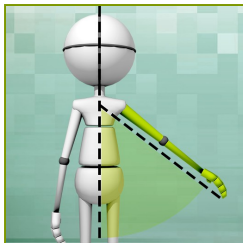
< 30s >

Angle

 180°

Angle

 180°



RANGE OF MOTION

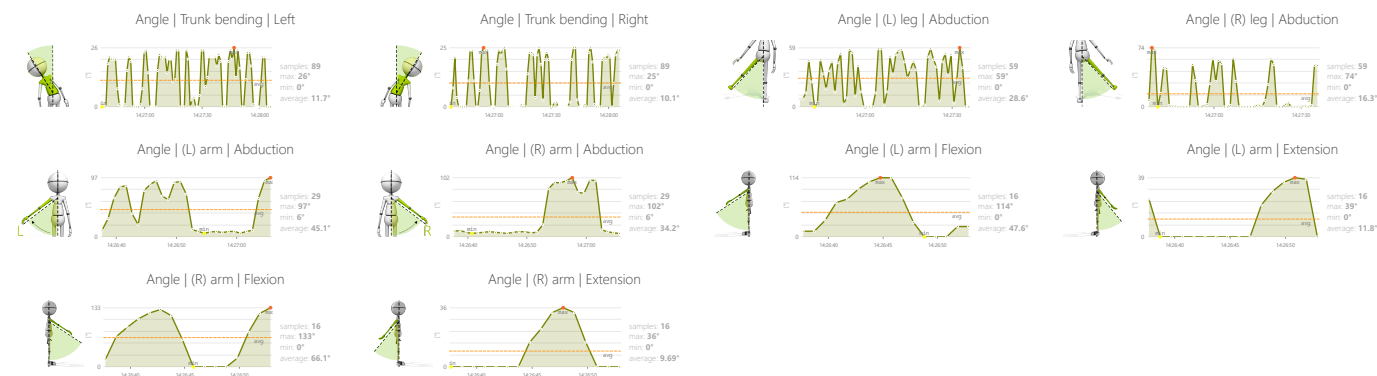
ANGLES EVALUATION

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

CONTROL MODES



RESULTS



OBJECTIVES

- Range of motion examination

INSTRUCTION FOR PATIENT

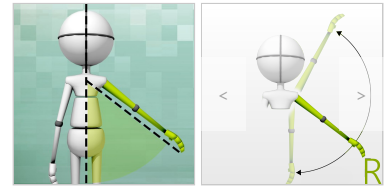
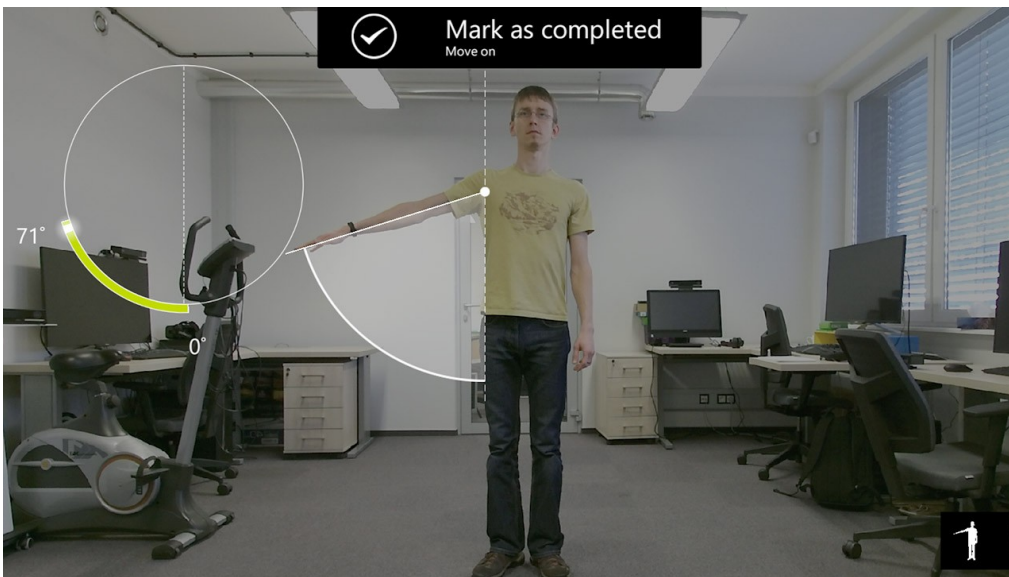
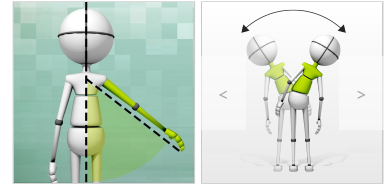
System will measure your range of motion.



RANGE OF MOTION

ANGLES EVALUATION

SAMPLE SETTINGS



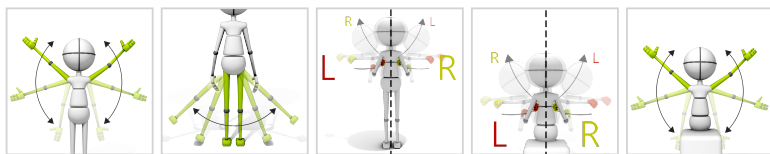


MOVEMENT TIME

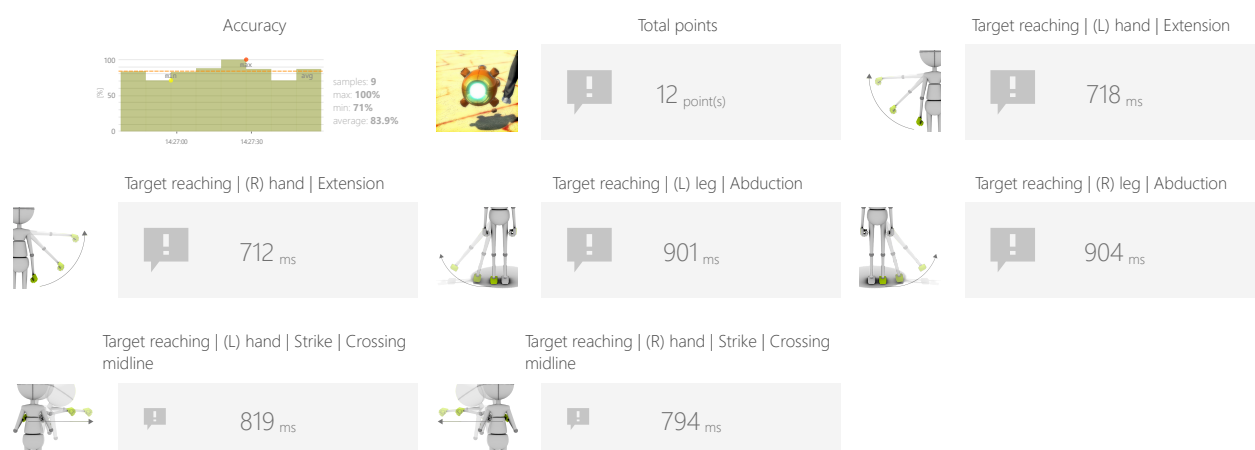
REACT

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



ADJUSTMENTS

- 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

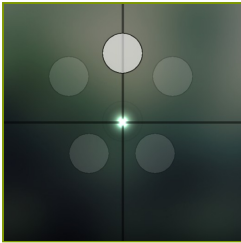
Hit the target as quickly as you can. Then set yourself in rest pose.



SAMPLE SETTINGS



◀	Difficulty 1/2	▶
Duration < 90s >		Time to react < 2s >
		Distance to targets < 75% >



MOVEMENT TIME

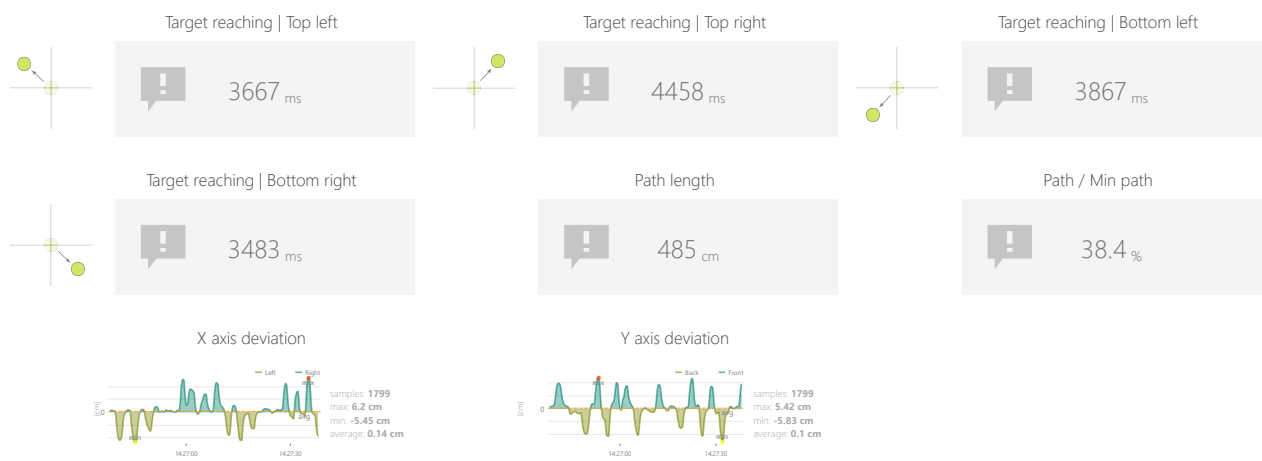
DYNAMIC TEST

Measure time taken to carry out a movement of a limb or other part of the body. It is measured from rest to target position.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Range
- Show path
- Repetitions
- Positioning

OBJECTIVES

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

INSTRUCTION FOR PATIENT

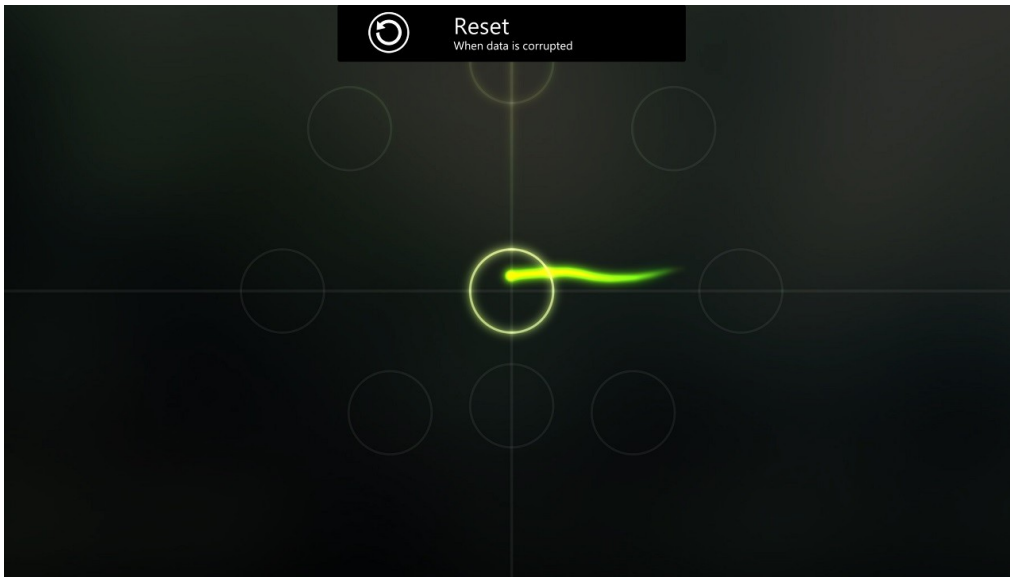
Move the dot to the highlighted target and hold it for a moment. Next target will be highlighted.



MOVEMENT TIME

DYNAMIC TEST

SAMPLE SETTINGS



Range

0% 100%

0% 100%

Show path

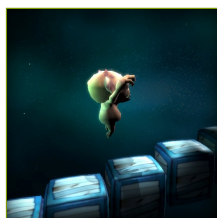
< No >

Repetitions

< 2 >

Positioning

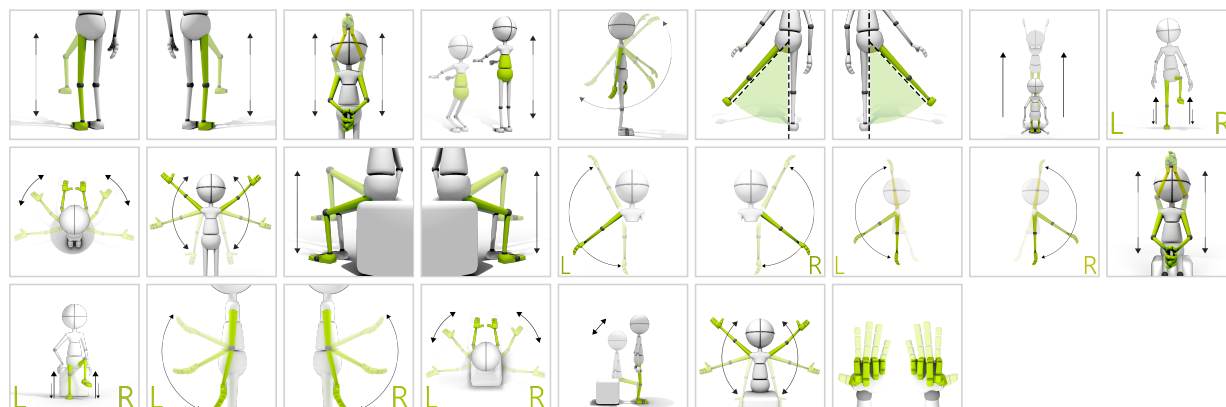
< Normal >



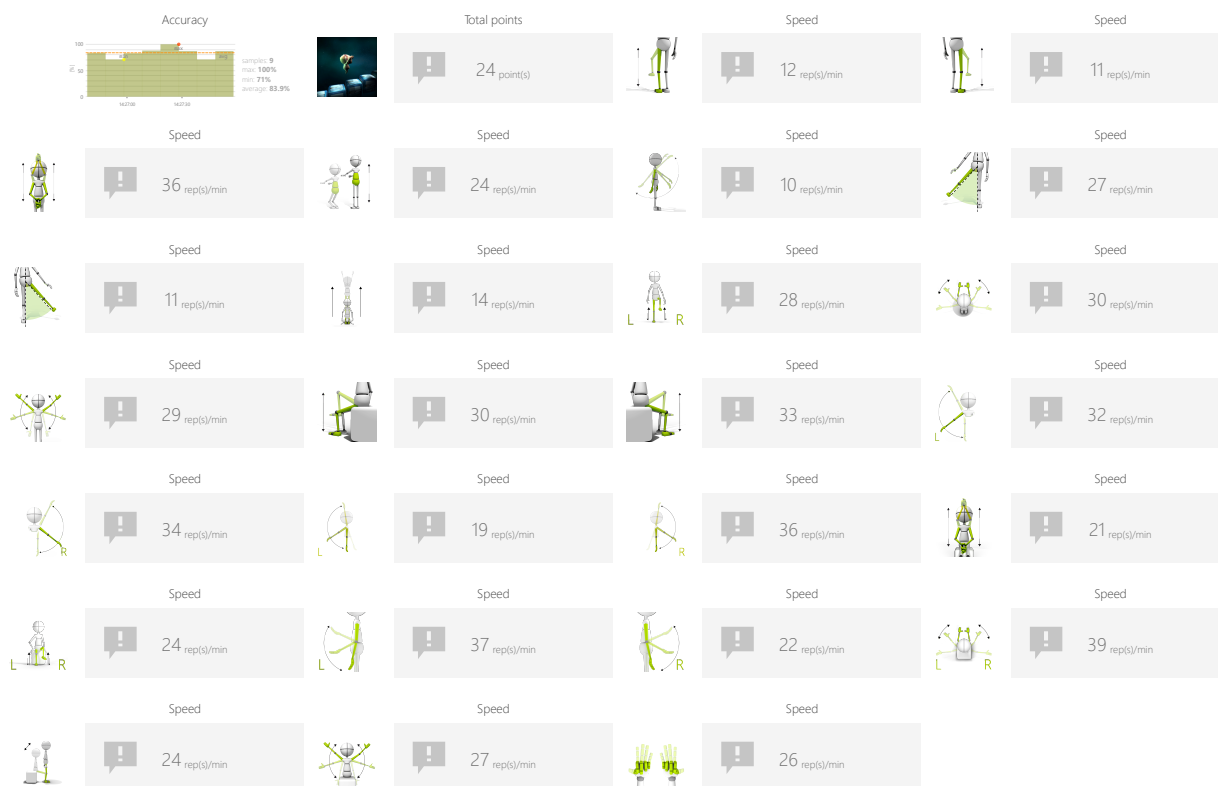
SPEED STAIRS

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

- Jumping
- Knees lifting
- Dynamics of planned movements

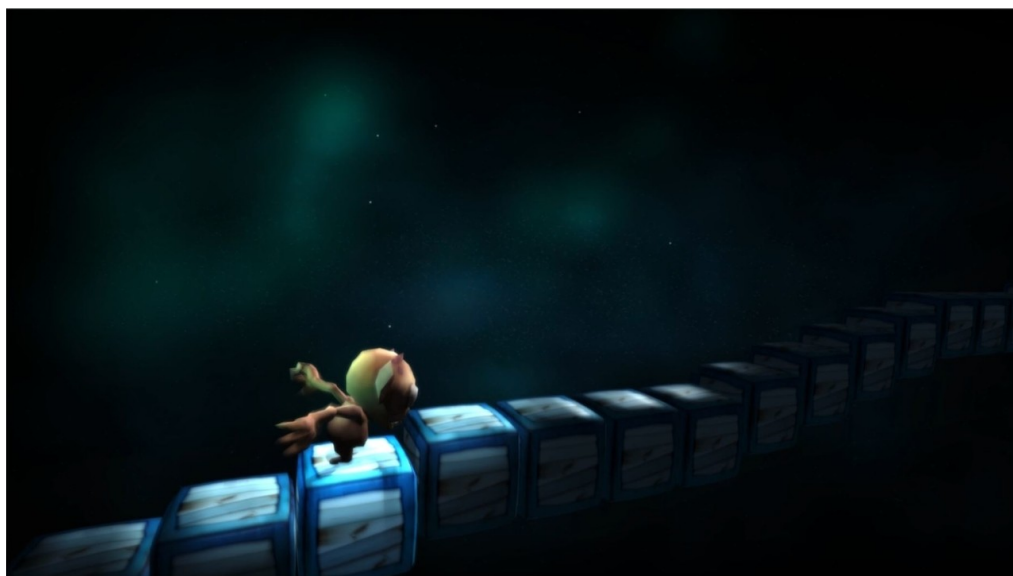
INSTRUCTION FOR PATIENT

Climb the stairs before they disappear.

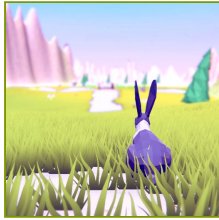


SPEED STAIRS

SAMPLE SETTINGS



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

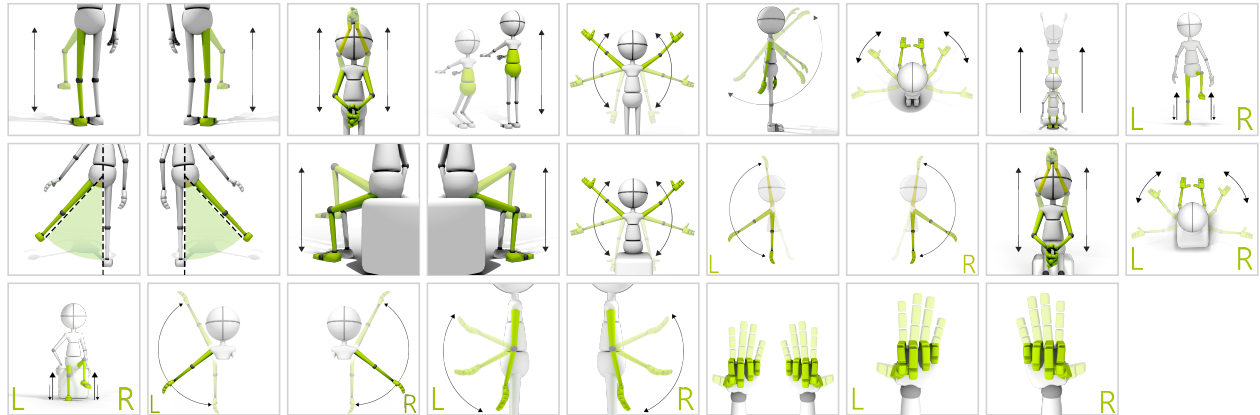


SPEED

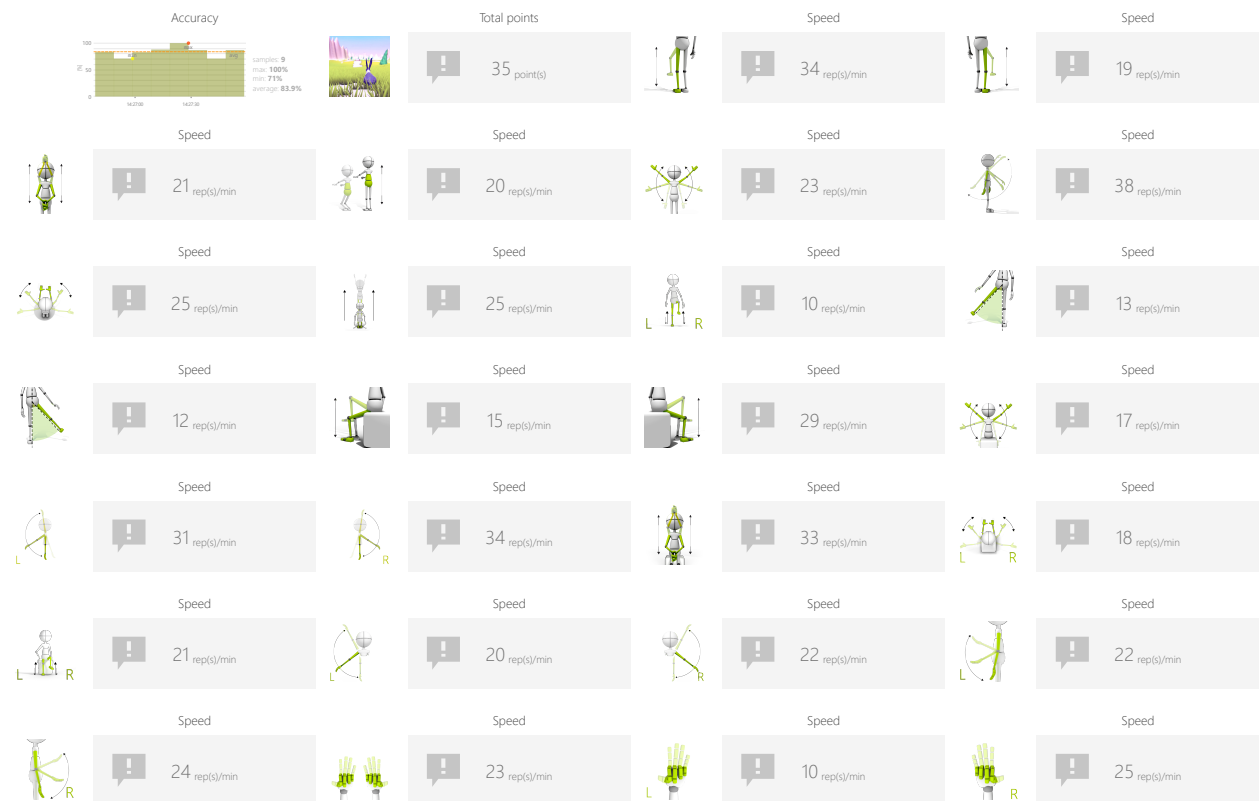
RABBIT

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

OBJECTIVES

- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

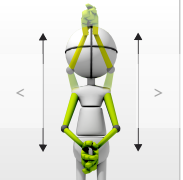

Go through the entire route as fast as you can.



SPEED RABBIT

SAMPLE SETTINGS






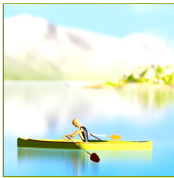
Duration

< 90s >

Range

20% 80%



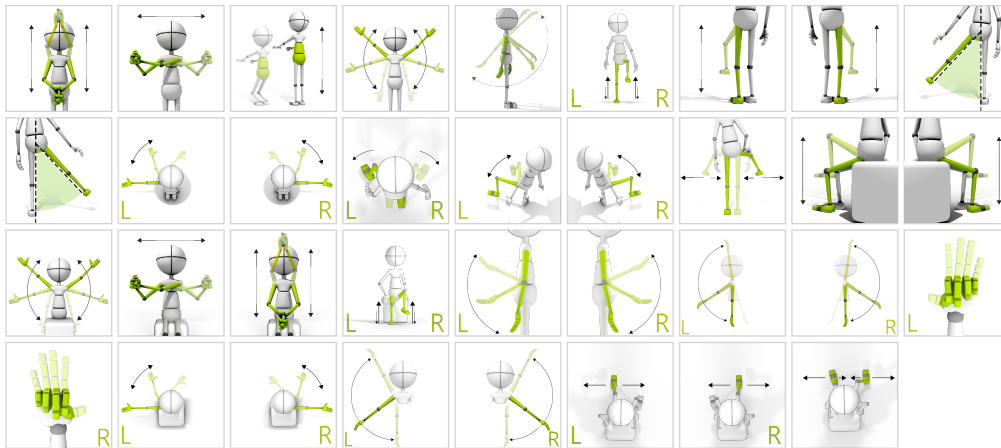


SPEED

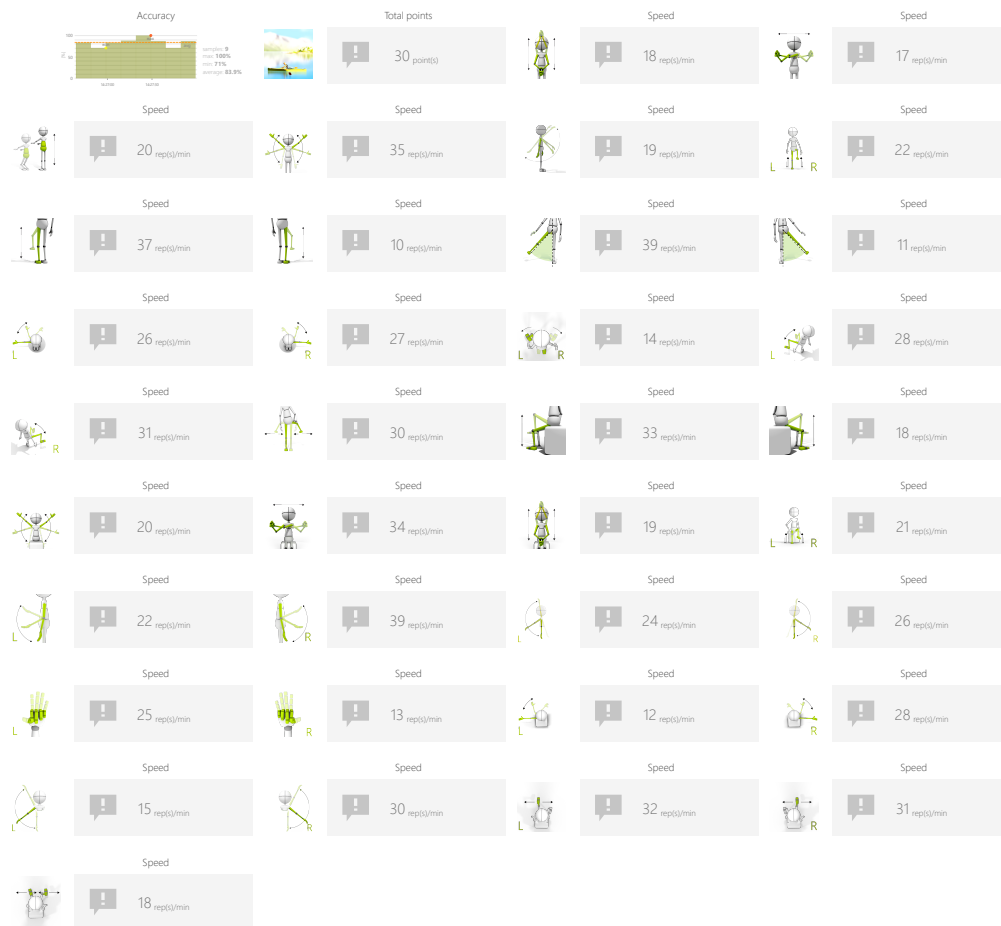
KAYAK

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

OBJECTIVES

- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

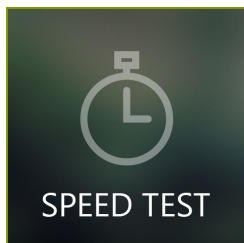
Row as fast as you can.



SAMPLE SETTINGS



<p>Duration</p> <p>< 90s ></p>	<p>Range</p> <p>20% 80%</p>

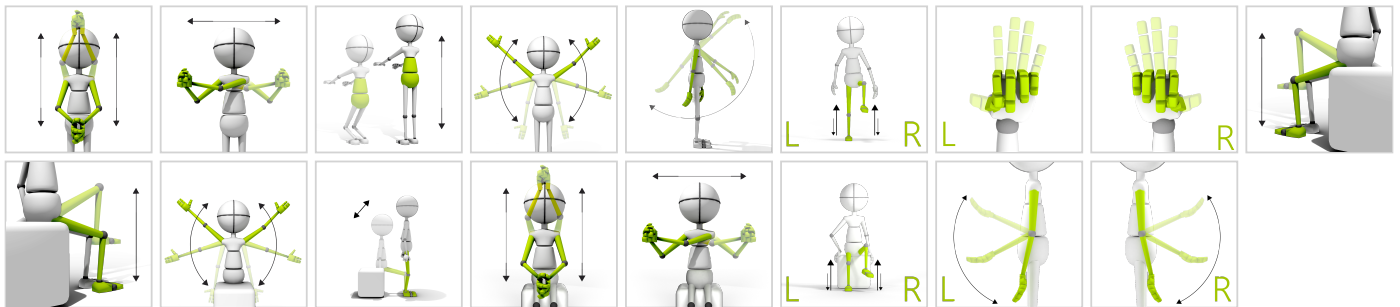


SPEED

SPEED TEST

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

CONTROL MODES



RESULTS

	Speed ! 36 rep(s)/min		Speed ! 36 rep(s)/min		Speed ! 38 rep(s)/min		Speed ! 37 rep(s)/min
	Speed ! 38 rep(s)/min		Speed ! 11 rep(s)/min		Speed ! 25 rep(s)/min		Speed ! 12 rep(s)/min
	Speed ! 27 rep(s)/min		Speed ! 30 rep(s)/min		Speed ! 29 rep(s)/min		Speed ! 32 rep(s)/min
	Speed ! 15 rep(s)/min		Speed ! 16 rep(s)/min		Speed ! 33 rep(s)/min		Speed ! 33 rep(s)/min
	Speed ! 20 rep(s)/min						

ADJUSTMENTS

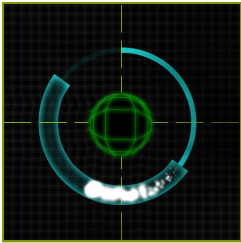
- Time to complete action
- Range

OBJECTIVES

- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

Perform the specified movement pattern as many times as possible.



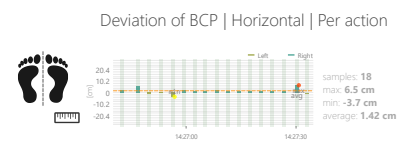
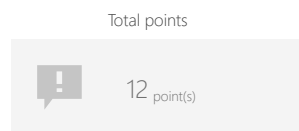
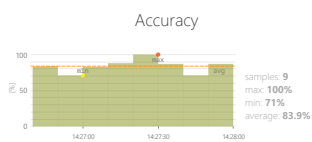
BALANCE GRID

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Period
- Positioning

OBJECTIVES

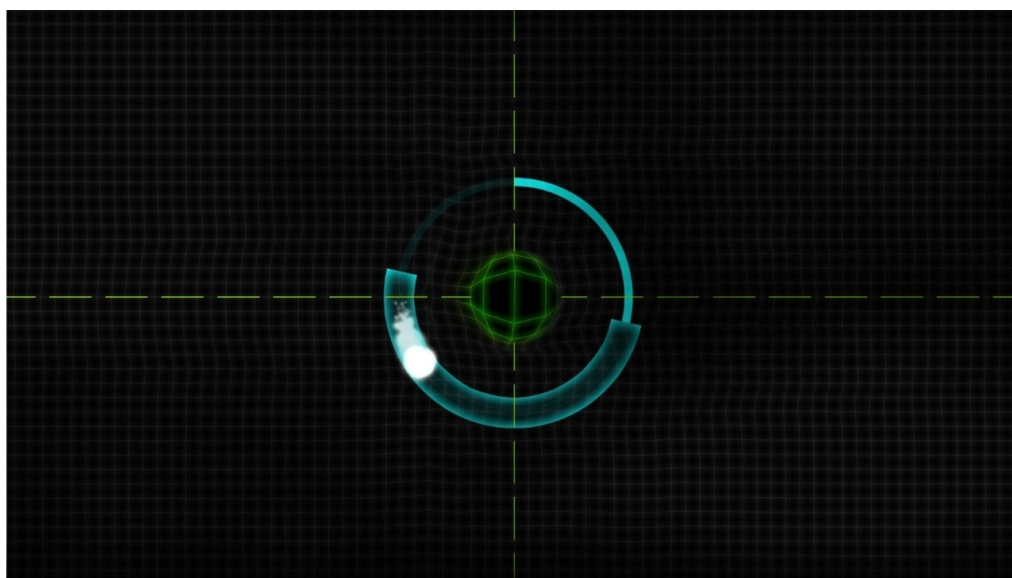
- Balance and equilibrium training
- 3D space movements reproduction
- Activity in a given rhythm

INSTRUCTION FOR PATIENT

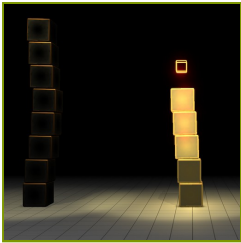
Keep the white glowing point inside the blue area and make sure the emerging bump stays in the middle of the reticle.



SAMPLE SETTINGS



◀	Difficulty 1/3	▶
Duration < 90s >		Range 5% 50% ↔ 100%
Period < 6s >		Positioning < Any >

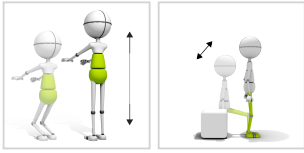


BALANCE

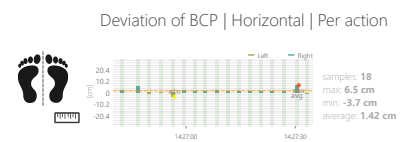
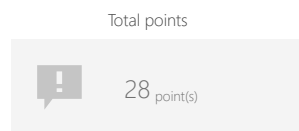
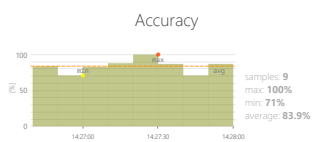
BLOCK BUILDER

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Stack height
- Positioning

OBJECTIVES

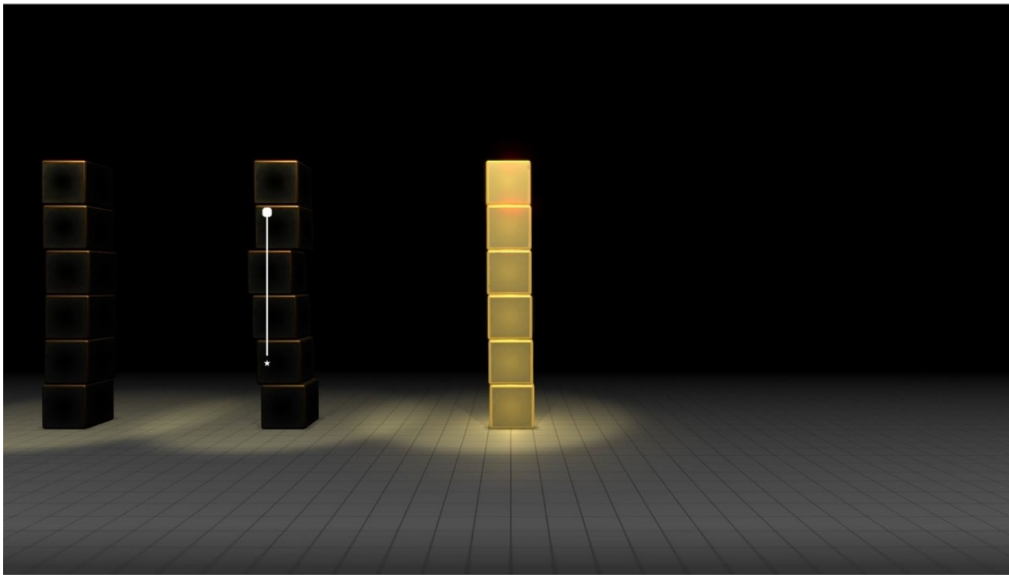
- Movement precision
- Muscle strengthening
- Balance and equilibrium training

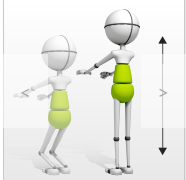
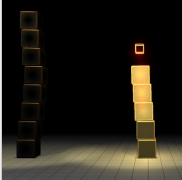
INSTRUCTION FOR PATIENT

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



SAMPLE SETTINGS





◀

Difficulty
1/3

▶

◀

Duration
90s

>

50%
5%

Range
0% ↔ 100%

100%

◀

Stack height
6

>

◀

Positioning
Any

>

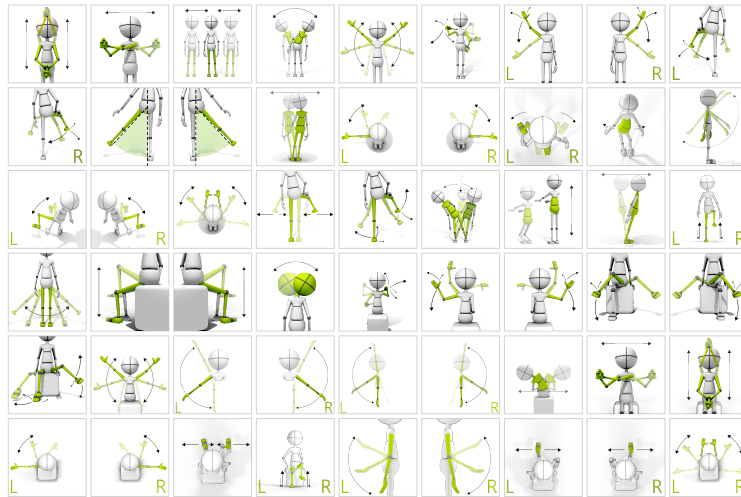


MOVEMENT PRECISION

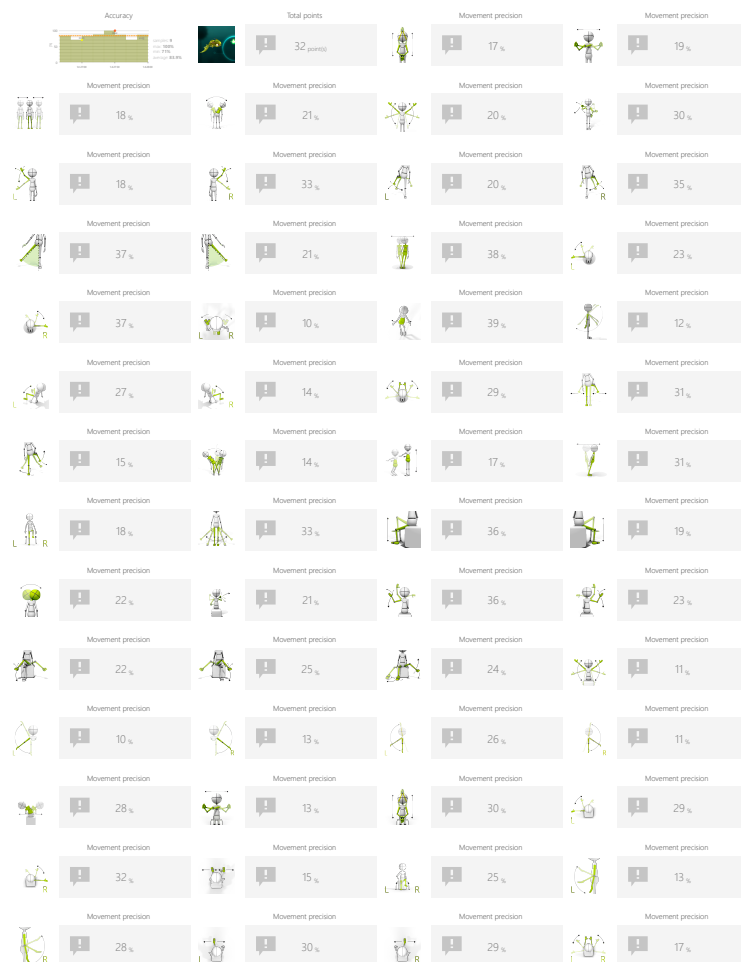
FISH

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Speed of objects

OBJECTIVES

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

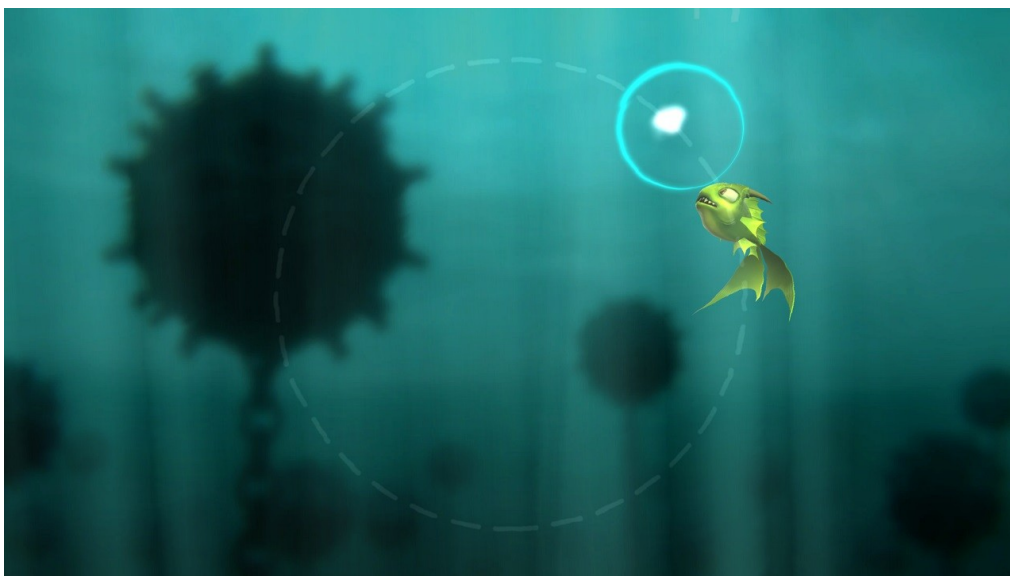
INSTRUCTION FOR PATIENT

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

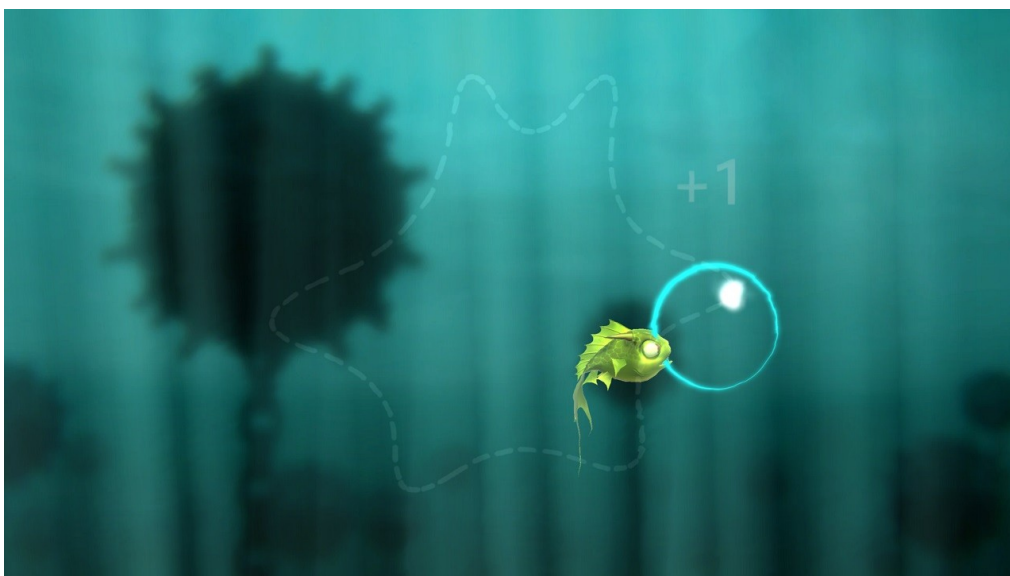


MOVEMENT PRECISION FISH

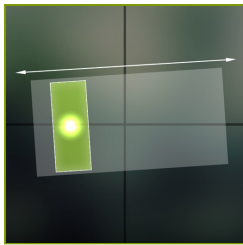
SAMPLE SETTINGS



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



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

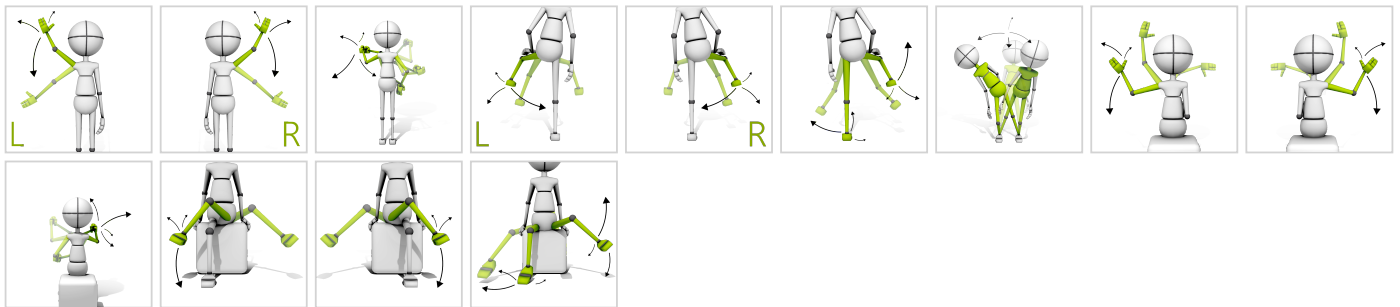


MOVEMENT PRECISION

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
- Balance and equilibrium training
- 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.

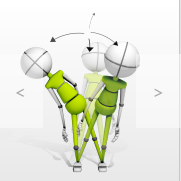
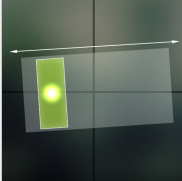



MOVEMENT PRECISION

PENDULUM


SAMPLE SETTINGS







Difficulty
1/2



Duration
< 90s >

Range
20% 80%
20% 80%

Show path
< No >

Period
< 5s >

Rotation
< 0 >

Pendulum height
< 50% >

Pendulum width
< 100% >

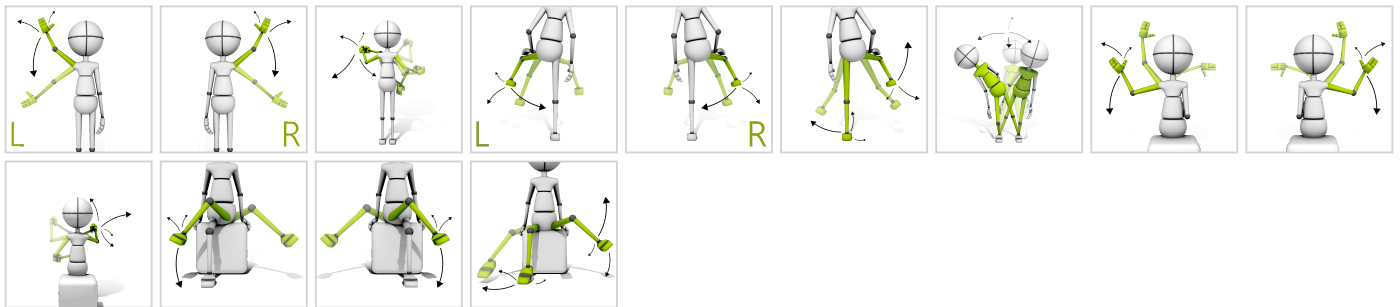
Positioning
< Normal >



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

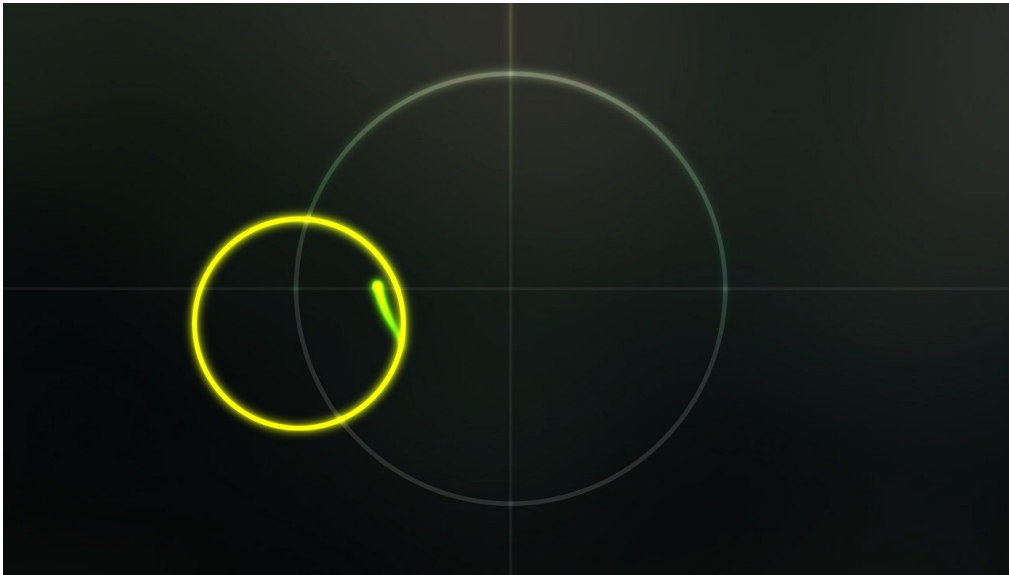
- 3D space movements reproduction
- Balance and equilibrium training
- Test the limits of balance and equilibrium

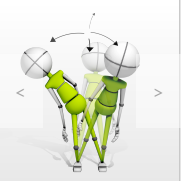

INSTRUCTION FOR PATIENT

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

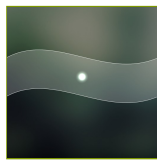


SAMPLE SETTINGS





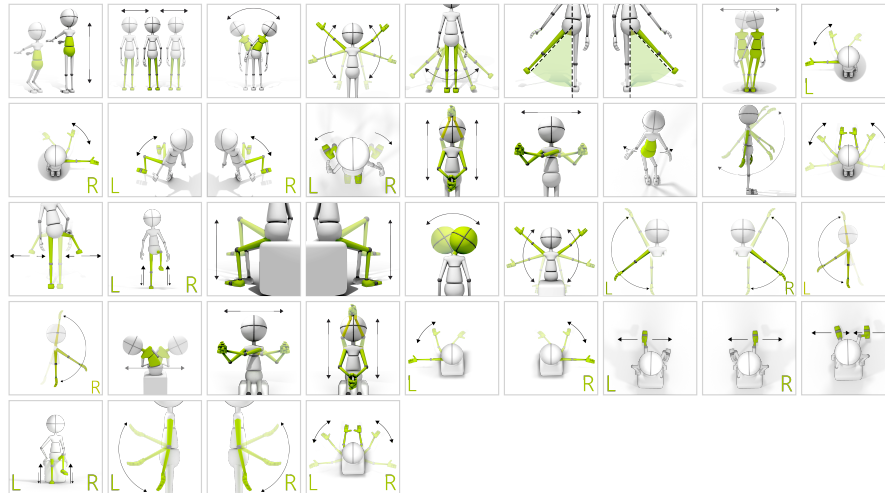
Duration	Range
< 90s >	20% 80% 20% 80%
Inverse direction	Show path
< No >	< No >
Period	Radius
< 10s >	< 75% >
Target radius	Positioning
< 75% >	< Normal >



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
- Positioning

OBJECTIVES

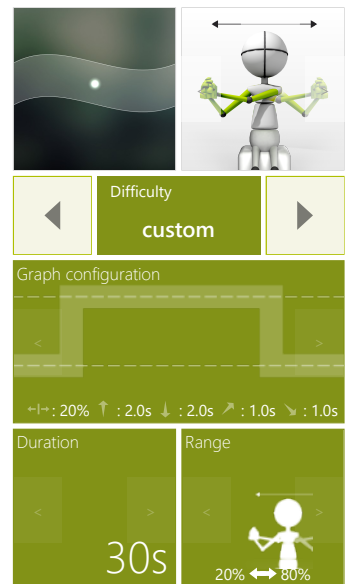
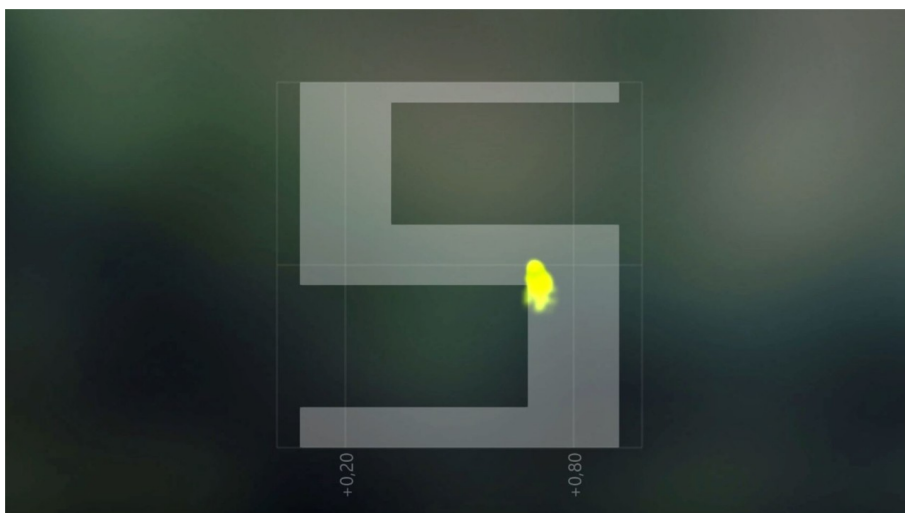
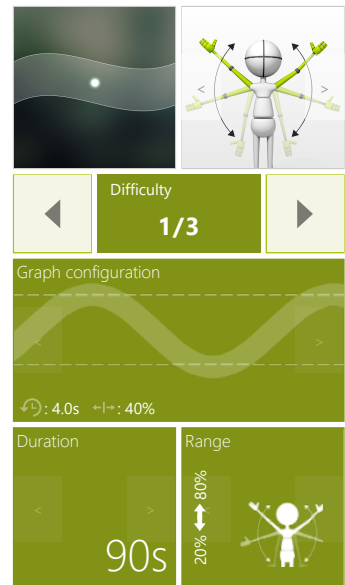
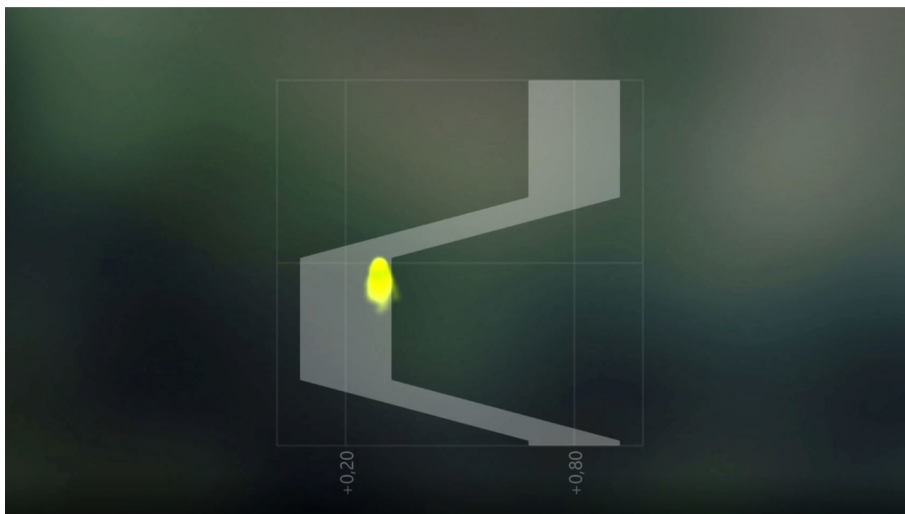
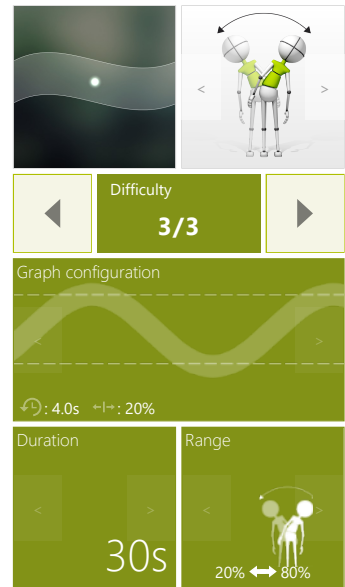
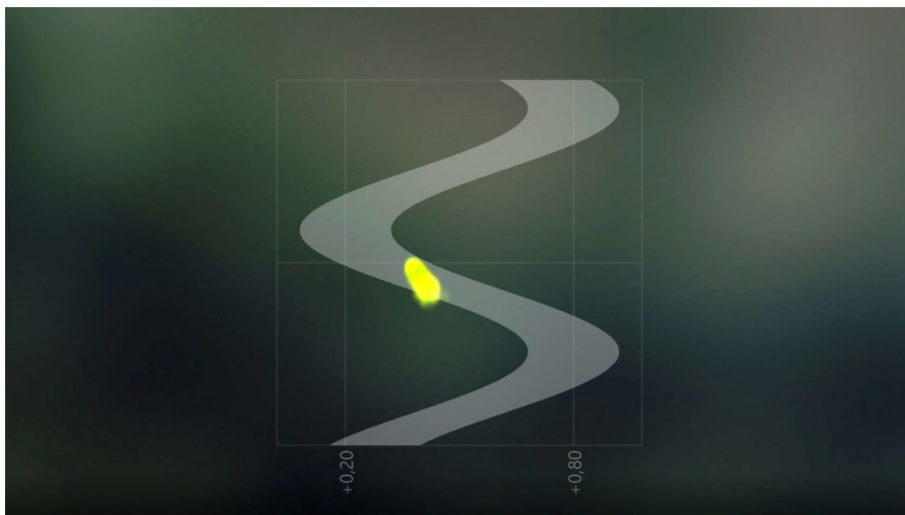
- Movement precision
- Activity in a given rhythm
- Repetitive movements
- Hands raising

INSTRUCTION FOR PATIENT

Try to stay within the borders.



SAMPLE SETTINGS



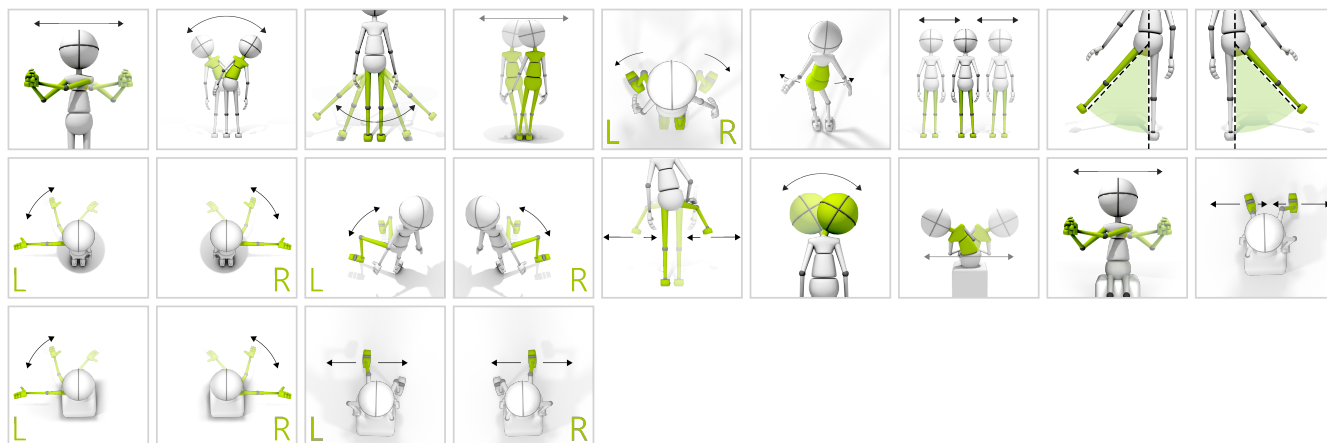


MOVEMENT PRECISION

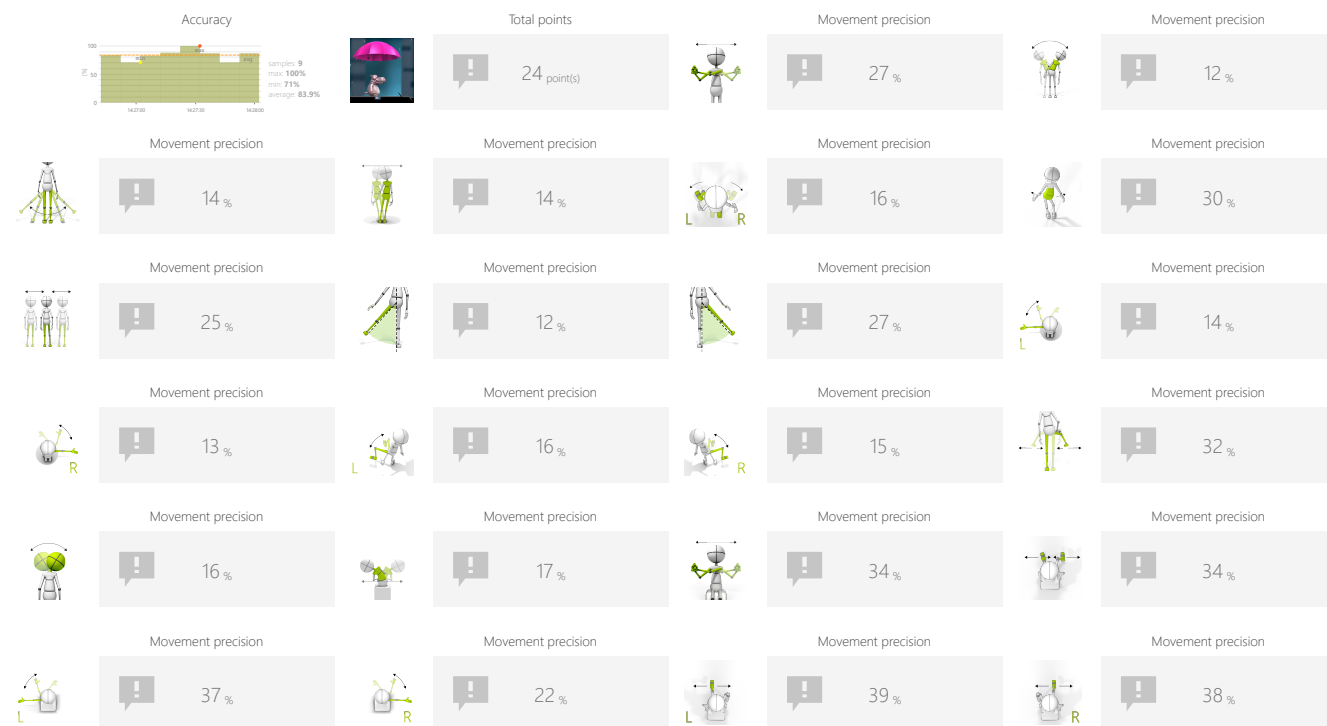
UMBRELLA

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- 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%



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 >

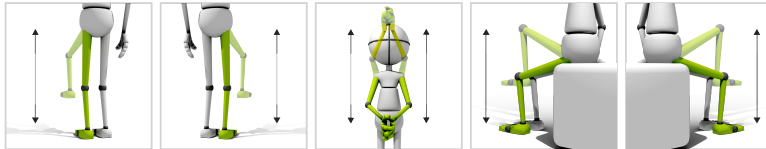


FUNCTIONAL MOVEMENTS

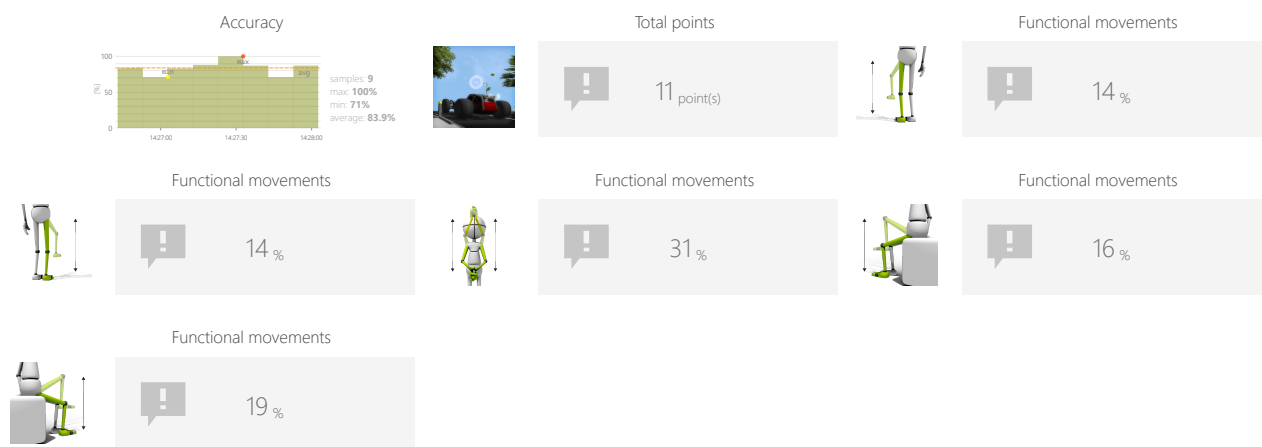
PUMPER

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



ADJUSTMENTS

- Task duration
- Time to complete action
- Range

OBJECTIVES

- Speed of movement
- Knees lifting
- Hands raising
- Dynamics of planned movements

INSTRUCTION FOR PATIENT

Pump the wheels as quickly as you can.

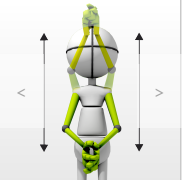
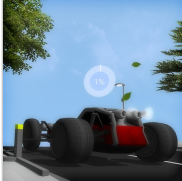


FUNCTIONAL MOVEMENTS

PUMPER

SAMPLE SETTINGS





◀

Difficulty
1/2

▶

Duration


< 90s >

Minitask duration

< 30s >

Range

20% 80%



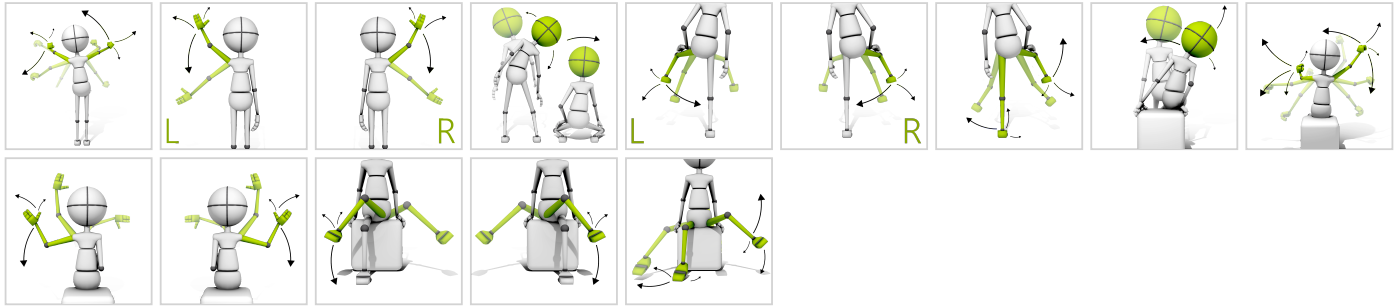


FUNCTIONAL MOVEMENTS

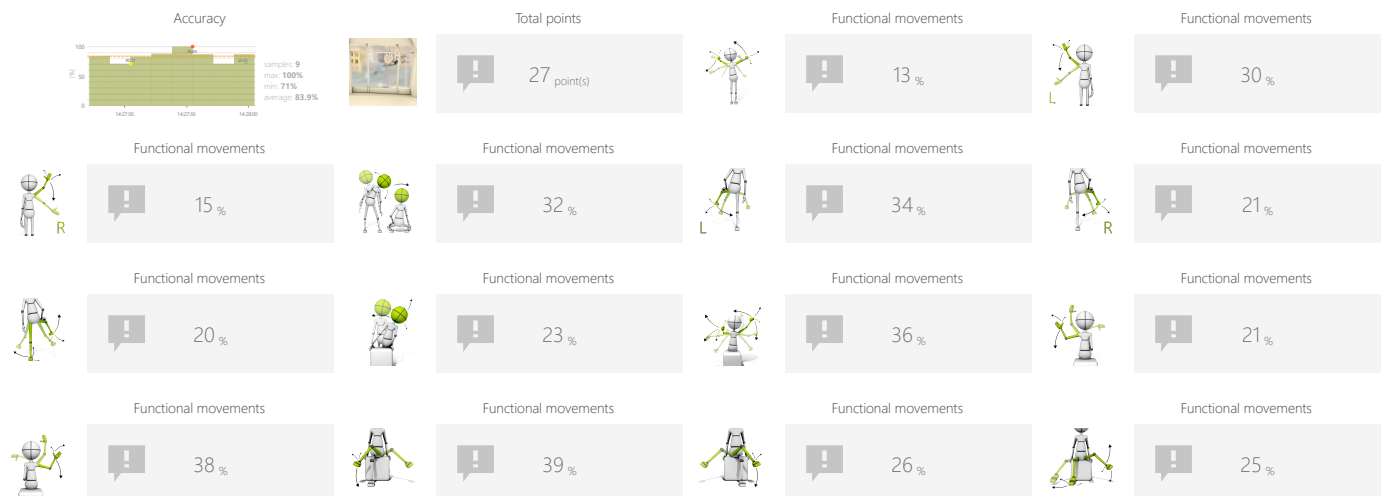
CLEANER

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 complete action
- Force centered position
- Positioning

OBJECTIVES

- Visual motor coordination
- Exercise with or without support from healthy limb
- Improve range of motion
- Movement awareness
- Mirrored feedback exercises

INSTRUCTION FOR PATIENT

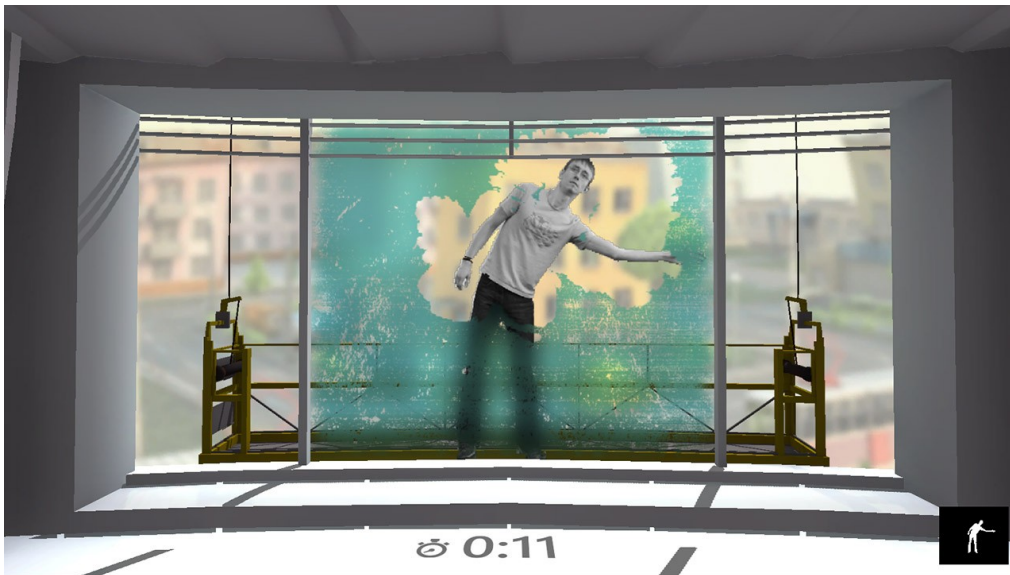
Clean the largest possible window area as quickly as possible.



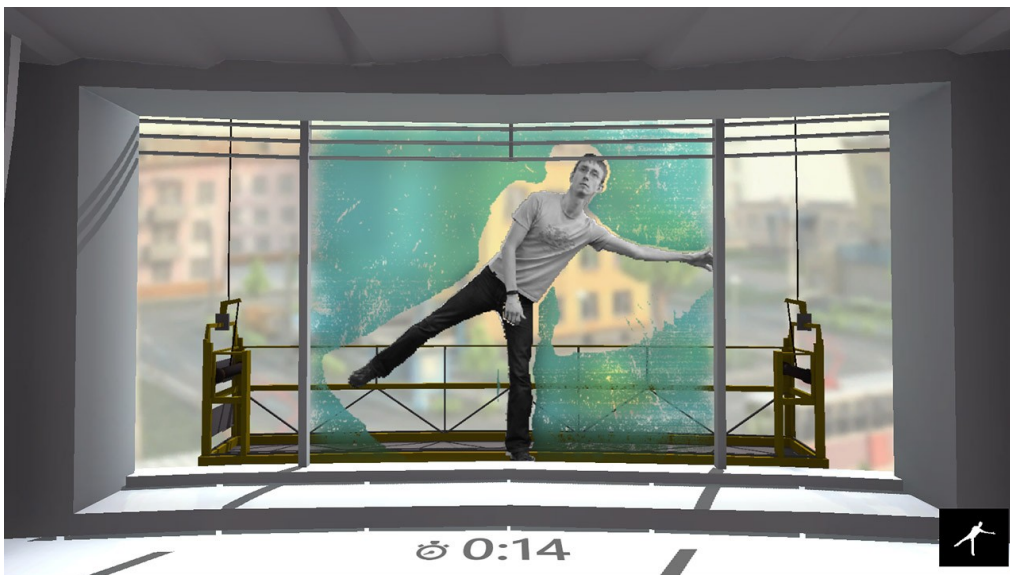
FUNCTIONAL MOVEMENTS

CLEANER

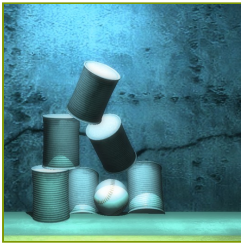
SAMPLE SETTINGS



◀	Difficulty 1/3	▶
Duration 90s		Minitask duration 20s
Force centered position No		Positioning Any



◀	Difficulty 1/3	▶
Duration 90s		Minitask duration 20s
Force centered position No		Positioning Any



FUNCTIONAL MOVEMENTS

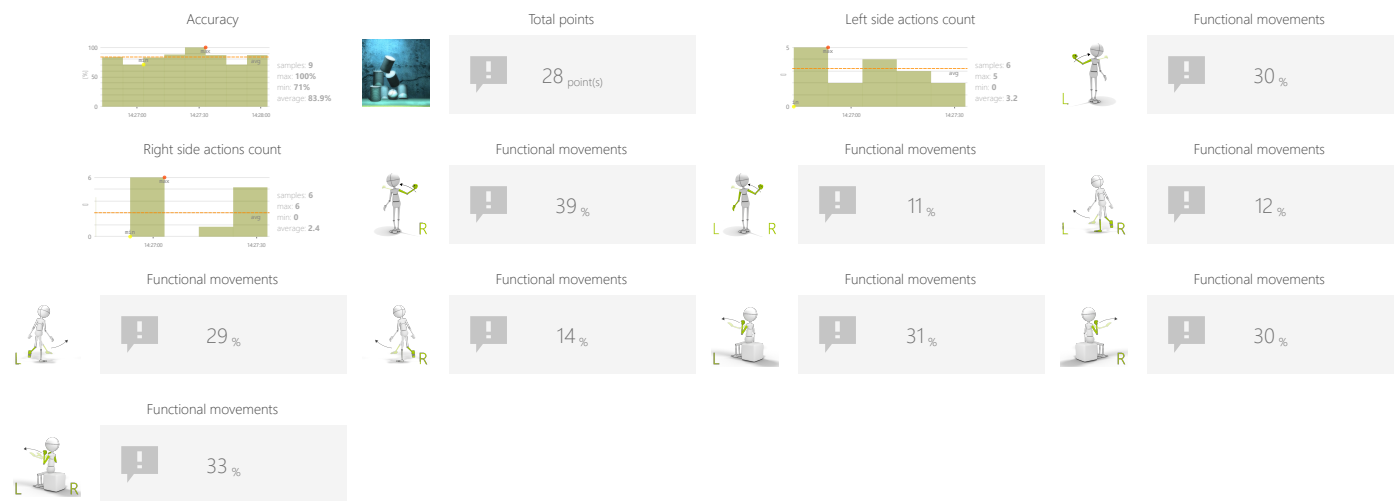
CANS

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

OBJECTIVES

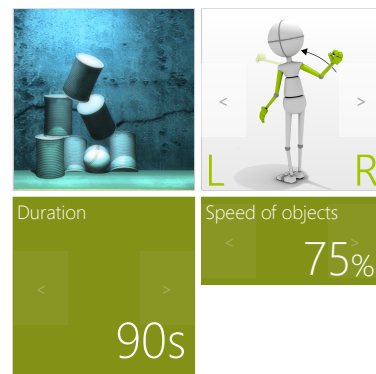
- Movement precision
- Predicting the trajectory of objects in 3D space
- Dynamics of planned movements
- Dynamic responses to emerging moving targets
- The ability of spatial visualization

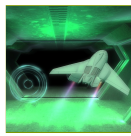
INSTRUCTION FOR PATIENT

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



SAMPLE SETTINGS



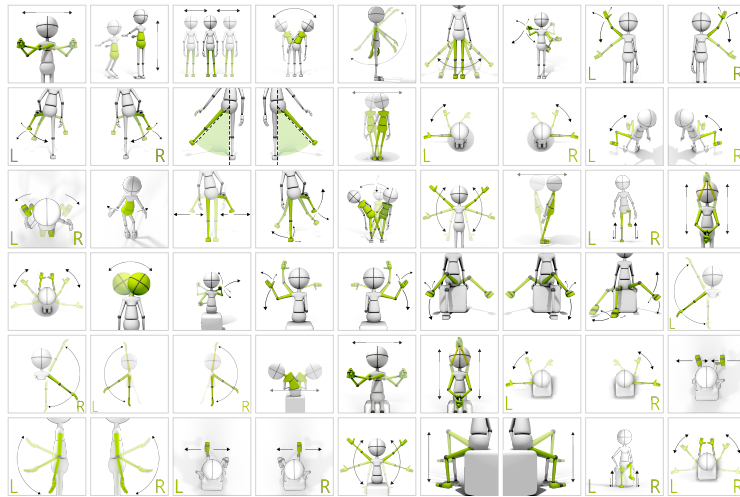


FUNCTIONAL MOVEMENTS

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

- Speed
- Task duration
- Range

OBJECTIVES

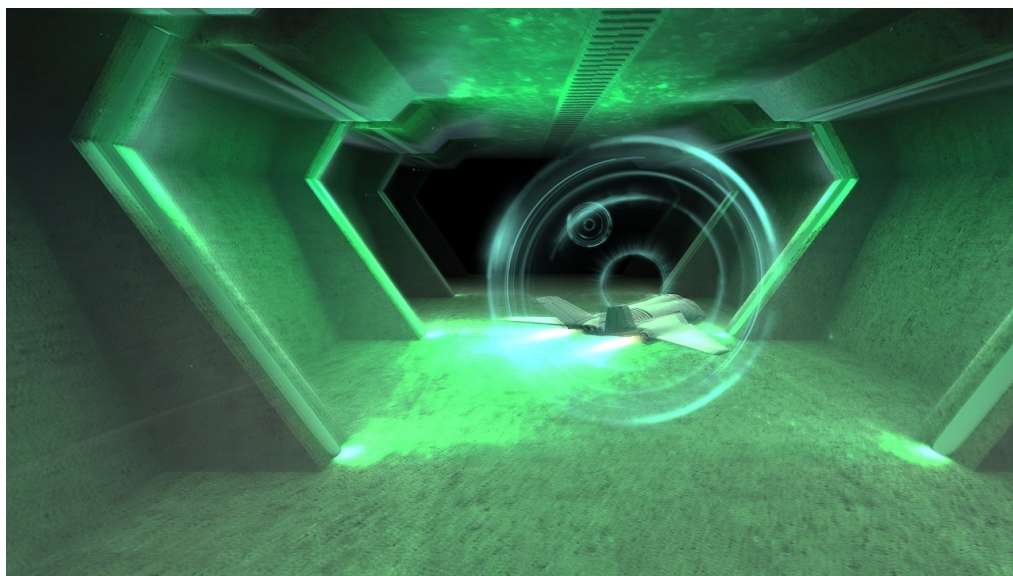
- Focusing
- Perceptivity
- Movement precision
- Predicting the trajectory of objects in 3D space
- Balance and equilibrium training

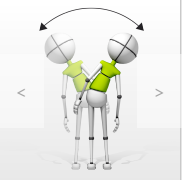
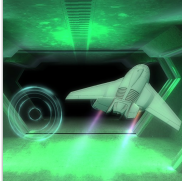
INSTRUCTION FOR PATIENT

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



SAMPLE SETTINGS





◀

Difficulty
2/4

▶

Speed

< 100% >

speed set automatically

Duration

< 90s >

Range

< 20% ↔ 80% >

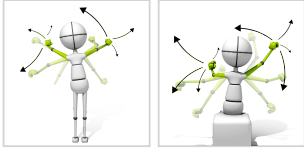


FUNCTIONAL MOVEMENTS

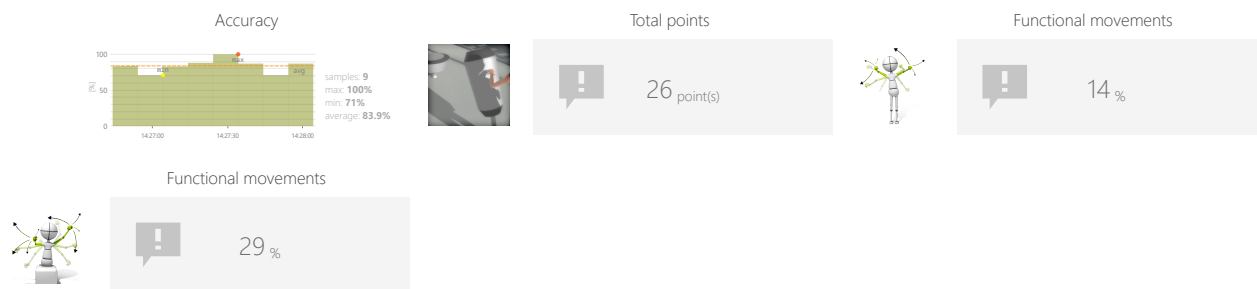
PUNCHER

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



ADJUSTMENTS

- 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.



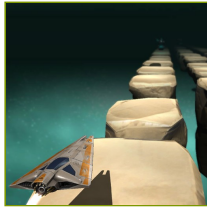
SAMPLE SETTINGS



◀	Difficulty 1/2 ▶
< 30s >	< Minitask duration 30s >



◀	Difficulty 1/2 ▶
< 30s >	< Minitask duration 30s >

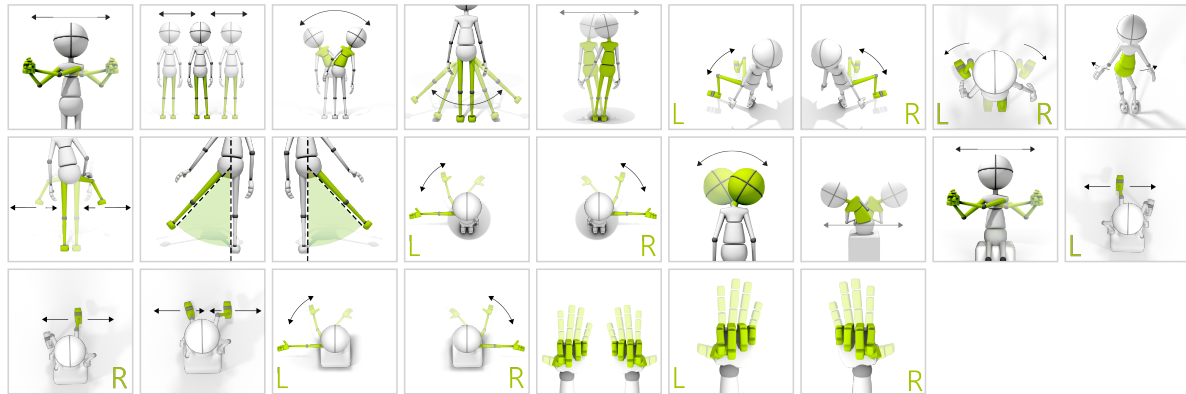


FUNCTIONAL MOVEMENTS

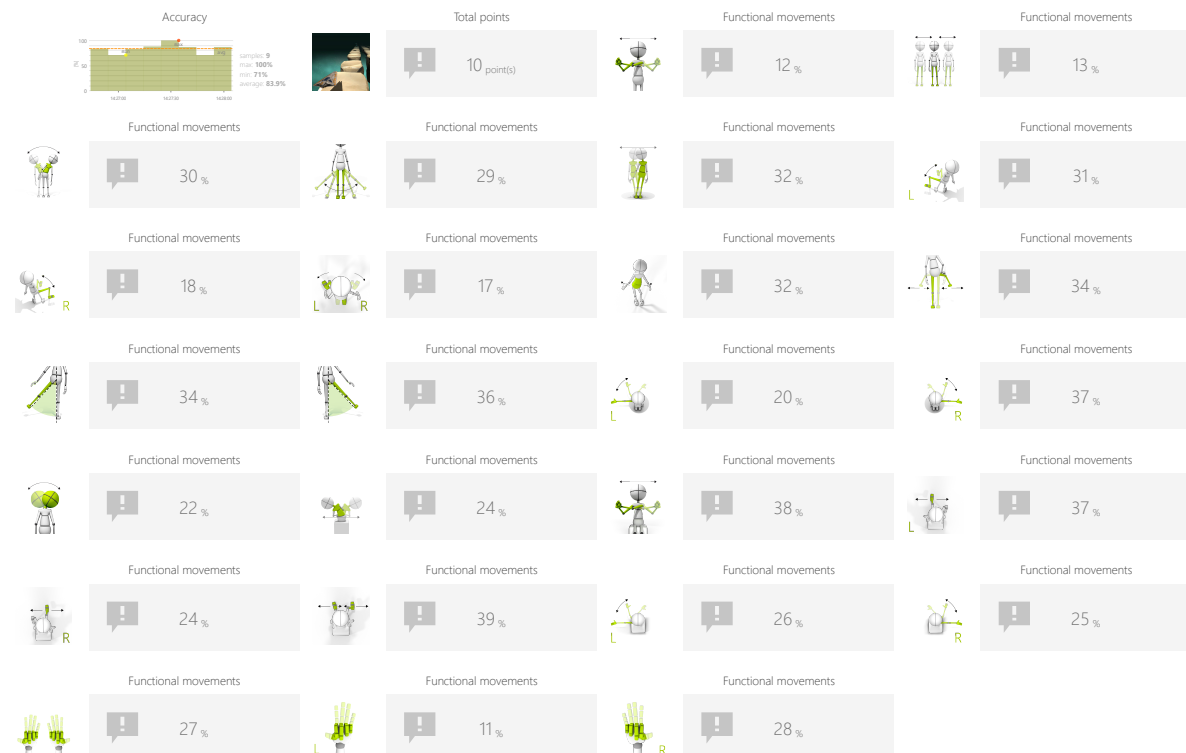
STONES

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

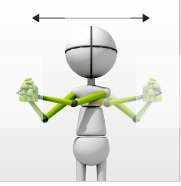
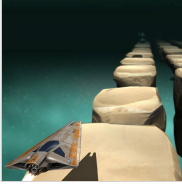
INSTRUCTION FOR PATIENT

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

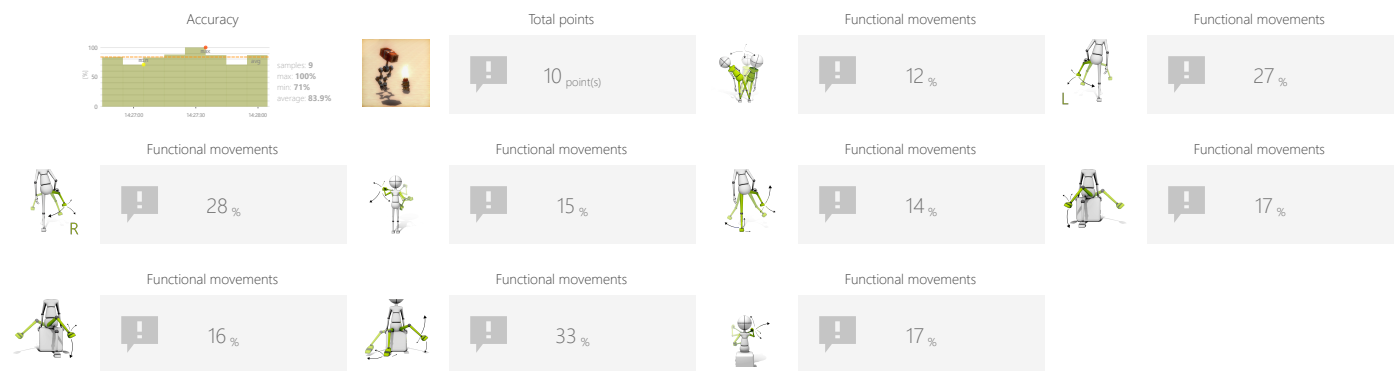
HAMMER

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
- Positioning

OBJECTIVES

- Planning and Strategy
- Sideways walking
- Balance and equilibrium training
- Speed of decision making

INSTRUCTION FOR PATIENT

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

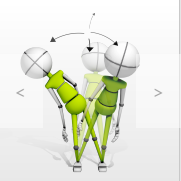




FUNCTIONAL MOVEMENTS

HAMMER


SAMPLE SETTINGS









Difficulty
1/3



Active positions


Duration
< 90s >

Range
80%
20%


Time to react
< 10s >

Reticle size
< 125% >

Positioning
< Normal >

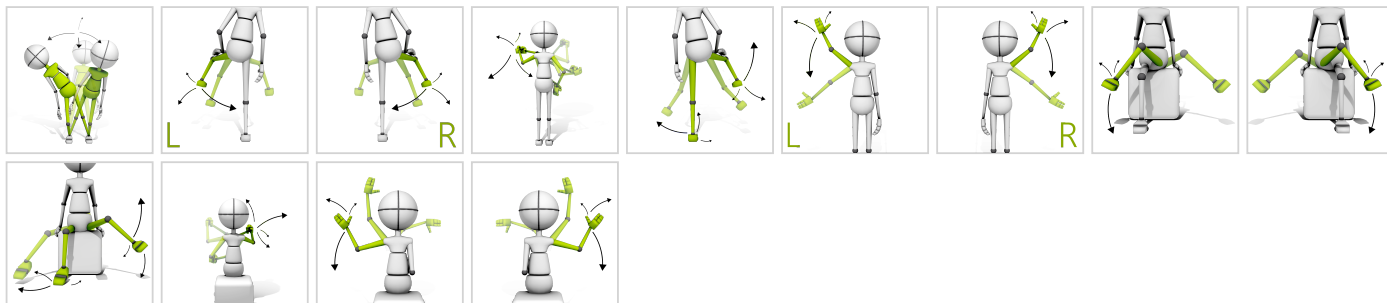


FUNCTIONAL MOVEMENTS

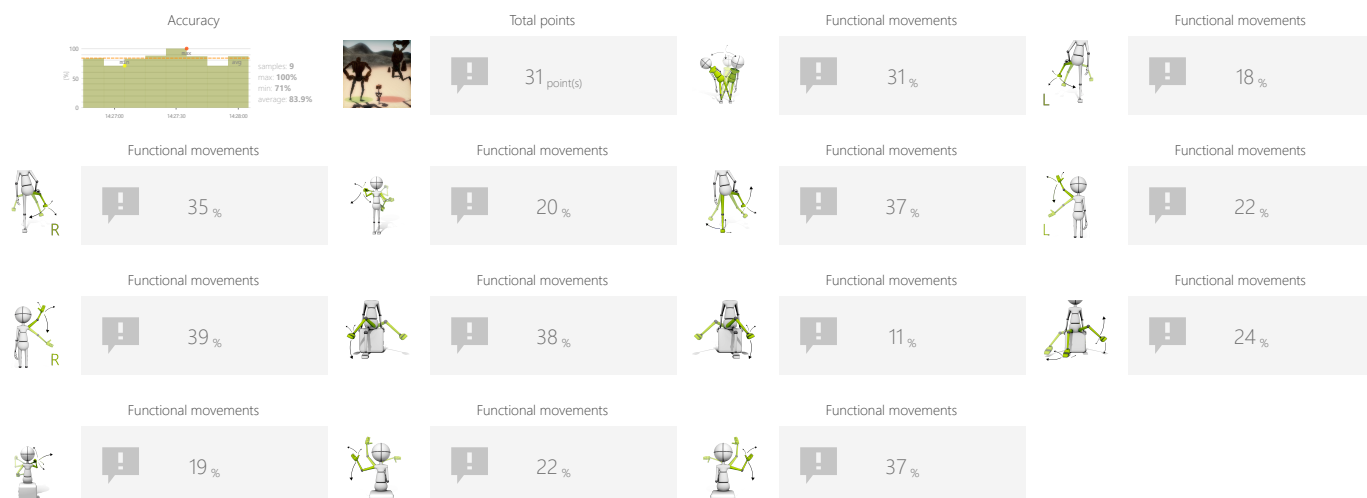
RUNAWAY

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
- Positioning

OBJECTIVES

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

INSTRUCTION FOR PATIENT

Keep away from the big robots.





FUNCTIONAL MOVEMENTS

RUNAWAY

SAMPLE SETTINGS





◀

Difficulty

▶

1/3

Duration

90s

Range

20% 80%

20% 80%

Number of enemies

2



Enemies speed

100%

Positioning

◀ Normal ▶





◀

Difficulty

▶

custom

Duration

90s

Range

20% 80%

20% 80%

Number of enemies

4

Enemies speed

100%

Positioning

◀ Normal ▶



FUNCTIONAL MOVEMENTS

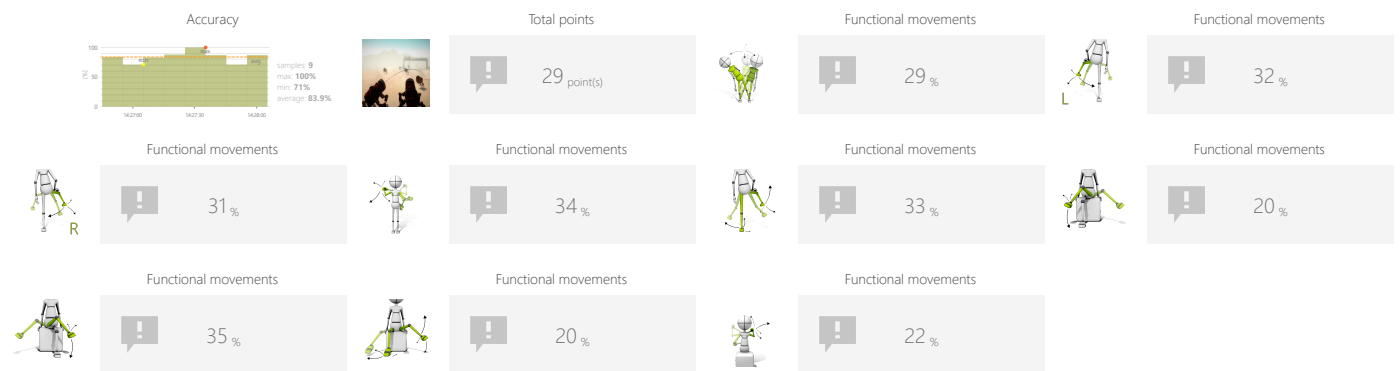
CANNON

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
- Range
- Time between cannonballs
- Time between enemies
- Enemies speed
- Positioning

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.



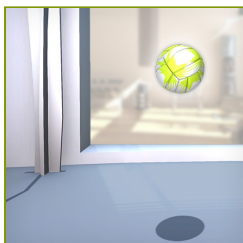
SAMPLE SETTINGS



◀	Difficulty 1/3	▶
Duration 90s		Range 80% 20% ↔ 80%
Time between cannonballs 2s		Time between enemies 4s
Enemies speed 50%		Positioning Normal



◀	Difficulty custom	▶
Duration 90s		Range 80% 20% ↔ 80%
Time between cannonballs 2s		Time between enemies 4s
Enemies speed 100%		Positioning Normal

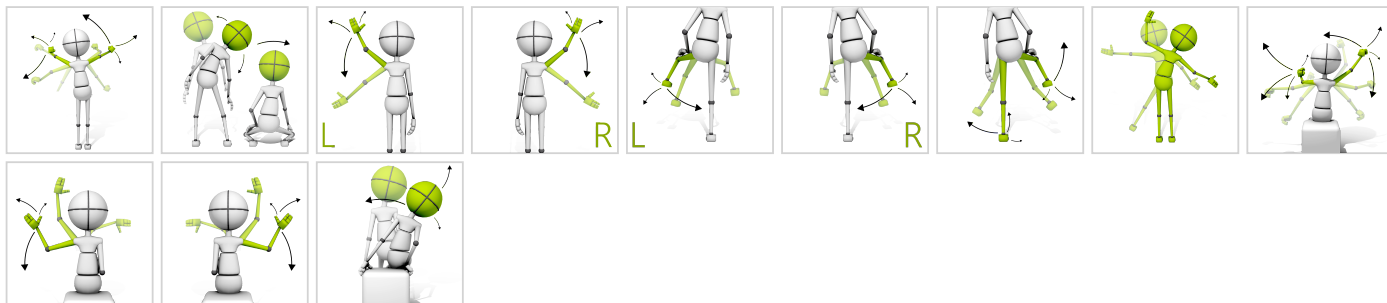


FUNCTIONAL MOVEMENTS

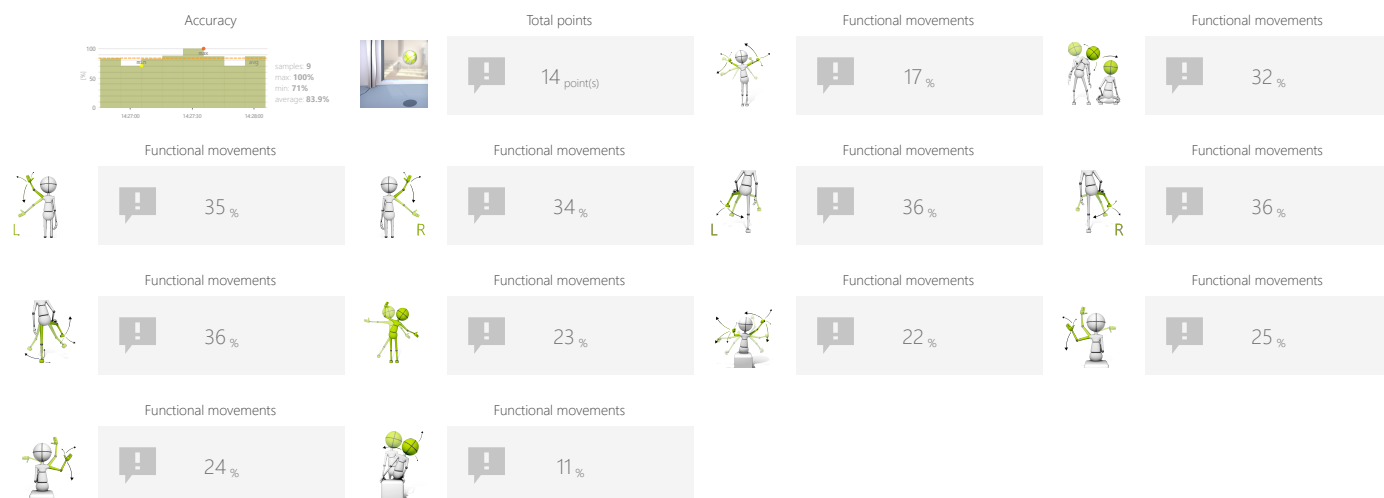
BALL

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
- Enable marker
- Time between objects
- Speed of objects
- Positioning

OBJECTIVES

- Improve range of motion
- Visual motor coordination
- Predicting the trajectory of objects in 3D space
- Activity in a given rhythm
- Mirrored feedback exercises

INSTRUCTION FOR PATIENT

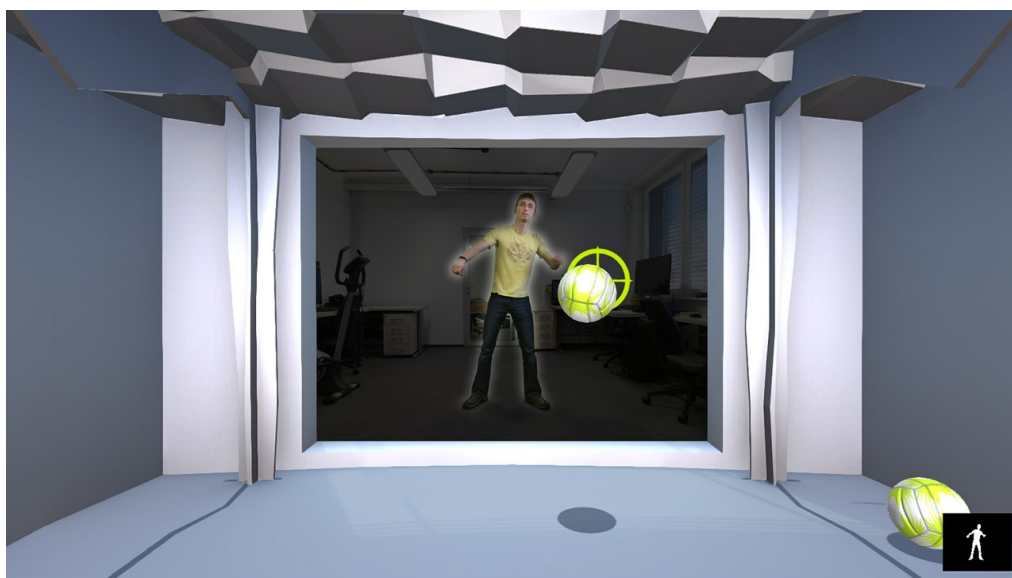
Use your body to hit the balls.



FUNCTIONAL MOVEMENTS

BALL

SAMPLE SETTINGS



	Difficulty 1/3	
Active positions 		Duration 90s
Enable marker < Yes >		Time between objects < 5s >
Speed of objects < 75% >		Positioning < Any >

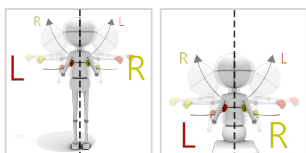


FUNCTIONAL MOVEMENTS

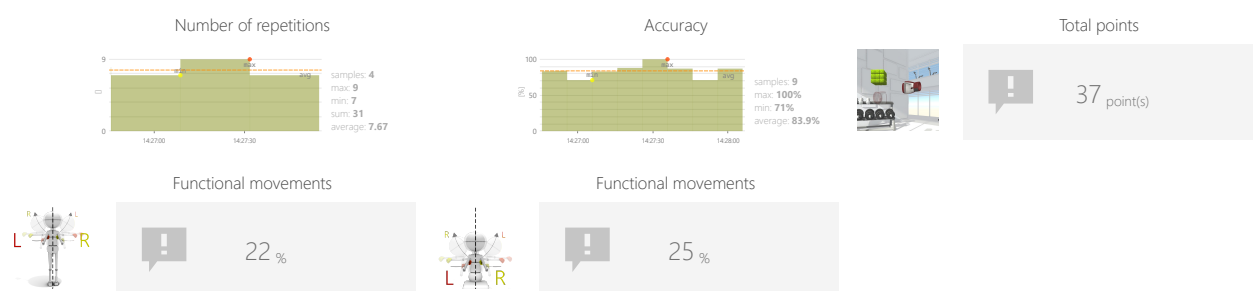
CROSS PUNCHER

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

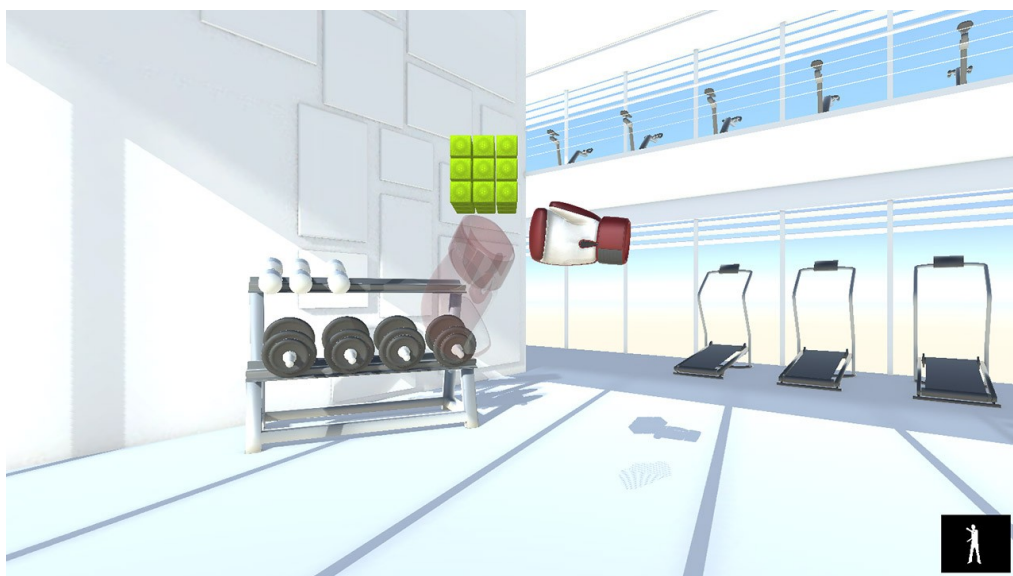
Hit green cubes as fast as you can and remember to always cross your punches and kicks.



FUNCTIONAL MOVEMENTS

CROSS PUNCHER

SAMPLE SETTINGS



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

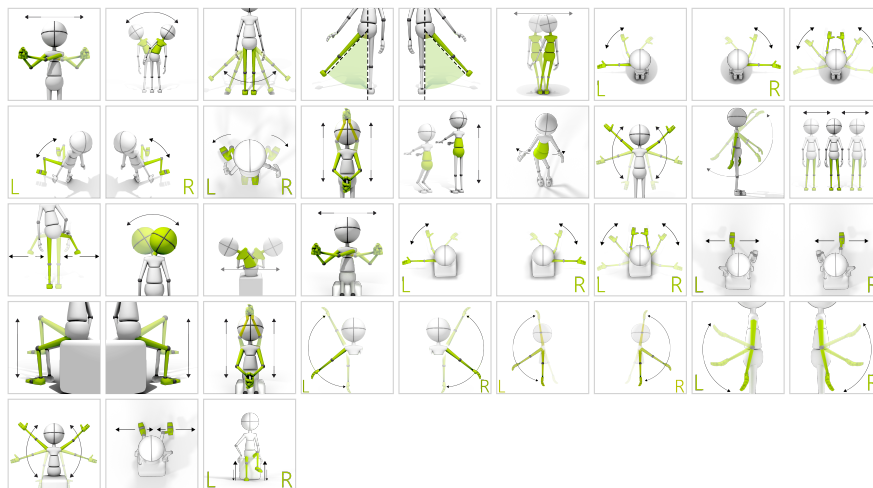


FUNCTIONAL MOVEMENTS

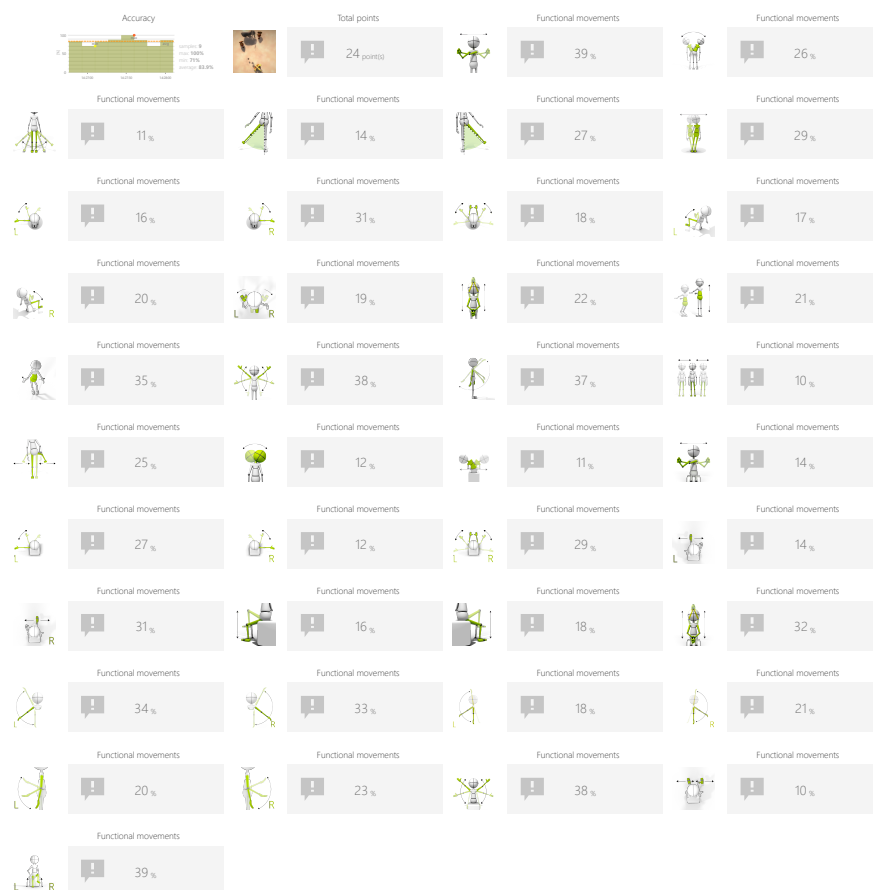
AUTOMATIC CANNON

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
- Arms swings
- Muscle strengthening

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
No

▶

◀

Time between cannonballs
1s

▶

◀

Time between enemies
3s

▶

◀

Enemies speed
100%

▶

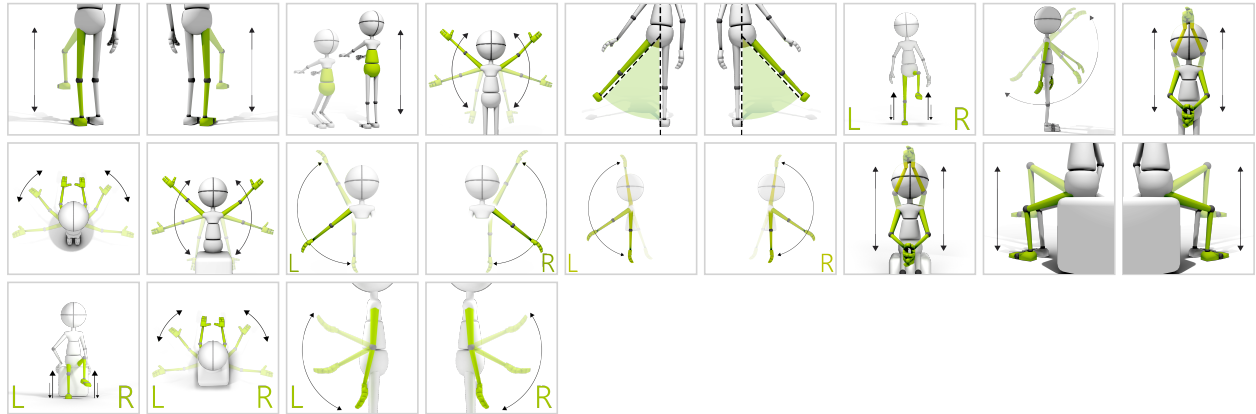


FUNCTIONAL MOVEMENTS

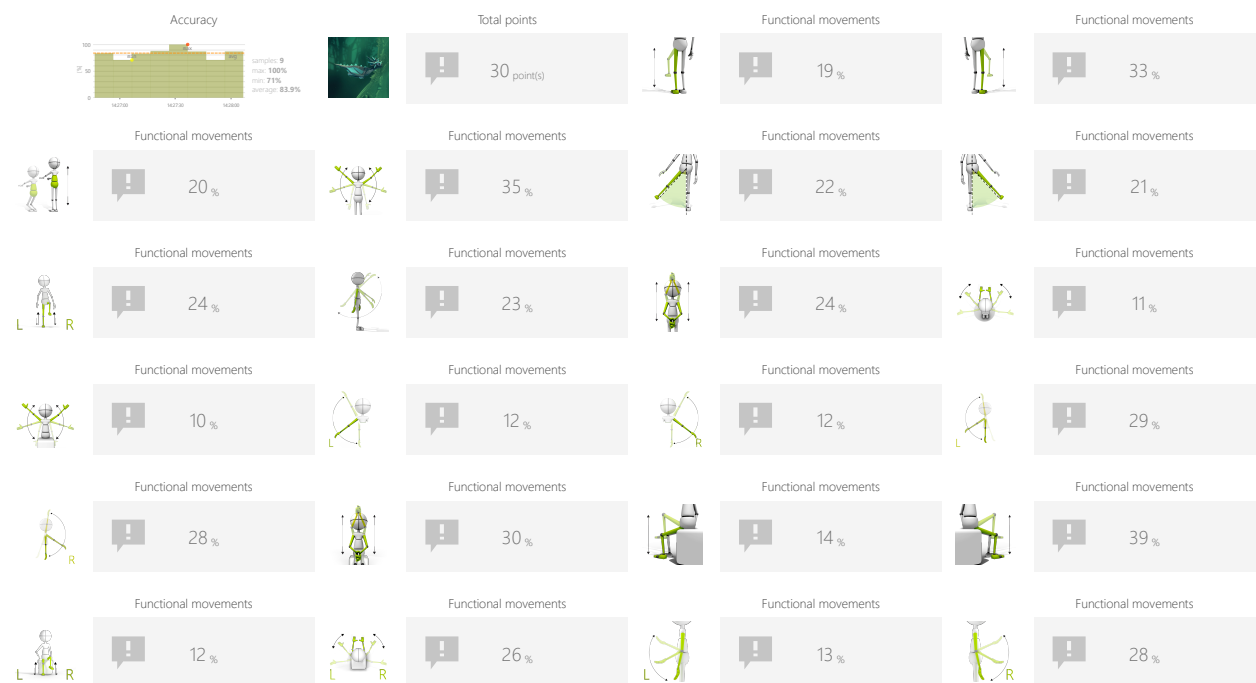
DRAGON

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 90s		Range 20% 80%
Coins group size 3		Distance between coins 250%
Gravity force 100%		



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

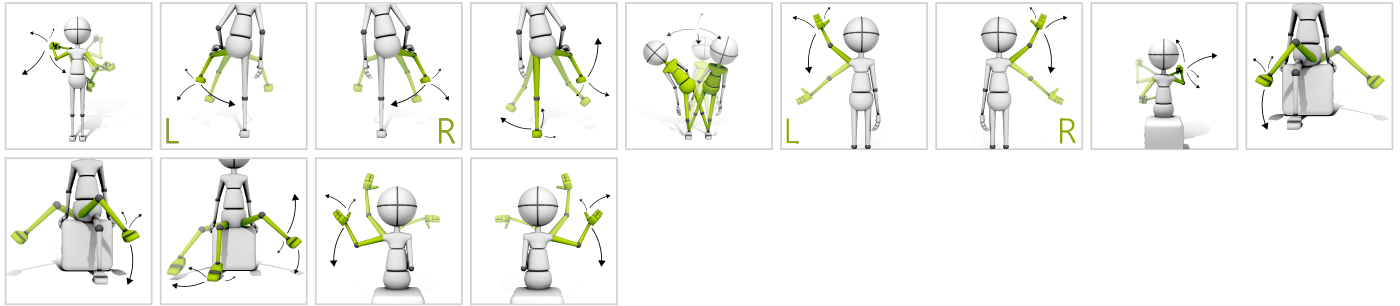


FUNCTIONAL MOVEMENTS

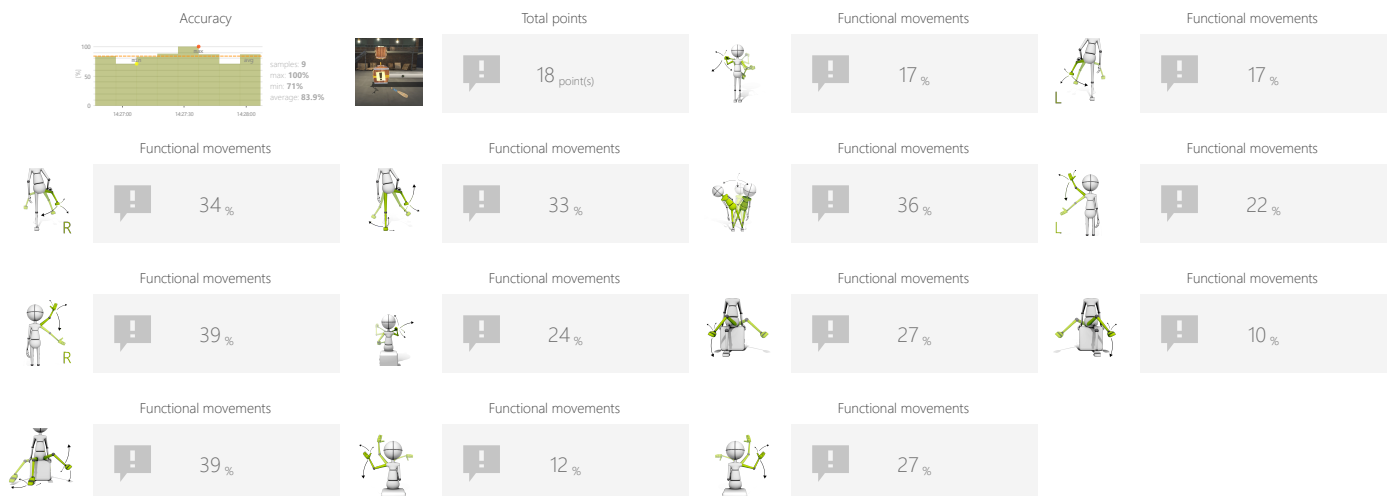
BOX CRUSHER

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



ADJUSTMENTS

- Positions to have targets on
- Task duration
- Required force

OBJECTIVES

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

INSTRUCTION FOR PATIENT

Smash boxes with the club.

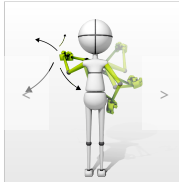




FUNCTIONAL MOVEMENTS

BOX CRUSHER

SAMPLE SETTINGS





◀	Difficulty 1/3	▶
Active positions 		Duration < 90s >
Required force < 50% >		

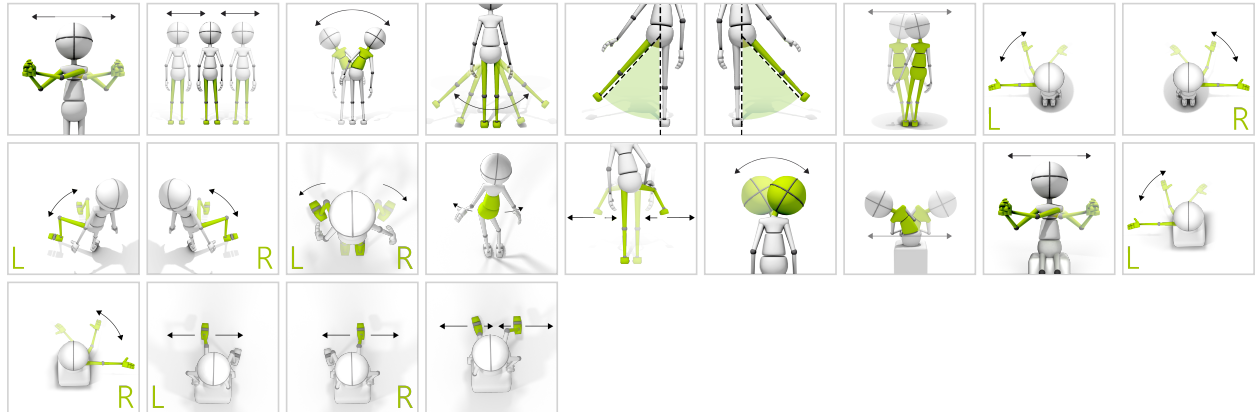


FUNCTIONAL MOVEMENTS

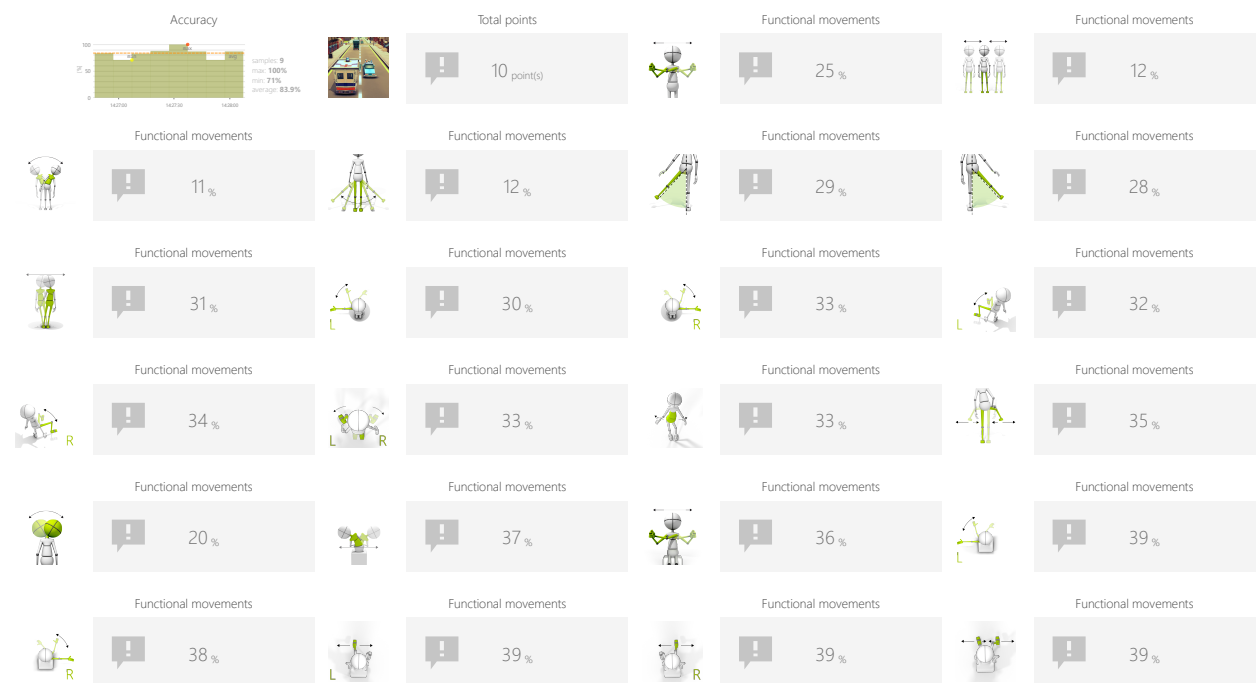
AMBULANCE

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Speed
- Task duration
- Range
- Distance between cars

OBJECTIVES

- Balance and equilibrium training
- 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

< 30s >



Range

< 20% ↔ 80% >

Distance between cars

< 50% >





◀

Difficulty
custom

▶

Speed

< 50% >

speed set automatically

Duration

< 30s >

Range

< 20% ↔ 80% >

Distance between cars

< 200% >

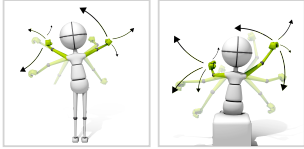


FUNCTIONAL MOVEMENTS

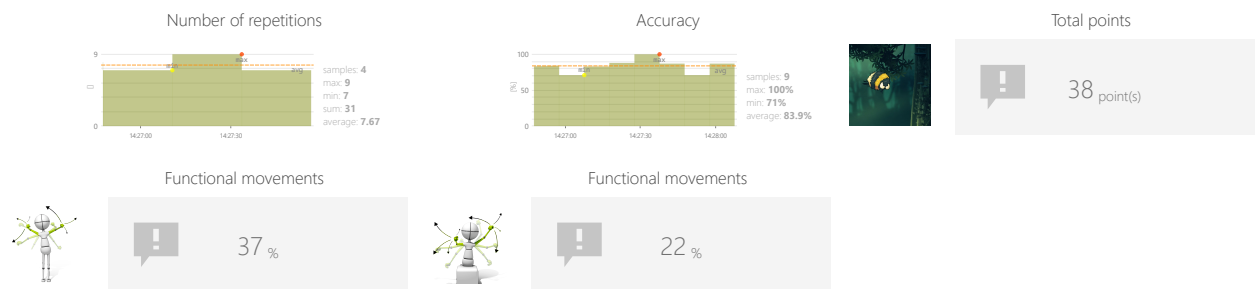
INSECTS

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 objects
- Time to react

OBJECTIVES

- Dynamic responses to emerging moving targets
- Focusing
- Mirrored feedback exercises
- Visual motor coordination

INSTRUCTION FOR PATIENT

Hit all the insects that sit on your body.





FUNCTIONAL MOVEMENTS

INSECTS

SAMPLE SETTINGS



	
Difficulty 1/3	
Duration 90s	Time between objects 4s
	Time to react 4s

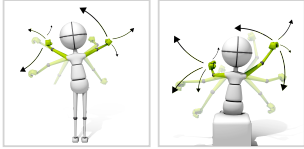


FUNCTIONAL MOVEMENTS

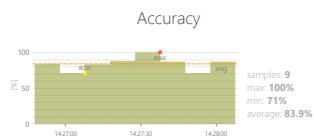
SORTER: LEGACY

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

39 point(s)

Functional movements



11 %

Functional movements



11 %

ADJUSTMENTS

- Task duration
- Number of gates
- Gravity force

OBJECTIVES

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

INSTRUCTION FOR PATIENT

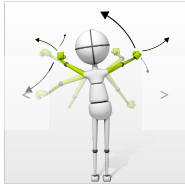
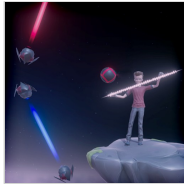
Make the ball fly through the gate in corresponding color.



FUNCTIONAL MOVEMENTS

SORTER: LEGACY

SAMPLE SETTINGS



◀


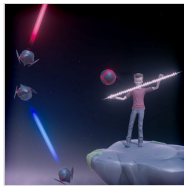
Difficulty
1/3

▶

Duration
< 90s >

Number of gates
< 2 >

Gravity force
< 100% >



◀

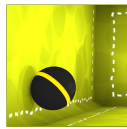
Difficulty
3/3

▶

Duration
< 90s >

Number of gates
< 4 >

Gravity force
< 100% >

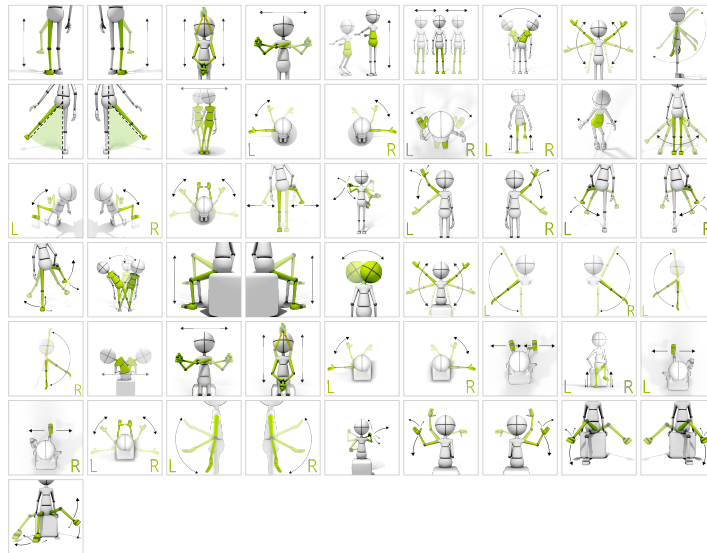


FUNCTIONAL MOVEMENTS

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

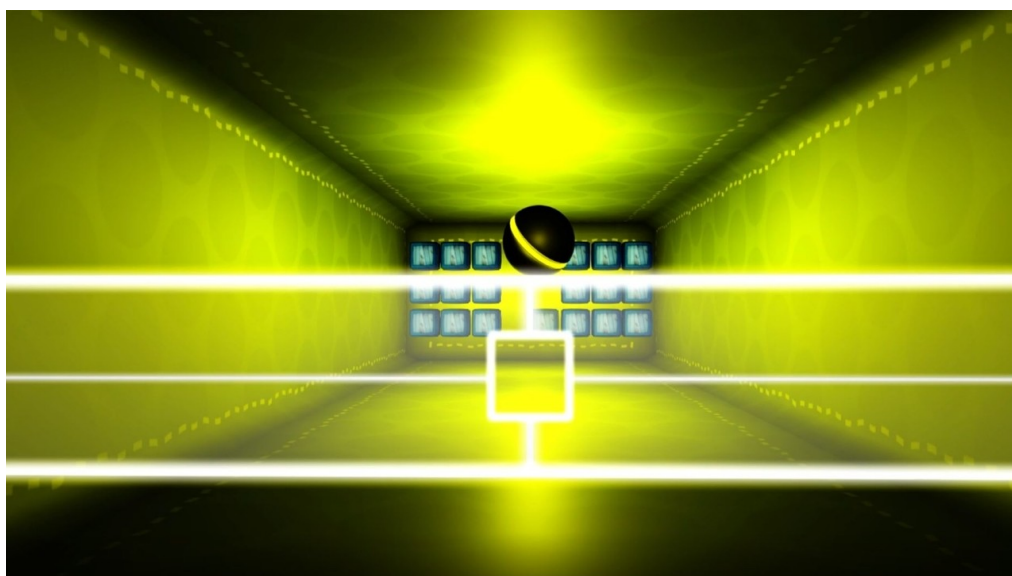
- Dynamics of planned movements
- Predicting the trajectory of objects in 3D space
- Visual motor coordination

INSTRUCTION FOR PATIENT

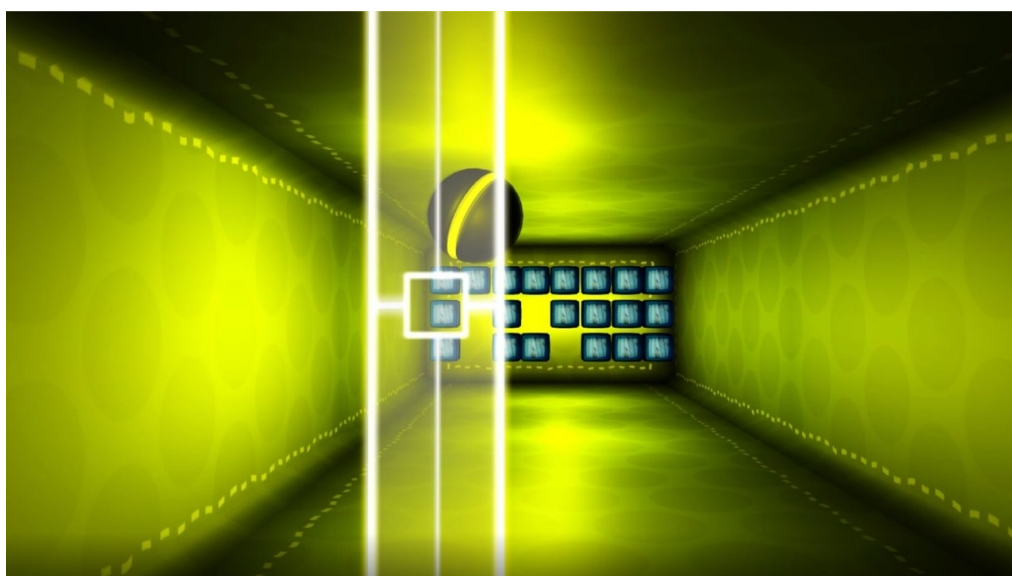
Destroy as many boxes as you can.



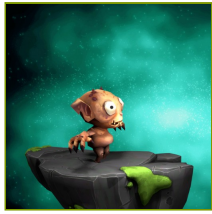
SAMPLE SETTINGS



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%

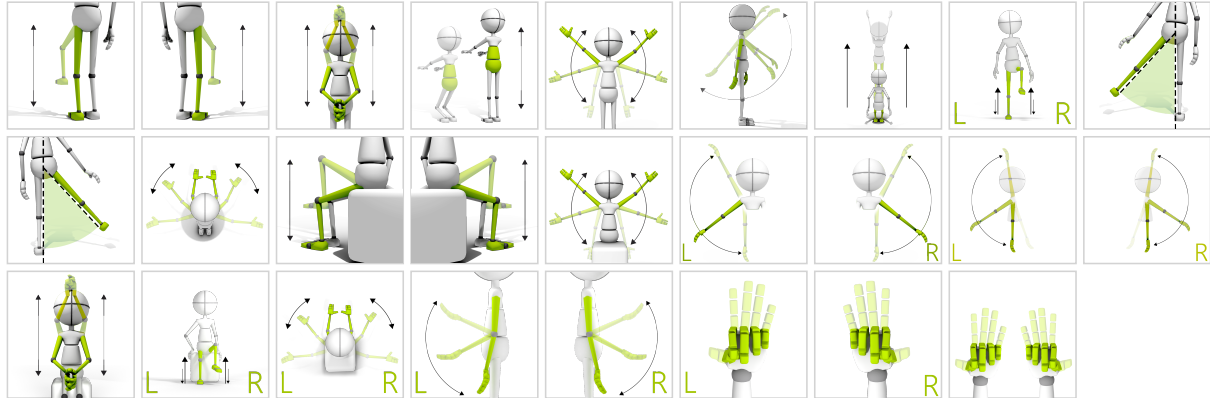


FUNCTIONAL MOVEMENTS

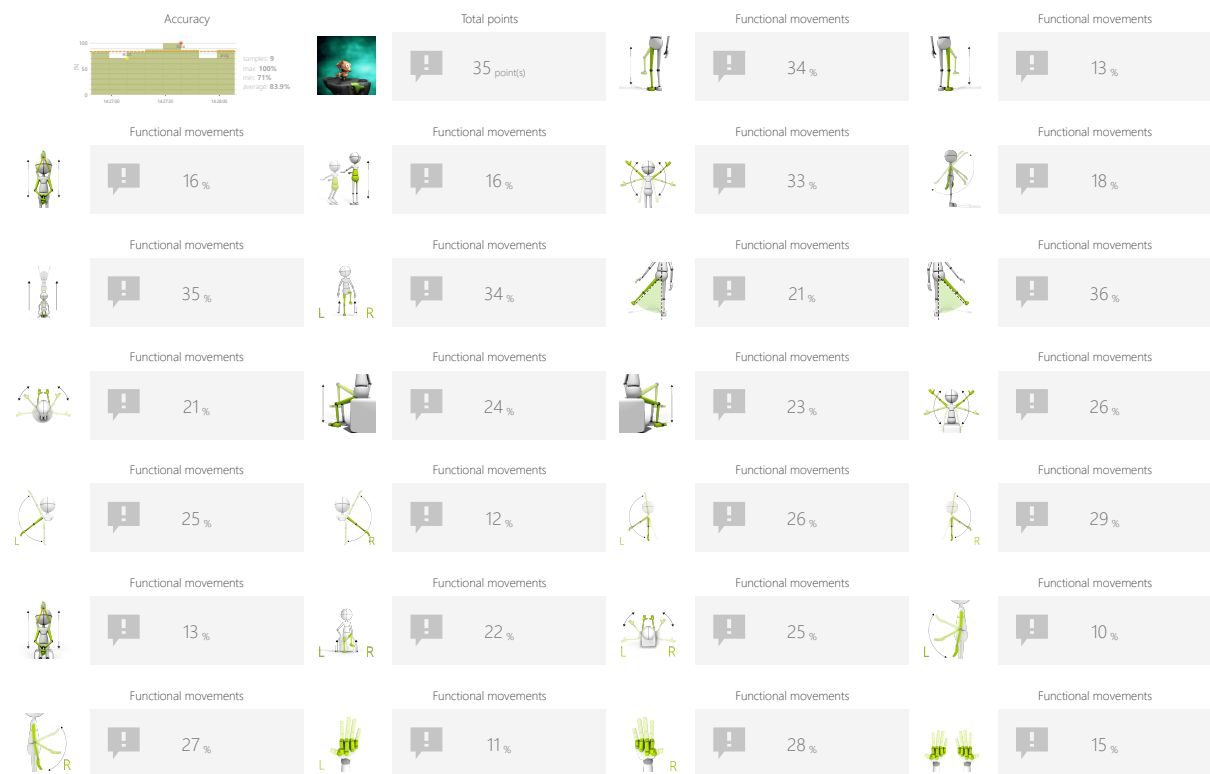
ROCKET JUMPING

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.

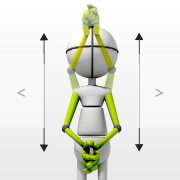
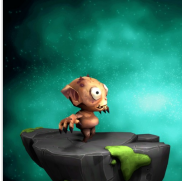


FUNCTIONAL MOVEMENTS

ROCKET JUMPING

SAMPLE SETTINGS





◀

Difficulty

▶

1/3

◀

Duration

▶


90s

◀

Range

▶

20% 80%



◀

Time between objects

▶

5s

◀

Bomb format

▶

1


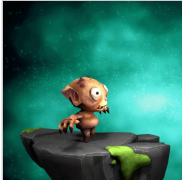
◀

Speed of objects

▶

100%





◀

Difficulty

▶

custom

◀

Duration

▶


90s

◀

Range

▶

20% 80%



◀

Time between objects

▶

5s

◀

Bomb format

▶

2

◀

Speed of objects

▶

100%

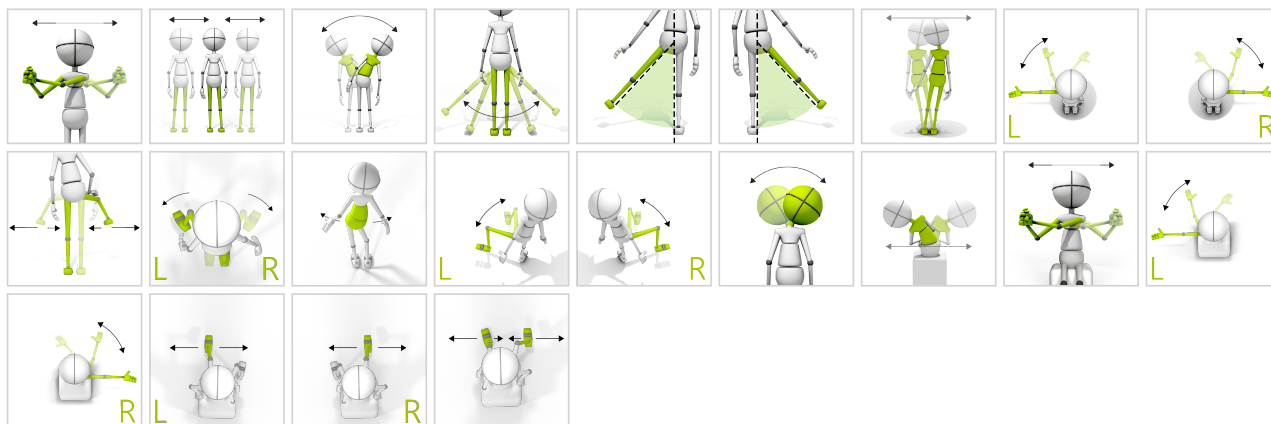


FUNCTIONAL MOVEMENTS

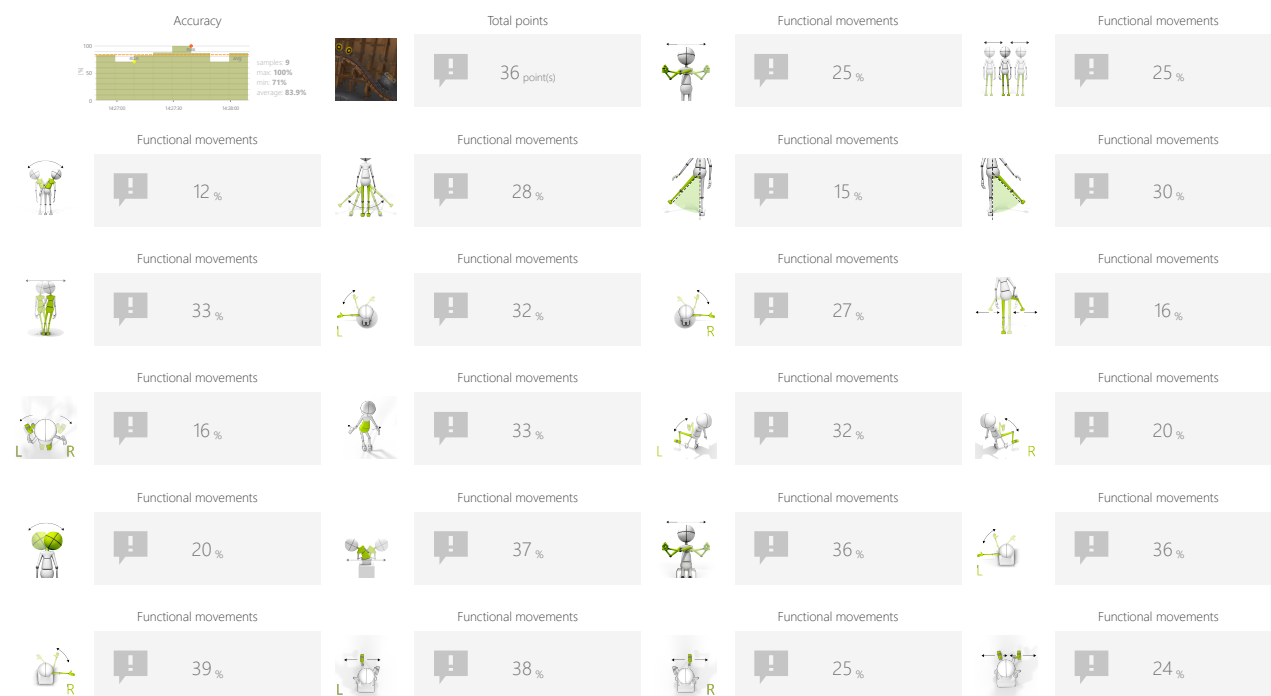
RAILS

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





◀

Difficulty
1/3

▶

Speed
100%
speed set automatically

◀

Duration
90s

▶

◀

Range
20% ↔ 80%

▶

◀

Route shape

▶

◀

Enable derailling
No

▶

◀

Enable obstacles
No



▶

◀

Time between objects
5s

▶





◀

Difficulty
3/3

▶

Speed
200%
speed set automatically

◀

Duration
90s

▶

◀

Range
20% ↔ 80%

▶

◀

Route shape
~~~~~

▶

◀

Enable derailling  
**Yes**

▶

◀

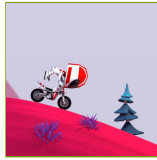
Enable obstacles  
**No**

▶

◀

Time between objects  
**5s**

▶

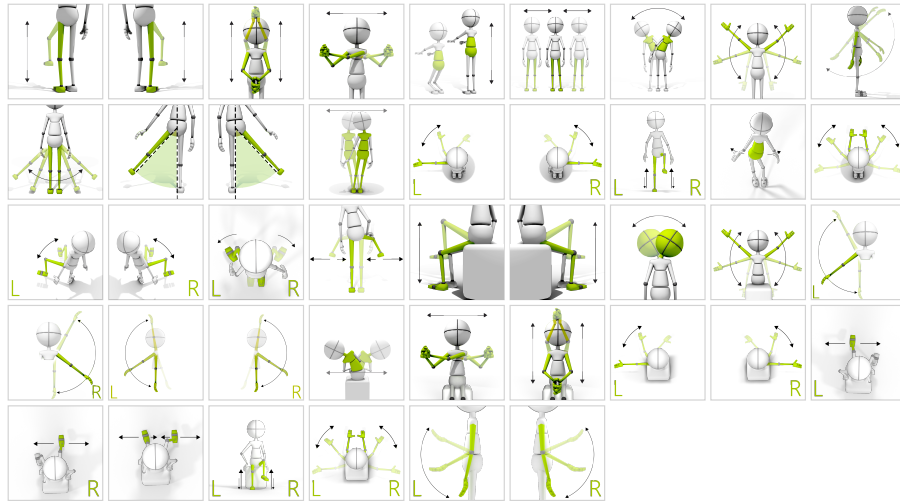


# FUNCTIONAL MOVEMENTS

## 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<br><b>2/3</b> |                       |
| Duration<br><b>90s</b>       |                          | Range<br>20%  80%<br> |
| Route shape<br><b>Medium</b> |                          |                       |



# FUNCTIONAL MOVEMENTS

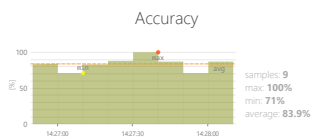
## WALKER

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



### Total points

36 point(s)



### Functional movements

35 %

## ADJUSTMENTS

- Task duration
- Range

## OBJECTIVES

- Planned movements
- Knees lifting
- Balance and equilibrium training
- Repetitive movements

## INSTRUCTION FOR PATIENT

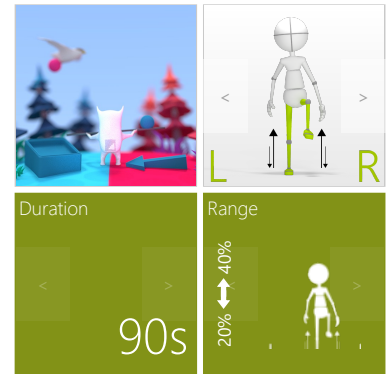
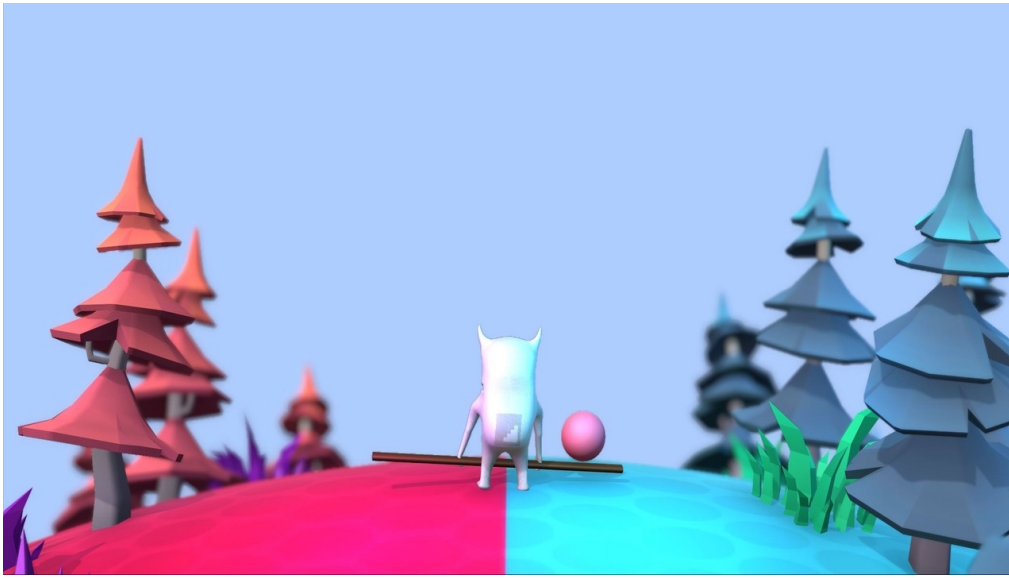
Keep walking. Put blue balls into blue boxes and pink balls into pink boxes.



# FUNCTIONAL MOVEMENTS

## WALKER

### SAMPLE SETTINGS



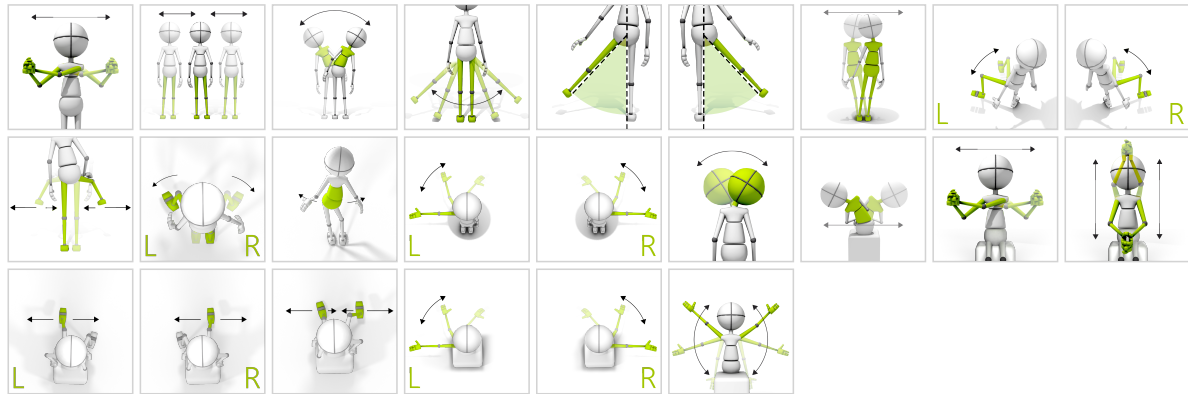


# FUNCTIONAL MOVEMENTS

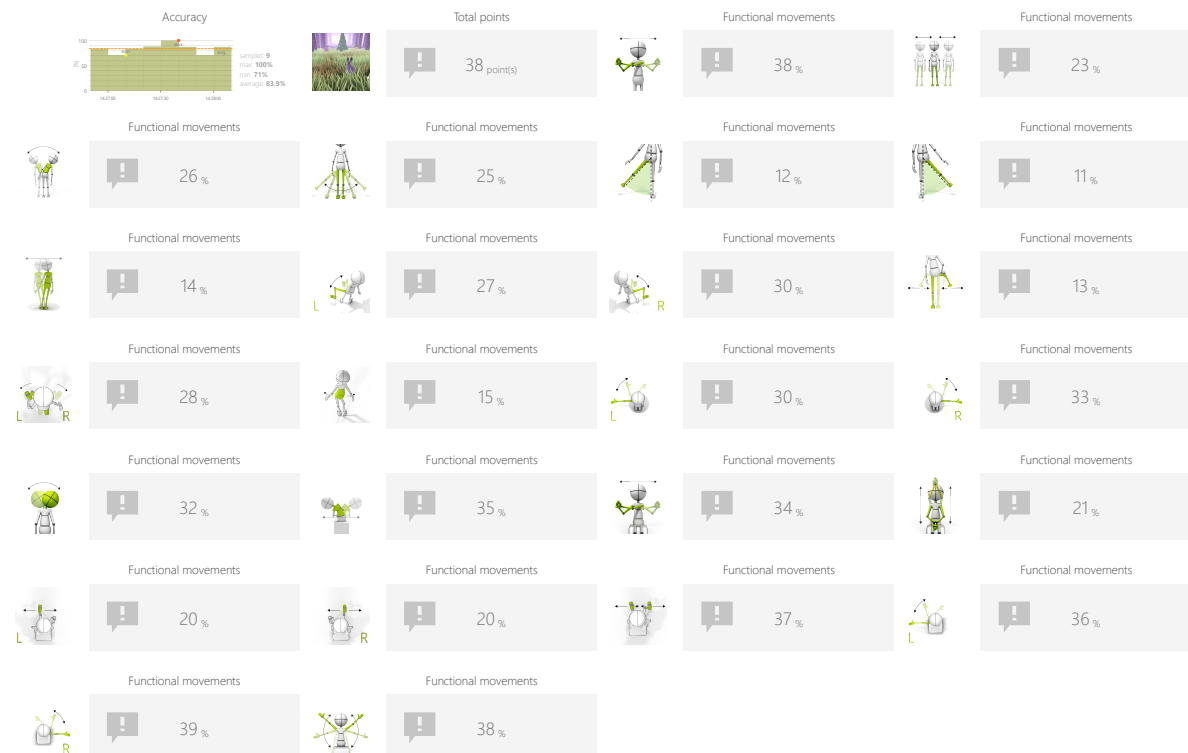
## FOREST RUNNER

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

## CONTROL MODES



## RESULTS



## ADJUSTMENTS

- Speed
- Task duration
- Range

## OBJECTIVES

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

## INSTRUCTION FOR PATIENT

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

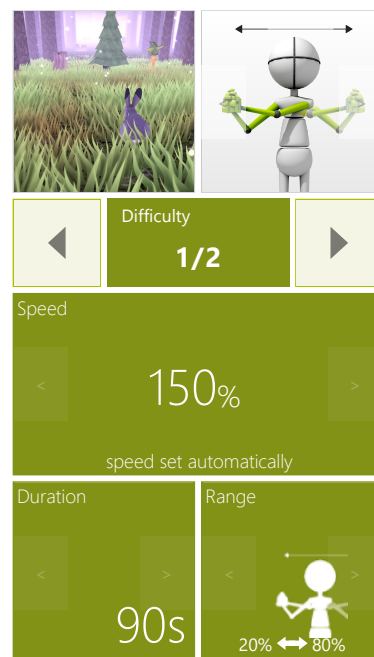




# FUNCTIONAL MOVEMENTS

## FOREST RUNNER

### SAMPLE SETTINGS



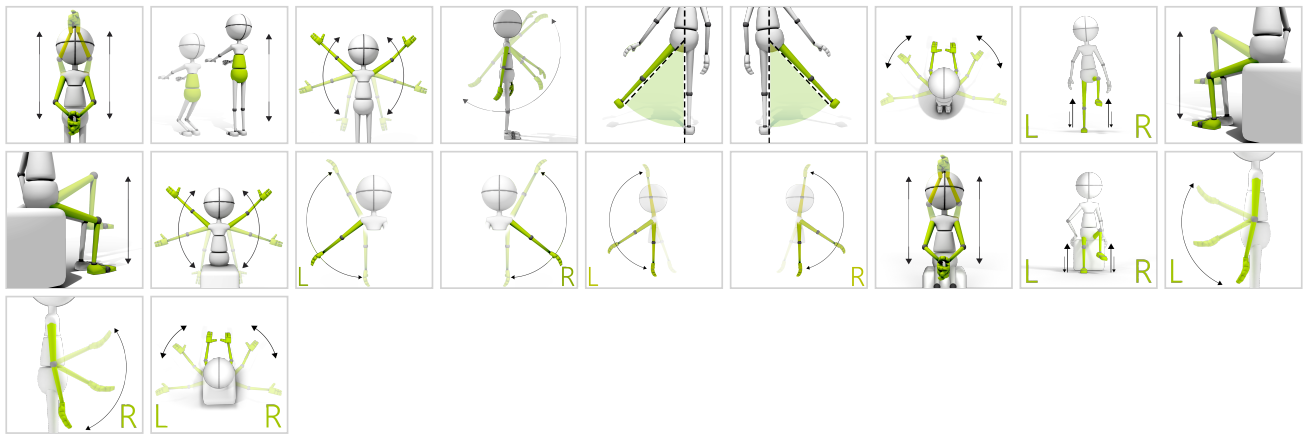


# FUNCTIONAL MOVEMENTS

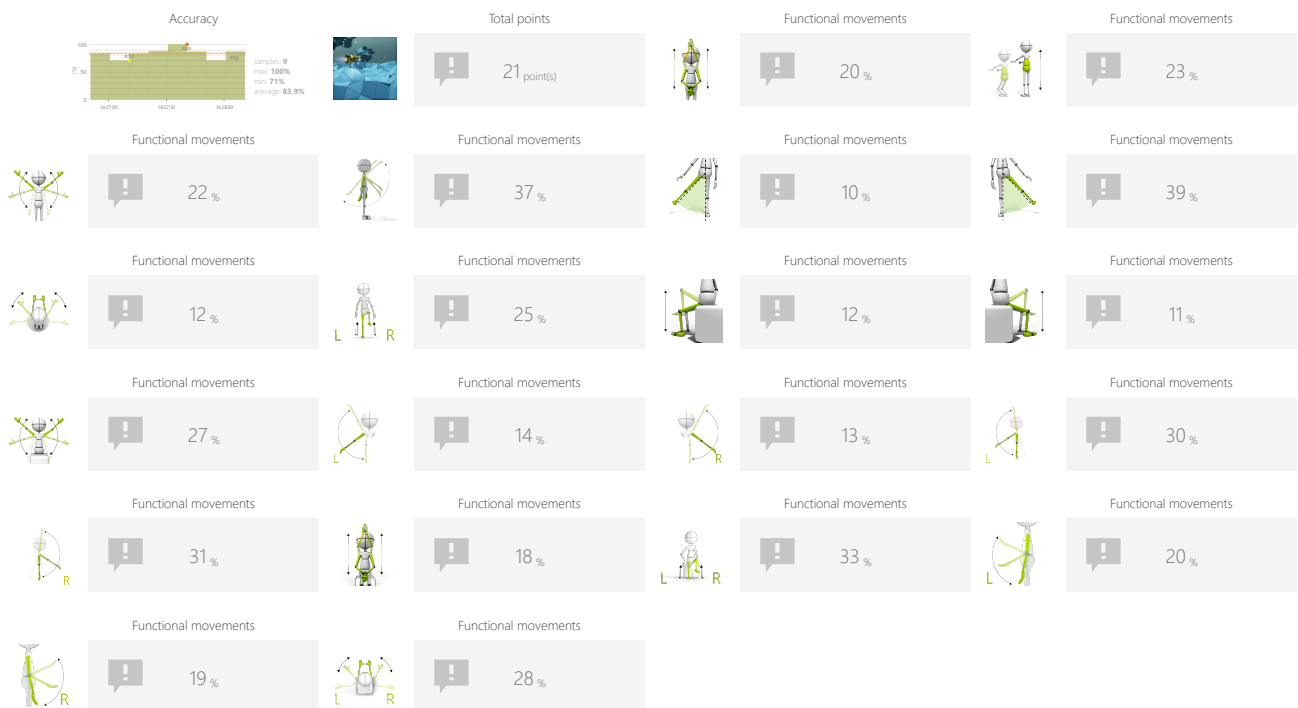
## GEOMETRY FLIER

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



## ADJUSTMENTS

- Speed
- Task duration
- Range

## OBJECTIVES

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

## INSTRUCTION FOR PATIENT

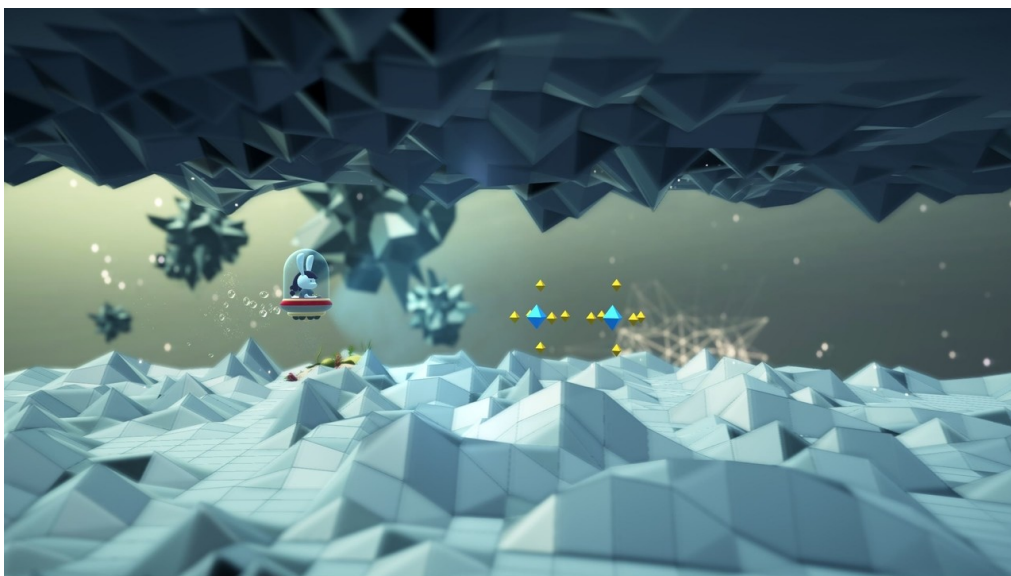
Control the vehicle to avoid the obstacles.



# FUNCTIONAL MOVEMENTS

GEOMETRY FLIER

## SAMPLE SETTINGS

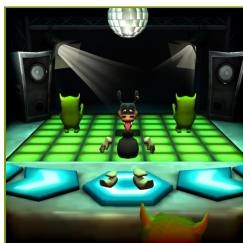


Difficulty  
**1/3**

Speed  
< 100% >  
speed set automatically

Duration  
< 30s >

Range  
20% 80%

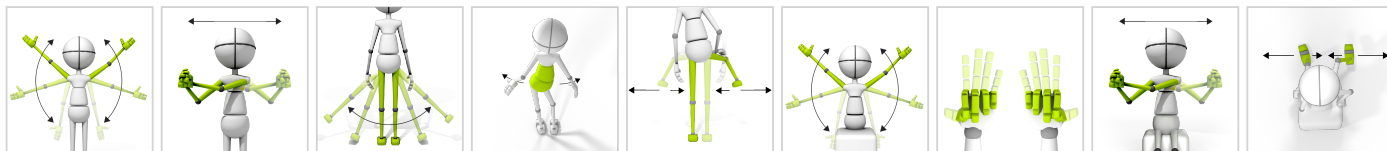


# FUNCTIONAL MOVEMENTS

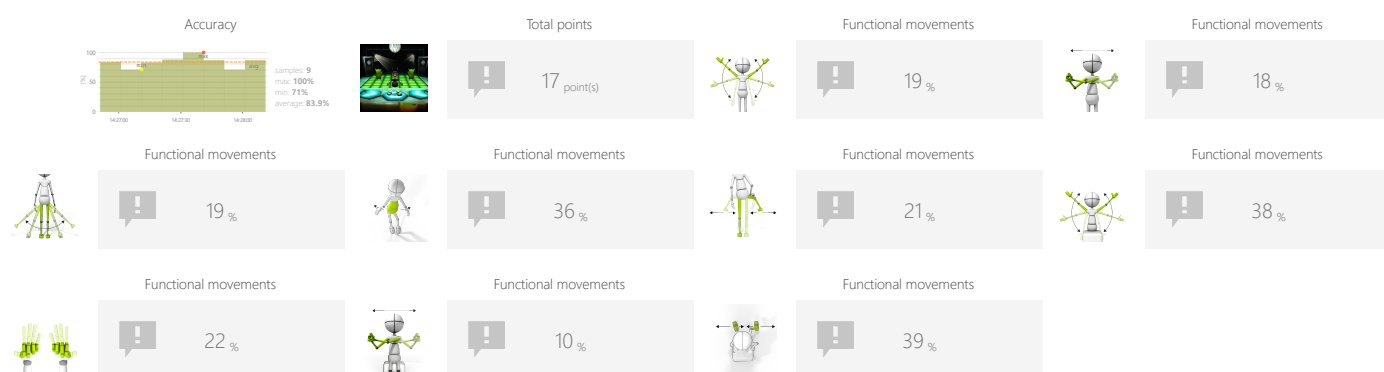
## DANCEMAN

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



## ADJUSTMENTS

- Task duration
- Range
- Advanced scoring
- Song index
- Spawn rate level

## OBJECTIVES

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

## INSTRUCTION FOR PATIENT

Hit the green characters when they come close.



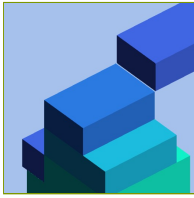
# FUNCTIONAL MOVEMENTS

## DANCEMAN

### SAMPLE SETTINGS



|                                 |                          |                        |
|---------------------------------|--------------------------|------------------------|
|                                 |                          |                        |
|                                 | Difficulty<br><b>1/6</b> |                        |
| Duration<br><b>90s</b>          |                          | Range<br>20% ↔ 80%     |
| Advanced scoring<br><b>No</b>   |                          | Song index<br><b>0</b> |
| Spawn rate level<br><b>Easy</b> |                          |                        |

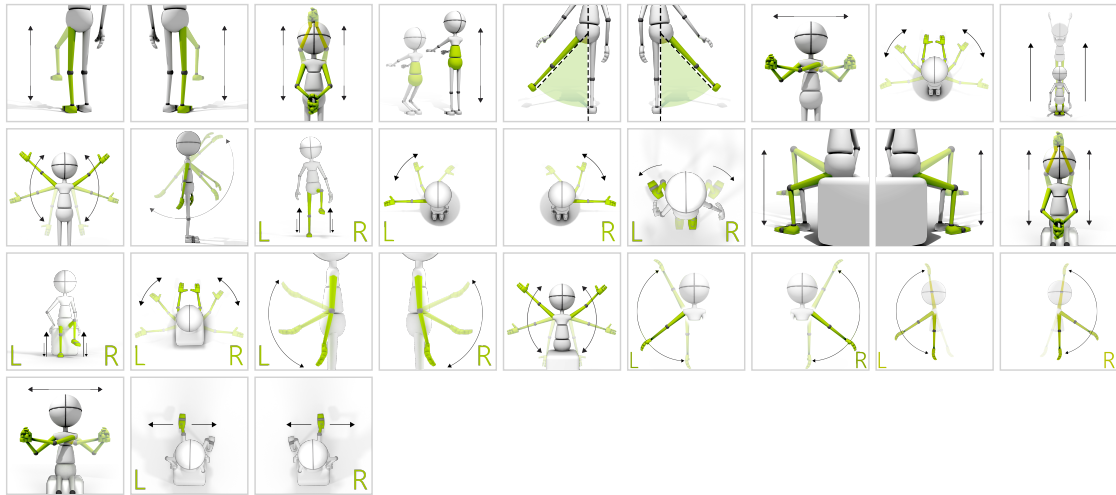


# FUNCTIONAL MOVEMENTS

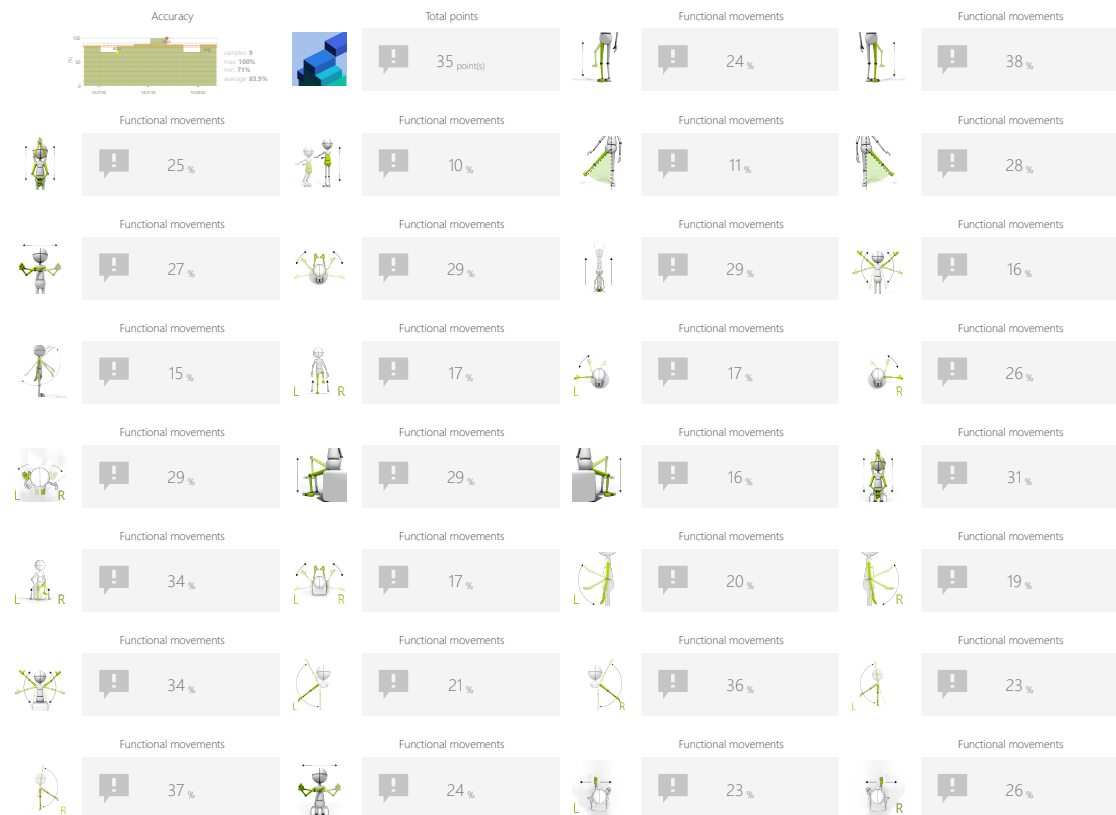
## STACK BUILDER

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



## ADJUSTMENTS

- Task duration
- Range
- Speed of objects

## OBJECTIVES

### 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.

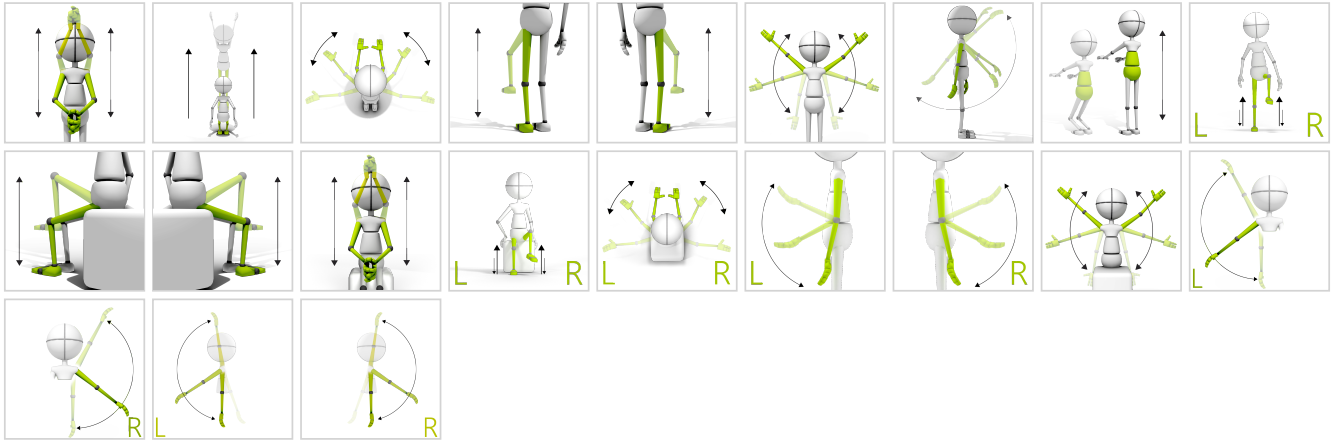


# FUNCTIONAL MOVEMENTS

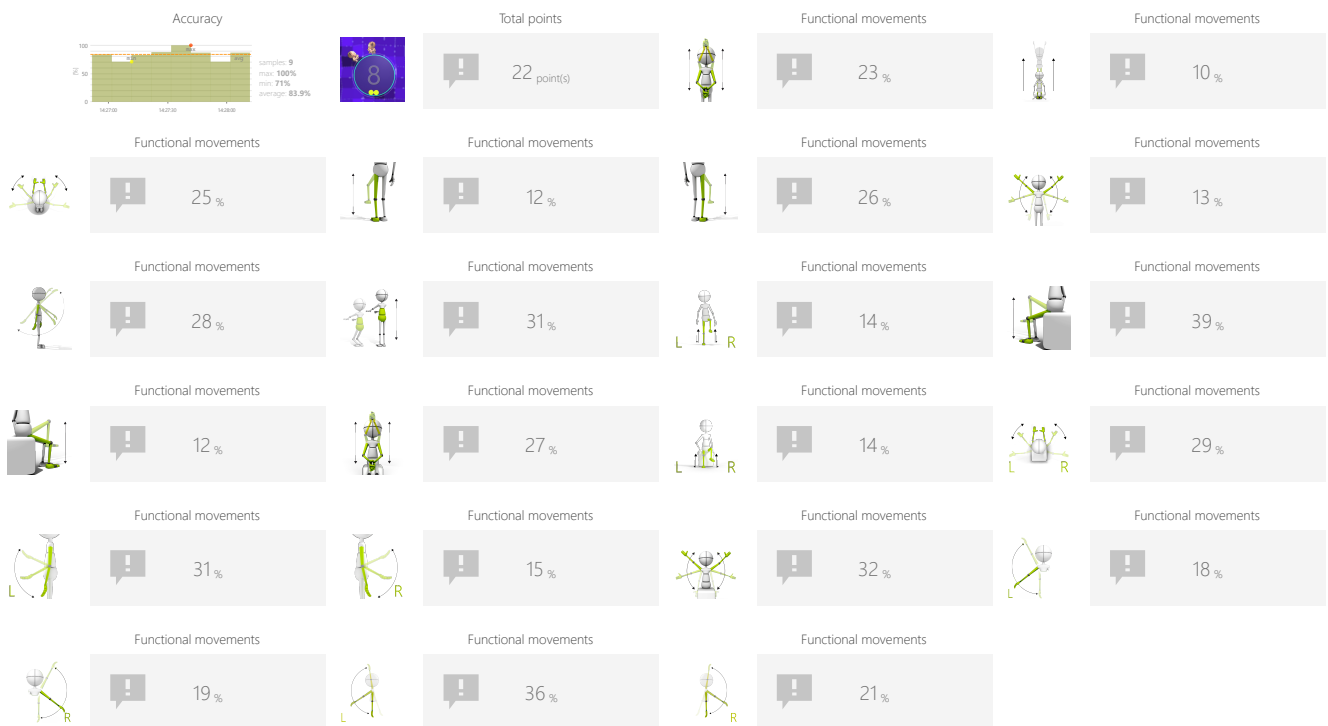
## IMP DODGE

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

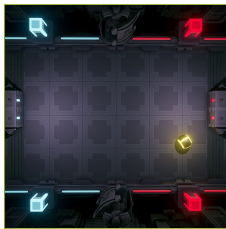
- Task duration
- Range
- Number ofimps
- Number of targets
- Speed of objects

## OBJECTIVES

### INSTRUCTION FOR PATIENT

Shoot green balls into the circle while avoiding hitting imps.



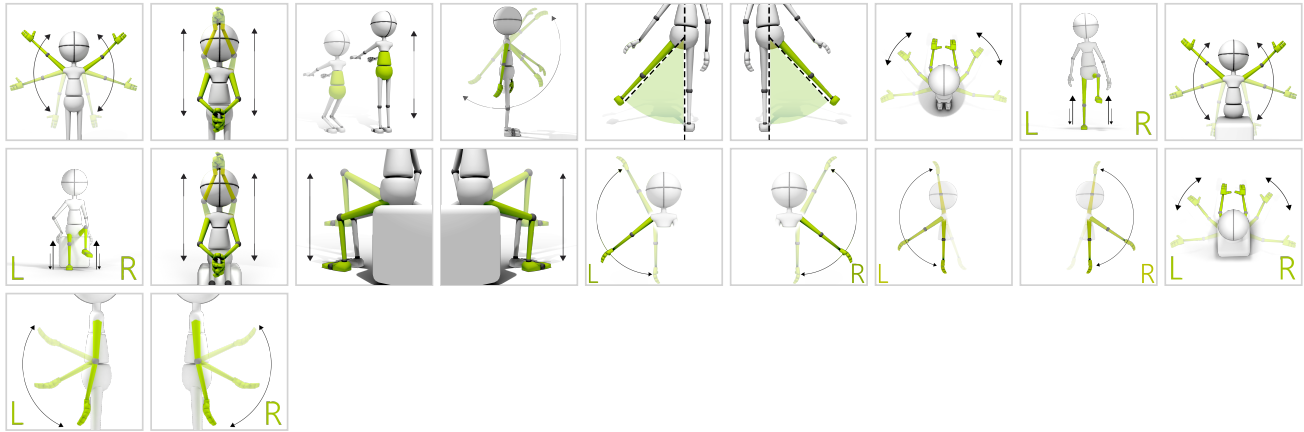


# FUNCTIONAL MOVEMENTS

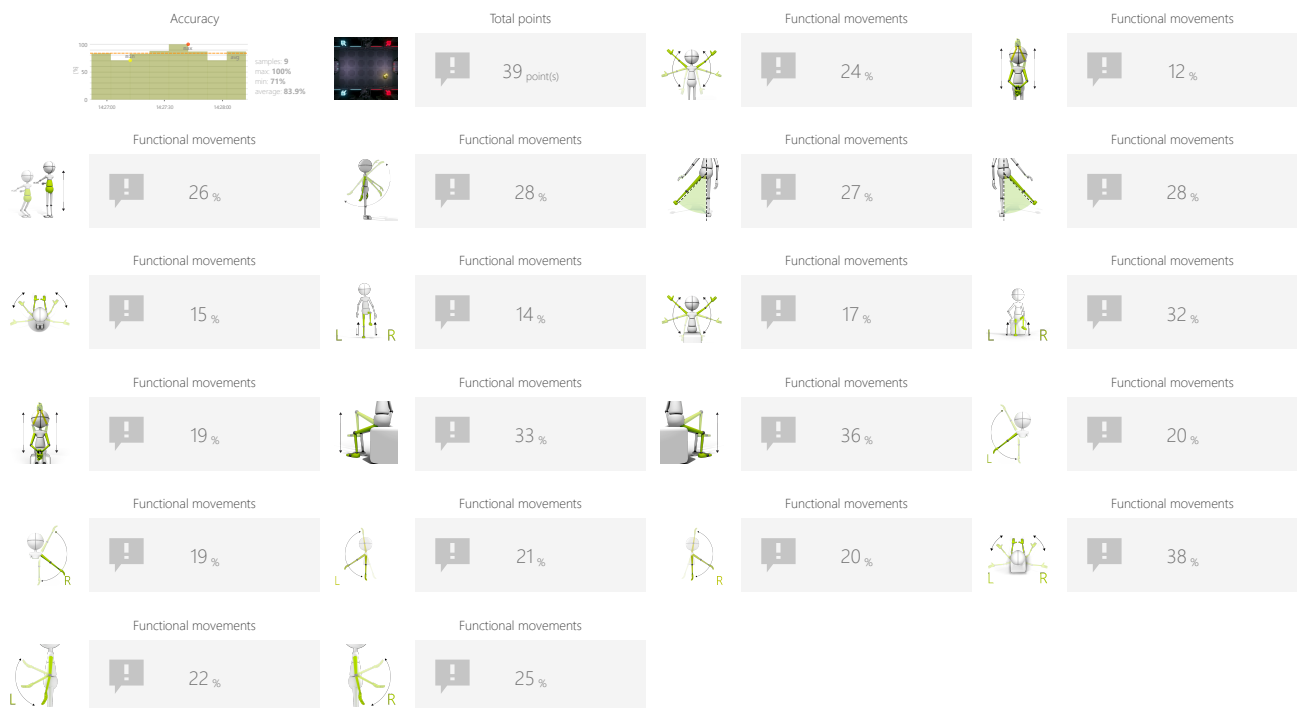
## PONG

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
- Speed of objects

## OBJECTIVES

- Planned movements
- Focusing
- Predicting the trajectory of objects

## INSTRUCTION FOR PATIENT

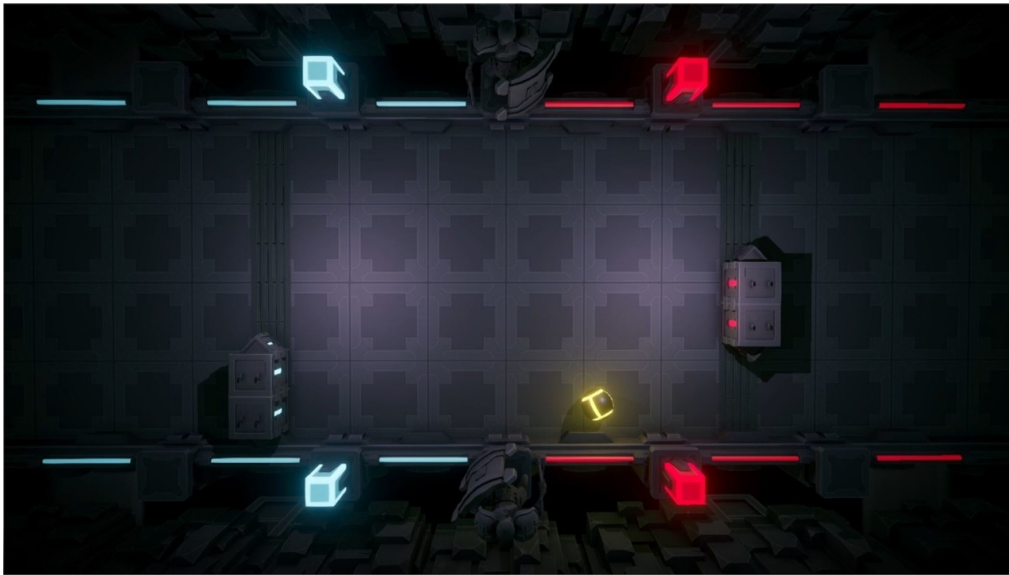
Use the paddles to hit a ball back and forth.


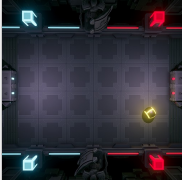



# FUNCTIONAL MOVEMENTS

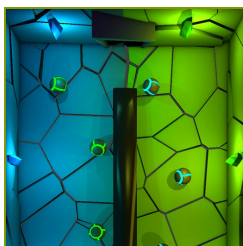
## PONG

### SAMPLE SETTINGS





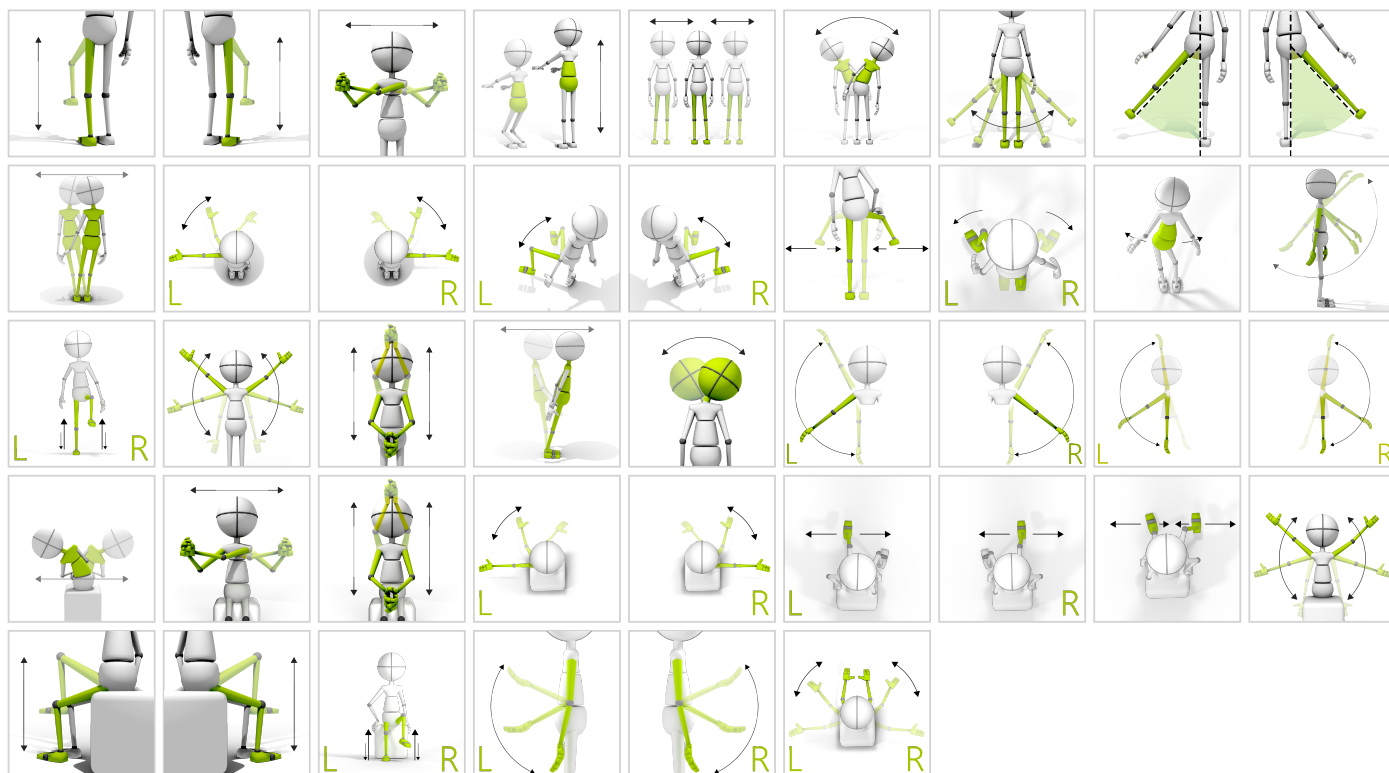
|                              |                          |                                                                                                           |
|------------------------------|--------------------------|-----------------------------------------------------------------------------------------------------------|
| ◀                            | Difficulty<br><b>1/3</b> | ▶                                                                                                         |
| Duration<br>< 90s >          |                          | Range<br>20% ↔ 80%<br> |
| Speed of objects<br>< 100% > |                          |                                                                                                           |



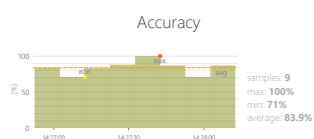
# DIVIDED ATTENTION SORTER

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

39 point(s)



Divided attention

10 %

## 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

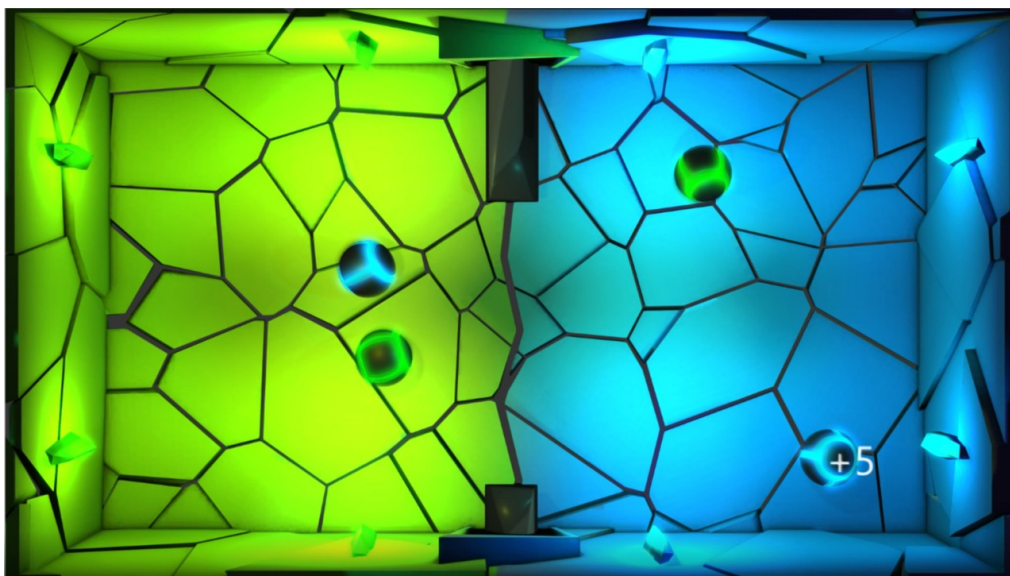
Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.



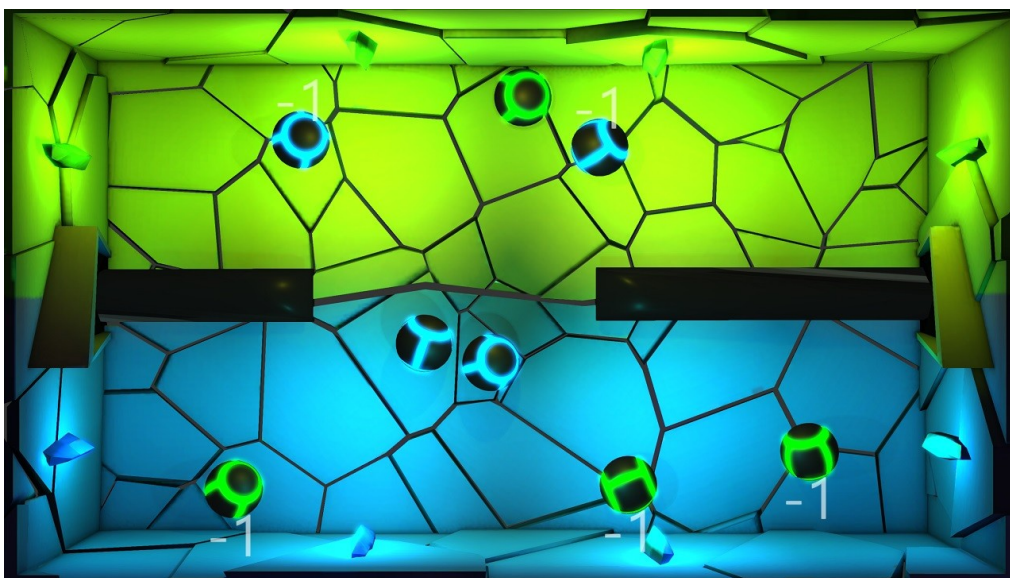
# DIVIDED ATTENTION

SORTER

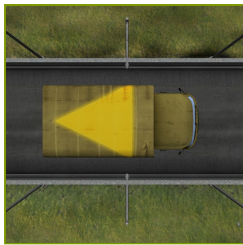
## SAMPLE SETTINGS



|                          |                   |
|--------------------------|-------------------|
|                          |                   |
| Difficulty<br><b>1/3</b> |                   |
| Duration<br>30s          | Range<br>20%  80% |
| Number of objects<br>4   | Gap size<br>150%  |
| Speed of objects<br>100% |                   |



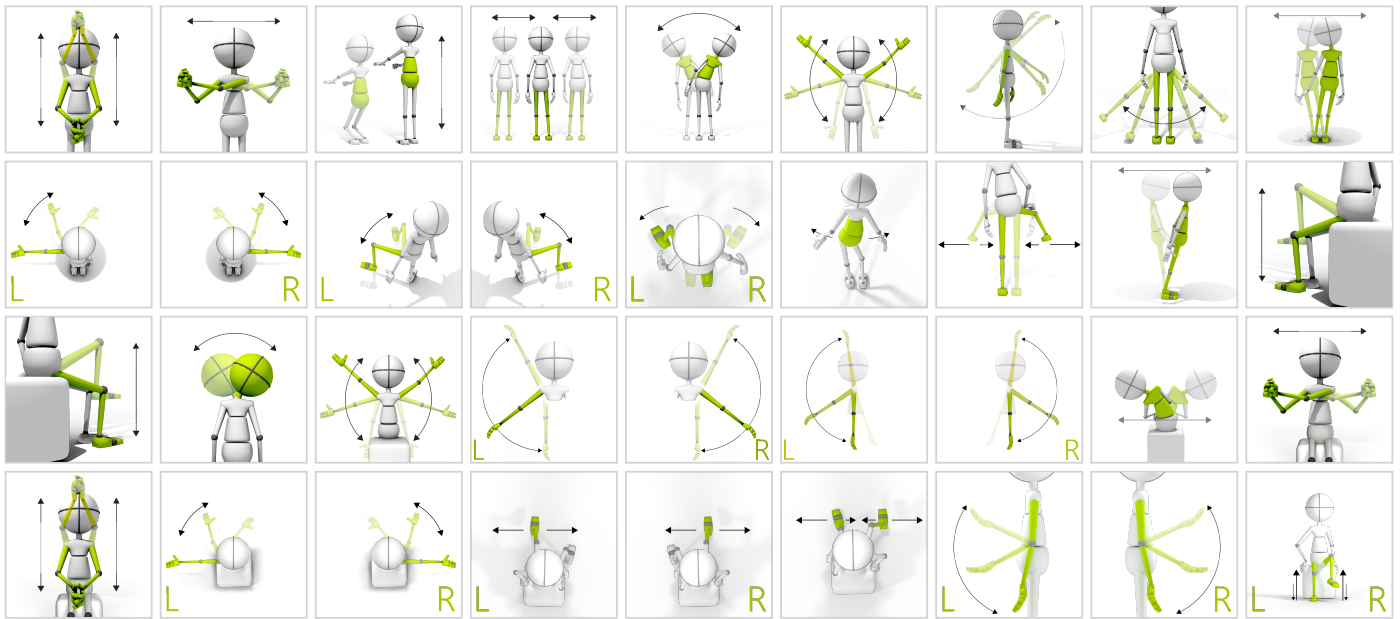
|                          |                   |
|--------------------------|-------------------|
|                          |                   |
| Difficulty<br><b>1/3</b> |                   |
| Duration<br>30s          | Range<br>20%  80% |
| Number of objects<br>4   | Gap size<br>150%  |
| Speed of objects<br>100% |                   |



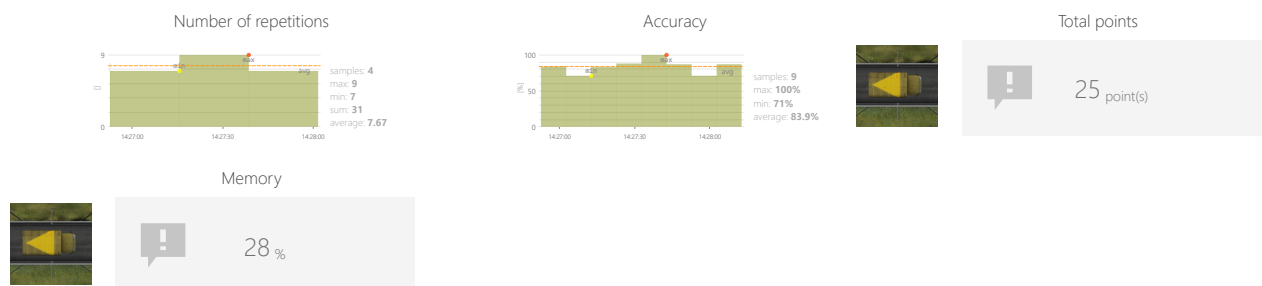
# MEMORY TRUCKS

Measure and train individual's skills to memorize information.

## CONTROL MODES



## RESULTS



## ADJUSTMENTS

- Task duration
- Range
- Variations

## OBJECTIVES

- Logical tasks
- Focusing
- Perceptivity

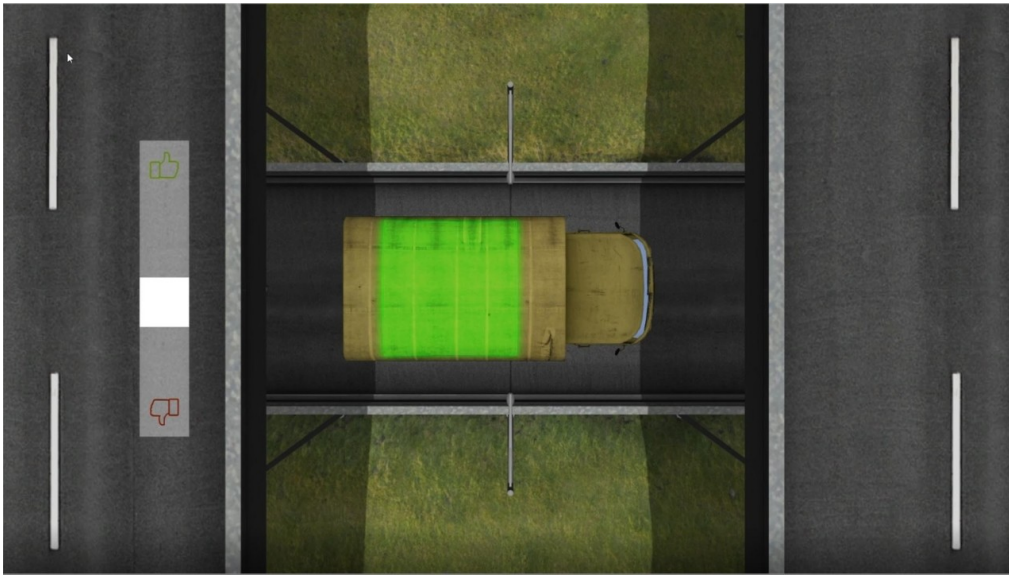
## INSTRUCTION FOR PATIENT

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.

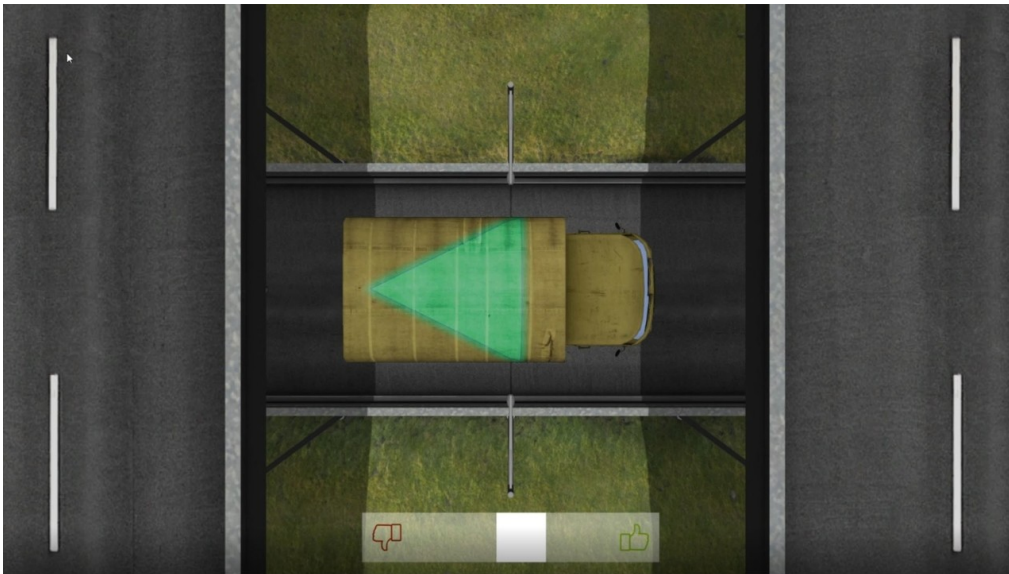




## SAMPLE SETTINGS



|                          |                          |                    |
|--------------------------|--------------------------|--------------------|
|                          |                          |                    |
| ◀                        | Difficulty<br><b>1/3</b> | ▶                  |
| Duration<br>30s          |                          | Range<br>20% ↔ 80% |
| Variations<br>< colors > |                          |                    |



|                          |                          |                    |
|--------------------------|--------------------------|--------------------|
|                          |                          |                    |
| ◀                        | Difficulty<br><b>2/3</b> | ▶                  |
| Duration<br>30s          |                          | Range<br>20% ↔ 80% |
| Variations<br>< shapes > |                          |                    |



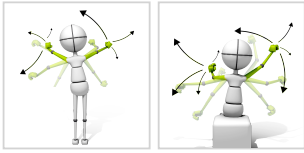


# MEMORY

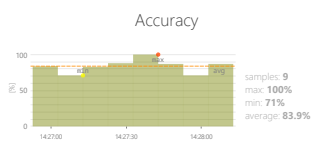
## POSE REPEATER

Measure and train individual's skills to memorize information.

### CONTROL MODES



### RESULTS



Total points

26 point(s)



Memory

13 %

### ADJUSTMENTS

- Task duration
- Time to remember poses
- Time to repeat pose
- Number of poses to remember

### OBJECTIVES

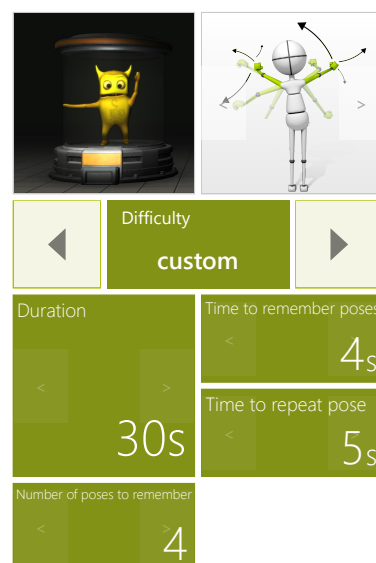
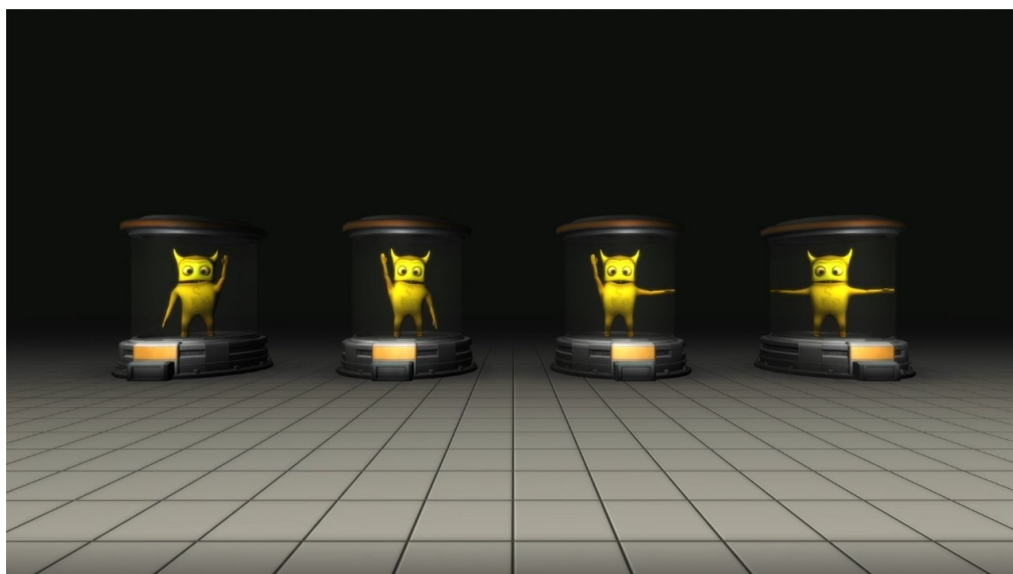
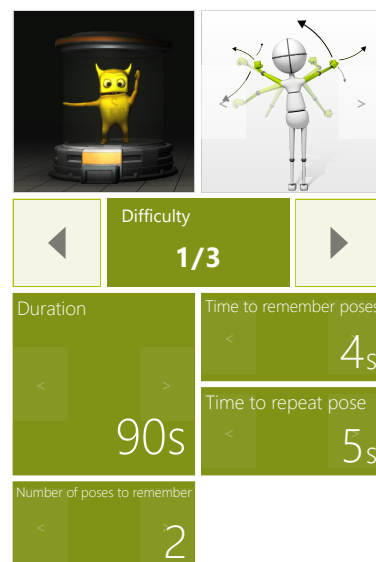
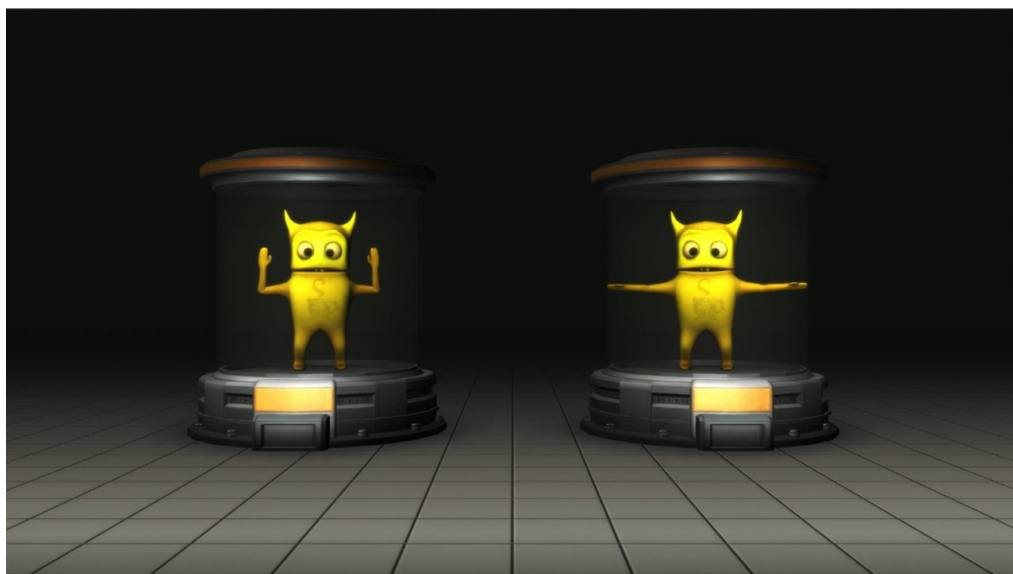
- Memory training
- 3D space movements reproduction
- Focusing
- Speed of decision making

### INSTRUCTION FOR PATIENT

Remember poses presented by yellow creatures and then try to repeat selected pose based on what you managed to remember.



## SAMPLE SETTINGS



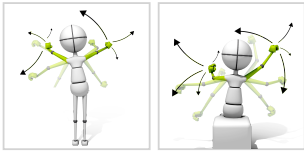


# PROBLEM SOLVING

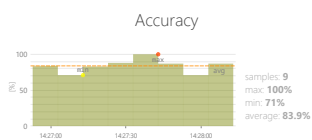
## MATH

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



Total points



13 point(s)



Problem solving



16 %

## ADJUSTMENTS

- Task duration
- Target number range
- Allow negative numbers

## OBJECTIVES

- Logical tasks
- Arms swings

## 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



|                                     |                                        |
|-------------------------------------|----------------------------------------|
|                                     |                                        |
| Difficulty<br><b>1/5</b>            |                                        |
| Duration<br><b>30s</b>              | Target number range<br>min 5<br>max 10 |
| Allow negative numbers<br><b>No</b> |                                        |



|                                      |                                         |
|--------------------------------------|-----------------------------------------|
|                                      |                                         |
| Difficulty<br><b>5/5</b>             |                                         |
| Duration<br><b>30s</b>               | Target number range<br>min 10<br>max 20 |
| Allow negative numbers<br><b>Yes</b> |                                         |

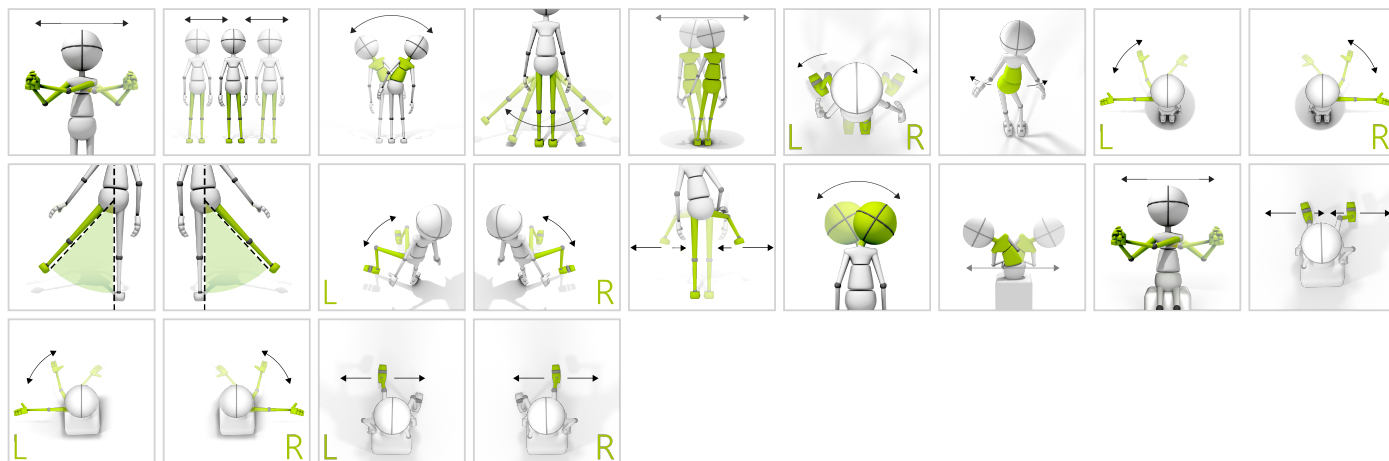


# PROBLEM SOLVING

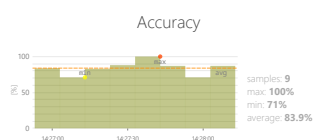
## CLONES

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

32 point(s)



Problem solving

35 %

## ADJUSTMENTS

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

## OBJECTIVES

- Perceptivity
- Visual motor coordination
- Logical tasks

## INSTRUCTION FOR PATIENT

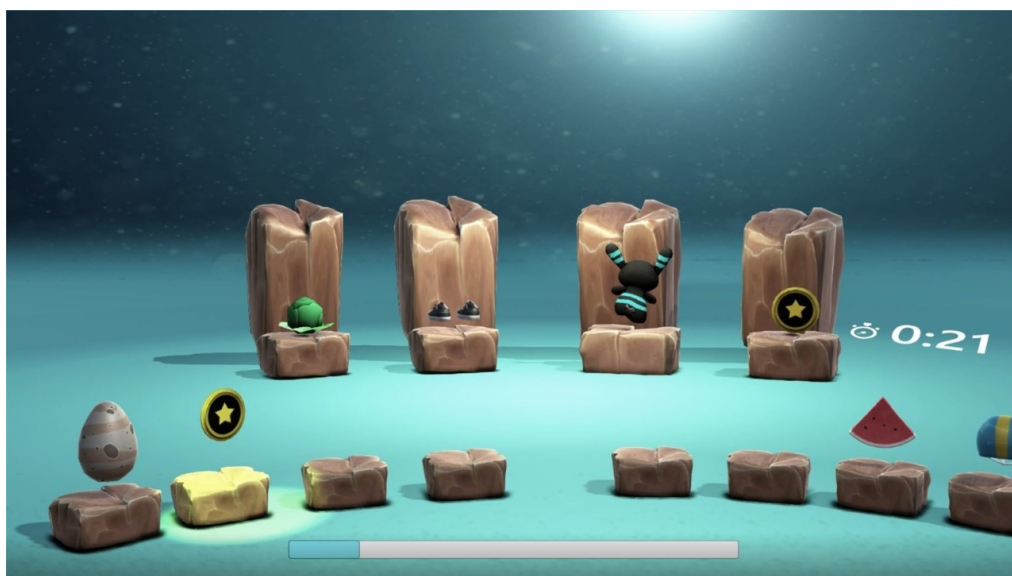
Select the item which has a pair on the screen.





# PROBLEM SOLVING

CLONES

## SAMPLE SETTINGS





|                    |                          |                          |
|--------------------|--------------------------|--------------------------|
| ◀                  | Difficulty<br><b>1/3</b> | ▶                        |
| Duration<br>90s    |                          | Minitask duration<br>30s |
| Range<br>20% ↔ 80% |                          | Number of pairs<br>4     |

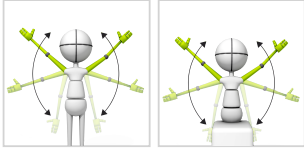




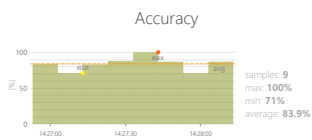
# PROBLEM SOLVING CLOCK

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



Total points

22 point(s)



Problem solving

37 %

## ADJUSTMENTS

- Task duration
- Time to complete action
- Angle

## OBJECTIVES

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

## INSTRUCTION FOR PATIENT

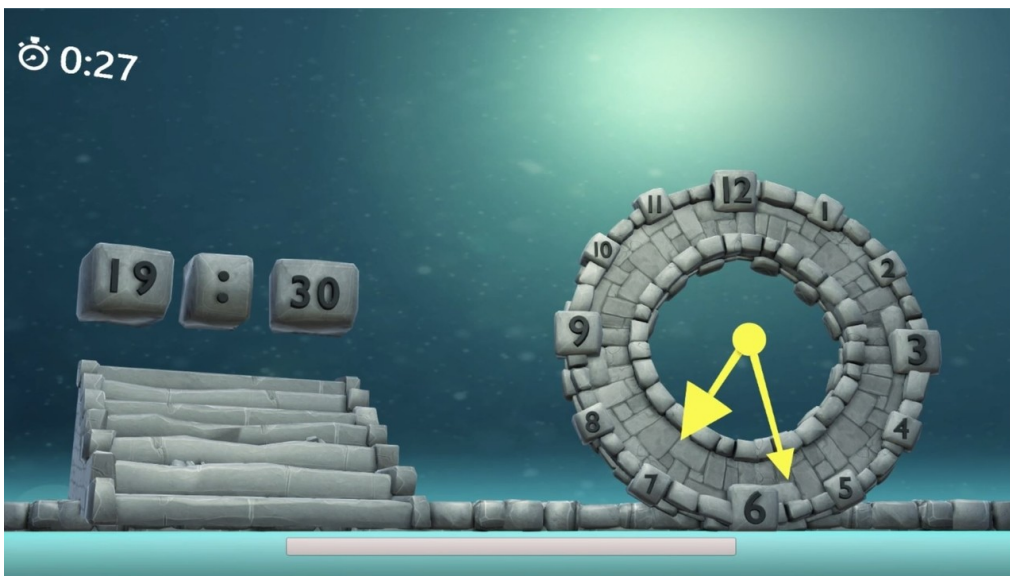
Control the arrows to set the time visible on the left clock.



# PROBLEM SOLVING

CLOCK

## SAMPLE SETTINGS



|           |                   |
|-----------|-------------------|
|           |                   |
| Duration  | Minitask duration |
| < 90s >   | < 30s >           |
| Angle<br> | Angle<br>         |
| 180°      | 180°              |



# PROBLEM SOLVING

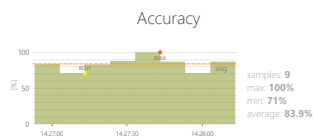
## MAZE

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

31 point(s)



Problem solving

18 %

## ADJUSTMENTS

- Task duration
- Range
- Show path
- Maze size
- Positioning

## OBJECTIVES

- Logical tasks
- Planned movements
- Planning and Strategy

## INSTRUCTION FOR PATIENT

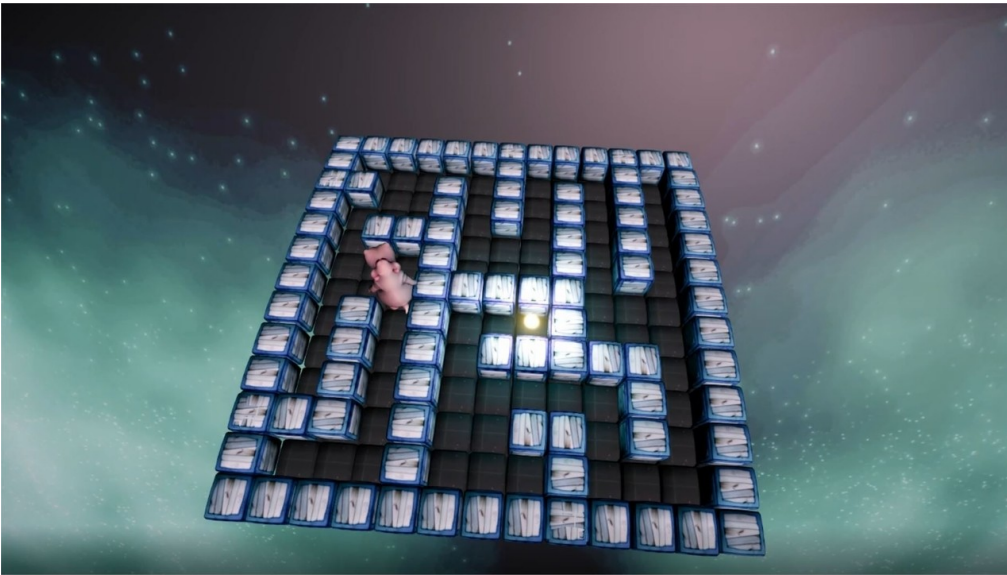
Lead the hippo through the maze to the glowing target.





# PROBLEM SOLVING

## MAZE

### SAMPLE SETTINGS





◀

Difficulty

▶

2/4

◀

Duration

▶

90s

◀

Range

▶

80%  
20% ↔ 80%

◀

Show path

▶

No

◀

Maze size

▶

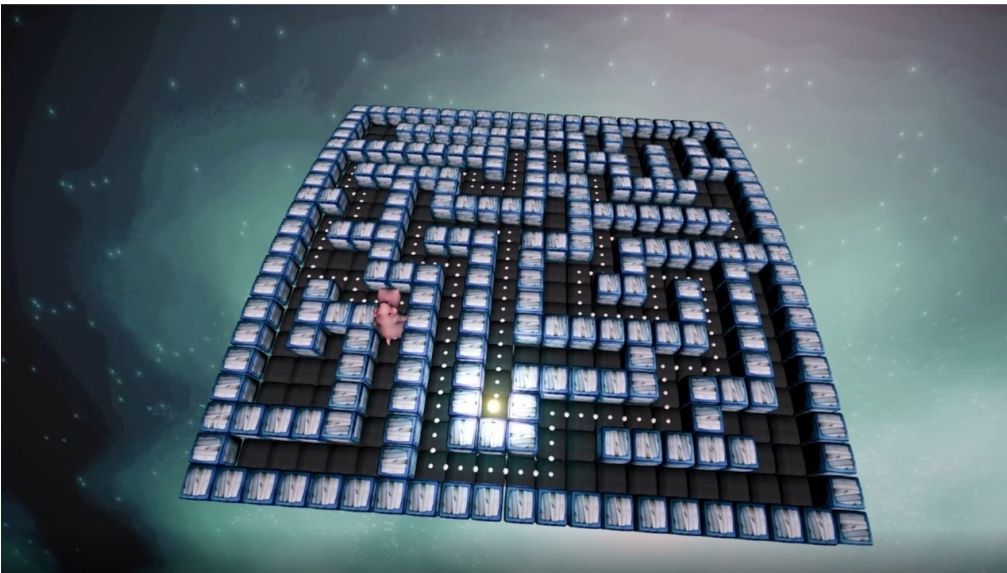
6


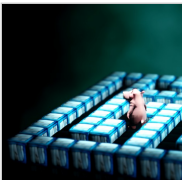
◀

Positioning

▶

Normal





◀

Difficulty

▶

custom

◀

Duration

▶

90s

◀

Range

▶

80%  
20% ↔ 80%

◀

Show path

▶

Yes

◀

Maze size

▶

10

◀

Positioning

▶

Normal



## SPECIALIZED BLOOD PRESSURE

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

### CONTROL MODES



### OBJECTIVES

- Monitor external parameters

### INSTRUCTION FOR PATIENT

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



# SPECIALIZED ROMBERG TEST

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

## CONTROL MODES



## RESULTS



## ADJUSTMENTS

- Time to complete action
- Show feedback
- Positioning

## OBJECTIVES

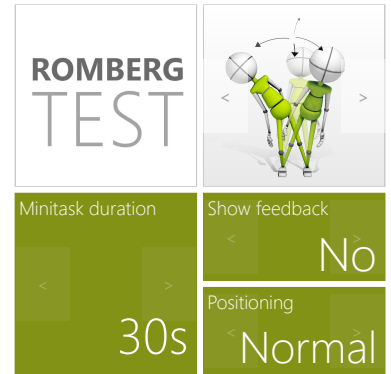
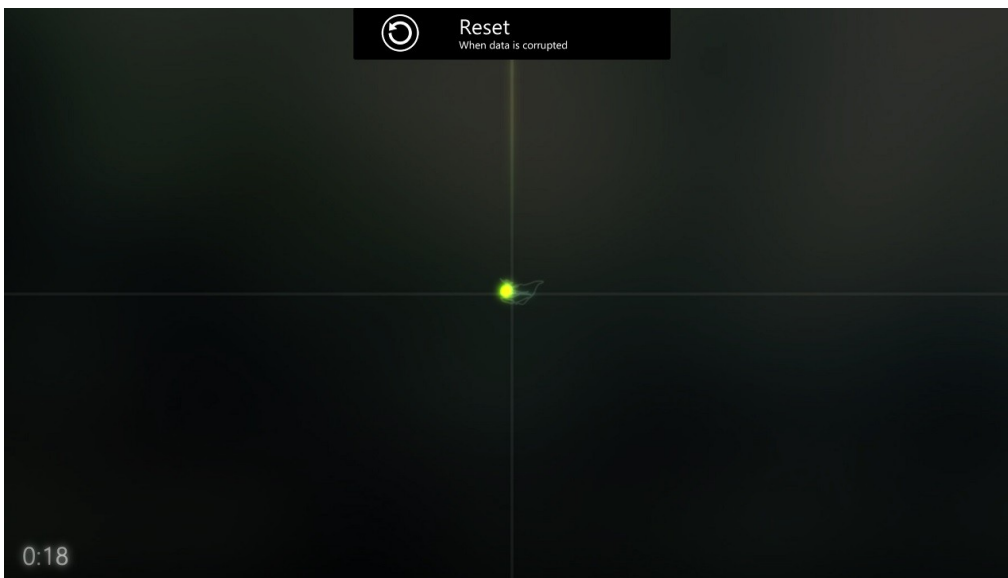
- Assesses static standing balance

## INSTRUCTION FOR PATIENT

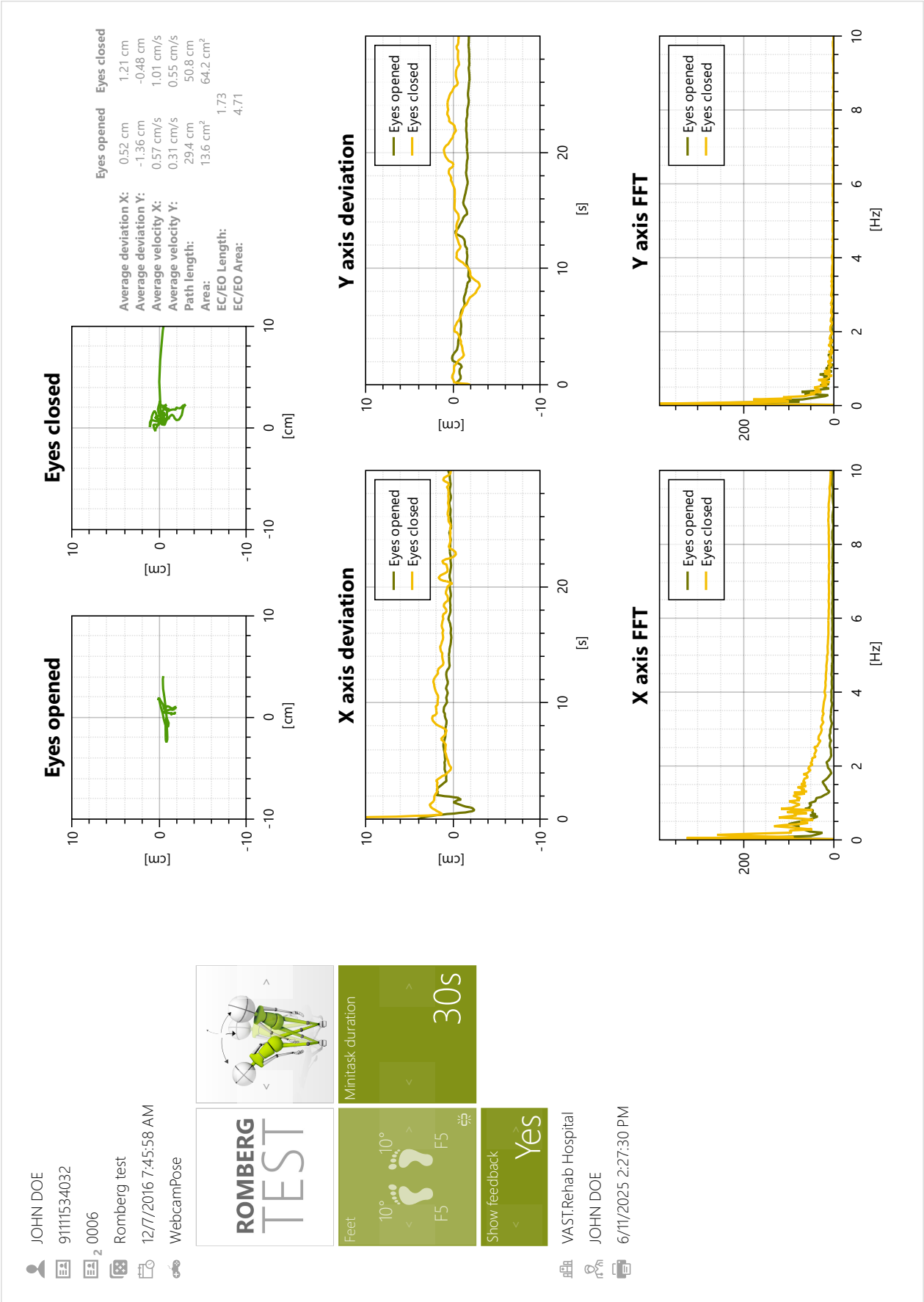
Romberg test. Try to stand as steadily as you can. First with eyes open, then with eyes closed.



## SAMPLE SETTINGS



SAMPLE REPORTS





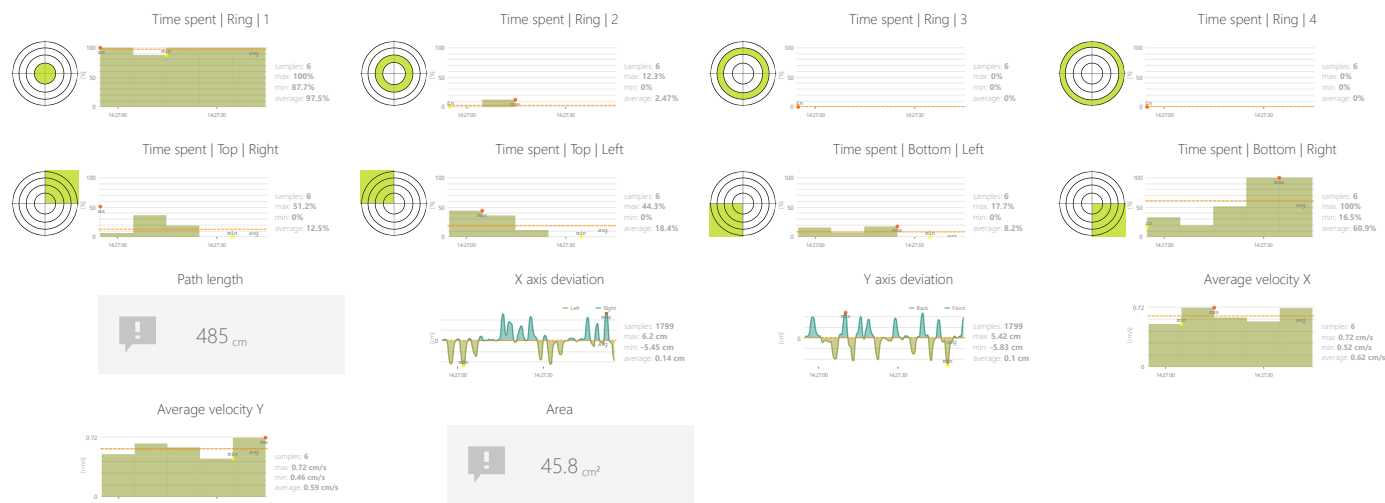
# SPECIALIZED STABILITY TEST

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

## CONTROL MODES



## RESULTS



## ADJUSTMENTS

- Time to complete action
- Show feedback
- Radius
- Positioning

## OBJECTIVES

- Relaxation
- Postural stability

## INSTRUCTION FOR PATIENT

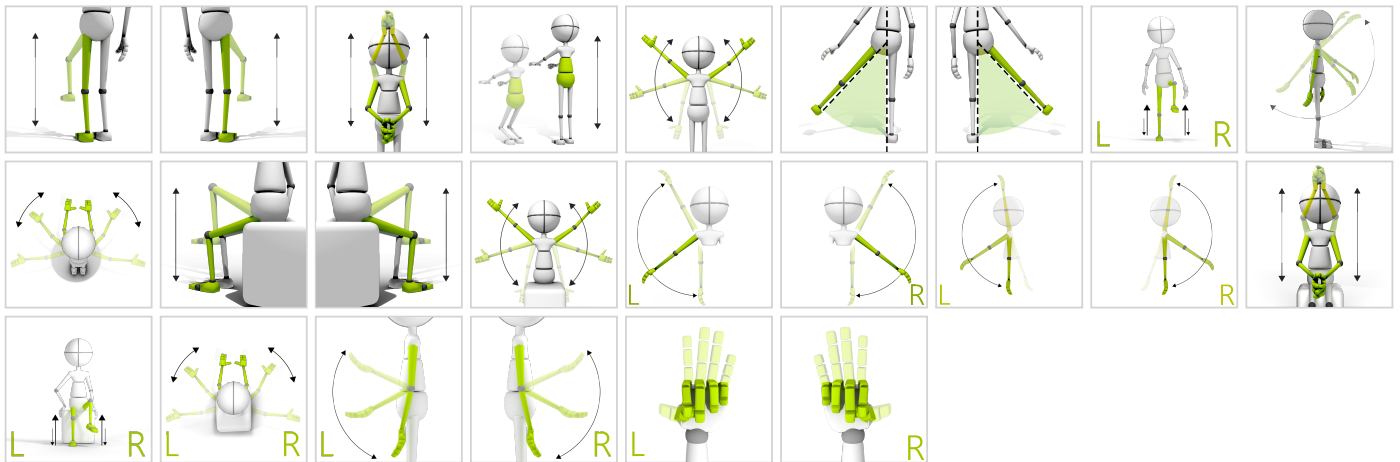
Keep your body balanced.



# SPECIALIZED GONOGO TEST

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

## CONTROL MODES



## RESULTS



## ADJUSTMENTS

- Range
- Required proper repetitions
- Hit if

## OBJECTIVES

- Spontaneous movements
- Speed of movement
- Response to negative visual stimuli
- Reaction to the positive visual stimuli

## INSTRUCTION FOR PATIENT

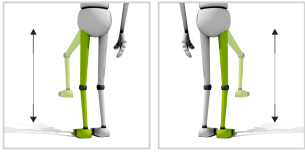
Hit the button when positive trigger appears.



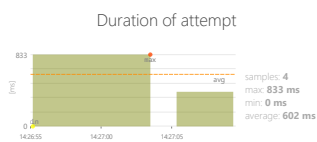
# SPECIALIZED SINGLE LEG STANCE TEST

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

## CONTROL MODES



## RESULTS



## ADJUSTMENTS

- Time to complete action
- Range

## OBJECTIVES

- Test the limits of balance and equilibrium
- Knees lifting
- Postural stability

## INSTRUCTION FOR PATIENT

Try to keep your body balanced while performing single leg stance.



# SPECIALIZED

## PRONUNCIATION ASSESSMENT

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

### CONTROL MODES



### OBJECTIVES

#### INSTRUCTION FOR PATIENT

When the test is started there will be 5 words visible on the screen. Please read them loud and clear.