

# BASE PACK FOR CAPRI

2025.1

<b>Therapeutic tasks database</b>	4
Range of motion	4
Speed	5
Movement precision	6
Functional movements	8
Divided attention	20
Memory	22
Problem solving	24
Specialized	28

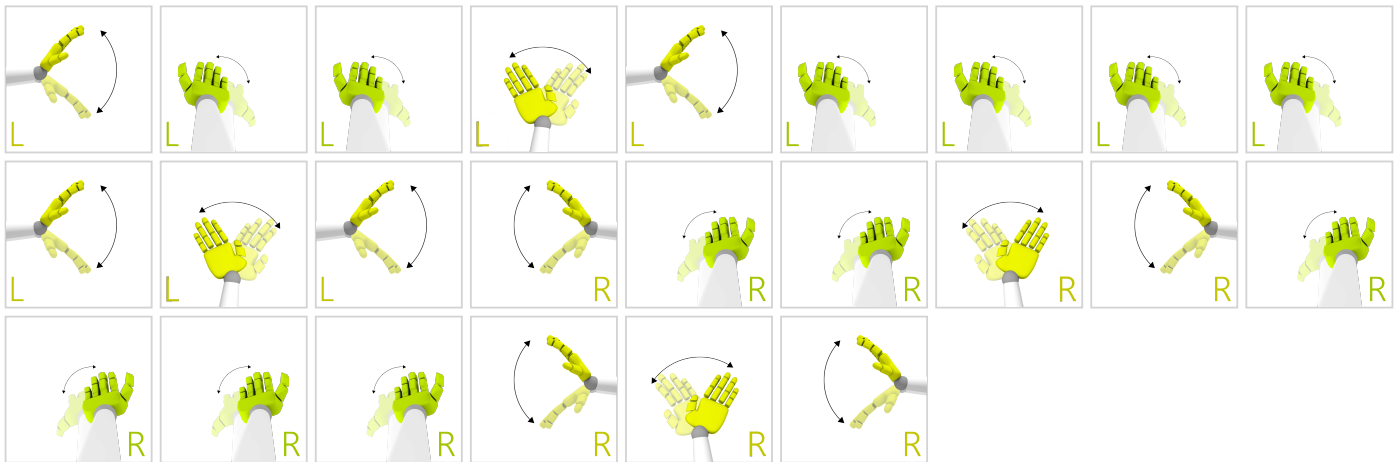


# RANGE OF MOTION

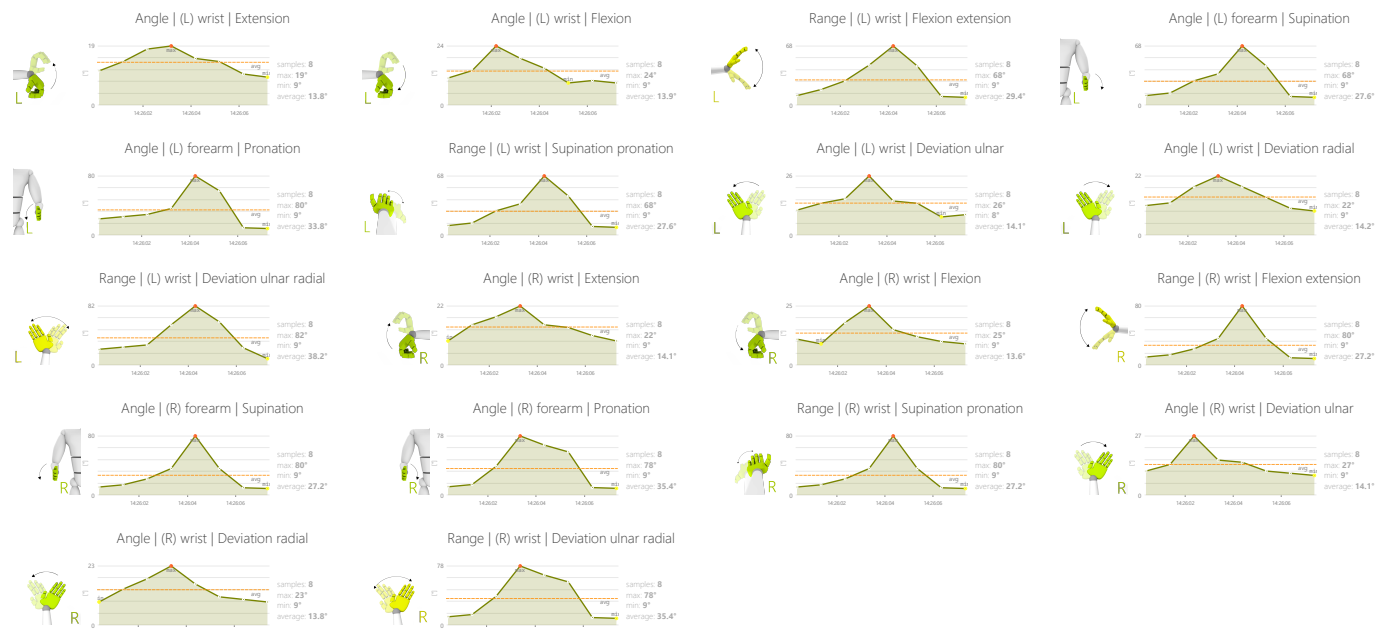
## ANGLES EVALUATION

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

### CONTROL MODES



### RESULTS



### ADJUSTMENTS

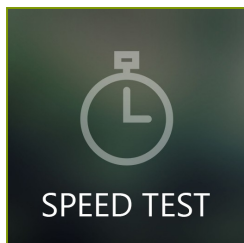
- Time to complete action

### OBJECTIVES

- Range of motion examination

### INSTRUCTION FOR PATIENT

Try to achieve best result

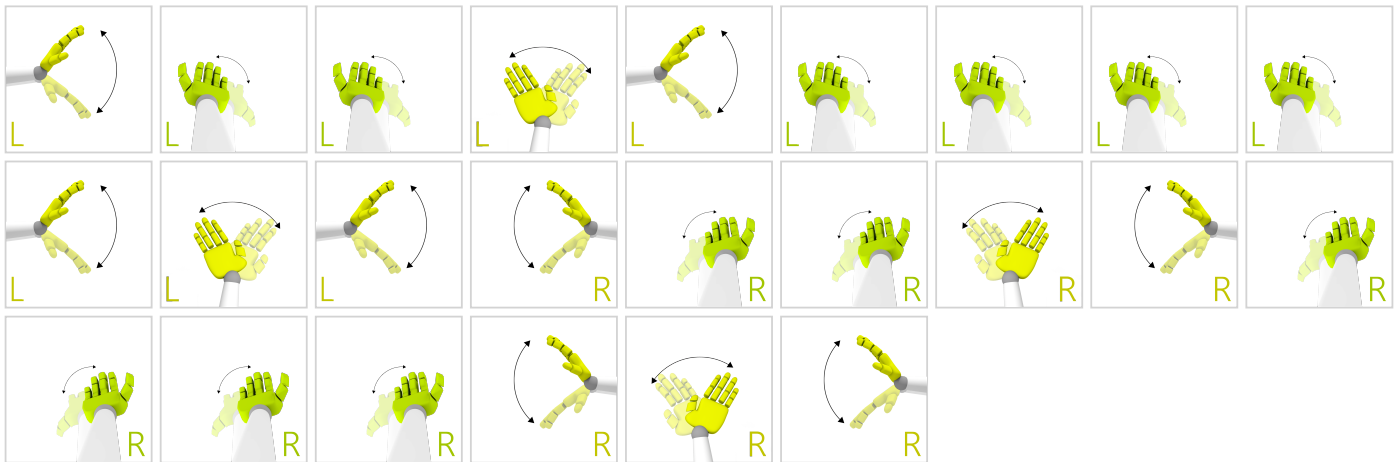


# SPEED

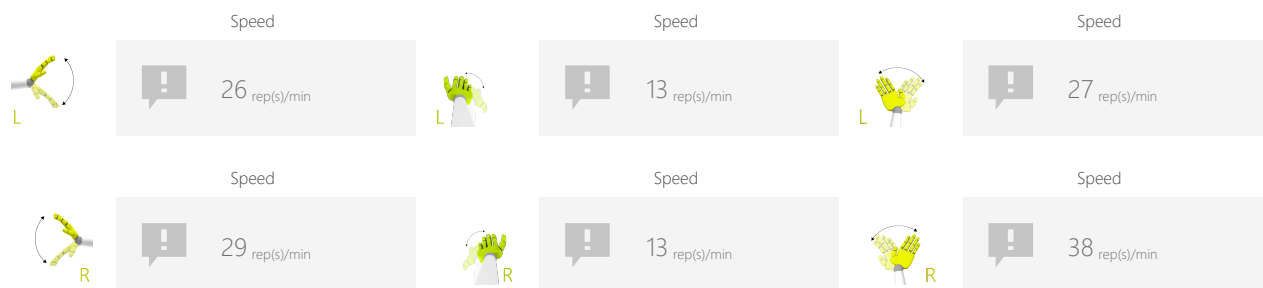
## SPEED TEST

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

### CONTROL MODES



### RESULTS



### ADJUSTMENTS

- Range
- Time to complete action
- toAdd(ScalingRange)

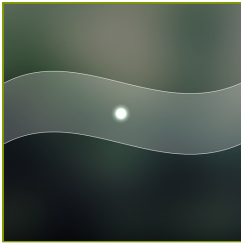
### OBJECTIVES

- Speed of movement
- Repetitive movements

### INSTRUCTION FOR PATIENT

Perform the specified movement pattern as many times as possible.

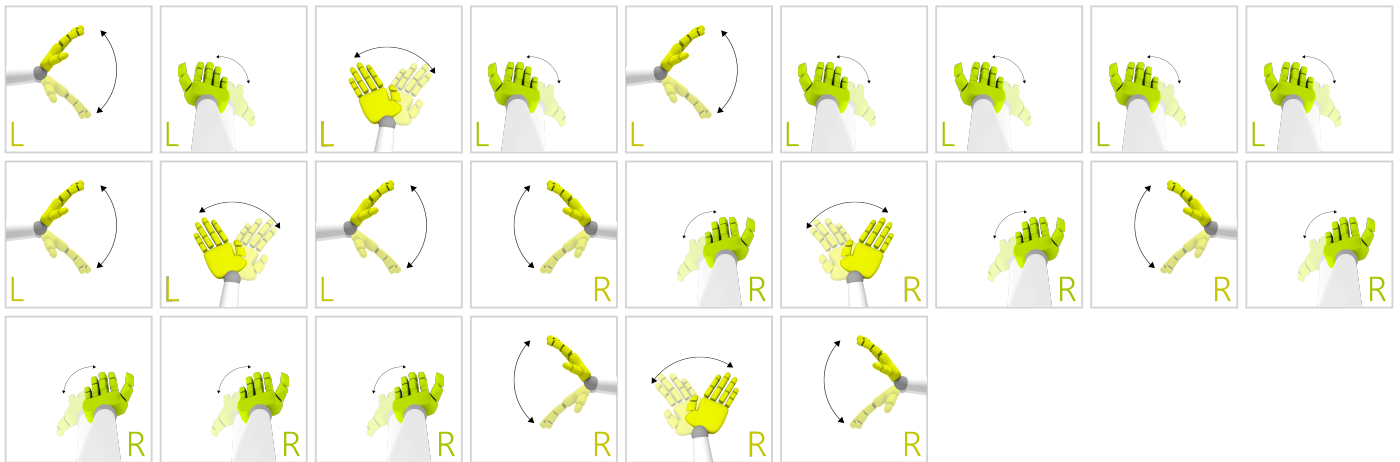




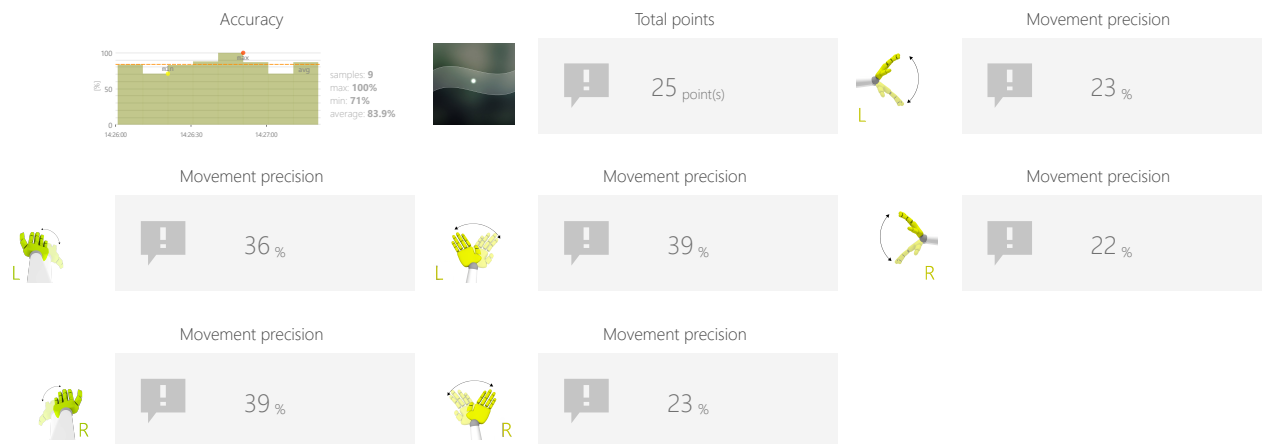
# MOVEMENT PRECISION GRAPH

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.)
- Range
- Task duration
- toAdd(ScalingRange)

## OBJECTIVES

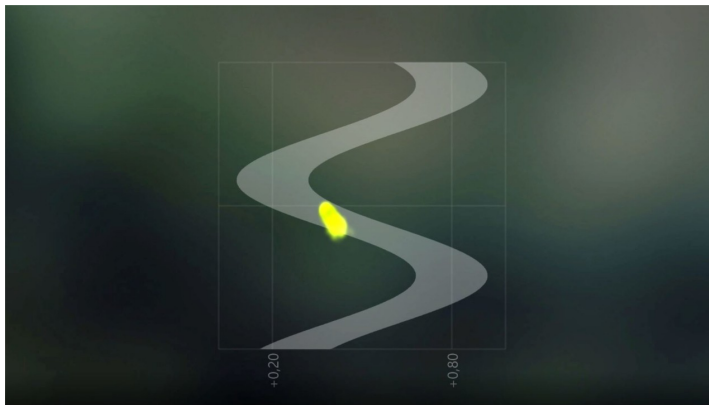
- Movement precision
- Activity in a given rhythm
- Repetitive movements
- Hands raising

## INSTRUCTION FOR PATIENT

Try to stay within the borders.



## SAMPLE SETTINGS



Difficulty **3/3**

Graph configuration

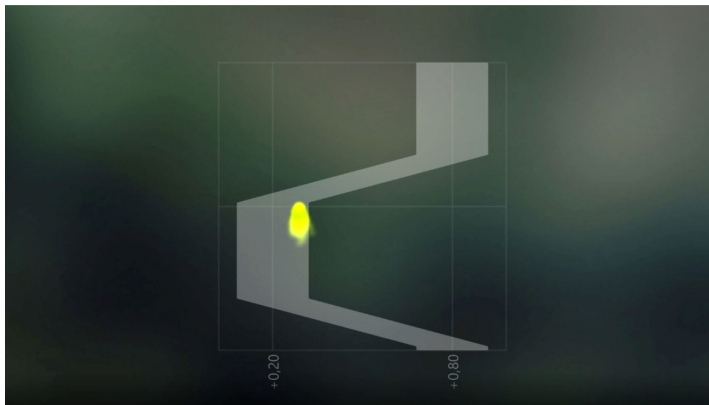
4.0s +/- 20%

Range

Duration **30s**

Range adjustment

0% ↔ 100%  
? ↔ ?



Difficulty **1/3**

Graph configuration

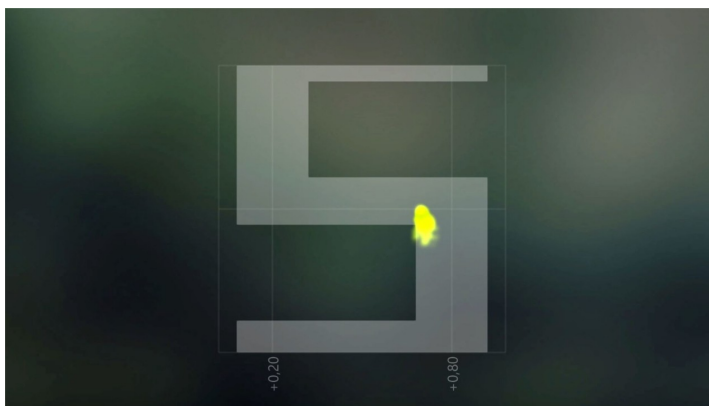
4.0s +/- 40%

Range

Duration **90s**

Range adjustment

0% ↔ 100%  
? ↔ ?



Difficulty **custom**

Graph configuration

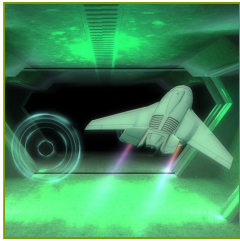
+/-: 20% ↑ : 2.0s ↓ : 2.0s ↗ : 1.0s ↘ : 1.0s

Range

Duration **30s**

Range adjustment

0% ↔ 100%  
? ↔ ?

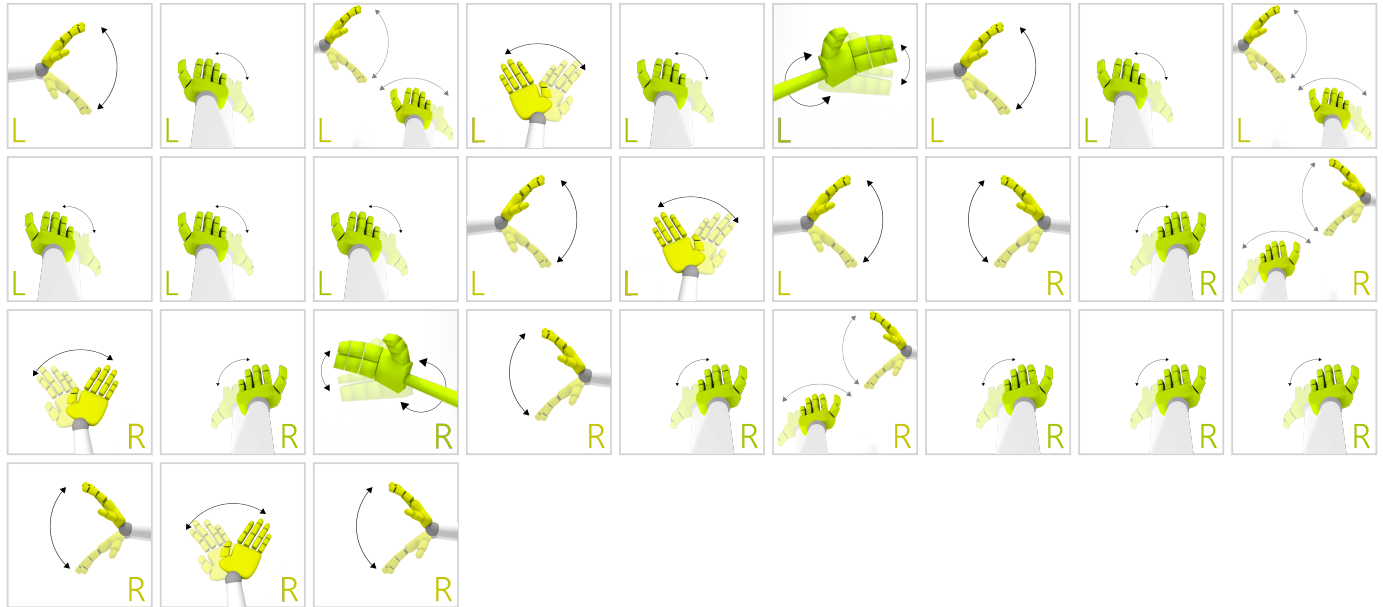


# FUNCTIONAL MOVEMENTS

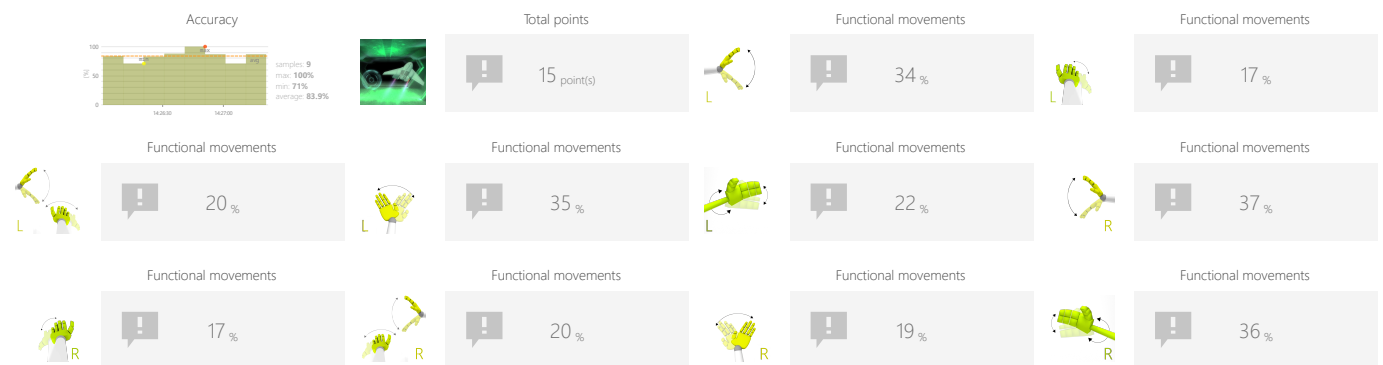
## AIRPLANE

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
- Range
- Task duration
- toAdd(ScalingRange)

## OBJECTIVES

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

## INSTRUCTION FOR PATIENT

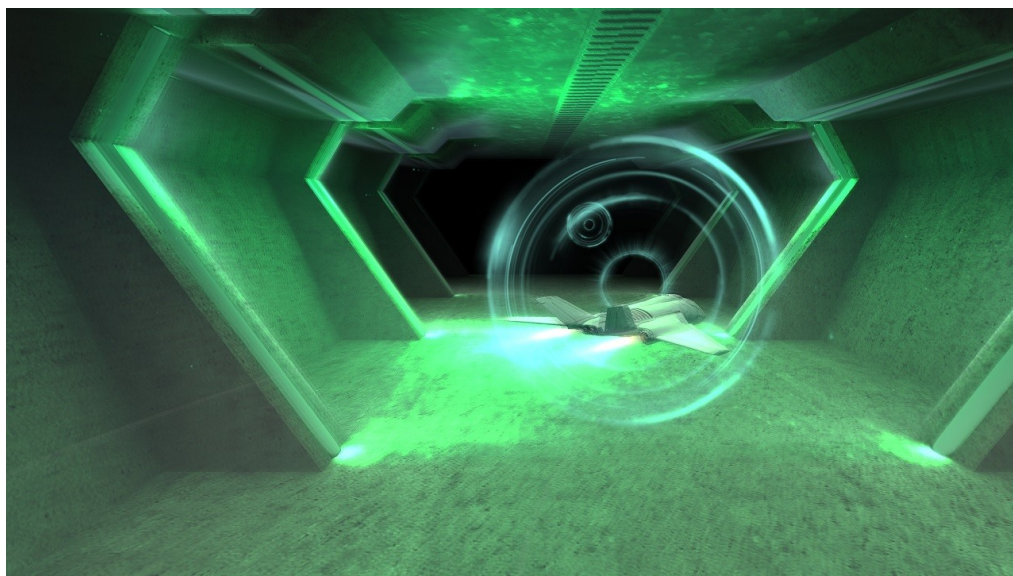
Make the airplane fly through the circles. The closer to the center it flies the more points you get.

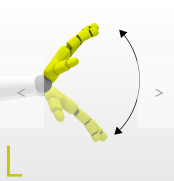
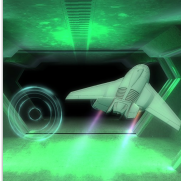



# FUNCTIONAL MOVEMENTS

AIRPLANE


## SAMPLE SETTINGS









Difficulty  
**2/4**



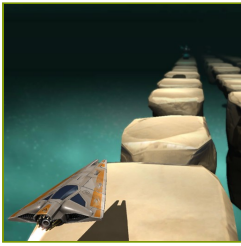
Speed  
**100%**  
speed set automatically

Range  




Duration  
**90s**

Range adjustment  
0% ↔ 100%  
? ↔ ?

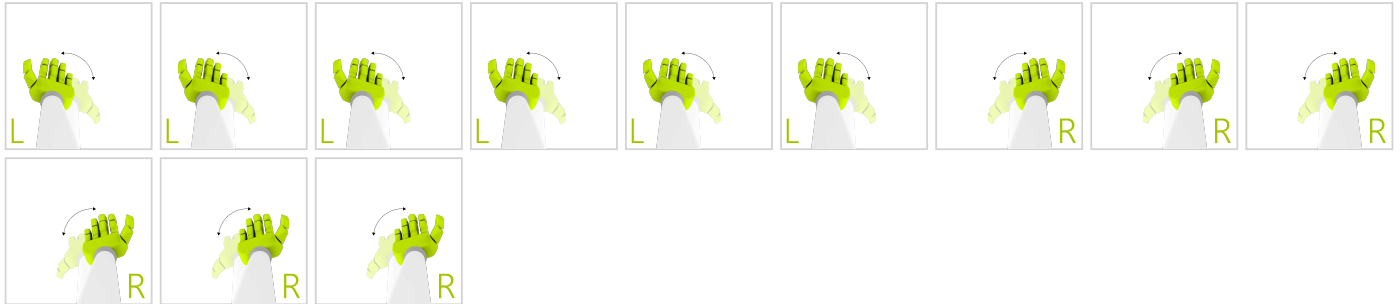


# FUNCTIONAL MOVEMENTS

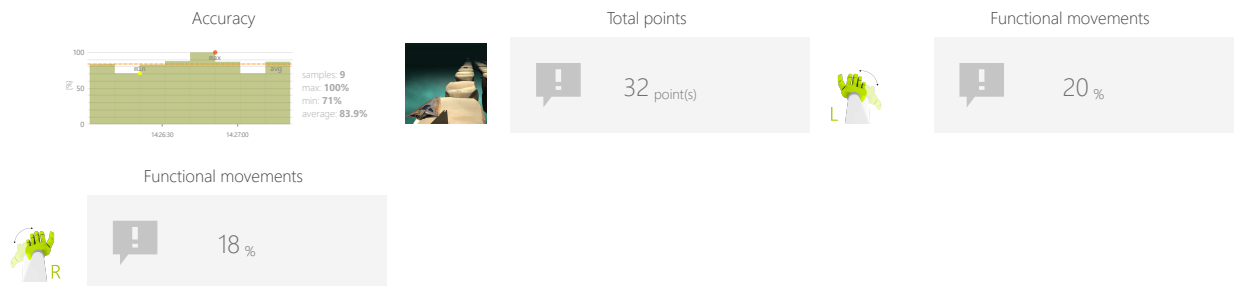
## STONES

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



## OBJECTIVES

- Perceptivity
- Dynamics of planned movements
- Reaction to the positive visual stimuli
- Response to negative visual stimuli

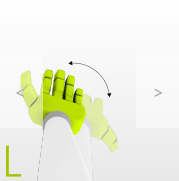
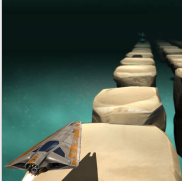
## INSTRUCTION FOR PATIENT


Make the the spaceship collect the colorful creatures and avoid the rocks.




## SAMPLE SETTINGS








Difficulty  
**1/3**



Speed  
**100%**  
speed set automatically

Range  
  
? ↔ ?

Duration  
**90s**

Range adjustment  
0% ↔ 100%  
? ↔ ?

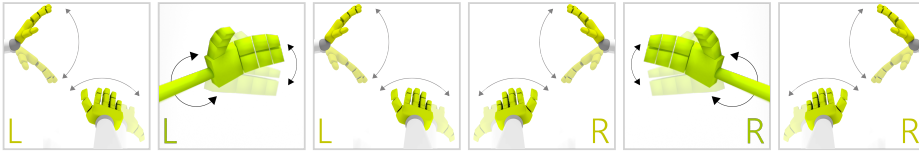


# FUNCTIONAL MOVEMENTS

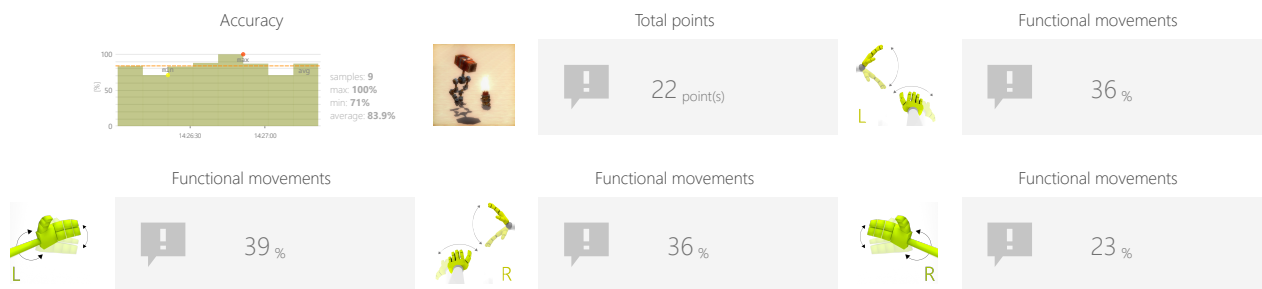
## HAMMER

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



## 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 <b>1/3</b>	
Active positions 		Range 
Duration <b>90s</b>		Range adjustment 
Time to react <b>10s</b>		Reticle size <b>125%</b>



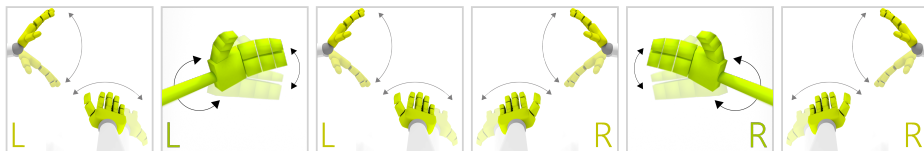


# FUNCTIONAL MOVEMENTS

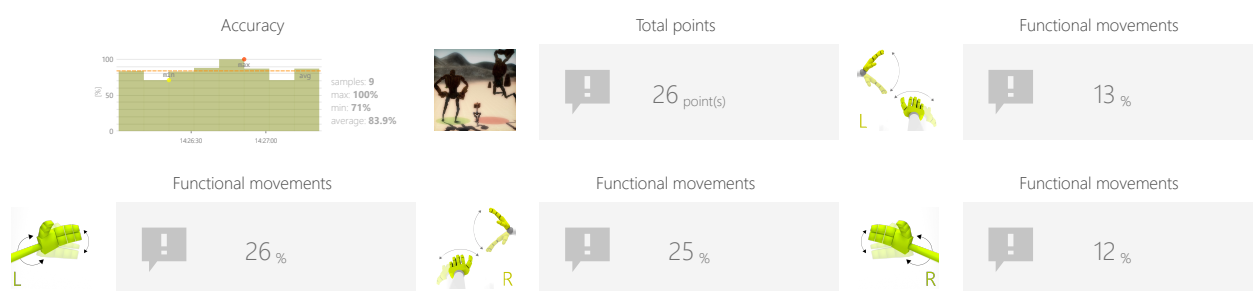
## RUNAWAY

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



## 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.

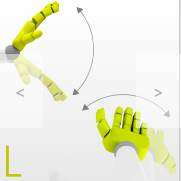



# FUNCTIONAL MOVEMENTS

RUNAWAY

## SAMPLE SETTINGS





◀

Difficulty  
**1/3**

▶

Range

◀ ▶  
? ↔ ?

Duration

◀ ▶  
**90s**

Range adjustment

0% 100%  
◀ ▶  
0% ↔ 100%  
? ↔ ?

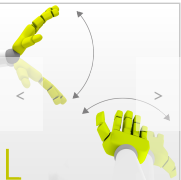

Number of enemies

◀ ▶  
**2**

Enemies speed

◀ ▶  
**100%**





◀

Difficulty  
**custom**

▶

Range

◀ ▶  
? ↔ ?

Duration

◀ ▶  
**90s**

Range adjustment

0% 100%  
◀ ▶  
0% ↔ 100%  
? ↔ ?

Number of enemies

◀ ▶  
**4**

Enemies speed

◀ ▶  
**100%**

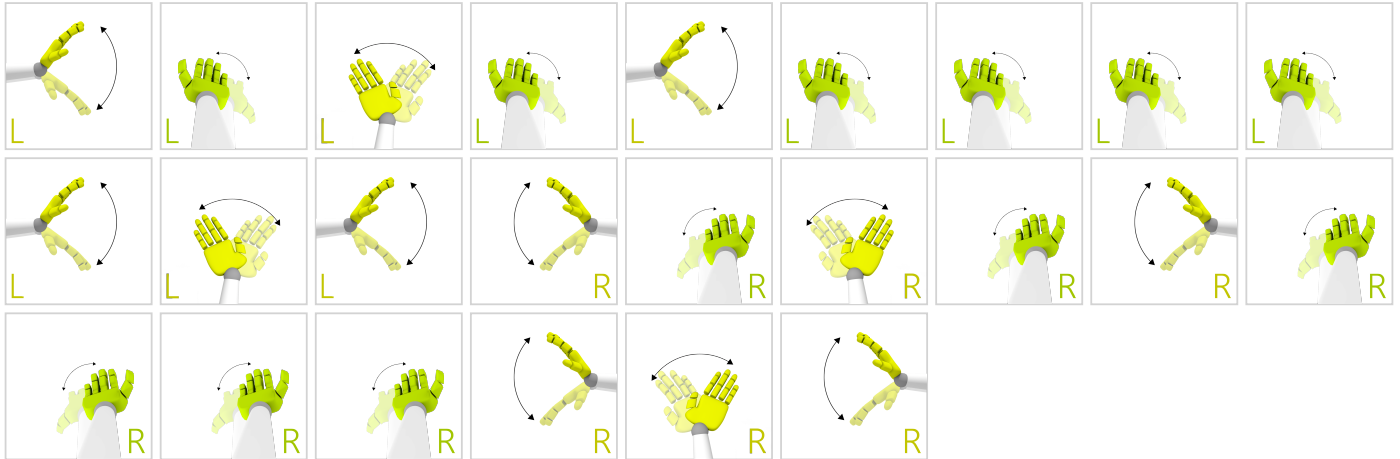


# FUNCTIONAL MOVEMENTS

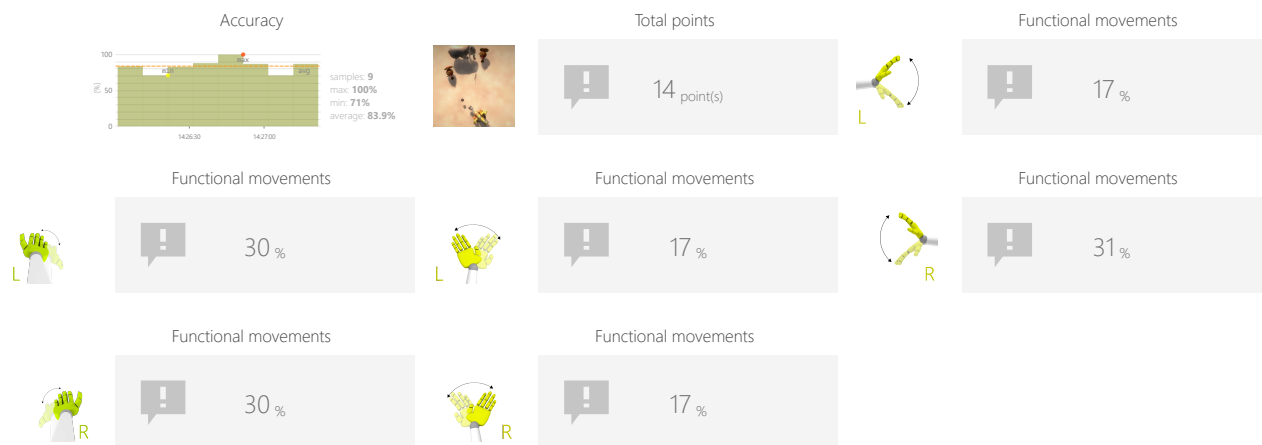
## AUTOMATIC CANNON

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

## CONTROL MODES



## RESULTS



## ADJUSTMENTS

- Range
- Task duration
- toAdd(ScalingRange)
- 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!

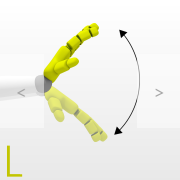



# FUNCTIONAL MOVEMENTS

## AUTOMATIC CANNON

### SAMPLE SETTINGS







◀

Difficulty  
**1/3**

▶

Range



Duration

< 90s >

Range adjustment

0% ↔ 100%  
? ↔ ?

Enable distractors

< No >

Time between cannonballs

< 1s >

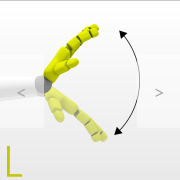

Time between enemies

< 3s >

Enemies speed

< 50% >







◀

Difficulty  
**custom**

▶

Range



Duration

< 90s >

Range adjustment

0% ↔ 100%  
? ↔ ?

Enable distractors

< No >

Time between cannonballs

< 1s >

Time between enemies

< 3s >

Enemies speed

< 100% >

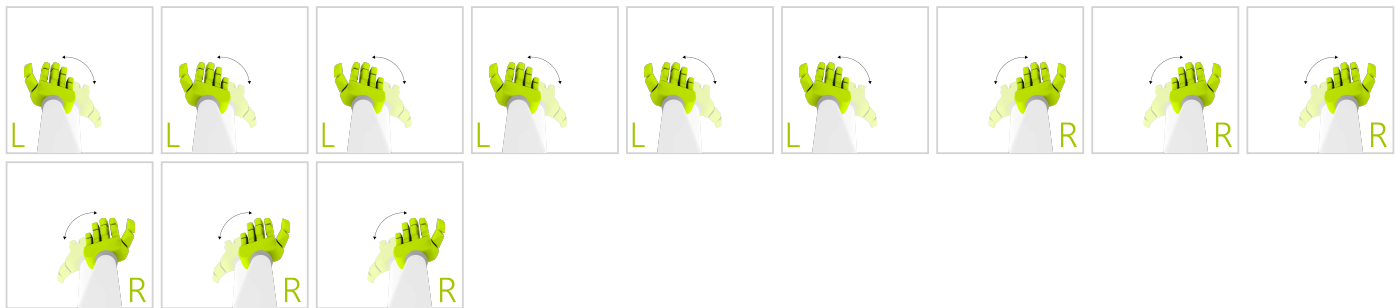


# FUNCTIONAL MOVEMENTS

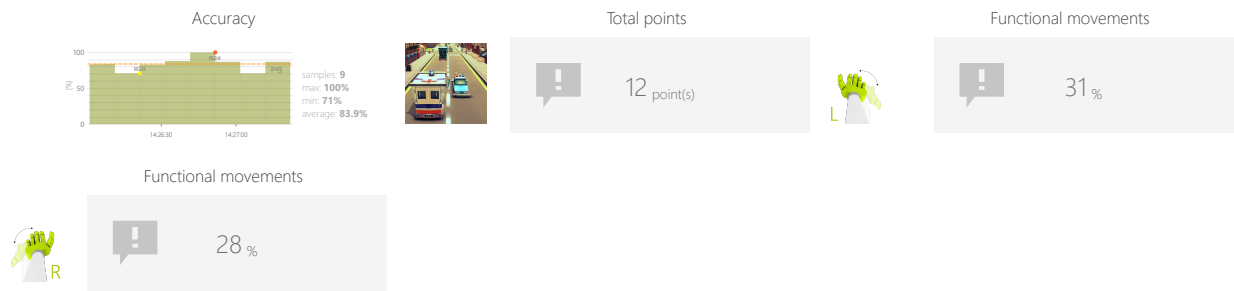
## AMBULANCE

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



### 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.



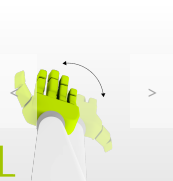



# FUNCTIONAL MOVEMENTS

## AMBULANCE

### SAMPLE SETTINGS





◀

Difficulty  
**2/3**

▶


<

Speed  
**50%**

>

speed set automatically

<

Range  
  
? ↔ ?

>

<

Duration  
**30s**

>

<

Range adjustment  
0% ↔ 100%  
? ↔ ?

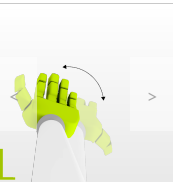

>

<

Distance between cars  
**50%**

>





◀

Difficulty  
**custom**

▶


<

Speed  
**50%**

>

speed set automatically

<

Range  
  
? ↔ ?

>

<

Duration  
**30s**

>

<

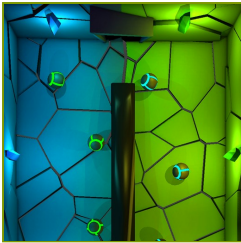
Range adjustment  
0% ↔ 100%  
? ↔ ?

>

<

Distance between cars  
**200%**

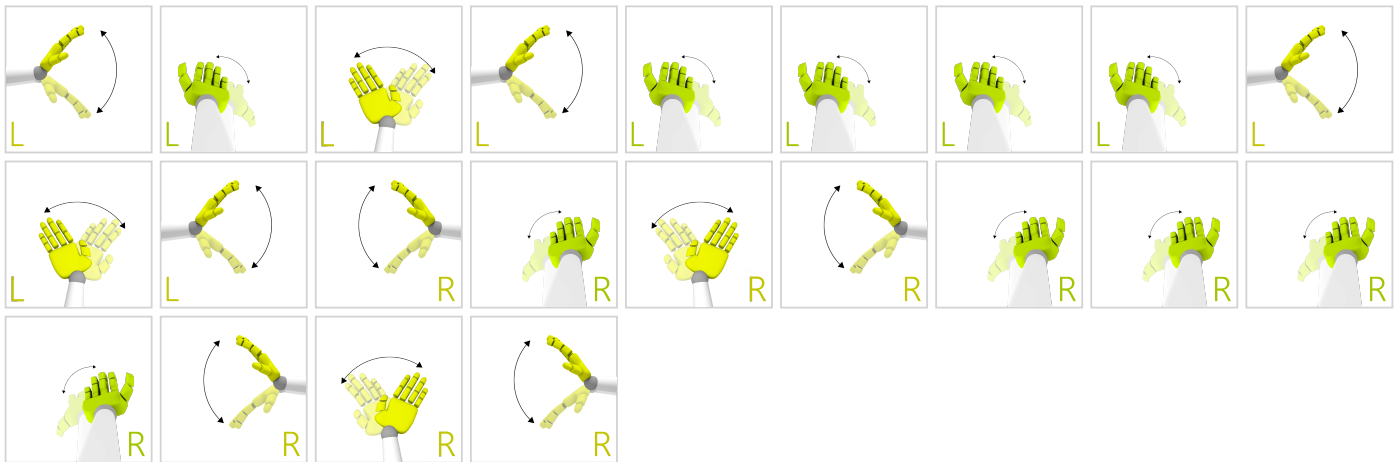
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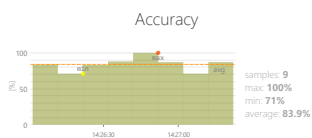
# DIVIDED ATTENTION SORTER

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

10 point(s)



Divided attention

38 %

## ADJUSTMENTS

- Range
- Task duration
- toAdd(ScalingRange)
- Number of objects
- Gap size
- Speed of objects

## OBJECTIVES

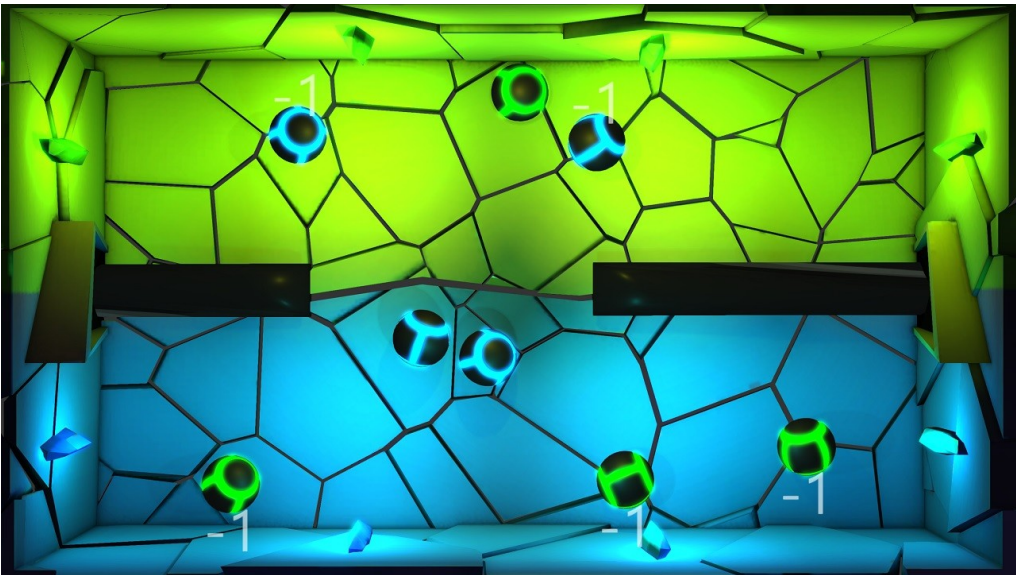
- Predicting the trajectory of objects
- Focusing
- Perceptivity
- Movement precision
- Exercise with or without support from healthy limb

## 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.

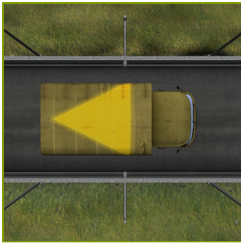


	<p>Difficulty</p> <p><b>1/3</b></p>	
<p>Range</p>	<p>Duration</p> <p>30s</p>	
<p>Range adjustment</p> <p>0% ↔ 100%</p> <p>? ↔ ?</p>	<p>Number of objects</p> <p>4</p>	
<p>Speed of objects</p> <p>100%</p>	<p>Gap size</p> <p>150%</p>	



	<p>Difficulty</p> <p><b>1/3</b></p>	
<p>Range</p>	<p>Duration</p> <p><b>30s</b></p>	
<p>Range adjustment</p> <p>0%  100%</p> <p> </p>	<p>Number of objects</p> <p><b>4</b></p> <p>Gap size</p> <p><b>150%</b></p>	
<p>Speed of objects</p> <p><b>100%</b></p>		

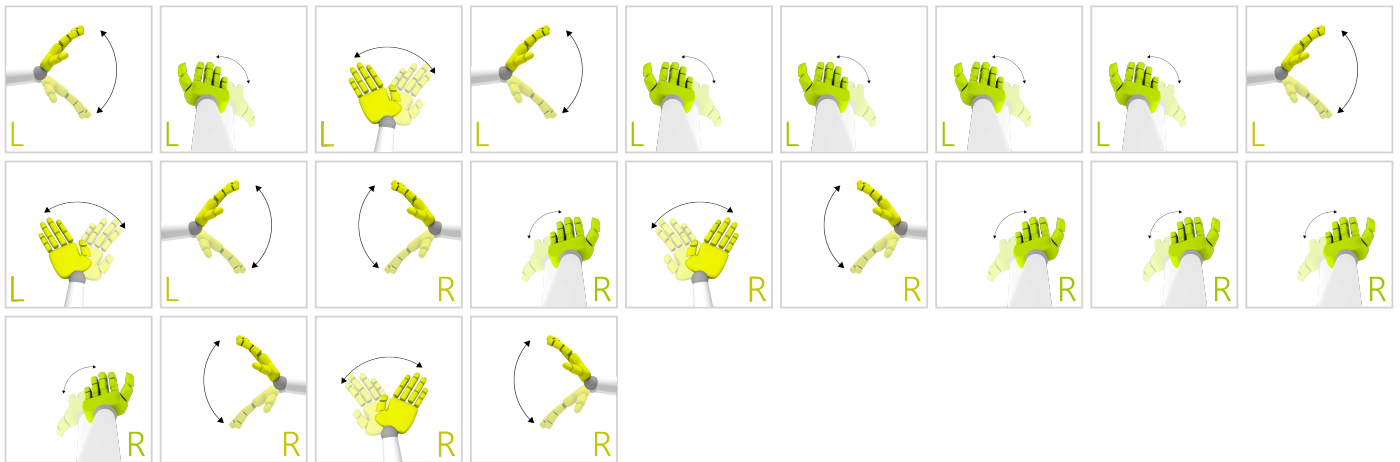




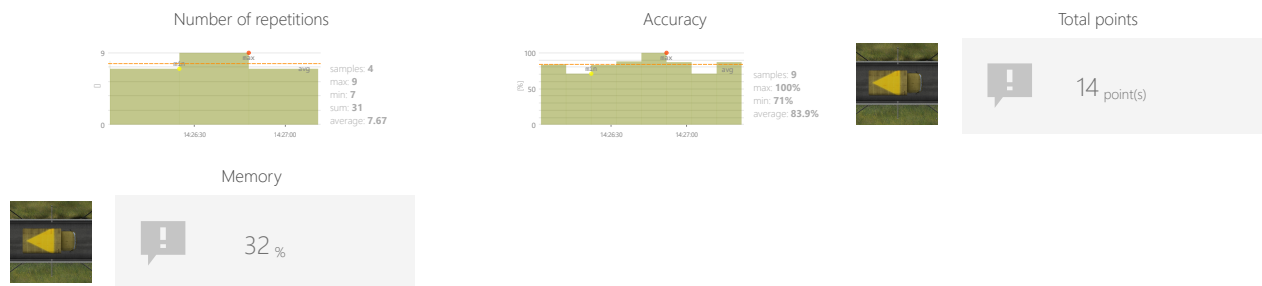
# MEMORY TRUCKS

Measure and train individual's skills to memorize information.

## CONTROL MODES



## RESULTS



## ADJUSTMENTS

- Range
- Task duration
- toAdd(ScalingRange)
- Variations

## OBJECTIVES

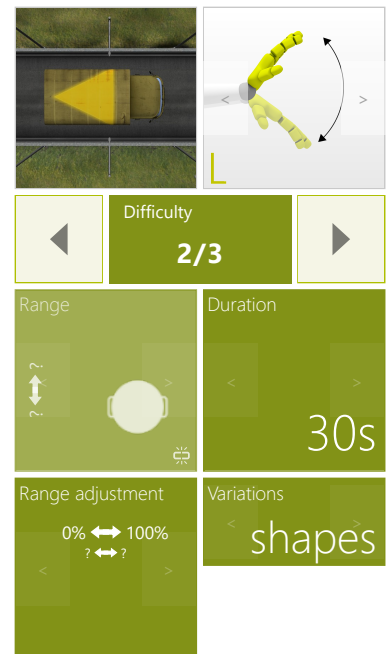
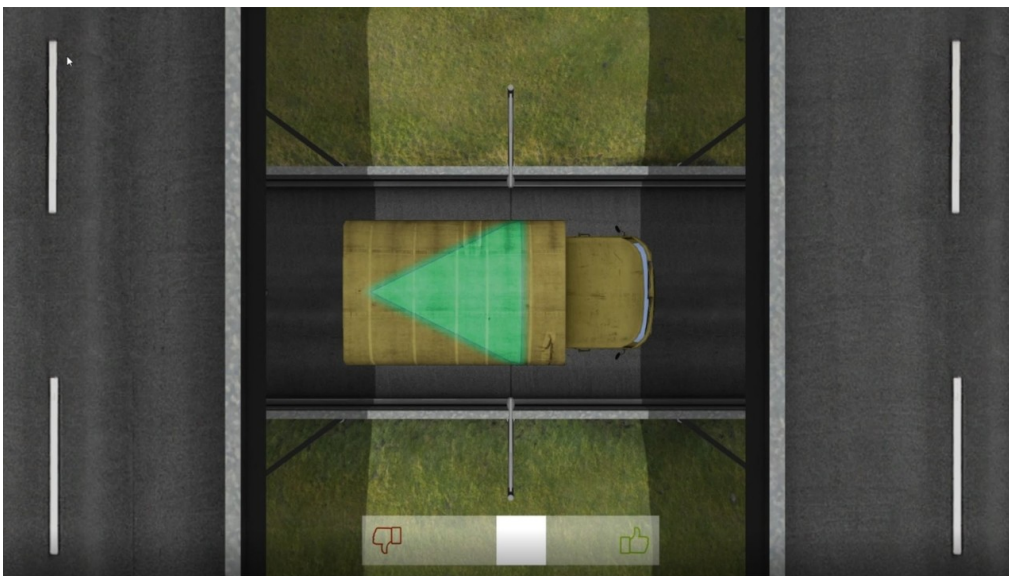
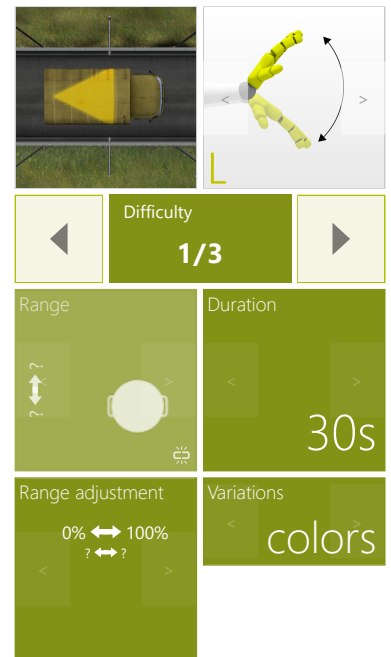
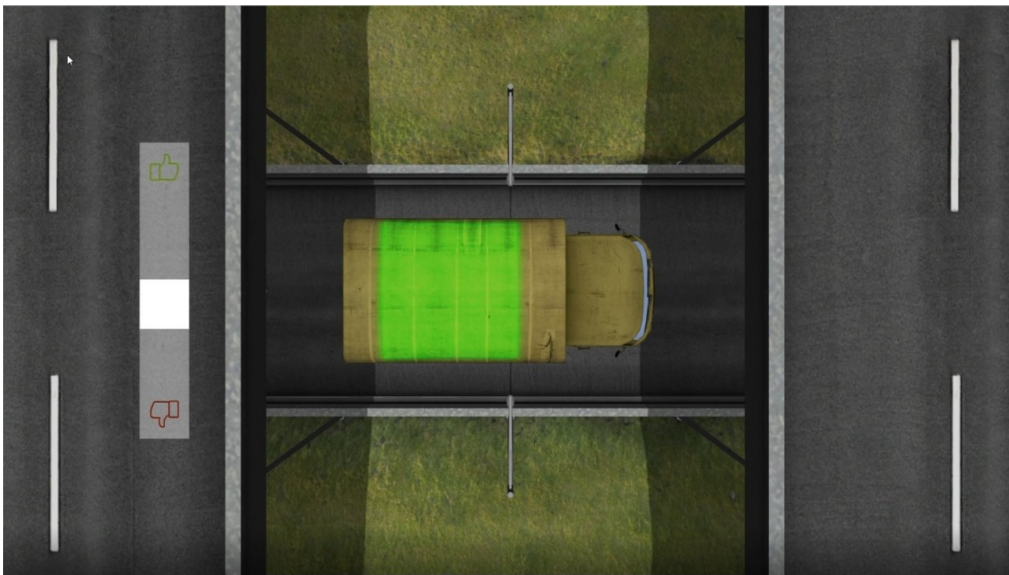
- Logical tasks
- Focusing
- Perceptivity

## 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



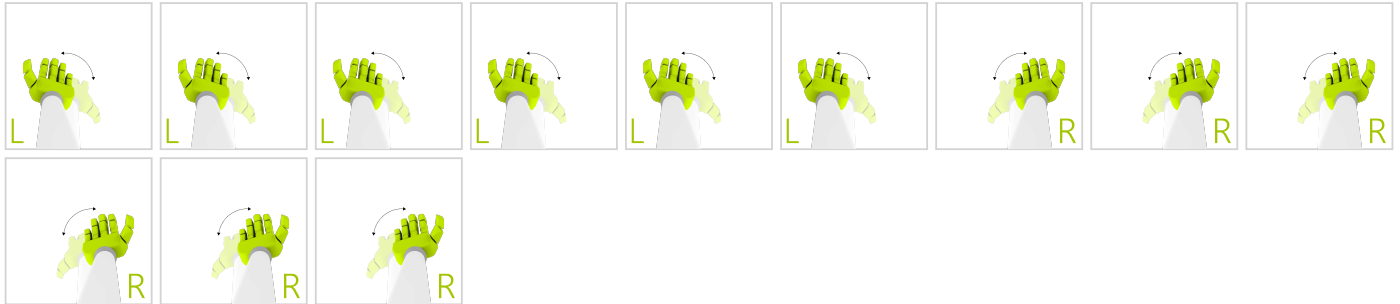


# PROBLEM SOLVING

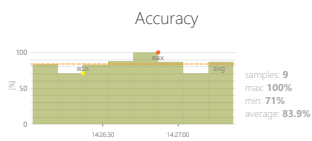
## CLONES

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

15 point(s)



Problem solving

33 %

## OBJECTIVES

- Perceptivity
- Visual motor coordination
- Logical tasks

## INSTRUCTION FOR PATIENT

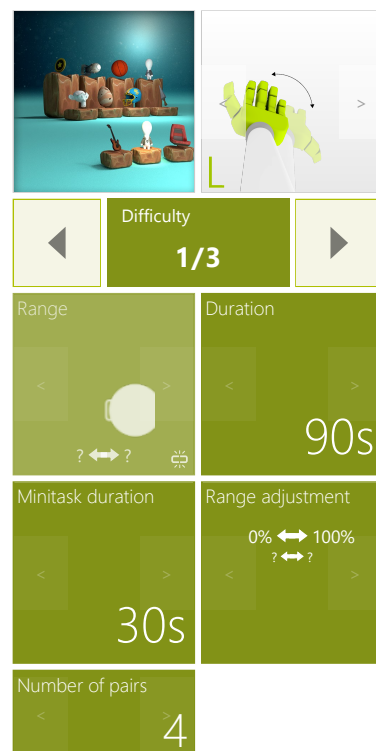
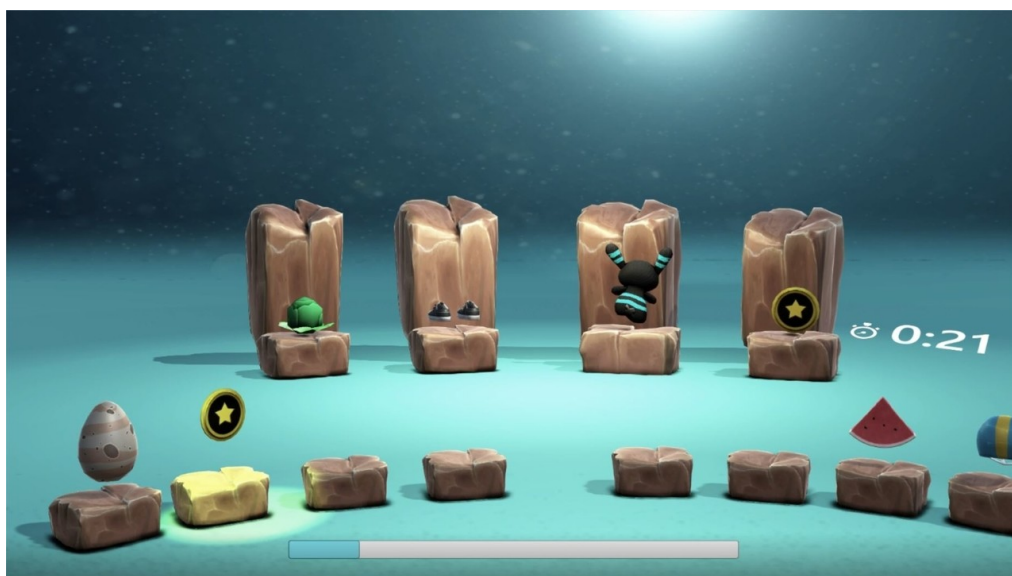
Select the item which has a pair on the screen.



# PROBLEM SOLVING

CLONES

## SAMPLE SETTINGS



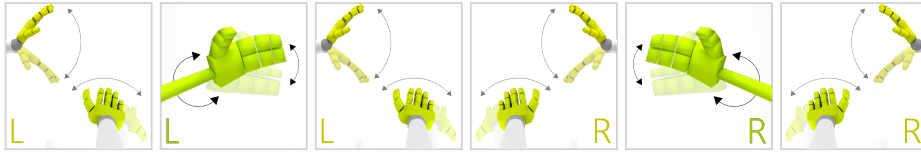


# PROBLEM SOLVING

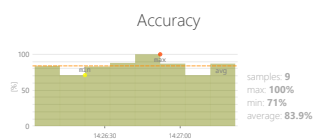
## MAZE

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

34 point(s)



Problem solving

21 %

## OBJECTIVES

- Logical tasks
- Planned movements
- Planning and Strategy

## INSTRUCTION FOR PATIENT

Lead the hippo through the maze to the glowing target.

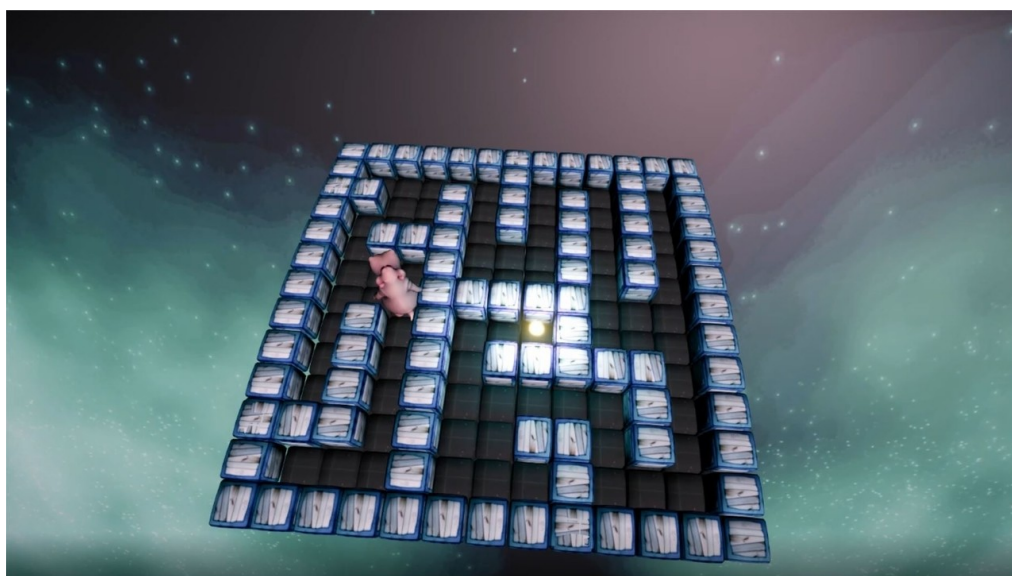


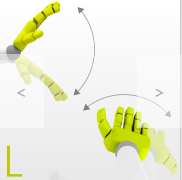



# PROBLEM SOLVING

## MAZE

### SAMPLE SETTINGS





◀

Difficulty  
**2/4**

▶

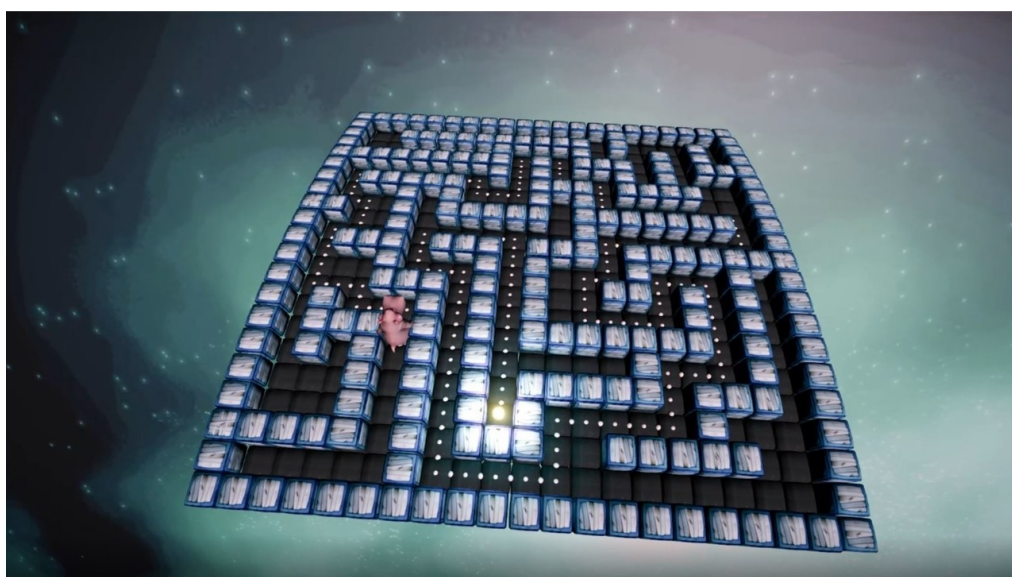
Range  
? ↔ ?  
? ↔ ?

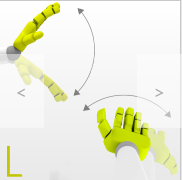

Duration  
90s

Range adjustment  
0% ↔ 100%  
0% ↔ 100%

Show path  
No

Maze size  
6





◀

Difficulty  
**custom**

▶

Range  
? ↔ ?  
? ↔ ?

Duration  
90s

Range adjustment  
0% ↔ 100%  
0% ↔ 100%

Show path  
Yes

Maze size  
10



## SPECIALIZED BLOOD PRESSURE

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

### CONTROL MODES



### ADJUSTMENTS

- Range
- toAdd(ScalingRange)

### OBJECTIVES

- Monitor external parameters

### INSTRUCTION FOR PATIENT

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