

BASE PACK FOR LEAP MOTION

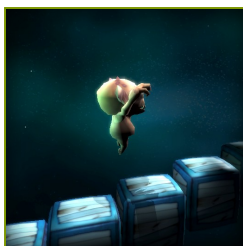
2025.1

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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).
- NVidia GeForce 1050

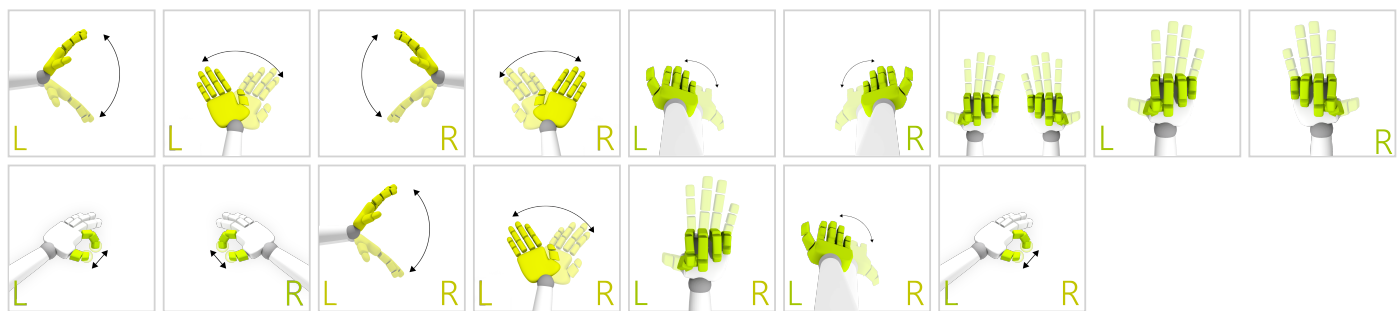


SPEED

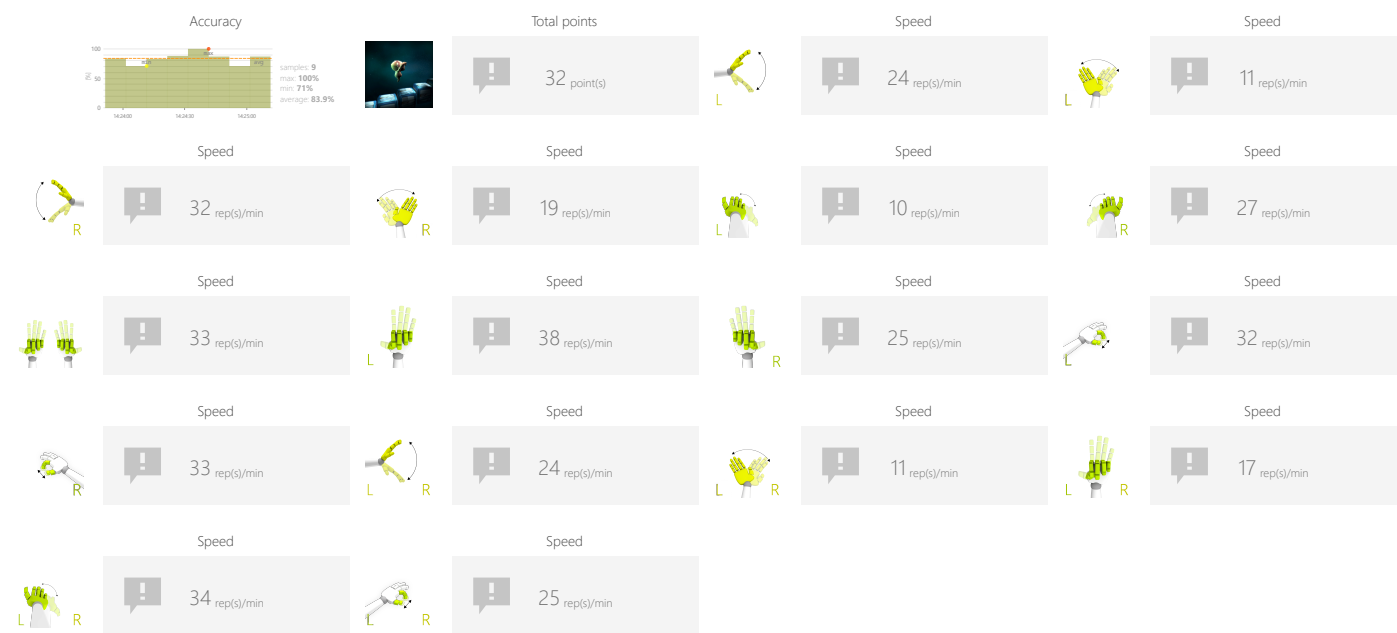
STAIRS

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.

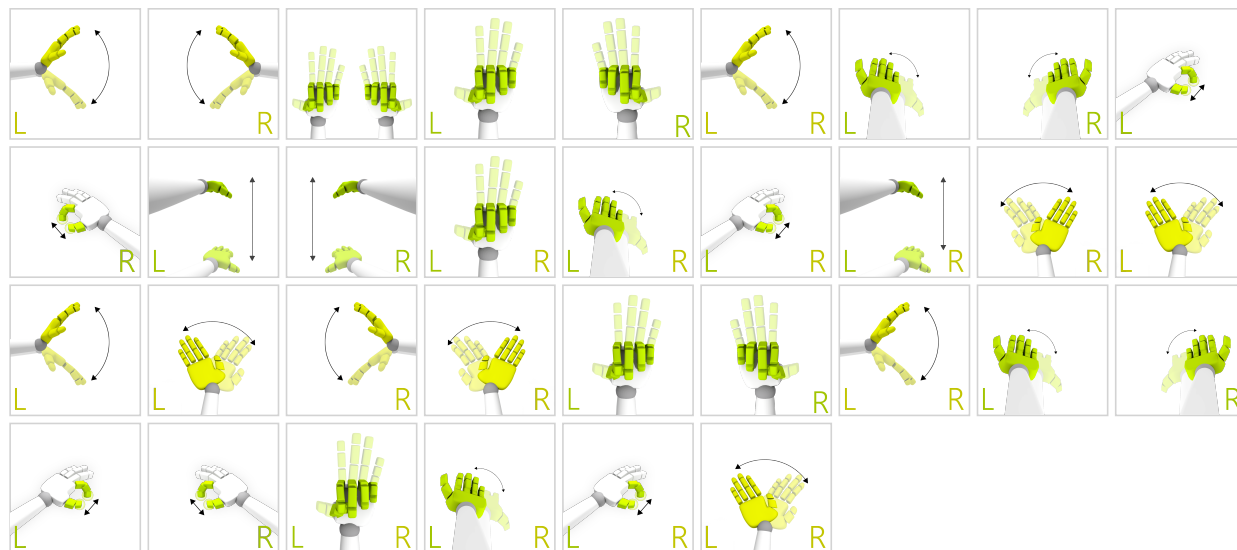


SPEED

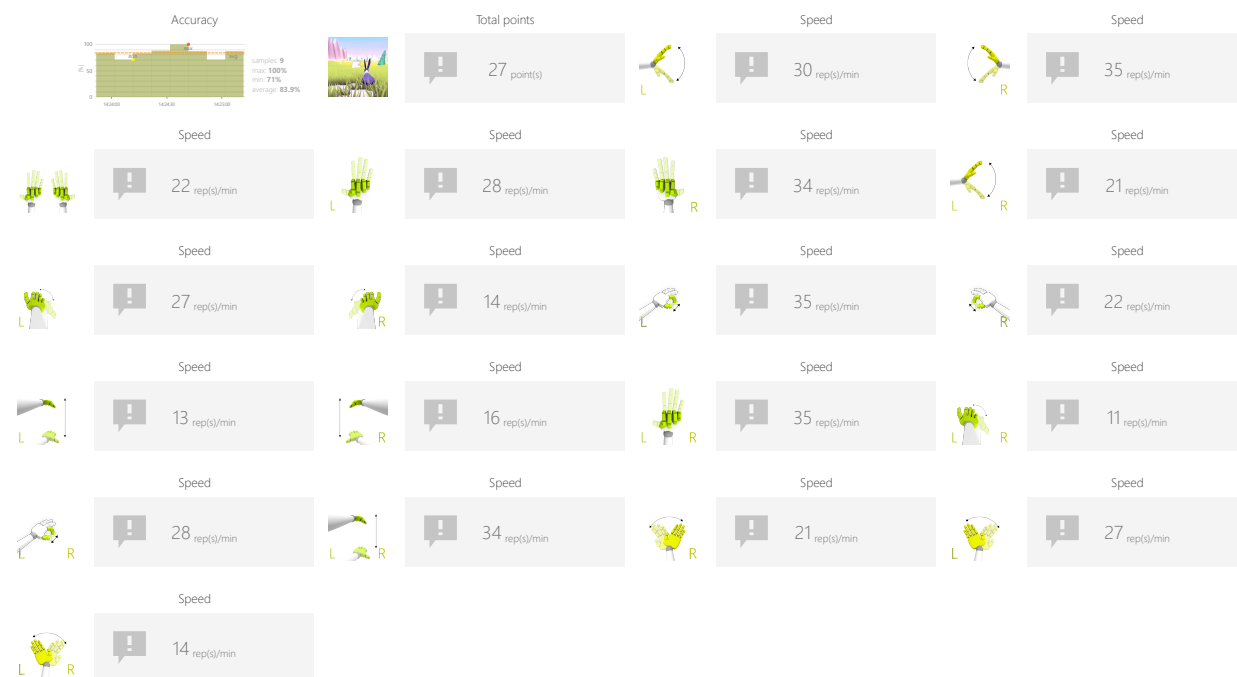
RABBIT

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

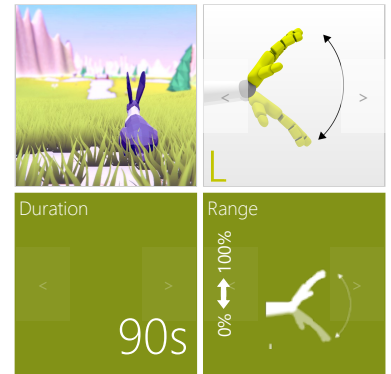
INSTRUCTION FOR PATIENT

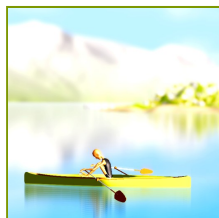
Go through the entire route as fast as you can.



SPEED RABBIT

SAMPLE SETTINGS



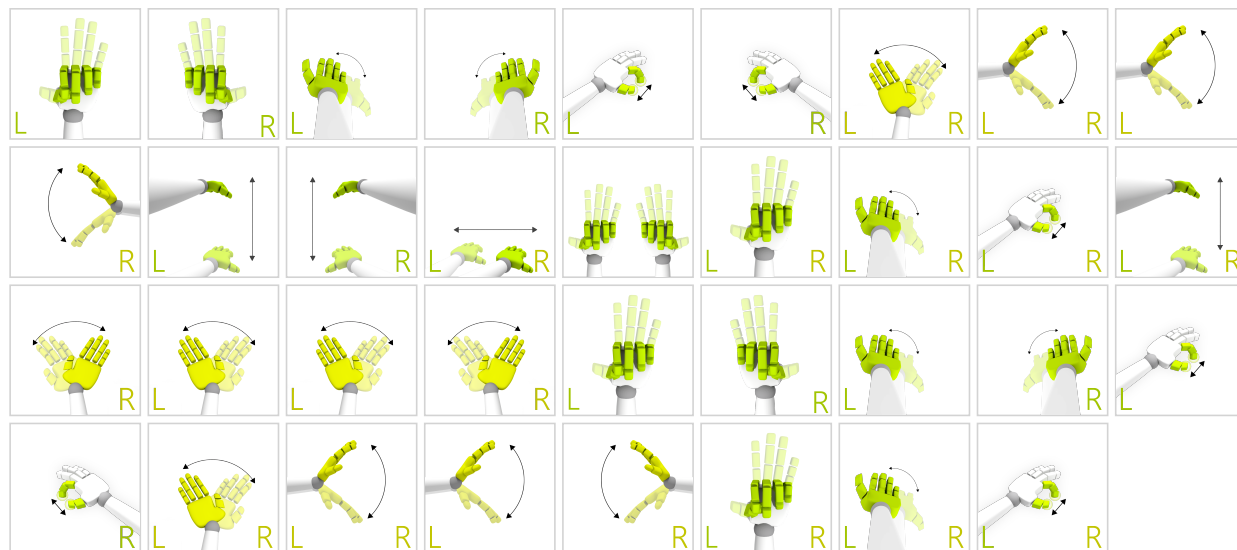


SPEED

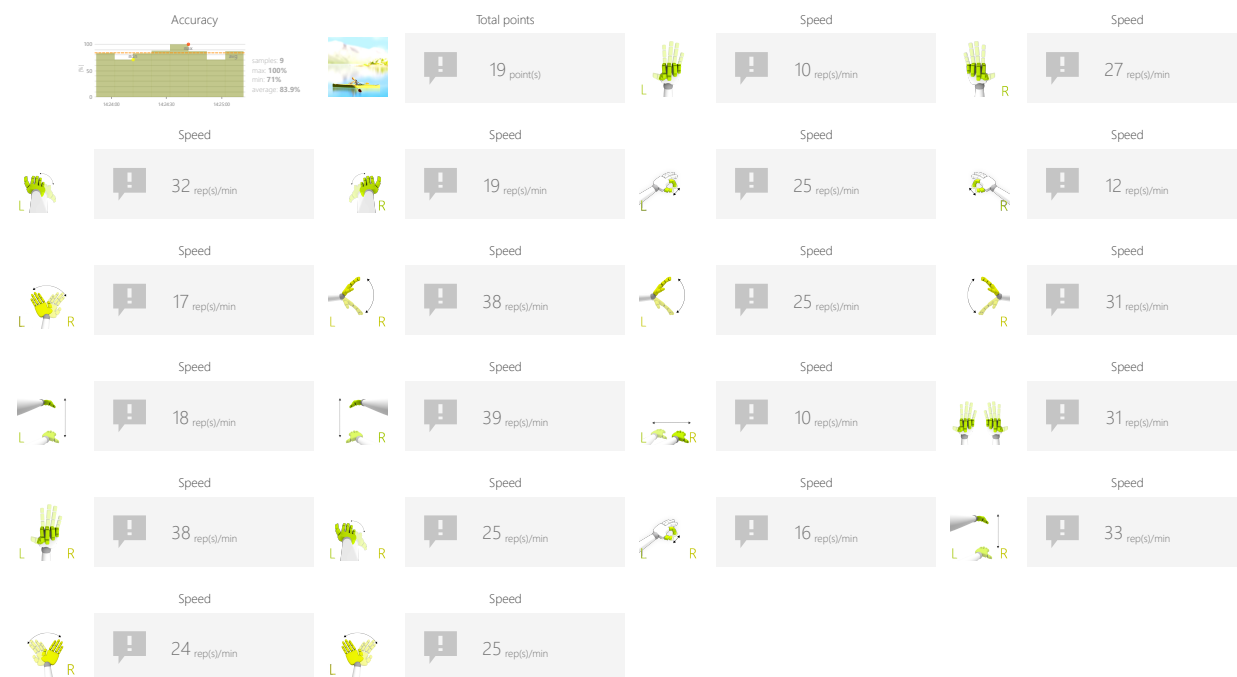
KAYAK

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

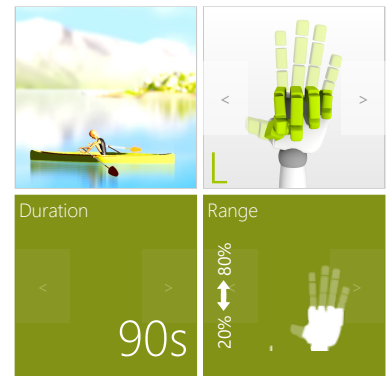
- Speed of movement
- Repetitive movements

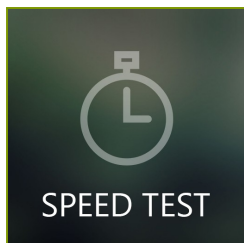
INSTRUCTION FOR PATIENT

Row as fast as you can.



SAMPLE SETTINGS



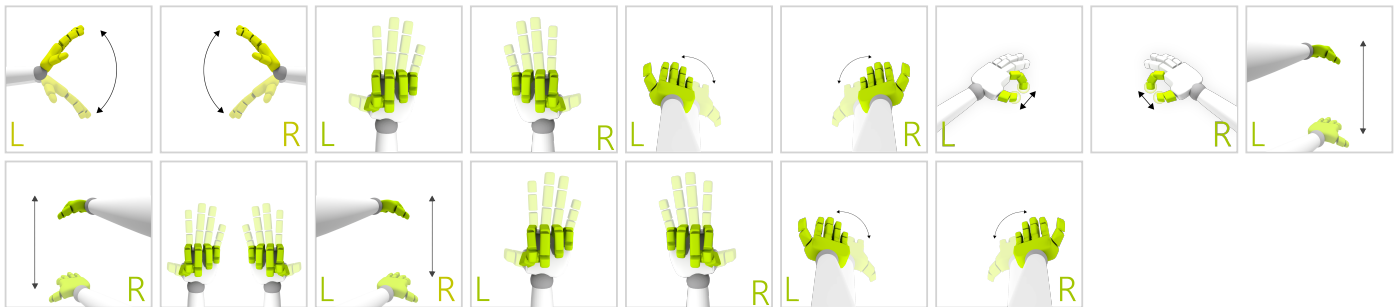


SPEED

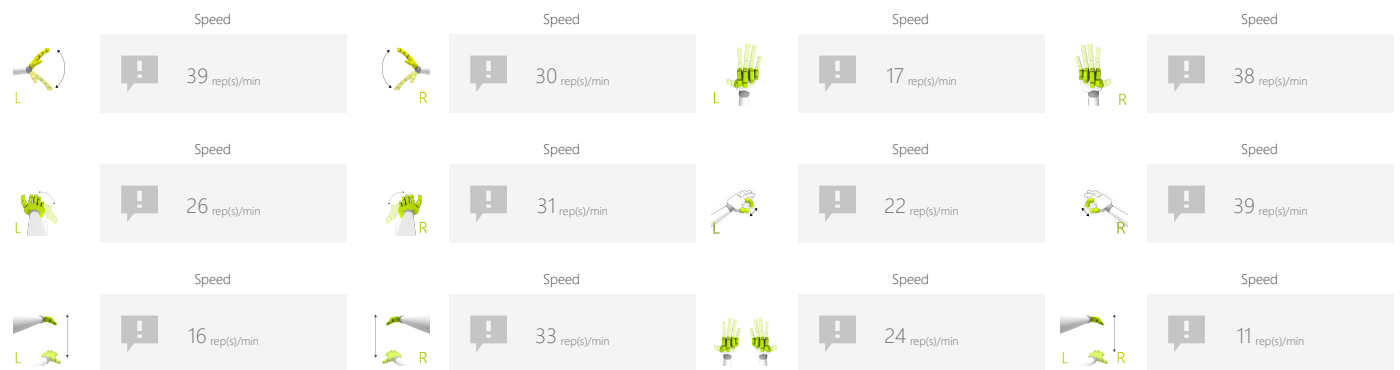
SPEED TEST

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

CONTROL MODES



RESULTS



ADJUSTMENTS

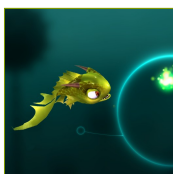
- Time to complete action
- Range

OBJECTIVES

- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

Perform the specified movement pattern as many times as possible.

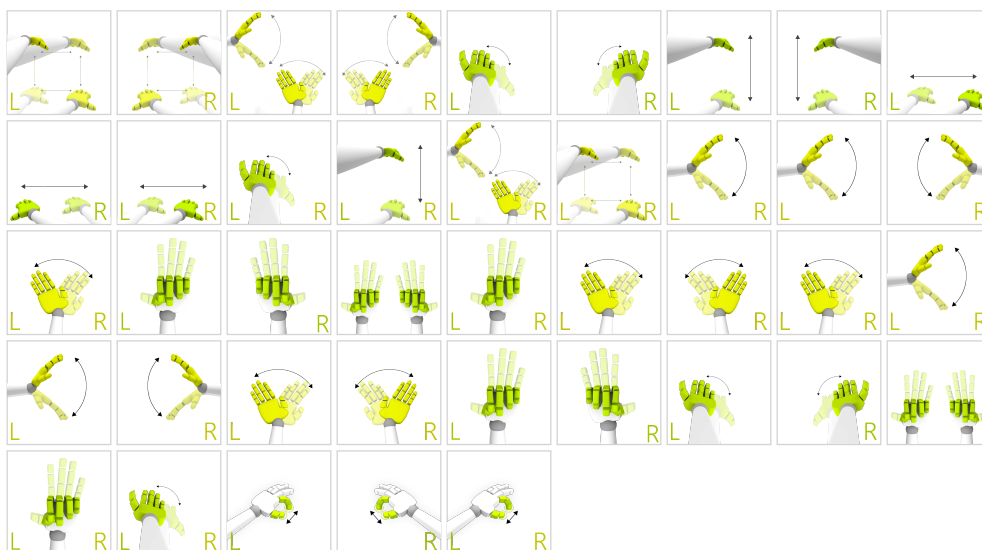


MOVEMENT PRECISION

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

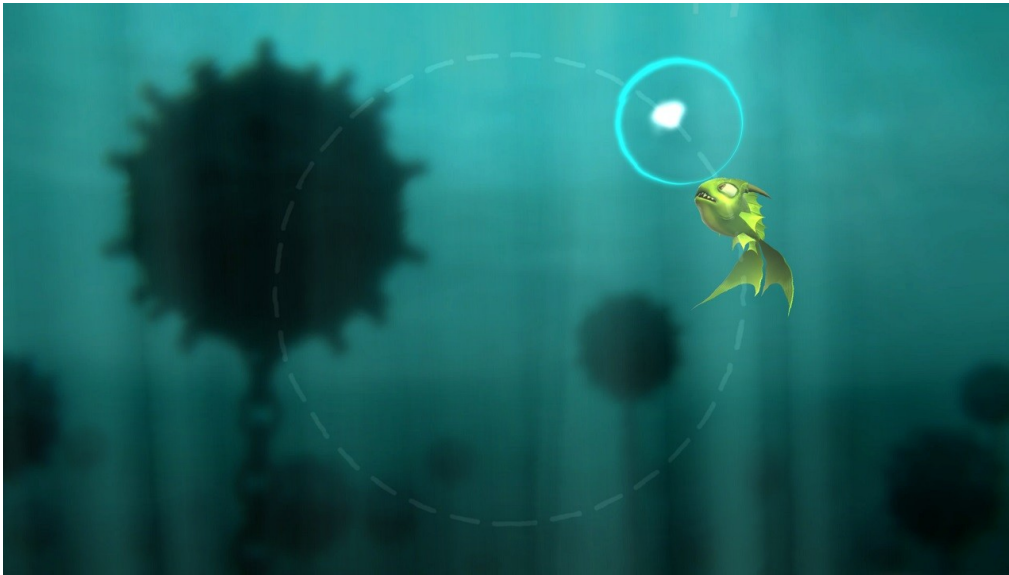
- 3D space movements reproduction
- Planned movements
- Muscle strengthening
- Movement precision
- Visual motor coordination


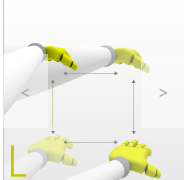


INSTRUCTION FOR PATIENT

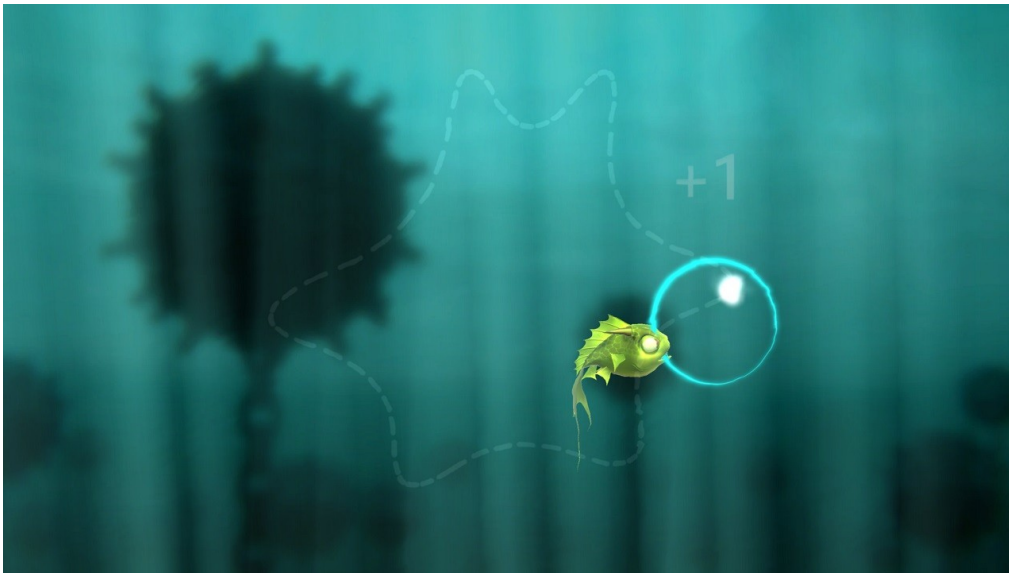
Move the blue circle to protect the sparks source from the fish. When the sparks source is inside the circle it is safe.


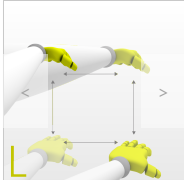




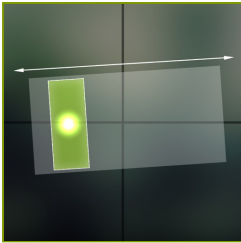
SAMPLE SETTINGS



	
Difficulty custom	
Duration 90s	Movement mode Left
Range 0% 100% 	Route shape 
Speed of objects 100%	



	
Difficulty 1/3	
Duration 90s	Movement mode Left
Range 0% 100% 	Route shape 
Speed of objects 100%	

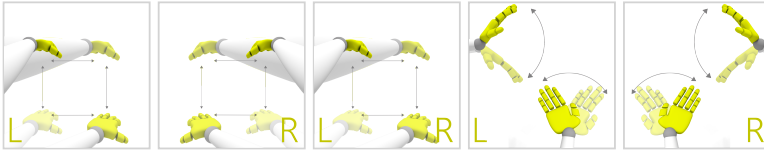


MOVEMENT PRECISION

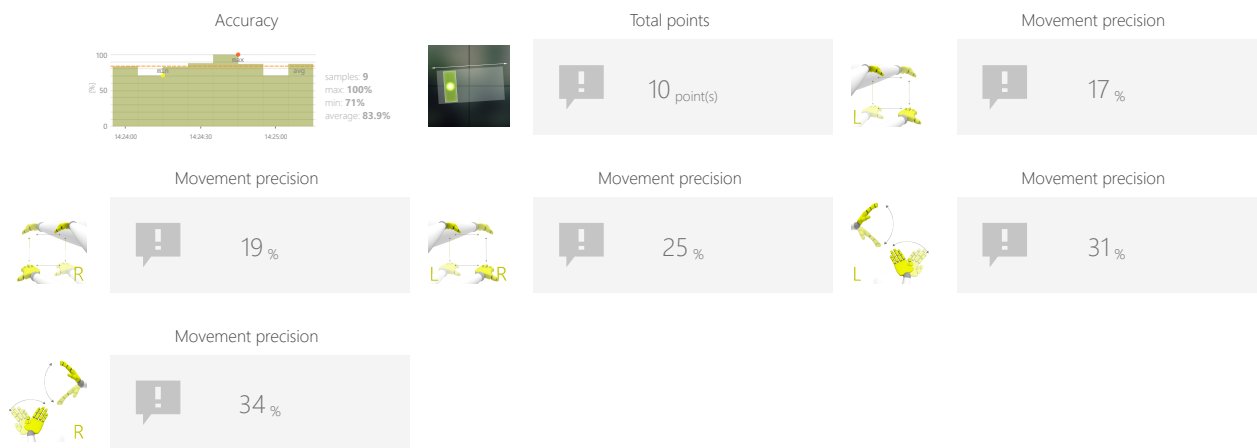
PENDULUM

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

CONTROL MODES



RESULTS



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.

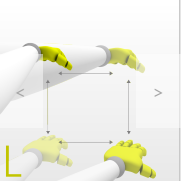
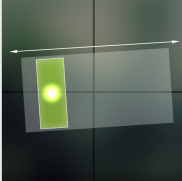


MOVEMENT PRECISION

PENDULUM

SAMPLE SETTINGS





◀

Difficulty

▶

1/2

Duration

< 90s >

Range

0% 100%

0% 100%

Show path

< No >

Period

< 5s >

Rotation

< 0 >

Pendulum height

< 50% >

Pendulum width

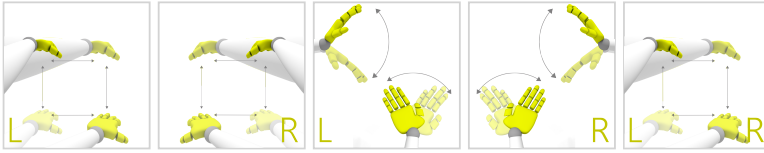
< 100% >



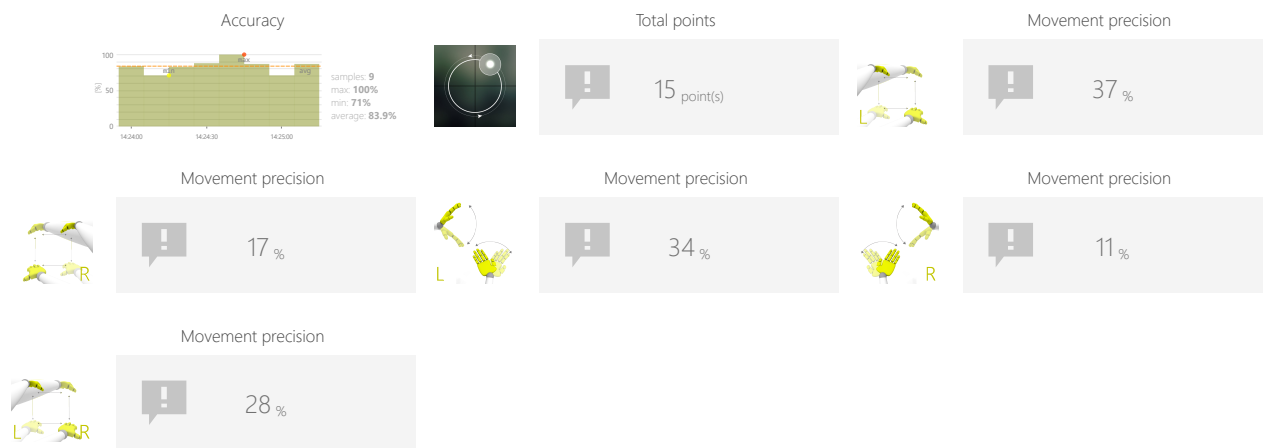
MOVEMENT PRECISION TRACKING

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

CONTROL MODES



RESULTS



OBJECTIVES

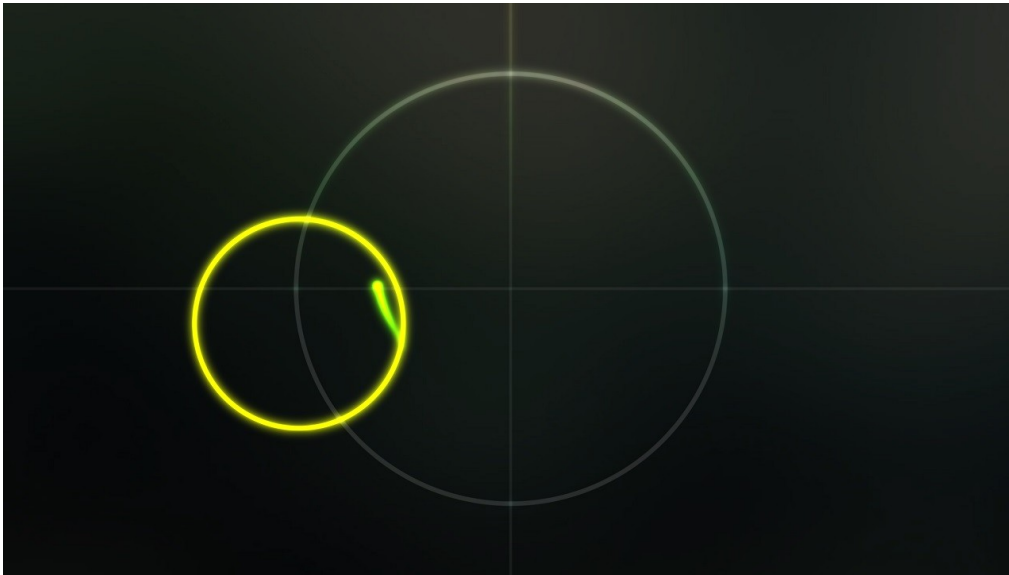
- 3D space movements reproduction
- Balance and equilibrium training
- Test the limits of balance and equilibrium

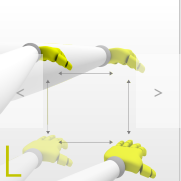

INSTRUCTION FOR PATIENT

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

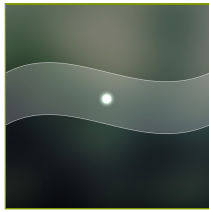


SAMPLE SETTINGS





Duration	Range
< 90s >	0% 100% 0% 100%
Inverse direction	Show path
< No >	< No >
Period	Radius
< 10s >	< 75% >
Target radius	
< 75% >	



MOVEMENT PRECISION

GRAPH

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

CONTROL MODES



RESULTS



ADJUSTMENTS

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

OBJECTIVES

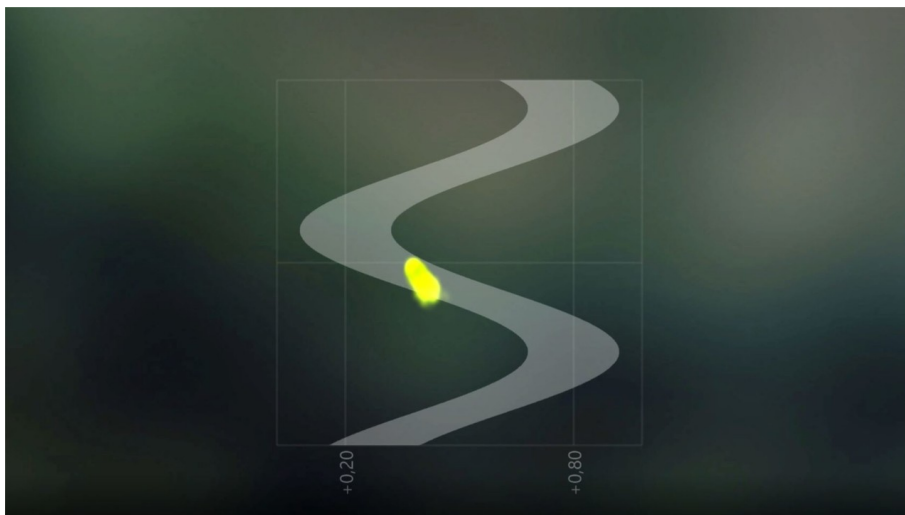
- Movement precision
- Activity in a given rhythm
- Repetitive movements
- Hands raising

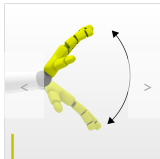
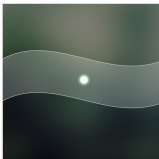
INSTRUCTION FOR PATIENT

Try to stay within the borders.



SAMPLE SETTINGS






◀

Difficulty

▶

3/3

Graph configuration



⌚ : 4.0s ± : 20%

Duration


Range

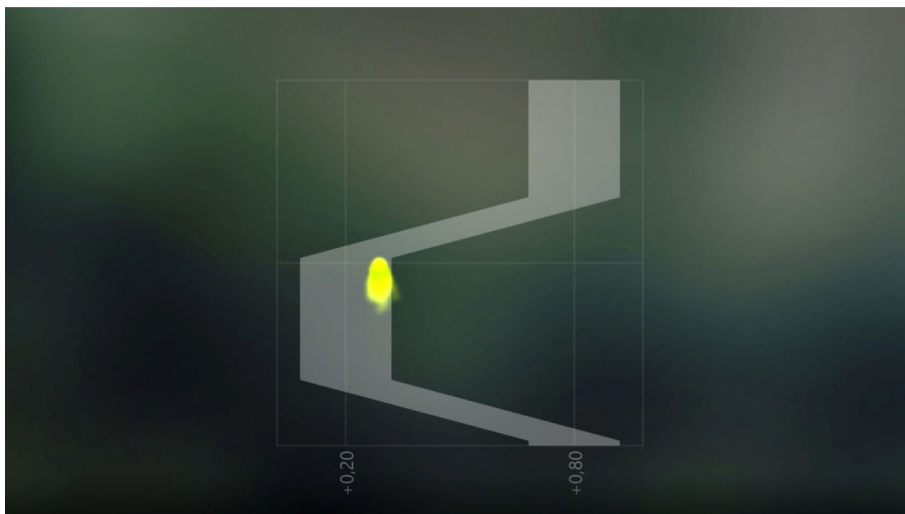
◀

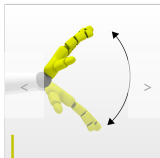
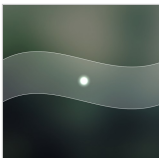
30s

▶

0% 100%








◀

Difficulty

▶

1/3

Graph configuration



⌚ : 4.0s ± : 40%

Duration


Range

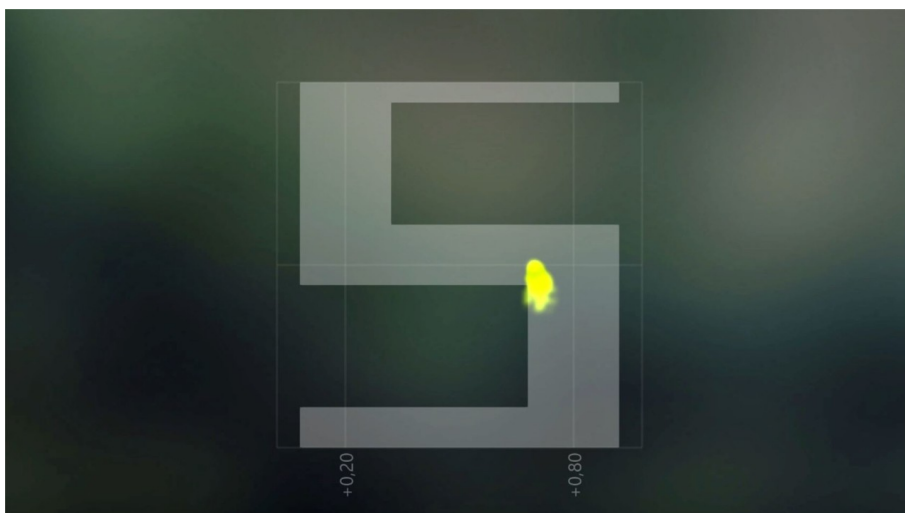
◀

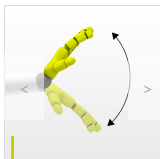
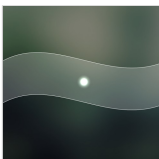
90s

▶

0% 100%







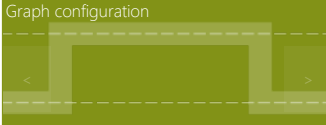
◀

Difficulty

▶

custom

Graph configuration



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

Duration


Range

◀

30s

▶

0% 100%



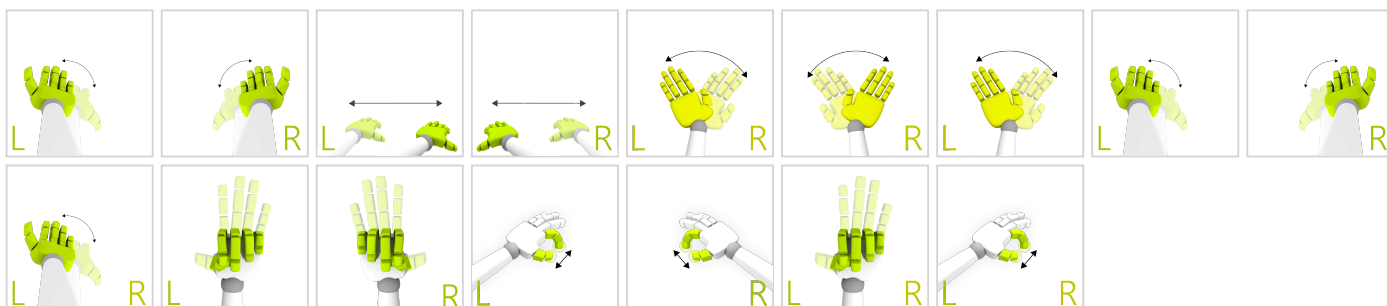


MOVEMENT PRECISION

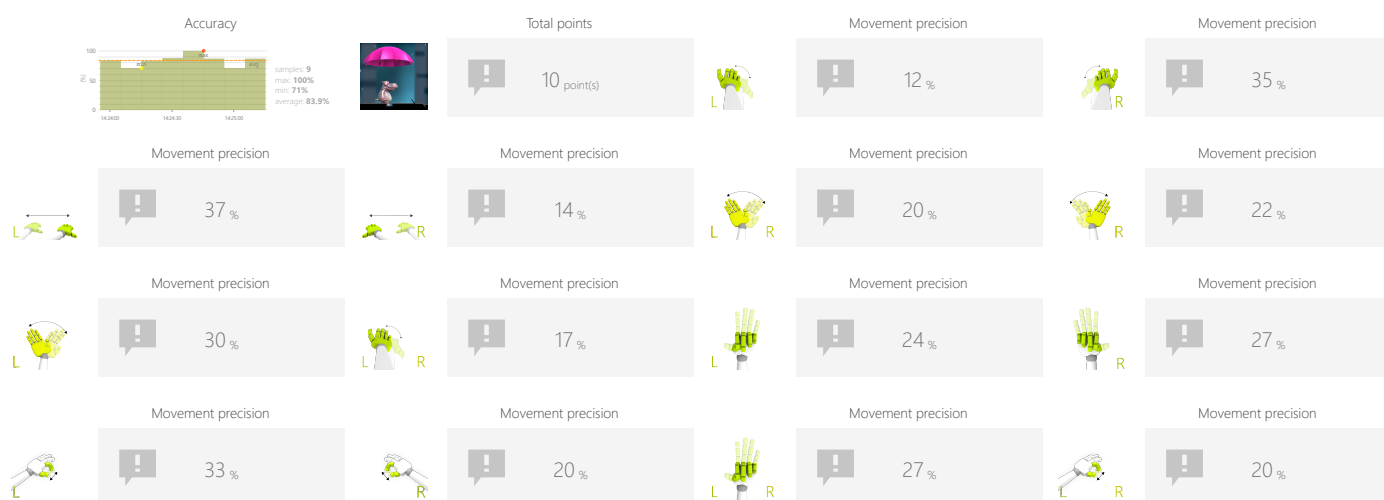
UMBRELLA

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!

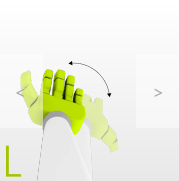



MOVEMENT PRECISION

UMBRELLA

SAMPLE SETTINGS





◀

Difficulty
1/3

▶

Duration
60s

Path
⌚: 8.0s

Range
80% ↔ 20%

Umbrella size
150%

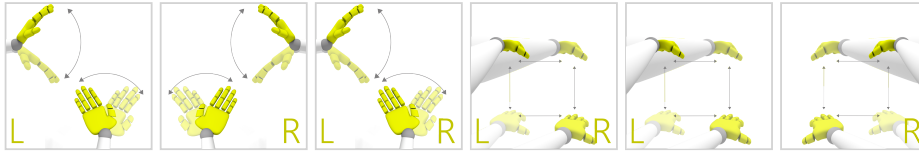


FUNCTIONAL MOVEMENTS

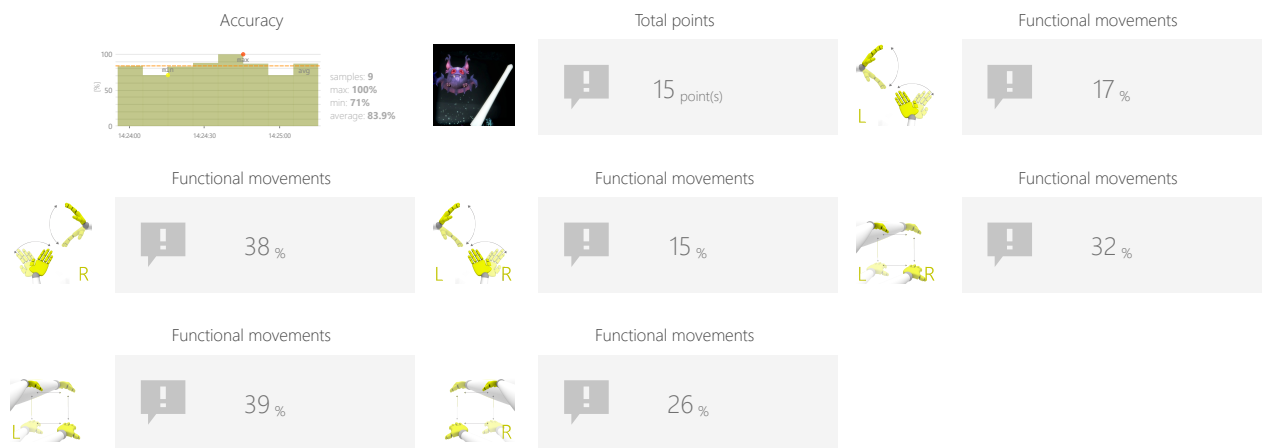
VAMPIRES

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

CONTROL MODES



RESULTS



OBJECTIVES

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

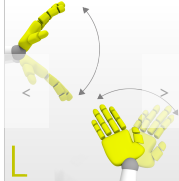

INSTRUCTION FOR PATIENT

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



SAMPLE SETTINGS






◀

Difficulty
1/3

▶


Active positions



Duration

< 90s >

Range

0% 100%

0% ↔ 100%

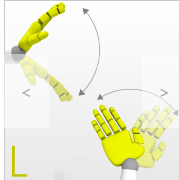

Time between objects

< 2s >

Time to react

< 2s >






◀

Difficulty
1/3

▶


Active positions



Duration

< 90s >

Range

0% 100%

0% ↔ 100%

Time between objects

< 2s >

Time to react

< 2s >



FUNCTIONAL MOVEMENTS

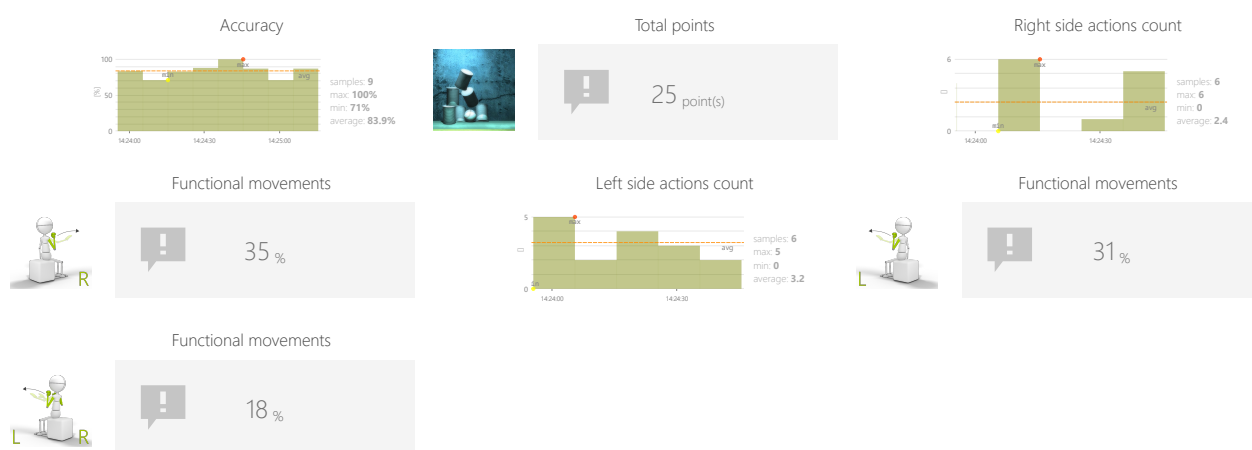
CANS

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

CONTROL MODES



RESULTS



OBJECTIVES

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



INSTRUCTION FOR PATIENT


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

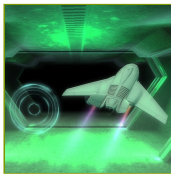


SAMPLE SETTINGS





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

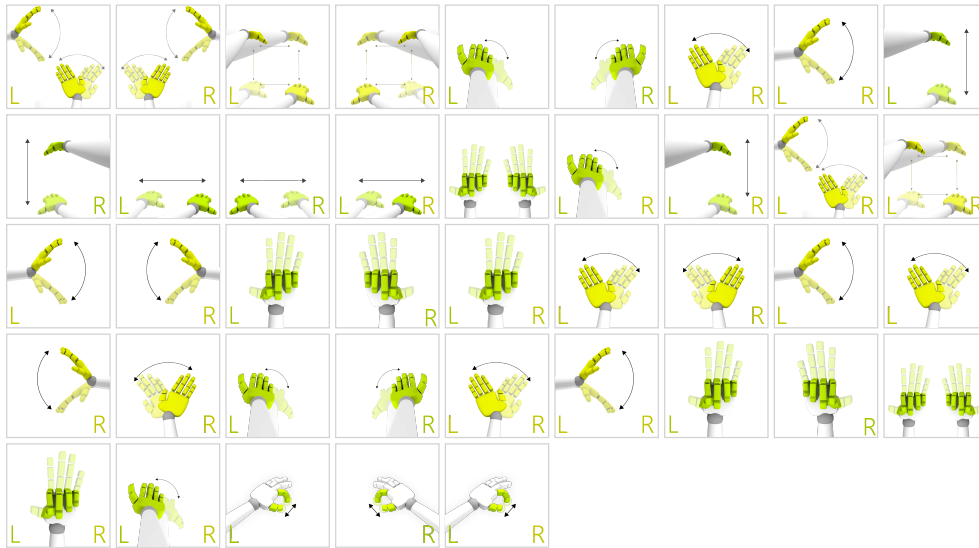


FUNCTIONAL MOVEMENTS

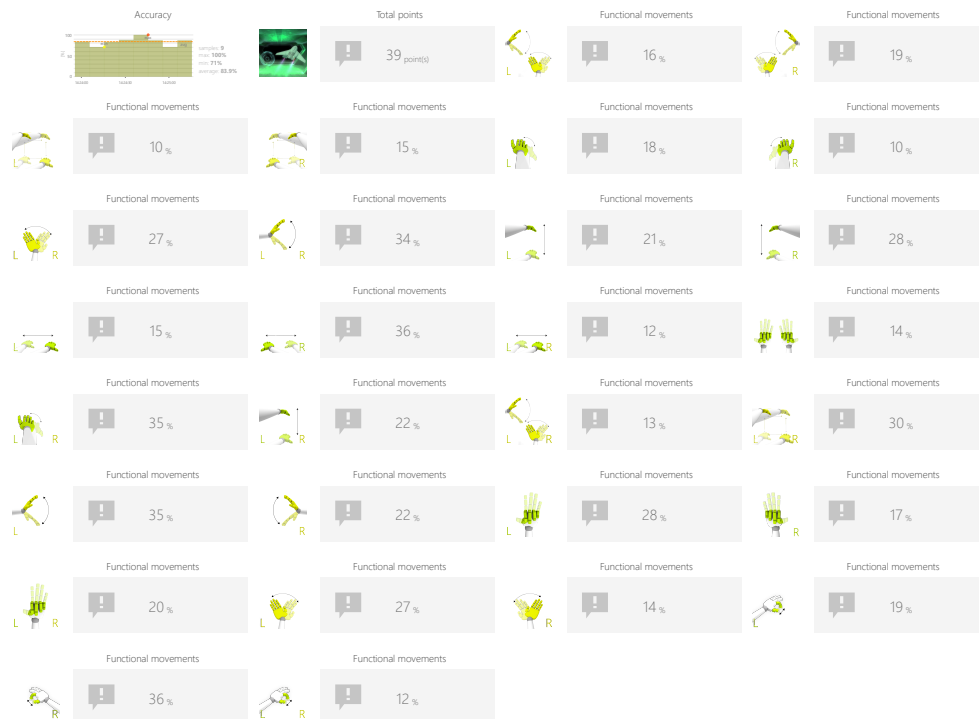
AIRPLANE

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Speed
- Task duration
- Range

OBJECTIVES

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

INSTRUCTION FOR PATIENT

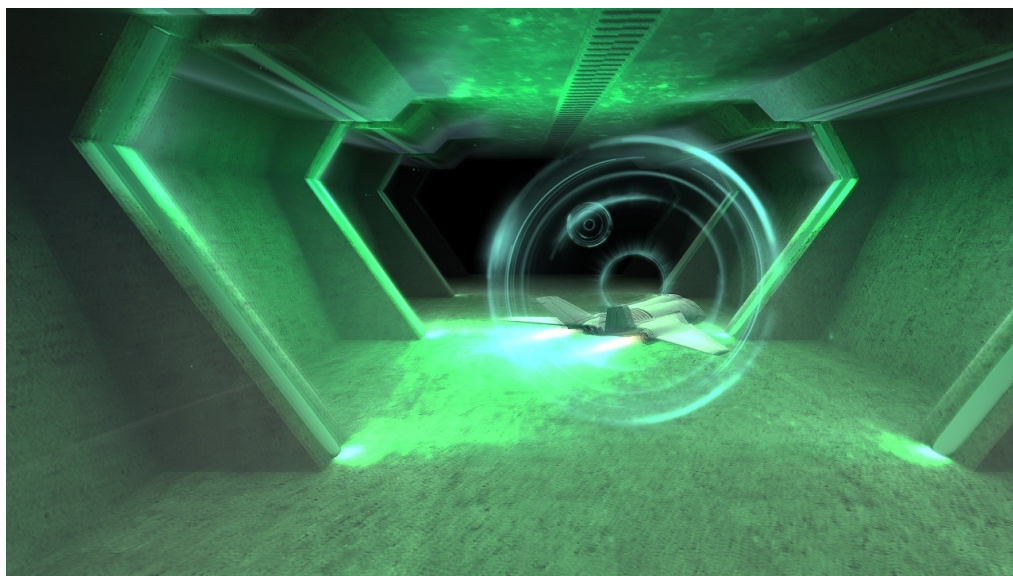
Make the airplane fly through the circles. The closer to the center it flies the more points you get.

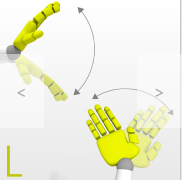
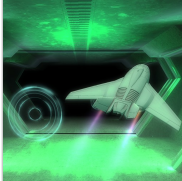


FUNCTIONAL MOVEMENTS

AIRPLANE

SAMPLE SETTINGS





◀

Difficulty
2/4

▶

Speed

< 100% >

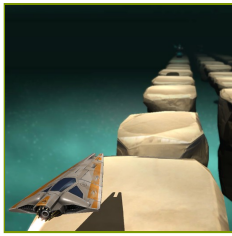
speed set automatically

Duration

< 90s >

Range

0% 100% 0% ↔ 100%

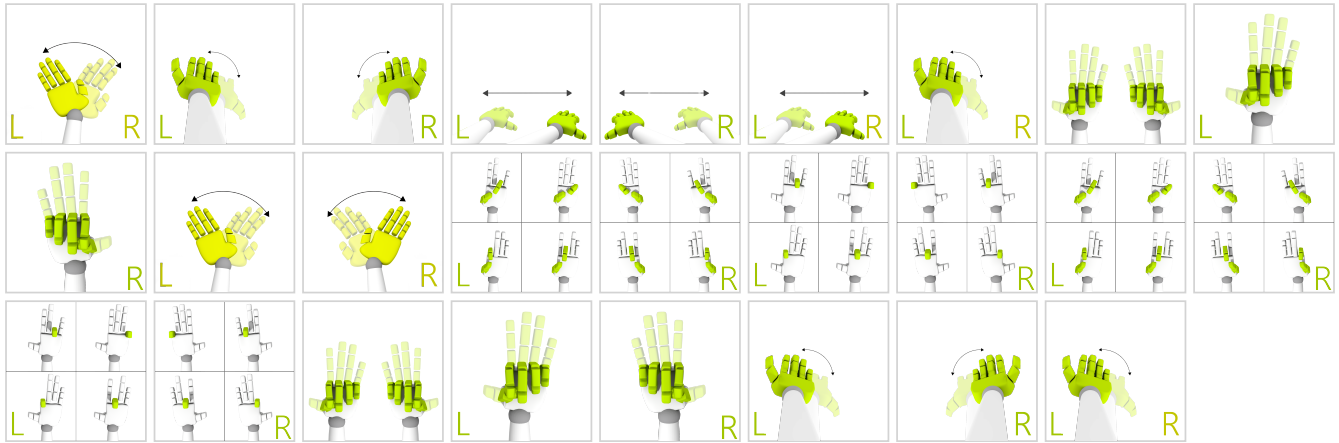


FUNCTIONAL MOVEMENTS

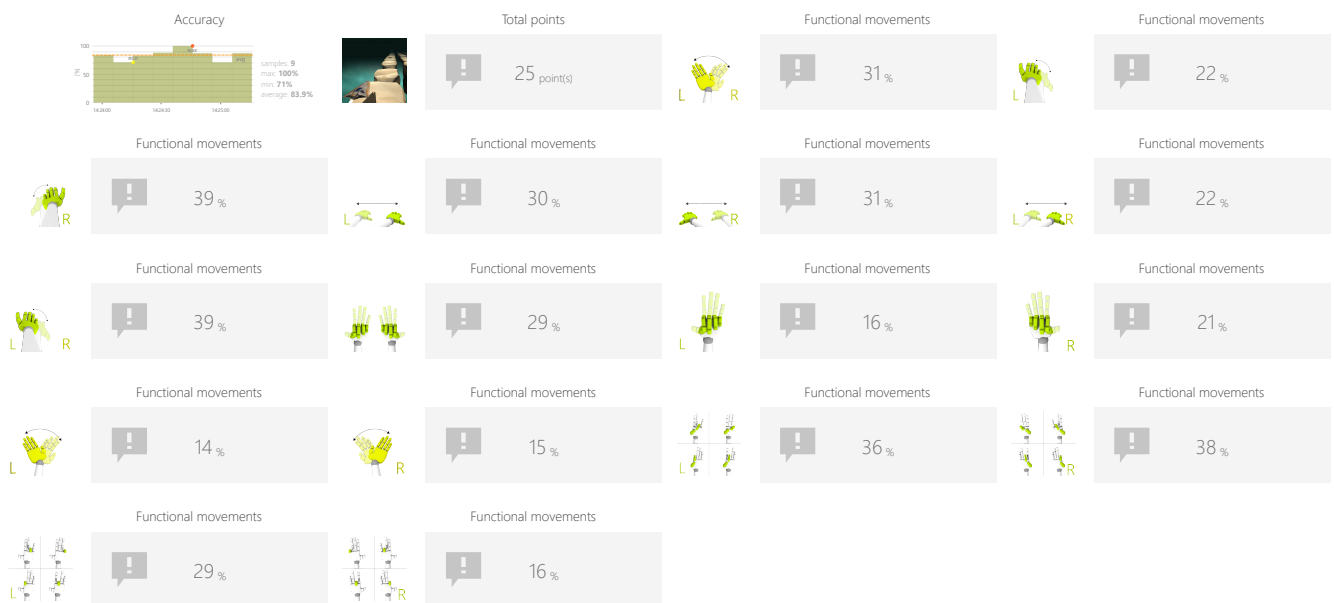
STONES

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



ADJUSTMENTS

- Speed
- Task duration

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.

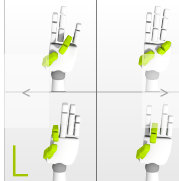
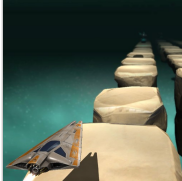



FUNCTIONAL MOVEMENTS

STONES


SAMPLE SETTINGS







Difficulty
1/3



Speed

< 100% >

speed set automatically

Duration

< 90s >

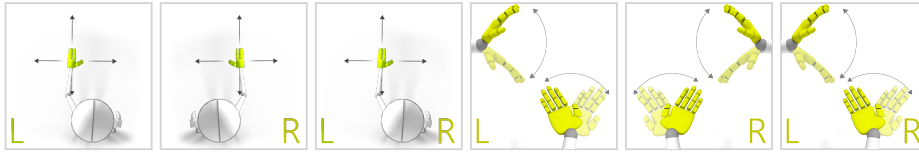


FUNCTIONAL MOVEMENTS

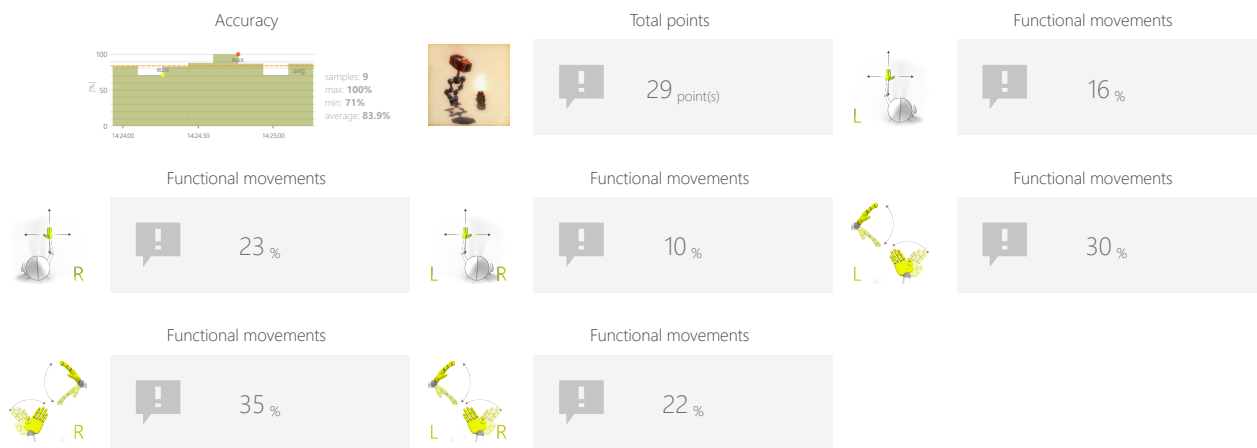
HAMMER

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	1/3
Active positions	Duration
	90s
Range	Time to react
0% 100%	10s
	Reticle size
0% 100%	125%

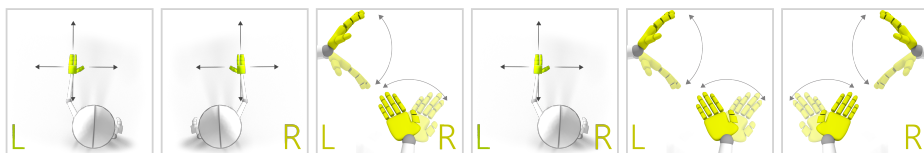


FUNCTIONAL MOVEMENTS

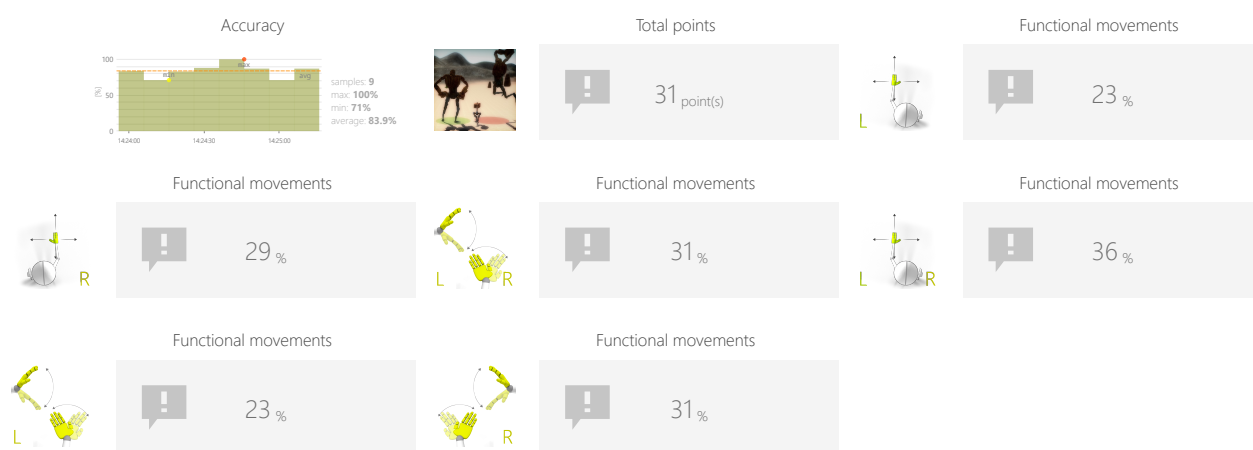
RUNAWAY

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

CONTROL MODES



RESULTS



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.

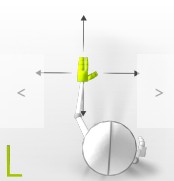



FUNCTIONAL MOVEMENTS

RUNAWAY

SAMPLE SETTINGS





Difficulty

1/3

Duration

90s

Range

0% 100%

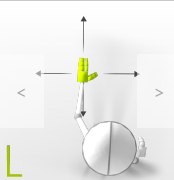

Number of enemies

2

Enemies speed

100%





Difficulty

custom

Duration

90s

Range

0% 100%

Number of enemies

4

Enemies speed

100%

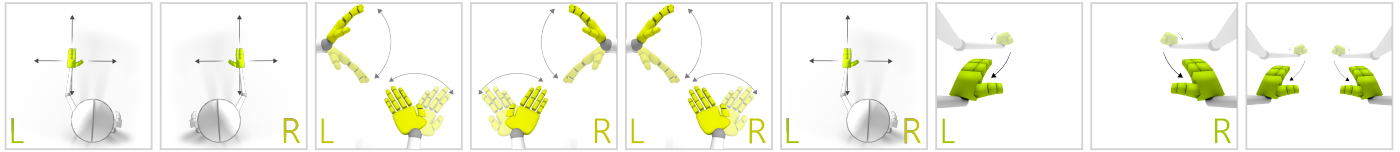


FUNCTIONAL MOVEMENTS

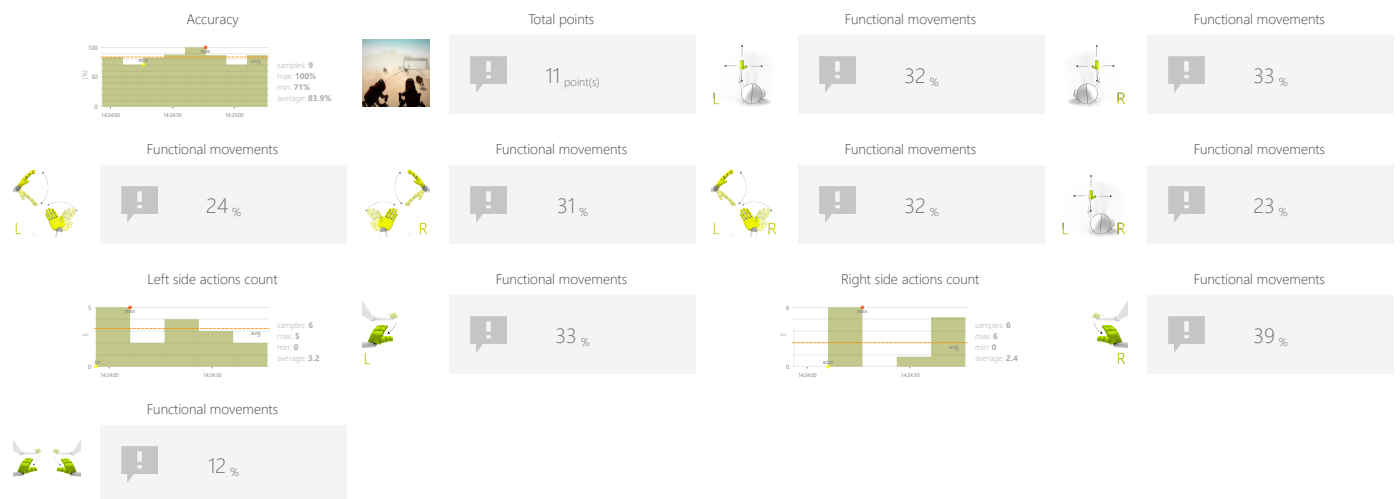
CANNON

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

CONTROL MODES



RESULTS



OBJECTIVES

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



INSTRUCTION FOR PATIENT

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



SAMPLE SETTINGS





◀

Difficulty
1/3

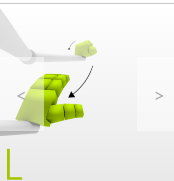

▶

Duration
90s

Time between enemies
4s

Enemies speed
50%





◀

Difficulty
custom

▶

Duration
90s

Time between enemies
4s

Enemies speed
100%

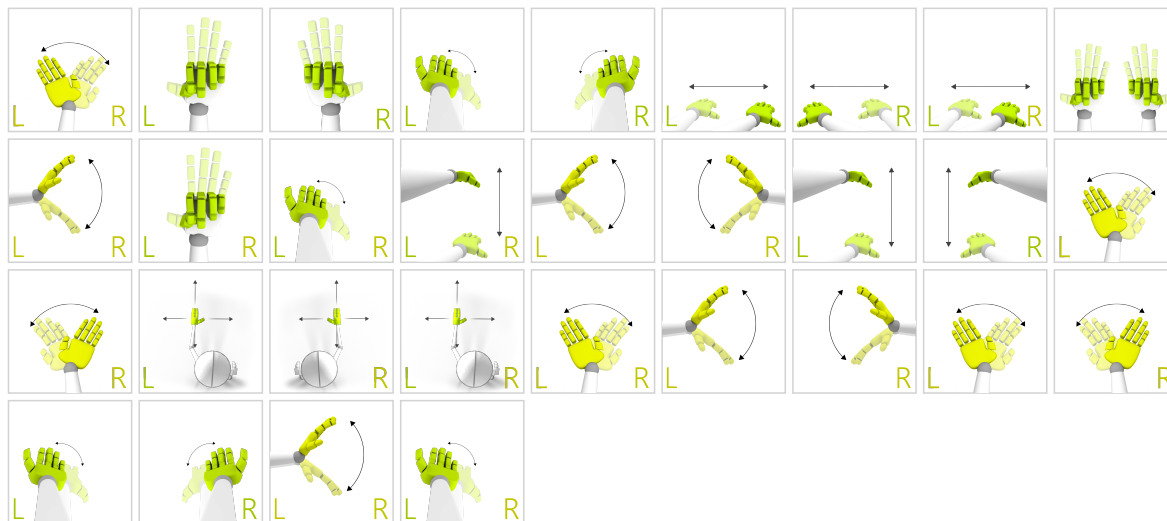


FUNCTIONAL MOVEMENTS

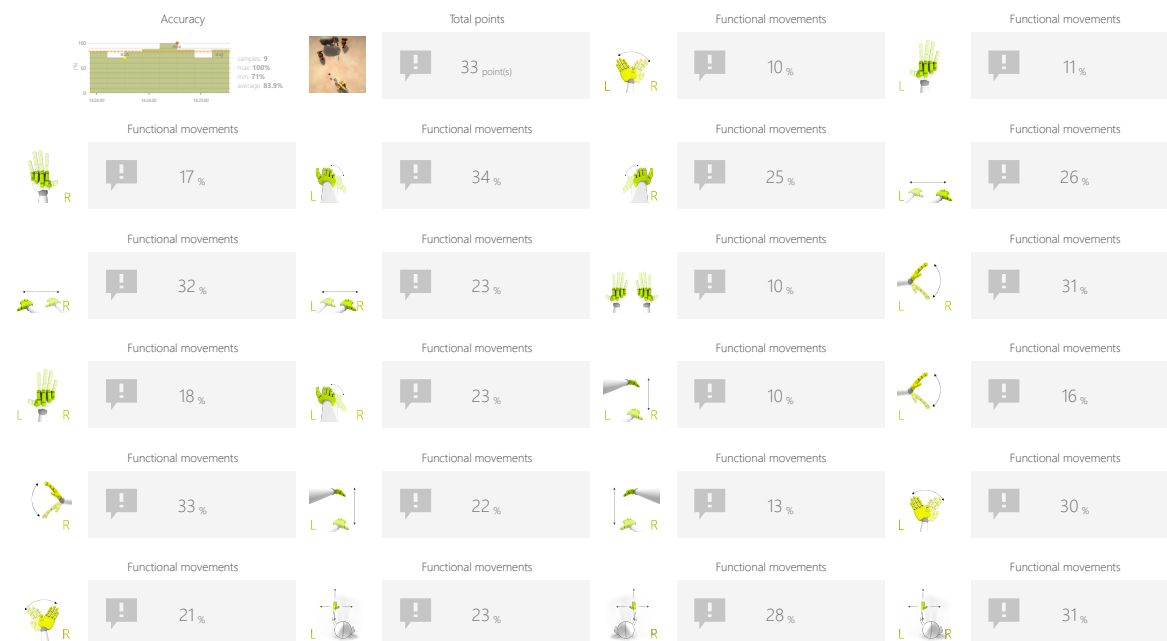
AUTOMATIC CANNON

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

- 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!

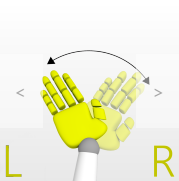




FUNCTIONAL MOVEMENTS

AUTOMATIC CANNON


SAMPLE SETTINGS







Difficulty
1/3



Duration
90s

Range
0% ↔ 100%



Enable distractors
No


Time between cannonballs
1s

Time between enemies
3s


Enemies speed
50%







Difficulty
custom



Duration
90s

Range
0% ↔ 100%

Enable distractors
No

Time between cannonballs
1s

Time between enemies
3s

Enemies speed
100%

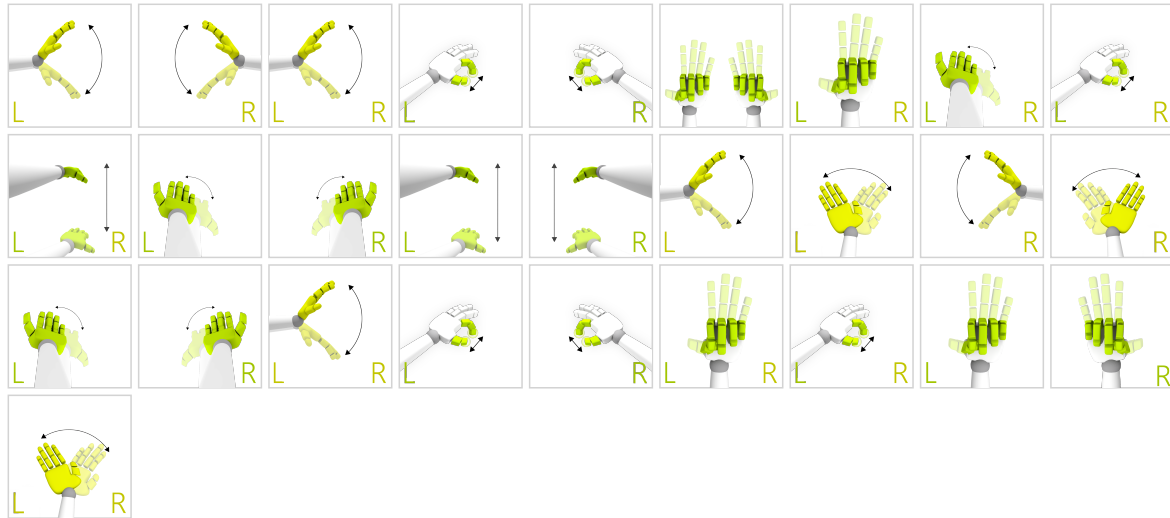


FUNCTIONAL MOVEMENTS

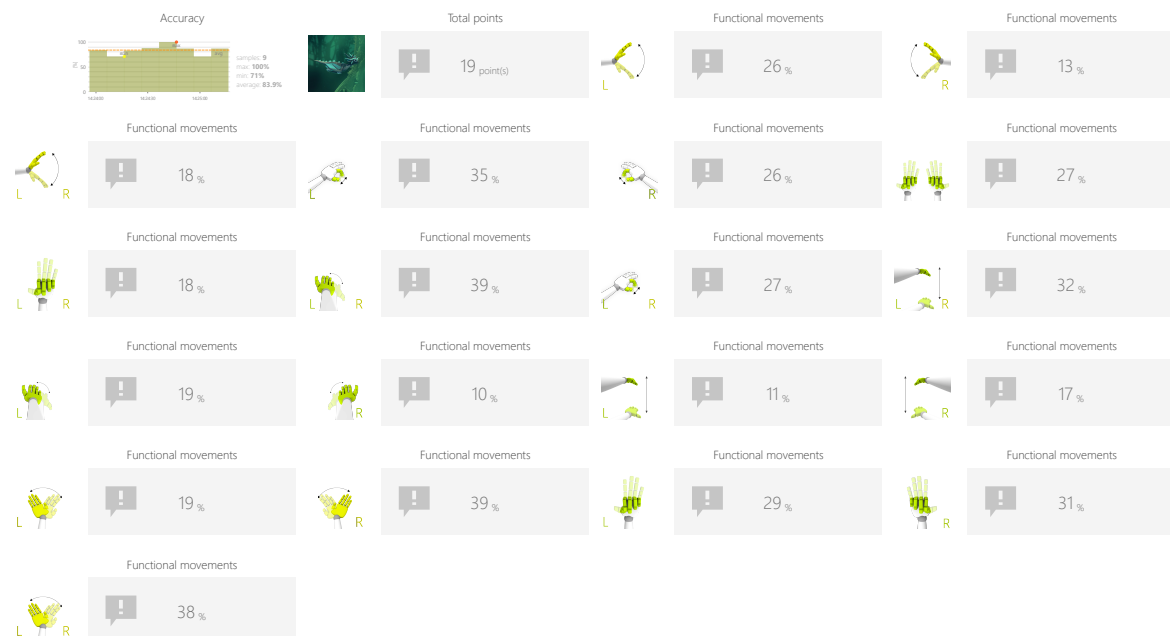
DRAGON

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.

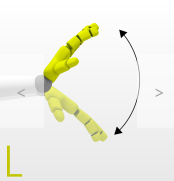



FUNCTIONAL MOVEMENTS

DRAGON

SAMPLE SETTINGS





◀

Difficulty

▶

custom

◀

Duration

▶

90s

◀

Range

▶

0% 100%

↕

◀ ▶

◀

Coins group size

▶

3

◀

Distance between coins

▶

250%

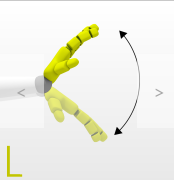

◀

Gravity force

▶

100%





◀

Difficulty

▶

1/3

◀

Duration

▶

90s

◀

Range

▶

0% 100%

↕

◀ ▶

◀

Coins group size

▶

5

◀

Distance between coins

▶

250%

◀

Gravity force

▶

100%

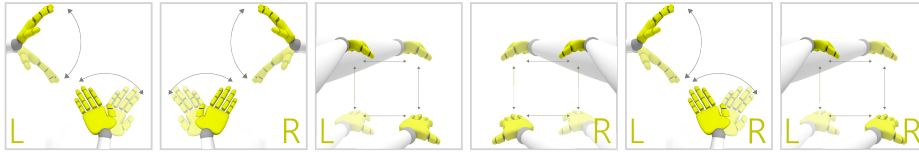


FUNCTIONAL MOVEMENTS

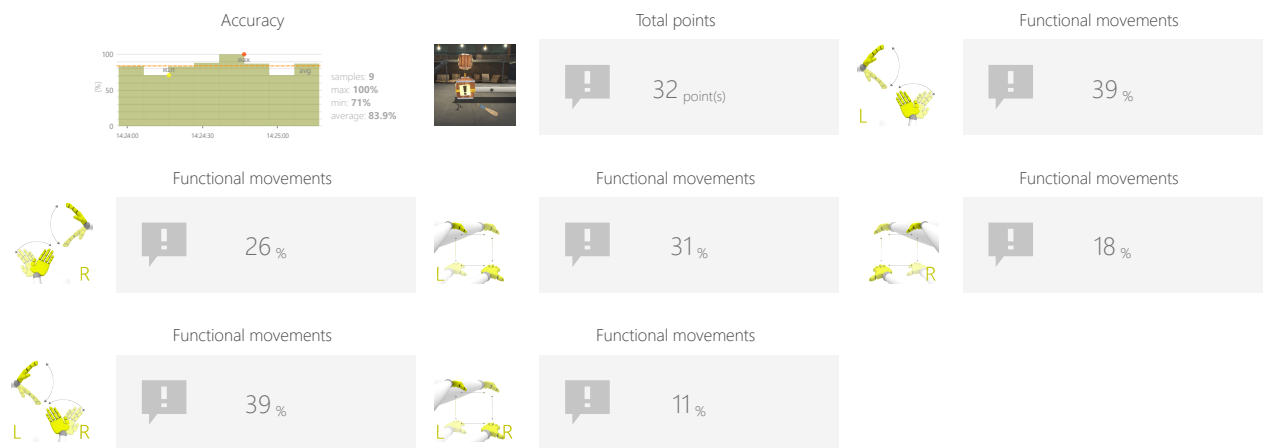
BOX CRUSHER

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



OBJECTIVES

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

INSTRUCTION FOR PATIENT

Smash boxes with the club.

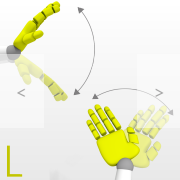
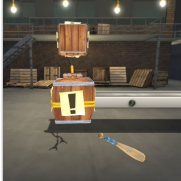


FUNCTIONAL MOVEMENTS

BOX CRUSHER

SAMPLE SETTINGS



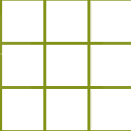


◀

Difficulty
1/3

▶


Active positions



Duration

< 90s >

Range

0% 100%

0% ↔ 100%

Required force

< 50% >

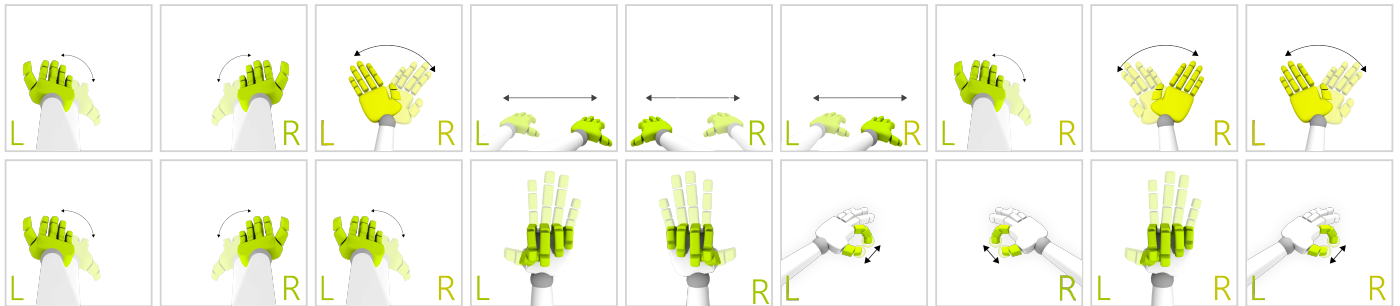


FUNCTIONAL MOVEMENTS

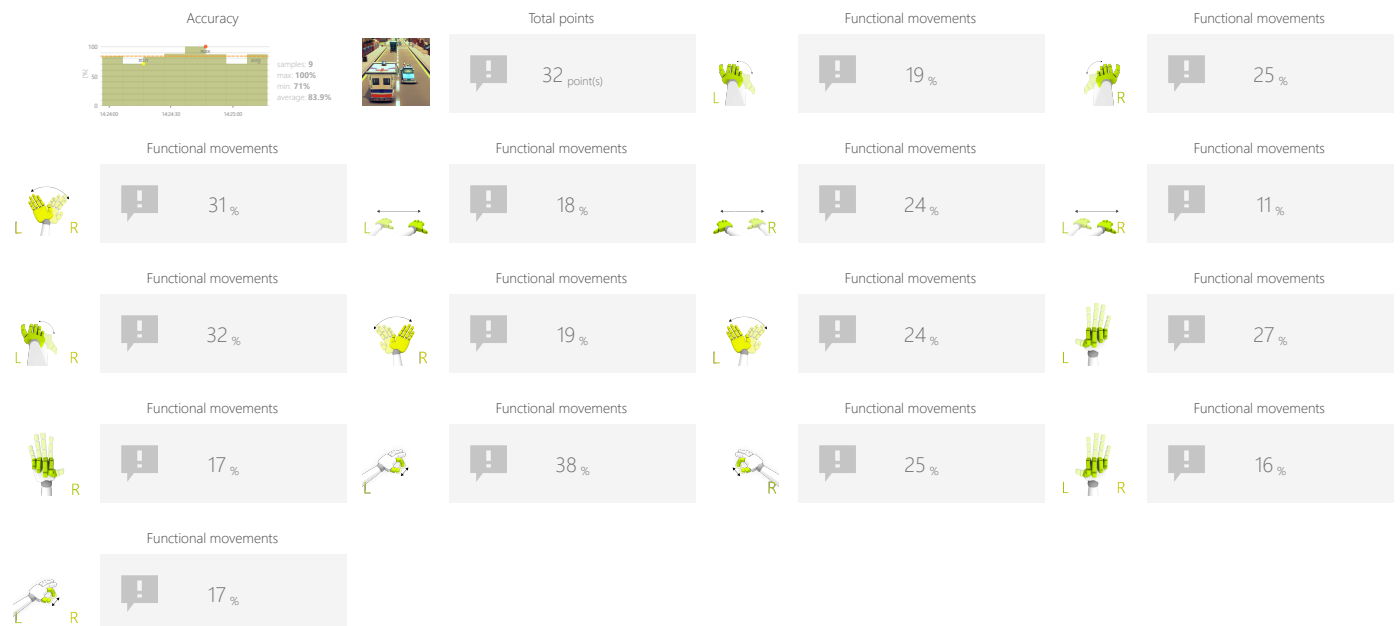
AMBULANCE

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.

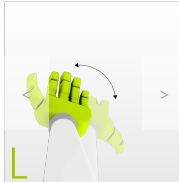



FUNCTIONAL MOVEMENTS

AMBULANCE

SAMPLE SETTINGS





◀

Difficulty
2/3

▶

Speed
< 50% >
speed set automatically

◀

Duration
30s

▶

◀

Range
80% ↔ 20%



▶

◀

Distance between cars
50%

▶





◀

Difficulty
custom

▶

Speed
< 50% >
speed set automatically

◀

Duration
30s

▶

◀

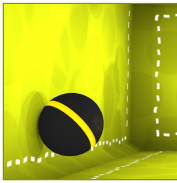
Range
80% ↔ 20%

▶

◀

Distance between cars
200%

▶



FUNCTIONAL MOVEMENTS

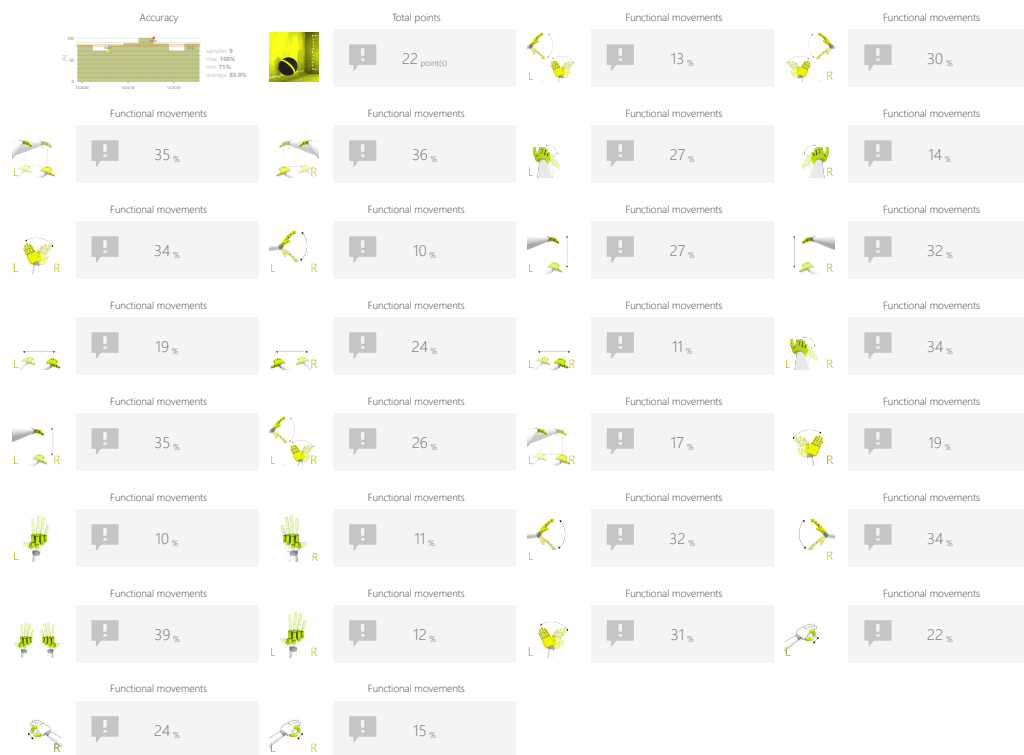
ARCANOID

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

CONTROL MODES



RESULTS



ADJUSTMENTS

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

OBJECTIVES

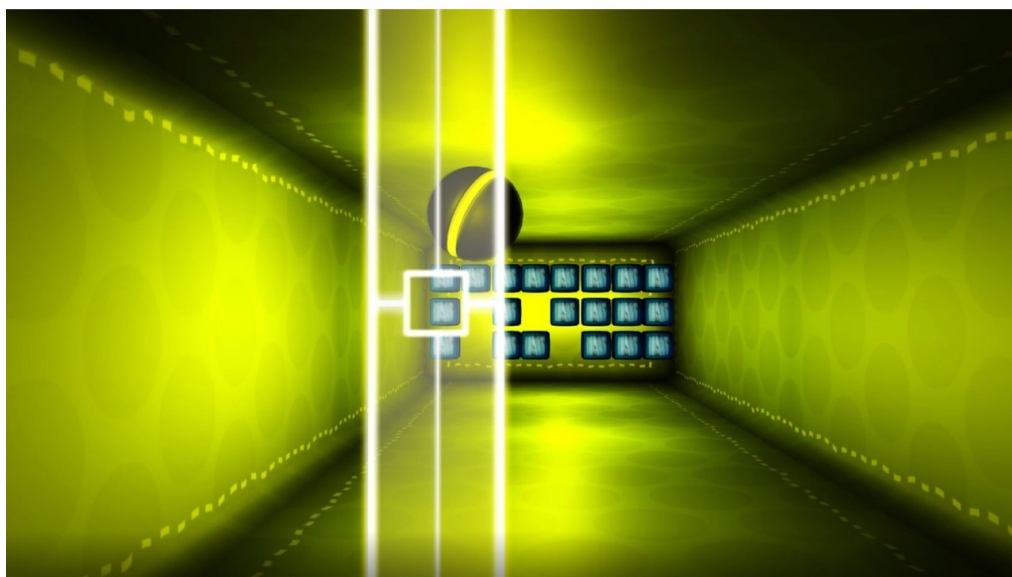
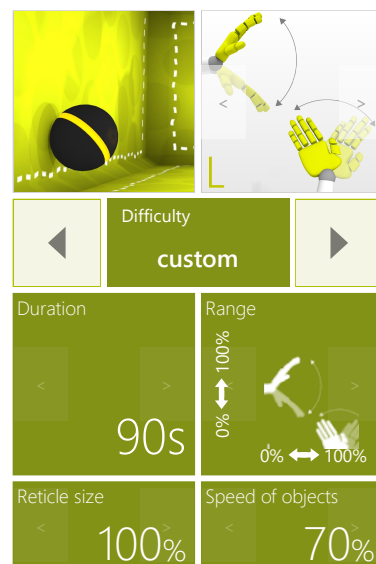
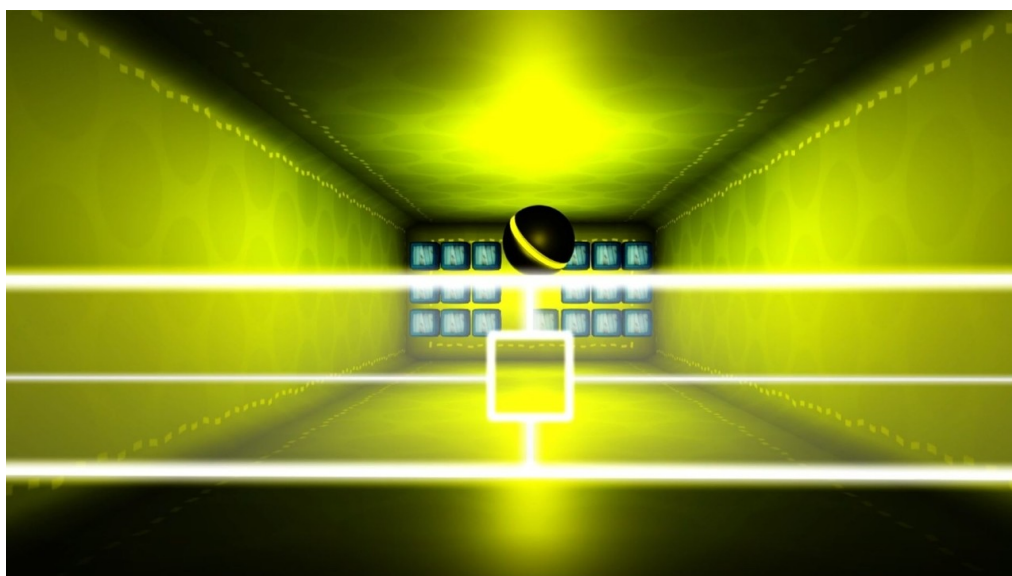
- Dynamics of planned movements
- Predicting the trajectory of objects in 3D space
- Visual motor coordination

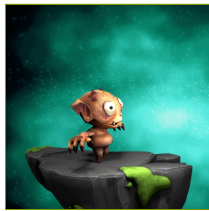
INSTRUCTION FOR PATIENT

Destroy as many boxes as you can.



SAMPLE SETTINGS





FUNCTIONAL MOVEMENTS

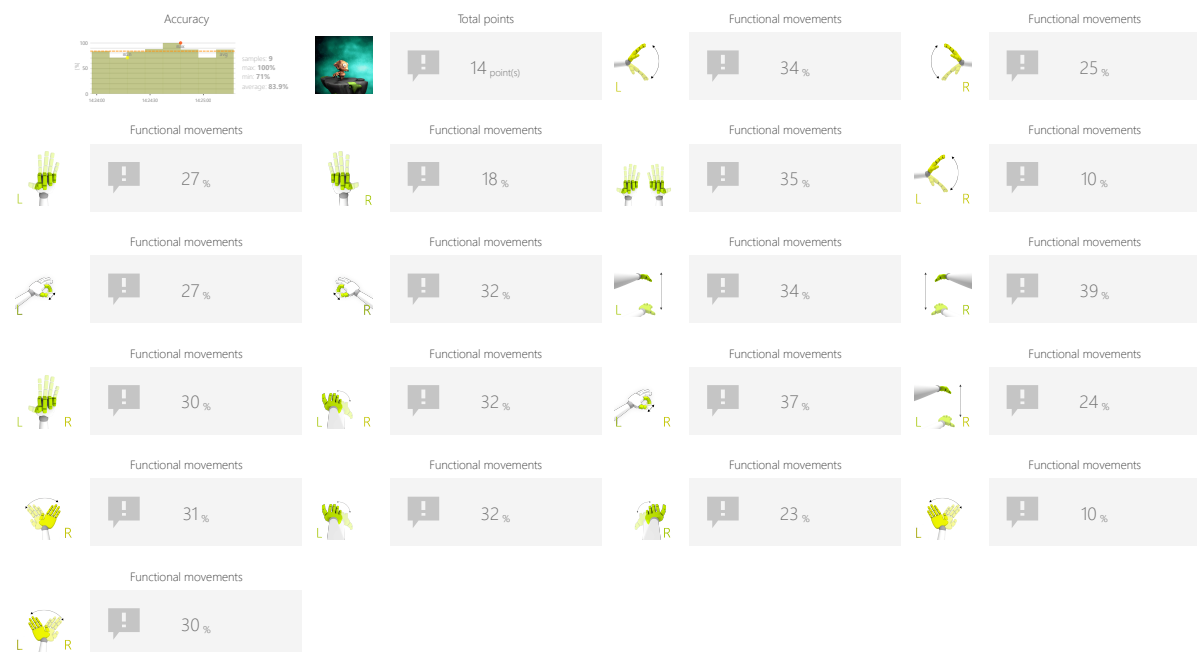
ROCKET JUMPING

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.

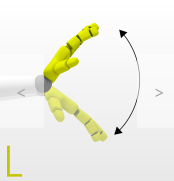
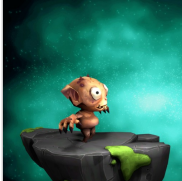


FUNCTIONAL MOVEMENTS

ROCKET JUMPING

SAMPLE SETTINGS





◀

Difficulty

▶

1/3

◀

Duration

▶

90s

◀

Range

▶

0% 100%

◀

Time between objects

▶

5s

◀

Bomb format

▶

1

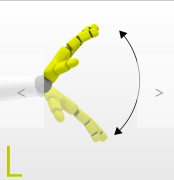
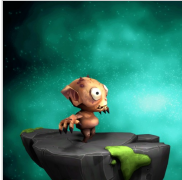
◀

Speed of objects

▶

100%





◀

Difficulty

▶

custom

◀

Duration

▶

90s

◀

Range

▶

0% 100%

◀

Time between objects

▶

5s

◀

Bomb format

▶

2

◀

Speed of objects

▶

100%

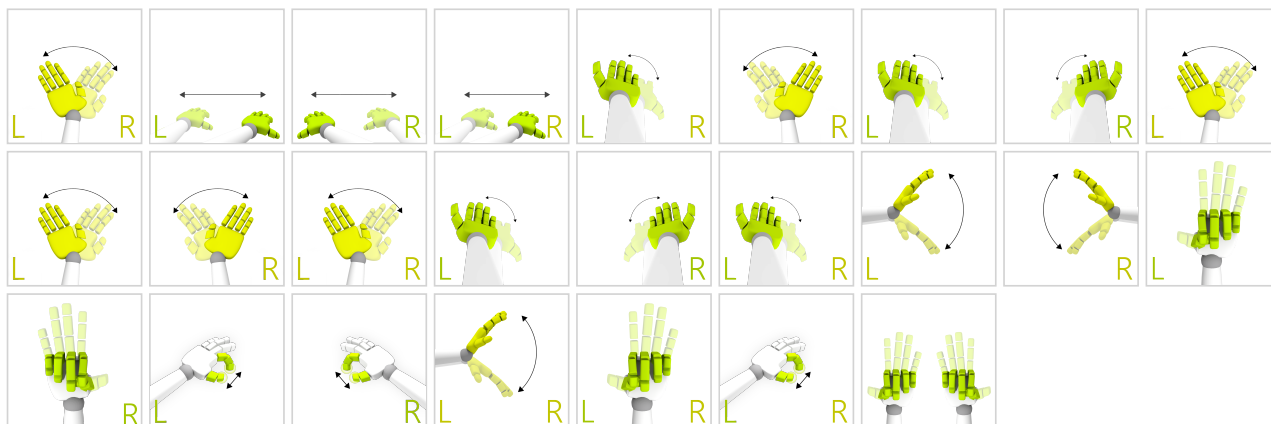


FUNCTIONAL MOVEMENTS

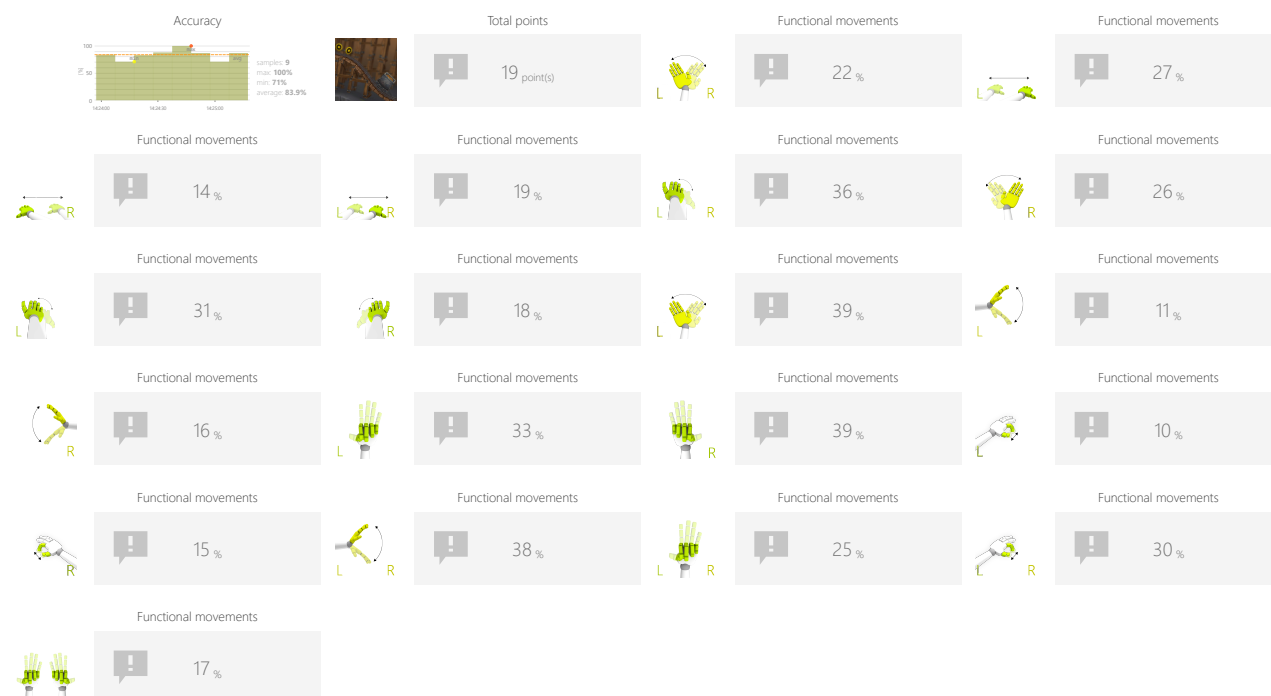
RAILS

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.

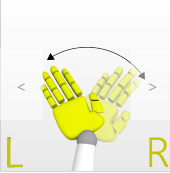



FUNCTIONAL MOVEMENTS

RAILS

SAMPLE SETTINGS





◀

Difficulty

▶

1/3

Speed

<

100%

>

speed set automatically

Duration

<

90s

>

Range

<

0% ↔ 100%

>

Route shape

<

>

Enable derailling

<

No

>

Enable obstacles

<

No

>

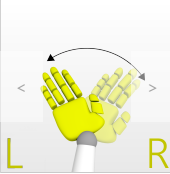

Time between objects

<

5s

>





◀

Difficulty

▶

3/3

Speed

<

200%

>

speed set automatically

Duration

<

90s

>

Range

<

0% ↔ 100%

>

Route shape

<

>

Enable derailling

<

Yes

>

Enable obstacles

<

No

>

Time between objects

<

5s

>

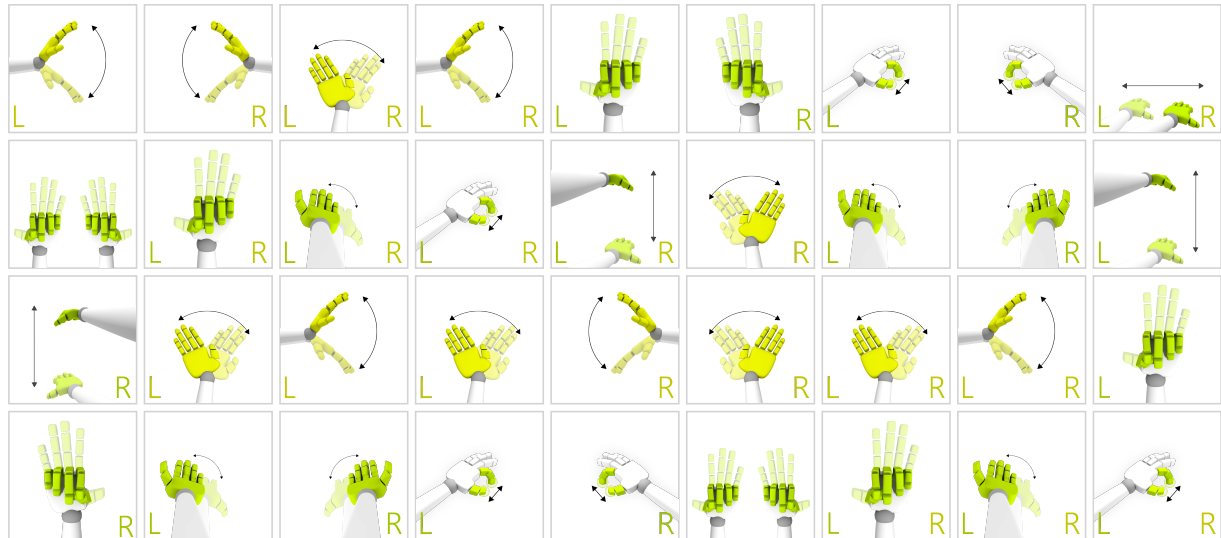


FUNCTIONAL MOVEMENTS

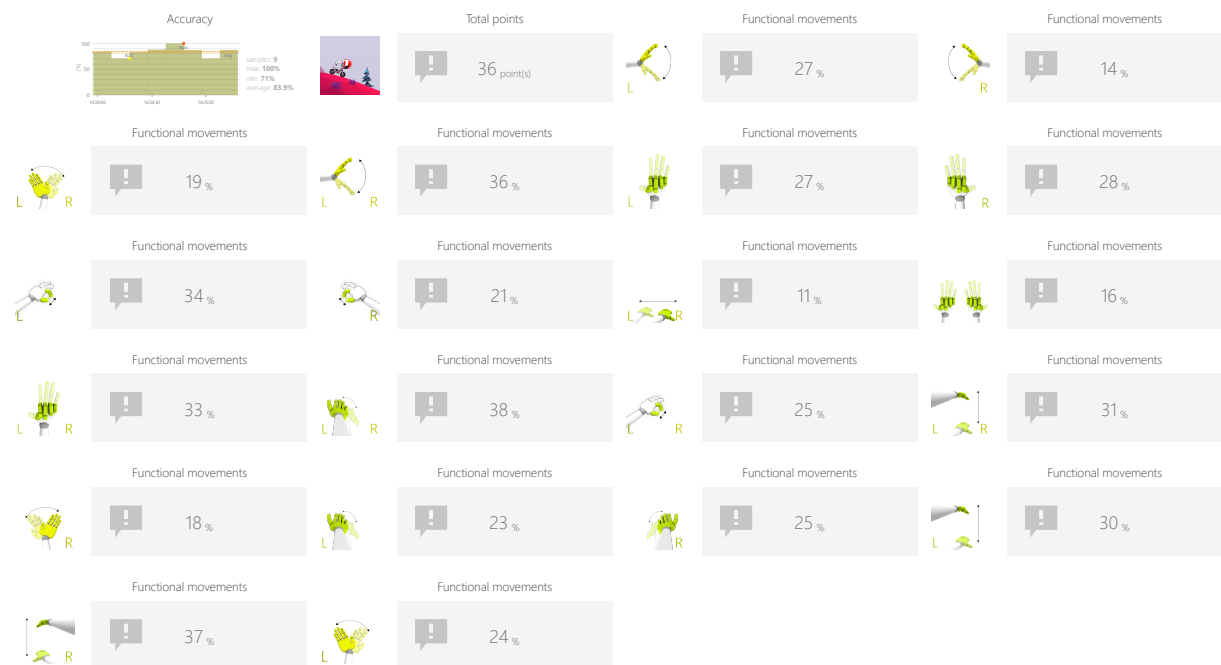
MOTOCROSS

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

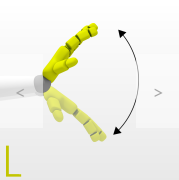
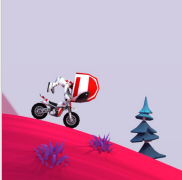
INSTRUCTION FOR PATIENT

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



SAMPLE SETTINGS





◀

Difficulty

2/3


▶

Duration

90s

Range

0% 100%



Route shape

Medium

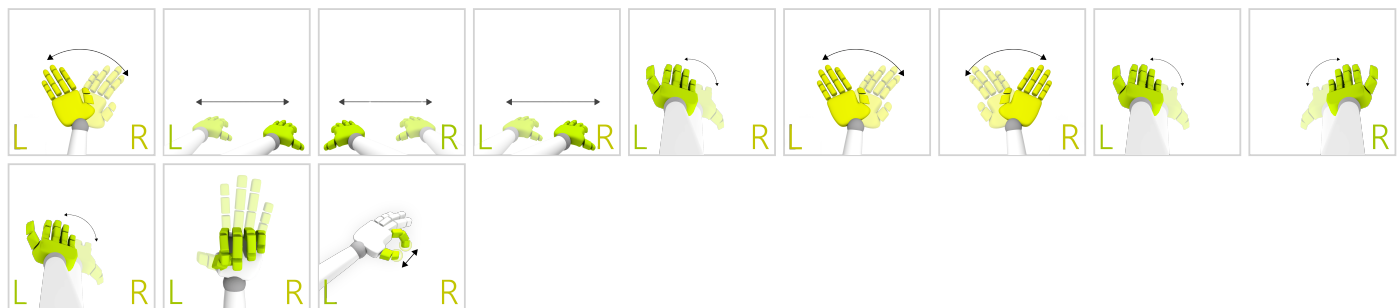


FUNCTIONAL MOVEMENTS

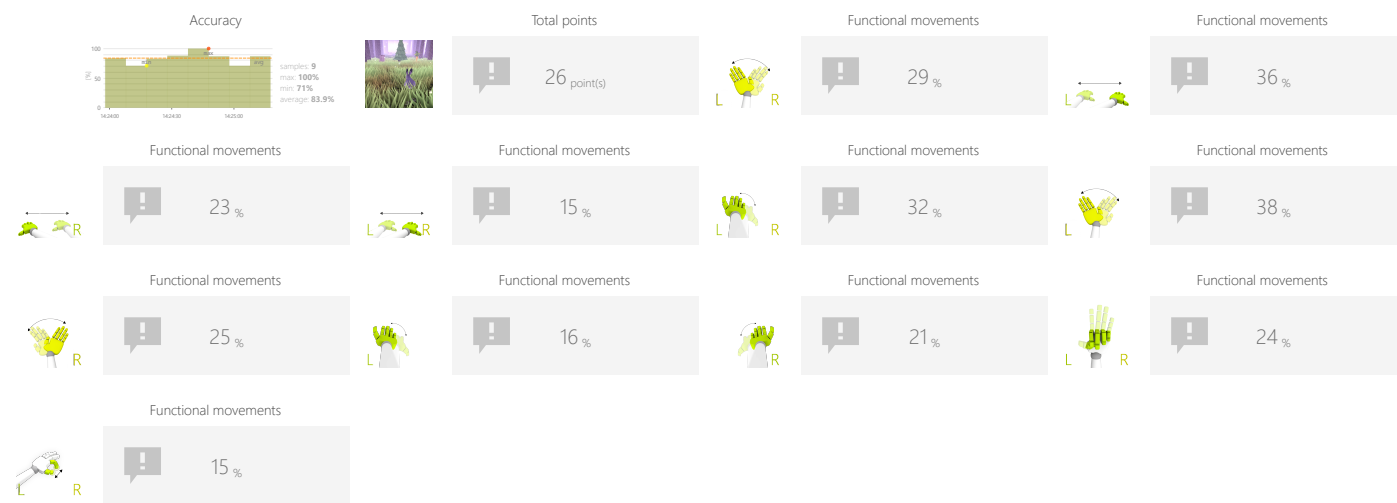
FOREST RUNNER

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

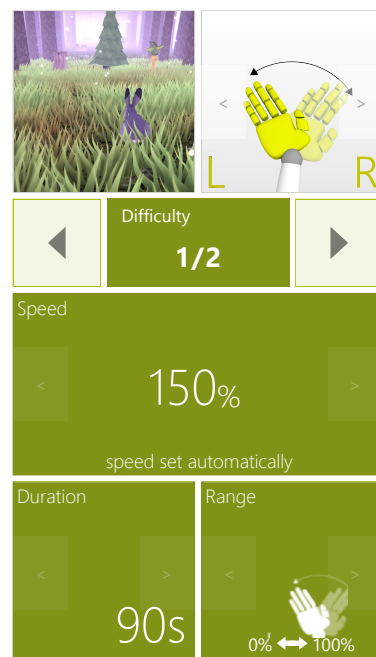
Keep the hare on the run, avoid obstacles and collect as many carrots as you can.



FUNCTIONAL MOVEMENTS

FOREST RUNNER

SAMPLE SETTINGS





FUNCTIONAL MOVEMENTS

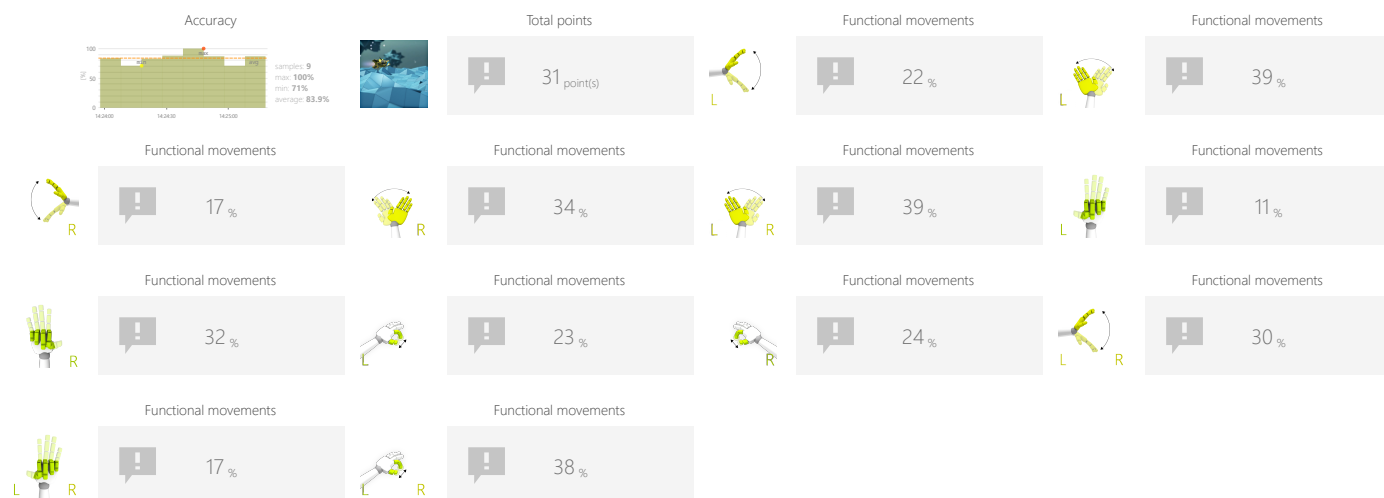
GEOMETRY FLIER

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

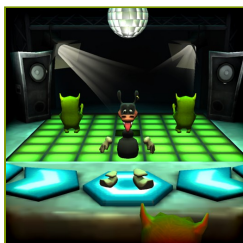
- Speed
- Task duration
- Range

OBJECTIVES

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

INSTRUCTION FOR PATIENT

Control the vehicle to avoid the obstacles.

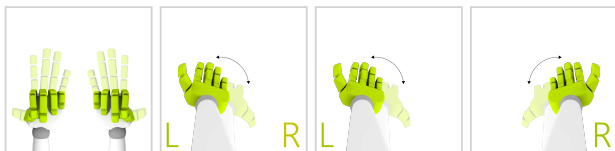


FUNCTIONAL MOVEMENTS

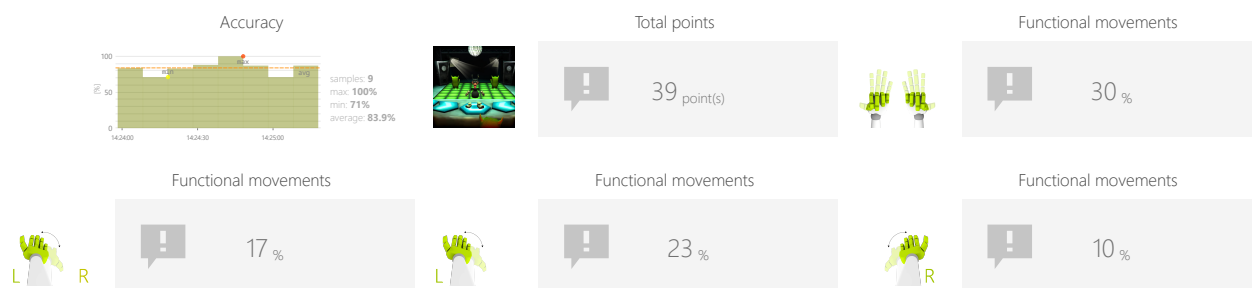
DANCEMAN

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

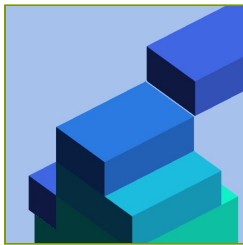
- Task duration
- Range
- Advanced scoring
- Song index
- Spawn rate level

OBJECTIVES

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

INSTRUCTION FOR PATIENT

Hit the green characters when they come close.

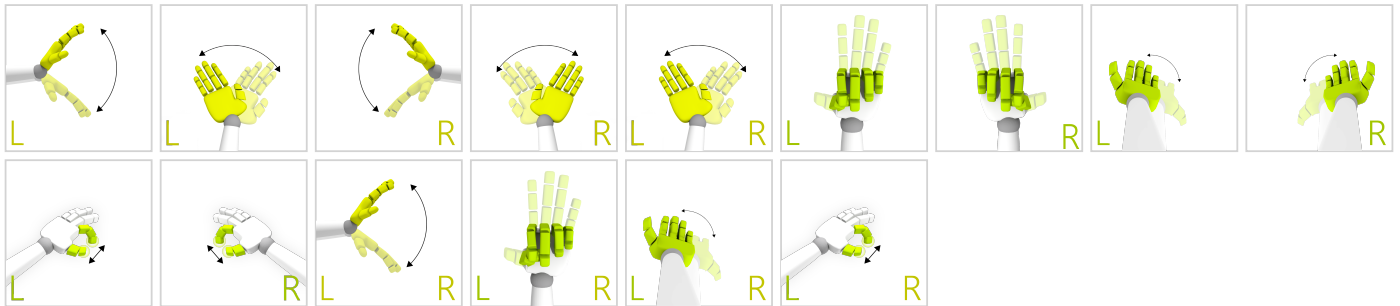


FUNCTIONAL MOVEMENTS

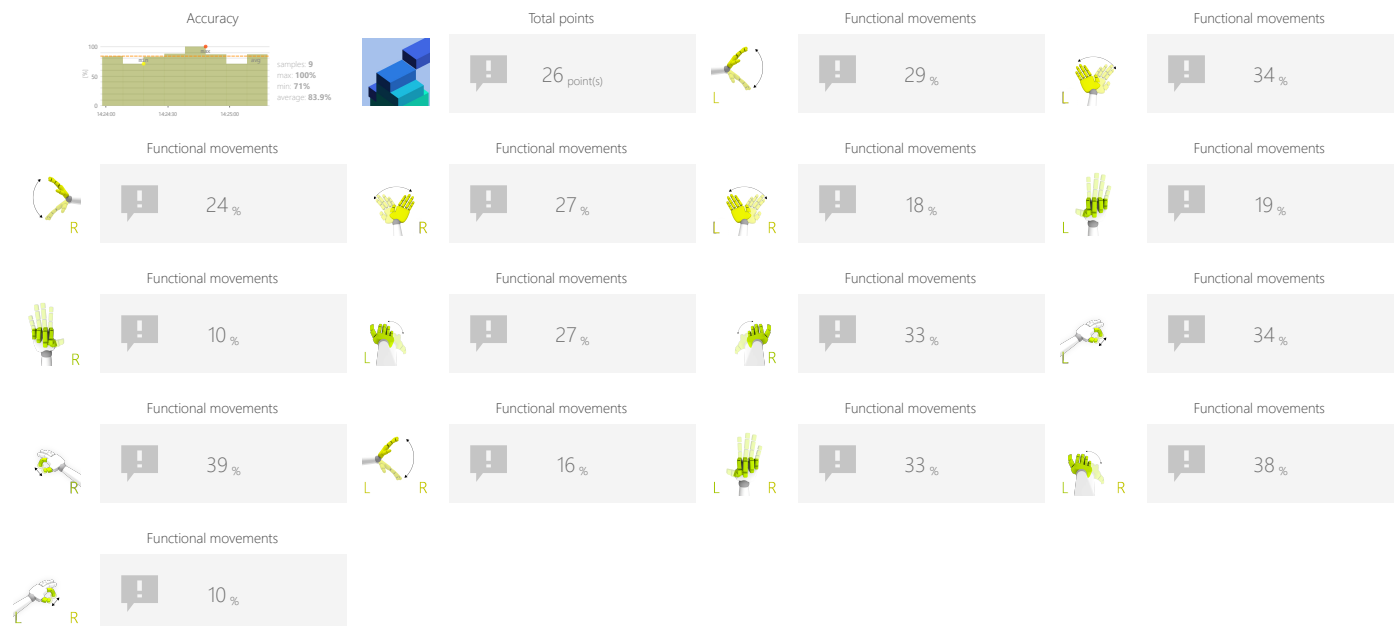
STACK BUILDER

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



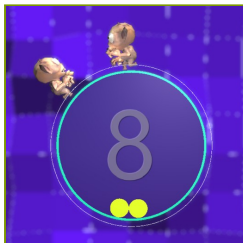
ADJUSTMENTS

- 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.

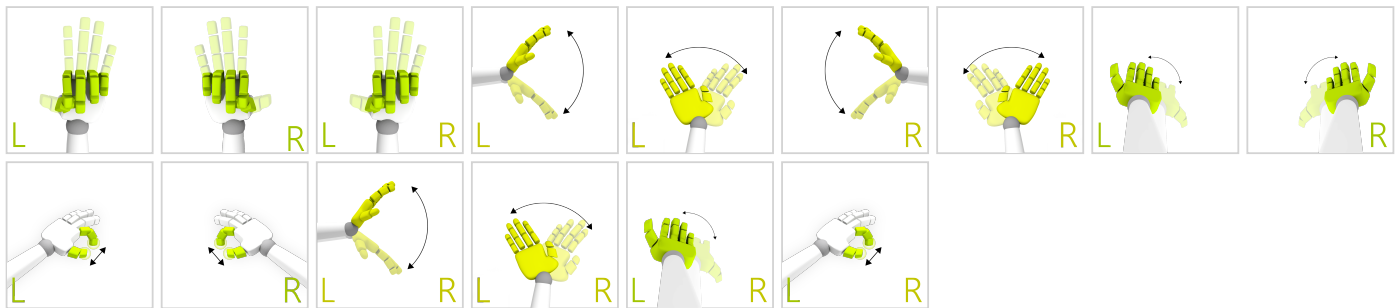


FUNCTIONAL MOVEMENTS

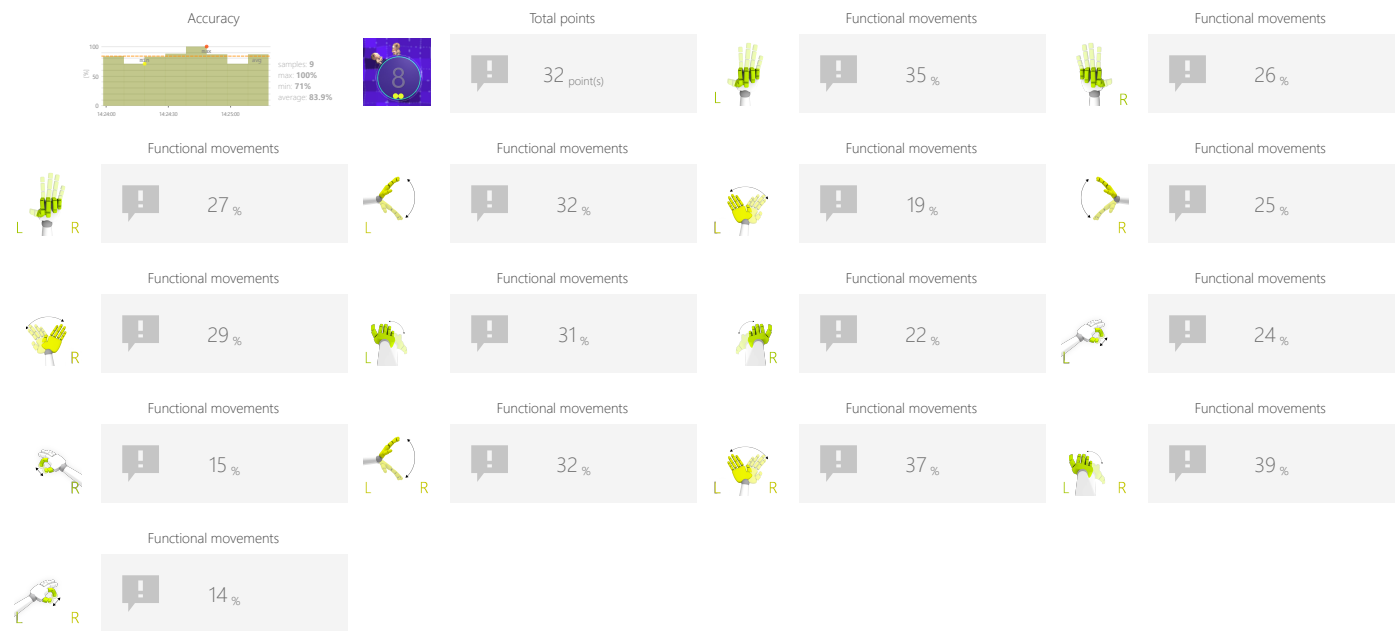
IMP DODGE

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



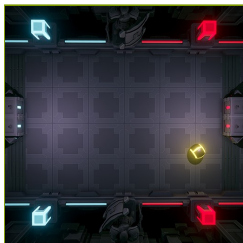
ADJUSTMENTS

- 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.

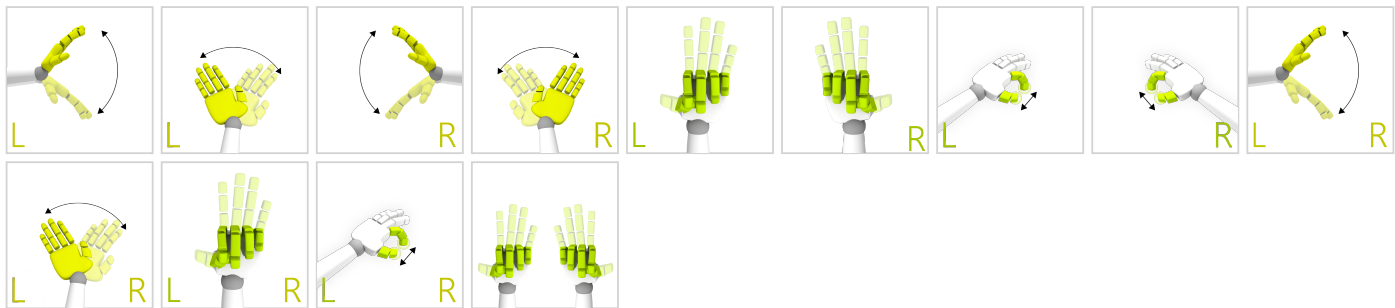


FUNCTIONAL MOVEMENTS

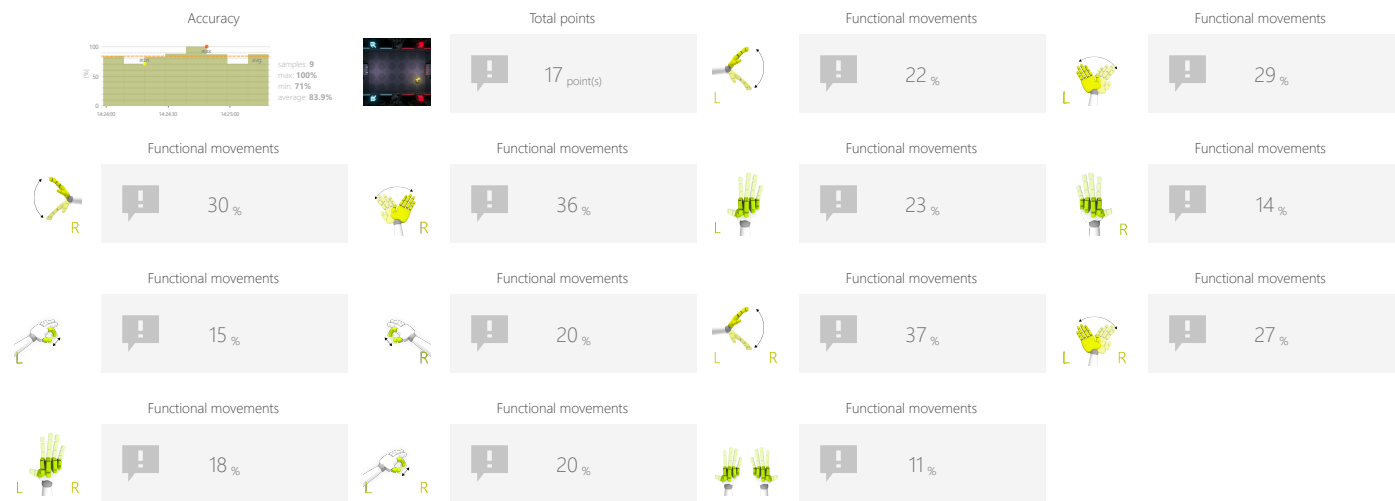
PONG

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

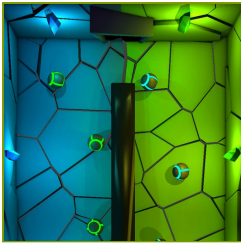
- Task duration
- Range
- Speed of objects

OBJECTIVES

- Planned movements
- Focusing
- Predicting the trajectory of objects

INSTRUCTION FOR PATIENT

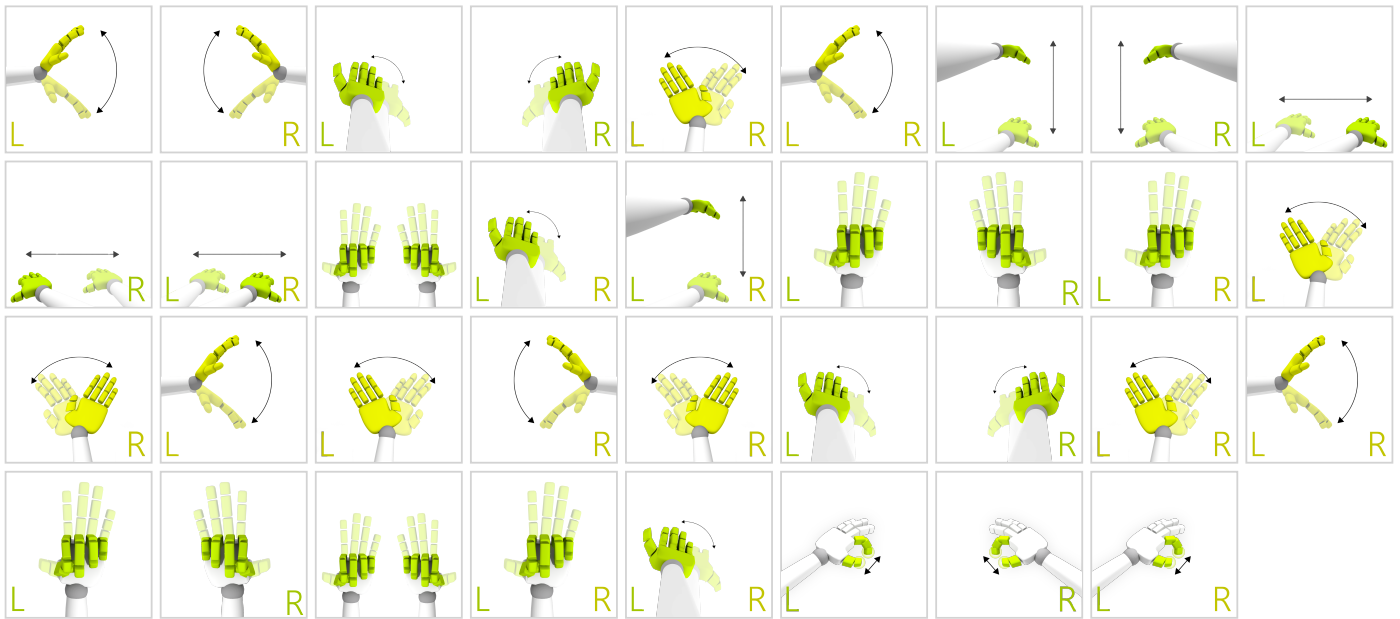
Use the paddles to hit a ball back and forth.



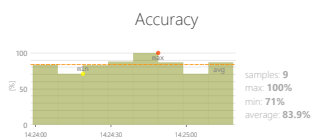
DIVIDED ATTENTION SORTER

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

30 point(s)

Divided attention

37 %

ADJUSTMENTS

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

OBJECTIVES

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

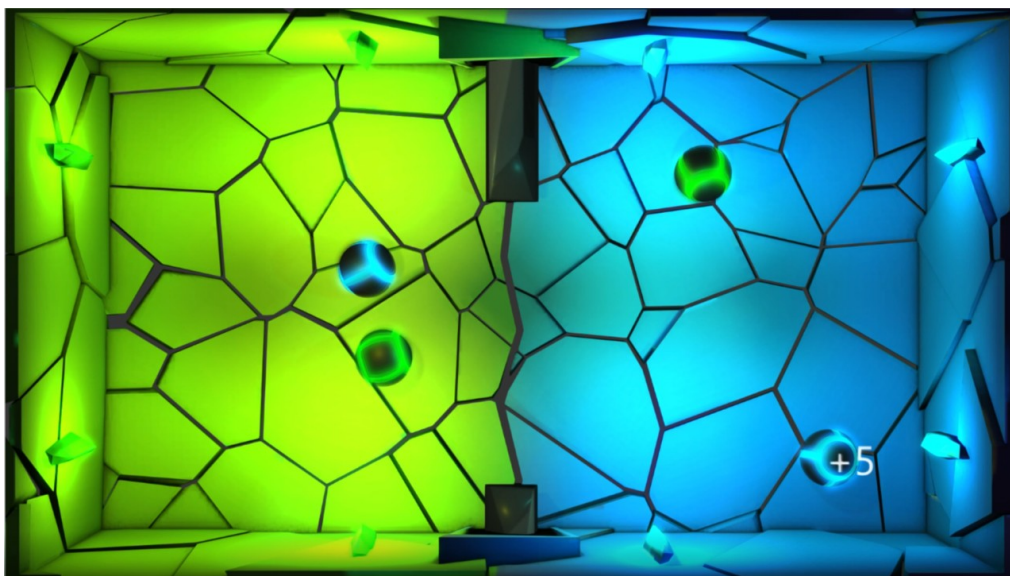
INSTRUCTION FOR PATIENT

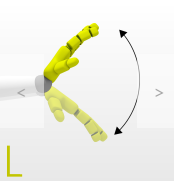
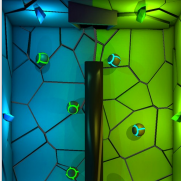
Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.



DIVIDED ATTENTION SORTER

SAMPLE SETTINGS





◀

Difficulty
1/3


▶

◀

Duration
30s

▶

◀

Range
0% 100%


▶

◀

Number of objects
4

▶

◀

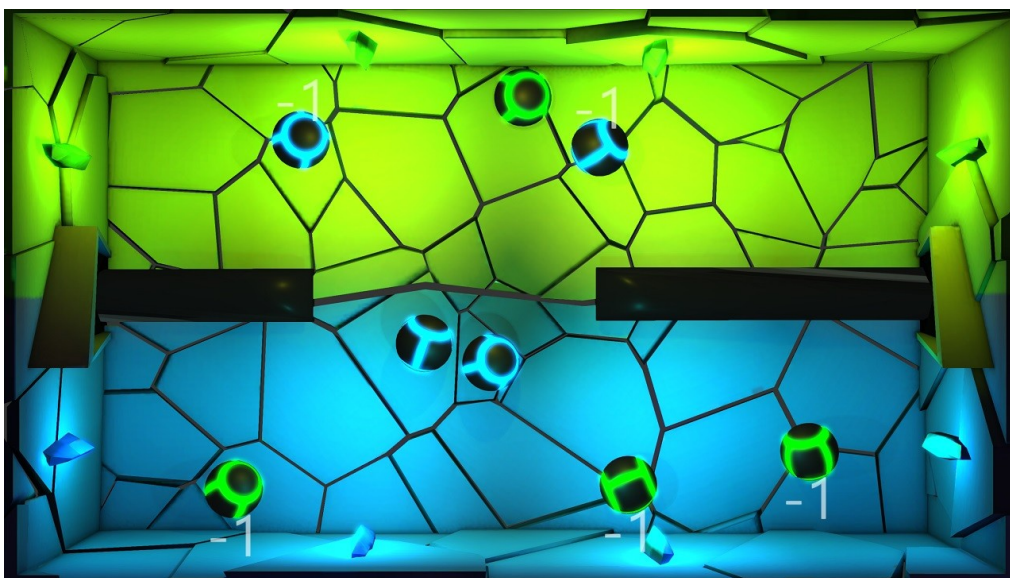
Gap size
150%

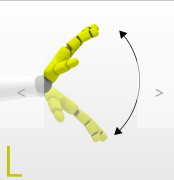
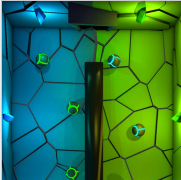
▶

◀

Speed of objects
100%

▶





◀

Difficulty
1/3


▶

◀

Duration
30s

▶

◀

Range
0% 100%


▶

◀

Number of objects
4

▶

◀

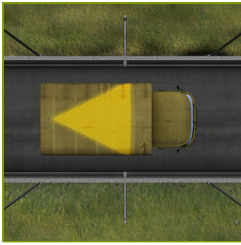
Gap size
150%

▶

◀

Speed of objects
100%

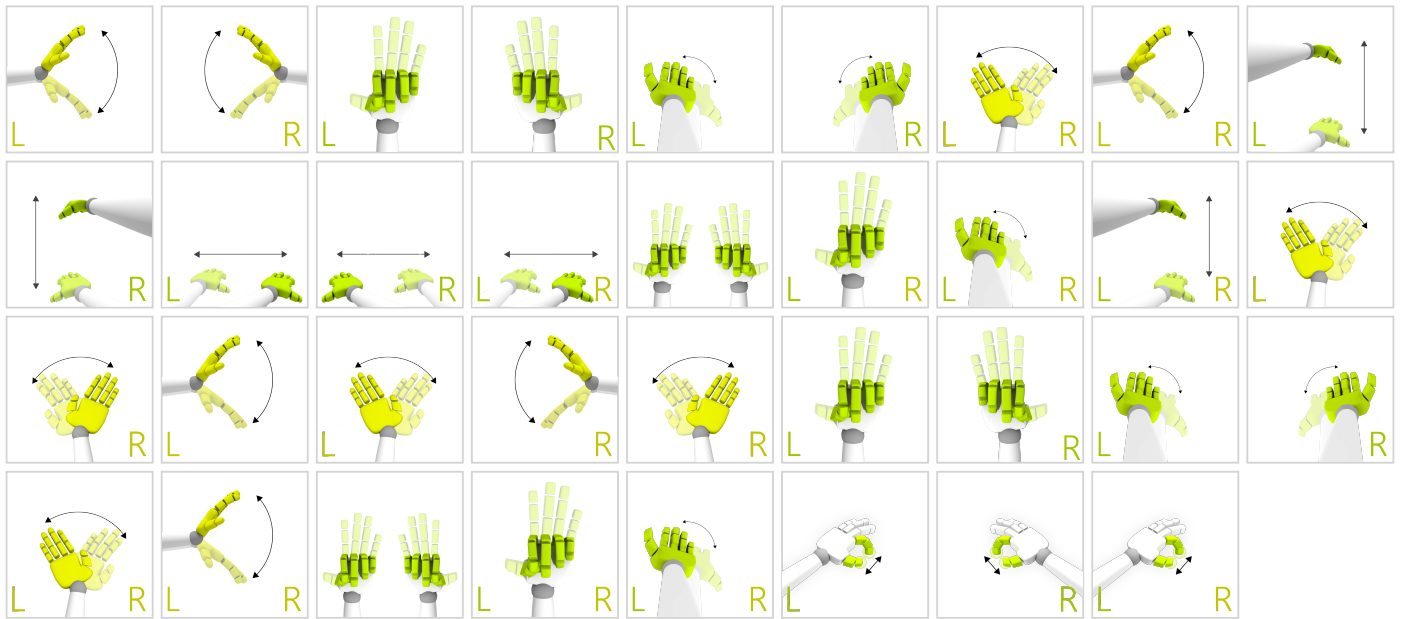
▶



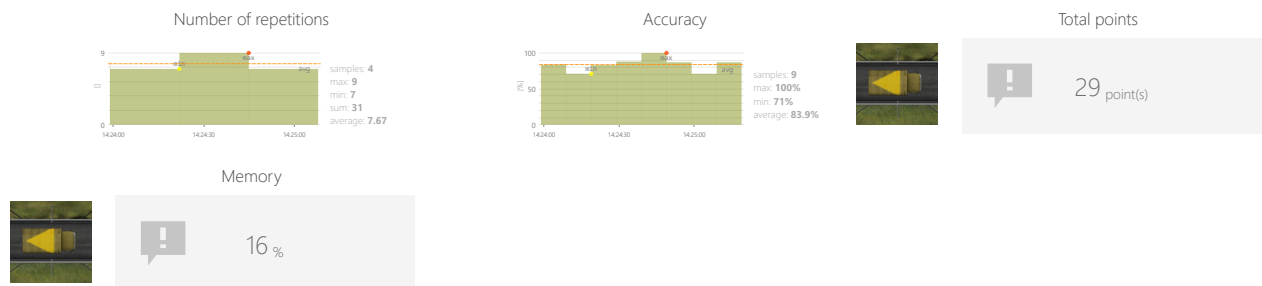
MEMORY TRUCKS

Measure and train individual's skills to memorize information.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Variations

OBJECTIVES

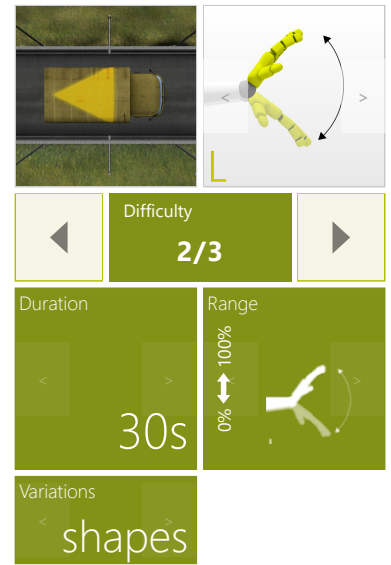
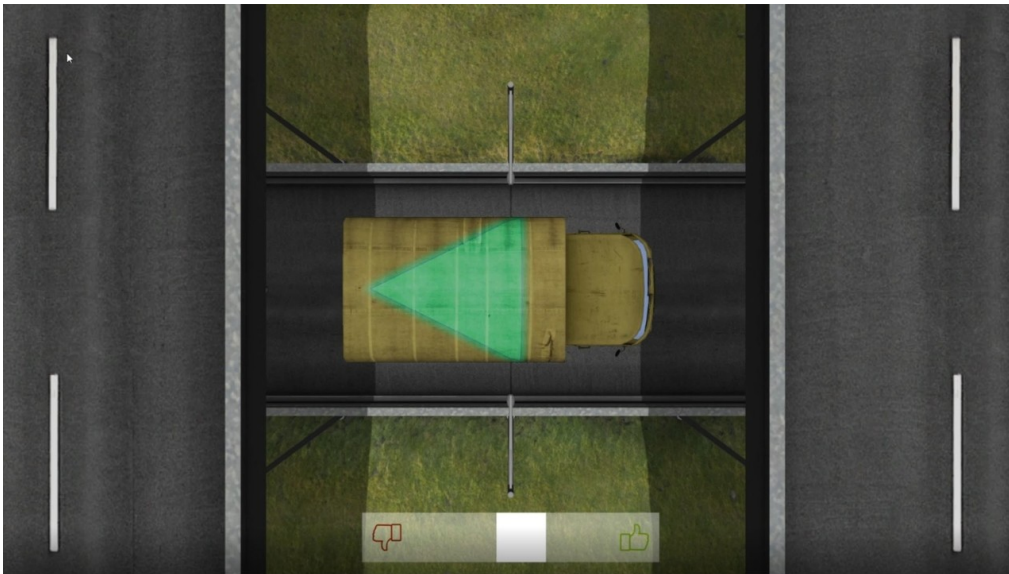
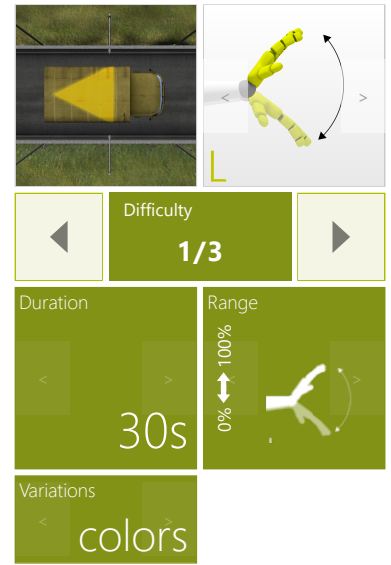
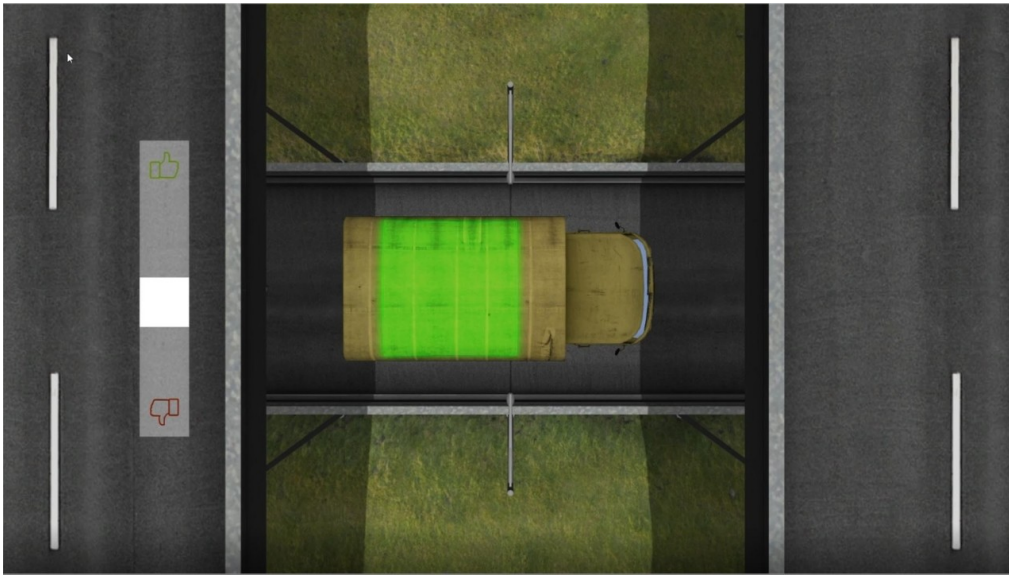
- Logical tasks
- Focusing
- Perceptivity

INSTRUCTION FOR PATIENT

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



SAMPLE SETTINGS



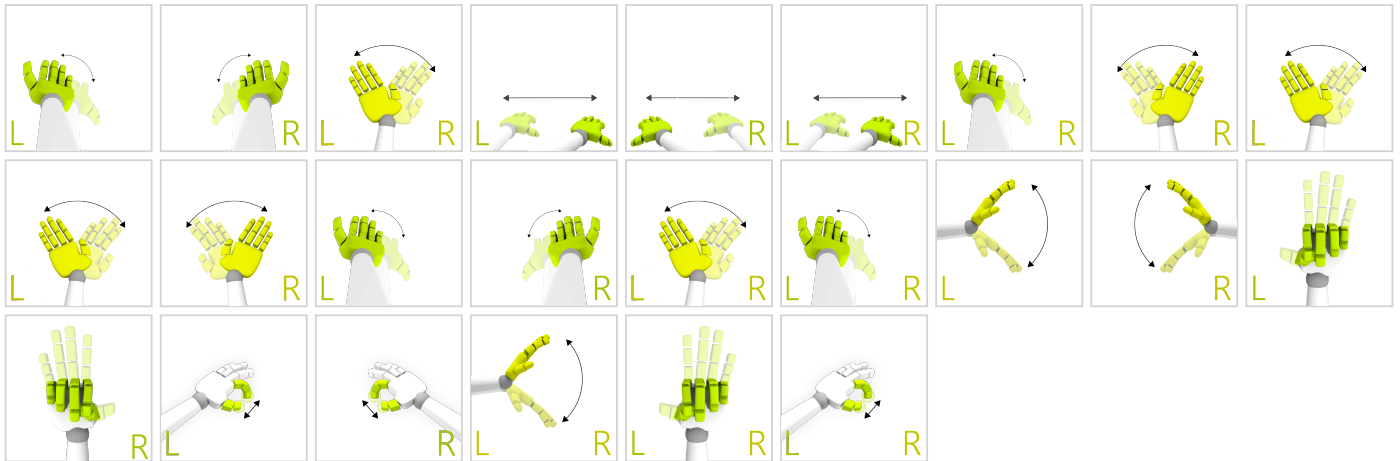


PROBLEM SOLVING

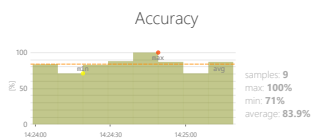
CLONES

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

CONTROL MODES



RESULTS



Total points

24 point(s)



Problem solving

11 %

ADJUSTMENTS

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

OBJECTIVES

- Perceptivity
- Visual motor coordination
- Logical tasks

INSTRUCTION FOR PATIENT

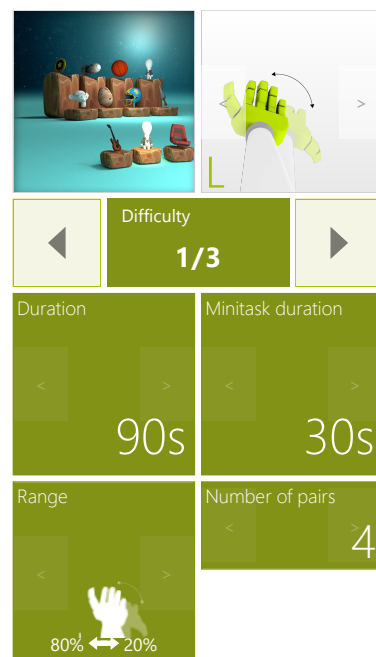
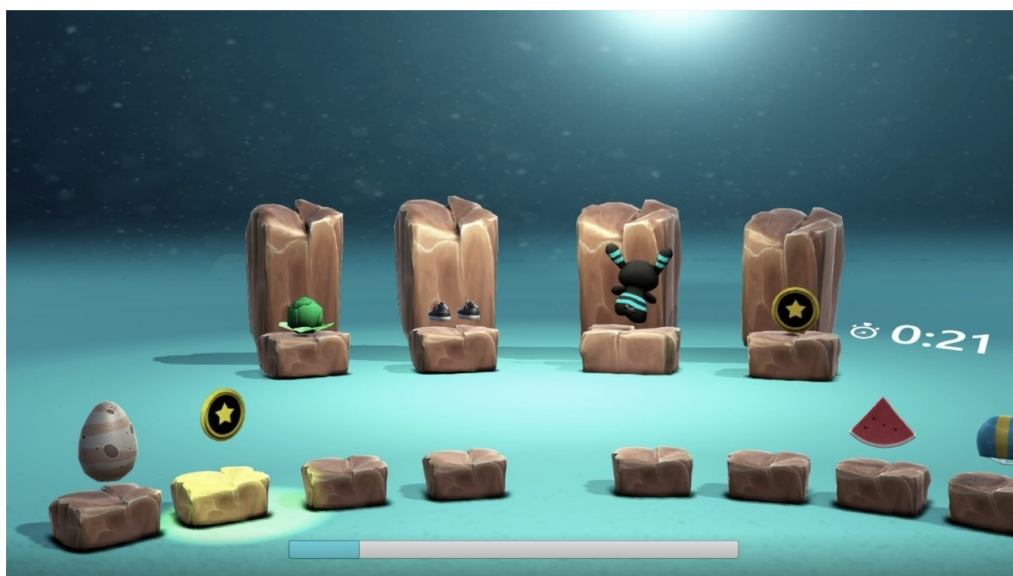
Select the item which has a pair on the screen.

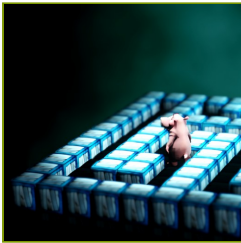


PROBLEM SOLVING

CLONES

SAMPLE SETTINGS



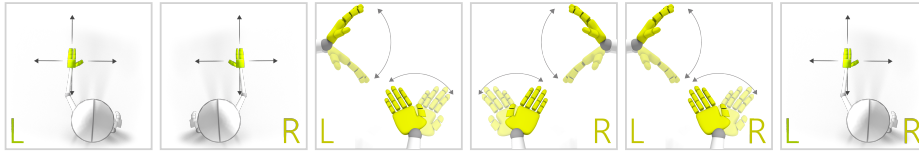


PROBLEM SOLVING

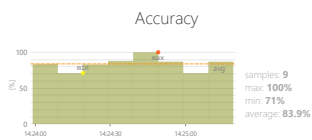
MAZE

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

29 point(s)



Problem solving

16 %

OBJECTIVES

- Logical tasks
- Planned movements
- Planning and Strategy

INSTRUCTION FOR PATIENT

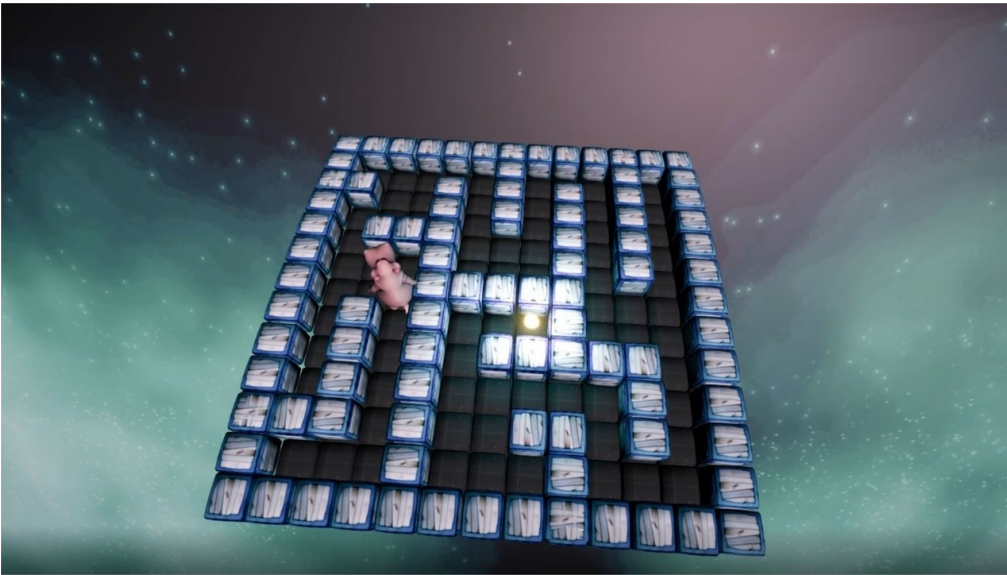
Lead the hippo through the maze to the glowing target.

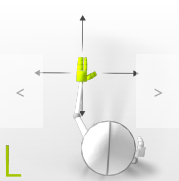



PROBLEM SOLVING

MAZE

SAMPLE SETTINGS





◀

Difficulty

▶

2/4

◀

Duration

▶

90s

◀

Range

▶

0% 100%
0% 100%

◀

Show path

▶

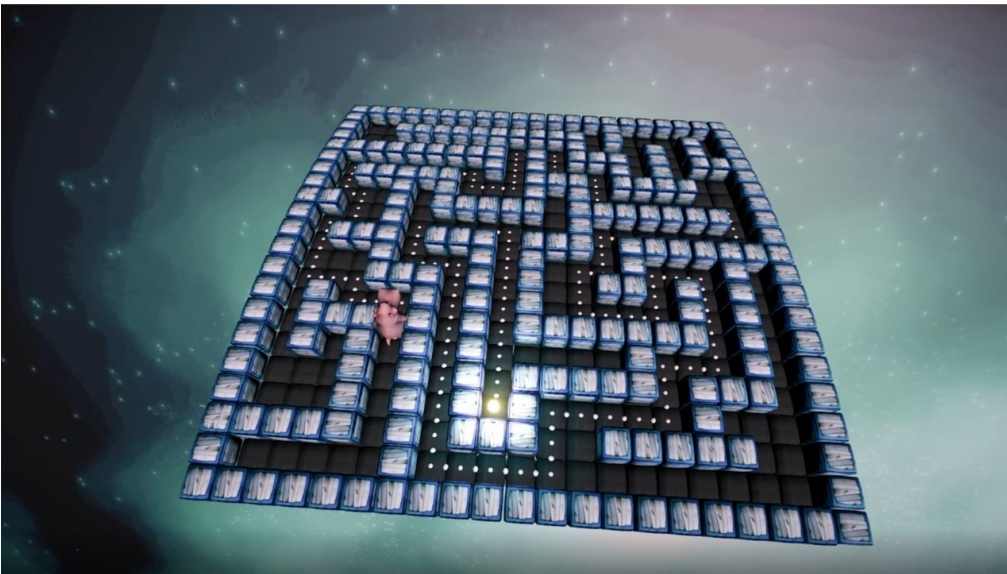
No

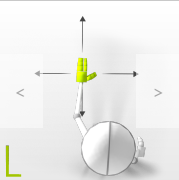

◀

Maze size

▶

6





◀

Difficulty

▶

custom

◀

Duration

▶

90s

◀

Range

▶

0% 100%
0% 100%

◀

Show path

▶

Yes

◀

Maze size

▶

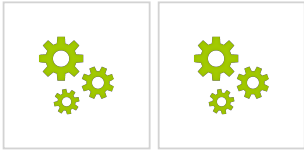
10



SPECIALIZED BLOOD PRESSURE

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

CONTROL MODES



OBJECTIVES

- Monitor external parameters

INSTRUCTION FOR PATIENT

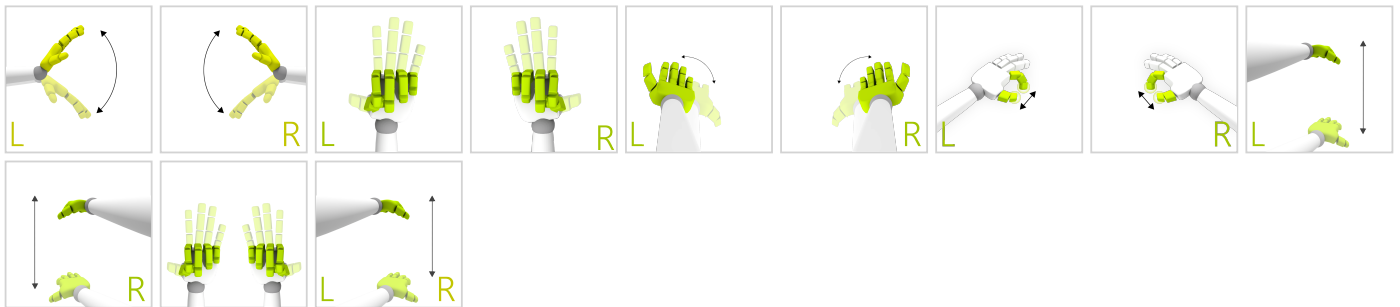
Measure yourself your blood pressure and type it in the result.



SPECIALIZED GONOGO TEST

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

CONTROL MODES



RESULTS



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.