

BASE PACK FOR VECTIS

2025.1

Therapeutic tasks database	4
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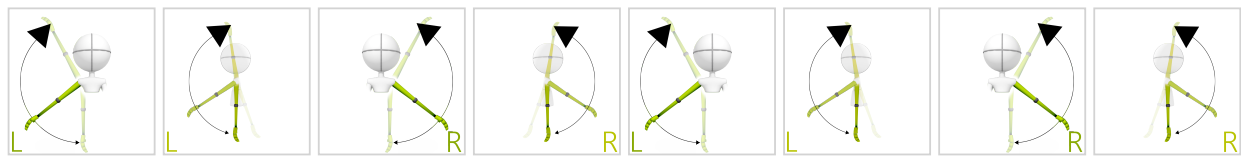


RANGE OF MOTION

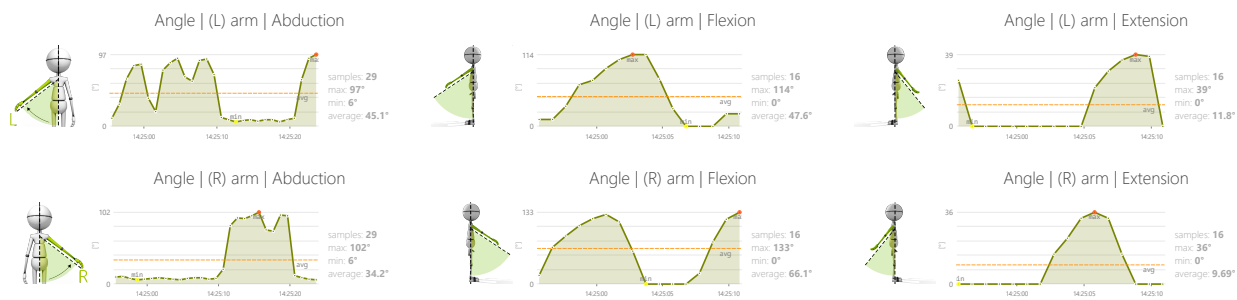
ANGLES EVALUATION

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

CONTROL MODES



RESULTS



ADJUSTMENTS

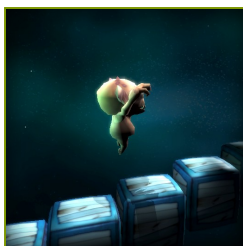
- Angular range
- Time to complete action
- Resistance

OBJECTIVES

- Range of motion examination

INSTRUCTION FOR PATIENT

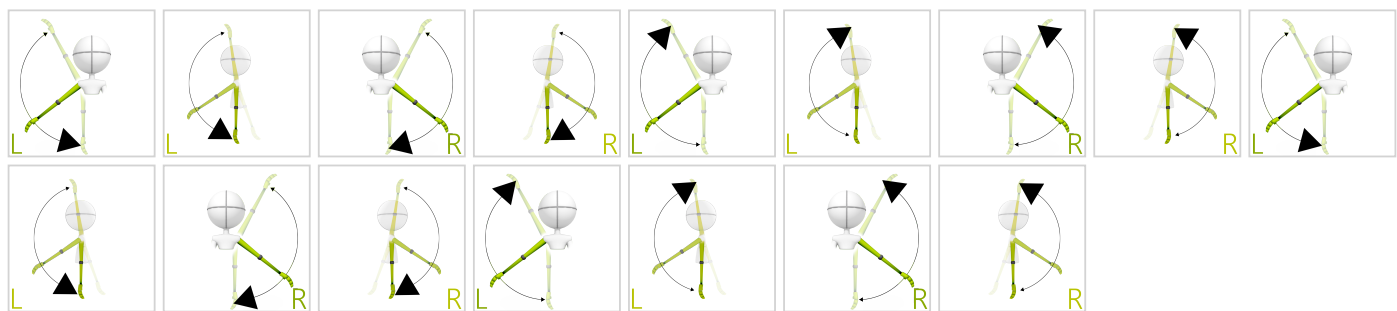
Try to achieve best result



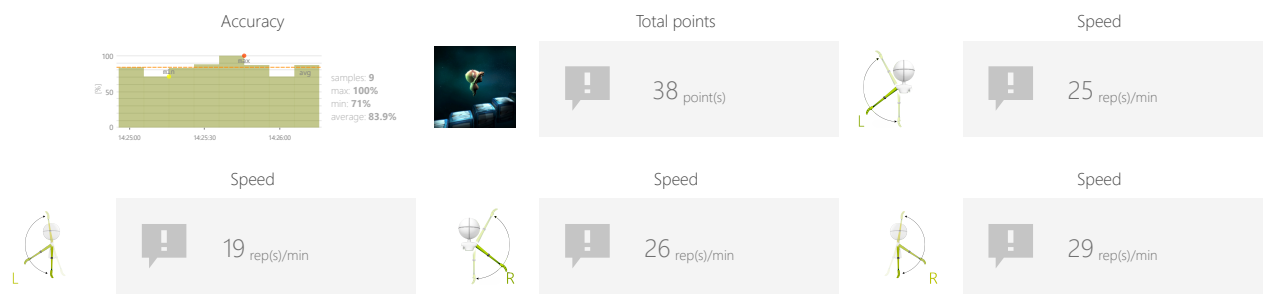
SPEED STAIRS

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Angular range
- Range adjustment
- Max time per floor
- Number of stairs
- Pause length
- Resistance

OBJECTIVES

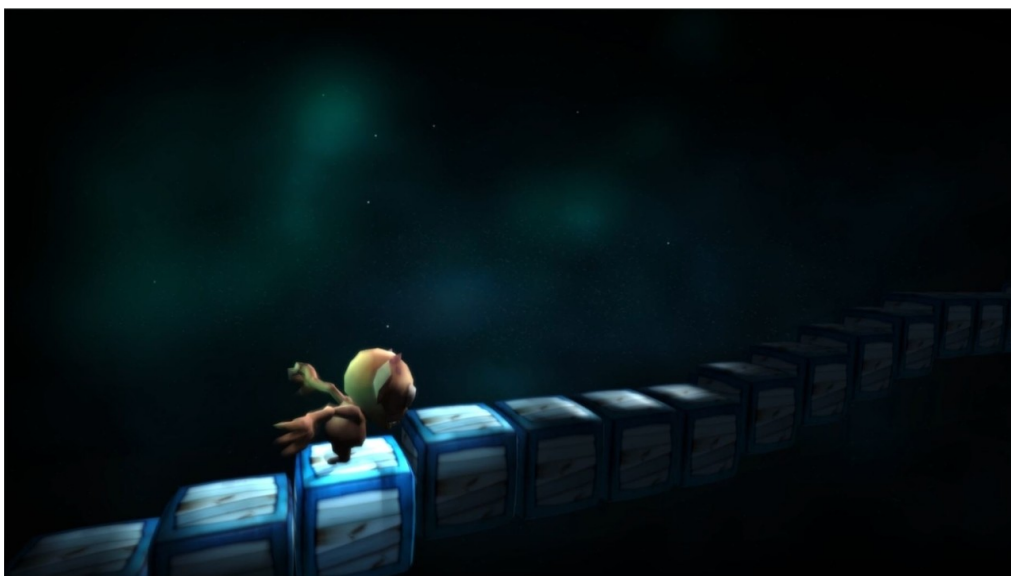
- Jumping
- Knees lifting
- Dynamics of planned movements

INSTRUCTION FOR PATIENT

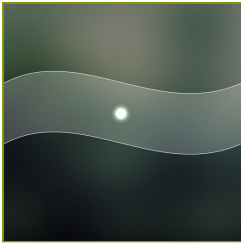
Climb the stairs before they disappear.



SAMPLE SETTINGS



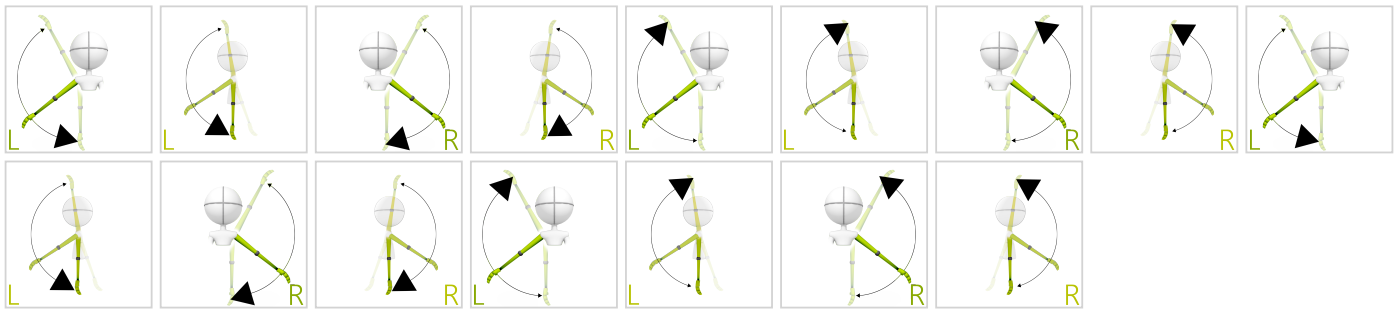
	Difficulty custom
Direction < Adduction > 	Duration < 90s >
Torque range < min ? > max ? 	Range adjustment 0% ↔ 100% ? ↔ ?
Angle < 90° > 	Max time per floor < 15s >
Number of stairs < 5 >	Pause length < 3 >
Arm length < set in runtime > 	



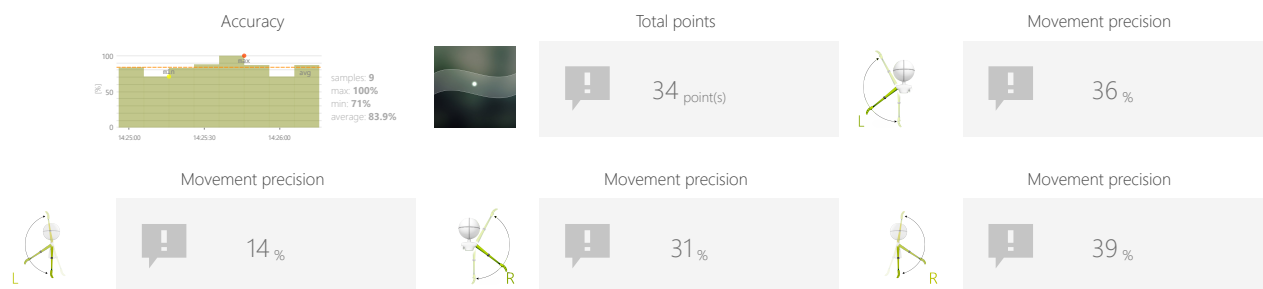
MOVEMENT PRECISION GRAPH

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
- Angular range
- Range adjustment
- Resistance

OBJECTIVES

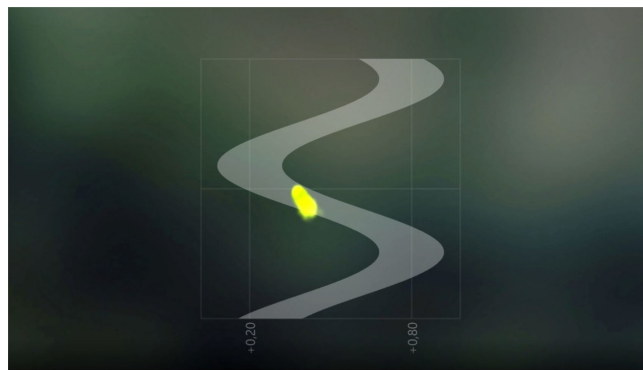
- Movement precision
- Activity in a given rhythm
- Repetitive movements
- Hands raising

INSTRUCTION FOR PATIENT

Try to stay within the borders.



SAMPLE SETTINGS



Difficulty **3/3**

Graph configuration

4.0s +/- 20%

Direction: Adduction

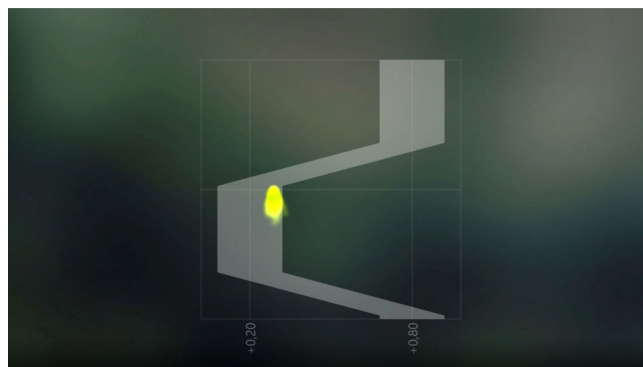
Duration: 30s

Torque range: min ? max ?

Range adjustment: 0% 100%

Angle: 90°

Arm length: set in runtime



Difficulty **1/3**

Graph configuration

4.0s +/- 40%

Direction: Adduction

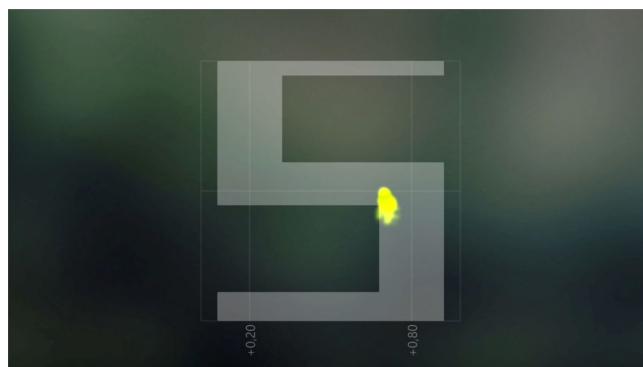
Duration: 90s

Torque range: min ? max ?

Range adjustment: 0% 100%

Angle: 90°

Arm length: set in runtime



Difficulty **custom**

Graph configuration

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

Direction: Adduction

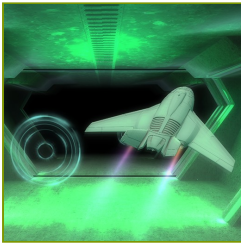
Duration: 30s

Torque range: min ? max ?

Range adjustment: 0% 100%

Angle: 90°

Arm length: set in runtime

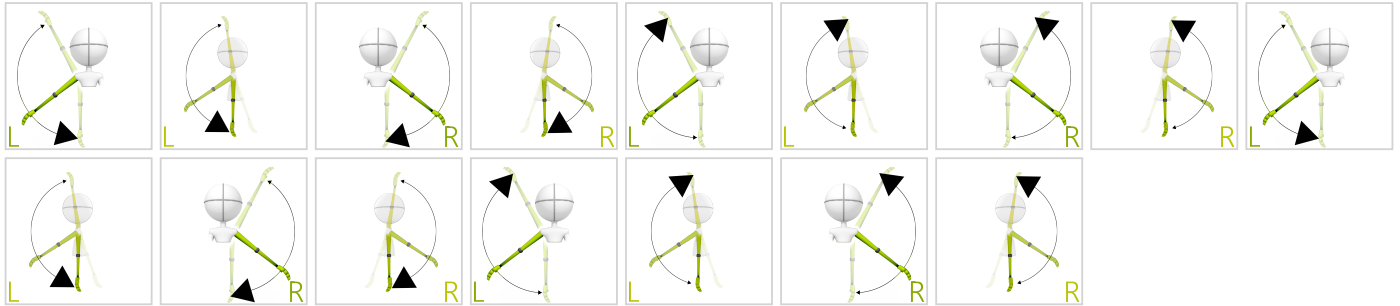


FUNCTIONAL MOVEMENTS

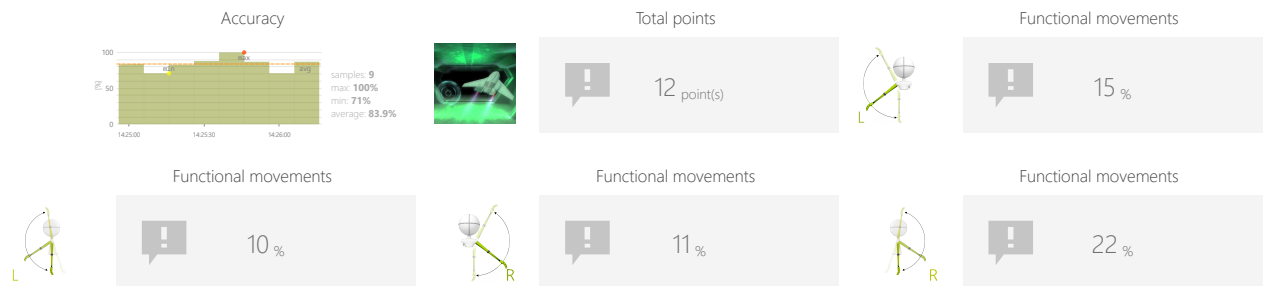
AIRPLANE

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
- Angular range
- Range adjustment
- Resistance

OBJECTIVES

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

INSTRUCTION FOR PATIENT

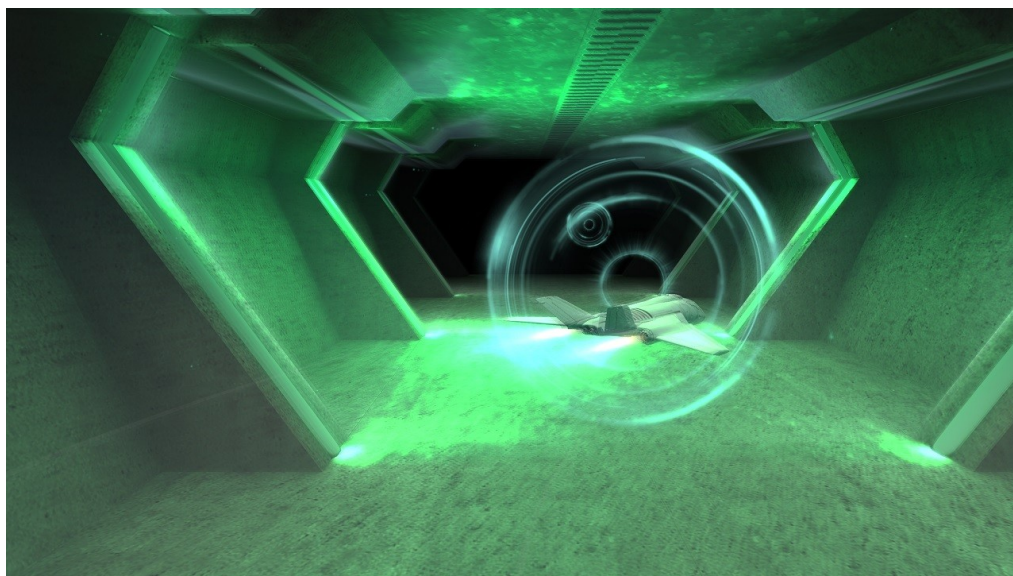
Make the airplane fly through the circles. The closer to the center it flies the more points you get.


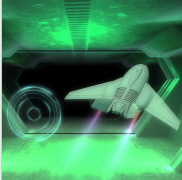


FUNCTIONAL MOVEMENTS

AIRPLANE

SAMPLE SETTINGS





◀

Difficulty
2/4

▶

Speed

< 100% >

speed set automatically

Direction

< Adduction >

⚙️

Duration

< 90s >

Torque range

< min ? >

max ?

⚙️

Range adjustment

0% ↔ 100%

? ↔ ?

< >

Angle

< 90° >

⚙️

Arm length

< >

set in runtime ⚙️

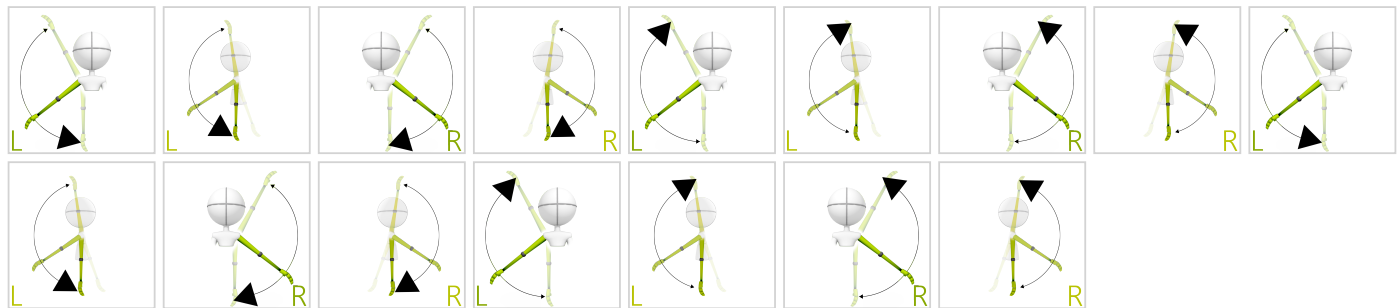


FUNCTIONAL MOVEMENTS

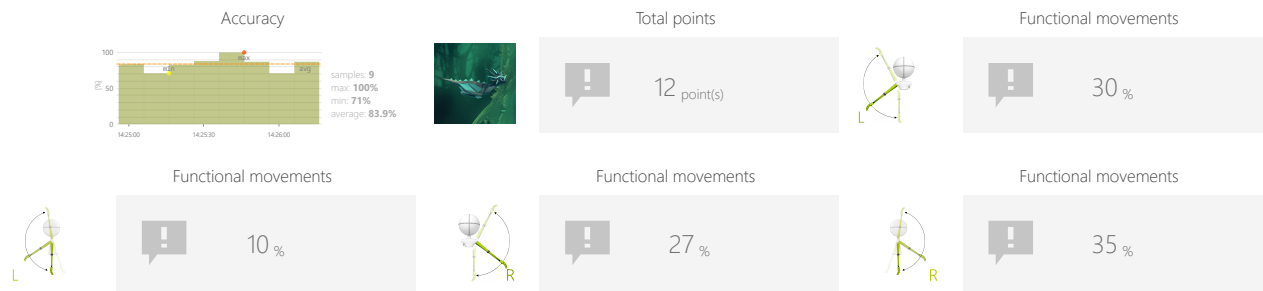
DRAGON

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
- Angular range
- Range adjustment
- Coins group size
- Distance between coins
- Gravity force
- Resistance

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.

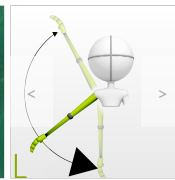



FUNCTIONAL MOVEMENTS

DRAGON

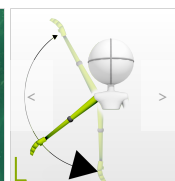
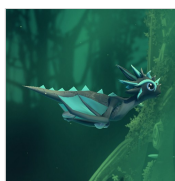
SAMPLE SETTINGS



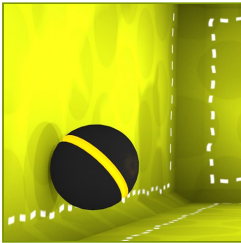


◀	Difficulty custom	▶
Direction < Adduction > °		Duration < > 90s
Torque range < min ? > max ? °		Range adjustment 0% ↔ 100% ? ↔ ?
Angle < 90° > °		Coins group size < > 3
Arm length < > set in runtime		Distance between coins < 250% >
Gravity force < 100% >		





◀	Difficulty 1/3	▶
Direction < Adduction > °		Duration < > 90s
Torque range < min ? > max ? °		Range adjustment 0% ↔ 100% ? ↔ ?
Angle < 90° > °		Coins group size < > 5
Arm length < > set in runtime		Distance between coins < 250% >
Gravity force < 100% >		

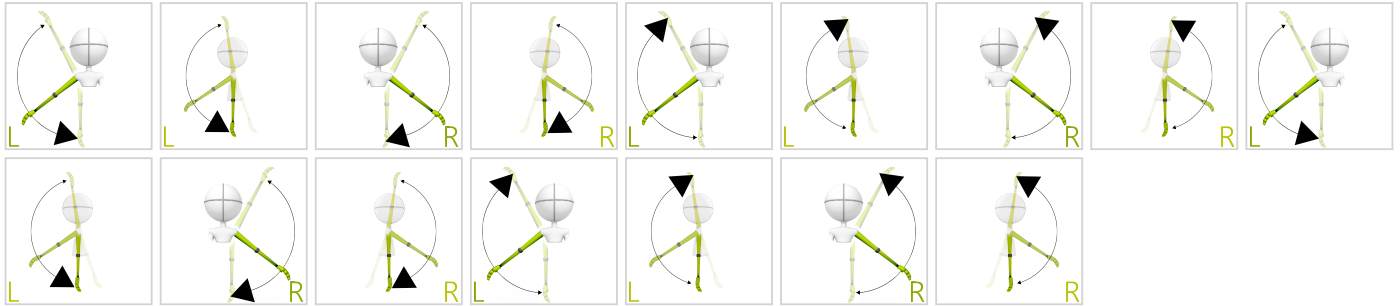


FUNCTIONAL MOVEMENTS

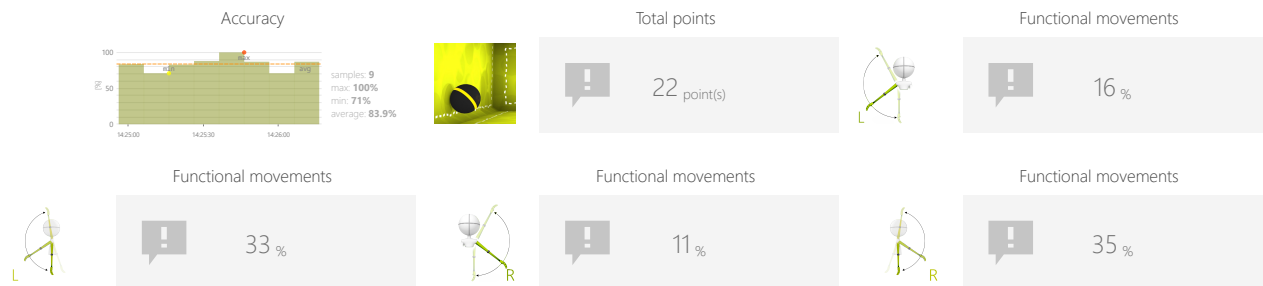
ARCANOID

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
- Angular range
- Range adjustment
- Reticle size
- Speed of objects
- Resistance

OBJECTIVES

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

INSTRUCTION FOR PATIENT

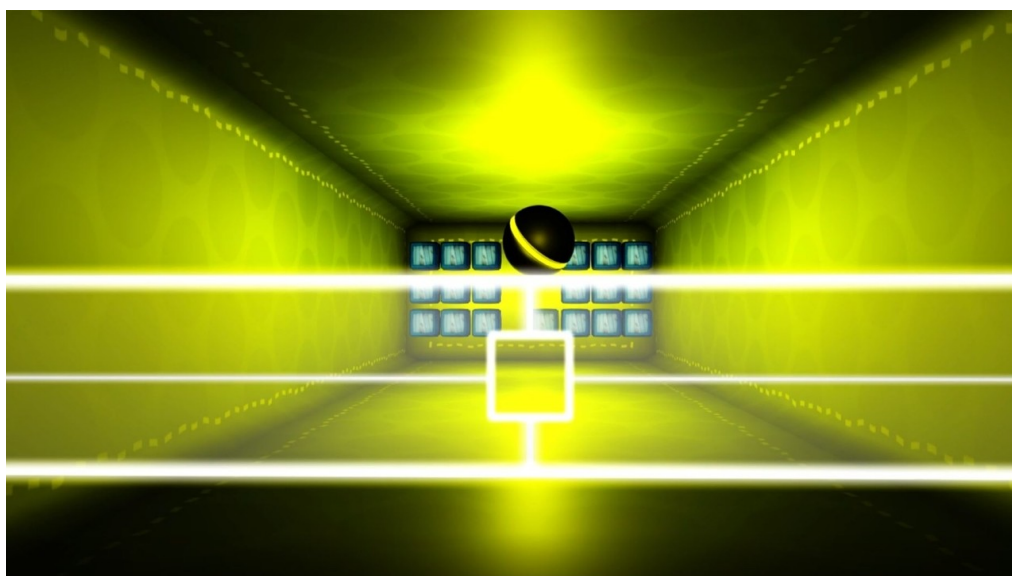
Destroy as many boxes as you can.

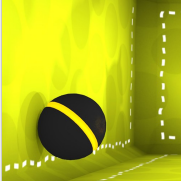
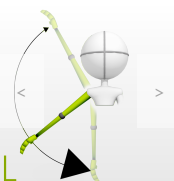


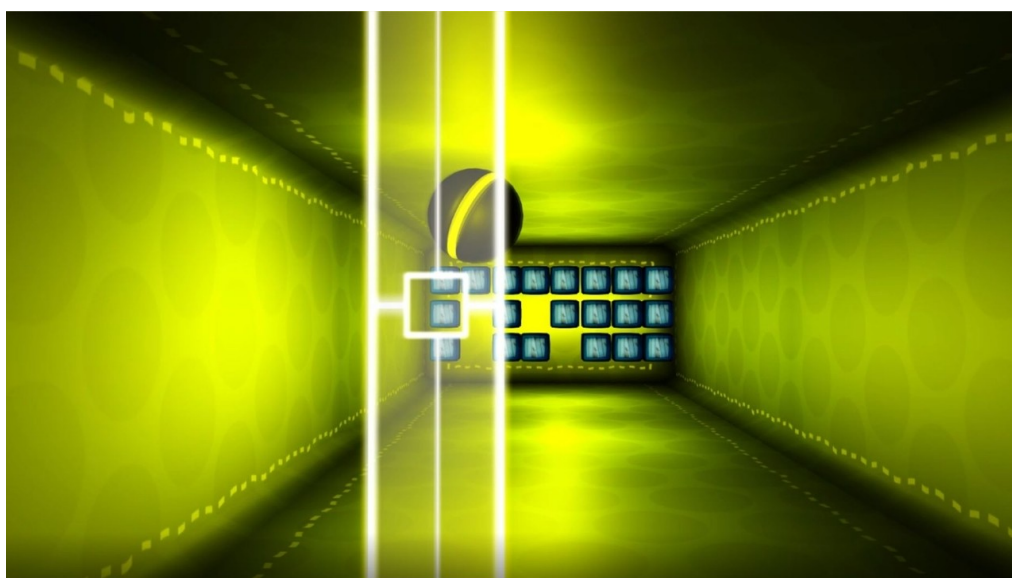
FUNCTIONAL MOVEMENTS

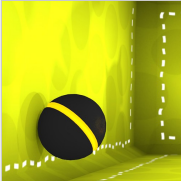

ARCANOID

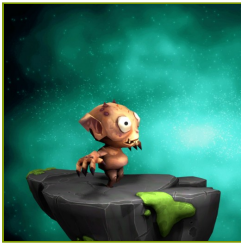
SAMPLE SETTINGS



			
Difficulty		custom	
Direction	Adduction		
Duration	90s		
Torque range	min ? max ?		
Range adjustment	0% ↔ 100% ? ↔ ?		
Angle	90°		
Arm length	set in runtime		
Reticle size	100%		
Speed of objects	70%		



			
Difficulty		custom	
Direction	Adduction		
Duration	90s		
Torque range	min ? max ?		
Range adjustment	0% ↔ 100% ? ↔ ?		
Angle	90°		
Arm length	set in runtime		
Reticle size	75%		
Speed of objects	70%		

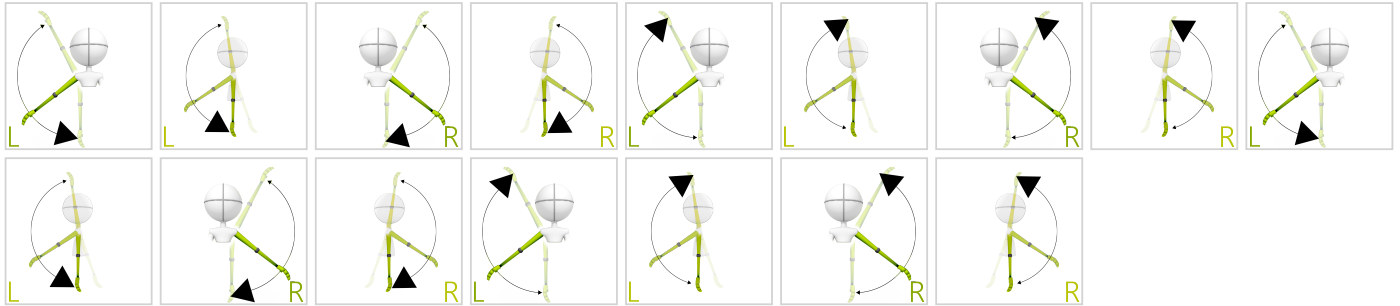


FUNCTIONAL MOVEMENTS

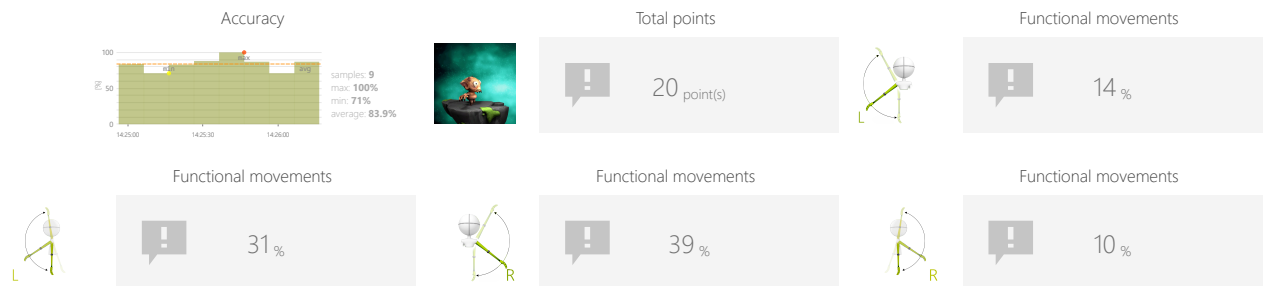
ROCKET JUMPING

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
- Angular range
- Range adjustment
- Time between objects
- Bomb format
- Speed of objects
- Resistance

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.


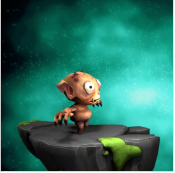


FUNCTIONAL MOVEMENTS

ROCKET JUMPING

SAMPLE SETTINGS





◀

Difficulty

▶

1/3

◀

Direction

>

Adduction

◀

Duration

>

90s

◀

Torque range

>

min ?
max ?

◀

Range adjustment

>

0% ↔ 100%
? ↔ ?

◀

Angle

>

90°

◀

Time between objects

>

5s

◀

Bomb format

>

1

◀

Arm length

>

set in runtime


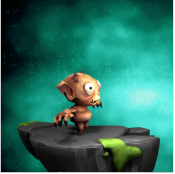
◀

Speed of objects

>

100%





◀

Difficulty

▶

custom

◀

Direction

>

Adduction

◀

Duration

>

90s

◀

Torque range

>

min ?
max ?

◀

Range adjustment

>

0% ↔ 100%
? ↔ ?

◀

Angle

>

90°

◀

Time between objects

>

5s

◀

Bomb format

>

2

◀

Arm length

>

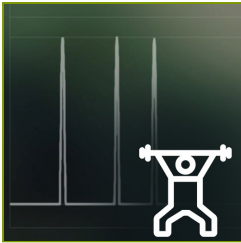
set in runtime

◀

Speed of objects

>

100%

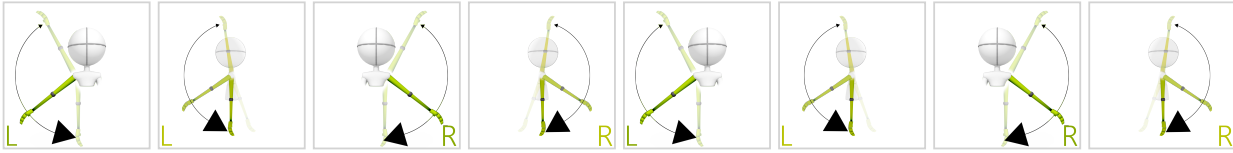


STRENGTH

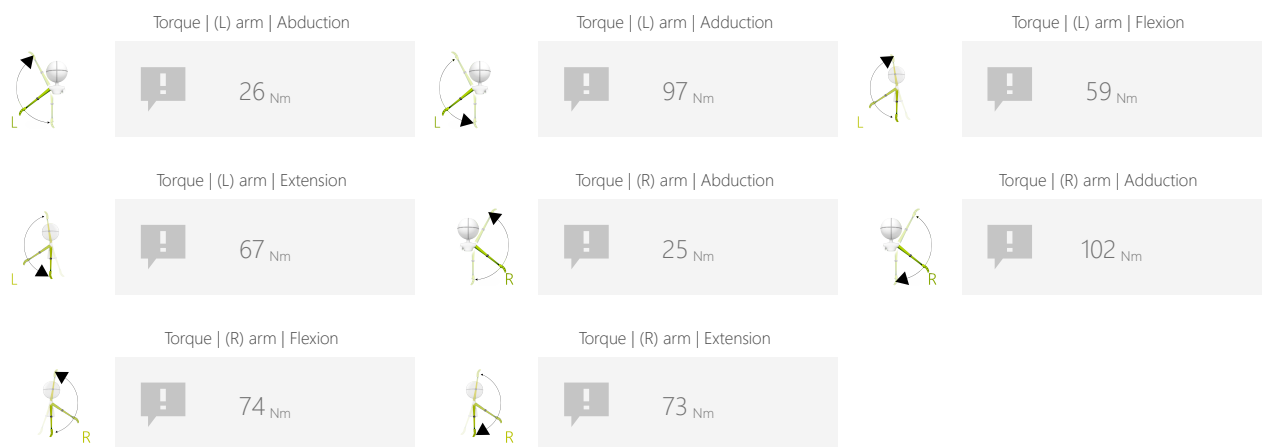
STRENGTH TEST

Measure and gently motivate to increase individual's force while performing predefined movement patterns.

CONTROL MODES



RESULTS

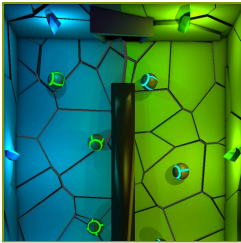


OBJECTIVES

- Strength examination
- Muscle strengthening

INSTRUCTION FOR PATIENT

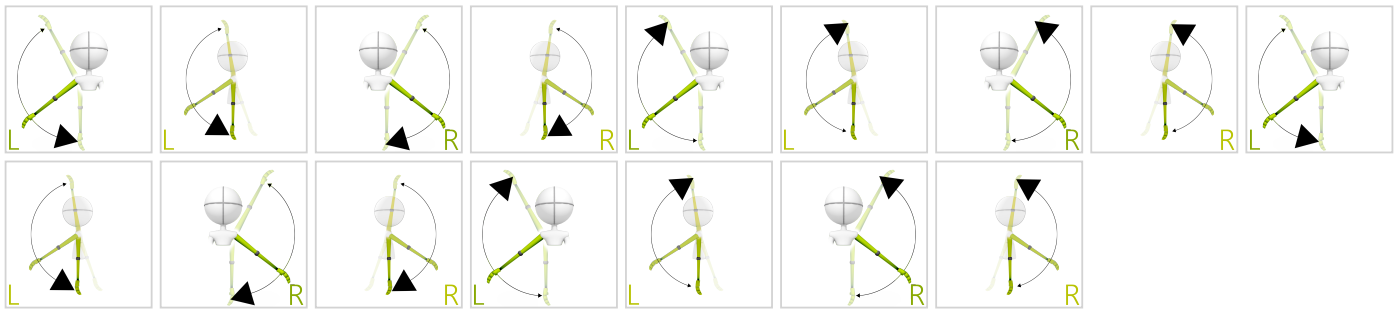
Try to achieve best result



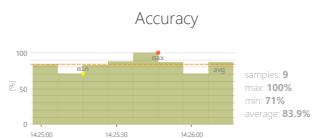
DIVIDED ATTENTION SORTER

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

26 point(s)



Divided attention

13 %

ADJUSTMENTS

- Task duration
- Angular range
- Range adjustment
- Number of objects
- Gap size
- Speed of objects
- Resistance

OBJECTIVES

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

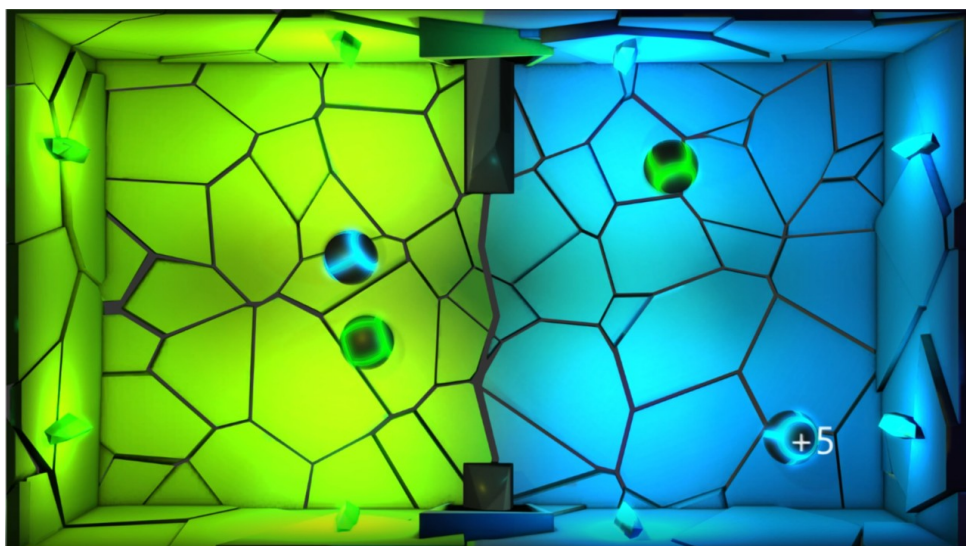
INSTRUCTION FOR PATIENT


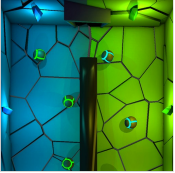
Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.



DIVIDED ATTENTION SORTER

SAMPLE SETTINGS





Difficulty **1/3**

Direction
< Adduction >

Duration
30s

Torque range
< min ? >
max ?

Range adjustment
0% ↔ 100%
? ↔ ?

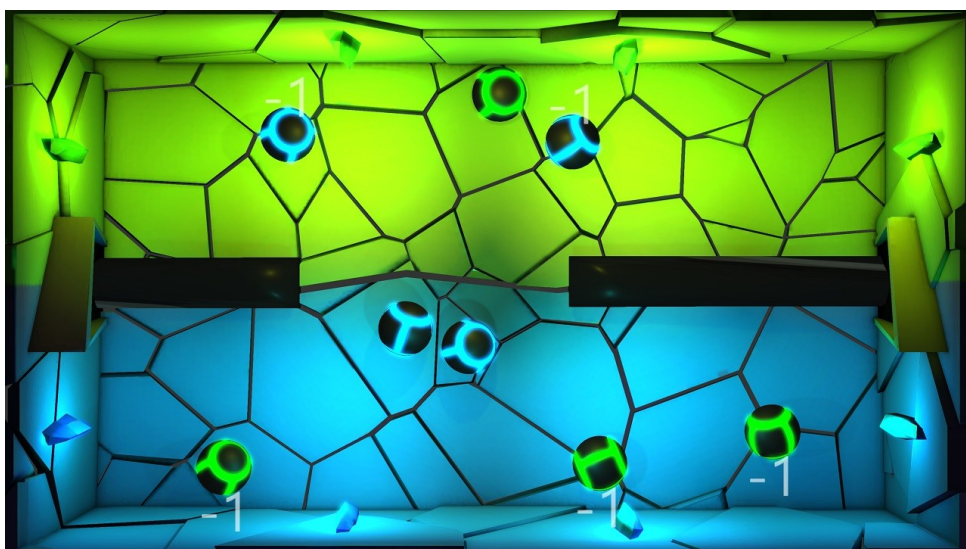
Angle
< 90° >


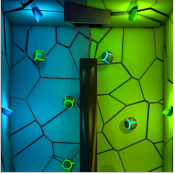
Number of objects
< 4

Arm length
< set in runtime >

Gap size
< 150%

Speed of objects
< 100%





Difficulty **1/3**

Direction
< Adduction >

Duration
30s

Torque range
< min ? >
max ?

Range adjustment
0% ↔ 100%
? ↔ ?

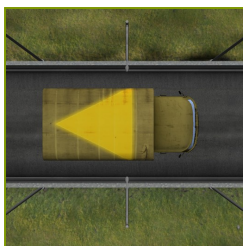
Angle
< 90° >

Number of objects
< 4

Arm length
< set in runtime >

Gap size
< 150%

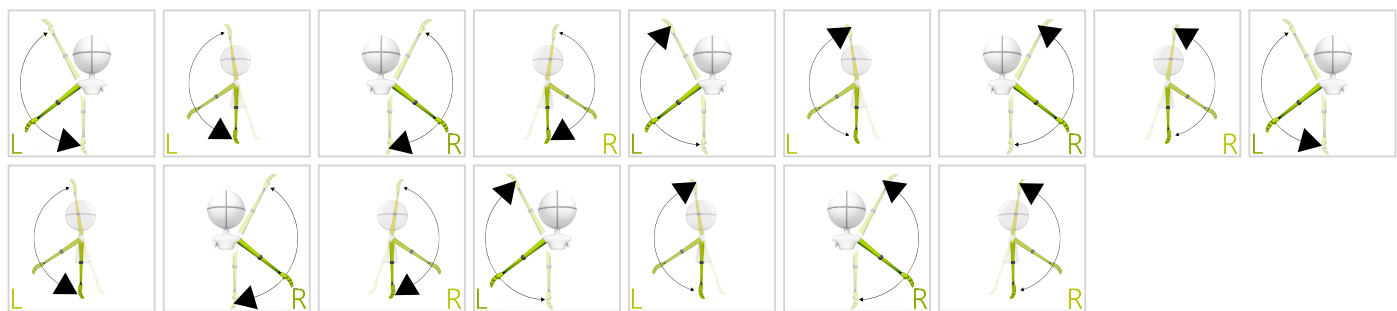
Speed of objects
< 100%



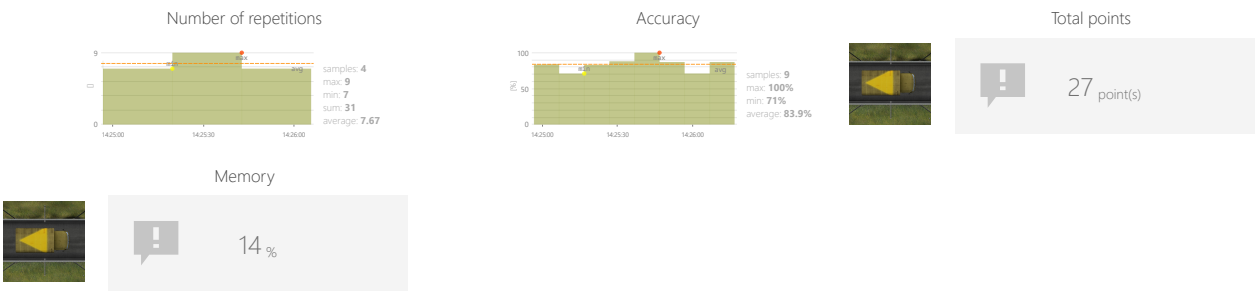
MEMORY TRUCKS

Measure and train individual's skills to memorize information.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Angular range
- Range adjustment
- Resistance
- Variations

OBJECTIVES

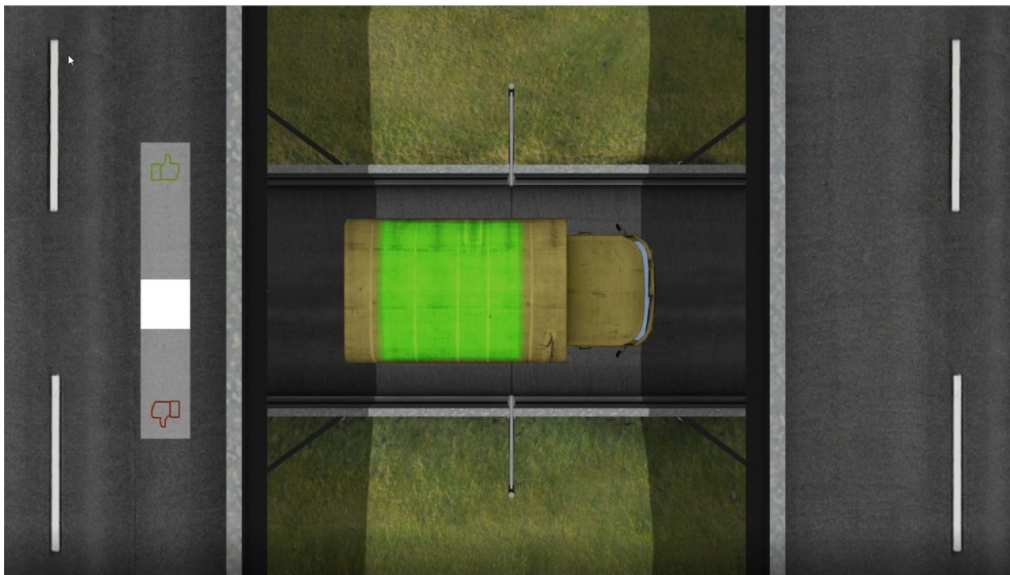
- Logical tasks
- Focusing
- Perceptivity

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
1/3

▶

Direction
< Adduction >
⚙

Duration
< >
30s

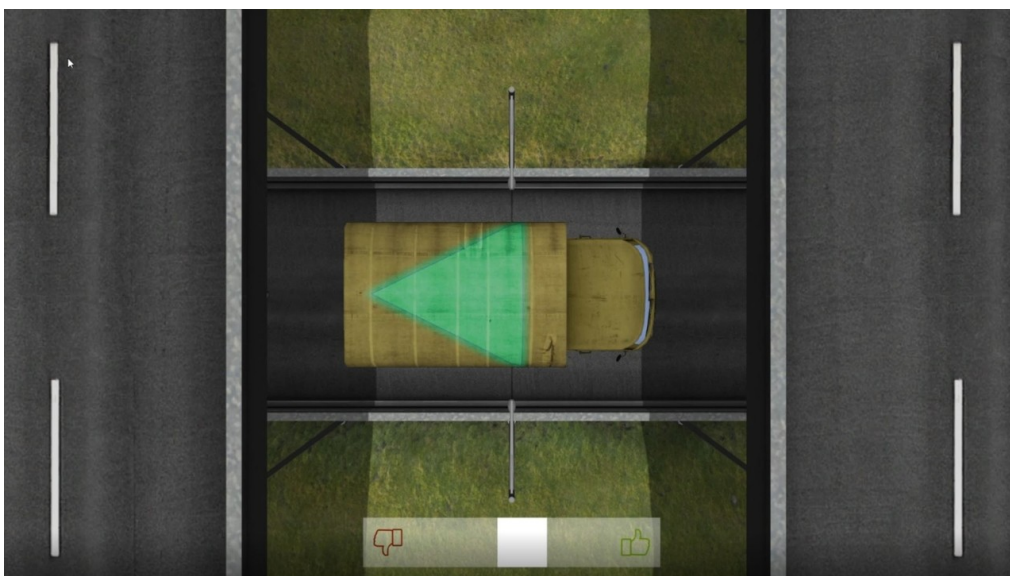
Torque range
< min ? >
max ?
⚙

Range adjustment
0% ↔ 100%
? ↔ ?
< >

Angle
< 90° >
⚙

Arm length
< >
set in runtime ⚙

Variations
< colors >





◀

Difficulty
2/3

▶

Direction
< Adduction >
⚙

Duration
< >
30s

Torque range
< min ? >
max ?
⚙

Range adjustment
0% ↔ 100%
? ↔ ?
< >

Angle
< 90° >
⚙

Arm length
< >
set in runtime ⚙

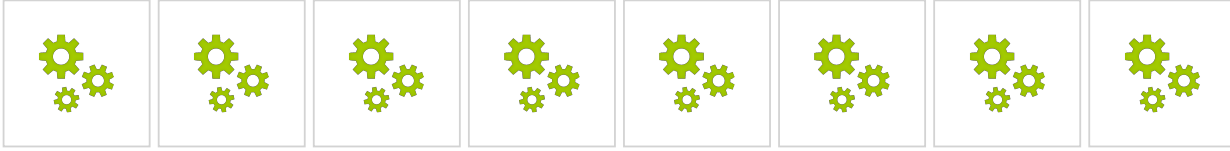
Variations
< shapes >



SPECIALIZED BLOOD PRESSURE

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

CONTROL MODES



ADJUSTMENTS

- Angular range
- Range adjustment
- Resistance

OBJECTIVES

- Monitor external parameters

INSTRUCTION FOR PATIENT

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