

EXTENSION PACK FOR X-COGNI

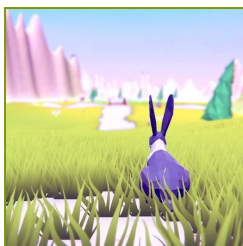
2025.1

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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).

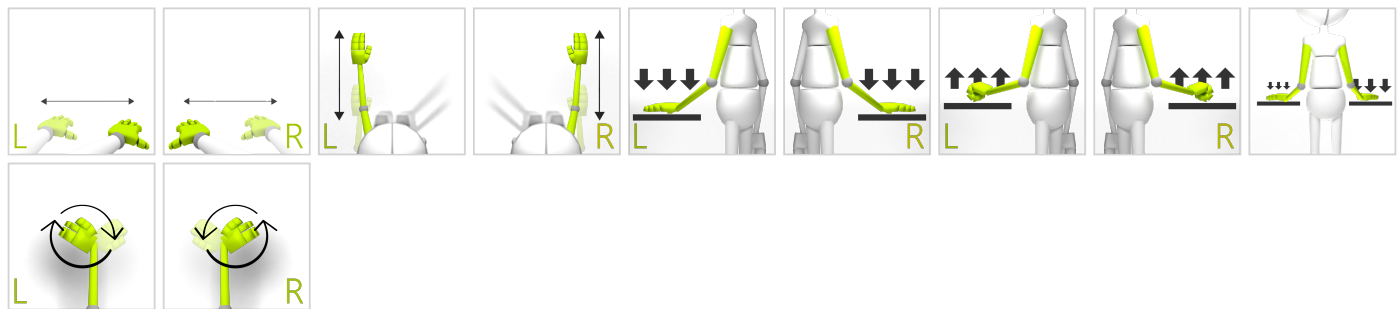


SPEED

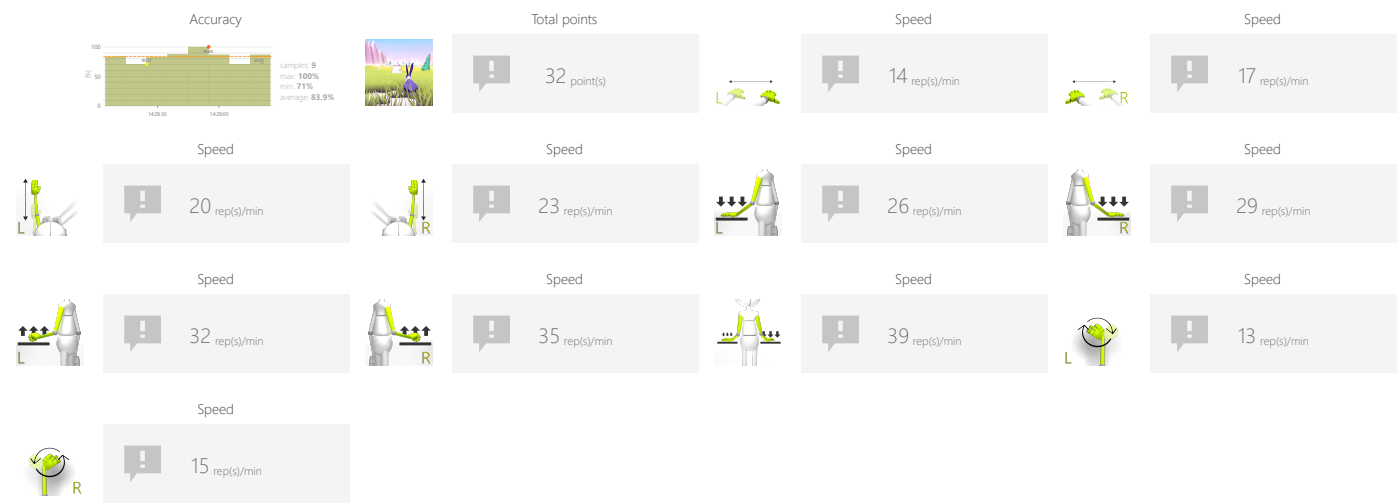
RABBIT

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Accessory
- Task duration
- Range
- Distance from edge

OBJECTIVES

- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

Go through the entire route as fast as you can.



SPEED RABBIT

SAMPLE SETTINGS



Accessory None	Duration
< >	< > 90s
Range	Distance from edge
< > 20% ↔ 80%	20%



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

CONTROL MODES



- Accessory
- Task duration
- Range
- Distance from edge

OBJECTIVES

- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

Row as fast as you can.



SAMPLE SETTINGS



Accessory None	Duration
	90s
Range	Distance from edge
20% ↔ 80%	20%



MOVEMENT PRECISION

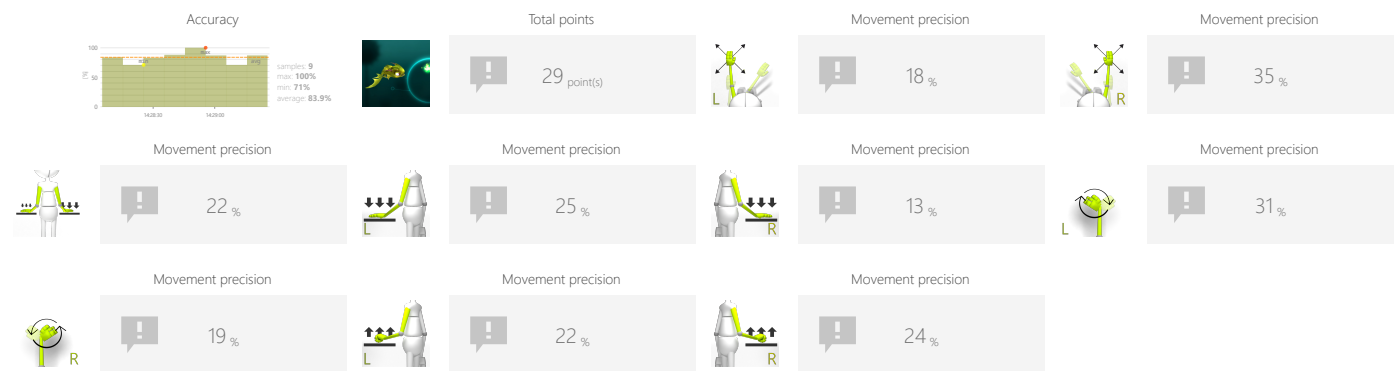
FISH

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

CONTROL MODES



RESULTS



ADJUSTMENTS

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

OBJECTIVES

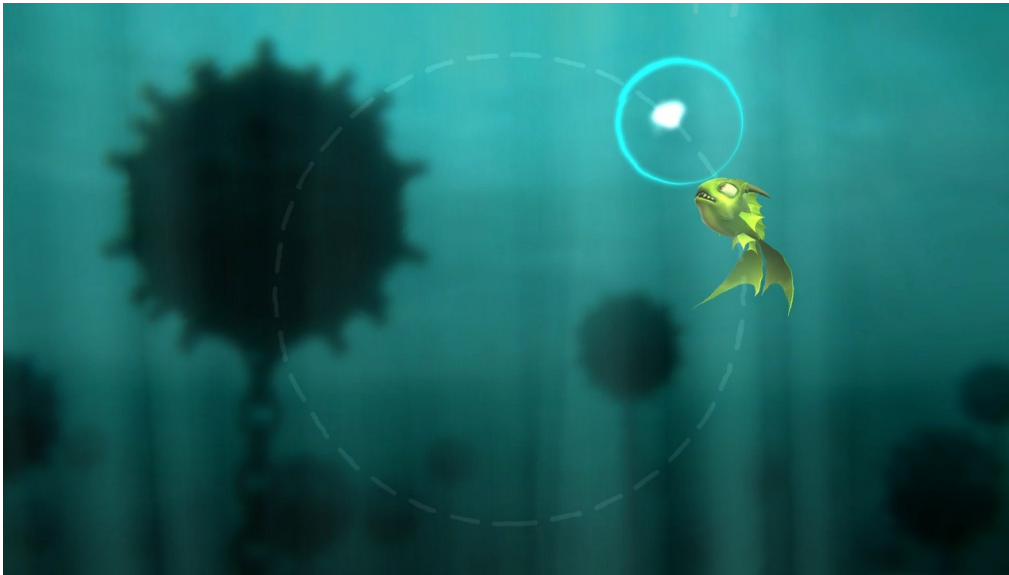
- 3D space movements reproduction
- Planned movements
- Muscle strengthening
- Movement precision
- Visual motor coordination




INSTRUCTION FOR PATIENT

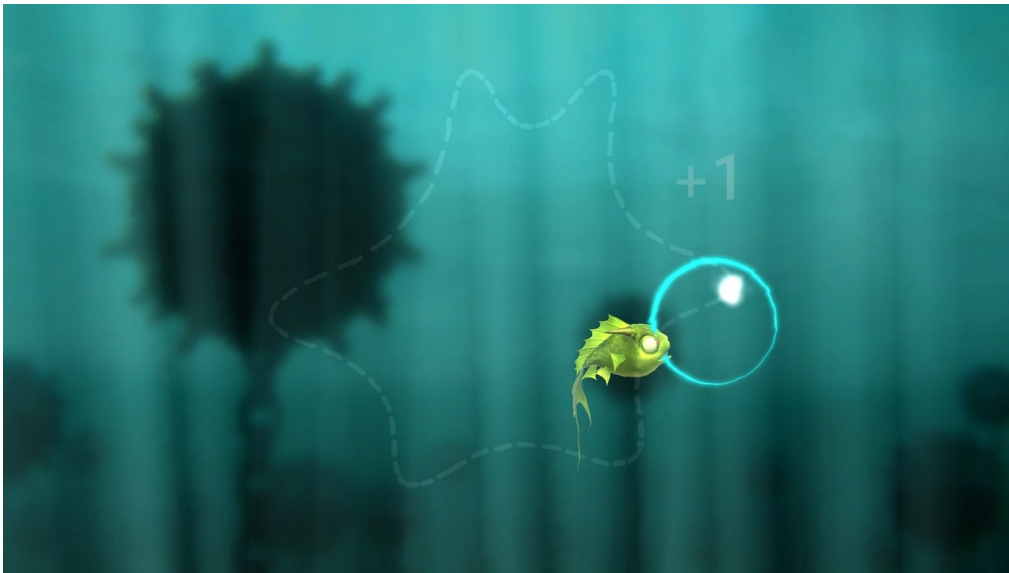
Move the blue circle to protect the sparks source from the fish.
When the sparks source is inside the circle it is safe.






SAMPLE SETTINGS



	
Difficulty custom	
Accessory None < >	Duration < > 90s
Movement mode < > Left	Route shape 
Speed of objects < > 100%	



	
Difficulty 1/3	
Accessory None < >	Duration < > 90s
Movement mode < > Left	Route shape 
Speed of objects < > 100%	

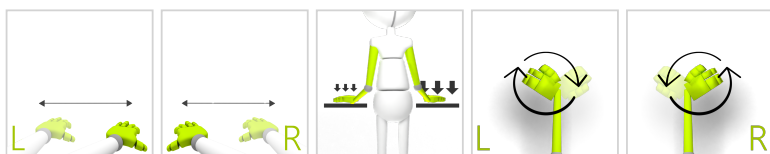


MOVEMENT PRECISION

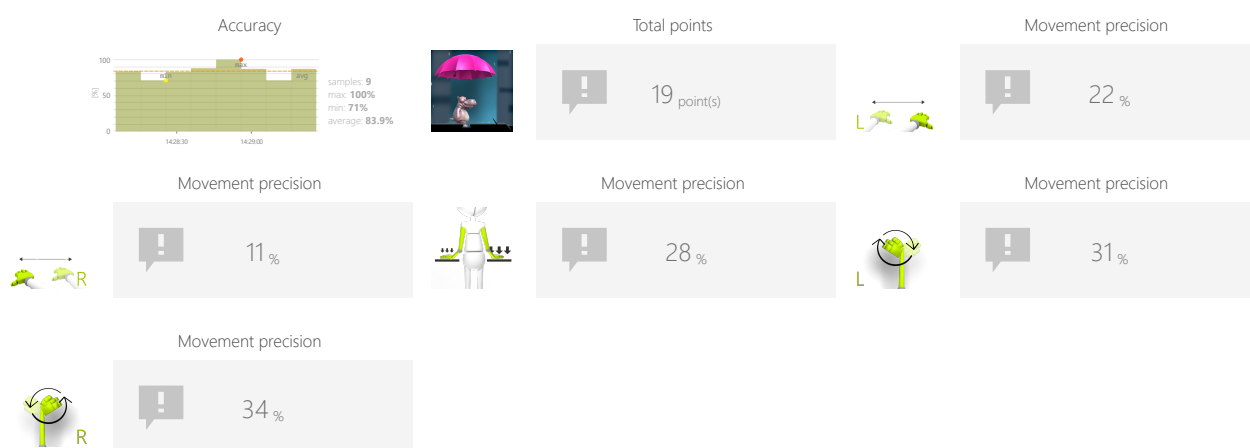
UMBRELLA

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Accessory
- Task duration
- Path
- Range
- Distance from edge
- 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	
Accessory None		Duration 60s
Path ⌚: 8.0s		Range 20% ↔ 80%
Distance from edge ↓ 20%		Umbrella size 150%

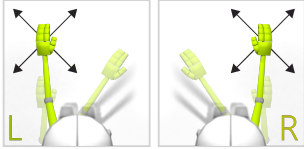


FUNCTIONAL MOVEMENTS

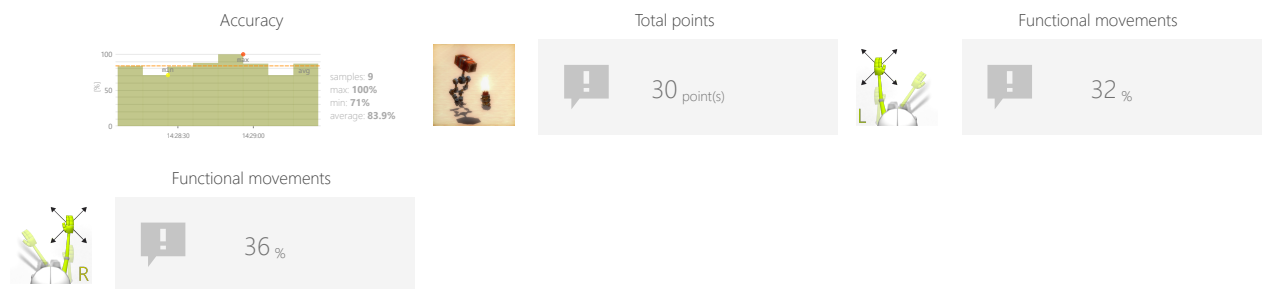
HAMMER

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

CONTROL MODES



RESULTS



ADJUSTMENTS

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

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	▶
Accessory None < >		Active positions
Duration < > 90s		Range 20% 80%
Time to react < > 10s		Reticle size < > 125%

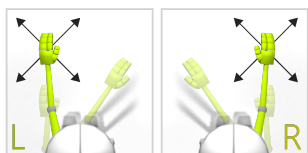


FUNCTIONAL MOVEMENTS

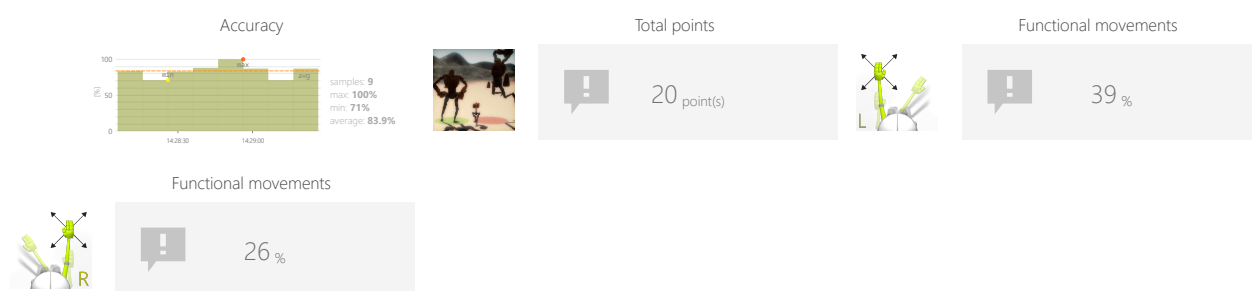
RUNAWAY

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

CONTROL MODES



RESULTS



ADJUSTMENTS

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

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

▶

Accessory | None

< >

Duration

< >

90s

Range

20% 80%

20% 80%

Number of enemies

< >

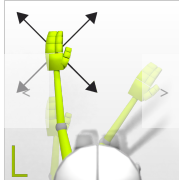

2

Enemies speed

< >

100%





◀

Difficulty
custom

▶

Accessory | None

< >

Duration

< >

90s

Range

20% 80%

20% 80%

Number of enemies

< >

4

Enemies speed

< >

100%

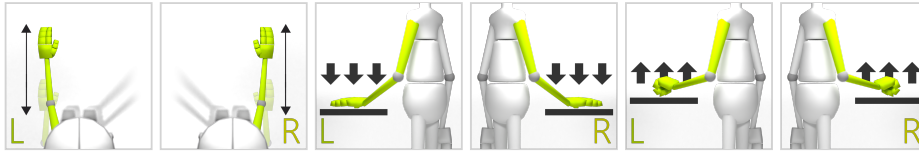


FUNCTIONAL MOVEMENTS

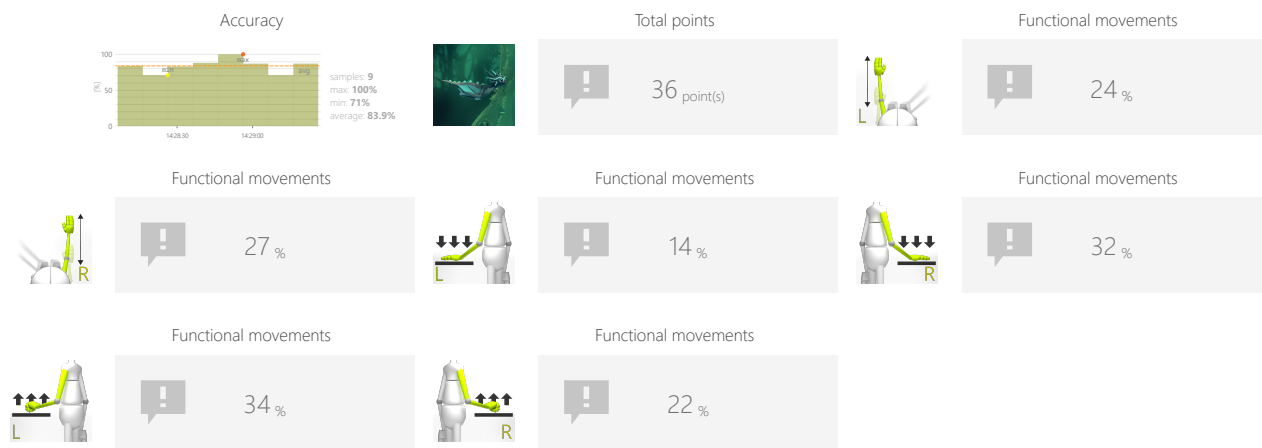
DRAGON

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

- Accessory
- Task duration
- Range
- Distance from edge
- 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

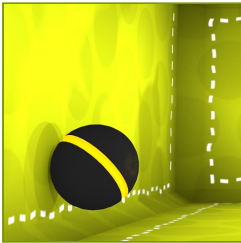
SAMPLE SETTINGS



Difficulty	custom
Accessory None	Duration
< >	< >
90s	
Range	Distance from edge
80% 20%	< >
20%	← 20%
Coins group size	Distance between coins
< 3 >	< 250% >
Gravity force	
< 100% >	



Difficulty	1/3
Accessory None	Duration
< >	< >
90s	
Range	Distance from edge
80% 20%	< >
20%	← 20%
Coins group size	Distance between coins
< 5 >	< 250% >
Gravity force	
< 100% >	

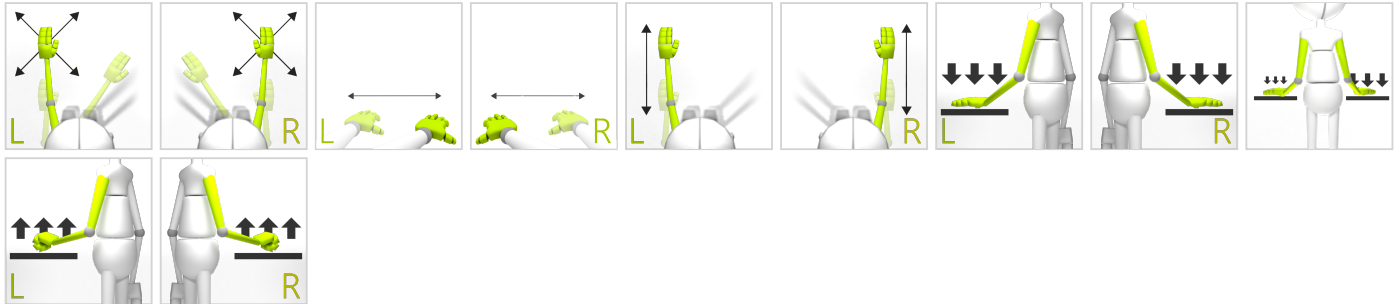


FUNCTIONAL MOVEMENTS

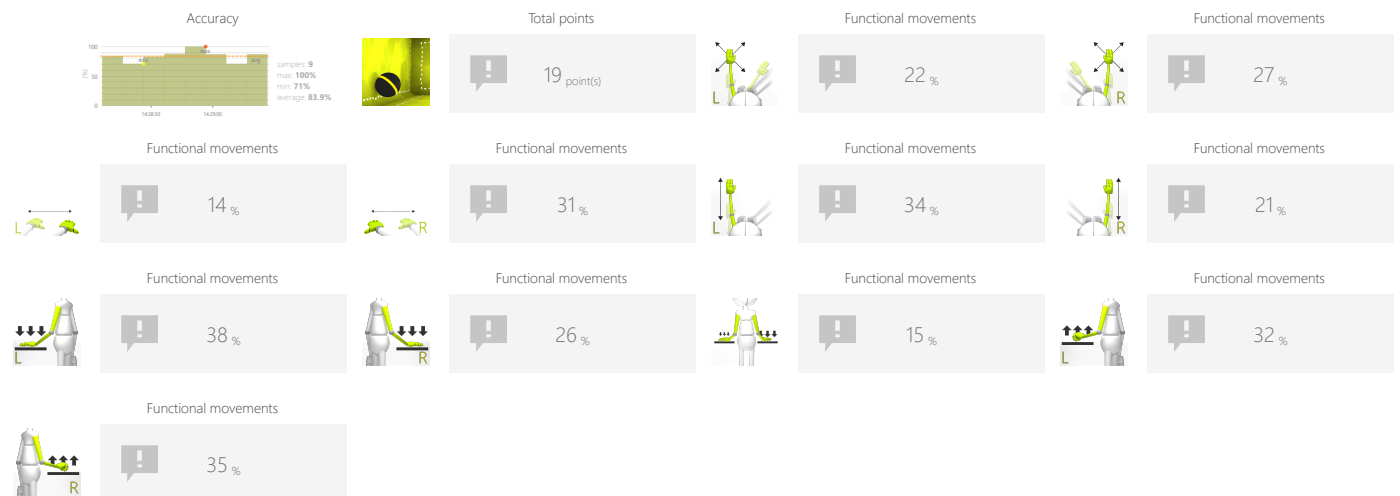
ARCANOID

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

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

OBJECTIVES

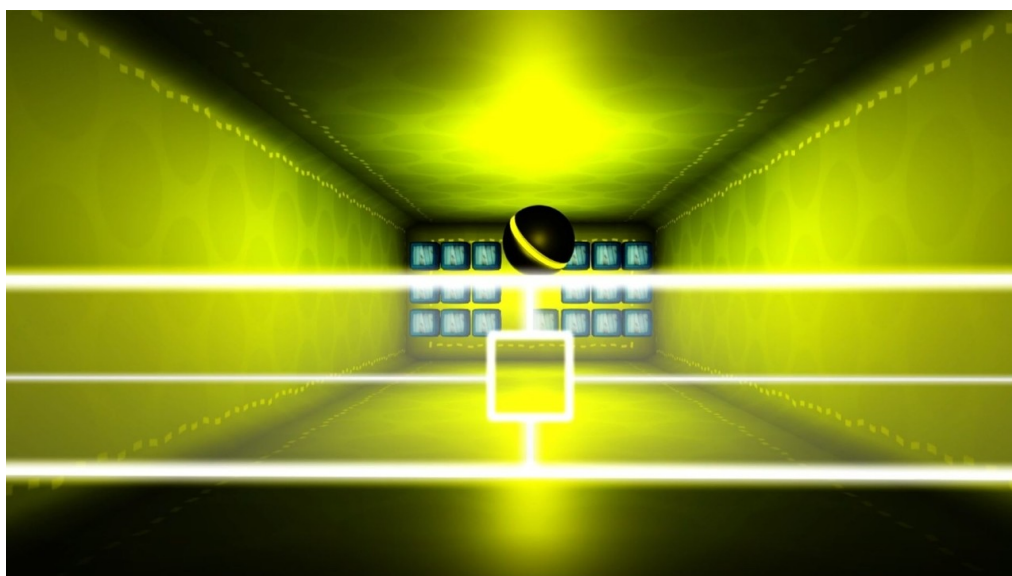
- Dynamics of planned movements
- Predicting the trajectory of objects in 3D space
- Visual motor coordination

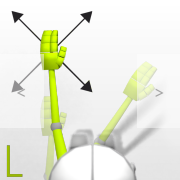
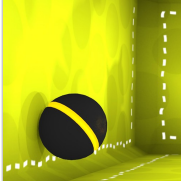
INSTRUCTION FOR PATIENT

Destroy as many boxes as you can.



SAMPLE SETTINGS





Difficulty

custom

Accessory | None

< >

Duration

< >

90s

Range

20% 80%

20% 80%

Reticle size

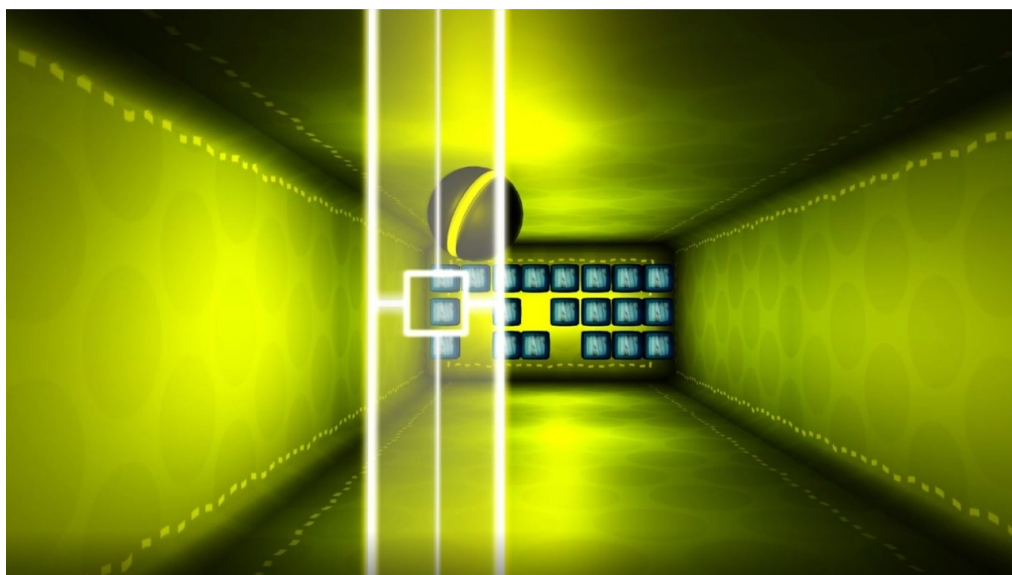
< >

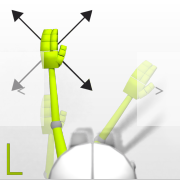
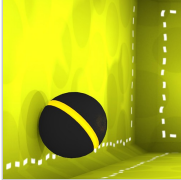
100%

Speed of objects

< >

70%





Difficulty

custom

Accessory | None

< >

Duration

< >

90s

Range

20% 80%

20% 80%

Reticle size

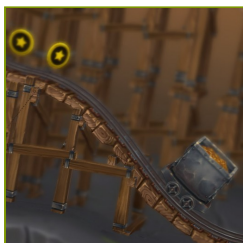
< >

75%

Speed of objects

< >

70%

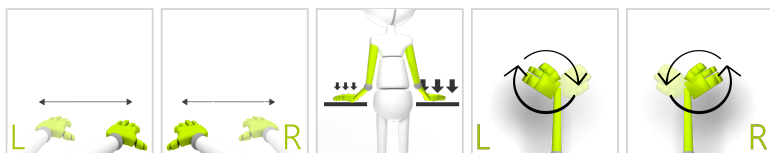


FUNCTIONAL MOVEMENTS

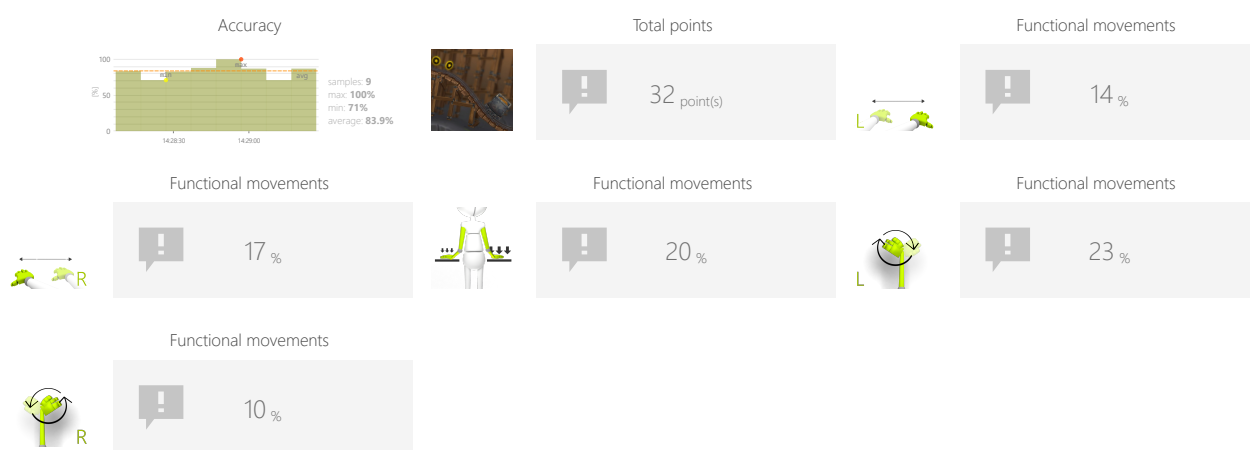
RAILS

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
- Accessory
- Task duration
- Range
- Route shape
- Distance from edge
- Enable derailing
- 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			
Accessory None		Duration	
		90s	
Range		Route shape	
20% ↔ 80%			
Distance from edge		Enable derailing	
20%		No	
		Enable obstacles	
		No	
Time between objects			
5s			



Difficulty		3/3	
Speed			
200%			
speed set automatically			
Accessory None		Duration	
		90s	
Range		Route shape	
20% ↔ 80%			
Distance from edge		Enable derailing	
20%		Yes	
		Enable obstacles	
		No	
Time between objects			
5s			

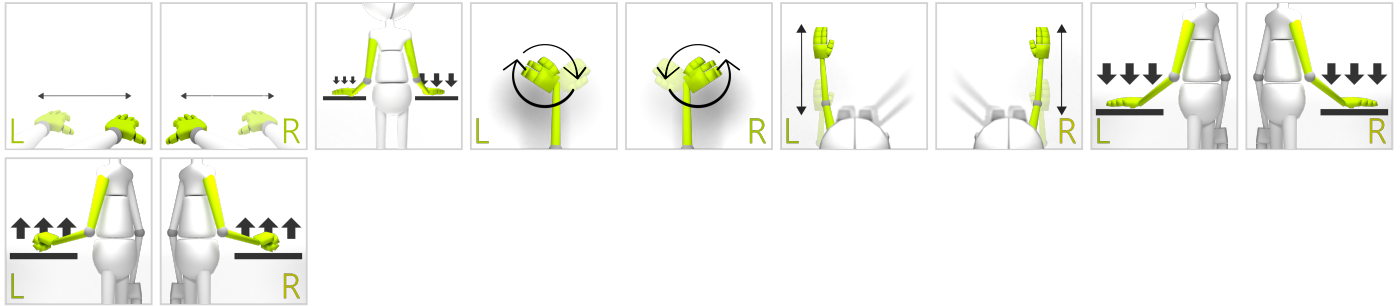


FUNCTIONAL MOVEMENTS

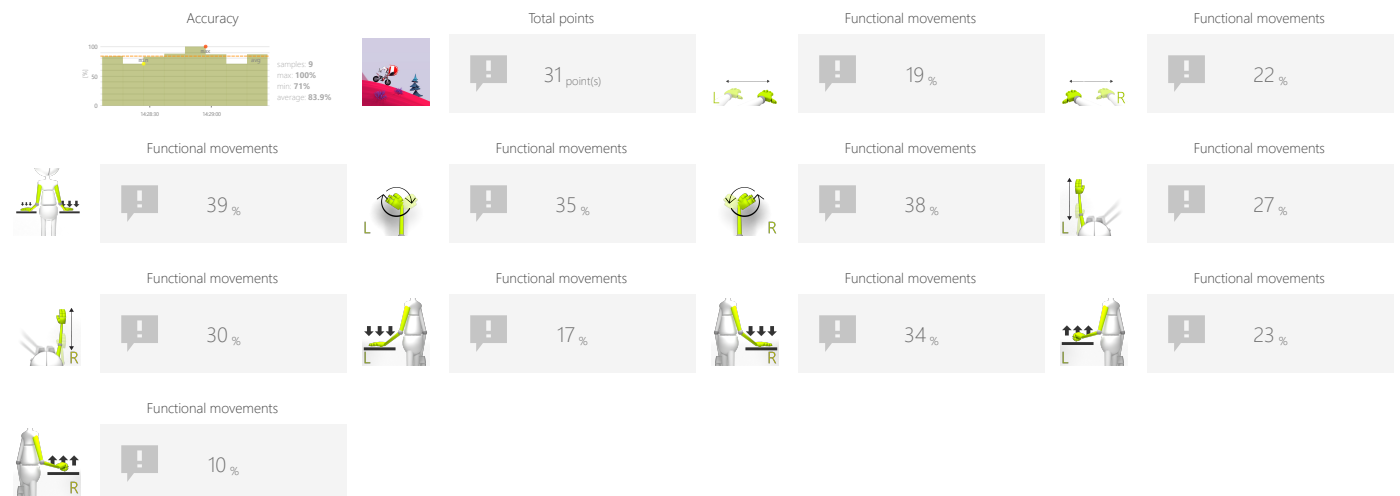
MOTOCROSS

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

- Accessory
- Task duration
- Range
- Distance from edge
- Route shape

OBJECTIVES

- Dynamics of planned movements
- Planning and Strategy

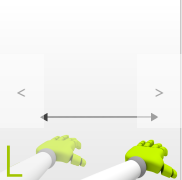
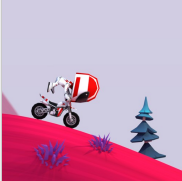
INSTRUCTION FOR PATIENT

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



SAMPLE SETTINGS





◀


Difficulty
2/3

▶

Accessory | None

Duration
90s

Range
20% ↔ 80%

Distance from edge
20% 

Route shape
Medium

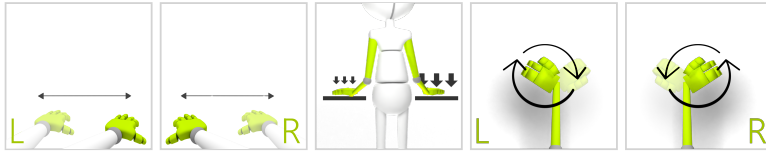


FUNCTIONAL MOVEMENTS

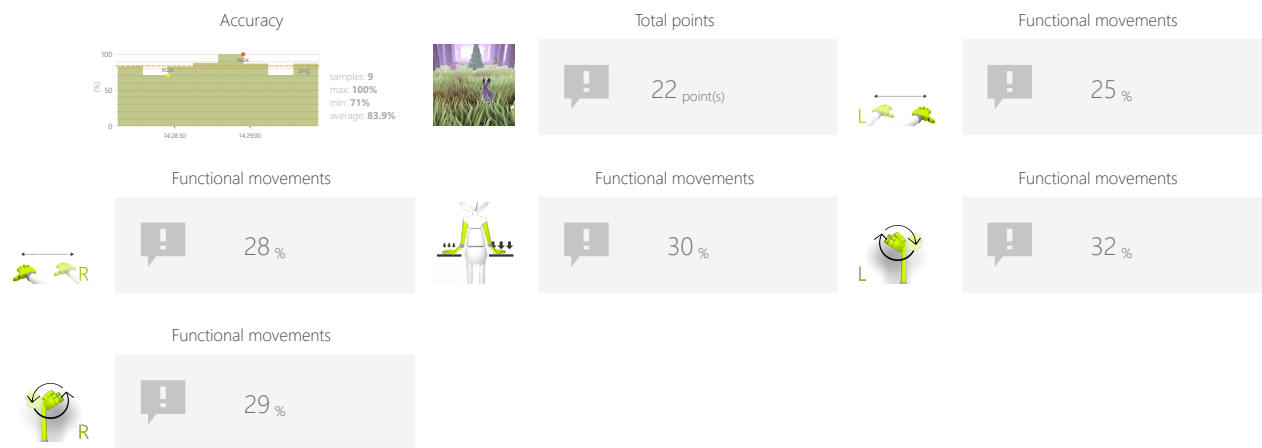
FOREST RUNNER

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
- Accessory
- Task duration
- Range
- Distance from edge

OBJECTIVES

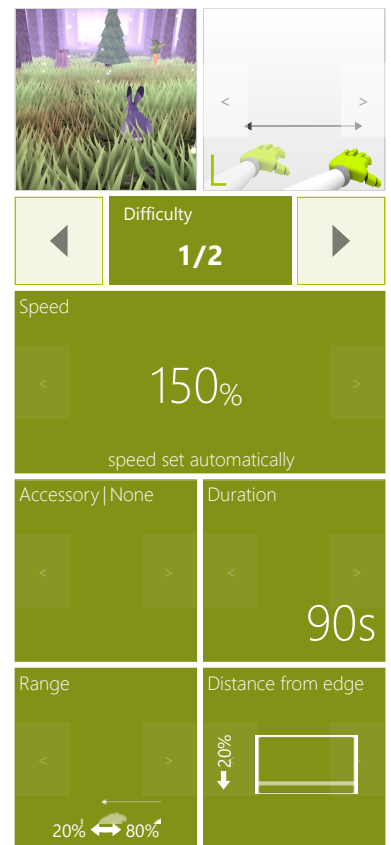
- Dynamics of planned movements
- Focusing
- Planned movements
- Speed of movement

INSTRUCTION FOR PATIENT

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



SAMPLE SETTINGS



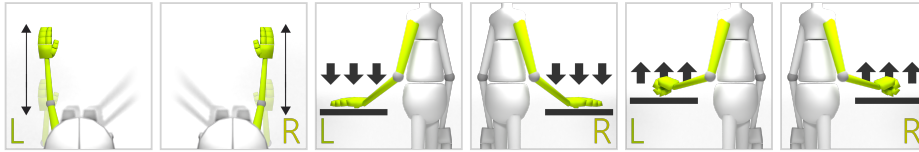


FUNCTIONAL MOVEMENTS

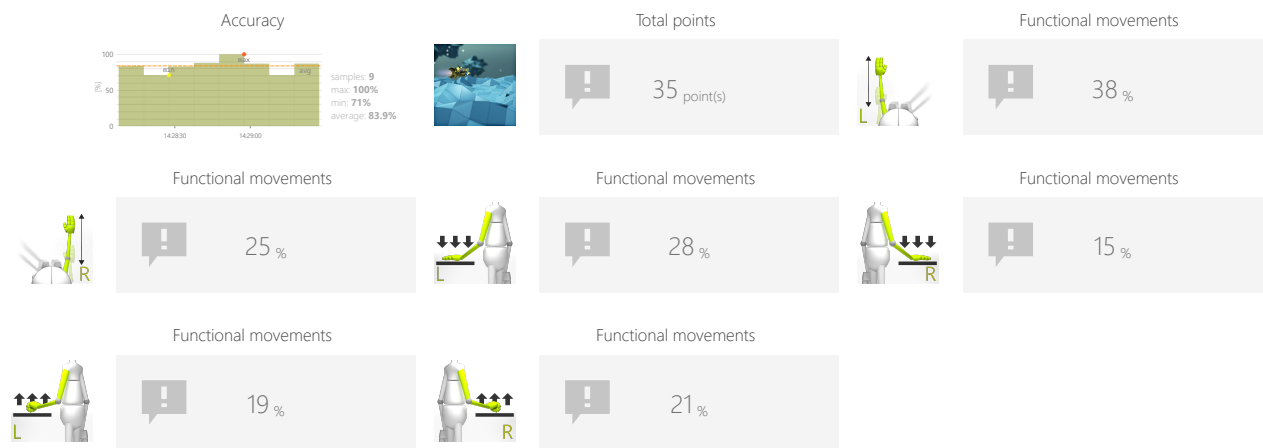
GEOMETRY FLIER

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
- Accessory
- Task duration
- Range
- Distance from edge

OBJECTIVES

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

INSTRUCTION FOR PATIENT

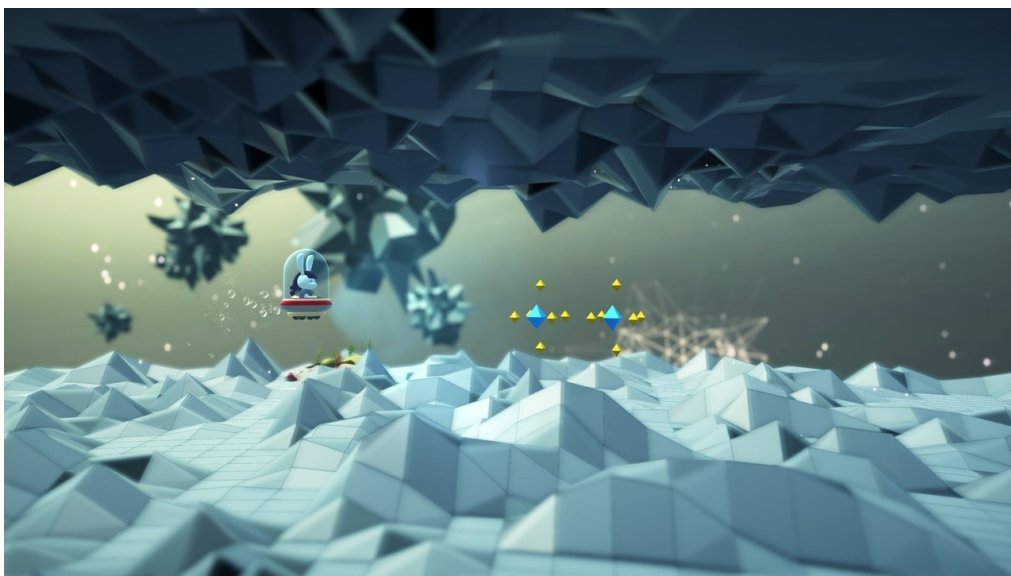
Control the vehicle to avoid the obstacles.

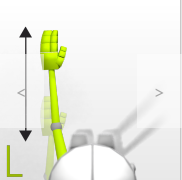



FUNCTIONAL MOVEMENTS

GEOMETRY FLIER

SAMPLE SETTINGS





◀

Difficulty
1/3

▶

Speed

< 100% >

speed set automatically

Accessory | None

< >

Duration

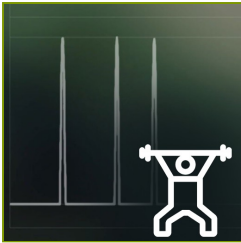
< 30s >

Range

20% 80%
< >

Distance from edge

< >
← 20%

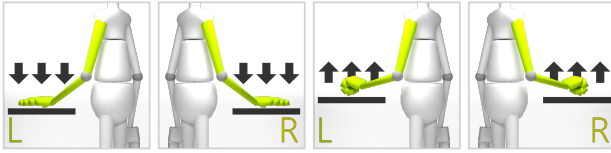


STRENGTH

STRENGTH TEST

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

CONTROL MODES



ADJUSTMENTS

- Time to complete action

OBJECTIVES

- Strength examination
- Muscle strengthening

INSTRUCTION FOR PATIENT

Try to achieve best result

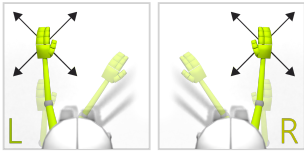


PROBLEM SOLVING

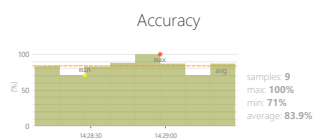
MAZE

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



33 point(s)



Problem solving



36 %

ADJUSTMENTS

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

OBJECTIVES

- Logical tasks
- Planned movements
- Planning and Strategy

INSTRUCTION FOR PATIENT

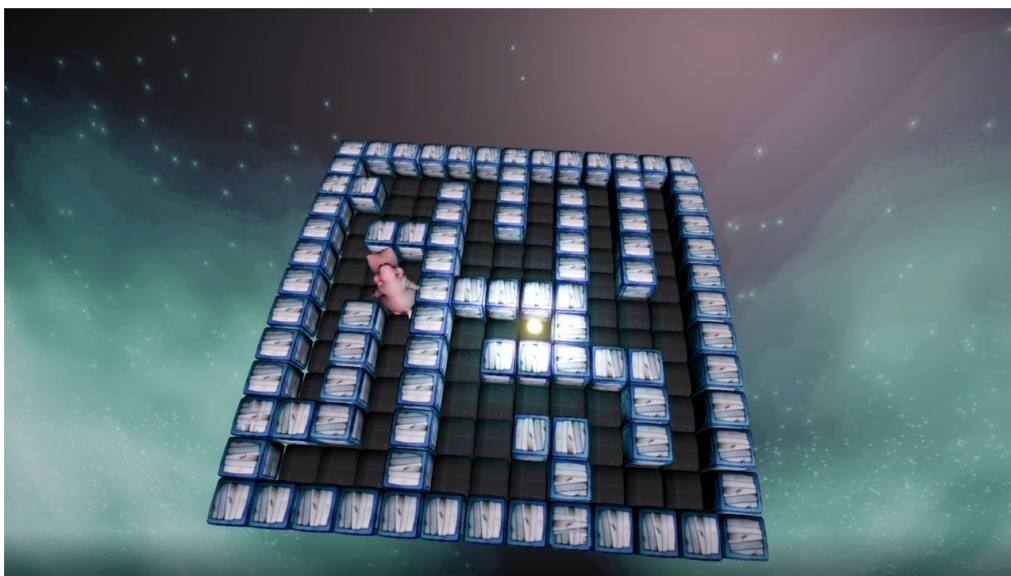
Lead the hippo through the maze to the glowing target.

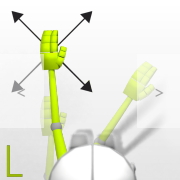



PROBLEM SOLVING

MAZE

SAMPLE SETTINGS





◀

Difficulty
2/4

▶

Accessory | None

< >

Duration

< >

90s

Range

20% 80%

20% 80%

Show path

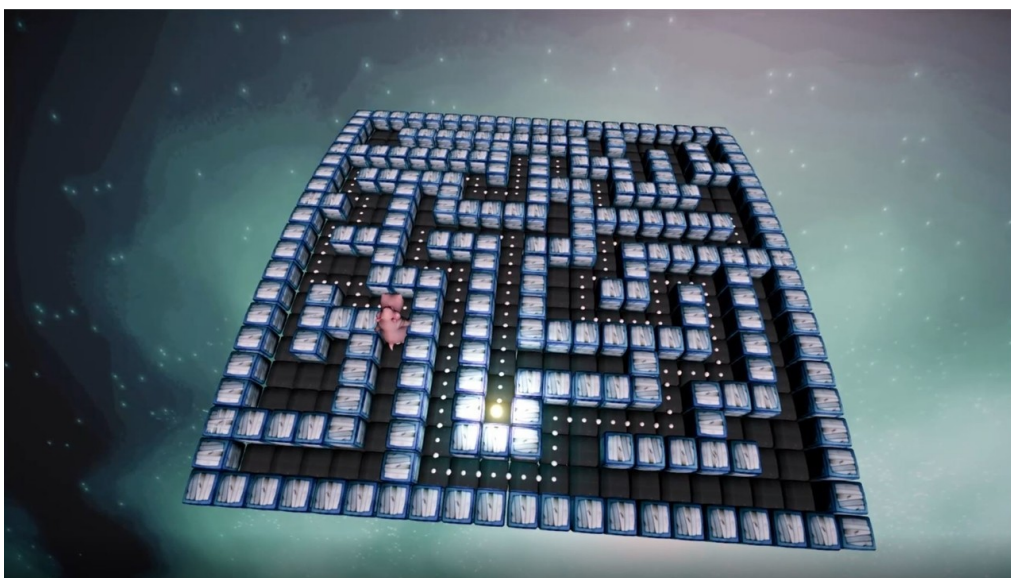
< >

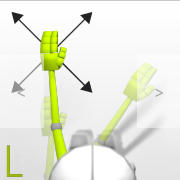

No

Maze size

< >

6





◀

Difficulty
custom

▶

Accessory | None

< >

Duration

< >

90s

Range

20% 80%

20% 80%

Show path

< >

Yes

Maze size

< >

10