

BASE PACK FOR CAPRI

2021.4

Therapeutic tasks database	4
Range of motion	4
Speed	5
Movement precision	6
Functional movements	10
Divided attention	22
Memory	24
Problem solving	26
Specialized	30

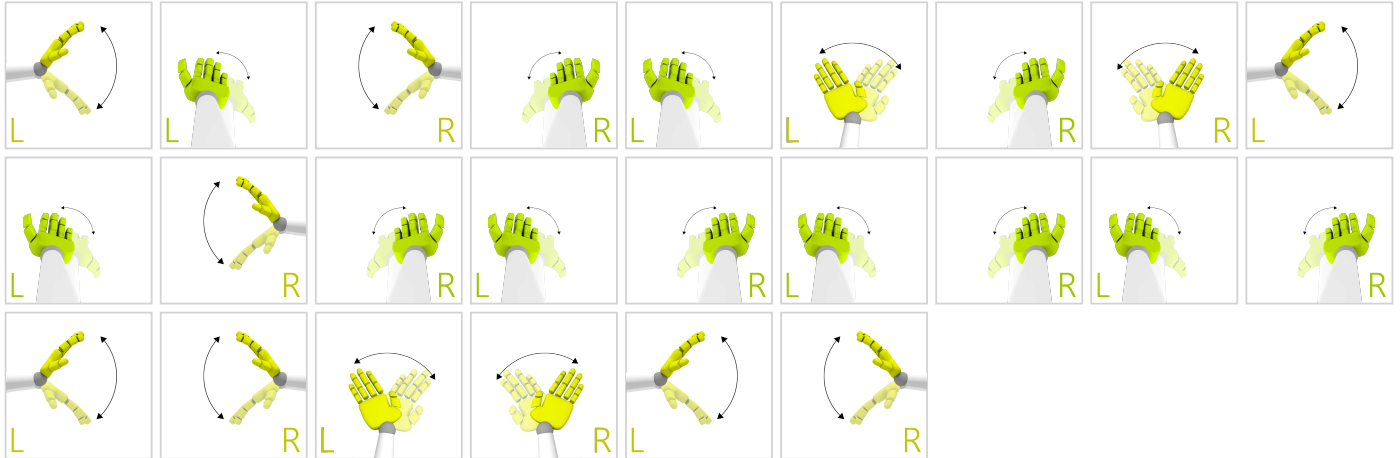


RANGE OF MOTION

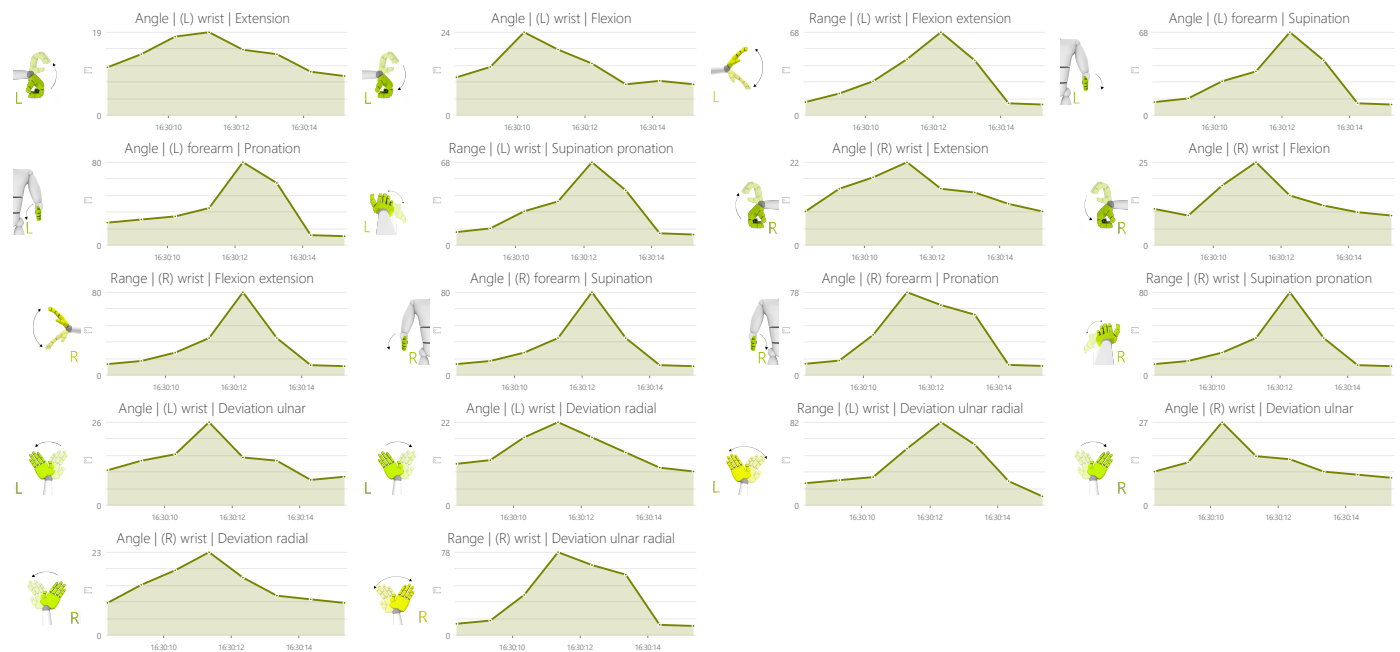
ANGLES EVALUATION

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

CONTROL MODES



RESULTS



ADJUSTMENTS

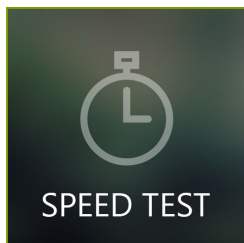
- Time to complete action

OBJECTIVES

- Range of motion examination

INSTRUCTION FOR PATIENT

Try to achieve best result

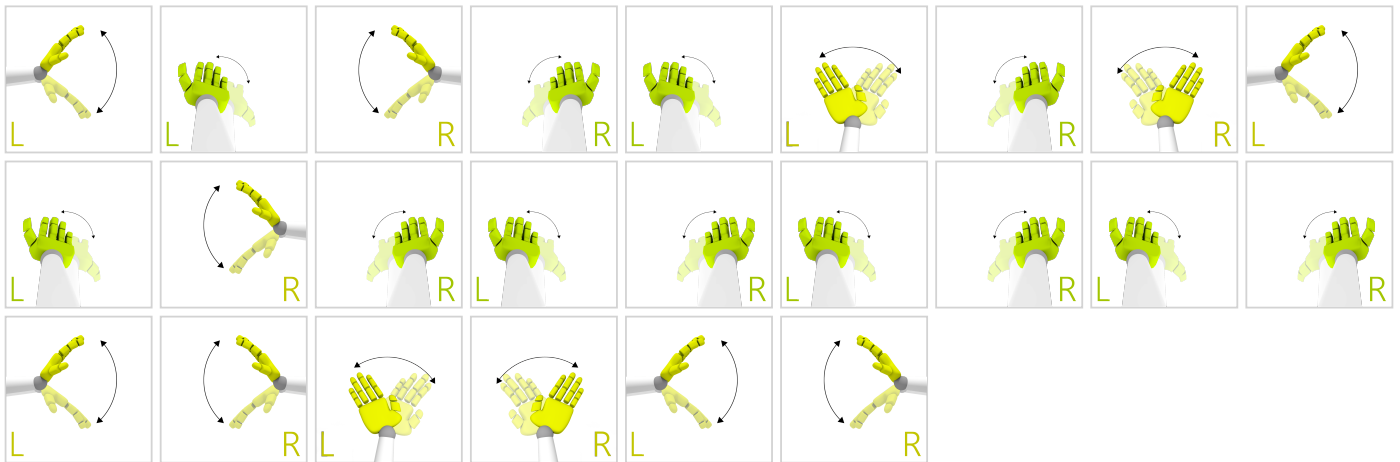


SPEED

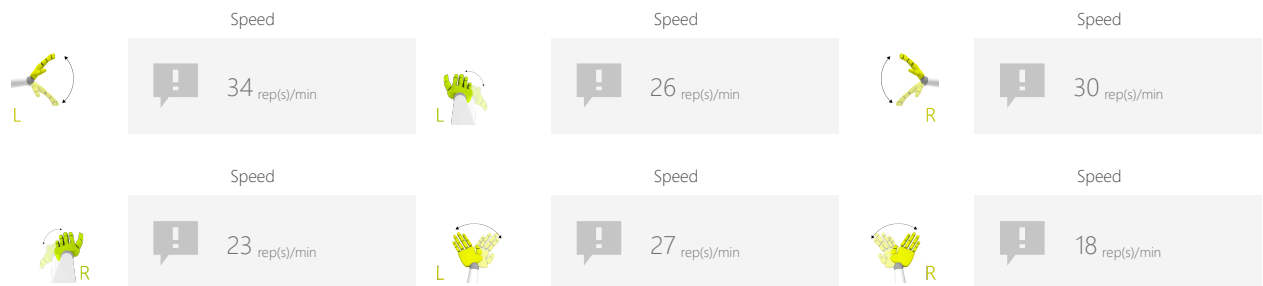
SPEED TEST

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

CONTROL MODES



RESULTS



ADJUSTMENTS

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

OBJECTIVES

- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

Perform the specified movement pattern as many times as possible

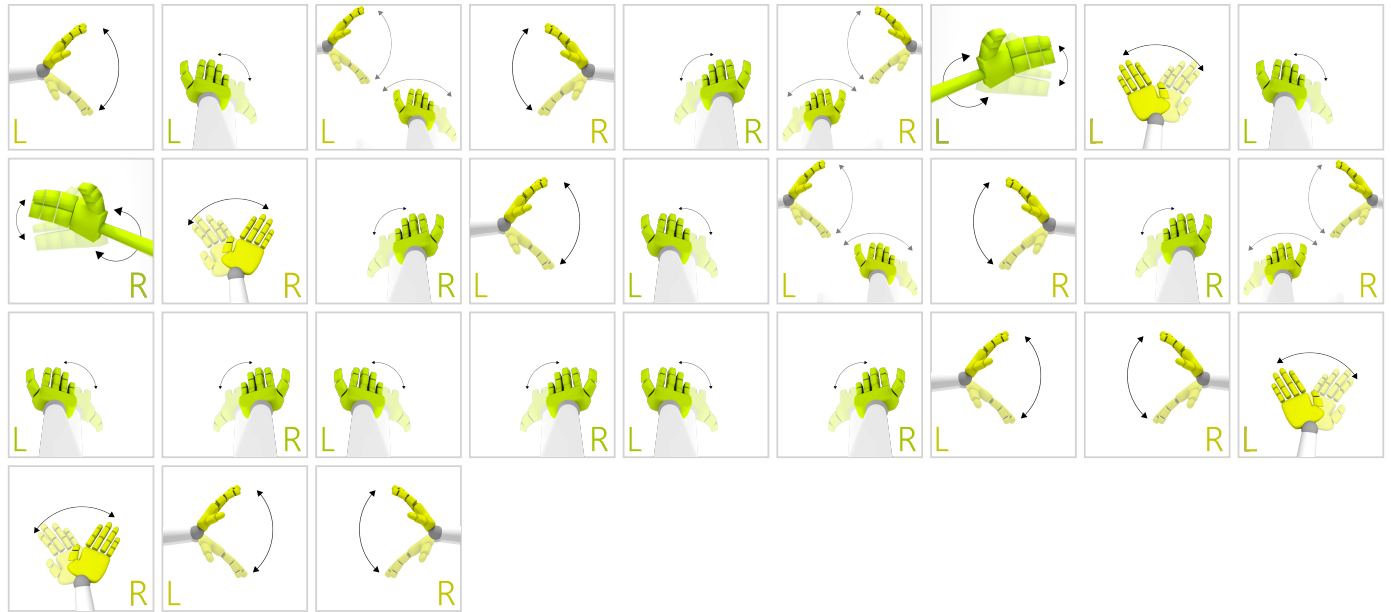


MOVEMENT PRECISION

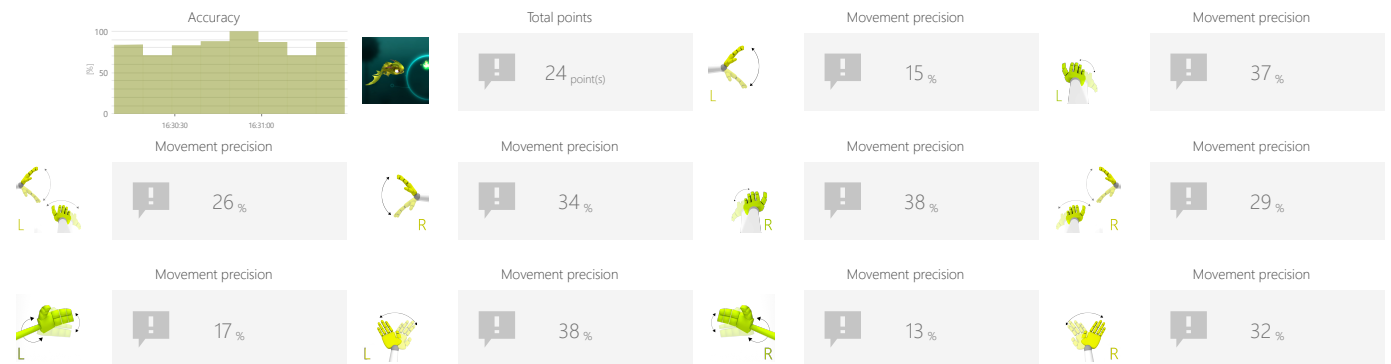
FISH

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Range
- Task duration
- Movement mode
- Route shape
- toAdd(ScalingRange)
- Speed of objects
- Base

OBJECTIVES

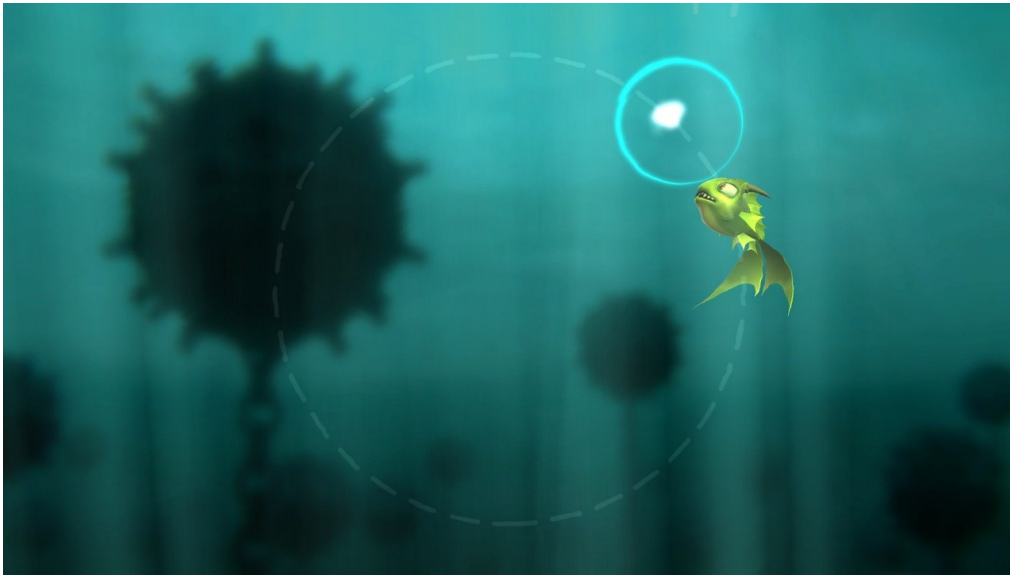
- 3D space movements reproduction
- Planned movements
- Muscle strengthening
- Movement precision
- Visual motor coordination

INSTRUCTION FOR PATIENT

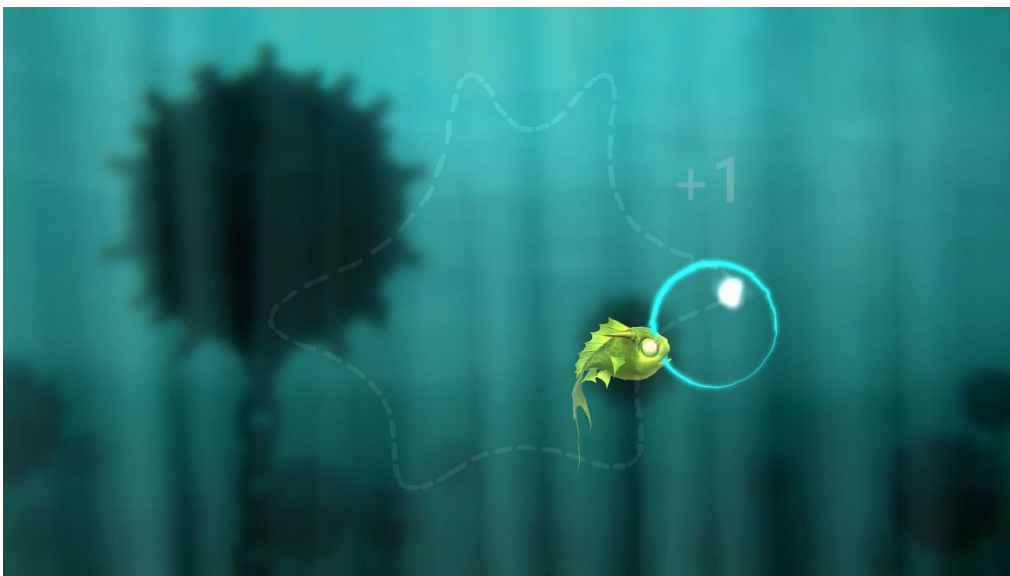
Move the blue circle to protect the sparks source from the fish.
When the sparks source is inside the circle it is safe



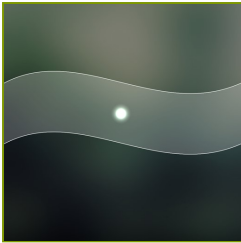
SAMPLE SETTINGS



Difficulty Custom	
Range ? ↔ ? ? ↔ ?	Duration 90s
Movement mode Left	Route shape
Range adjustment 0% ↔ 100% 0% ↔ 100%	Speed of objects 100%



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

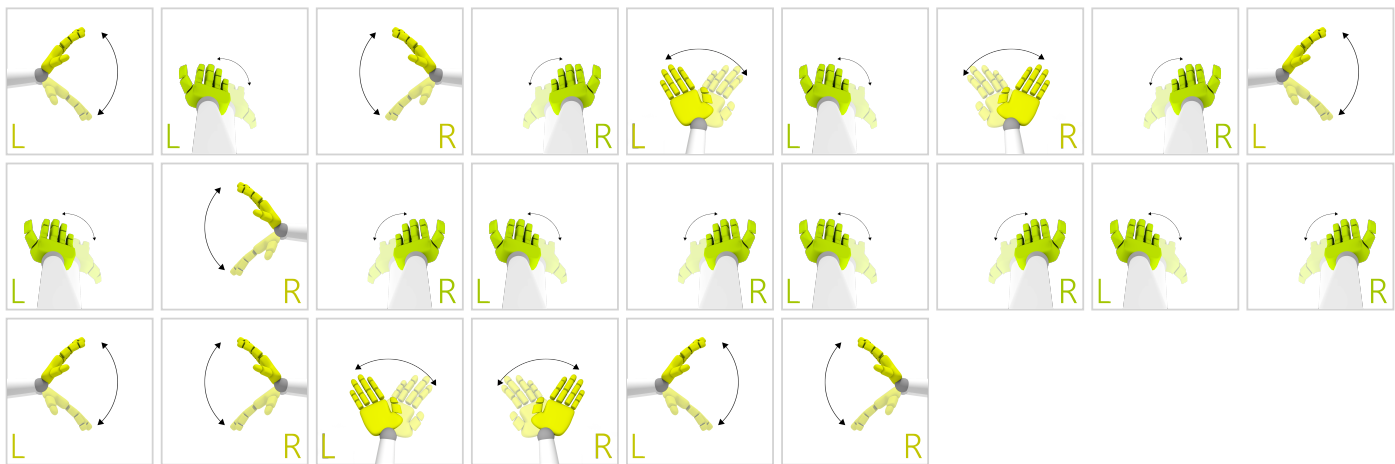


MOVEMENT PRECISION

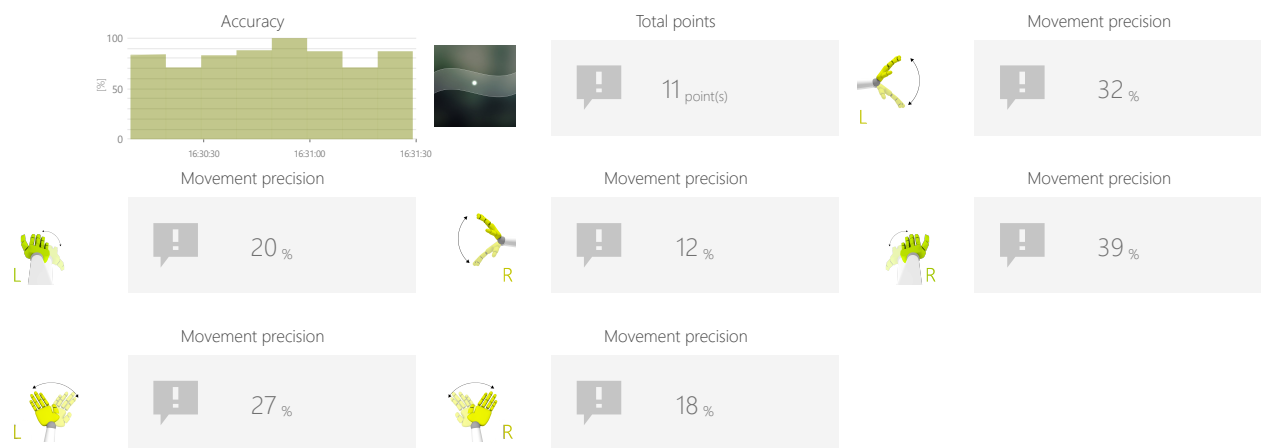
GRAPH

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

CONTROL MODES



RESULTS



ADJUSTMENTS

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

OBJECTIVES

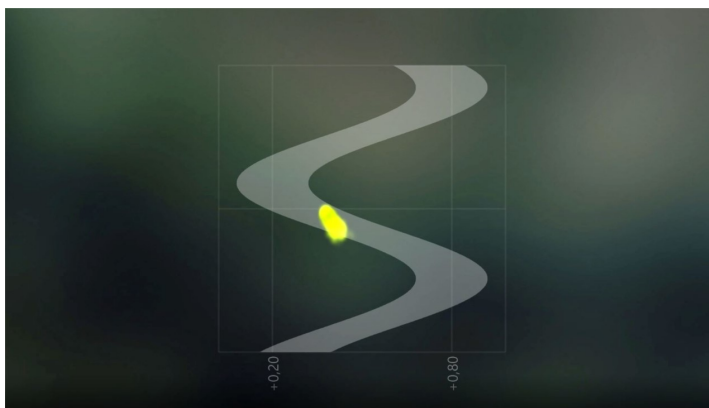
- Movement precision
- Activity in a given rhythm
- Repetitive movements
- Hands raising


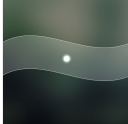
INSTRUCTION FOR PATIENT

Try to stay within the borders





SAMPLE SETTINGS





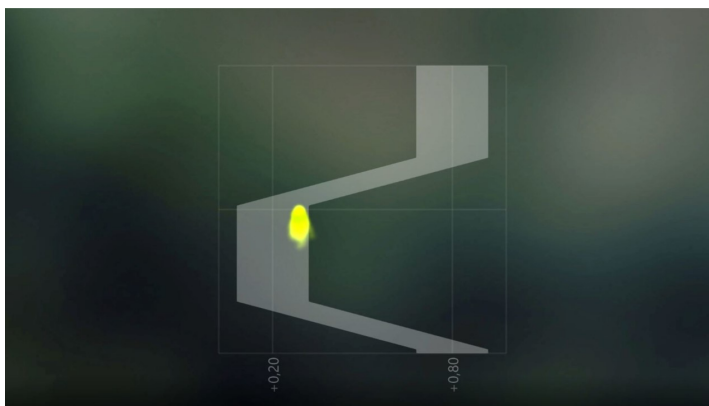
Difficulty
3/3

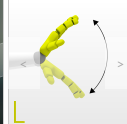
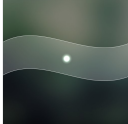
Graph configuration

4.0s ±: 20%

Range

? ↔ ?


Duration
30s


Range adjustment
0% ↔ 100%
? ↔ ?





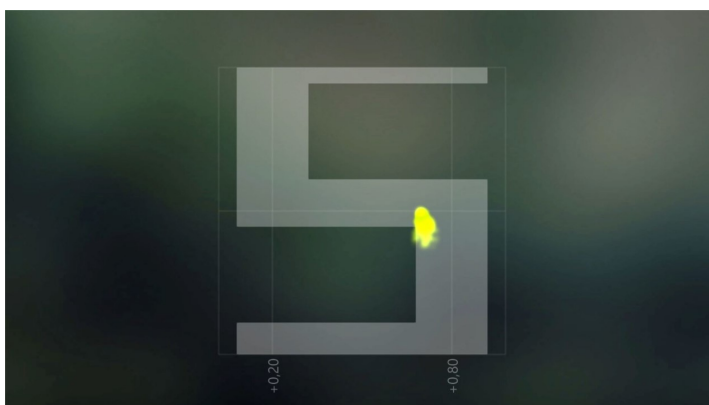
Difficulty
1/3


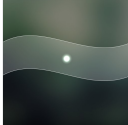
Graph configuration

4.0s ±: 40%

Range

? ↔ ?


Duration
90s


Range adjustment
0% ↔ 100%
? ↔ ?





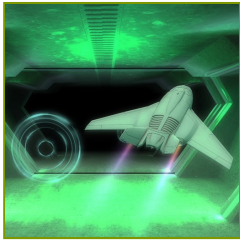
Difficulty
Custom

Graph configuration

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

Range

? ↔ ?

Duration
30s

Range adjustment
0% ↔ 100%
? ↔ ?

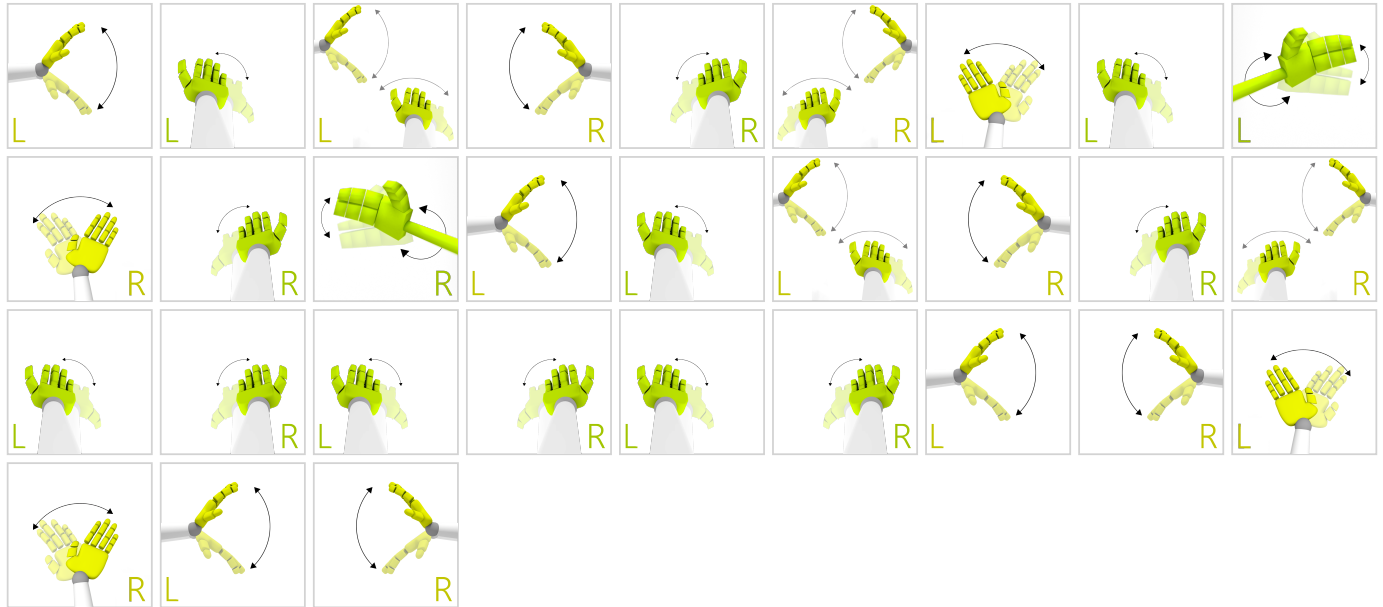


FUNCTIONAL MOVEMENTS

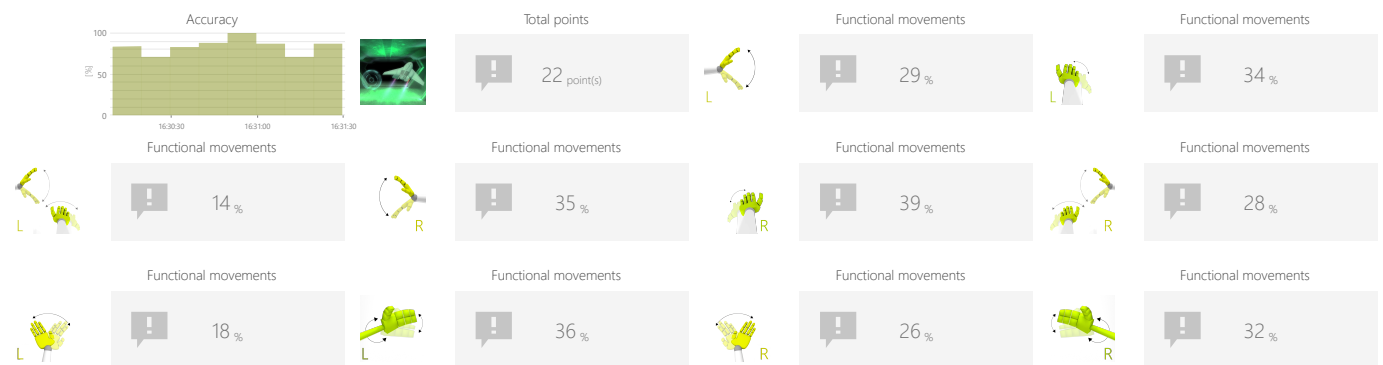
AIRPLANE

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Range
- Task duration
- toAdd(ScalingRange)
- Player speed
- Base

OBJECTIVES

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

INSTRUCTION FOR PATIENT

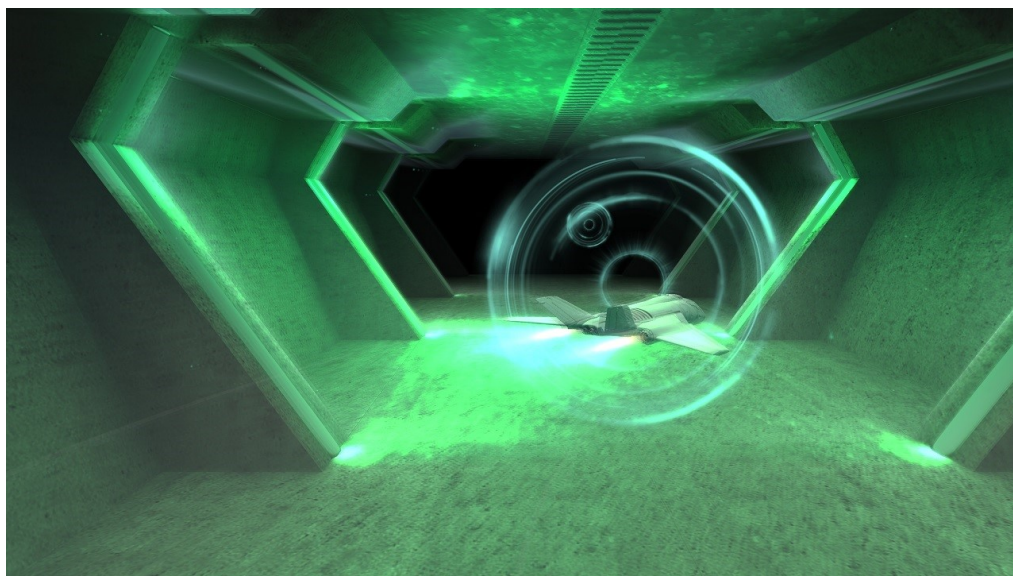
Make the airplane fly through the circles. The closer to the center it flies the more points you get


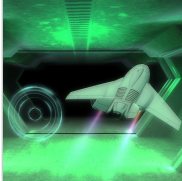


FUNCTIONAL MOVEMENTS

AIRPLANE

SAMPLE SETTINGS






◀

Difficulty
2/4

▶

Range


? ↔ ?

Duration

90s

Range adjustment

0% ↔ 100%
? ↔ ?

Player speed

100%

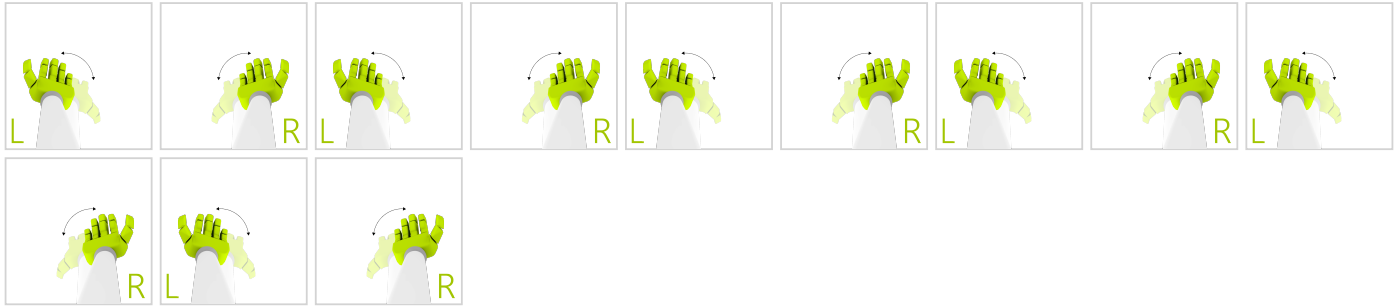


FUNCTIONAL MOVEMENTS

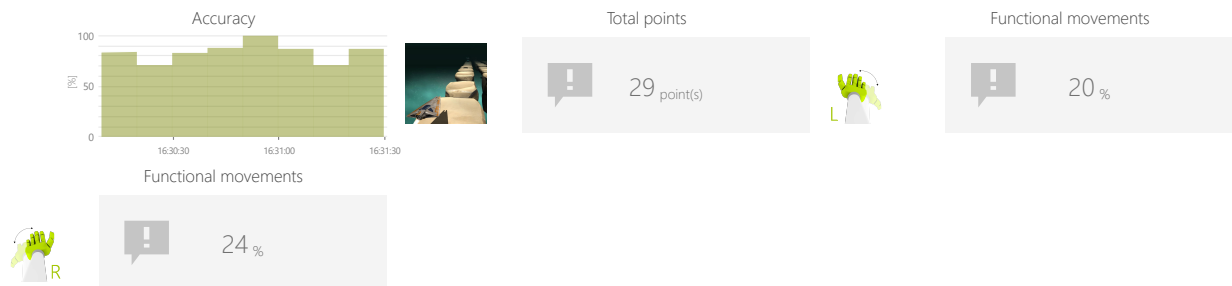
STONES

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

CONTROL MODES



RESULTS



OBJECTIVES

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

INSTRUCTION FOR PATIENT

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

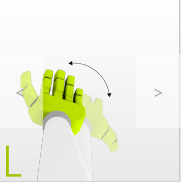
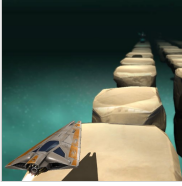


FUNCTIONAL MOVEMENTS

STONES

SAMPLE SETTINGS






◀

Difficulty
1/3

▶

Range
◀  ▶
? ↔ ?

Duration
◀ ▶
90s

Range adjustment
0% ↔ 100%
? ↔ ?

Player speed
◀ ▶
100%

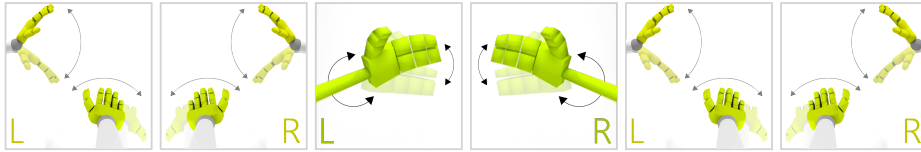


FUNCTIONAL MOVEMENTS

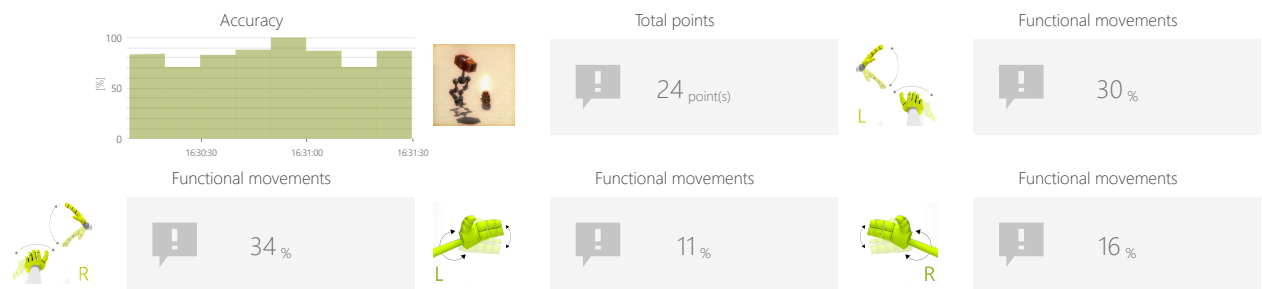
HAMMER

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

CONTROL MODES



RESULTS



OBJECTIVES

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

INSTRUCTION FOR PATIENT

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



FUNCTIONAL MOVEMENTS

HAMMER

SAMPLE SETTINGS



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

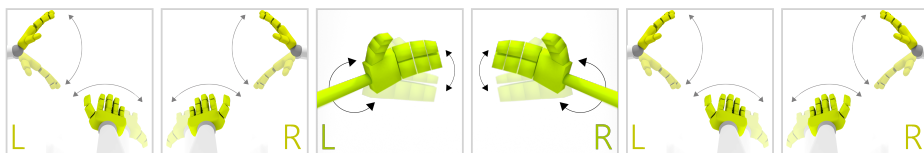


FUNCTIONAL MOVEMENTS

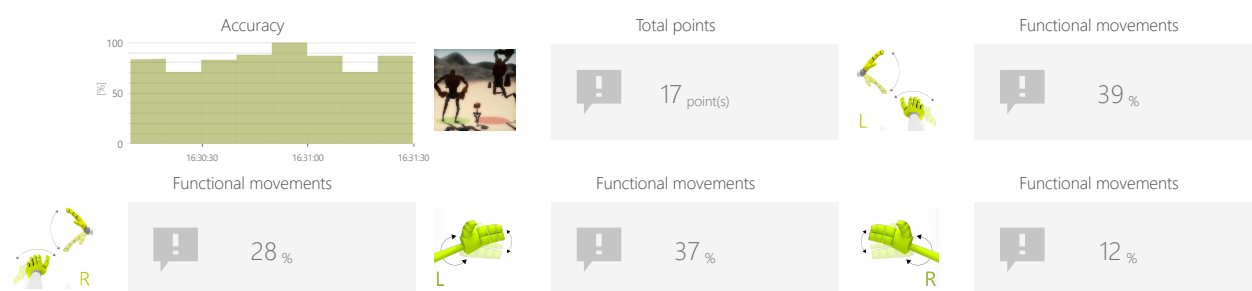
RUNAWAY

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



OBJECTIVES

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

INSTRUCTION FOR PATIENT

Keep away from the big robots

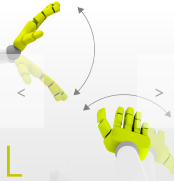



FUNCTIONAL MOVEMENTS

RUNAWAY

SAMPLE SETTINGS





◀

Difficulty

▶

1/3

Range

◀ ▶

◀ ▶

◀ ▶

Duration

◀ ▶

90s

Range adjustment

0% 100%

◀ ▶

◀ ▶

Number of enemies

◀ ▶

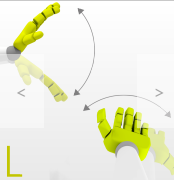

2

Enemies speed

◀ ▶

100%





◀

Difficulty

▶

Custom

Range

◀ ▶

◀ ▶

◀ ▶

Duration

◀ ▶

90s

Range adjustment

0% 100%

◀ ▶

◀ ▶

Number of enemies

◀ ▶

4

Enemies speed

◀ ▶

100%

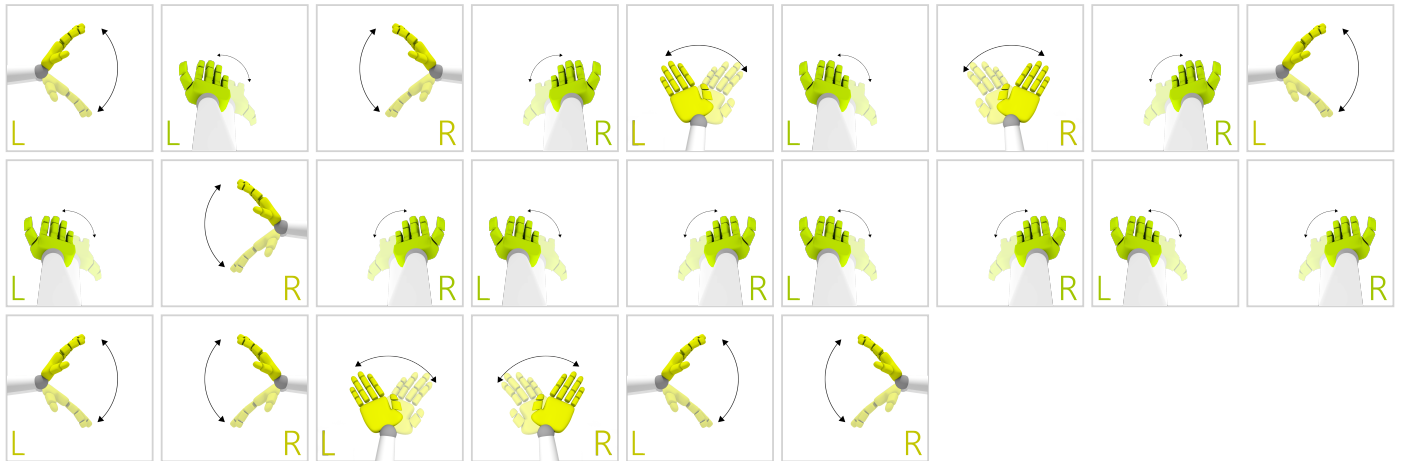


FUNCTIONAL MOVEMENTS

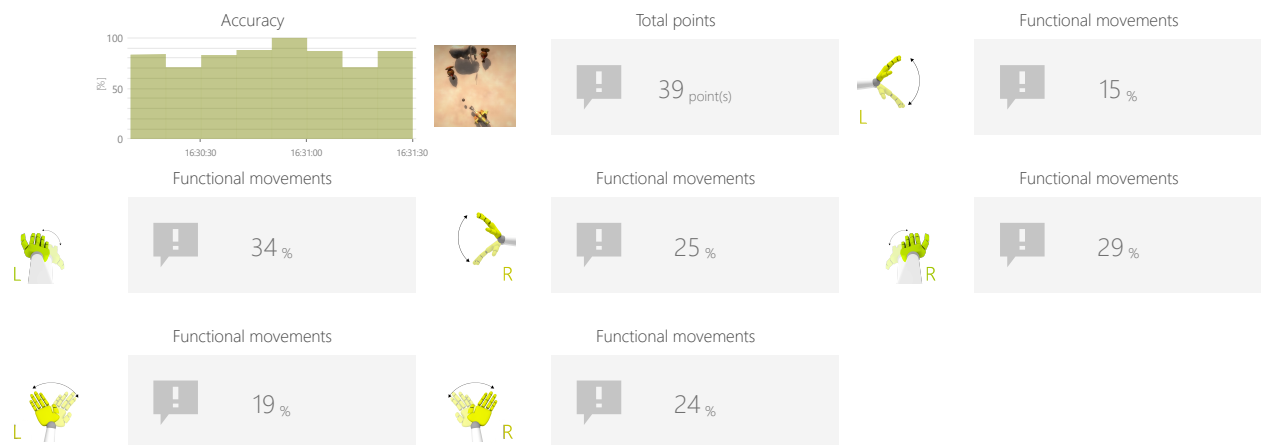
AUTOMATIC CANNON

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Range
- Task duration
- toAdd(ScalingRange)
- Enable distractors
- Time between cannonballs
- Time between enemies
- Enemies speed
- Base

OBJECTIVES

- Divided attention
- Spontaneous movements
- Arms swings
- Muscle strengthening

INSTRUCTION FOR PATIENT

Control cannon(s) to destroy robots, but avoid hitting the elephant!



FUNCTIONAL MOVEMENTS

AUTOMATIC CANNON

SAMPLE SETTINGS



◀
Difficulty
▶

1/3

Range

<
>

? ↔ ?

Duration

<
>

90s

Range adjustment

0% ↔ 100%
? ↔ ?

Enable distractors

<
>

No

Time between cannonballs

<
>

1s

Time between enemies

<
>

3s

Enemies speed

<
>

50%



◀
Difficulty
▶

Custom

Range

<
>

? ↔ ?

Duration

<
>

90s

Range adjustment

0% ↔ 100%
? ↔ ?

Enable distractors

<
>

No

Time between cannonballs

<
>

1s

Time between enemies

<
>

3s

Enemies speed

<
>

100%

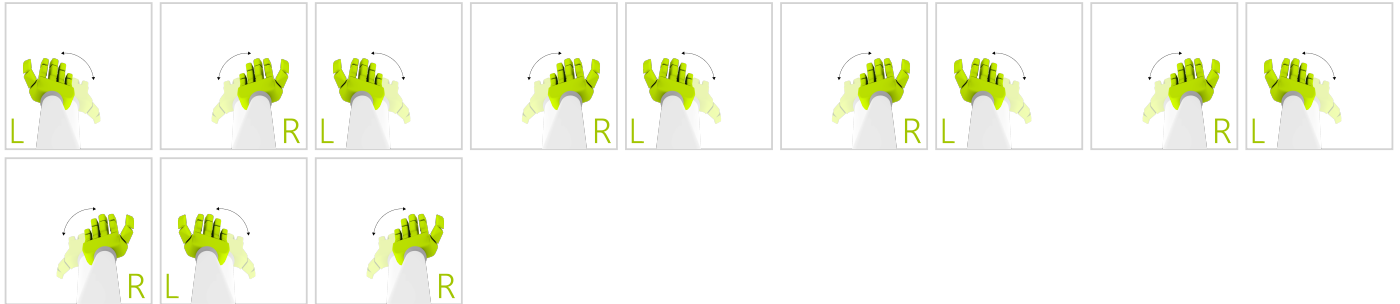


FUNCTIONAL MOVEMENTS

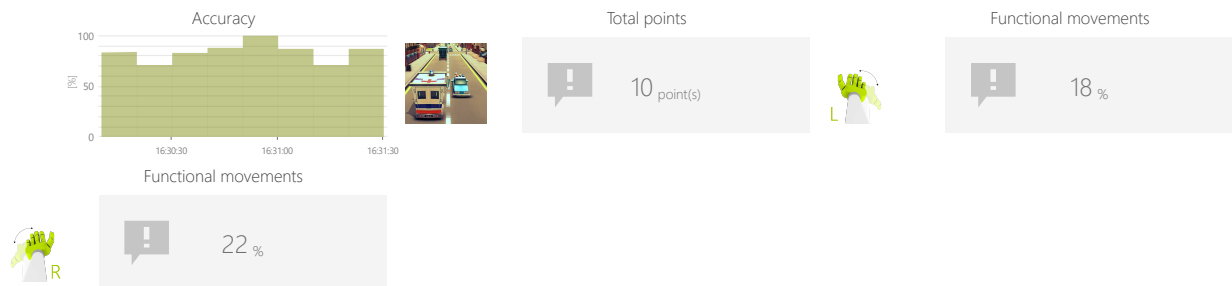
AMBULANCE

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

CONTROL MODES



RESULTS



OBJECTIVES

- Balance and equilibrium training
- Dynamics of planned movements
- Focusing
- Speed of decision making
- Visual motor coordination

INSTRUCTION FOR PATIENT

Go as fast as you can and avoid hitting other cars





FUNCTIONAL MOVEMENTS

AMBULANCE

SAMPLE SETTINGS





Difficulty
2/3

Range
< ? ↔ ? >



Duration
30s

Range adjustment
0% ↔ 100%
? ↔ ?

Distance between cars
< 50% >

Player speed
< 50% >





Difficulty
Custom

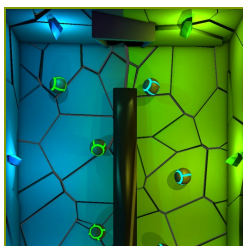
Range
< ? ↔ ? >

Duration
30s

Range adjustment
0% ↔ 100%
? ↔ ?

Distance between cars
< 200% >

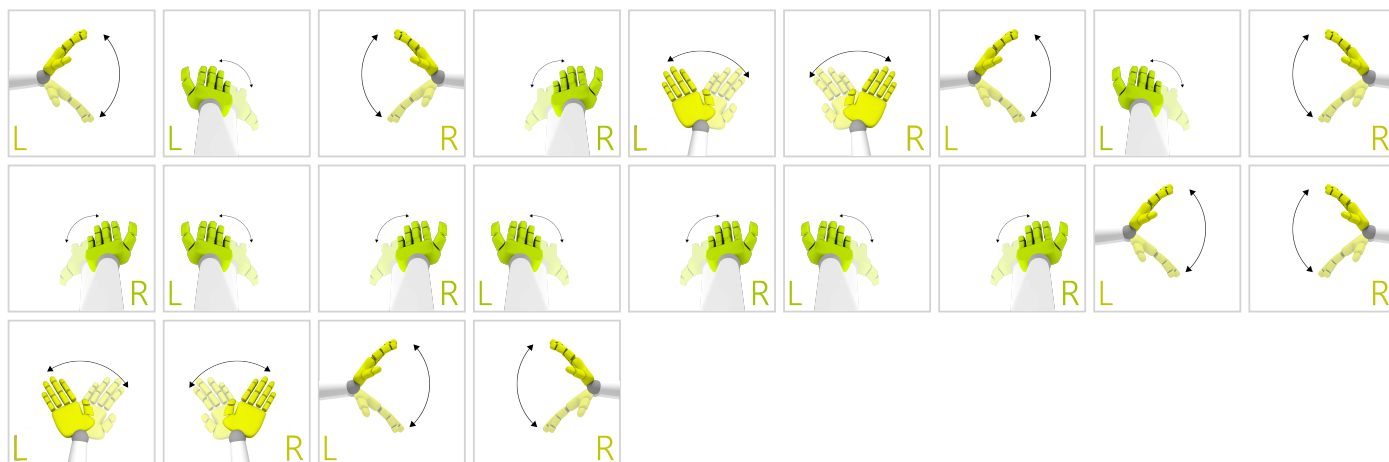
Player speed
< 50% >



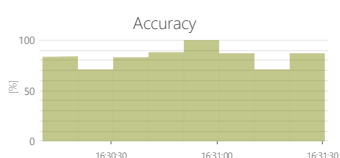
DIVIDED ATTENTION SORTER

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

17 point(s)

Divided attention

25 %

ADJUSTMENTS

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

OBJECTIVES

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

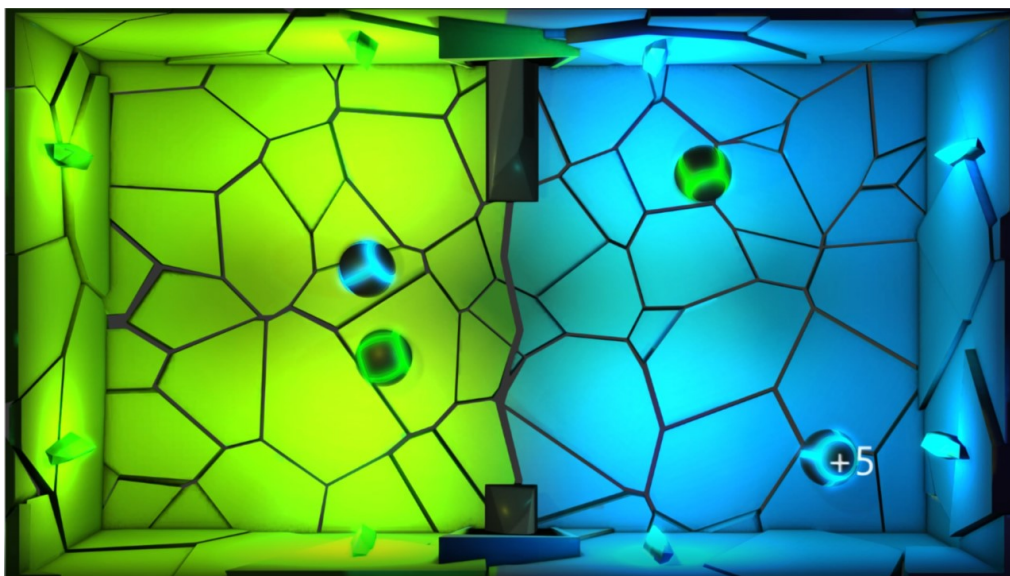
INSTRUCTION FOR PATIENT

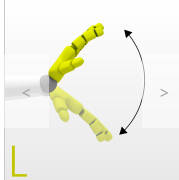
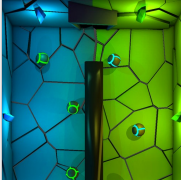
Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.



DIVIDED ATTENTION SORTER

SAMPLE SETTINGS





◀

Difficulty
1/3

▶

Range
~ ~
◀ ▶
⚙

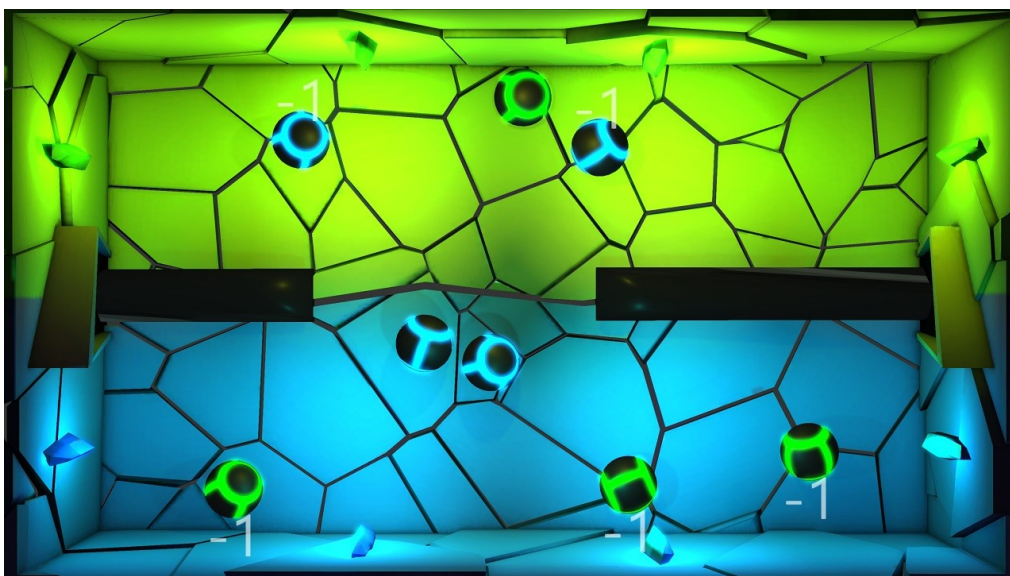
Duration
30s


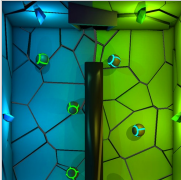
Range adjustment
0% ↔ 100%
? ↔ ?

Number of objects
4

Gap size
150%

Speed of objects
100%





◀

Difficulty
1/3

▶

Range
◀ ▶
? ↔ ?
⚙

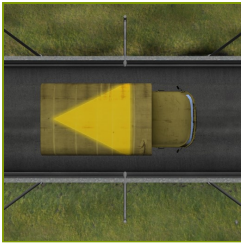
Duration
30s

Range adjustment
0% ↔ 100%
? ↔ ?

Number of objects
4

Gap size
150%

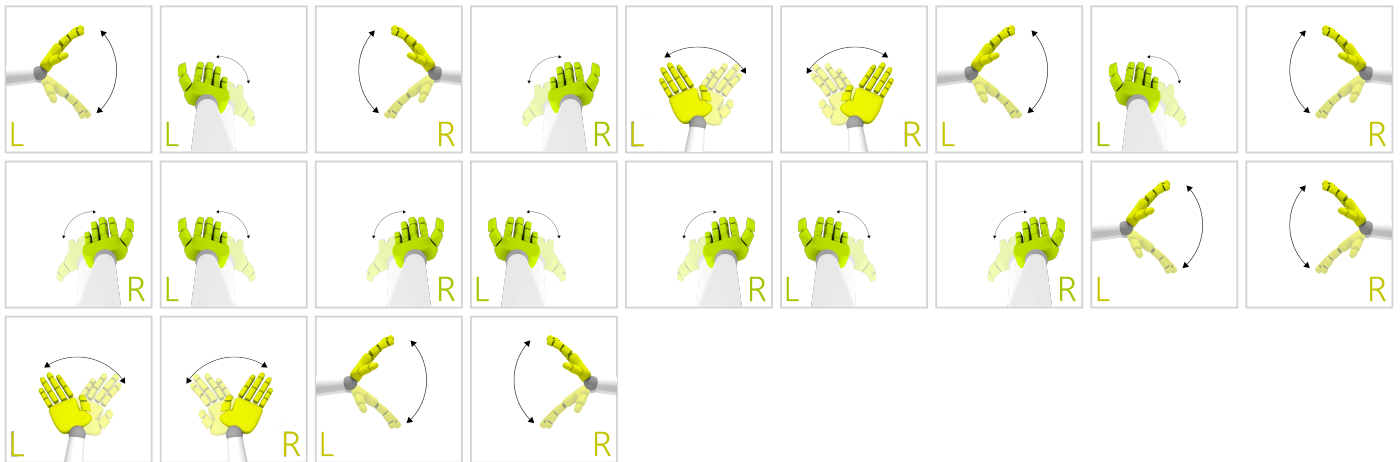
Speed of objects
100%



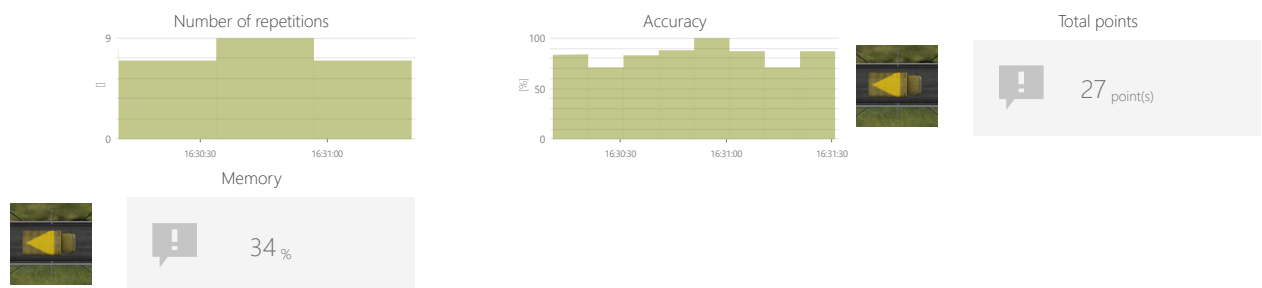
MEMORY TRUCKS

Measure and train individual's skills to memorize information.

CONTROL MODES



RESULTS



ADJUSTMENTS

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

OBJECTIVES

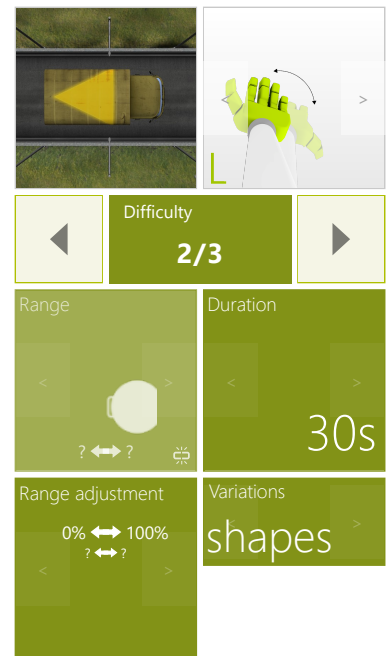
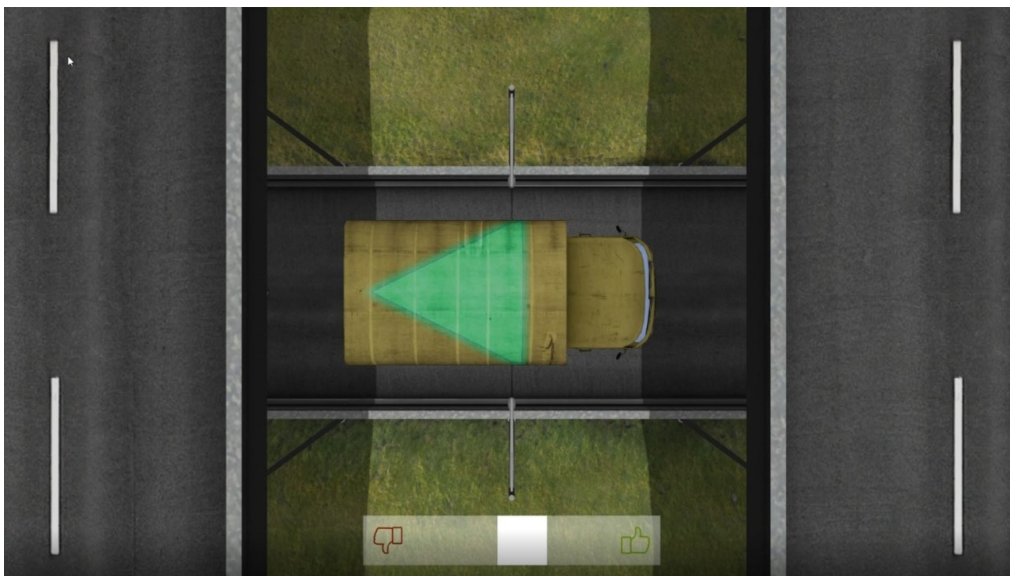
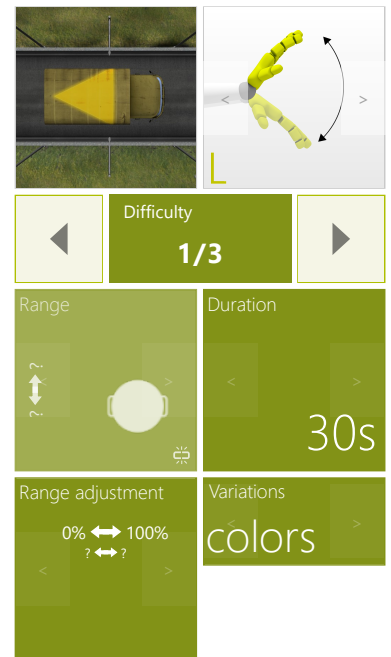
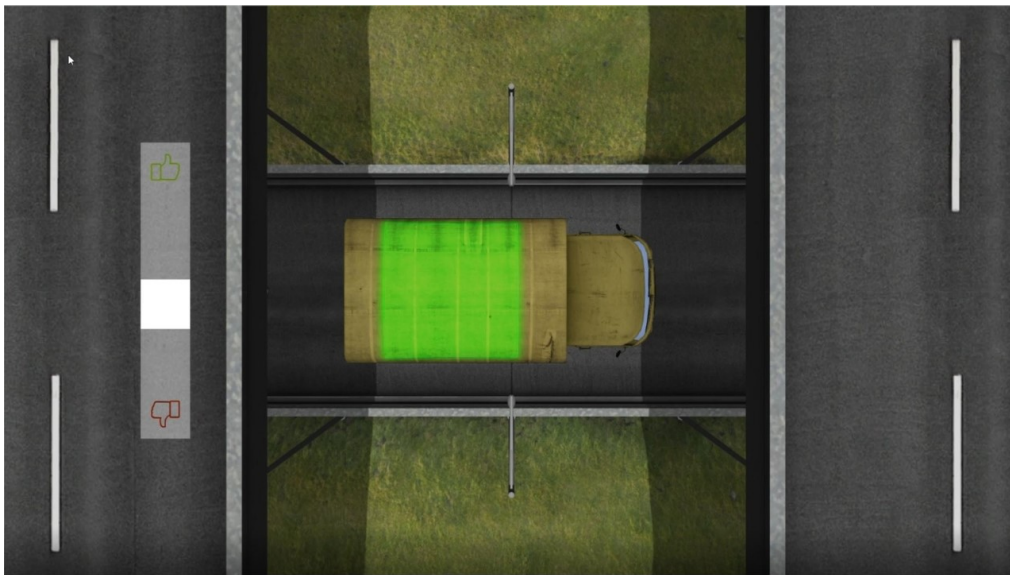
- Logical tasks
- Focusing
- Perceptivity

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



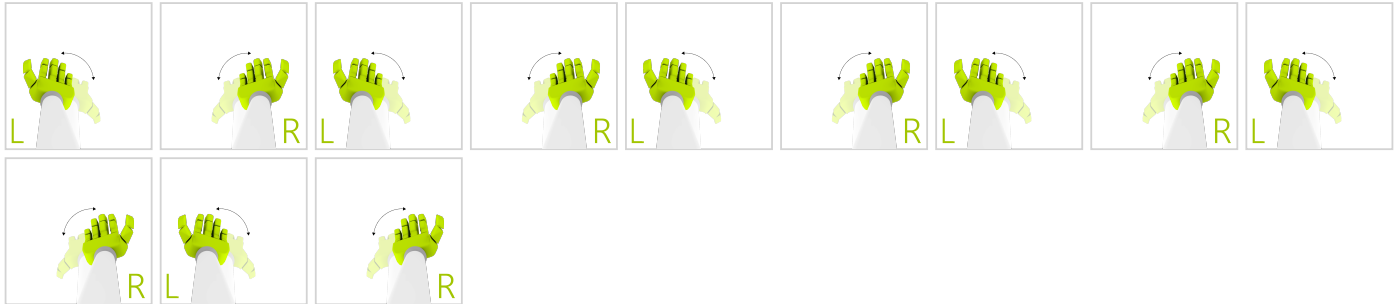


PROBLEM SOLVING

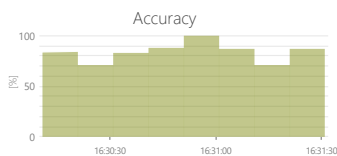
CLONES

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.

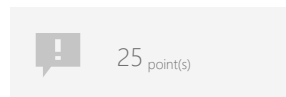
CONTROL MODES



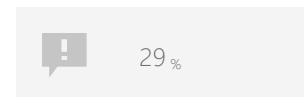
RESULTS



Total points



Problem solving



OBJECTIVES

- Perceptivity
- Visual motor coordination
- Logical tasks

INSTRUCTION FOR PATIENT

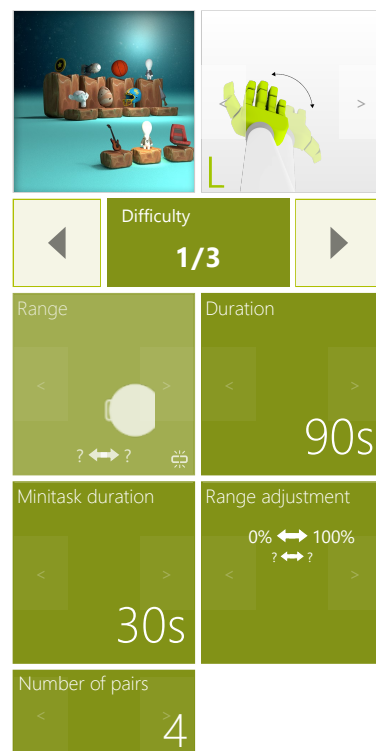
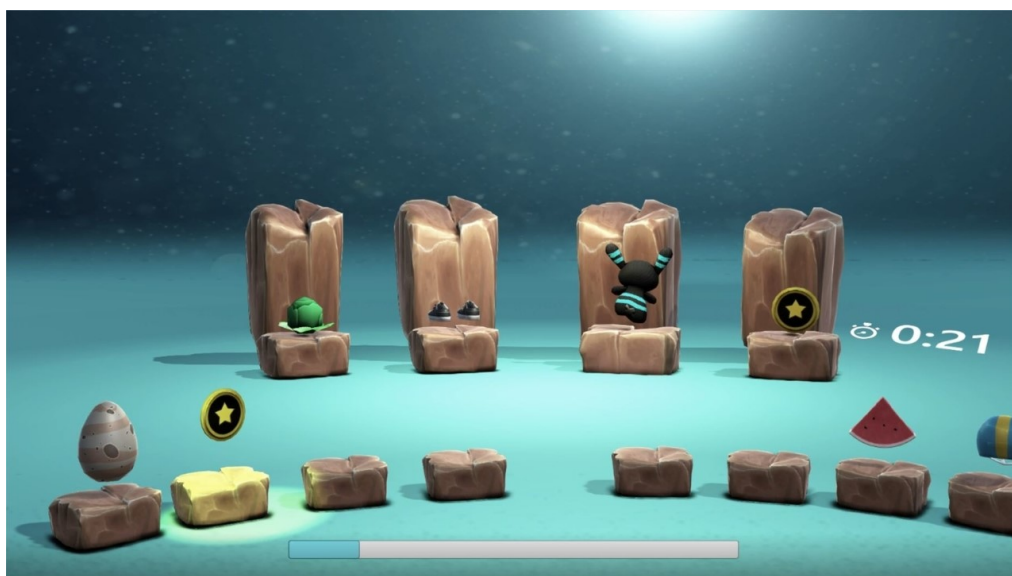
Select the item which has a pair on the screen



PROBLEM SOLVING

CLONES

SAMPLE SETTINGS



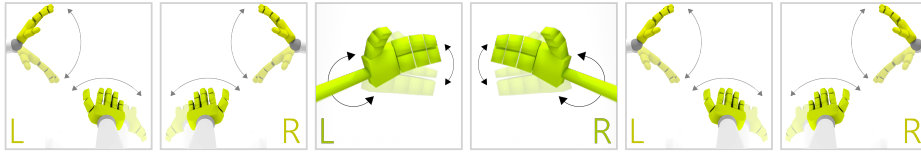


PROBLEM SOLVING

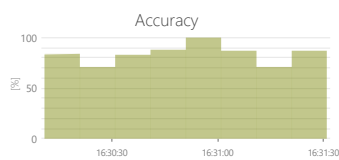
MAZE

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

38 point(s)



Problem solving

12 %

OBJECTIVES

- Logical tasks
- Planned movements
- Planning and Strategy

INSTRUCTION FOR PATIENT

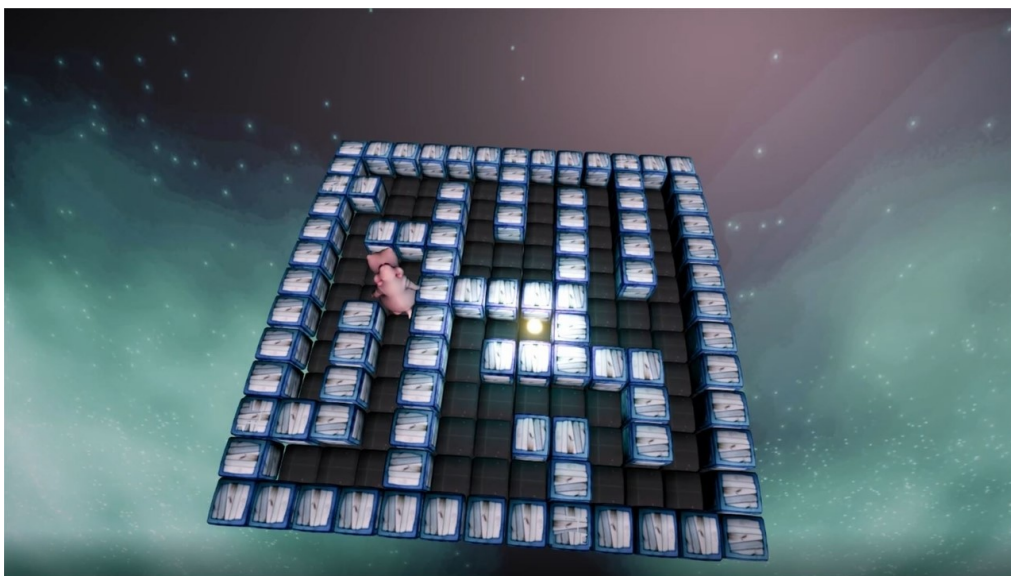
Lead the hippo through the maze to the glowing target.

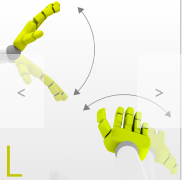



PROBLEM SOLVING

MAZE

SAMPLE SETTINGS





◀

Difficulty
2/4

▶

Range

↑ ?
↓ ?

?

↔ ?

?

Duration

< 90s >

Range adjustment

100%
↑ ?
↓ ?

0%

↔ 100%

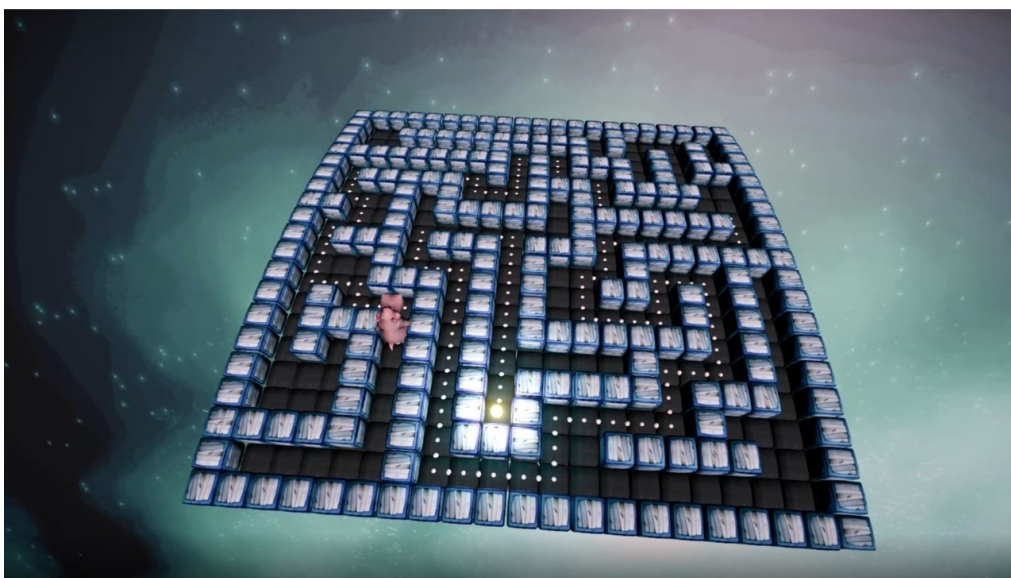
?

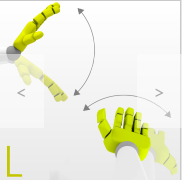

Show path

< No >

Maze size

< 6 >





◀

Difficulty
Custom

▶

Range

↑ ?
↓ ?

?

↔ ?

?

Duration

< 90s >

Range adjustment

100%
↑ ?
↓ ?

0%

↔ 100%

?

Show path

< Yes >

Maze size

< 10 >

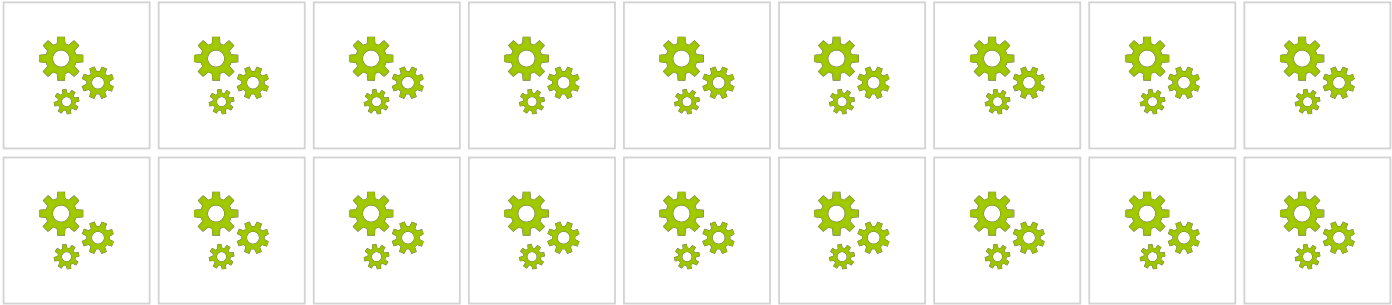


SPECIALIZED

BLOOD PRESSURE

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

CONTROL MODES



ADJUSTMENTS

- Range
- toAdd(ScalingRange)
- Base

OBJECTIVES

- Monitor external parameters

INSTRUCTION FOR PATIENT

Measure yourself your blood pressure and type it in the result