

BASE PACK FOR CUBITO

2021.4

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WHAT IS NEEDED?

HARDWARE REQUIREMENTS

Please make sure the PC where you want this module to be active have VAST.Rehab Patient Panel installed and that following hardware requirements are met:

- Windows 10
- INTEL i5 processor
- 8GB RAM
- nVidia GeForce 1050 GTX graphic card

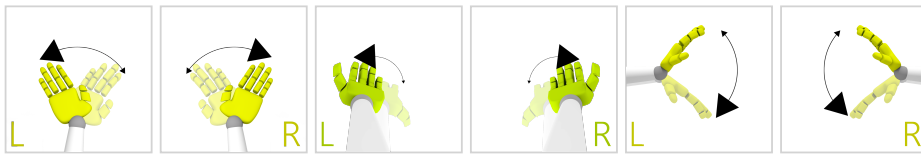


RANGE OF MOTION

ANGLES EVALUATION

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

CONTROL MODES



RESULTS



ADJUSTMENTS

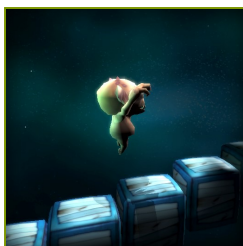
- Angular range
- Time to complete action
- Resistance

OBJECTIVES

- Range of motion examination

INSTRUCTION FOR PATIENT

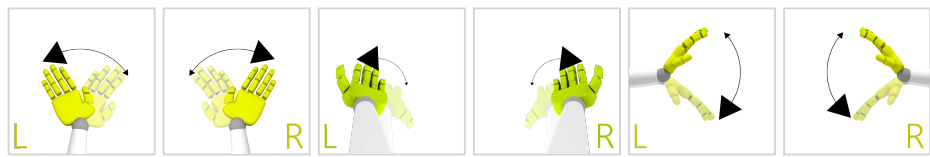
Try to achieve best result



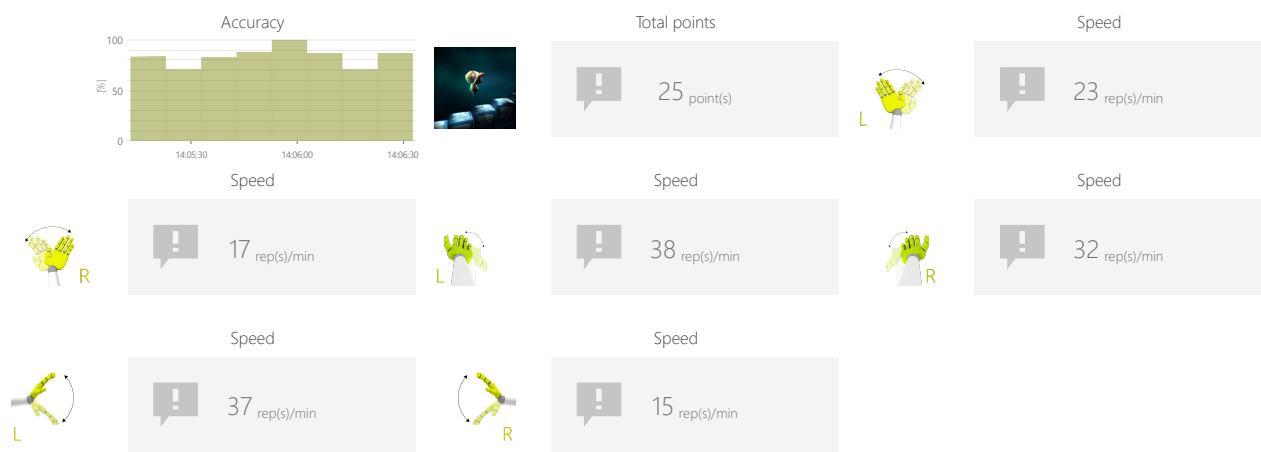
SPEED STAIRS

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

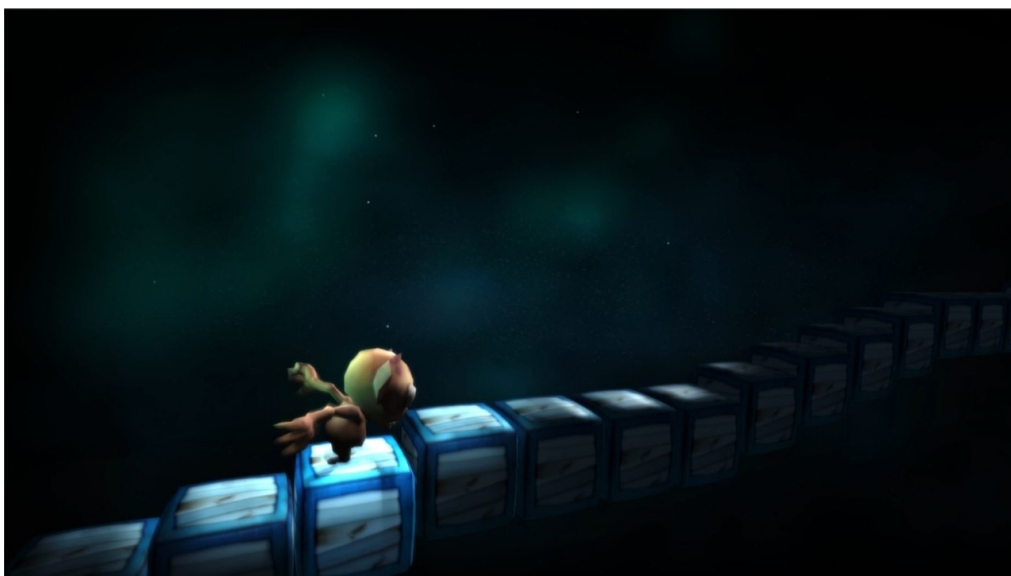
- Jumping
- Knees lifting
- Dynamics of planned movements

INSTRUCTION FOR PATIENT

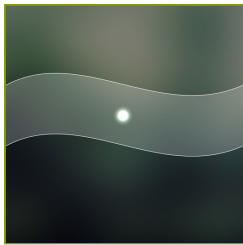
Climb the stairs before they disappear



SAMPLE SETTINGS



◀	Difficulty Custom	▶
Duration 90s		Angular range start ? end ?
Range adjustment 0% ↔ 100% ? ↔ ?		Max time per floor 15s
		Number of stairs 5
Pause length 3		Resistance rubber 1

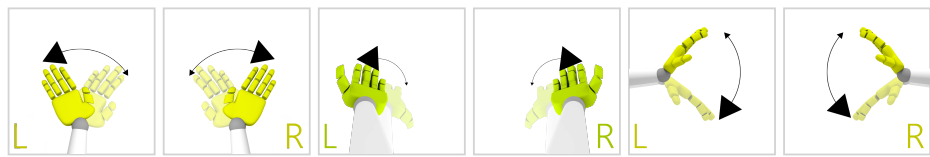


MOVEMENT PRECISION

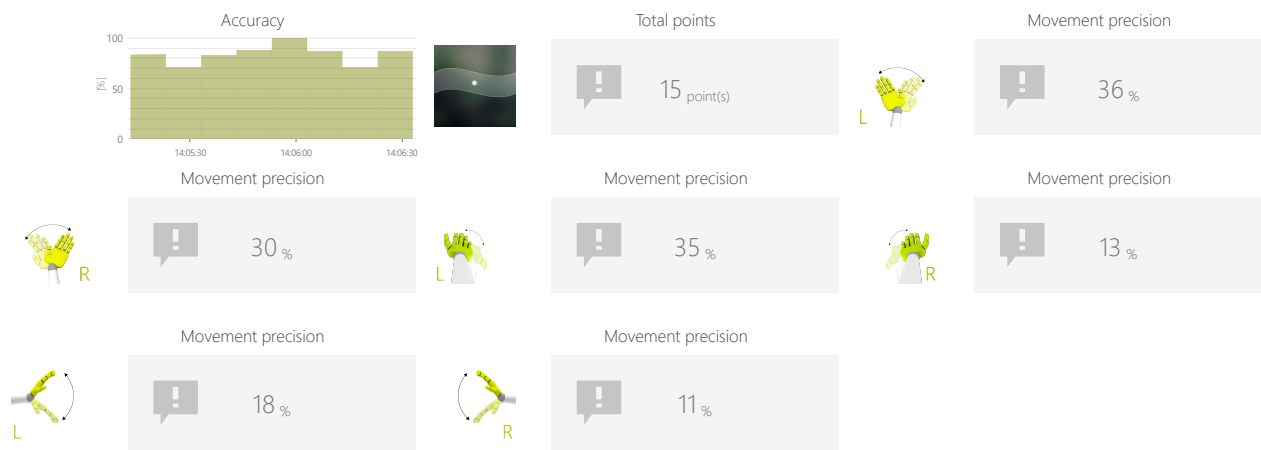
GRAPH

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

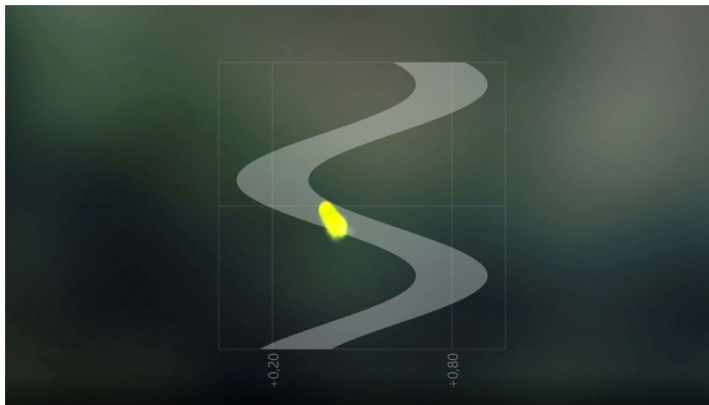
- Movement precision
- Activity in a given rhythm
- Repetitive movements
- Hands raising


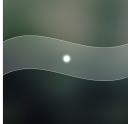
INSTRUCTION FOR PATIENT

Try to stay within the borders

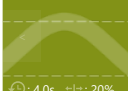


SAMPLE SETTINGS






Difficulty **3/3**

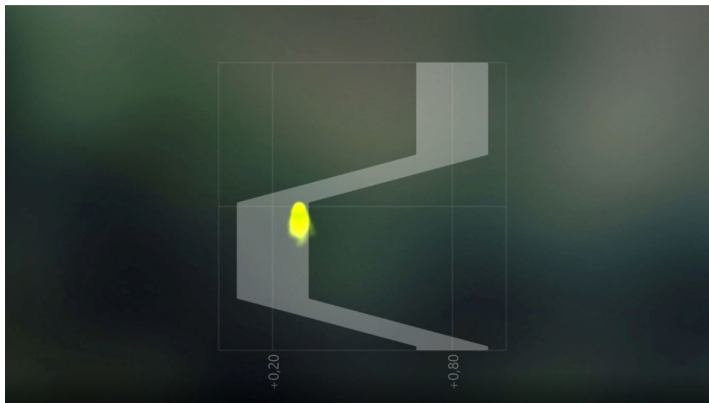
Graph configuration

4.0s +/- 20%


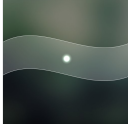
Duration **30s**

Angular range

start ? end ?


Range adjustment
0% ↔ 100%
? ↔ ?

Resistance rubber
1






Difficulty **1/3**

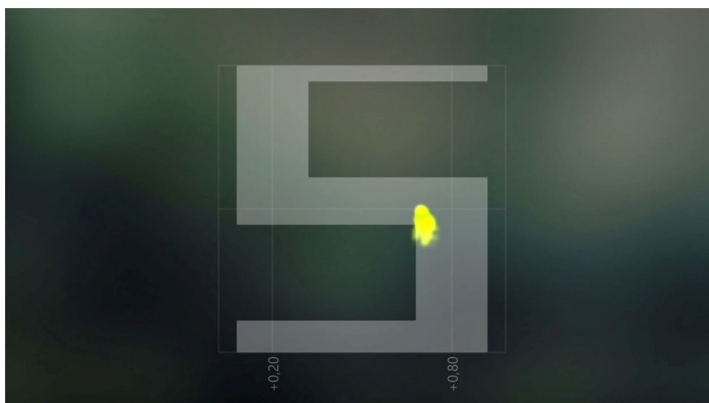
Graph configuration

4.0s +/- 40%


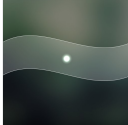
Duration **90s**

Angular range

start ? end ?


Range adjustment
0% ↔ 100%
? ↔ ?

Resistance rubber
1






Difficulty **Custom**

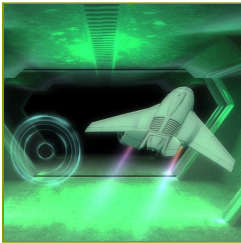
Graph configuration

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

Duration **30s**

Angular range

start ? end ?

Range adjustment
0% ↔ 100%
? ↔ ?

Resistance rubber
1

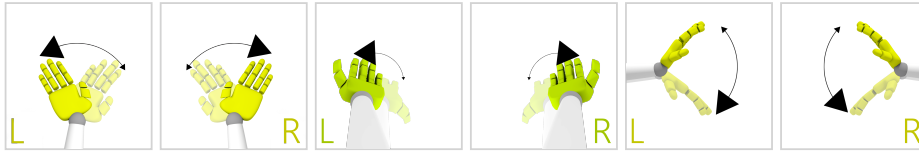


FUNCTIONAL MOVEMENTS

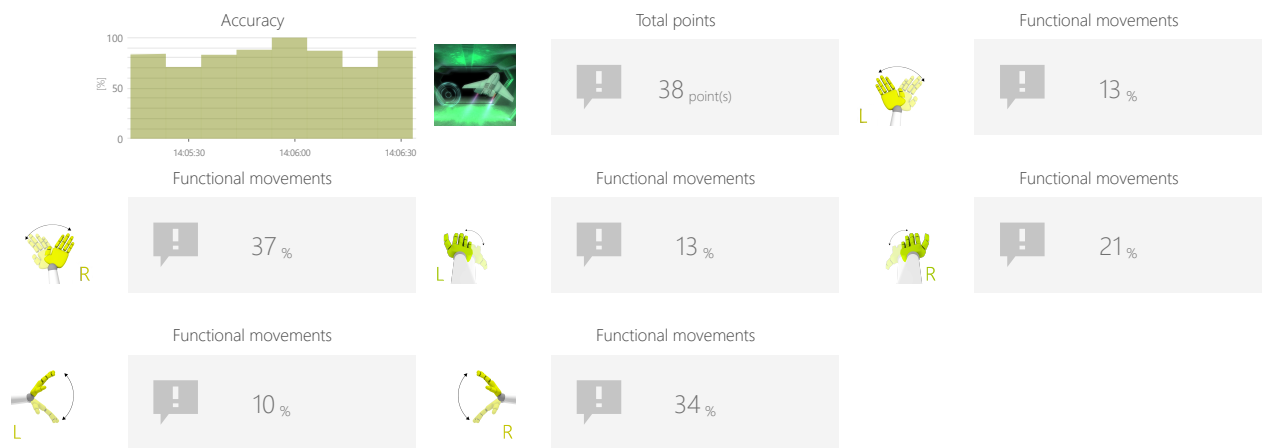
AIRPLANE

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

- Task duration
- Angular range
- Range adjustment
- Player speed
- Resistance

OBJECTIVES

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

INSTRUCTION FOR PATIENT

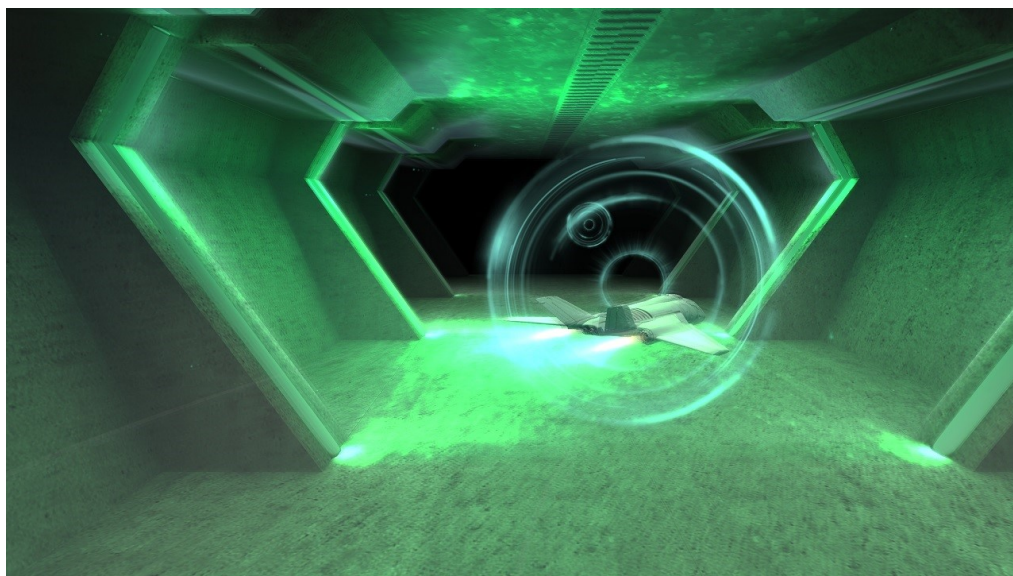
Make the airplane fly through the circles. The closer to the center it flies the more points you get



FUNCTIONAL MOVEMENTS

AIRPLANE

SAMPLE SETTINGS



	Difficulty 2/4
Duration 90s	Angular range start ? end ?
Range adjustment 0% 100% ? ?	Player speed 100%
	Resistance rubber 1

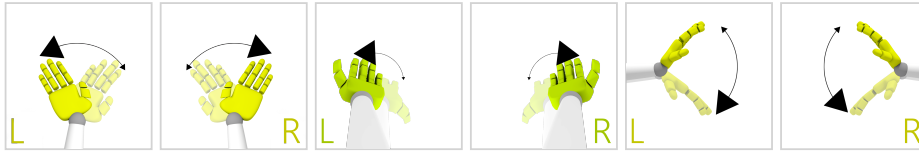


FUNCTIONAL MOVEMENTS

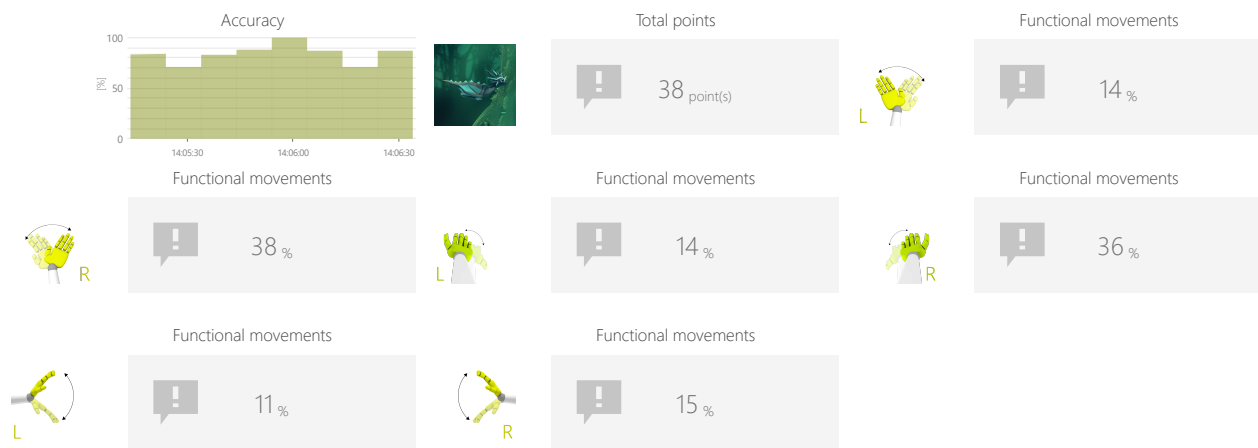
DRAGON

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	▶
Duration	Angular range	
< 90s >	< start ? end ? ⚙ >	
Range adjustment 0% ↔ 100% ? ↔ ?	Coins group size < 3 >	
	Distance between coins < 250% >	
Gravity force < 100% >	Resistance rubber < 1 ⚙ >	



◀	Difficulty 1/3	▶
Duration	Angular range	
< 90s >	< start ? end ? ⚙ >	
Range adjustment 0% ↔ 100% ? ↔ ?	Coins group size < 5 >	
	Distance between coins < 250% >	
Gravity force < 100% >	Resistance rubber < 1 ⚙ >	

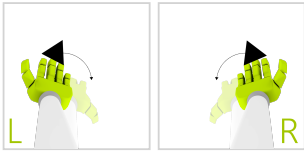


FUNCTIONAL MOVEMENTS

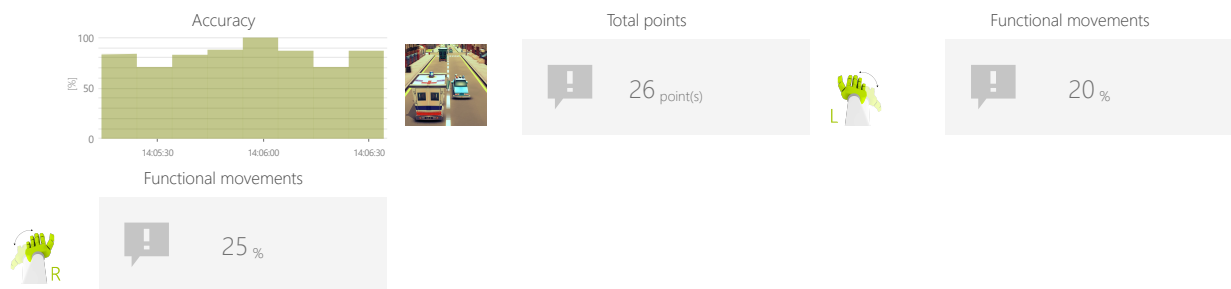
AMBULANCE

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

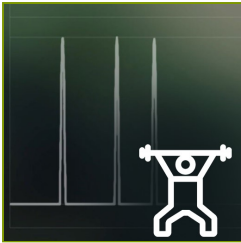


OBJECTIVES

- 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



STRENGTH

STRENGTH TEST

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

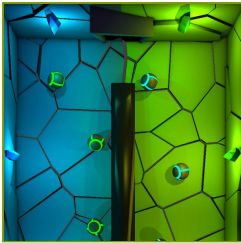
CONTROL MODES

OBJECTIVES

- Strength examination
- Muscle strengthening

INSTRUCTION FOR PATIENT

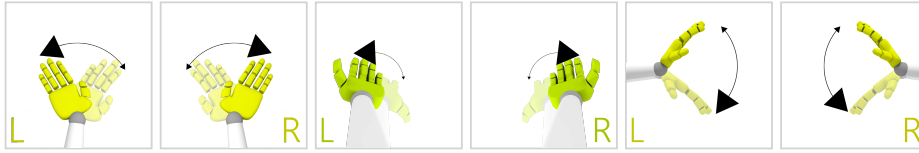
Try to achieve best result



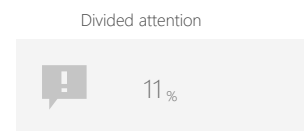
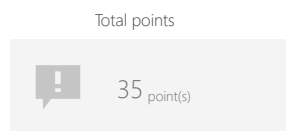
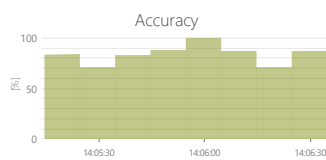
DIVIDED ATTENTION SORTER

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



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

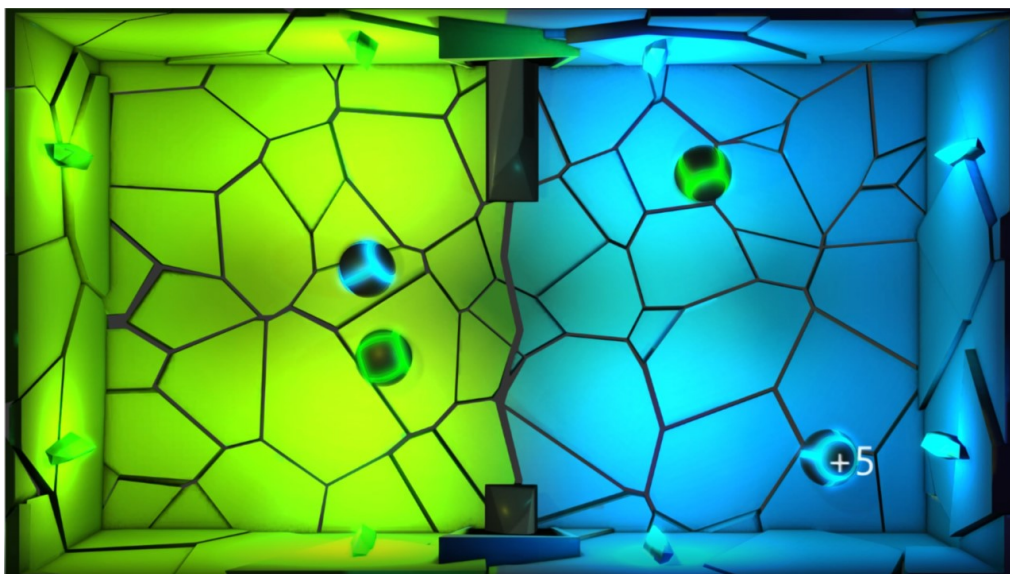
Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.

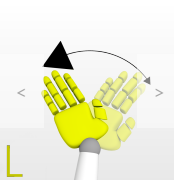
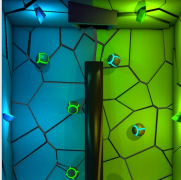


DIVIDED ATTENTION

SORTER

SAMPLE SETTINGS







◀

Difficulty
1/3

▶

Duration
30s


Angular range

start ? end ? 

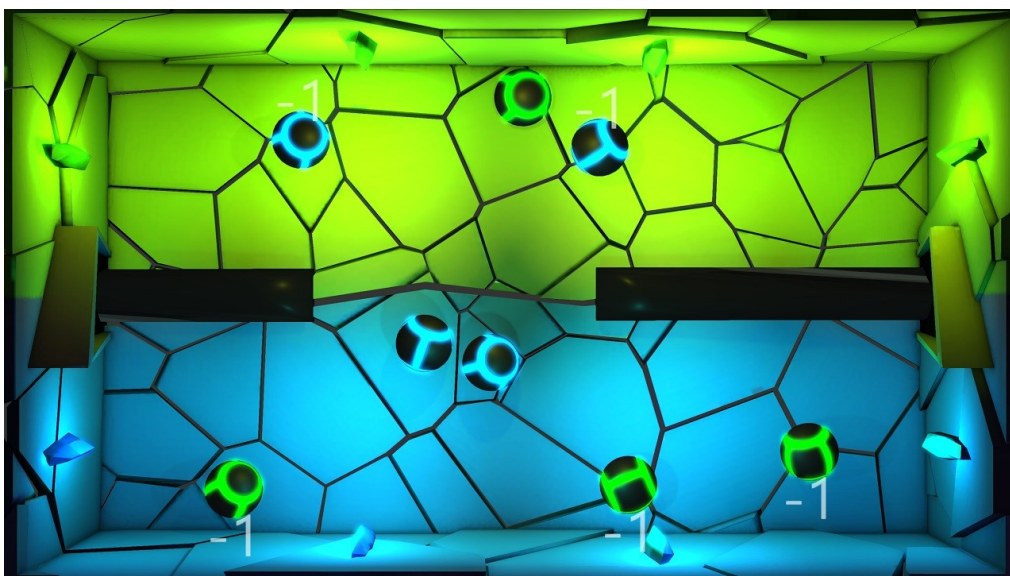
Range adjustment
0% ↔ 100%
? ↔ ?

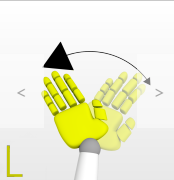
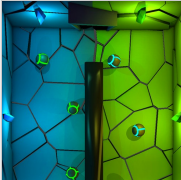
Number of objects
< **4**

Gap size
< **150%**

Speed of objects
< **100%**

Resistance rubber
< **1** 







◀

Difficulty
1/3

▶

Duration
30s


Angular range

start ? end ? 

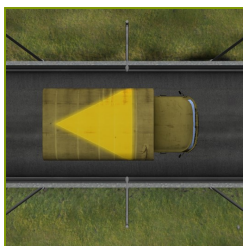
Range adjustment
0% ↔ 100%
? ↔ ?

Number of objects
< **4**

Gap size
< **150%**

Speed of objects
< **100%**

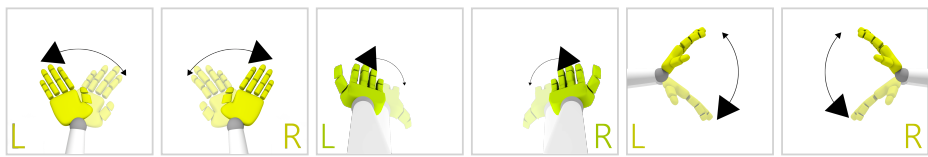
Resistance rubber
< **1** 



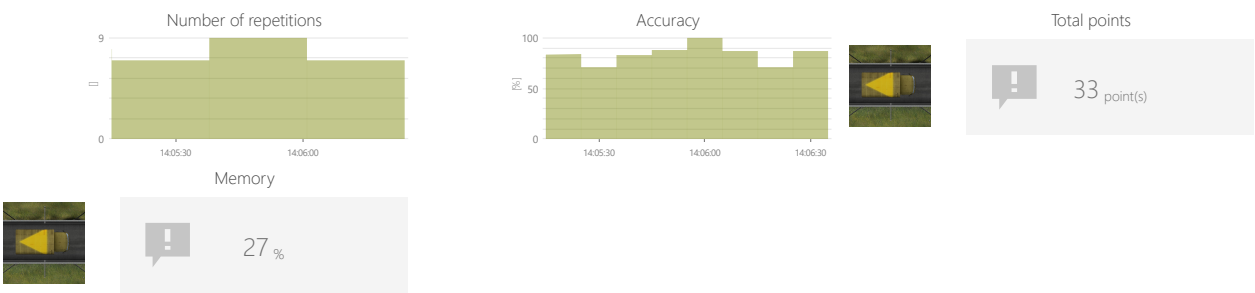
MEMORY TRUCKS

Measure and train individual's skills to memorize information.

CONTROL MODES



RESULTS



ADJUSTMENTS

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

OBJECTIVES

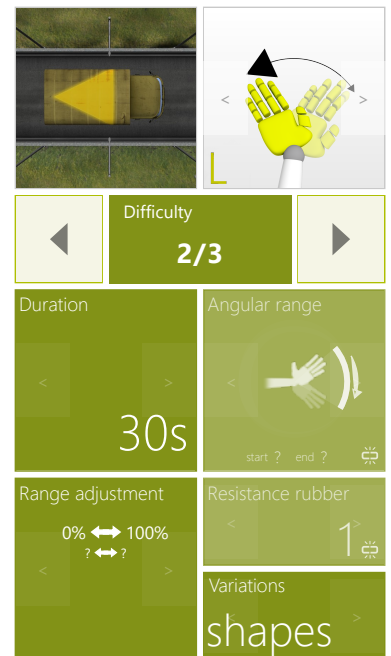
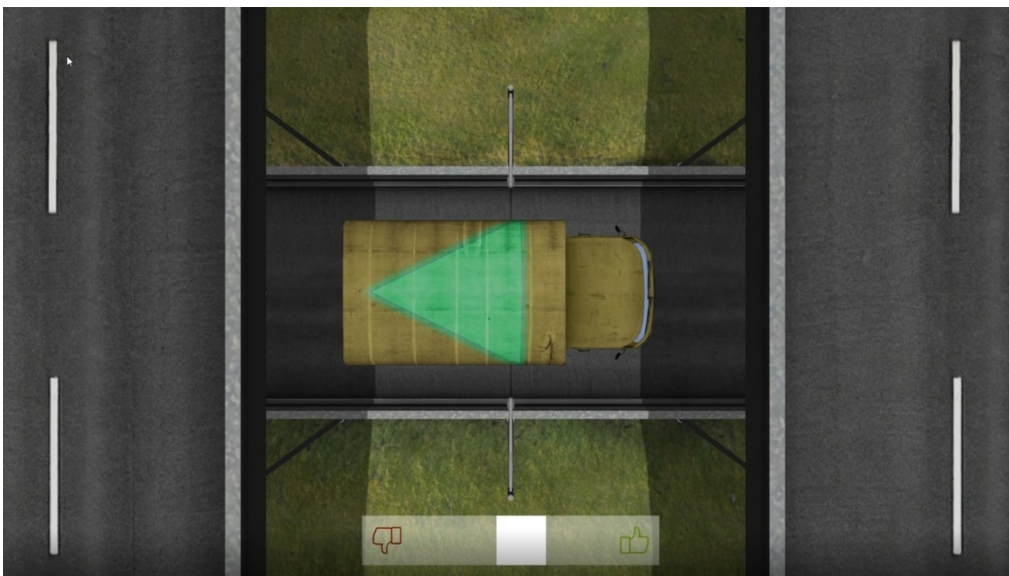
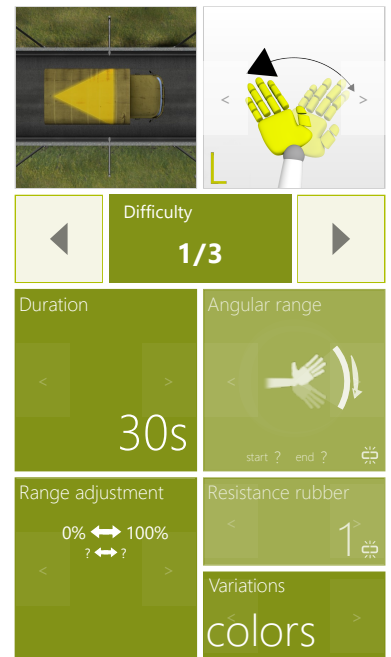
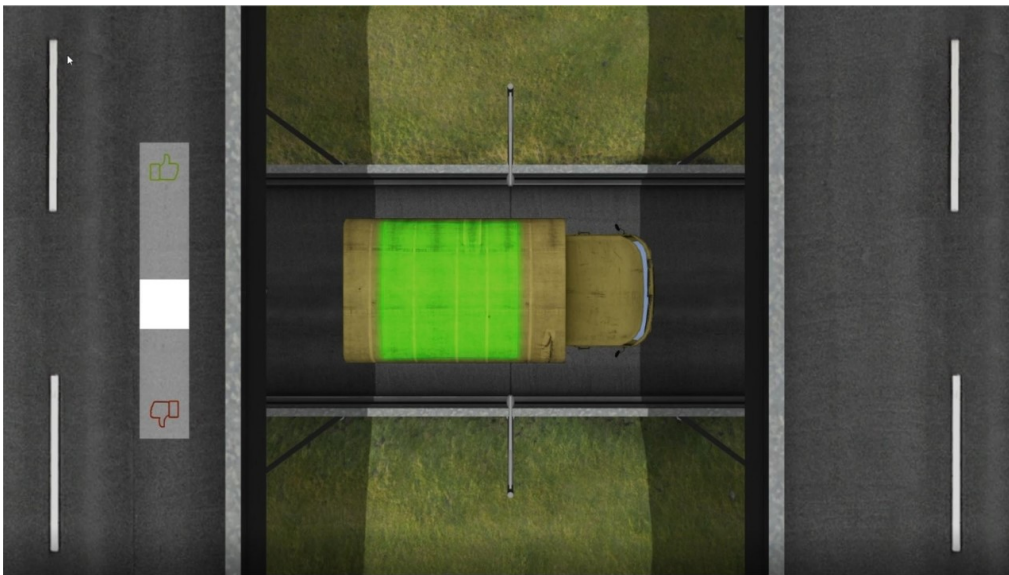
- Logical tasks
- Focusing
- Perceptivity

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



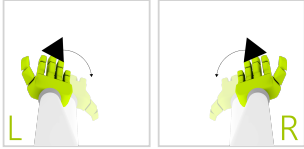


PROBLEM SOLVING

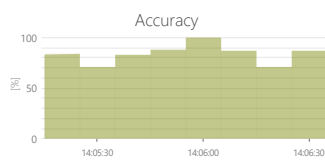
CLONES

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

18 point(s)



Problem solving

25 %

OBJECTIVES

- Perceptivity
- Visual motor coordination
- Logical tasks

INSTRUCTION FOR PATIENT

Select the item which has a pair on the screen