

BASE PACK FOR JUPITER

2021.4

Therapeutic tasks database	4
Range of motion	4
Speed	5
Movement precision	7
Functional movements	9
Strength	14
Divided attention	15
Memory	17
Specialized	19



RANGE OF MOTION

ANGLES EVALUATION

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

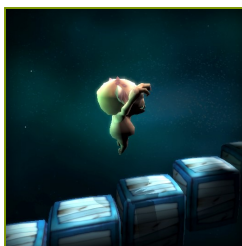
CONTROL MODES

OBJECTIVES

- Range of motion examination

INSTRUCTION FOR PATIENT

Try to achieve best result



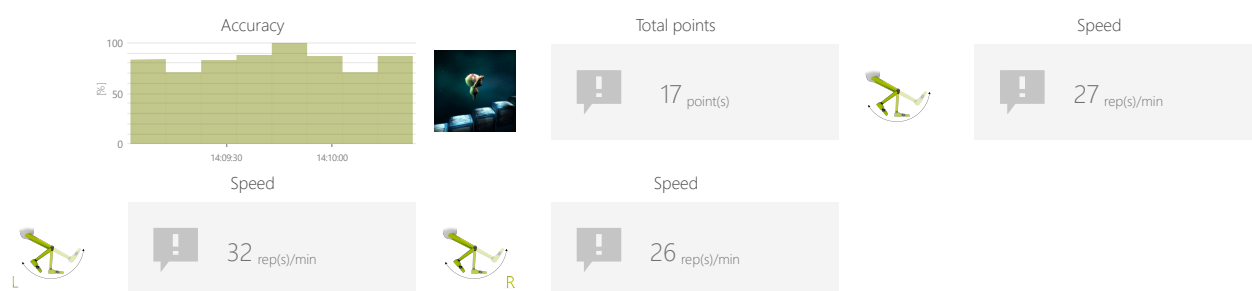
SPEED STAIRS

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Direction
- Task duration
- Torque range
- Range adjustment
- Angle
- Max time per floor
- Arm length
- Number of stairs
- Pause length

OBJECTIVES

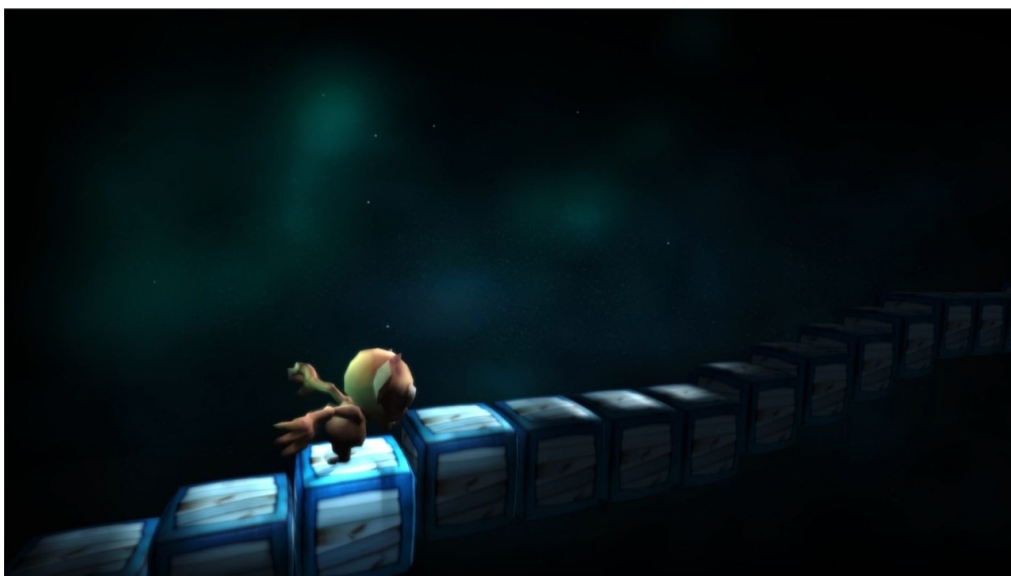
- Jumping
- Knees lifting
- Dynamics of planned movements

INSTRUCTION FOR PATIENT

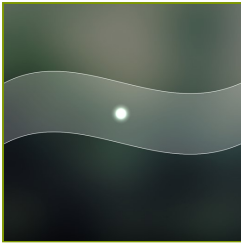
Climb the stairs before they disappear



SAMPLE SETTINGS



◀	Difficulty Custom ▶
Direction ◀ Flexion ▶	Duration ◀ 90s ▶
Torque range ◀ min ? ▶ max ?	Range adjustment 0% ↔ 100% ? ↔ ?
Angle ◀ 60° ▶	Max time per floor ◀ 15s ▶
Arm length ◀ set in runtime	Number of stairs ◀ 5 ▶
Pause length ◀ 3 ▶	



MOVEMENT PRECISION

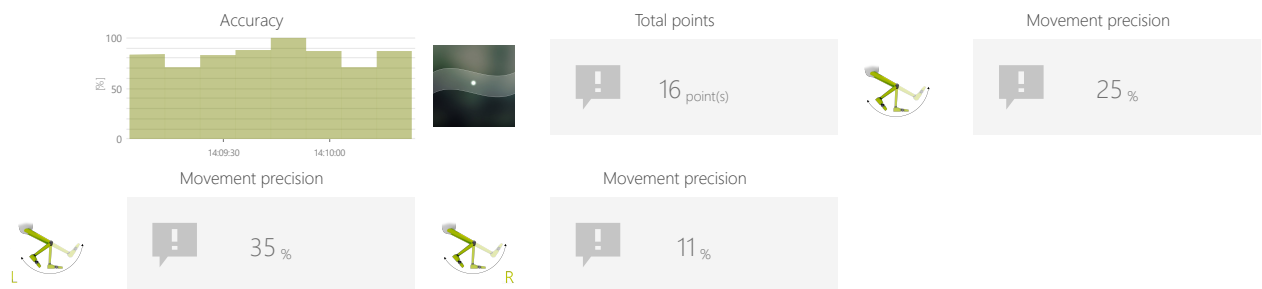
GRAPH

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.)
- Direction
- Task duration
- Torque range
- Range adjustment
- Angle
- Arm length

OBJECTIVES

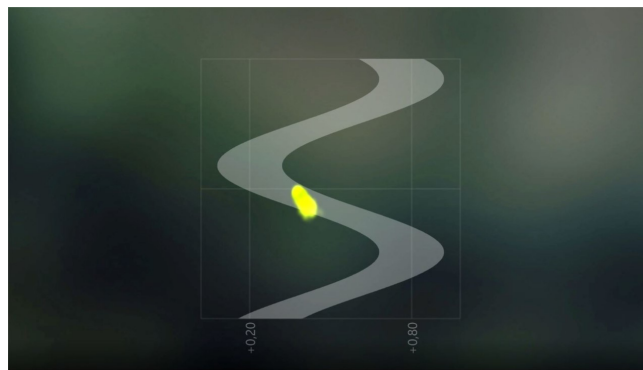
- Movement precision
- Activity in a given rhythm
- Repetitive movements
- Hands raising


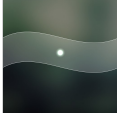
INSTRUCTION FOR PATIENT

Try to stay within the borders



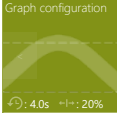
SAMPLE SETTINGS





Difficulty **3/3**

Graph configuration

: 4.0s \pm 20%

Direction Flexion

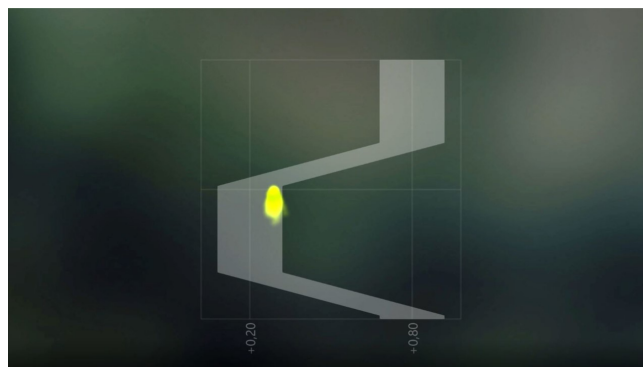
Duration 30s


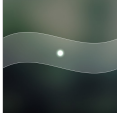
Torque range min ? max ?

Range adjustment 0% \leftrightarrow 100%

Angle 60°

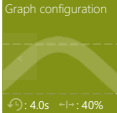
Arm length set in runtime





Difficulty **1/3**

Graph configuration

: 4.0s \pm 40%

Direction Flexion

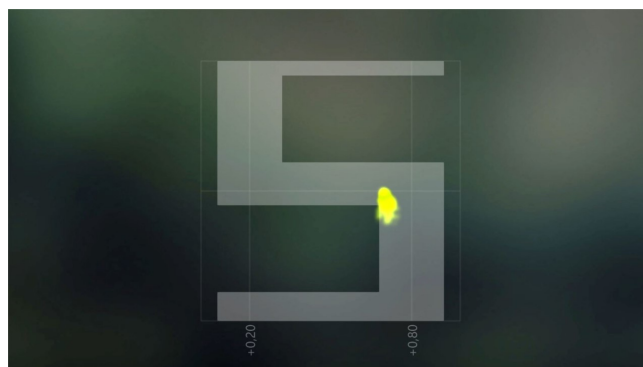
Duration 90s


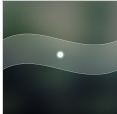
Torque range min ? max ?

Range adjustment 0% \leftrightarrow 100%

Angle 60°

Arm length set in runtime





Difficulty **Custom**

Graph configuration

\pm 20% \uparrow 2.0s \downarrow 2.0s \nearrow 1.0s \searrow 1.0s

Direction Flexion

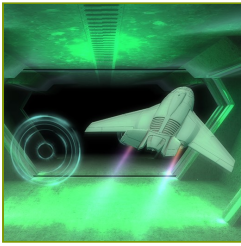
Duration 30s

Torque range min ? max ?

Range adjustment 0% \leftrightarrow 100%

Angle 60°

Arm length set in runtime



FUNCTIONAL MOVEMENTS

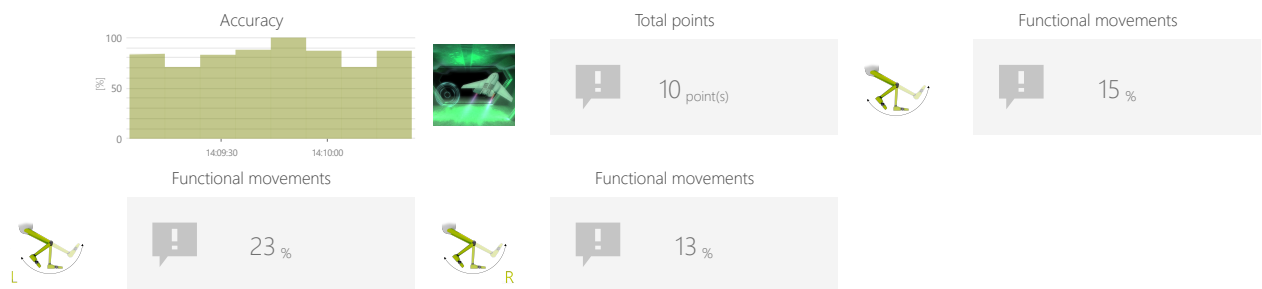
AIRPLANE

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

- Direction
- Task duration
- Torque range
- Range adjustment
- Angle
- Arm length
- Player speed

OBJECTIVES

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

INSTRUCTION FOR PATIENT

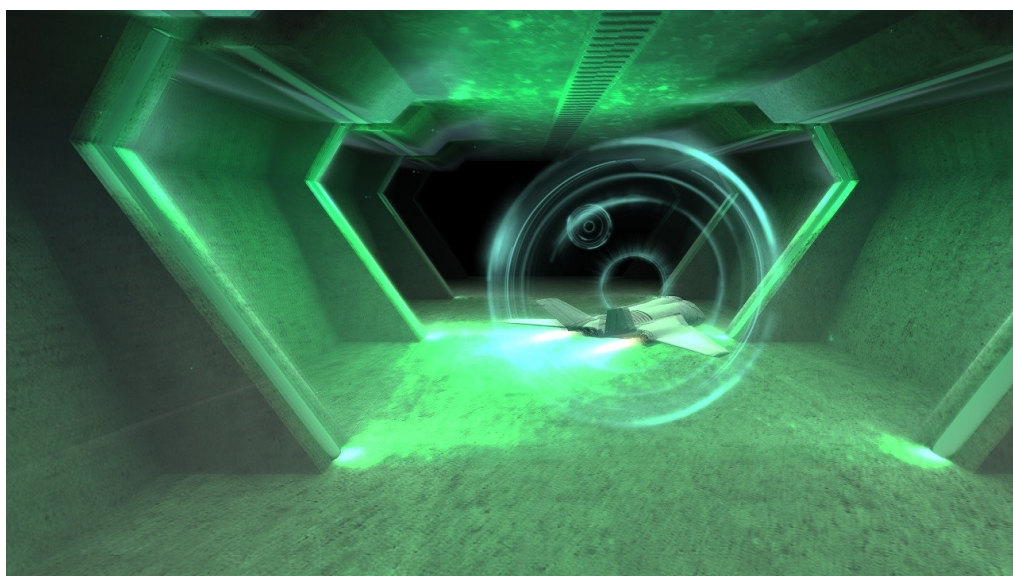
Make the airplane fly through the circles. The closer to the center it flies the more points you get

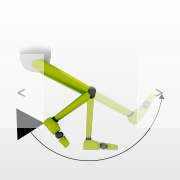
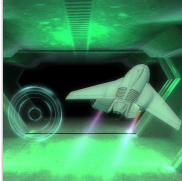


FUNCTIONAL MOVEMENTS

AIRPLANE

SAMPLE SETTINGS





◀

Difficulty
2/4

▶

Direction
< Flexion >

Duration
90s

Torque range
< min ? >
max ?

Range adjustment
0% ↔ 100%
? ↔ ?

Angle
< 60° >

Arm length
< set in runtime >

Player speed
< 100% >



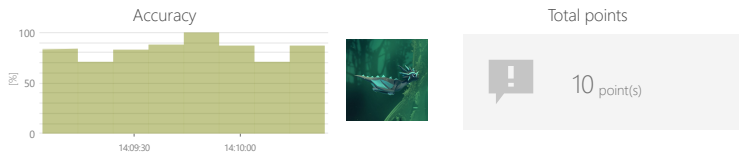
FUNCTIONAL MOVEMENTS

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

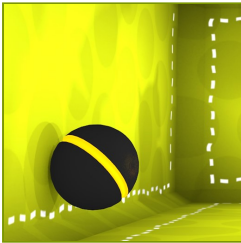


OBJECTIVES

- 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

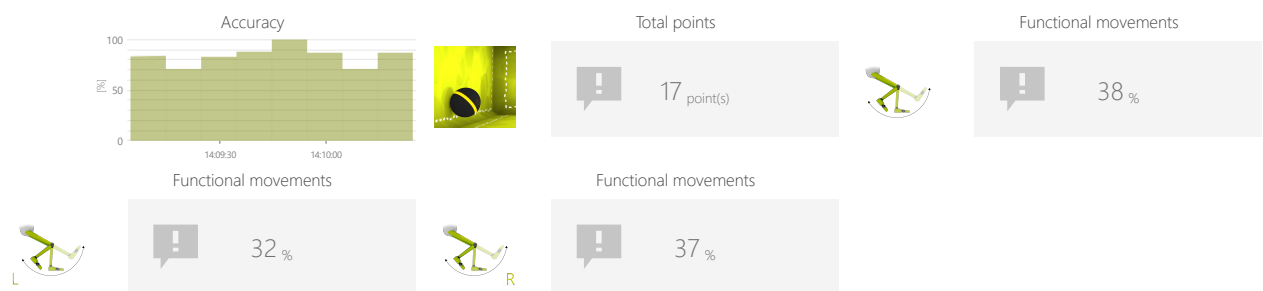
ARCANOID

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

- Direction
- Task duration
- Torque range
- Range adjustment
- Angle
- Arm length
- Reticle size
- Speed of objects

OBJECTIVES

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

INSTRUCTION FOR PATIENT

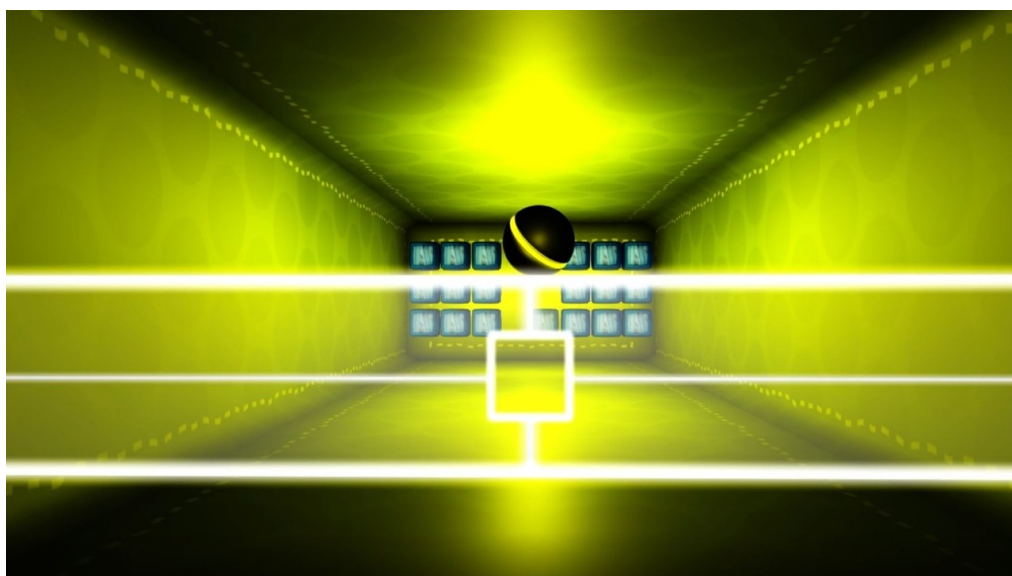
Destroy as many boxes as you can

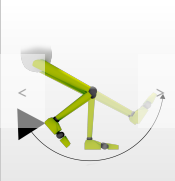
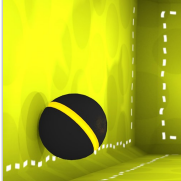


FUNCTIONAL MOVEMENTS

ARCANOID

SAMPLE SETTINGS





◀

Difficulty

▶

Custom

Direction

< Flexion >

Duration

< 90s >

Torque range

< min ? >

max ?

Range adjustment

0% ↔ 100%

? ↔ ?

Angle

< 60° >

Arm length

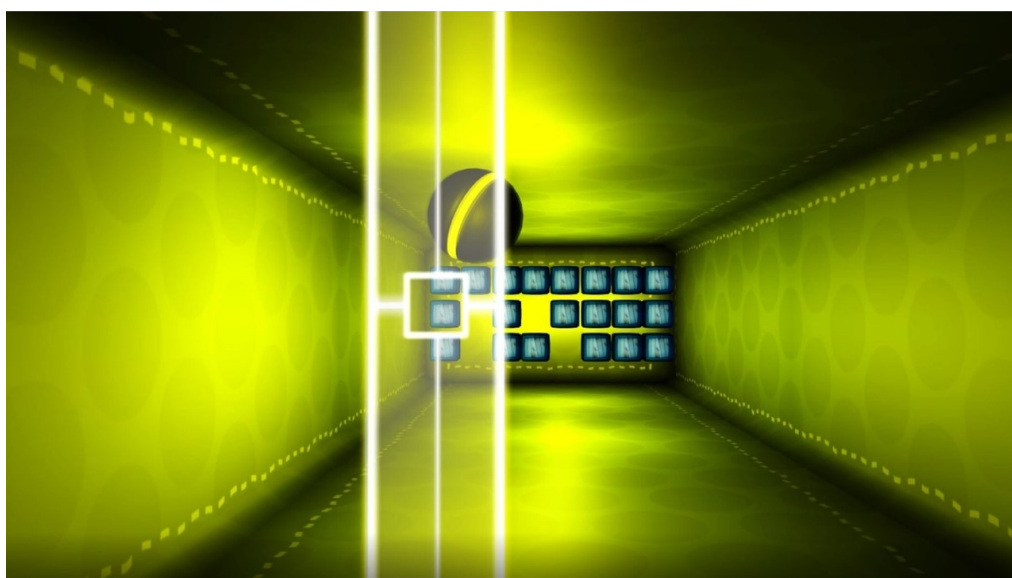
< set in runtime >

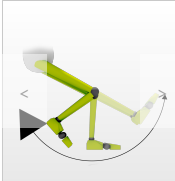
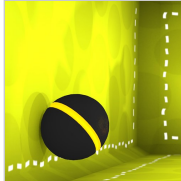
Reticle size

< 100% >

Speed of objects

< 70% >





◀

Difficulty

▶

Custom

Direction

< Flexion >

Duration

< 90s >

Torque range

< min ? >

max ?

Range adjustment

0% ↔ 100%

? ↔ ?

Angle

< 60° >

Arm length

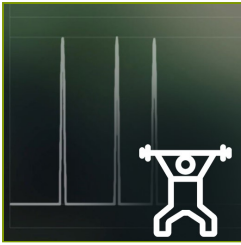
< set in runtime >

Reticle size

< 75% >

Speed of objects

< 70% >

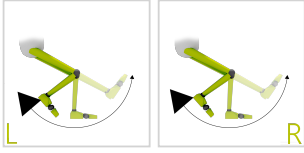


STRENGTH

STRENGTH TEST

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

CONTROL MODES



RESULTS



ADJUSTMENTS

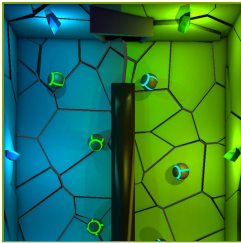
- Direction
- Torque range
- Time to complete action
- Angle
- Arm length

OBJECTIVES

- Strength examination
- Muscle strengthening

INSTRUCTION FOR PATIENT

Try to achieve best result



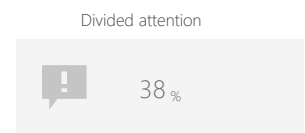
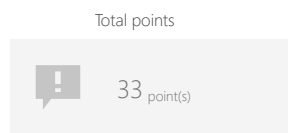
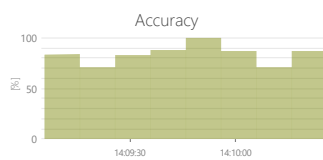
DIVIDED ATTENTION SORTER

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

- Direction
- Task duration
- Torque range
- Range adjustment
- Angle
- Arm length
- 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

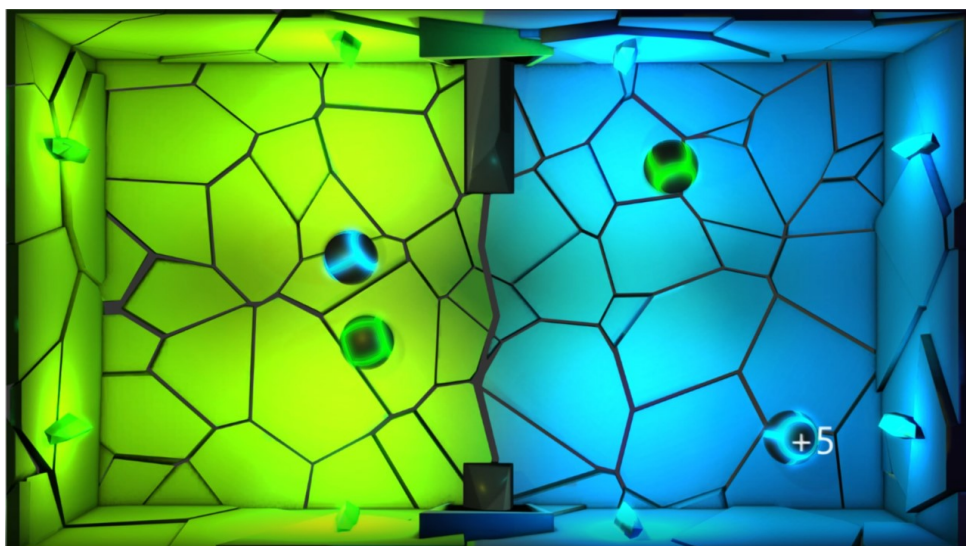
INSTRUCTION FOR PATIENT

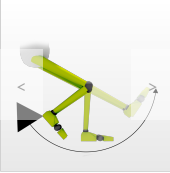
Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.



DIVIDED ATTENTION SORTER

SAMPLE SETTINGS





Difficulty **1/3**

Direction
< Flexion >

Duration
30s

Torque range
< min ? >
max ?

Range adjustment
0% ↔ 100%
? ↔ ?

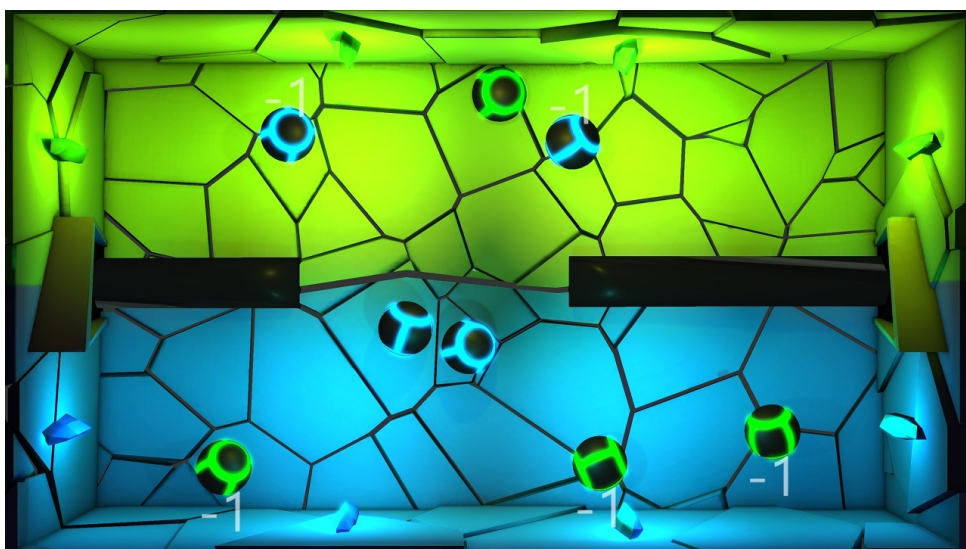
Angle
< 60° >

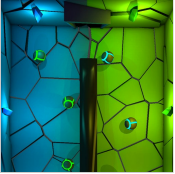
Arm length
set in runtime

Number of objects
< 4 >

Gap size
< 150% >

Speed of objects
< 100% >





Difficulty **1/3**

Direction
< Flexion >

Duration
30s

Torque range
< min ? >
max ?

Range adjustment
0% ↔ 100%
? ↔ ?

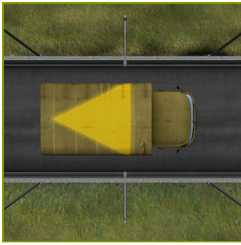
Angle
< 60° >

Arm length
set in runtime

Number of objects
< 4 >

Gap size
< 150% >

Speed of objects
< 100% >



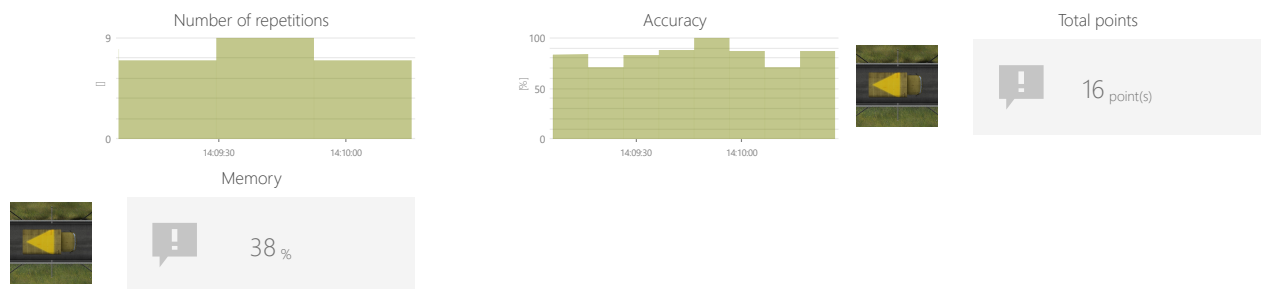
MEMORY TRUCKS

Measure and train individual's skills to memorize information.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Direction
- Task duration
- Torque range
- Range adjustment
- Angle
- Arm length
- Variations

OBJECTIVES

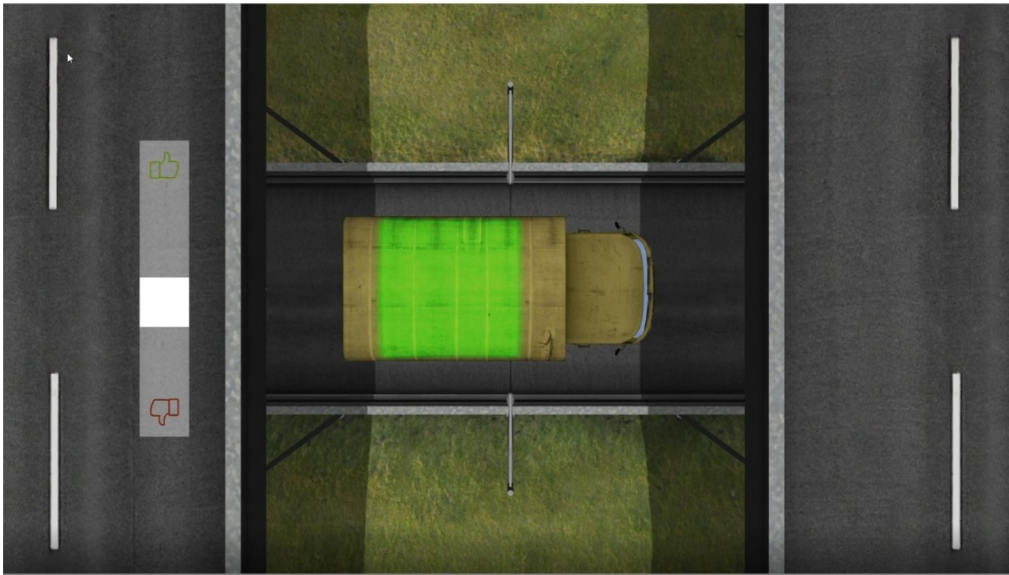
- Logical tasks
- Focusing
- Perceptivity

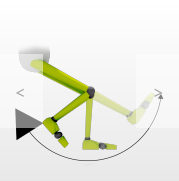
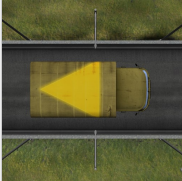
INSTRUCTION FOR PATIENT

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

< Flexion >

Duration

< 30s >

Torque range

< min ? >
max ?

Range adjustment

0% ↔ 100%
? ↔ ?

Angle

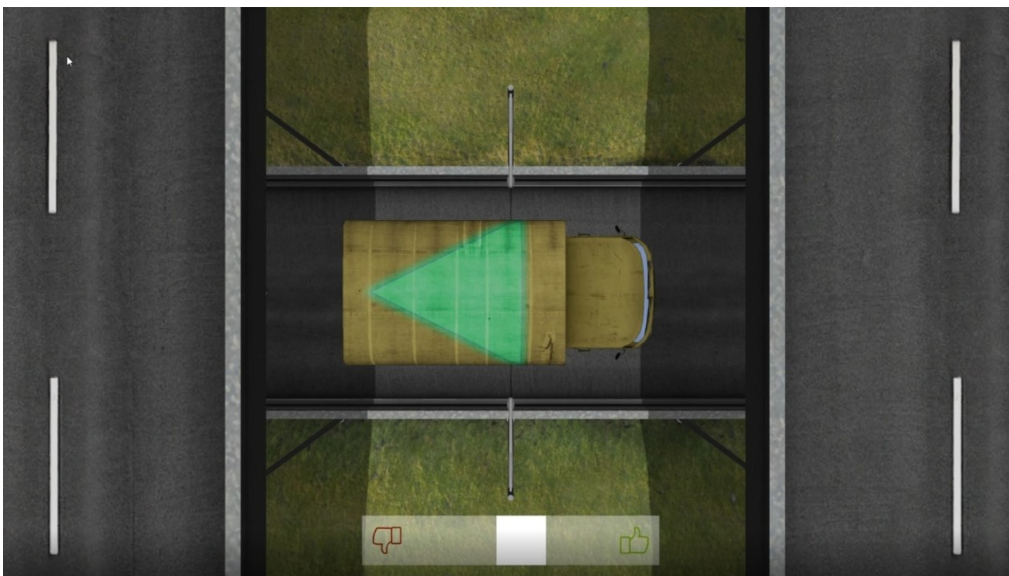
< 60° >

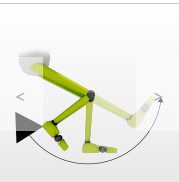
Arm length

< set in runtime >

Variations

colors >





◀

Difficulty
2/3

▶

Direction

< Flexion >

Duration

< 30s >

Torque range

< min ? >
max ?

Range adjustment

0% ↔ 100%
? ↔ ?

Angle

< 60° >

Arm length

< set in runtime >

Variations

shapes >