VAST.Rehab
REHABILITATION IN VIRTUAL REALITY

BASE PACK FOR TELKO

2021.4

Therapeutic tasks database 4

Speed 4

Balance 6

Movement precision 10

Functional movements 12

Divided attention 18

Memory 20

Specialized 22

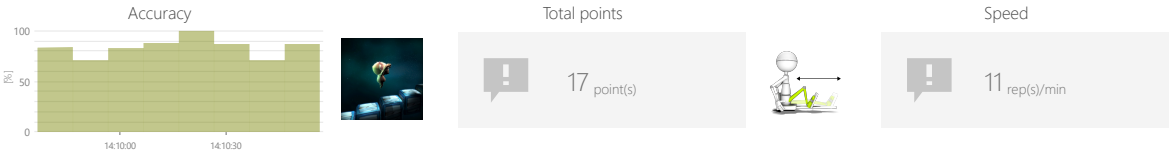
SPEED

STAIRS

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

CONTROL MODES

RESULTS



ADJUSTMENTS

- Individual's position
- Task duration
- Range adjustment
- Range
- 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

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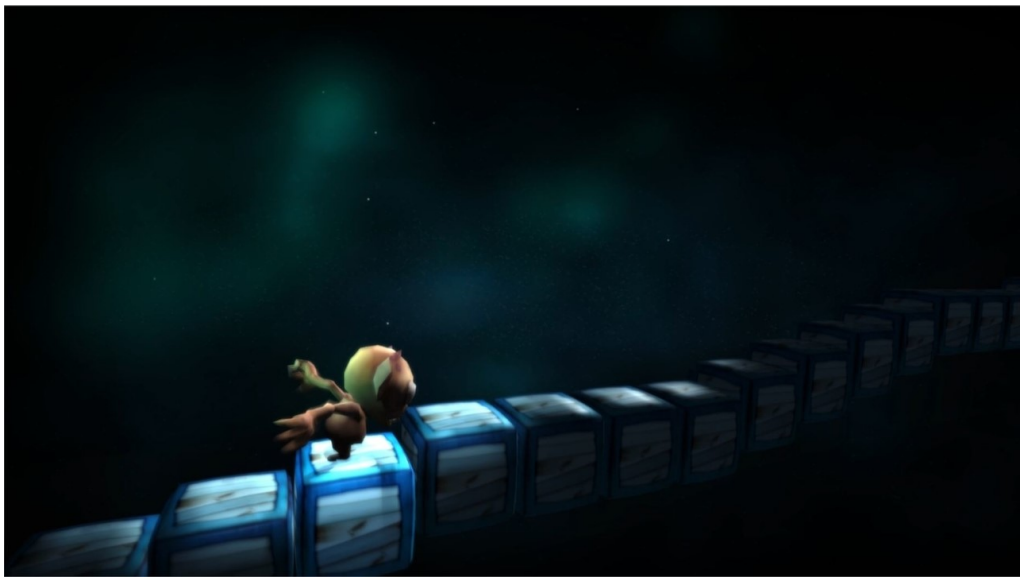
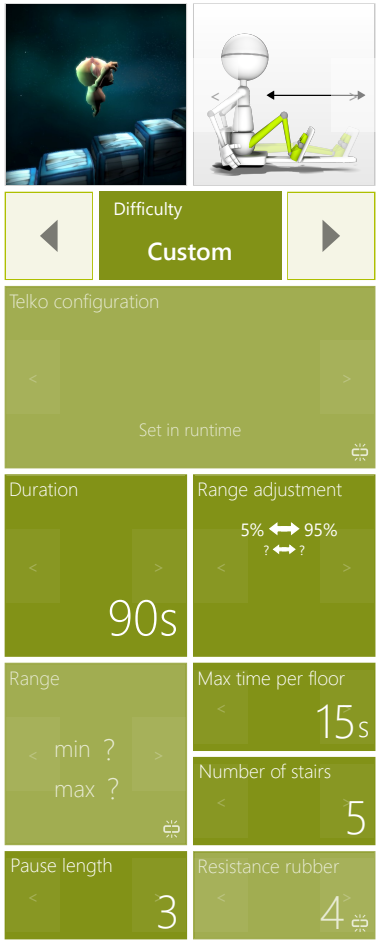
REHABILITATION IN VIRTUAL REALITY

SAMPLE SETTINGS





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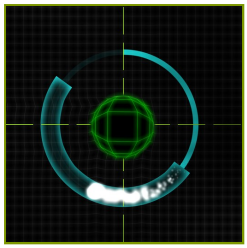
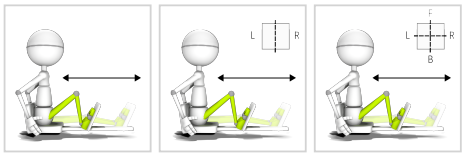


BALANCE

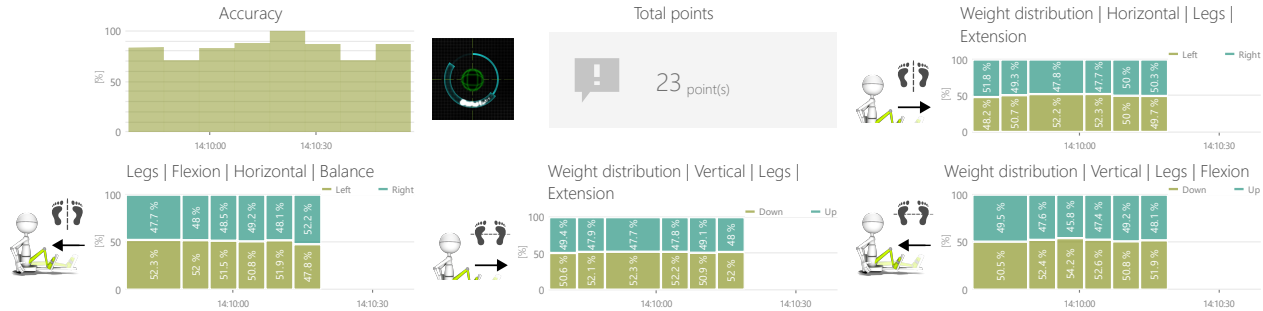
GRID

Measure and train individual's skills to perform specific movement patterns while keeping predefined weight distribution.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Individual's position
- Task duration
- Range adjustment
- Range
- Period
- Resistance

OBJECTIVES

- Balance and equilibrium training
- 3D space movements reproduction
- Activity in a given rhythm

INSTRUCTION FOR PATIENT

Keep the white glowing point inside the blue area and make sure the emerging bump stays in the middle of the reticle

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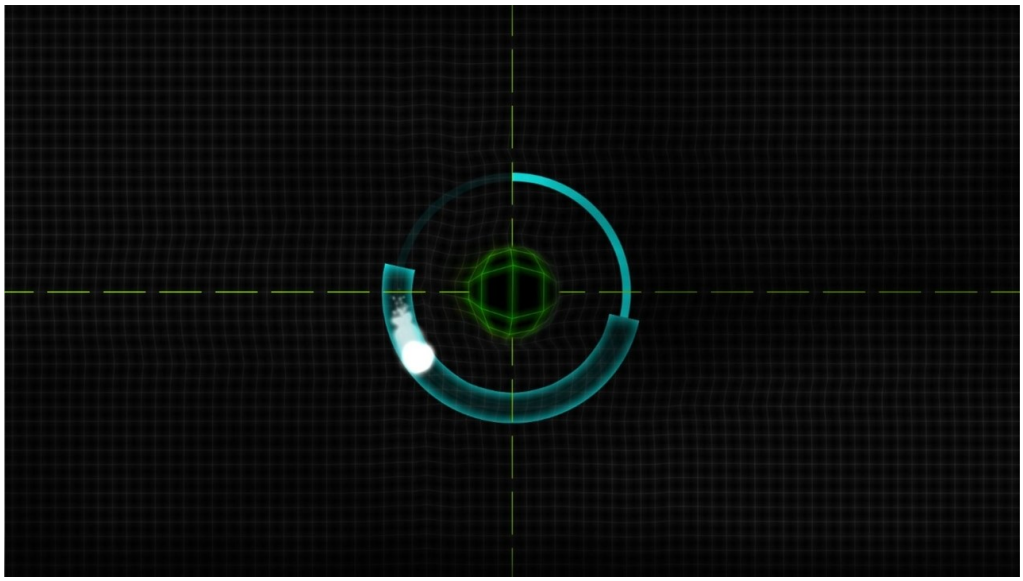
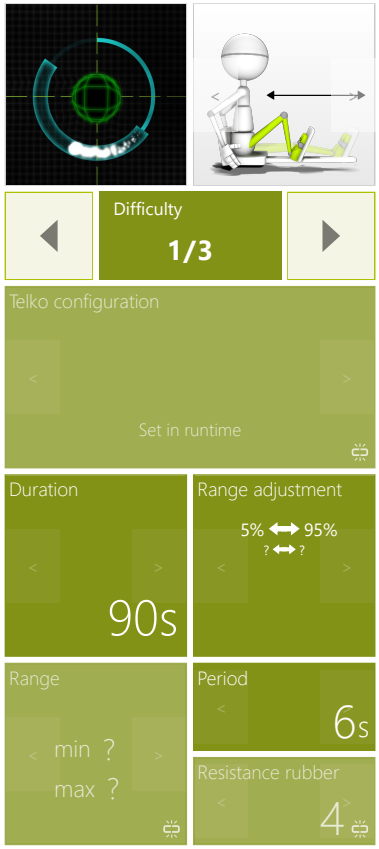
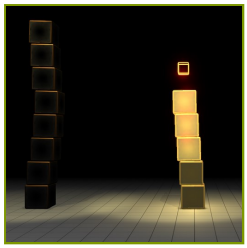
REHABILITATION IN VIRTUAL REALITY

SAMPLE SETTINGS





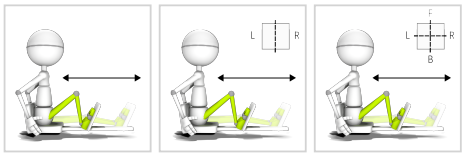


BALANCE

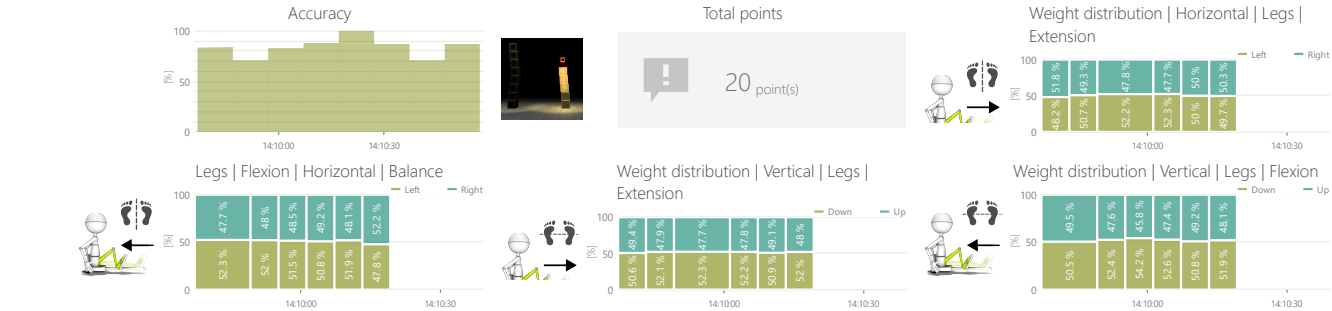
BLOCK BUILDER

Measure and train individual's skills to perform specific movement patterns while keeping predefined weight distribution.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Individual's position
- Task duration
- Range adjustment
- Range
- Stack height
- Resistance

OBJECTIVES

- Movement precision
- Muscle strengthening
- Balance and equilibrium training

INSTRUCTION FOR PATIENT

Build as many stacks as you can. Keep your body balanced.

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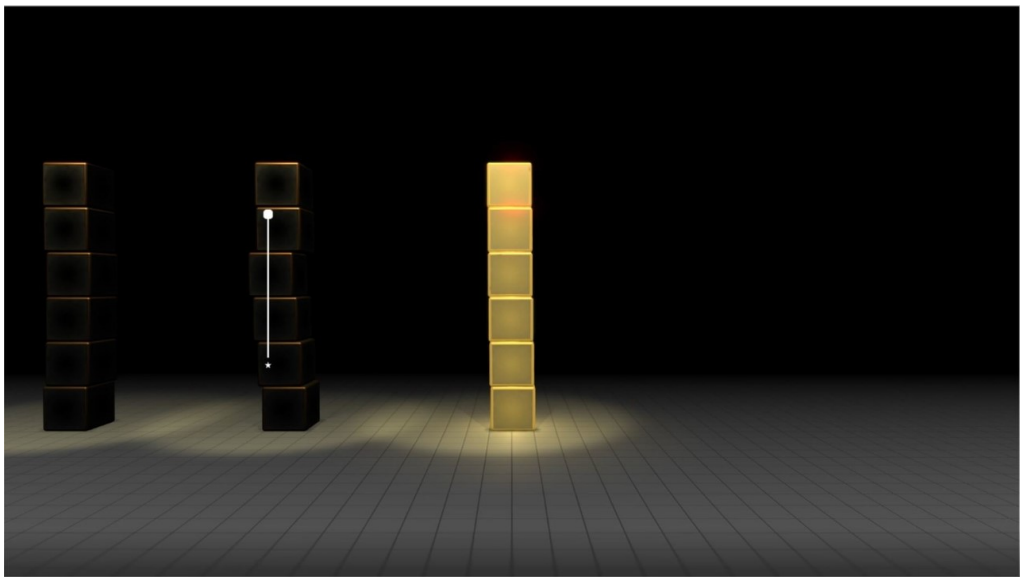
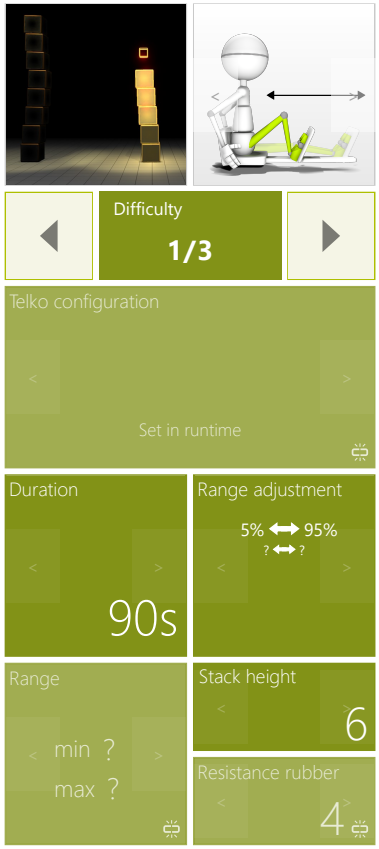
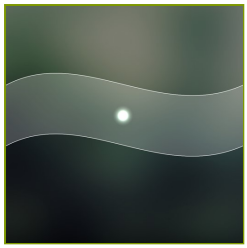
REHABILITATION IN VIRTUAL REALITY

SAMPLE SETTINGS







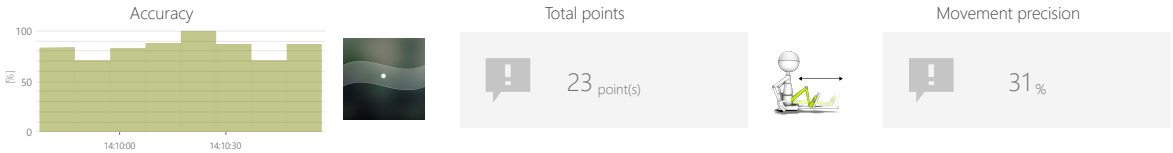
MOVEMENT PRECISION

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.)
- Individual's position
- Task duration
- Range adjustment
- Range
- Resistance

OBJECTIVES

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

INSTRUCTION FOR PATIENT

Try to stay within the borders

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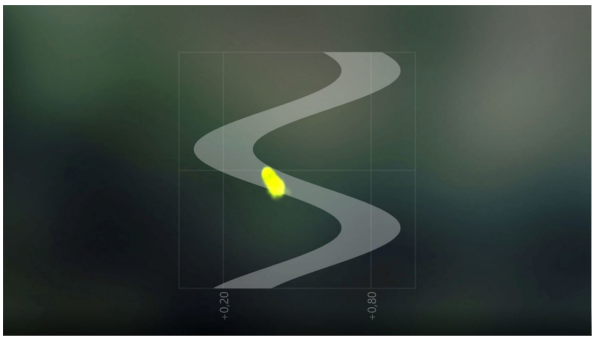
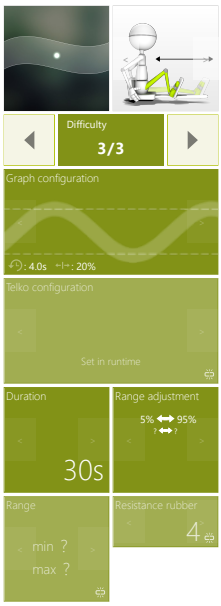
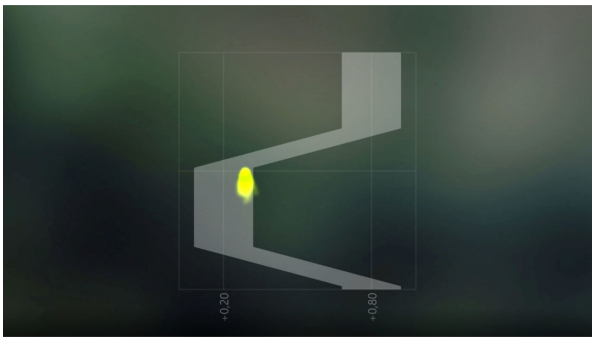
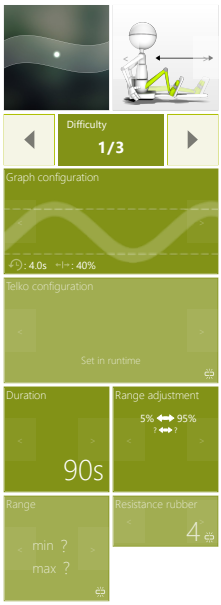
REHABILITATION IN VIRTUAL REALITY

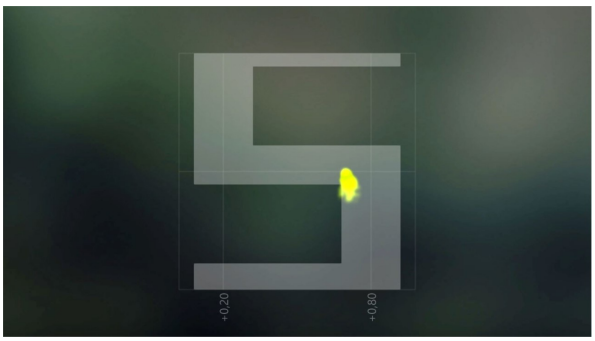
SAMPLE SETTINGS

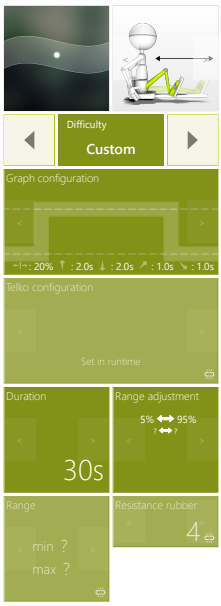












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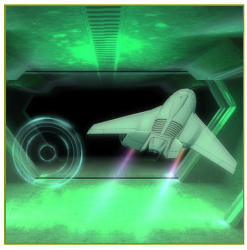
REHABILITATION IN VIRTUAL REALITY

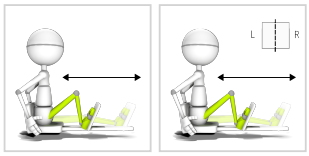


FUNCTIONAL MOVEMENTS

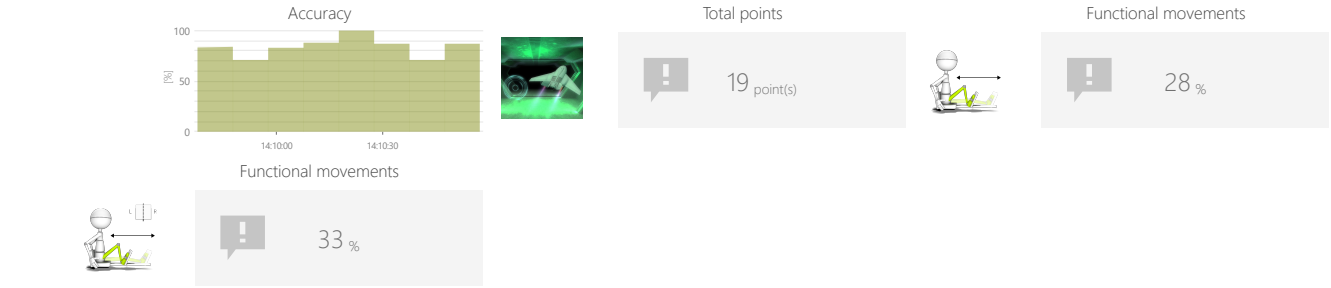
AIRPLANE

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

- Individual's position
- Task duration
- Range adjustment
- Range
- Player speed
- Resistance

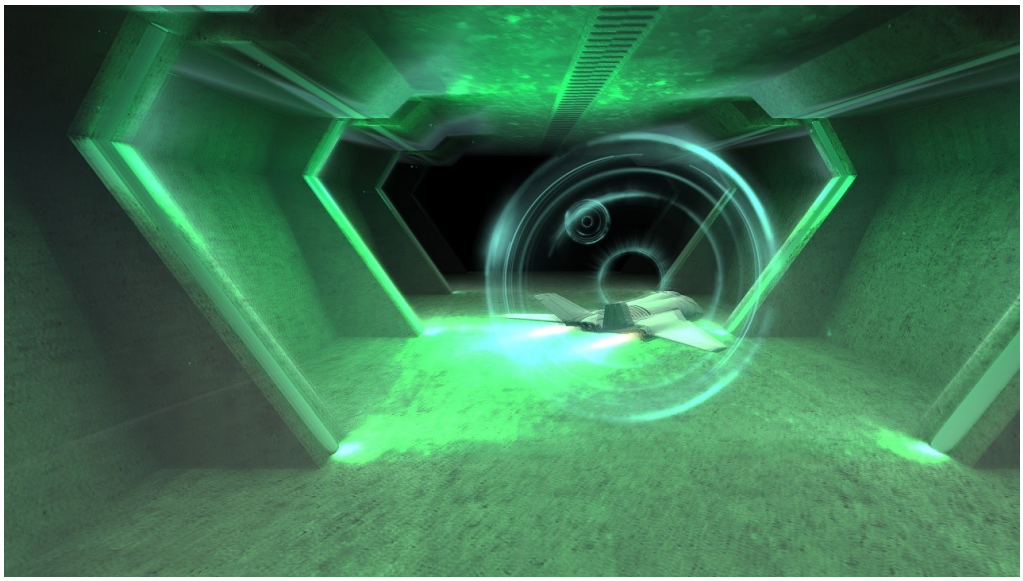
OBJECTIVES

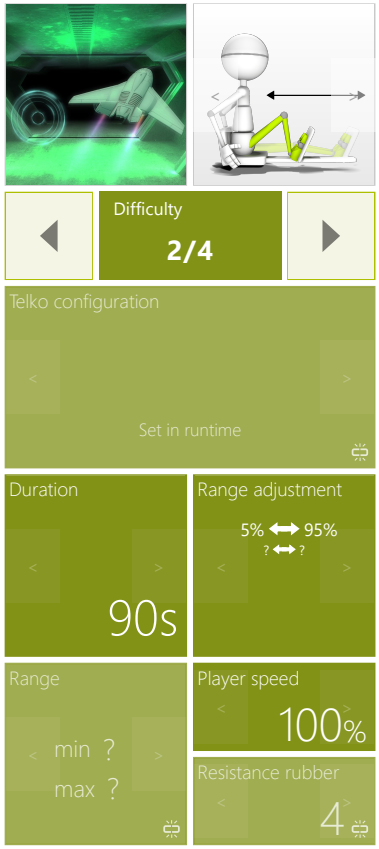
- Focusing
- Perceptivity
- Movement precision
- Predicting the trajectory of objects in 3D space
- Balance and equilibrium training

INSTRUCTION FOR PATIENT

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

SAMPLE SETTINGS



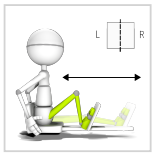


FUNCTIONAL MOVEMENTS

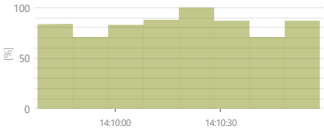
DRAGON

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



Total points

28 point(s)

Functional movements

20 %

ADJUSTMENTS

- Individual's position
- Task duration
- Balance 1D
- Range adjustment
- Range
- Coins group size
- Distance between coins
- Gravity force
- Resistance

OBJECTIVES

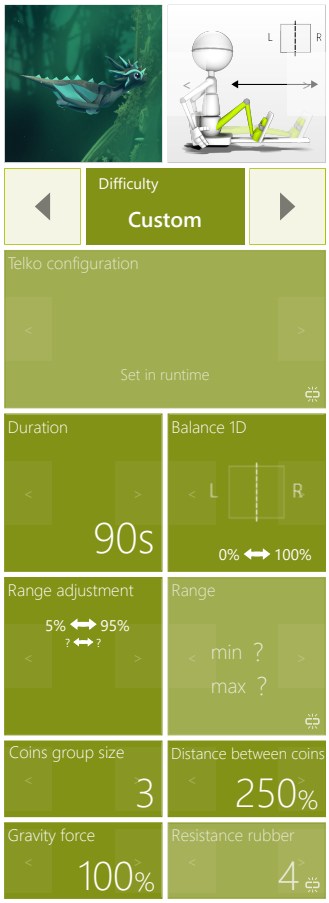
- Predicting the trajectory of objects
- Improve range of motion
- Visual motor coordination
- Muscle strengthening
- Planning and Strategy

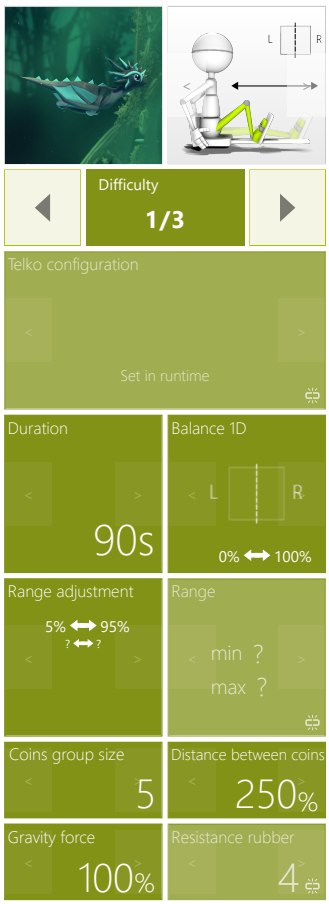
INSTRUCTION FOR PATIENT

Fly and collect the coins

VAST.Rehab
REHABILITATION IN VIRTUAL REALITY

SAMPLE SETTINGS



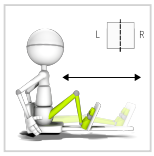


FUNCTIONAL MOVEMENTS

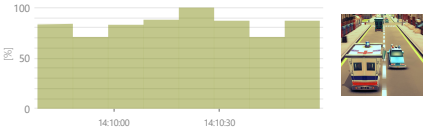
AMBULANCE

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



Total points

35 point(s)

Functional movements

12 %

ADJUSTMENTS

- Individual's position
- Task duration
- Balance 1D
- Range adjustment
- Range
- Distance between cars
- Player speed
- Resistance

OBJECTIVES

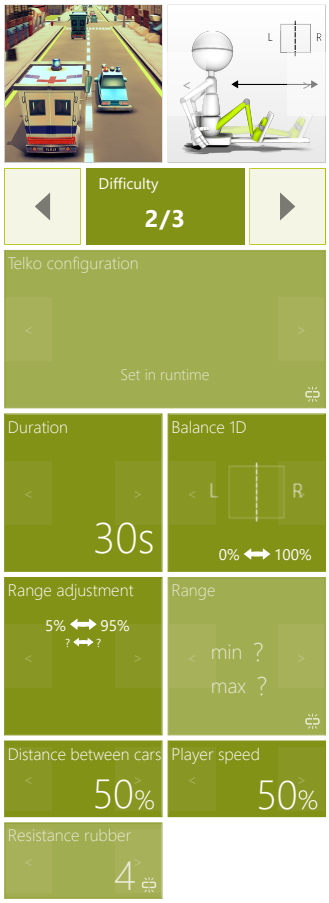
- Balance and equilibrium training
- Dynamics of planned movements
- Focusing
- Speed of decision making
- Visual motor coordination

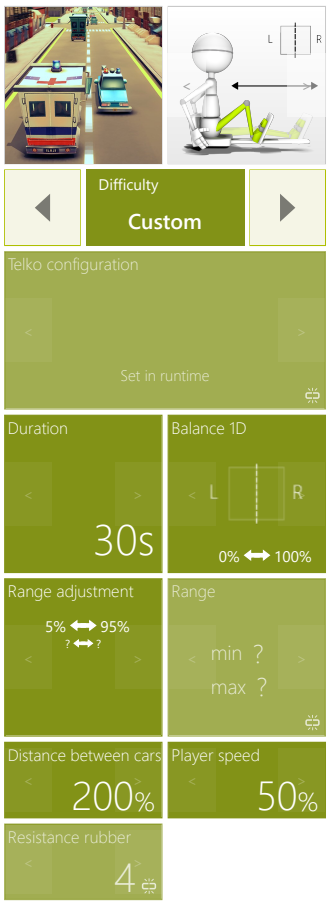
INSTRUCTION FOR PATIENT

Go as fast as you can and avoid hitting other cars

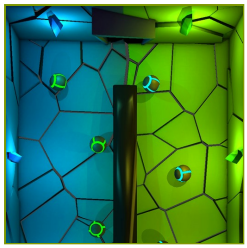
VAST.Rehab
REHABILITATION IN VIRTUAL REALITY

SAMPLE SETTINGS





VAST.Rehab
REHABILITATION IN VIRTUAL REALITY



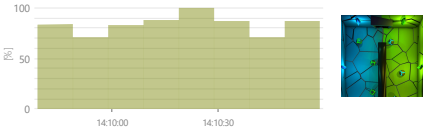
DIVIDED ATTENTION

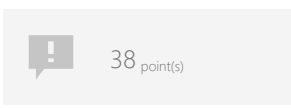
SORTER

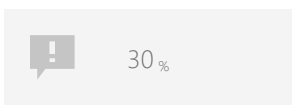
Measure and train individual's skills to successfully execute more than one action at a time, while paying attention to two or more channels of information.

CONTROL MODES

RESULTS







ADJUSTMENTS

- Individual's position
- Task duration
- Range adjustment
- Range
- Number of objects
- Gap size
- Speed of objects
- Resistance

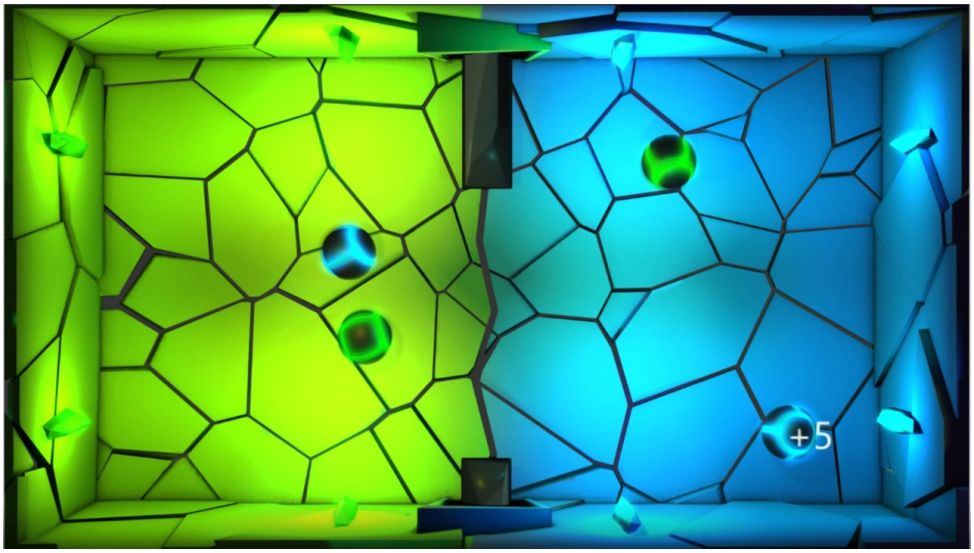
OBJECTIVES

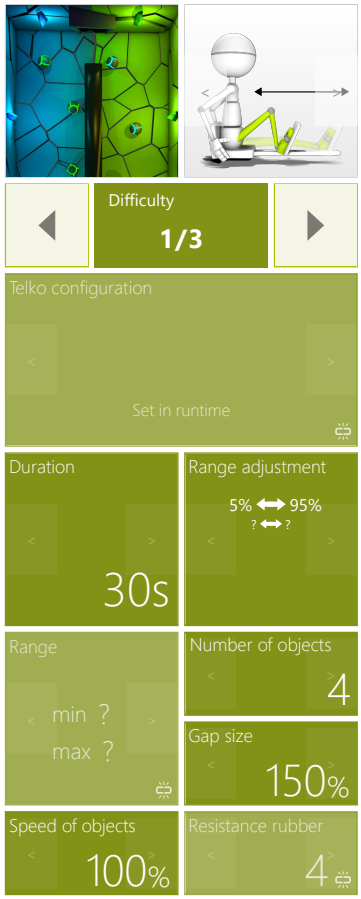
- Predicting the trajectory of objects
- Focusing
- Perceptivity
- Movement precision
- Exercise with or without support from healthy limb

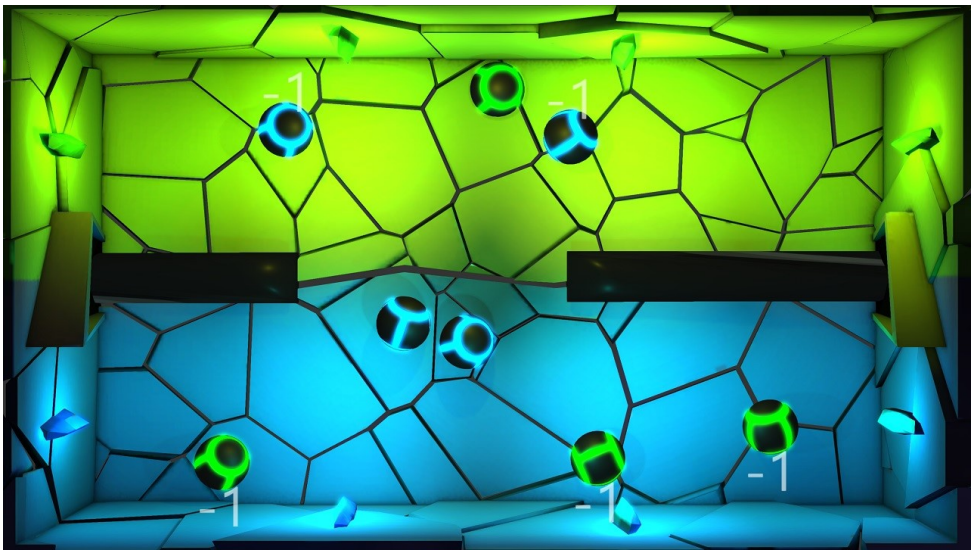
INSTRUCTION FOR PATIENT

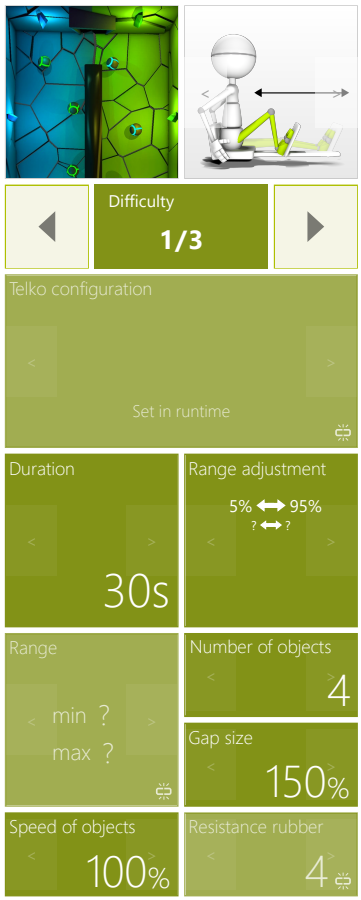
Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.

SAMPLE SETTINGS

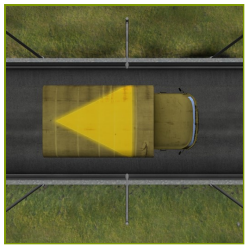








VAST.Rehab
REHABILITATION IN VIRTUAL REALITY



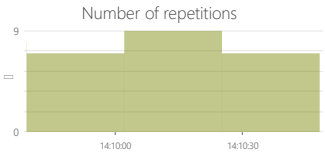
MEMORY

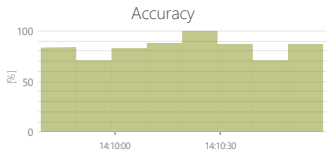
TRUCKS

Measure and train individual's skills to memorize information.

CONTROL MODES

RESULTS





Total points

37 point(s)

Memory

12 %

ADJUSTMENTS

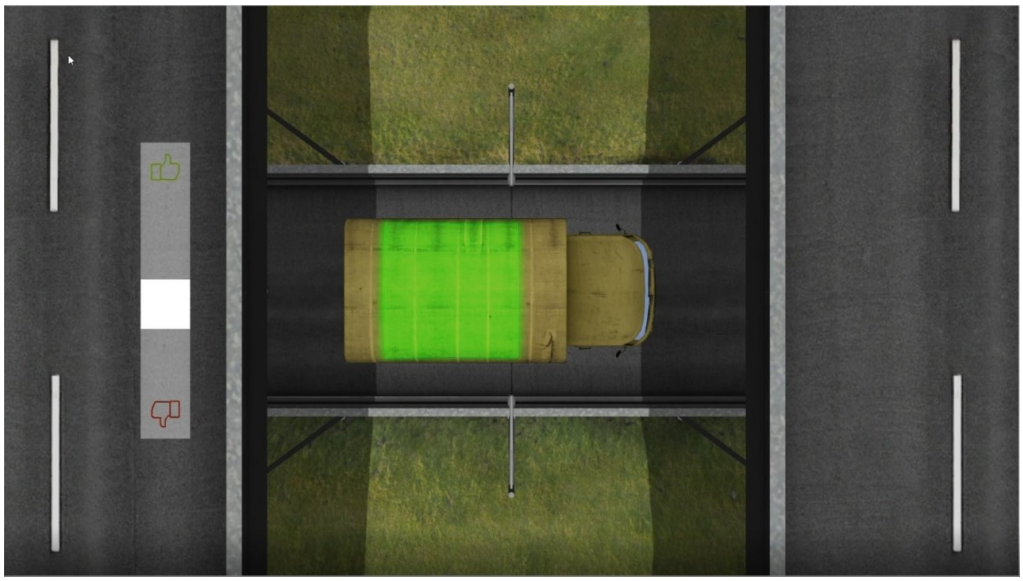
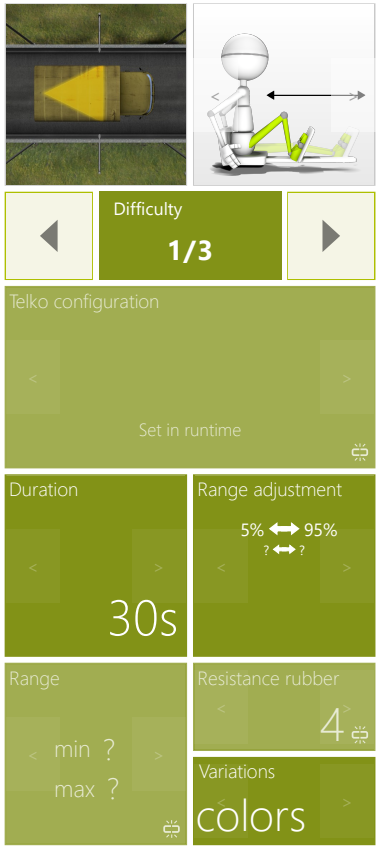
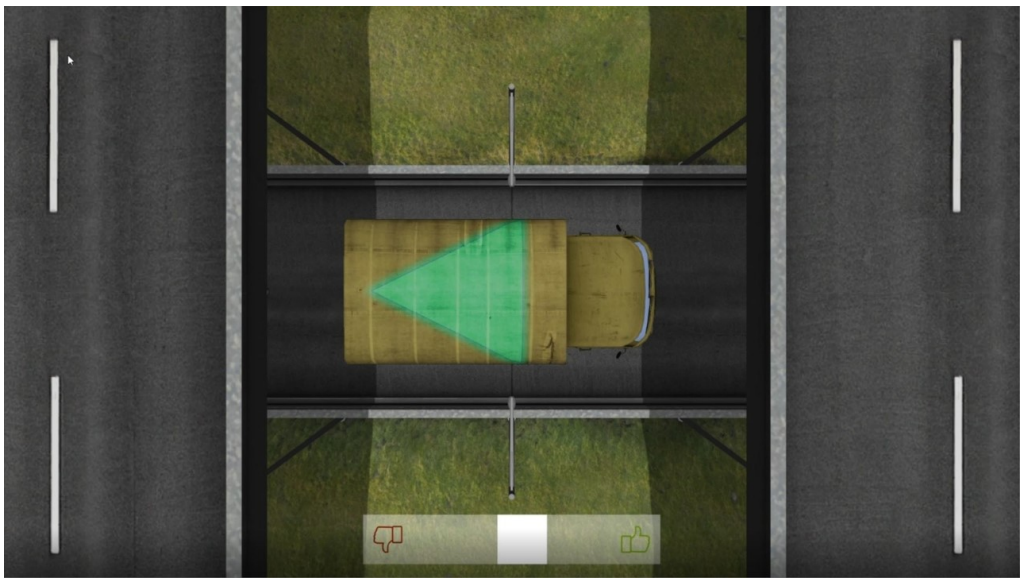
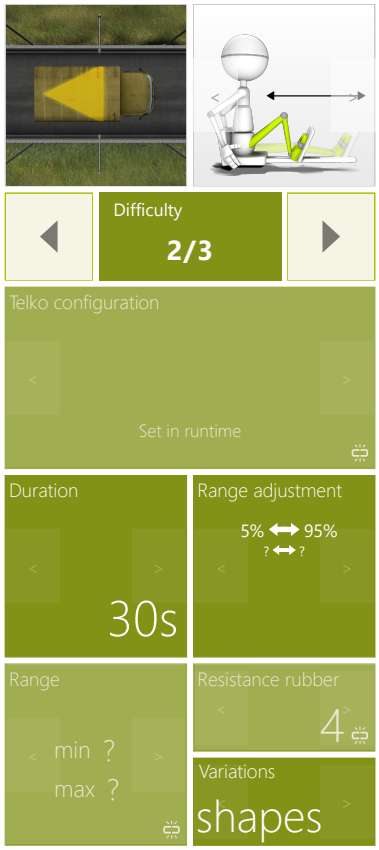
- Individual's position
- Task duration
- Range adjustment
- Range
- Resistance
- Variations

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.

VAST.Rehab
REHABILITATION IN VIRTUAL REALITY

SAMPLE SETTINGS