

BASE PACK FOR VECTIS

2021.4

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RANGE OF MOTION

ANGLES EVALUATION

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

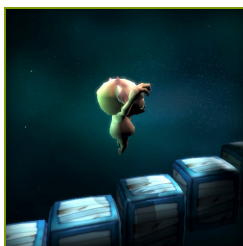
CONTROL MODES

OBJECTIVES

- Range of motion examination

INSTRUCTION FOR PATIENT

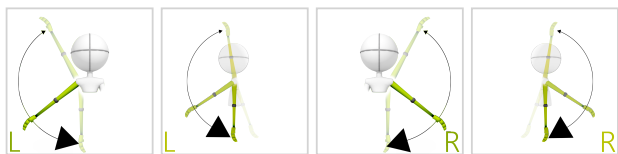
Try to achieve best result



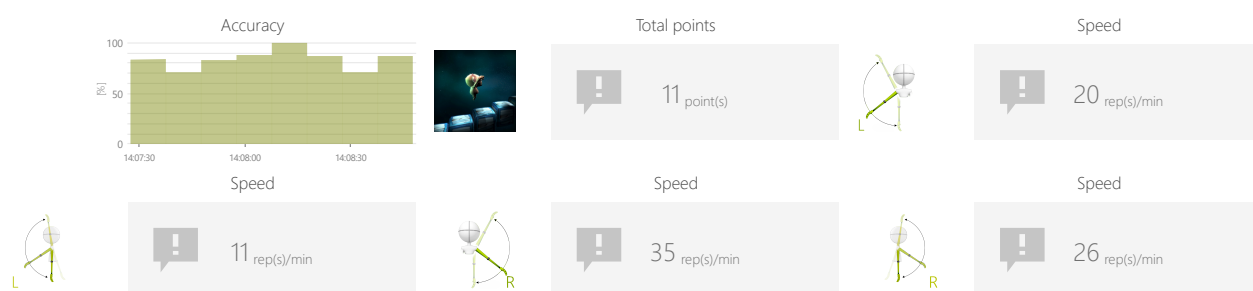
SPEED STAIRS

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
- Number of stairs
- Pause length
- Arm length

OBJECTIVES

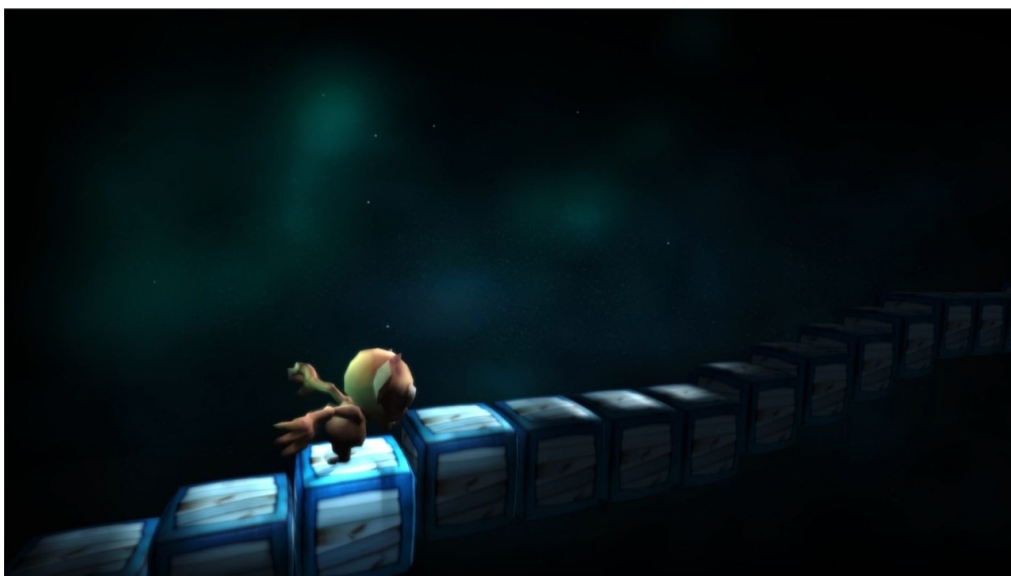
- Jumping
- Knees lifting
- Dynamics of planned movements

INSTRUCTION FOR PATIENT

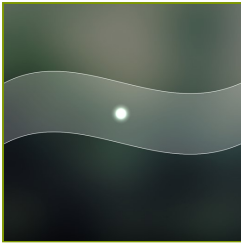
Climb the stairs before they disappear



SAMPLE SETTINGS



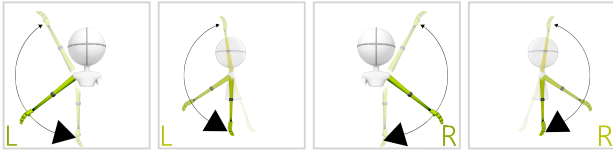
◀	Difficulty Custom	▶
Direction < Adduction >		Duration < 90s >
Torque range < min ? > max ?		Range adjustment 0% ↔ 100% ? ↔ ?
Angle < 90° >		Max time per floor < 15s >
Number of stairs < 5 >		Pause length < 3 >
Arm length < set in runtime >		



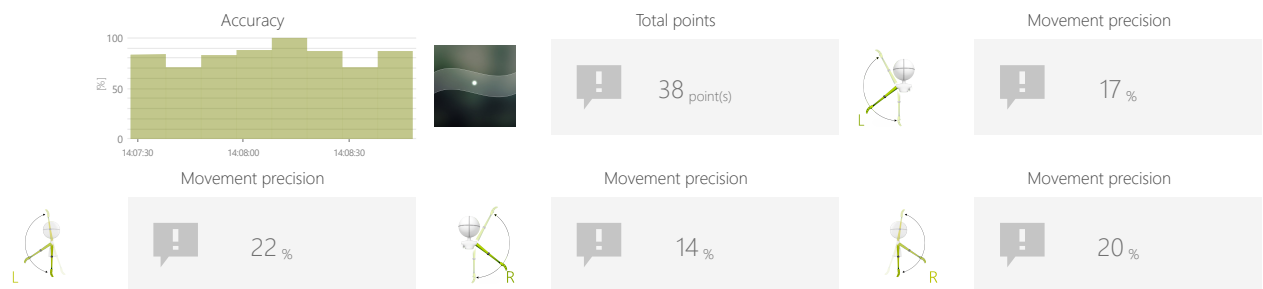
MOVEMENT PRECISION GRAPH

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

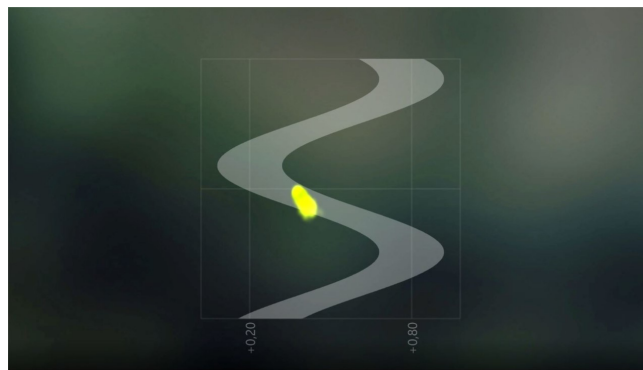
- Movement precision
- Activity in a given rhythm
- Repetitive movements
- Hands raising

INSTRUCTION FOR PATIENT

Try to stay within the borders



SAMPLE SETTINGS



Difficulty **3/3**

Graph configuration

4.0s \pm 20%

Direction: Adduction

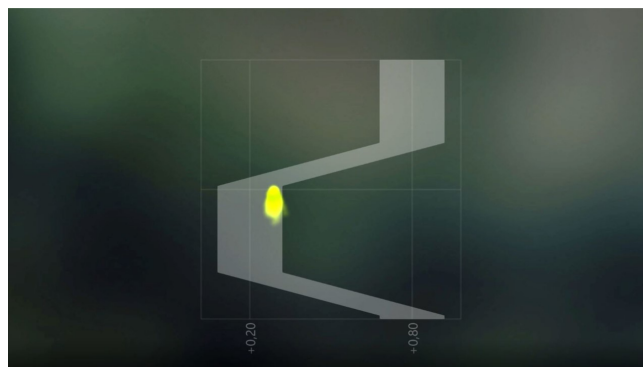
Duration: 30s

Torque range: min ? max ?

Range adjustment: 0% \leftrightarrow 100%

Angle: 90°

Arm length: set in runtime



Difficulty **1/3**

Graph configuration

4.0s \pm 40%

Direction: Adduction

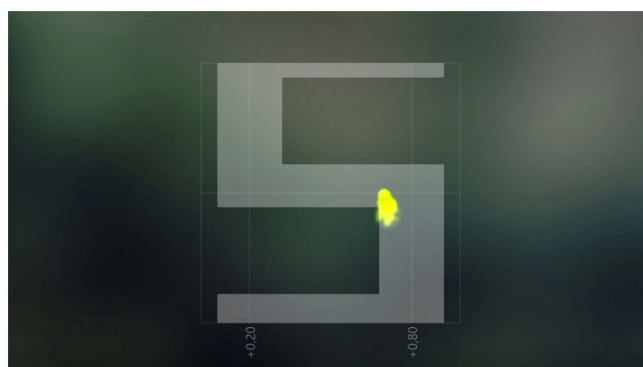
Duration: 90s

Torque range: min ? max ?

Range adjustment: 0% \leftrightarrow 100%

Angle: 90°

Arm length: set in runtime



Difficulty **Custom**

Graph configuration

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

Direction: Adduction

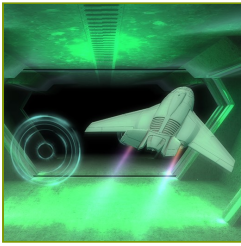
Duration: 30s

Torque range: min ? max ?

Range adjustment: 0% \leftrightarrow 100%

Angle: 90°

Arm length: set in runtime

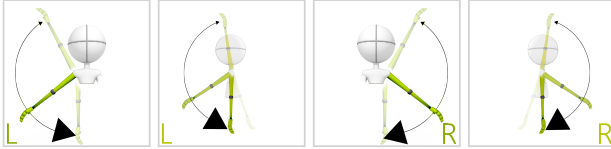


FUNCTIONAL MOVEMENTS

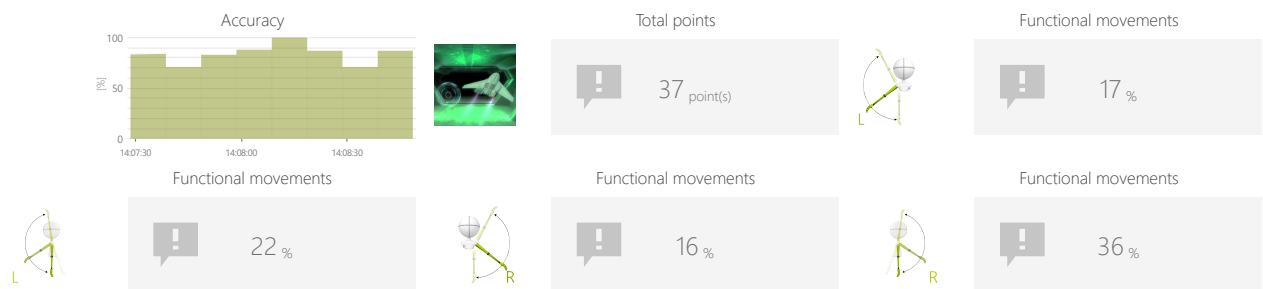
AIRPLANE

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

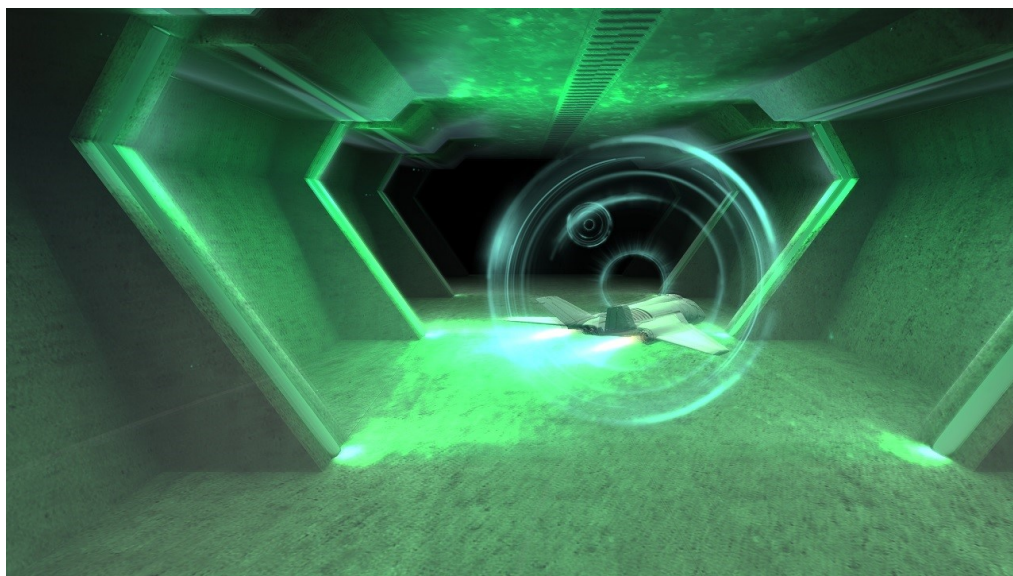
Make the airplane fly through the circles. The closer to the center it flies the more points you get


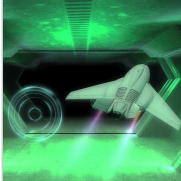


FUNCTIONAL MOVEMENTS

AIRPLANE

SAMPLE SETTINGS





◀

Difficulty
2/4

▶

Direction
< Adduction >

Duration
90s

Torque range
< min ? >
max ?

Range adjustment
0% ↔ 100%
? ↔ ?

Angle
< 90° >

Arm length
< set in runtime >

Player speed
< 100% >



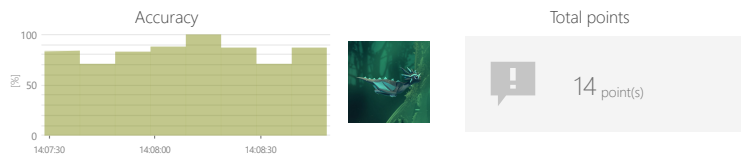
FUNCTIONAL MOVEMENTS

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

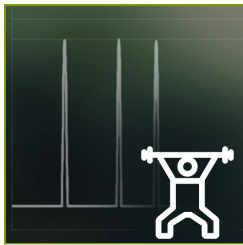


OBJECTIVES

- 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

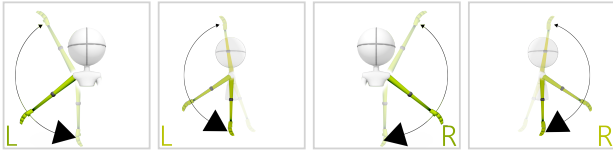


STRENGTH

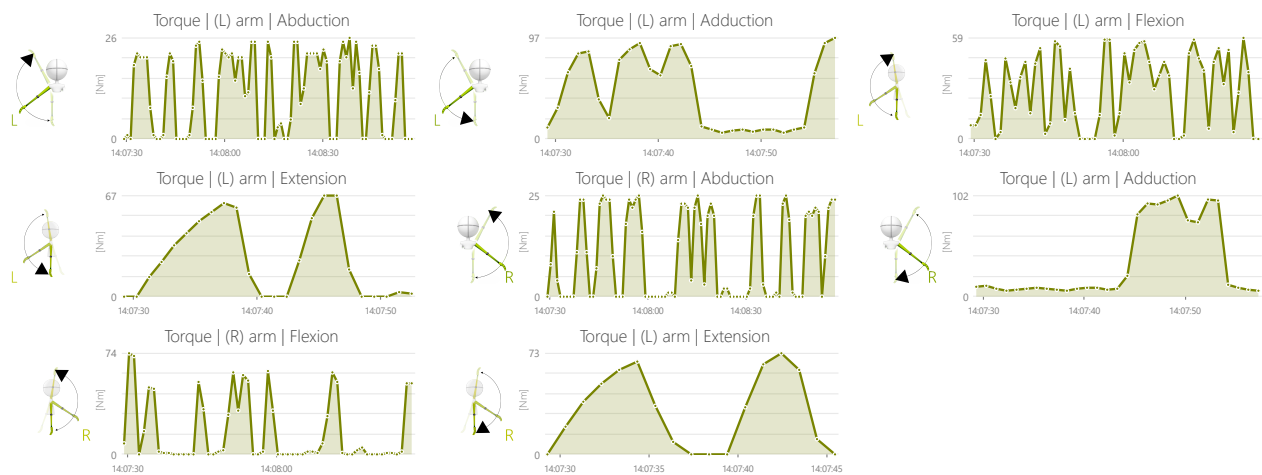
STRENGTH TEST

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

CONTROL MODES



RESULTS



ADJUSTMENTS

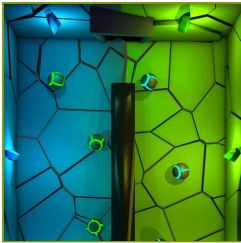
- Direction
- Torque range
- Time to complete action
- Angle
- Arm length

OBJECTIVES

- Strength examination
- Muscle strengthening

INSTRUCTION FOR PATIENT

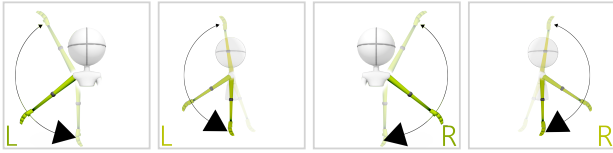
Try to achieve best result



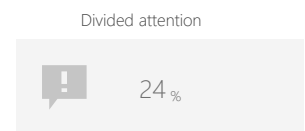
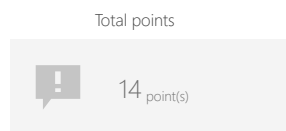
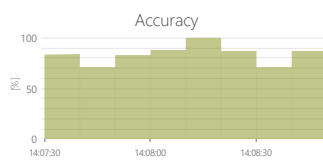
DIVIDED ATTENTION SORTER

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
- Number of objects
- Arm length
- Gap size
- Speed of objects

OBJECTIVES

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

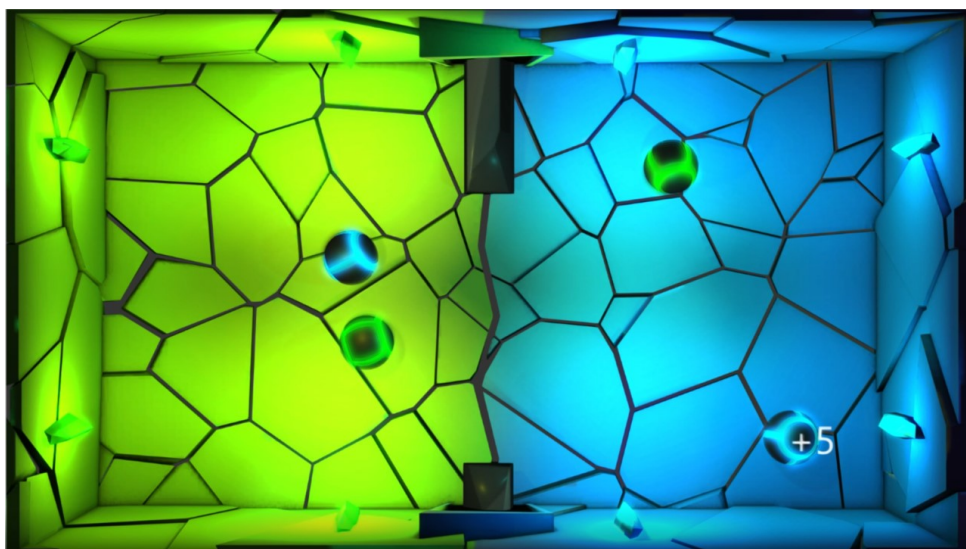
INSTRUCTION FOR PATIENT


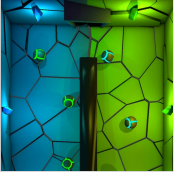
Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.



DIVIDED ATTENTION SORTER

SAMPLE SETTINGS





Difficulty **1/3**

Direction
< Adduction >

Duration
30s

Torque range
< min ? >
max ?

Range adjustment
0% ↔ 100%
? ↔ ?

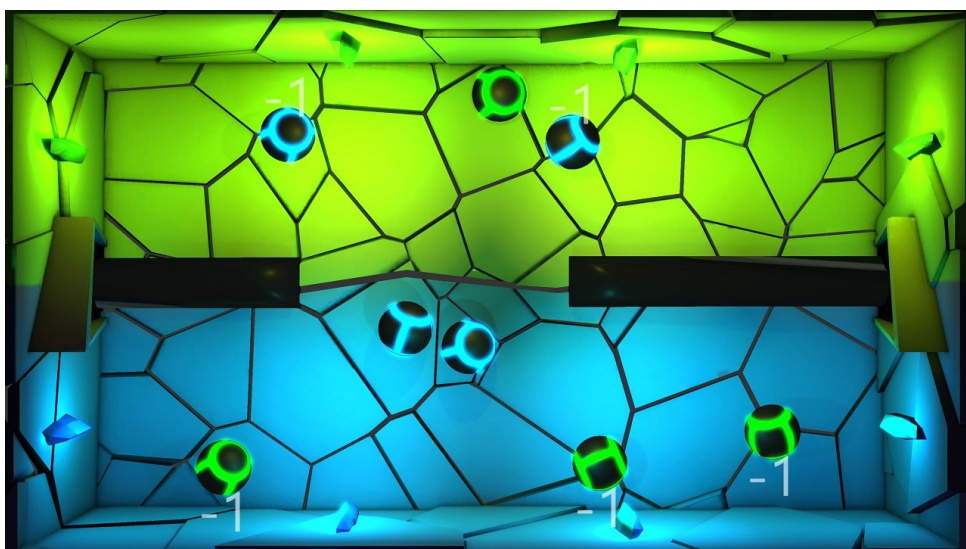
Angle
< 90° >


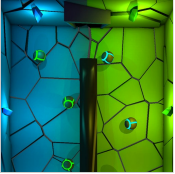
Number of objects
< 4

Arm length
< set in runtime >

Gap size
< 150%

Speed of objects
< 100%





Difficulty **1/3**

Direction
< Adduction >

Duration
30s

Torque range
< min ? >
max ?

Range adjustment
0% ↔ 100%
? ↔ ?

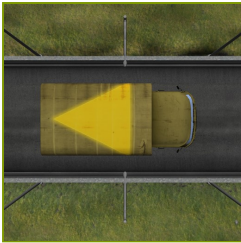
Angle
< 90° >

Number of objects
< 4

Arm length
< set in runtime >

Gap size
< 150%

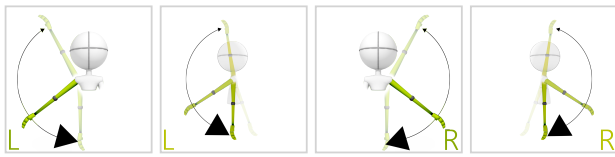
Speed of objects
< 100%



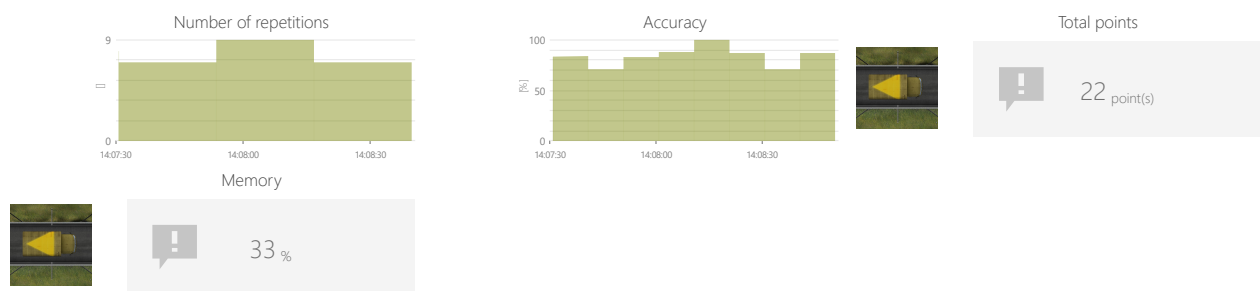
MEMORY TRUCKS

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

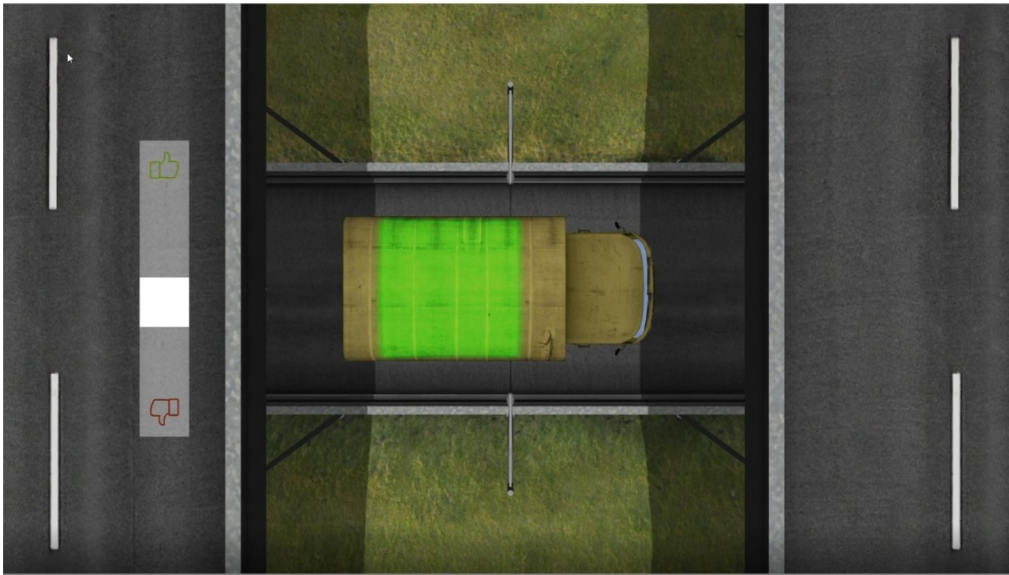
- Logical tasks
- Focusing
- Perceptivity


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
< Adduction >

Duration
< 30s >

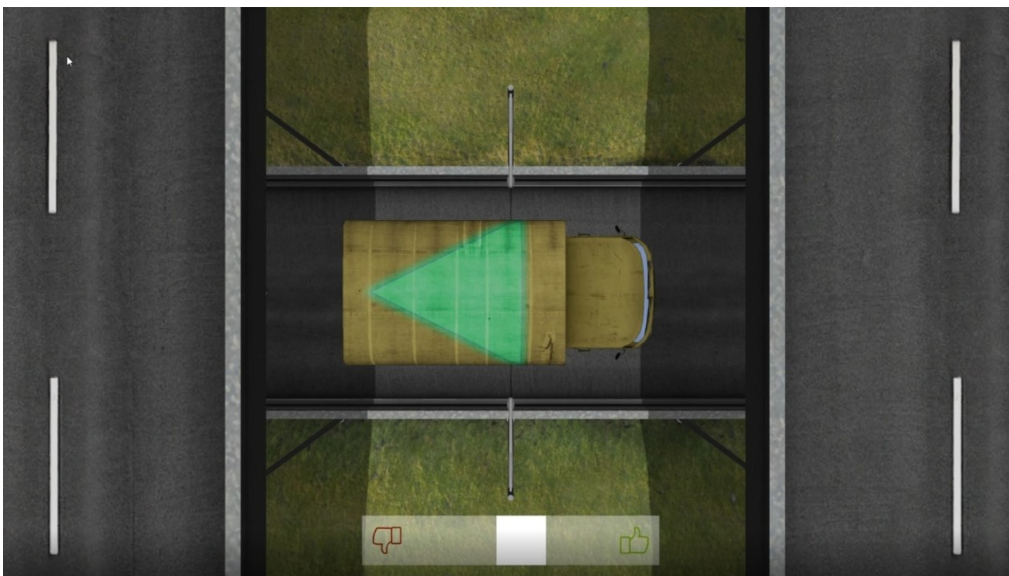
Torque range
< min ? >
max ?

Range adjustment
0% ↔ 100%
? ↔ ?

Angle
< 90° >

Arm length
< set in runtime >

Variations
colors >





◀

Difficulty
2/3

▶

Direction
< Adduction >

Duration
< 30s >

Torque range
< min ? >
max ?

Range adjustment
0% ↔ 100%
? ↔ ?

Angle
< 90° >

Arm length
< set in runtime >

Variations
shapes >

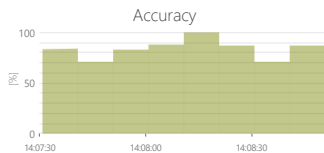


PROBLEM SOLVING CLONES

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

14 point(s)



Problem solving

36 %

OBJECTIVES

- Perceptivity
- Visual motor coordination
- Logical tasks

INSTRUCTION FOR PATIENT

Select the item which has a pair on the screen