

BASE PACK FOR X-COGNI

2021.4

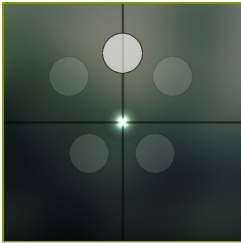
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Movement time	5
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Movement precision	9
Functional movements	15
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Memory	26
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Specialized	30

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 the following hardware requirements are met:

- Windows 10
- INTEL i5 processor
- 8GB RAM

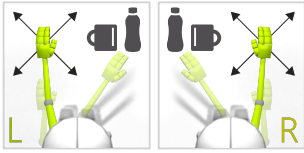


MOVEMENT TIME

DYNAMIC TEST

Measure time taken to carry out a movement of a limb or other part of the body. It is measured from rest to target position.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Show path
- Repetitions

OBJECTIVES

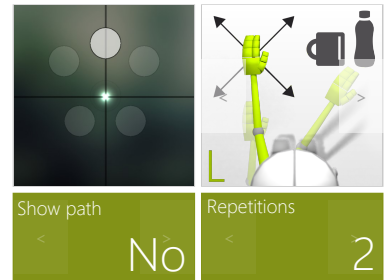
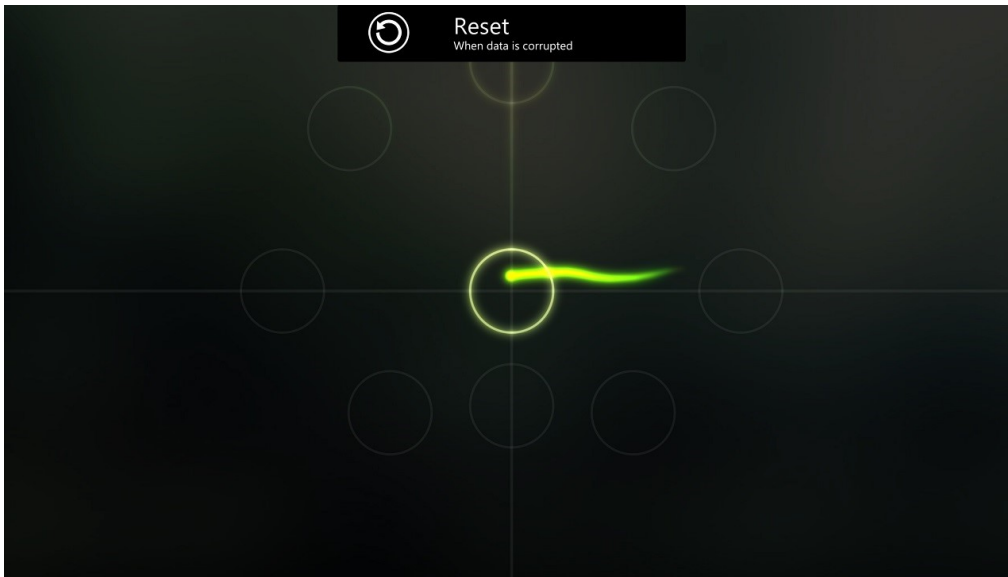
- Test the limits of balance and equilibrium
- Dynamics of planned movements

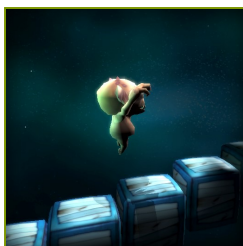
INSTRUCTION FOR PATIENT

Move the dot to the highlighted target and hold it for a moment. Next target will be highlighted.



SAMPLE SETTINGS



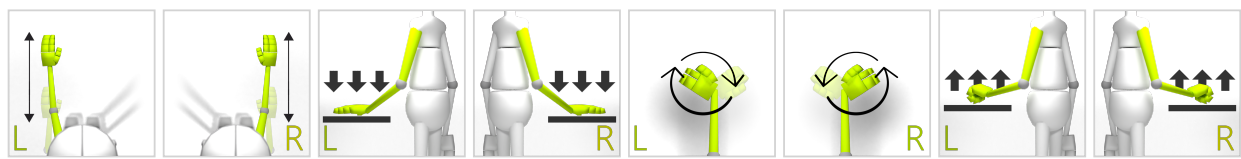


SPEED

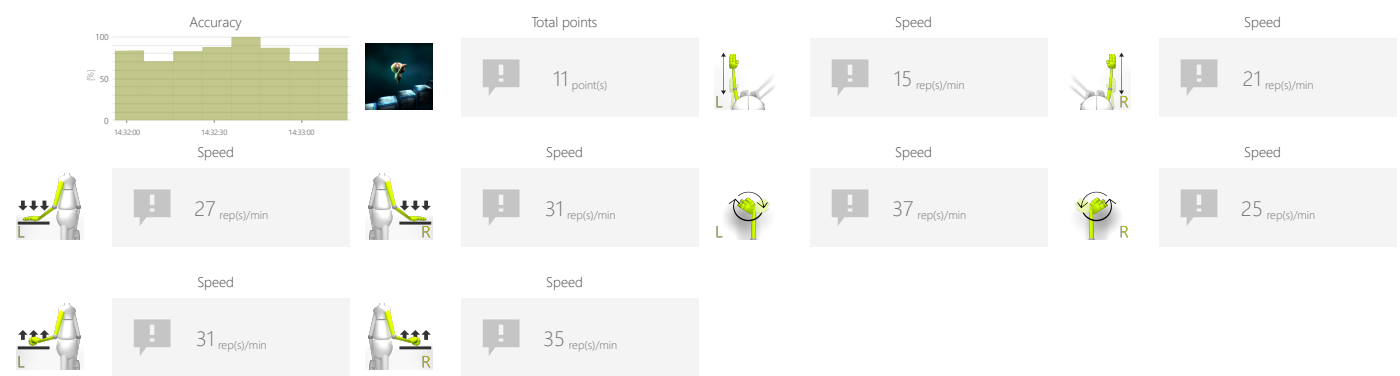
STAIRS

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Distance from edge
- Max time per floor
- Number of stairs
- Pause length

OBJECTIVES

- Jumping
- Knees lifting
- Dynamics of planned movements

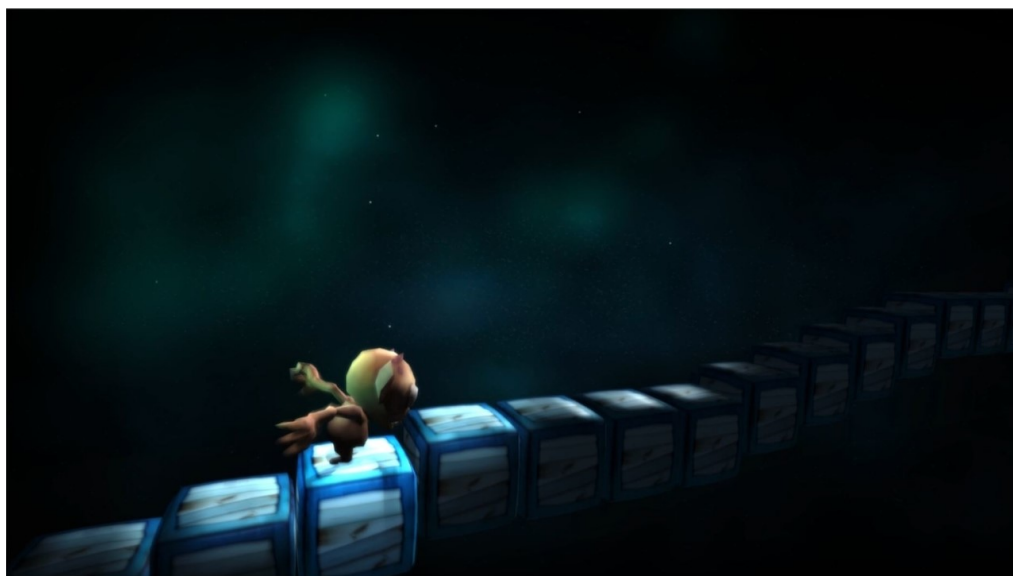
INSTRUCTION FOR PATIENT

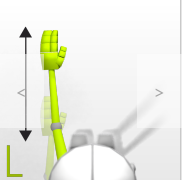
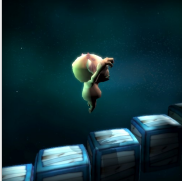
Climb the stairs before they disappear



SPEED STAIRS

SAMPLE SETTINGS





Difficulty

Custom

Duration

90s

Range

20% 80%

Distance from edge

← 20%

Max time per floor

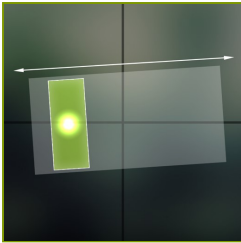
15s

Number of stairs

5

Pause length

3

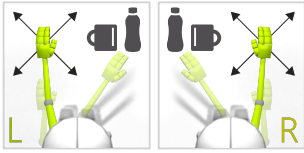


MOVEMENT PRECISION

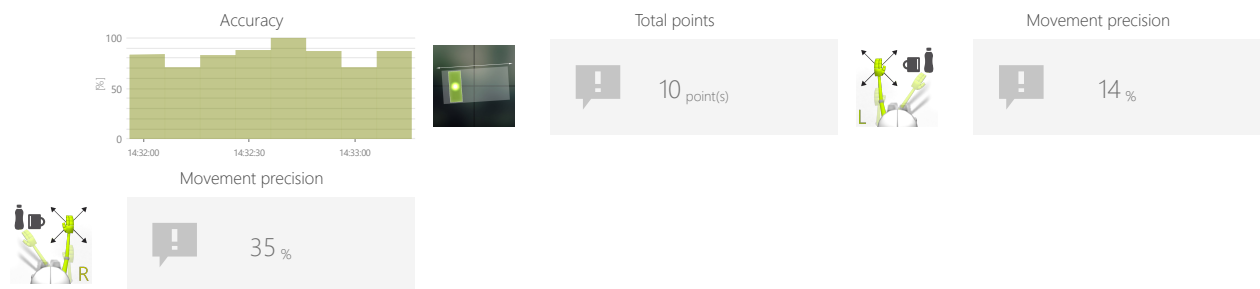
PENDULUM

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Show path
- Period
- Rotation
- Pendulum height
- Pendulum width

OBJECTIVES

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

INSTRUCTION FOR PATIENT

Try to synchronize yourself with the rectangle movements. Do your best to stay within the rectangle


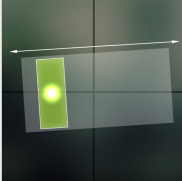


MOVEMENT PRECISION

PENDULUM

SAMPLE SETTINGS





◀

Difficulty
1/2

▶

Duration
< 90s >

Show path
< No >

Period
< 5s >

Rotation
< 0 >

Pendulum height
< 50% >

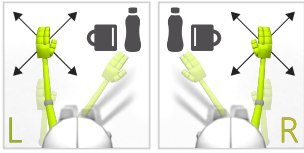
Pendulum width
< 100% >



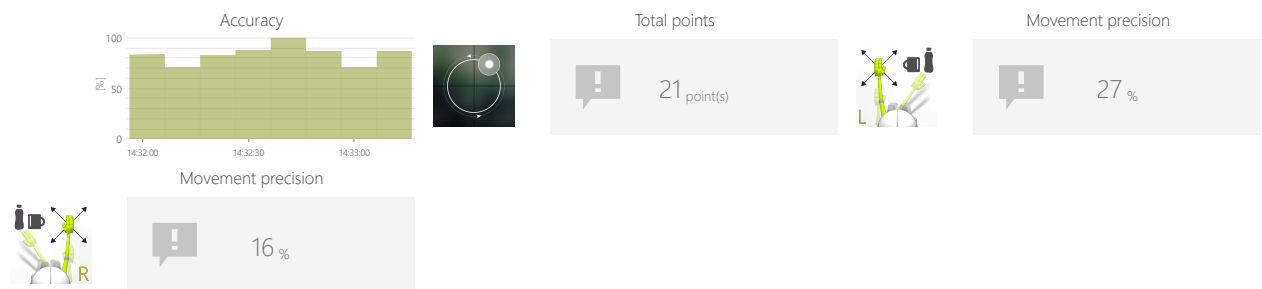
MOVEMENT PRECISION TRACKING

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Inverse direction
- Show path
- Period
- Radius
- Target radius

OBJECTIVES

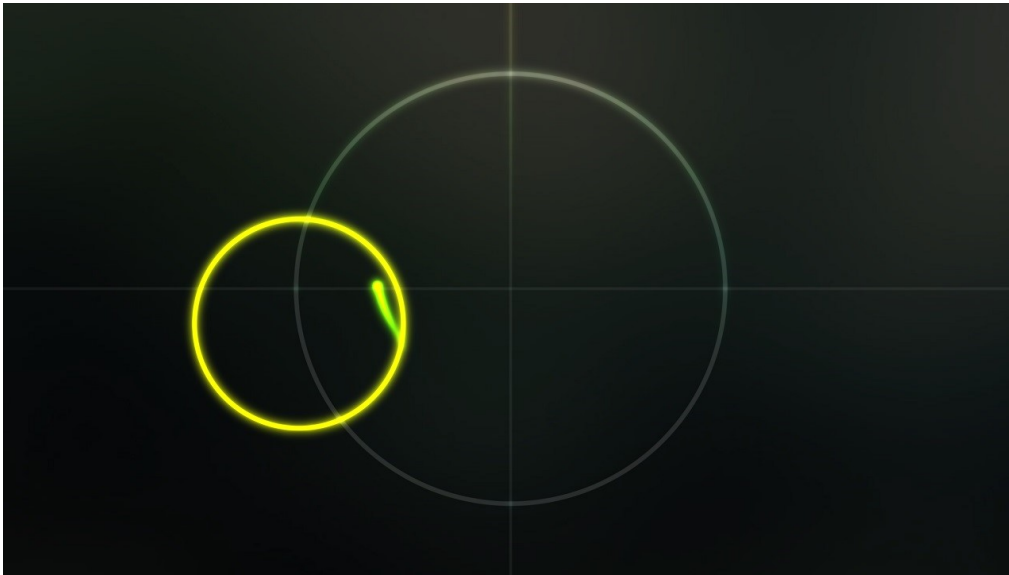
- 3D space movements reproduction
- Balance and equilibrium training
- Test the limits of balance and equilibrium



INSTRUCTION FOR PATIENT

Try to synchronize yourself with the circle movements. Do your best to stay within the circle

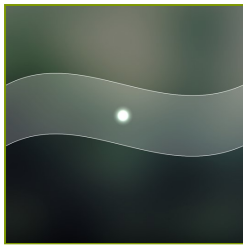


SAMPLE SETTINGS





Duration	Inverse direction
< 90s >	< No >
	Show path
	< No >
Period	Radius
< 10s >	< 75% >
Target radius	
< 75% >	

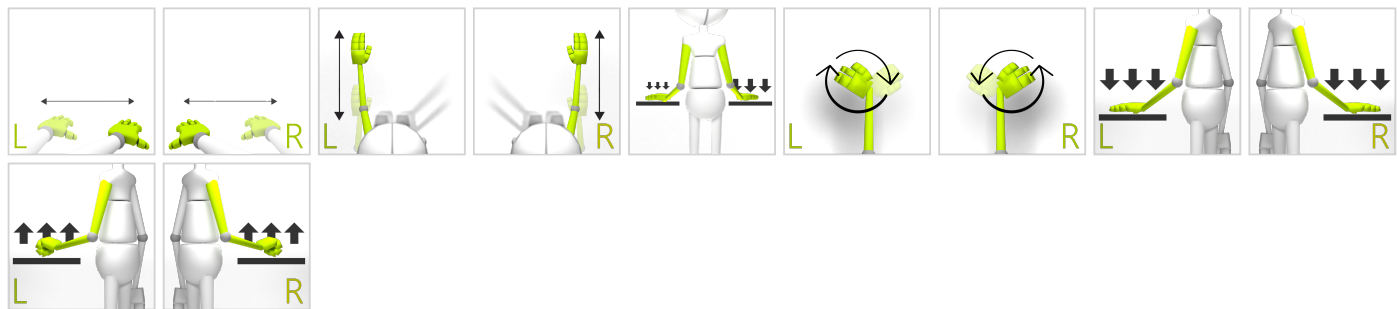


MOVEMENT PRECISION

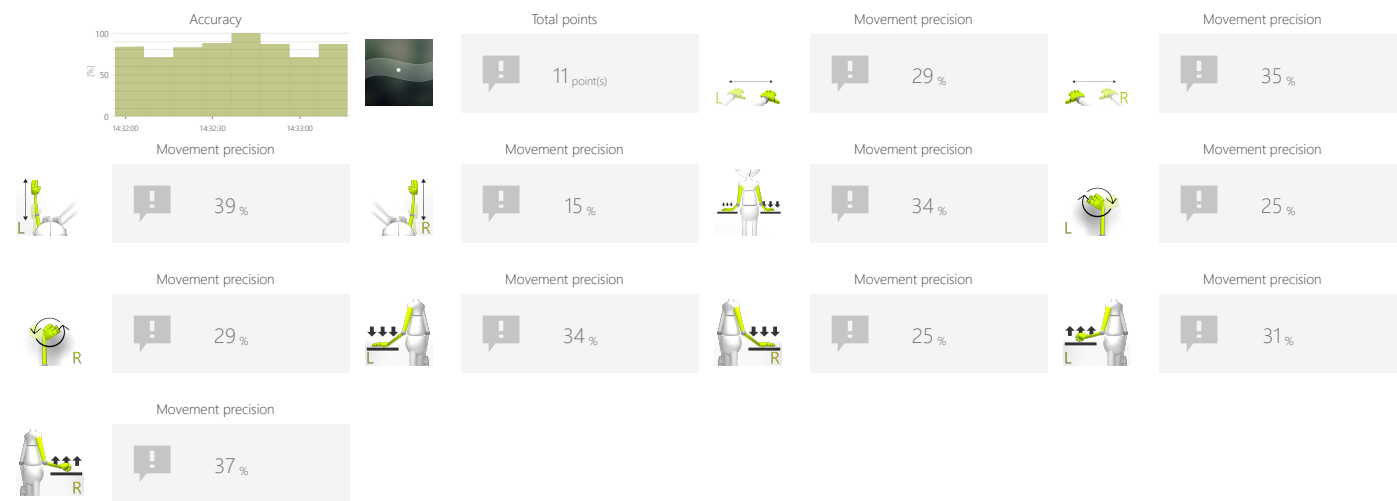
GRAPH

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
- Range
- Distance from edge

OBJECTIVES

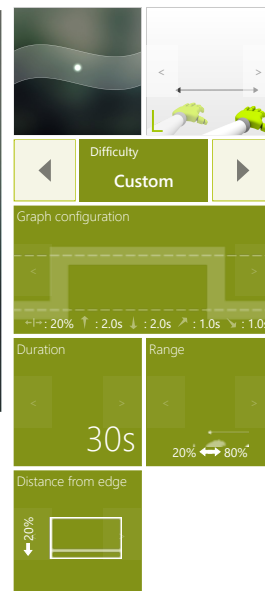
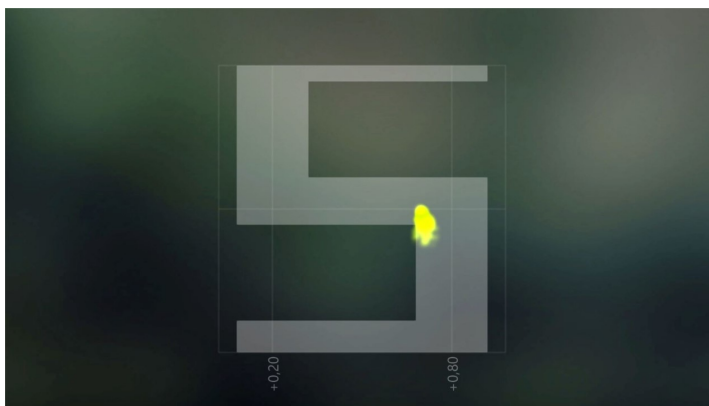
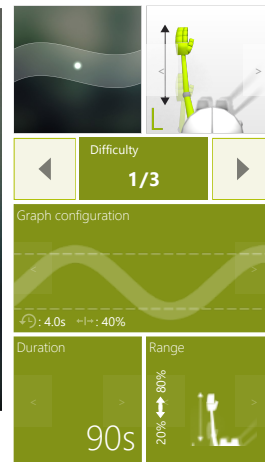
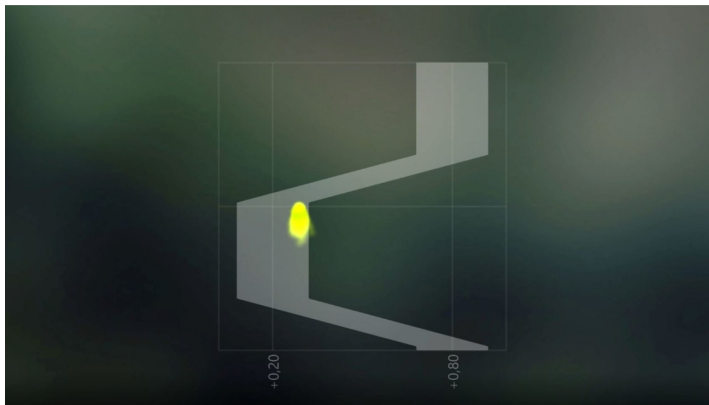
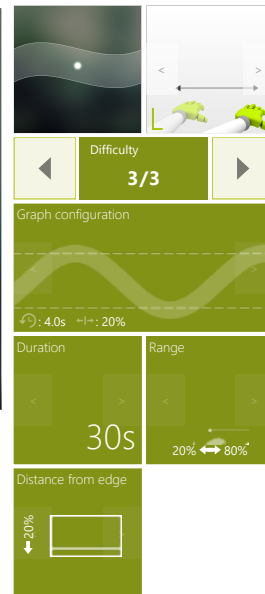
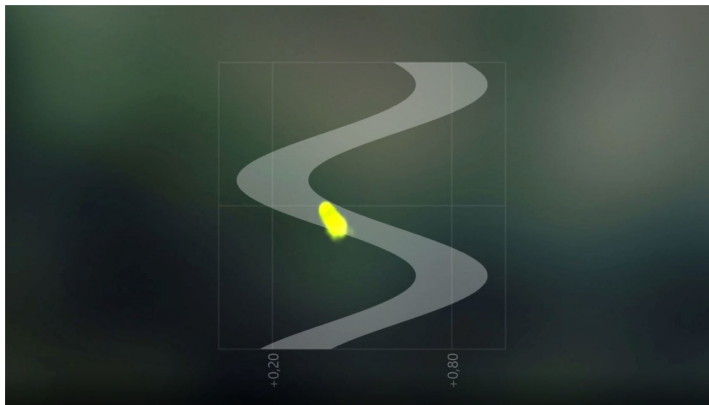
- Movement precision
- Activity in a given rhythm
- Repetitive movements
- Hands raising

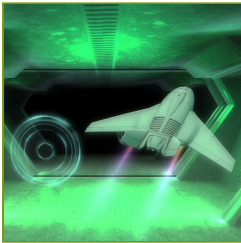
INSTRUCTION FOR PATIENT

Try to stay within the borders



SAMPLE SETTINGS



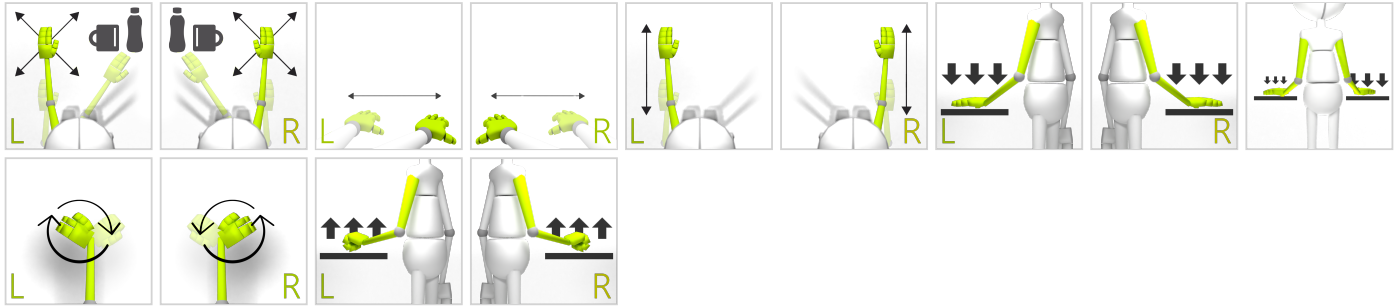


FUNCTIONAL MOVEMENTS

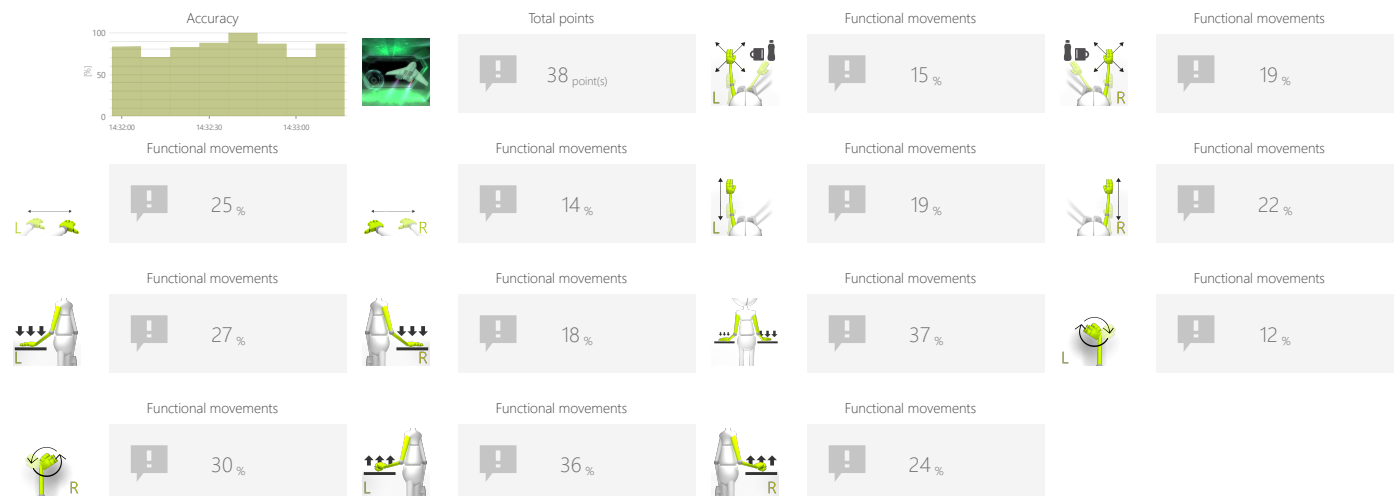
AIRPLANE

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
- Range
- Player speed

OBJECTIVES

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

INSTRUCTION FOR PATIENT

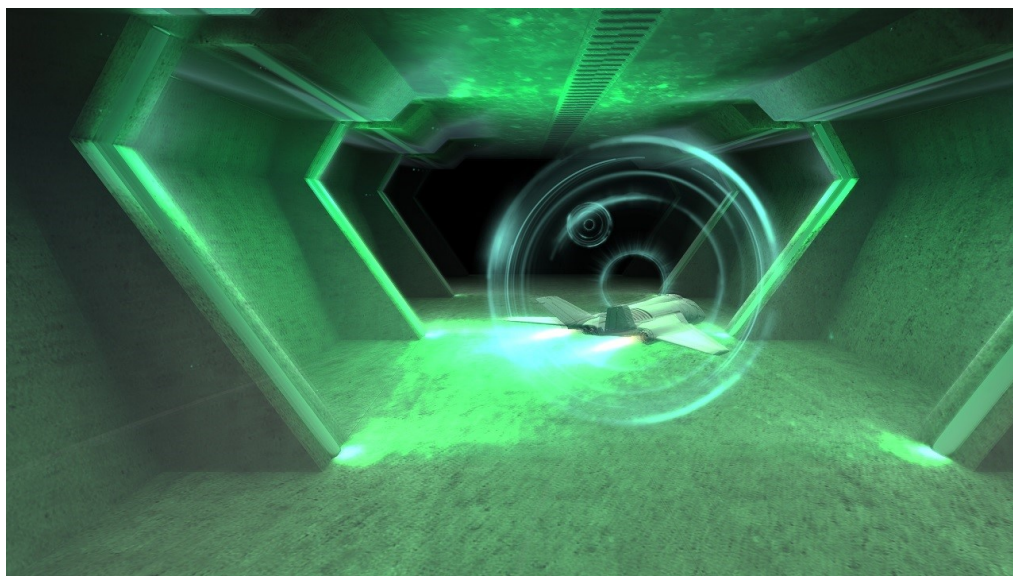
Make the airplane fly through the circles. The closer to the center it flies the more points you get

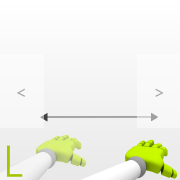
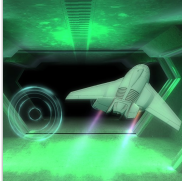


FUNCTIONAL MOVEMENTS

AIRPLANE

SAMPLE SETTINGS





◀

Difficulty
2/4

▶


Duration

< 90s >

Range

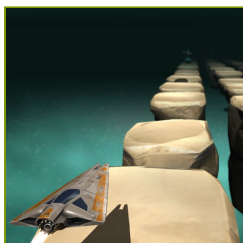
< 20% ↔ 80% >

Distance from edge

◀ 20% 

Player speed

< 100% >

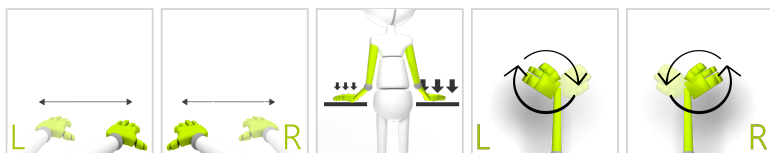


FUNCTIONAL MOVEMENTS

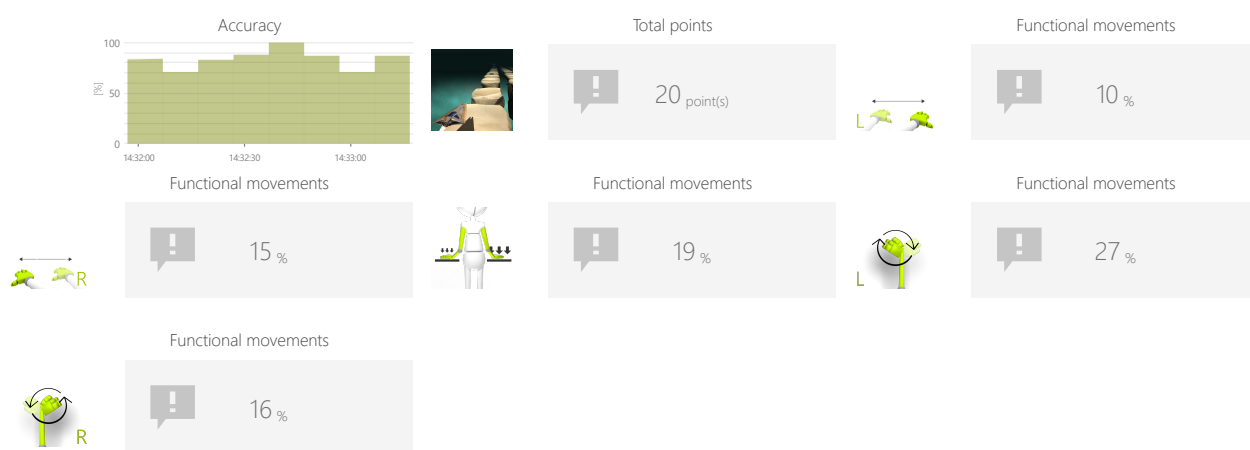
STONES

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



ADJUSTMENTS

- Task duration
- Range
- Distance from edge
- Player speed

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

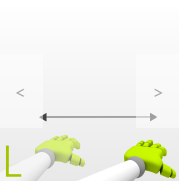
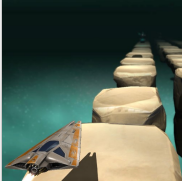


FUNCTIONAL MOVEMENTS

STONES

SAMPLE SETTINGS





◀

Difficulty
1/3

▶


Duration

◀ 90s ▶

Range

◀ 20% ↔ 80% ▶

Distance from edge
◀ 20% ▶



Player speed
◀ 100% ▶

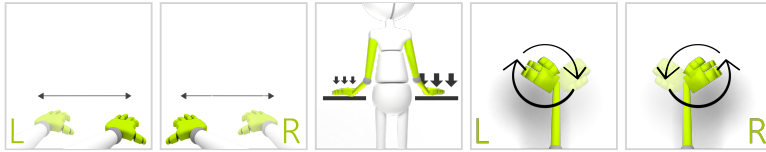


FUNCTIONAL MOVEMENTS

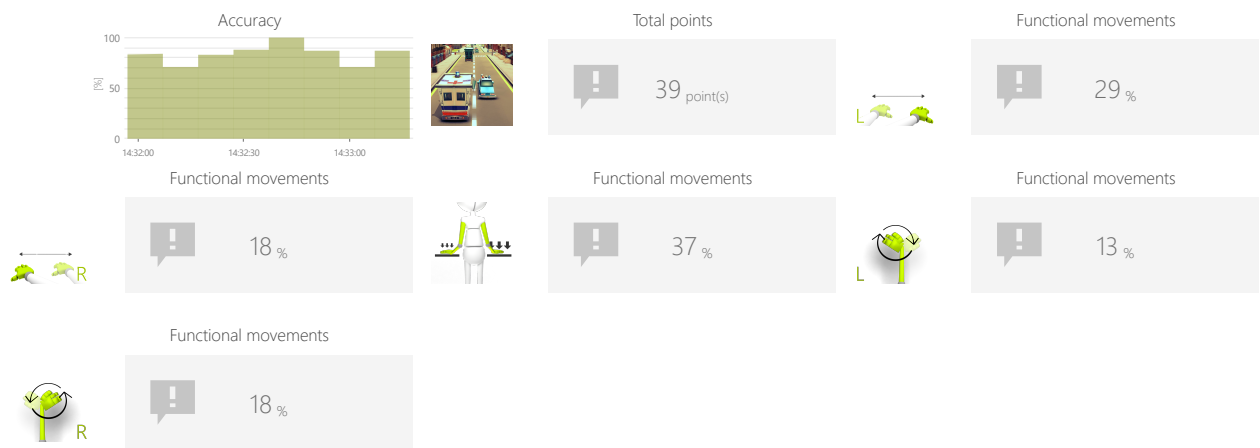
AMBULANCE

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



ADJUSTMENTS

- Task duration
- Range
- Distance from edge
- Distance between cars
- Player speed

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

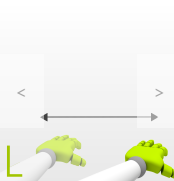



FUNCTIONAL MOVEMENTS

AMBULANCE

SAMPLE SETTINGS





◀

Difficulty
2/3

▶

◀

Duration
30s


▶

◀

Range
20% ↔ 80%

▶

◀

Distance from edge
20% 

▶

◀

Distance between cars
50%

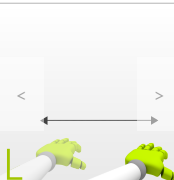

▶

◀

Player speed
50%

▶





◀

Difficulty
Custom

▶

◀

Duration
30s


▶

◀

Range
20% ↔ 80%

▶

◀

Distance from edge
20% 

▶

◀

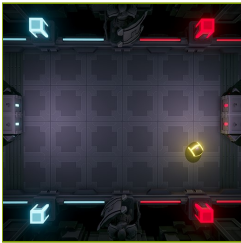
Distance between cars
200%

▶

◀

Player speed
50%

▶

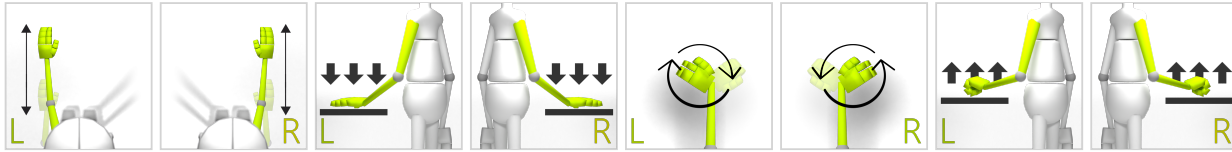


FUNCTIONAL MOVEMENTS

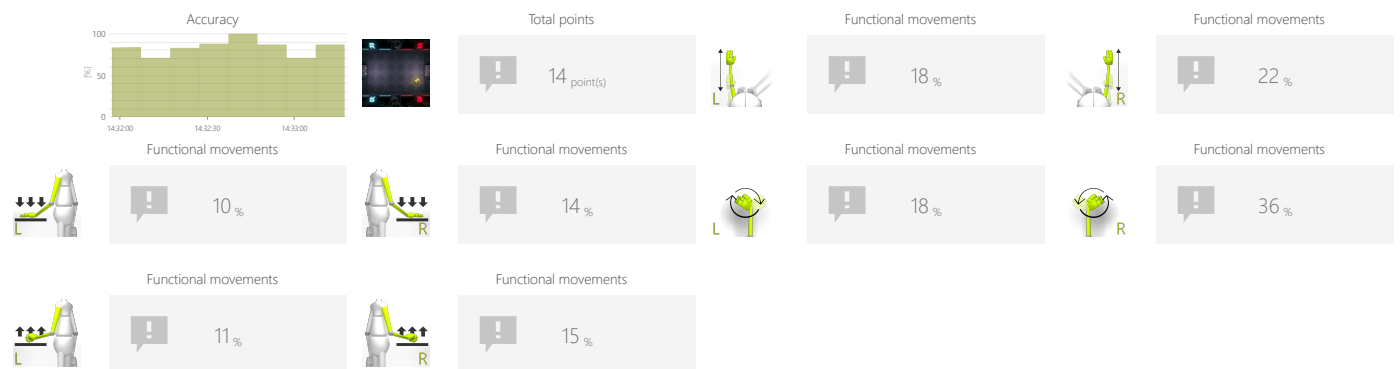
PONG

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
- Range
- Distance from edge
- Speed of objects

OBJECTIVES

- Planned movements
- Focusing
- Predicting the trajectory of objects

INSTRUCTION FOR PATIENT

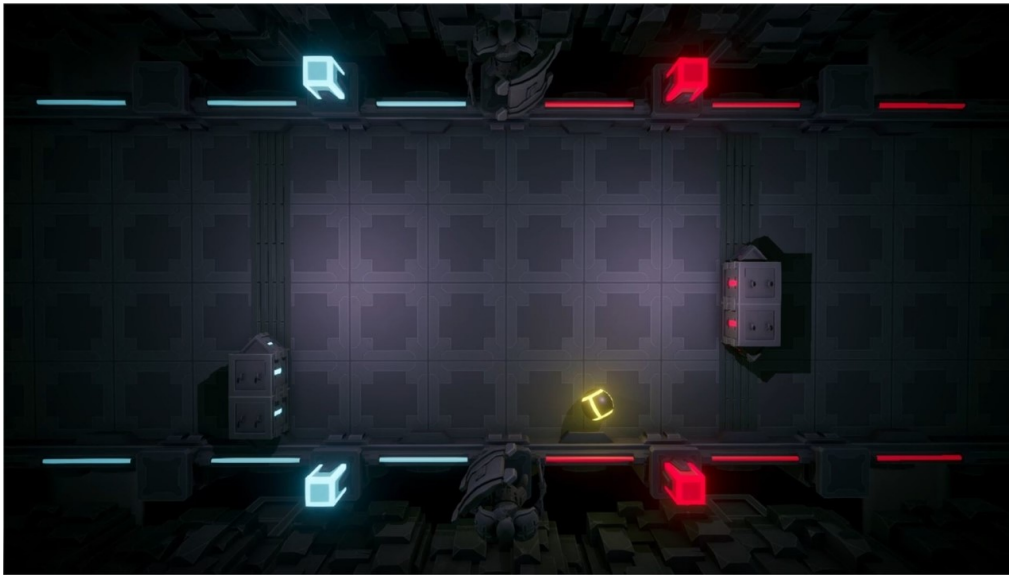
Use the paddles to hit a ball back and forth

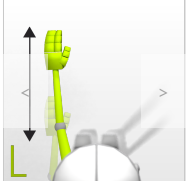
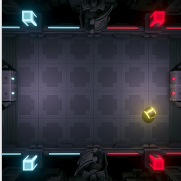


FUNCTIONAL MOVEMENTS

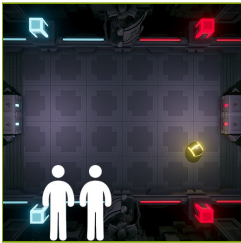
PONG

SAMPLE SETTINGS





◀	Difficulty 1/3	▶
Duration 90s		Range 20% ↔ 80%
Distance from edge ◁ ▢ ▷		Speed of objects 100%
← 20%		

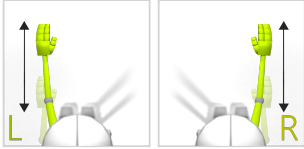


FUNCTIONAL MOVEMENTS

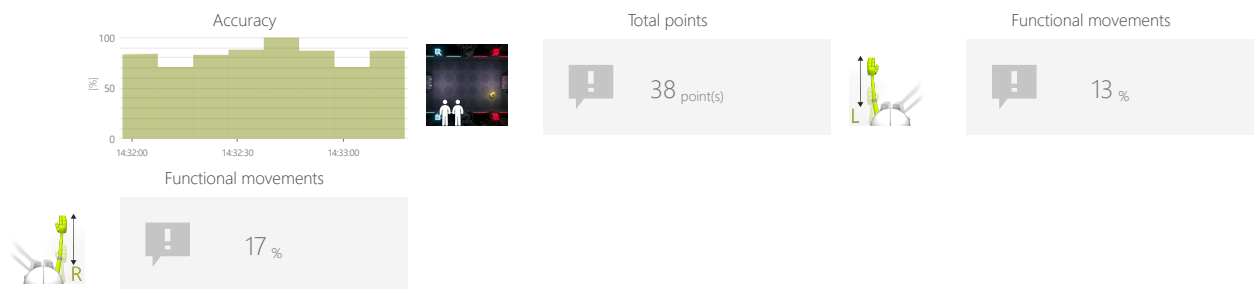
PONG

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

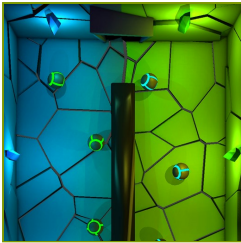
- Task duration
- Range
- Distance from edge
- Speed of objects

OBJECTIVES

- Planned movements
- Focusing
- Predicting the trajectory of objects

INSTRUCTION FOR PATIENT

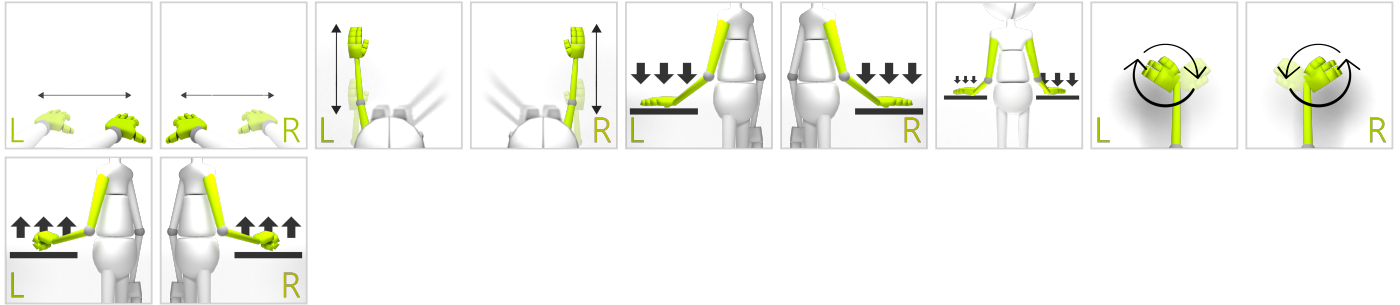
Use the paddles to hit a ball back and forth



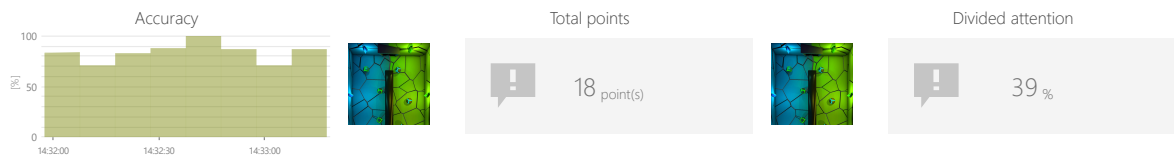
DIVIDED ATTENTION SORTER

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
- Range
- Distance from edge
- 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

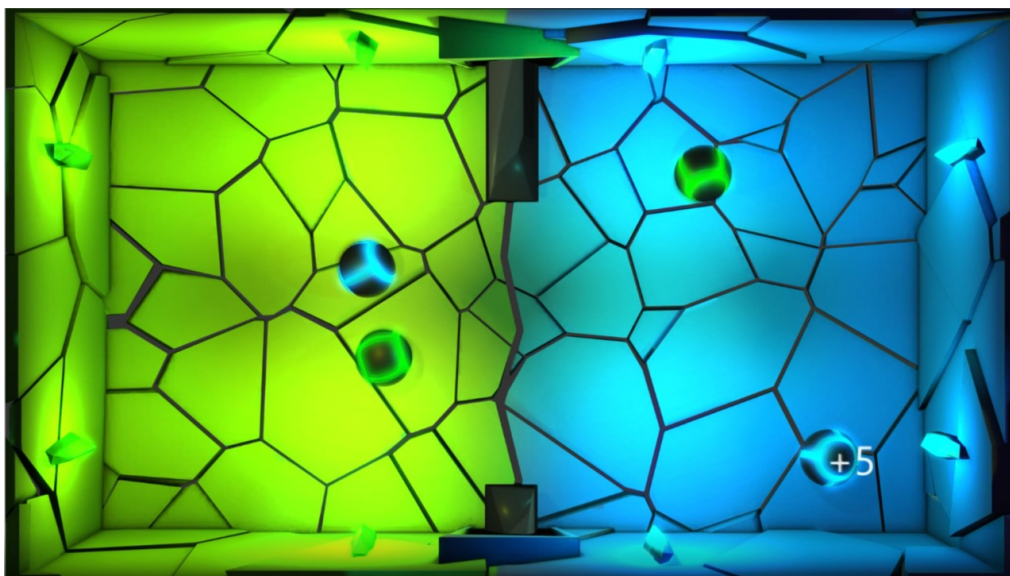
INSTRUCTION FOR PATIENT

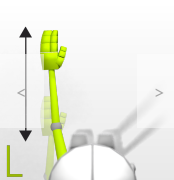
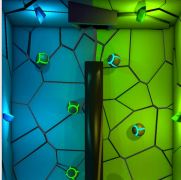
Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.



DIVIDED ATTENTION SORTER

SAMPLE SETTINGS





Difficulty **1/3**

Duration

30s

Range

20% 80%

Distance from edge

← 20%

Number of objects

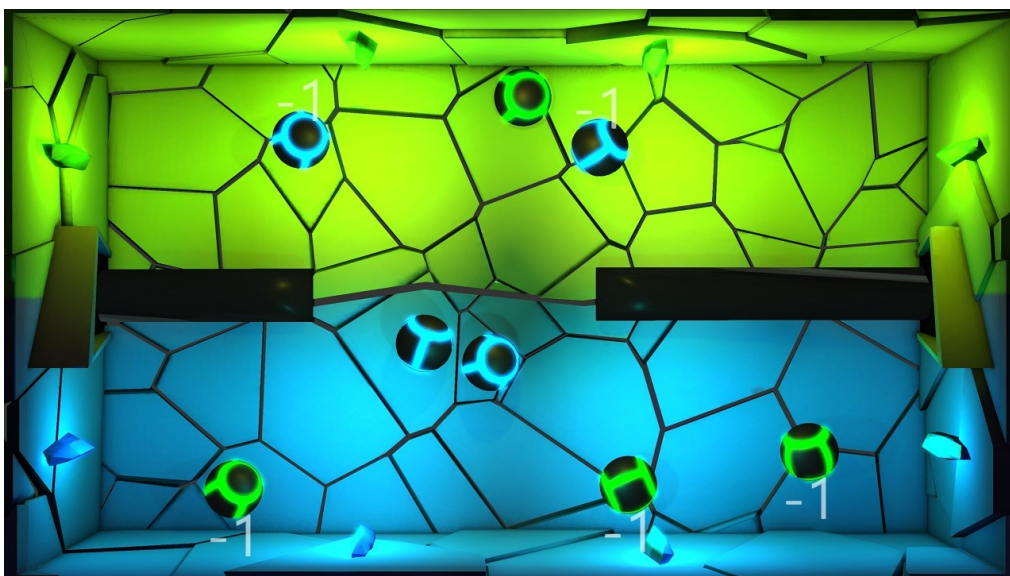
4

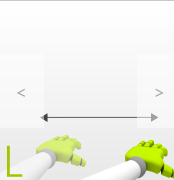
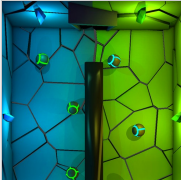
Gap size

150%

Speed of objects

100%





Difficulty **1/3**

Duration

30s

Range

20% 80%

Distance from edge

← 20%

Number of objects

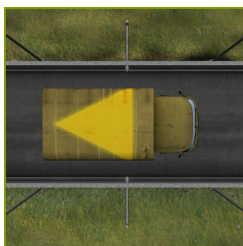
4

Gap size

150%

Speed of objects

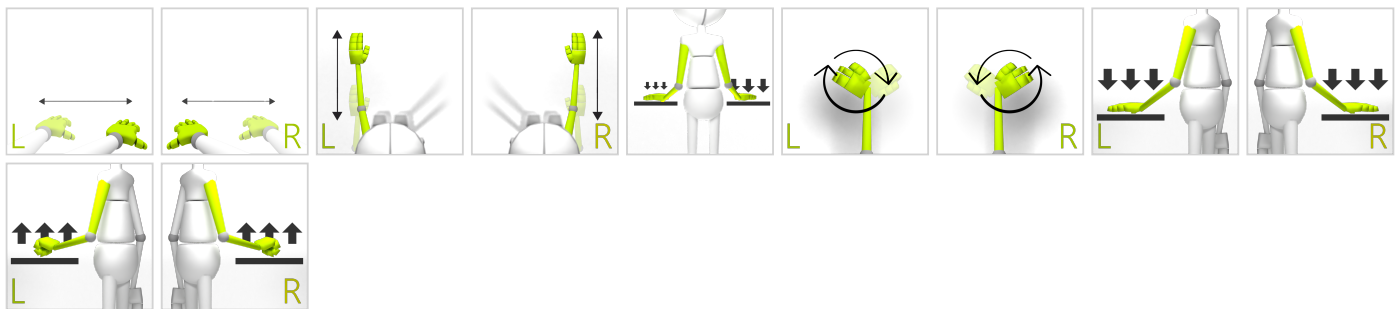
100%



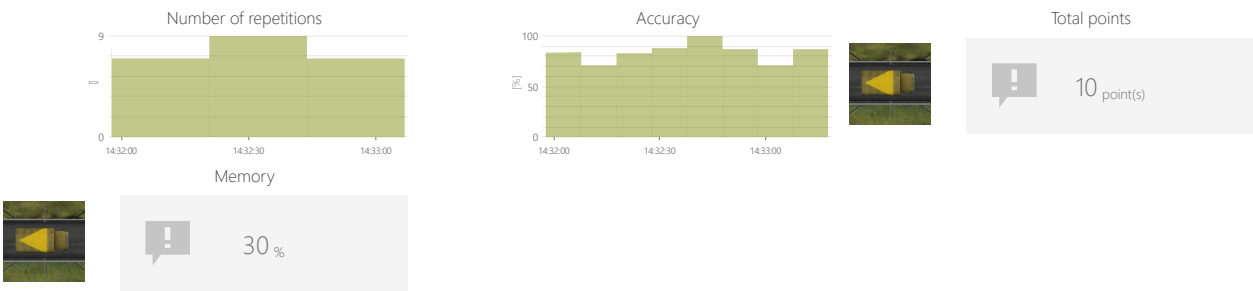
MEMORY TRUCKS

Measure and train individual's skills to memorize information.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Distance from edge
- Variations

OBJECTIVES

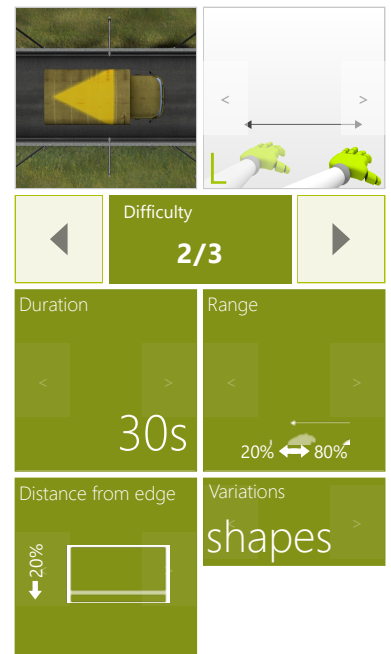
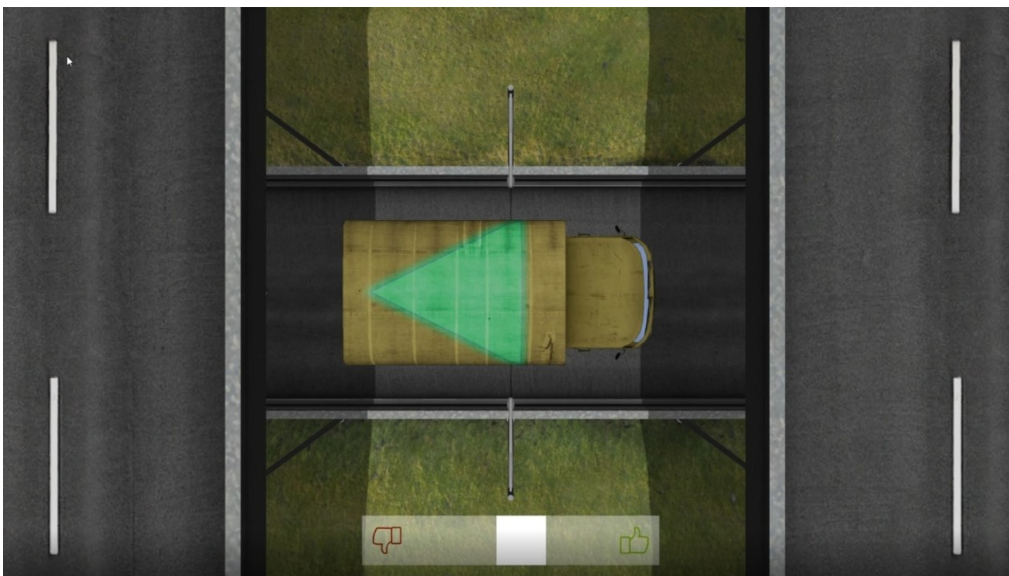
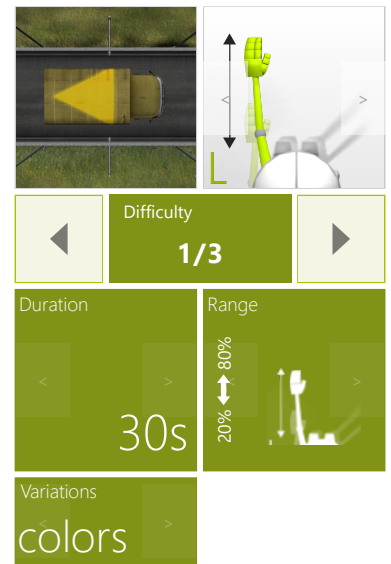
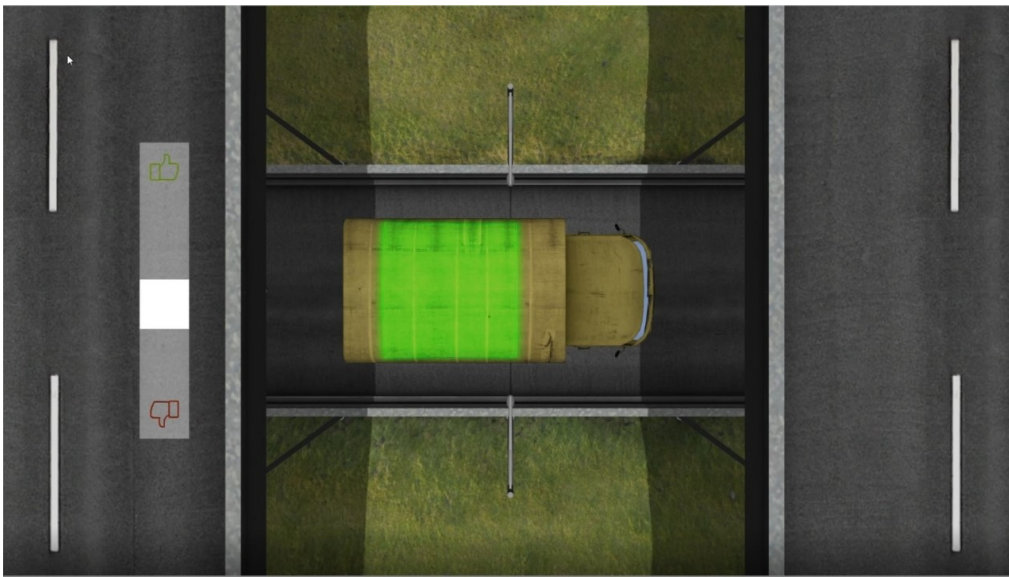
- Logical tasks
- Focusing
- Perceptivity

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



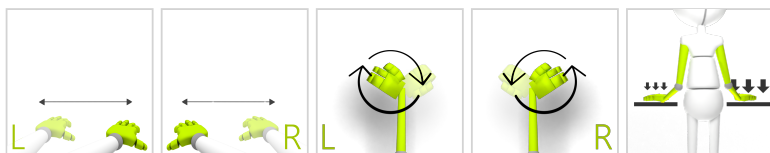


PROBLEM SOLVING

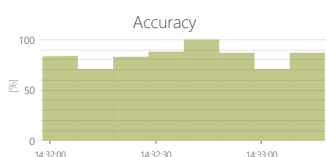
CLONES

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

10 point(s)



Problem solving

31%

ADJUSTMENTS

- Task duration
- Time to complete action
- Range
- Distance from edge
- Number of pairs

OBJECTIVES

- Perceptivity
- Visual motor coordination
- Logical tasks

INSTRUCTION FOR PATIENT

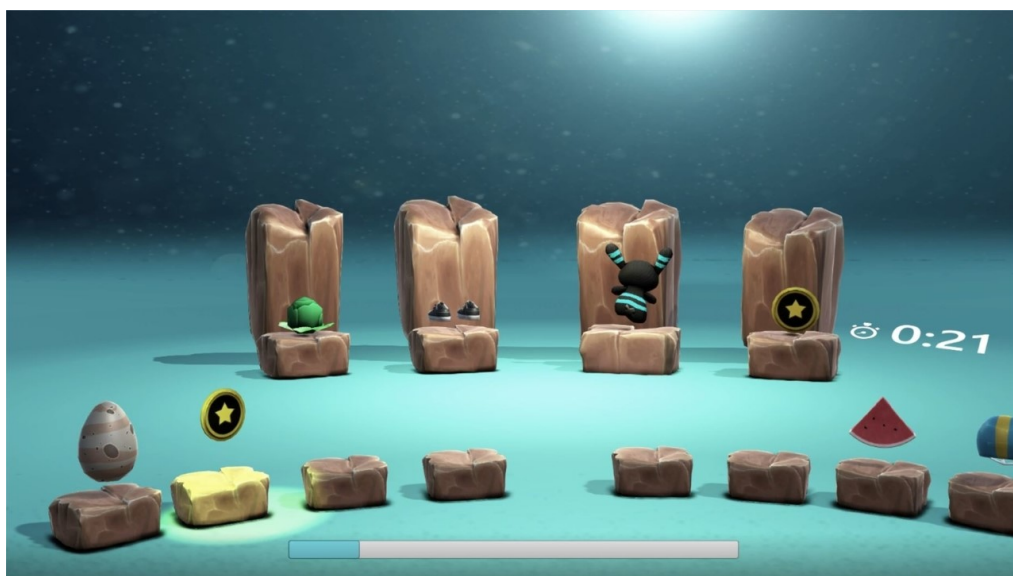
Select the item which has a pair on the screen



PROBLEM SOLVING

CLONES

SAMPLE SETTINGS



	Difficulty 1/3	
Duration 90s		Minitask duration 30s
Range 20% ↔ 80%		Distance from edge 20%
Number of pairs 4		



SPECIALIZED

BLOOD PRESSURE

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

CONTROL MODES



OBJECTIVES

- Monitor external parameters

INSTRUCTION FOR PATIENT

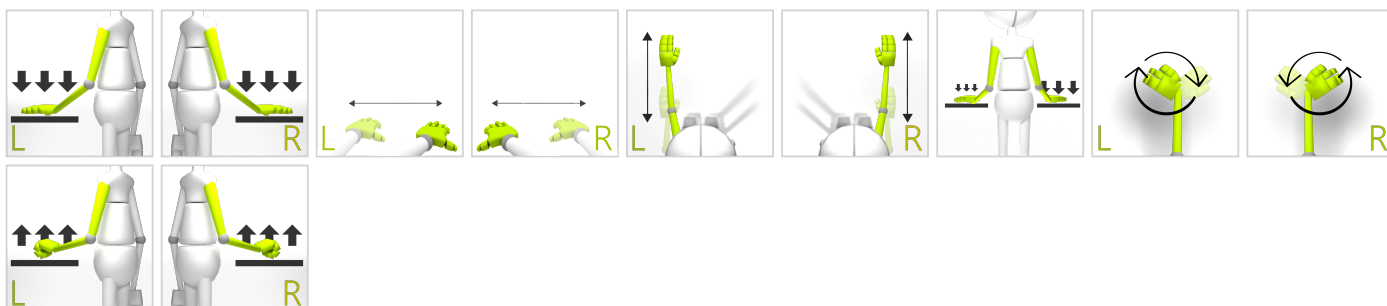
Measure yourself your blood pressure and type it in the result



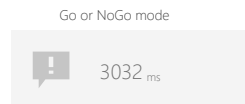
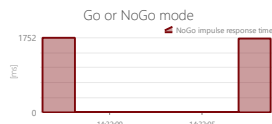
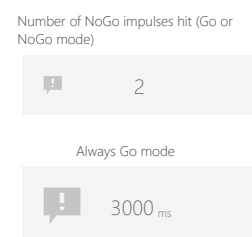
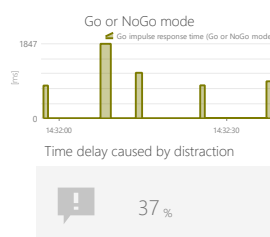
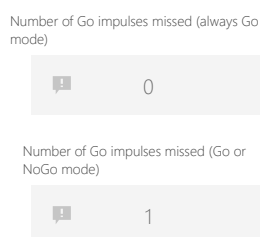
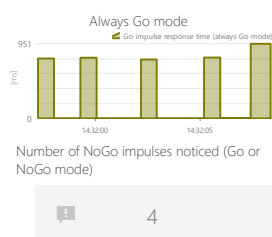
SPECIALIZED GONOGO TEST

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Range
- Distance from edge
- Required proper repetitions
- Hit if

OBJECTIVES

- Spontaneous movements
- Speed of movement
- Response to negative visual stimuli
- Reaction to the positive visual stimuli

INSTRUCTION FOR PATIENT

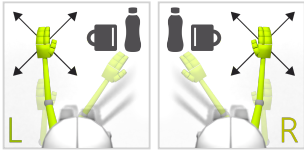
Hit the button when positive trigger appears



SPECIALIZED PRECISION TEST

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

CONTROL MODES



OBJECTIVES

INSTRUCTION FOR PATIENT

Draw a green heart over each white heart visible on the screen.
Try to be very accurate

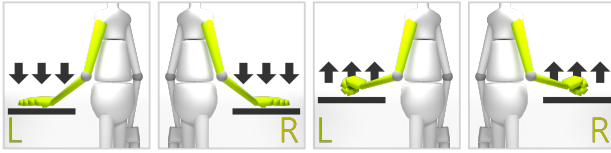


SPECIALIZED

X-COGNI STRENGTH TEST

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

CONTROL MODES



OBJECTIVES

INSTRUCTION FOR PATIENT

Press or pull each white circle visible on the screen. Use as much force as you can.