

BOTTLE BASE PACK

2020.1

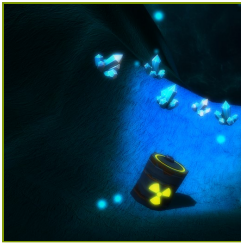
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Balance	12
Movement precision	14
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Divided attention	49
Memory	51
Problem solving	53
Specialized	56

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
- nVidia RTX2060 graphic card
- Azure Kinect sensor



RANGE OF MOTION

CRYSTALS

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

CONTROL MODES

RESULTS



OBJECTIVES

- Improve range of motion
- Perceptivity
- Response to negative visual stimuli
- Reaction to the positive visual stimuli

INSTRUCTION FOR PATIENT

Collect the crystals and avoid the radioactive barrels

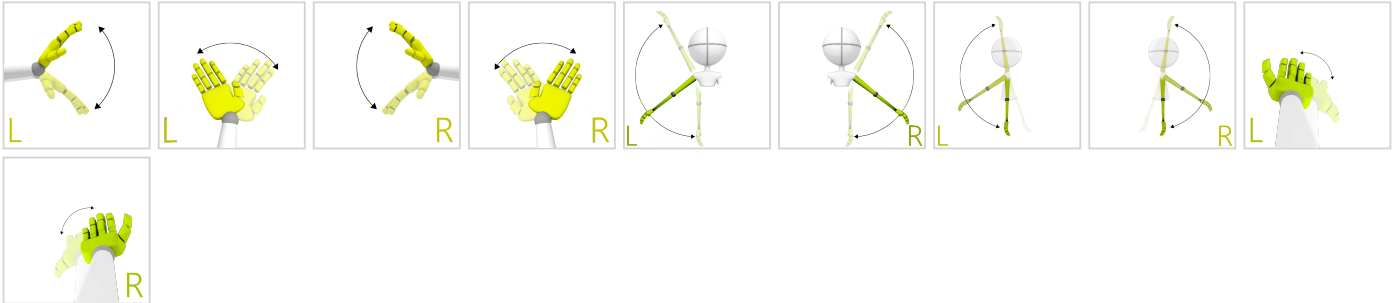


RANGE OF MOTION

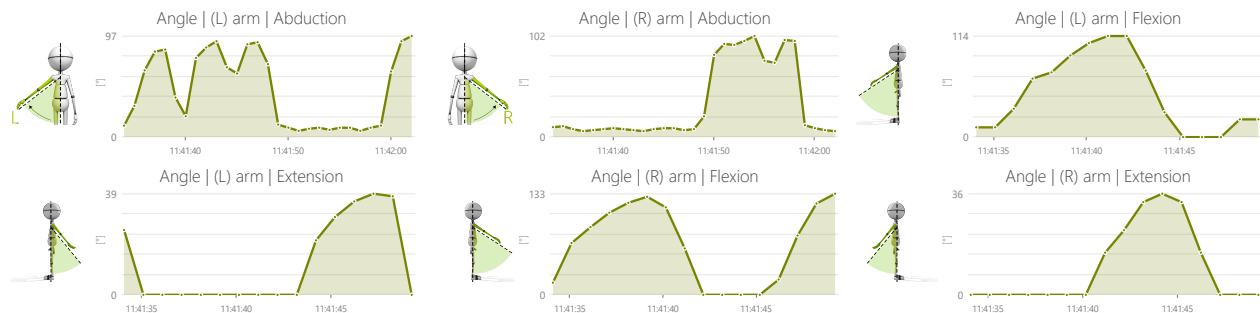
ANGLES EVALUATION

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

CONTROL MODES



RESULTS



ADJUSTMENTS

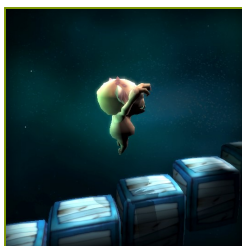
- Time to complete action

OBJECTIVES

- Range of motion examination

INSTRUCTION FOR PATIENT

Try to achieve best result



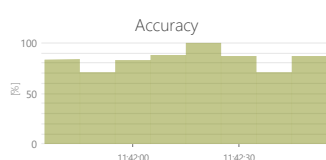
SPEED STAIRS

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

CONTROL MODES



RESULTS



Total points

28 point(s)

Speed

18 rep(s)/min



Speed

24 rep(s)/min



Speed

30 rep(s)/min



Speed

36 rep(s)/min



Speed

26 rep(s)/min



Speed

33 rep(s)/min



Speed

23 rep(s)/min



ADJUSTMENTS

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

OBJECTIVES

- Jumping
- Knees lifting
- Dynamics of planned movements

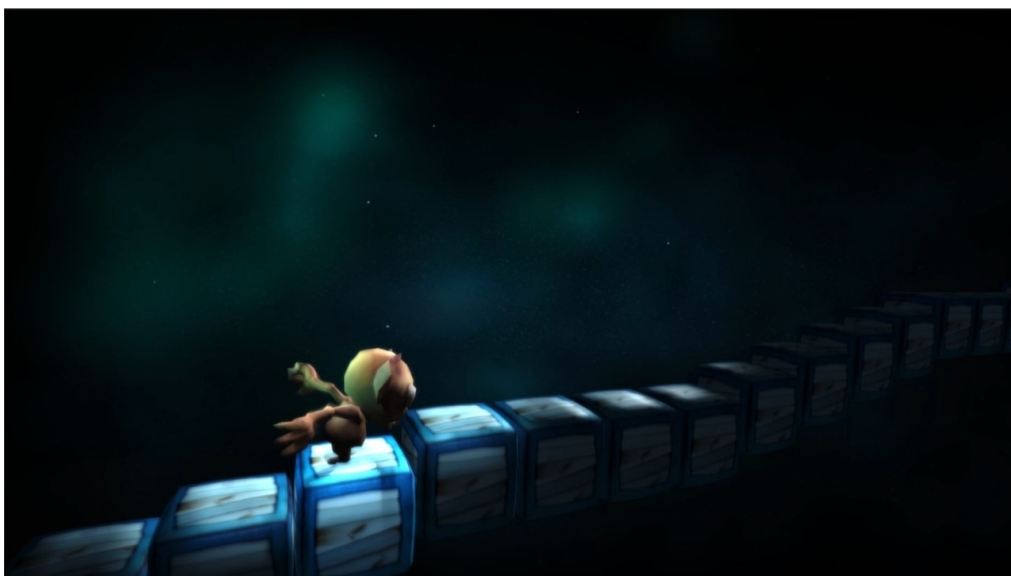
INSTRUCTION FOR PATIENT

Climb the stairs before they disappear



SPEED STAIRS

SAMPLE SETTINGS



	Difficulty Custom
Duration 90s	Range 20% - 80%
Max time per floor 15s	Number of stairs 5
Pause length 3	



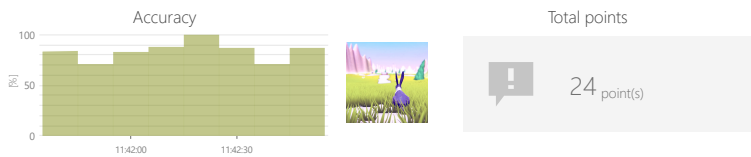
SPEED

RABBIT

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

CONTROL MODES

RESULTS



OBJECTIVES

- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

Go through the entire route as fast as you can



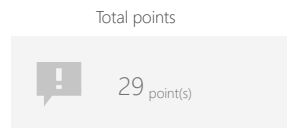
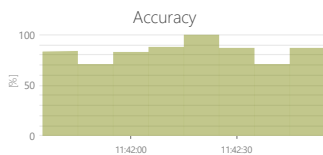
SPEED

KAYAK

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

CONTROL MODES

RESULTS

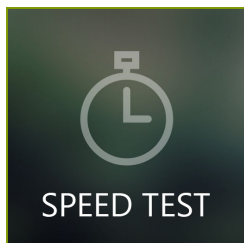


OBJECTIVES

- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

Row as fast as you can

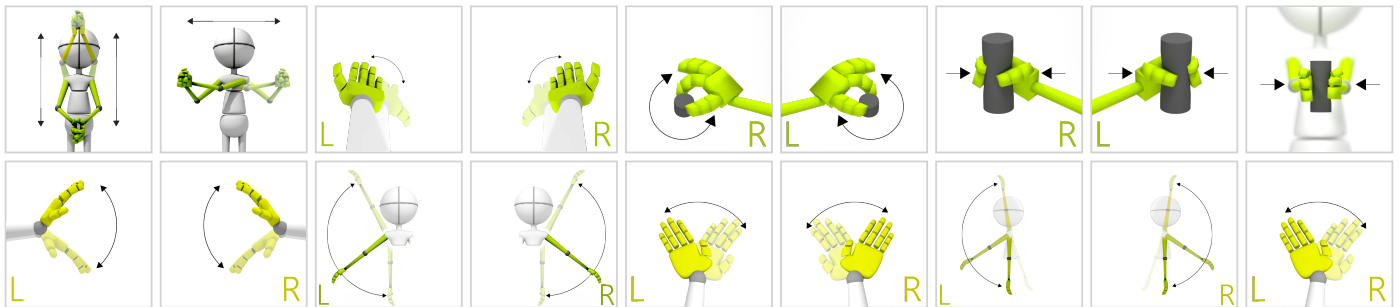


SPEED

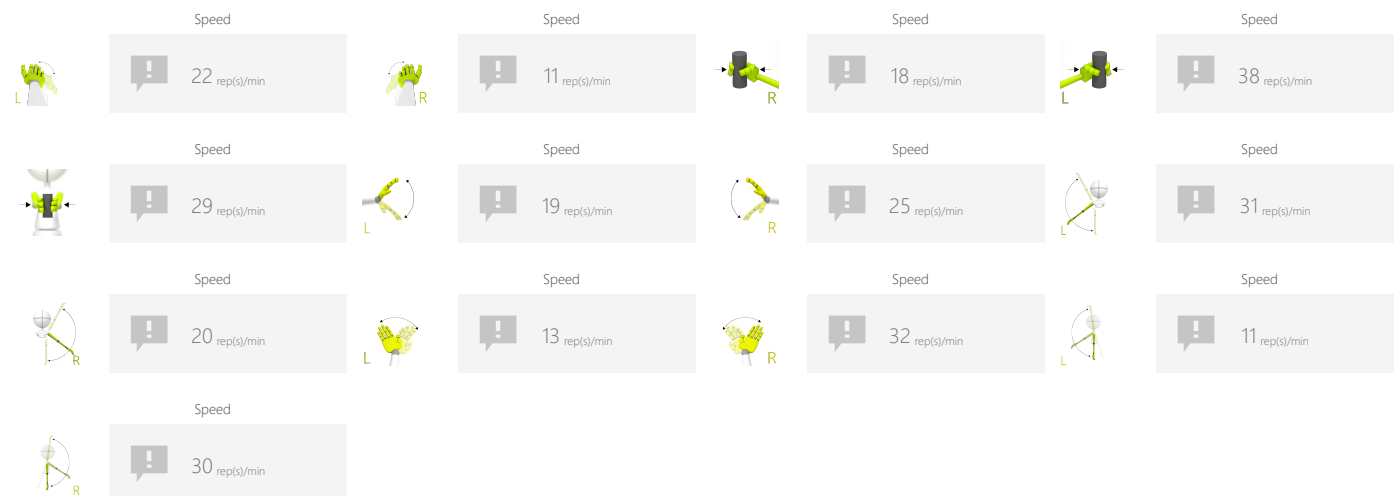
SPEED TEST

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

CONTROL MODES



RESULTS



ADJUSTMENTS

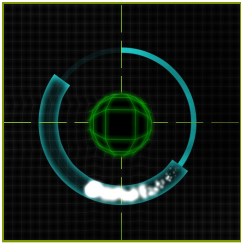
- Time to complete action
- Range

OBJECTIVES

- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

Perform the specified movement pattern as many times as possible

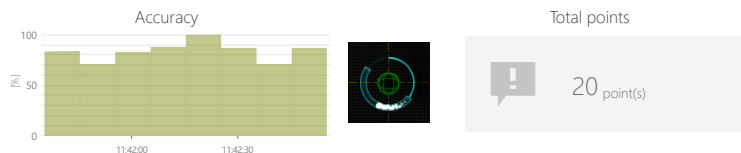


BALANCE GRID

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

CONTROL MODES

RESULTS

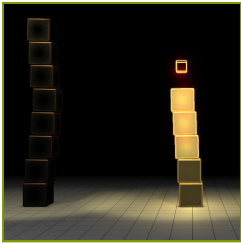


OBJECTIVES

- 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



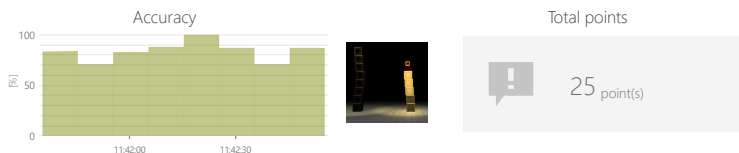
BALANCE

BLOCK BUILDER

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

CONTROL MODES

RESULTS

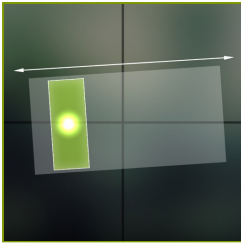


OBJECTIVES

- Movement precision
- Muscle strengthening
- Balance and equilibrium training

INSTRUCTION FOR PATIENT

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



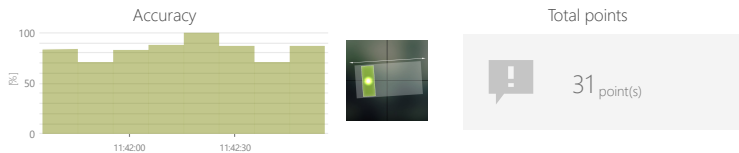
MOVEMENT PRECISION

PENDULUM

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

CONTROL MODES

RESULTS



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

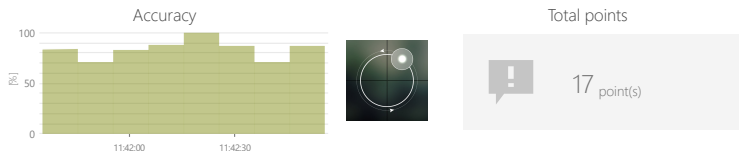


MOVEMENT PRECISION TRACKING

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

CONTROL MODES

RESULTS

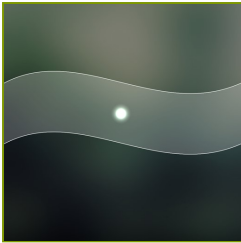


OBJECTIVES

- 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

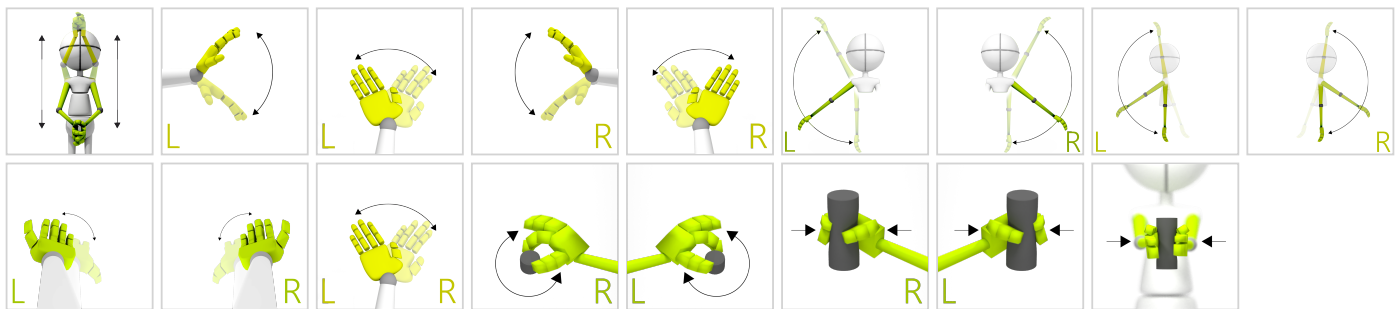


MOVEMENT PRECISION

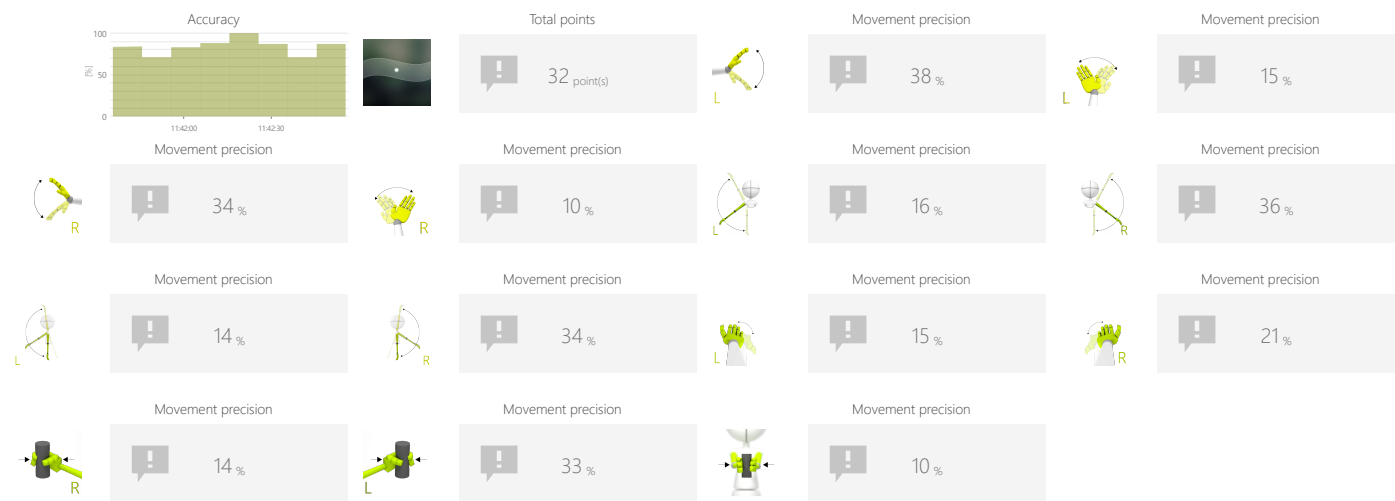
GRAPH

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

OBJECTIVES

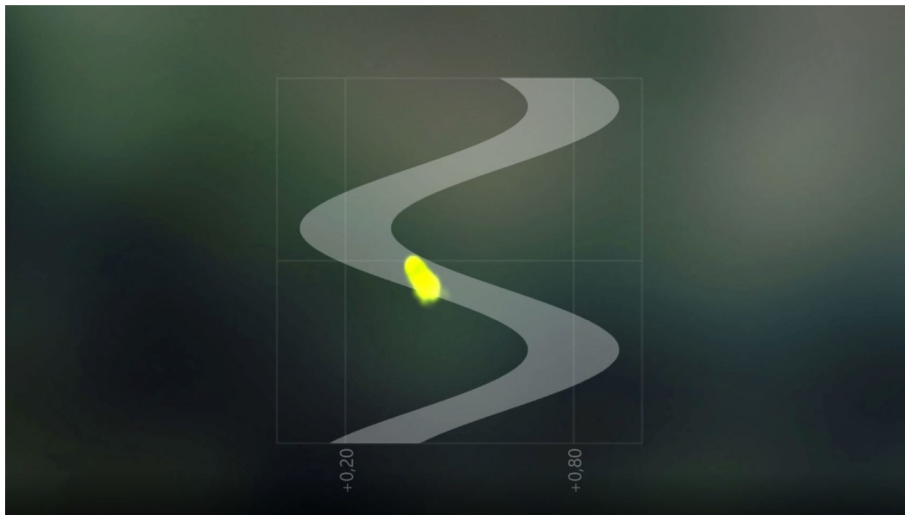
- Movement precision
- Activity in a given rhythm
- Repetitive movements
- Hands raising

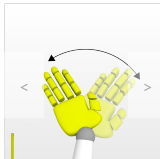
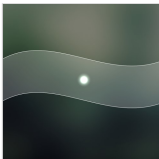
INSTRUCTION FOR PATIENT

Try to stay within the borders



SAMPLE SETTINGS






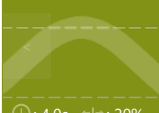
◀

Difficulty

▶

3/3

Graph configuration



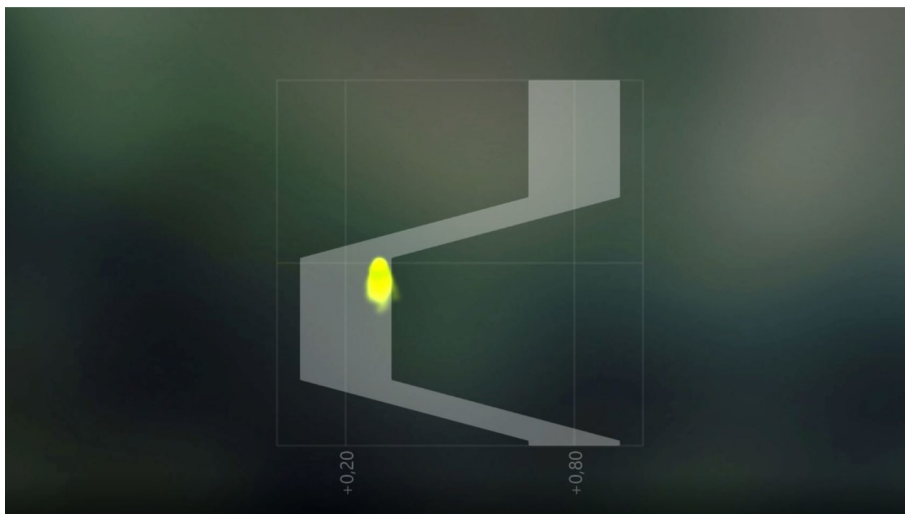
⌚ : 4.0s ± : 20%

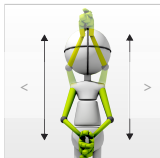
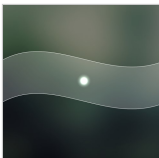
Duration

Range

< 30s >

< 0% - 100% >







◀

Difficulty

▶

1/3

Graph configuration



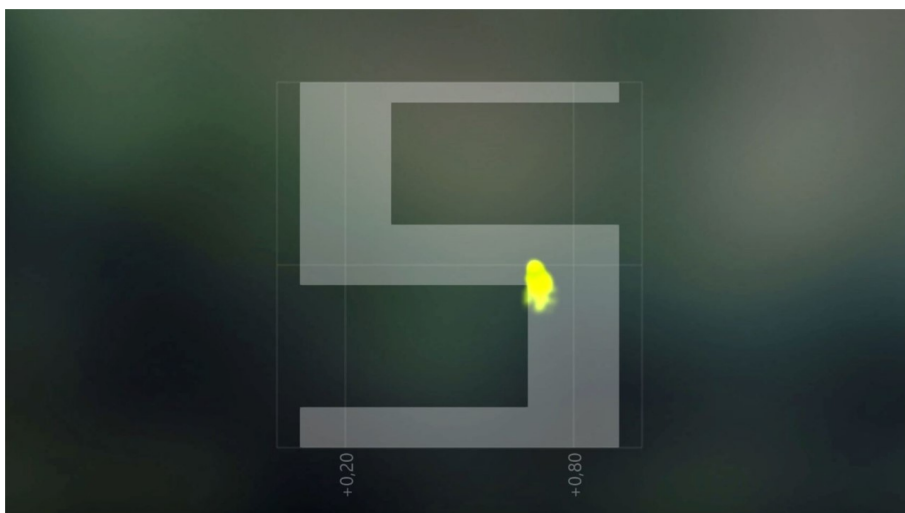
⌚ : 4.0s ± : 40%

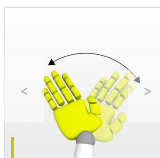
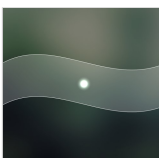
Duration

Range

< 90s >

< 20% - 80% >





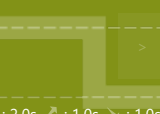

◀

Difficulty

▶

Custom

Graph configuration



± : 20% ↑ : 2.0s ↓ : 2.0s ↗ : 1.0s ↘ : 1.0s

Duration

Range

< 30s >

< 0% - 100% >

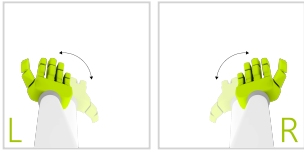


MOVEMENT PRECISION

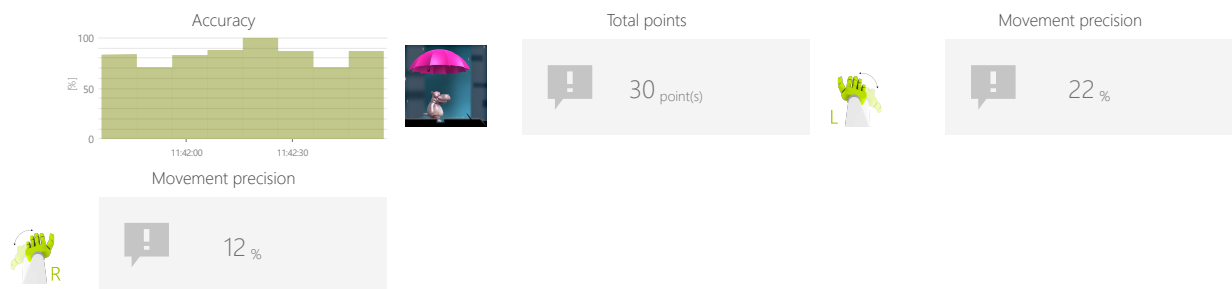
UMBRELLA

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Path
- Range
- Umbrella size

OBJECTIVES

- Movement precision
- Visual motor coordination

INSTRUCTION FOR PATIENT

Don't let the hippo get wet - keep the umbrella above him!



MOVEMENT PRECISION

UMBRELLA

SAMPLE SETTINGS



◀	Difficulty 1/3 ▶
Duration 60s	Path ⌚: 8.0s
Range 80% - 20%	Umbrella size ◀ 150% ▶



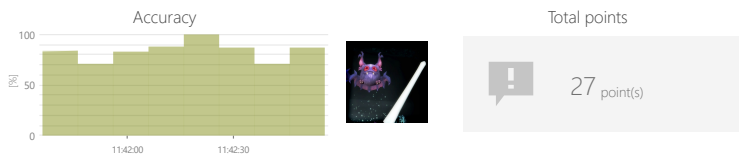
FUNCTIONAL MOVEMENTS

VAMPIRES

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

- Visual motor coordination
- Exercise with or without support from healthy limb
- Spontaneous movements in 3D space
- Speed of movement

INSTRUCTION FOR PATIENT

Use your sword to knock down flying vampires who want to bite you!



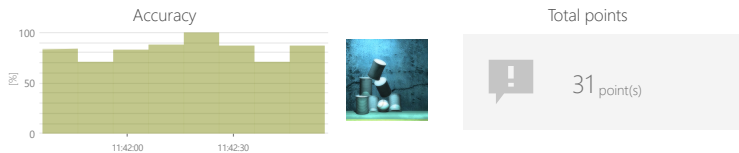
FUNCTIONAL MOVEMENTS

CANS

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

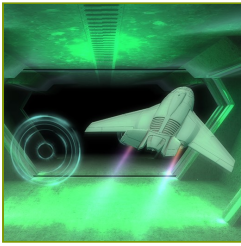


OBJECTIVES

- Movement precision
- Predicting the trajectory of objects in 3D space
- Dynamics of planned movements
- Dynamic responses to emerging moving targets
- The ability of spatial visualization

INSTRUCTION FOR PATIENT

Throw the balls to strike as many cans as you can

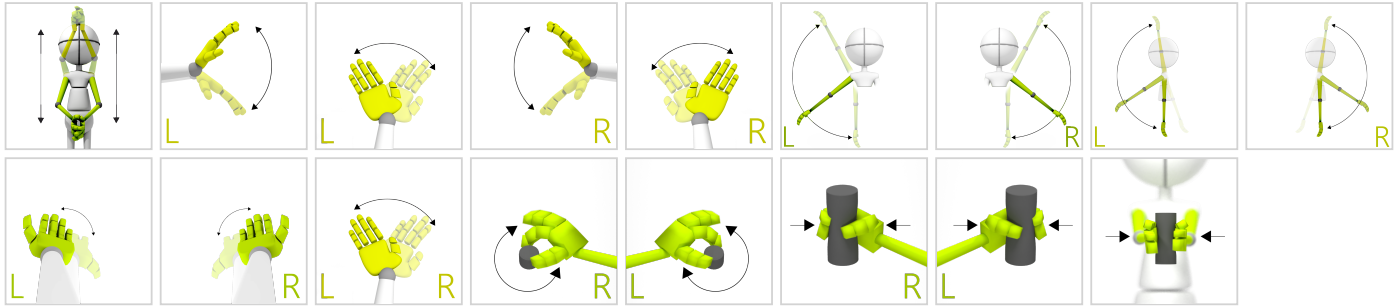


FUNCTIONAL MOVEMENTS

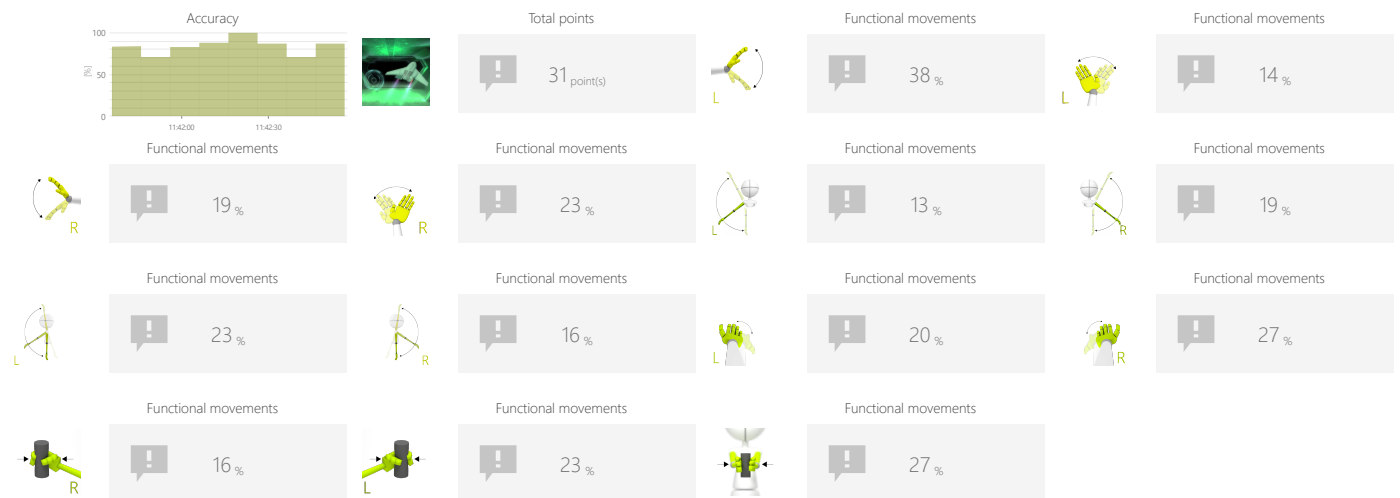
AIRPLANE

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

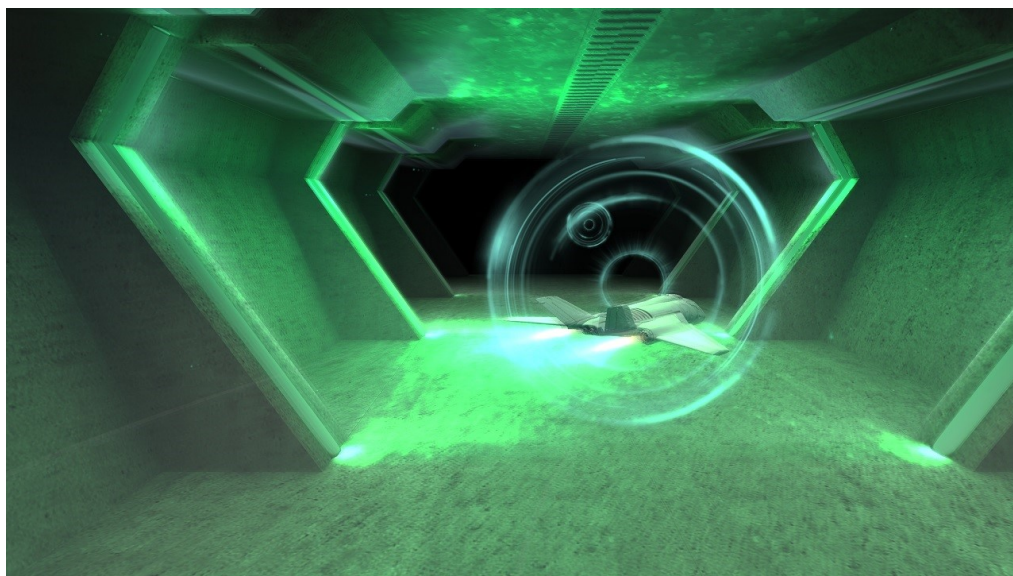
Make the airplane fly through the circles. The closer to the center it flies the more points you get



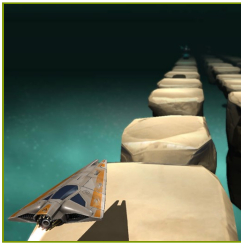
FUNCTIONAL MOVEMENTS

AIRPLANE

SAMPLE SETTINGS



◀	Difficulty 2/4 ▶
Duration 90s	Range 0% - 100%
Player speed 100%	

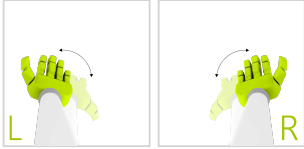


FUNCTIONAL MOVEMENTS

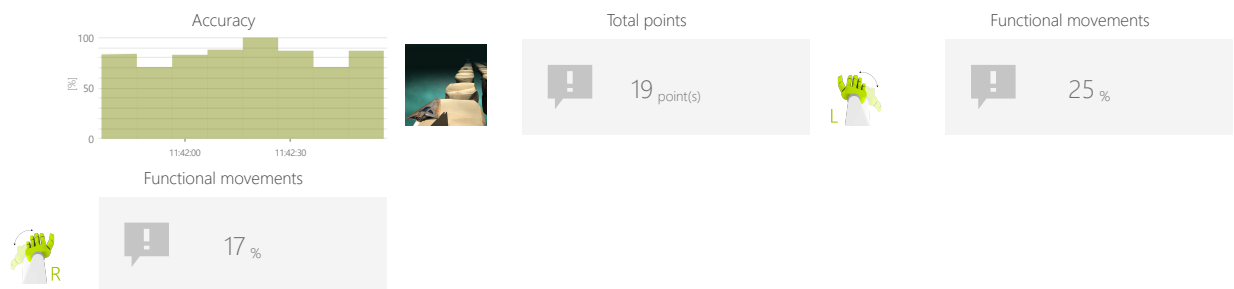
STONES

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
- 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 80% - 20%
Player speed 100%	



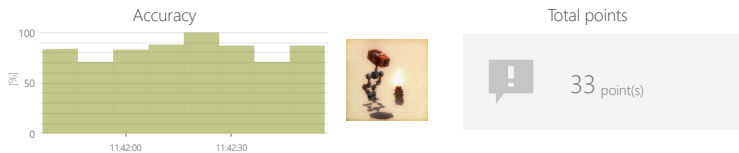
FUNCTIONAL MOVEMENTS

HAMMER

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

- Planning and Strategy
- Sideways walking
- Balance and equilibrium training
- Speed of decision making

INSTRUCTION FOR PATIENT

Hit the burning barrels as quickly as you can. Then return to the center



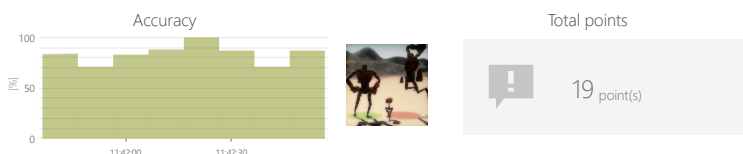
FUNCTIONAL MOVEMENTS

RUNAWAY

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 in 3D space
- Response to negative visual stimuli
- Focusing
- Perceptivity
- Balance and equilibrium training

INSTRUCTION FOR PATIENT

Keep away from the big robots



FUNCTIONAL MOVEMENTS

CANNON

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

- Planning and Strategy
- Movement precision
- Predicting the trajectory of objects

INSTRUCTION FOR PATIENT

Use the cannon(s) to shoot into the robots coming in your direction



FUNCTIONAL MOVEMENTS

AUTOMATIC CANNON

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

- Divided attention
- Spontaneous movements
- Arms swings
- Muscle strengthening

INSTRUCTION FOR PATIENT

Control cannon(s) to destroy robots, but avoid hitting the elephant!



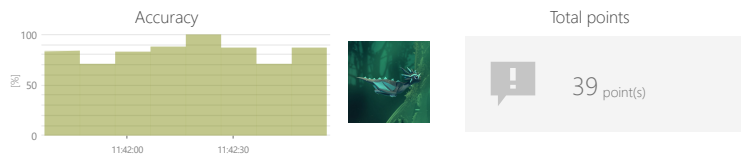
FUNCTIONAL MOVEMENTS

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

BOX CRUSHER

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

- 3D space movements reproduction
- Movement awareness
- Muscle strengthening
- Repetitive movements

INSTRUCTION FOR PATIENT

Smash boxes with the club

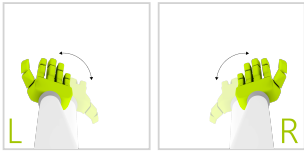


FUNCTIONAL MOVEMENTS

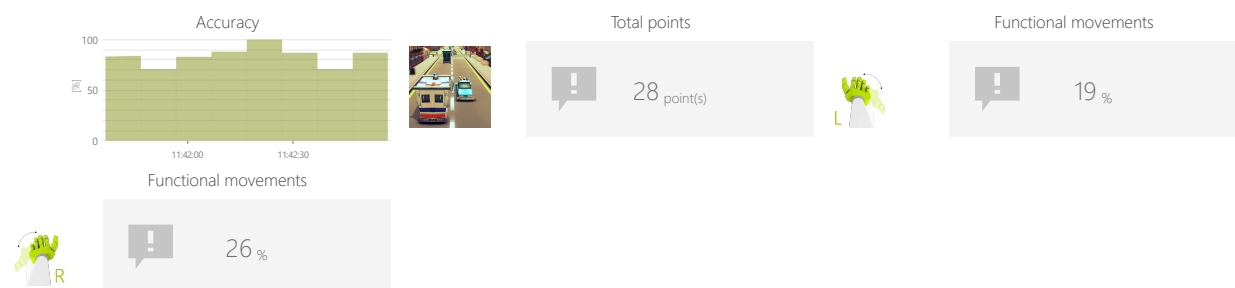
AMBULANCE

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 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

80% - 20%

>

◀

Distance between cars

50%

>

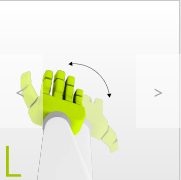

◀

Player speed

50%

>





◀

Difficulty

Custom

▶

◀

Duration

30s

>

◀

Range

80% - 20%

>

◀

Distance between cars

200%

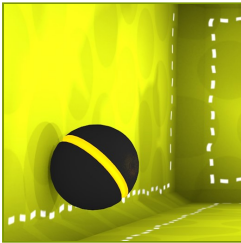
>

◀

Player speed

50%

>

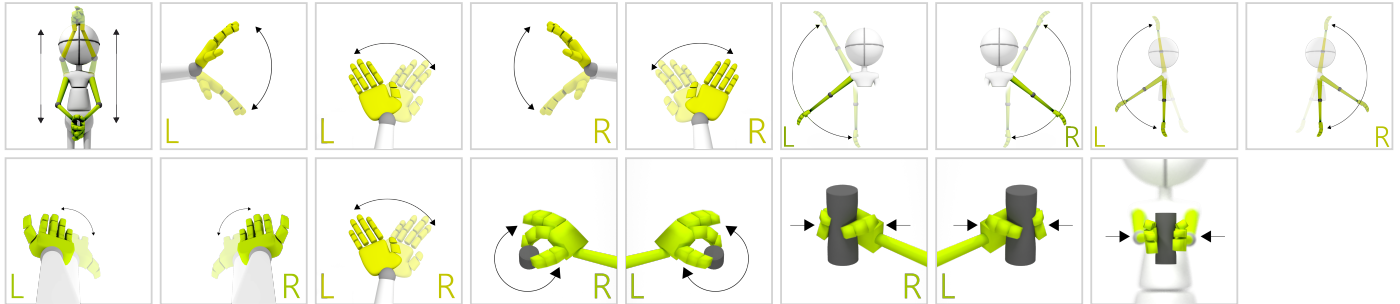


FUNCTIONAL MOVEMENTS

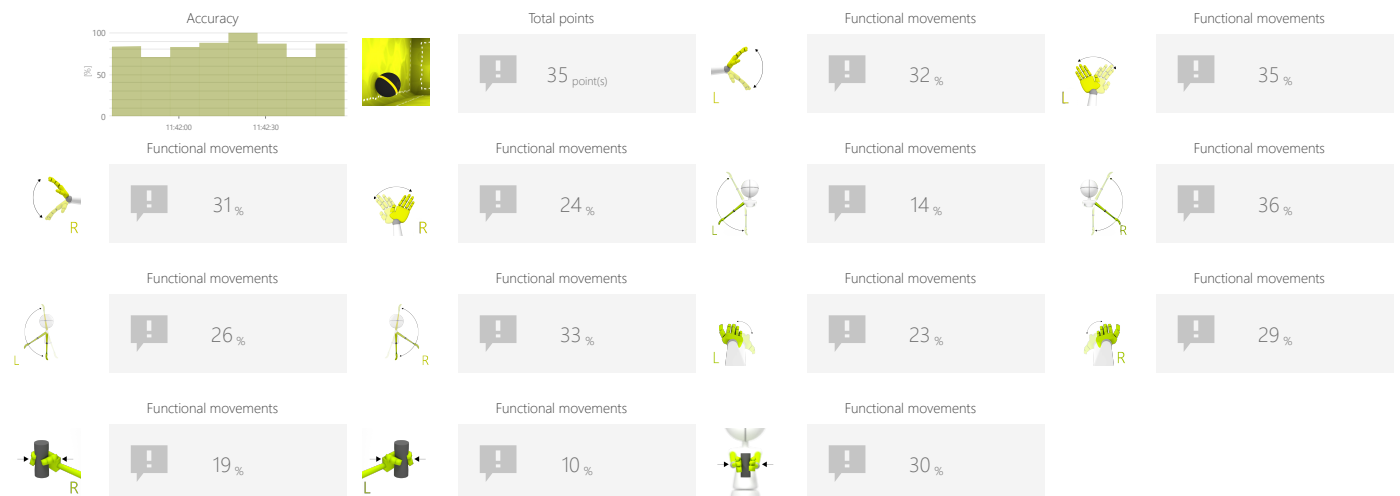
ARCANOID

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

- Task duration
- Range
- Reticle size
- Speed of objects

OBJECTIVES

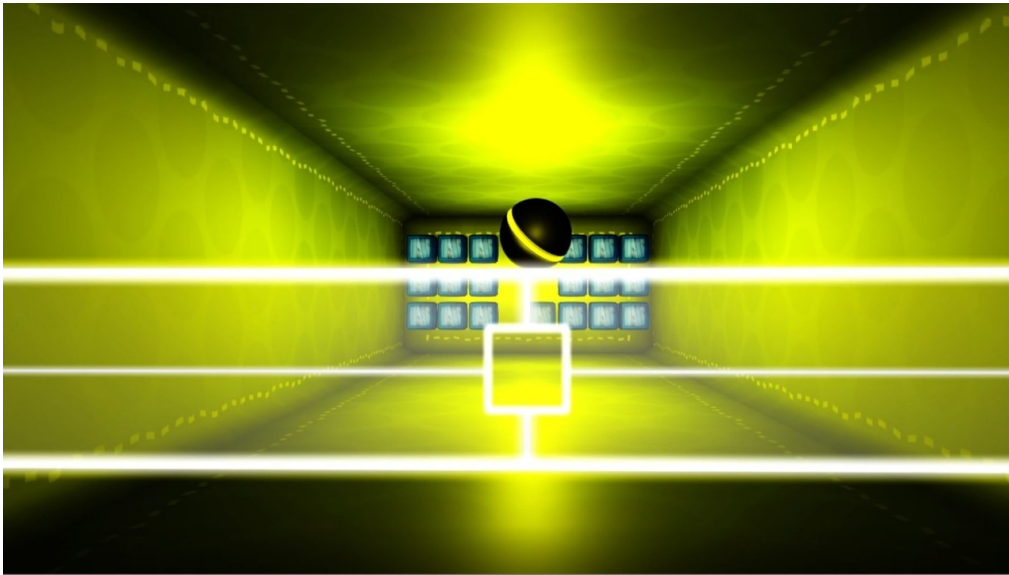
- Dynamics of planned movements
- Predicting the trajectory of objects in 3D space
- Visual motor coordination

INSTRUCTION FOR PATIENT

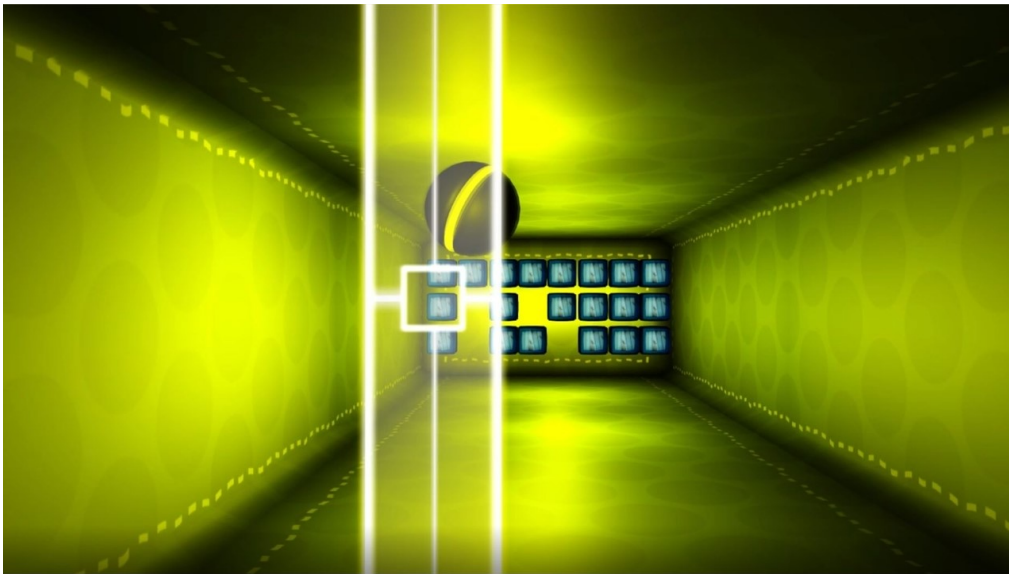
Destroy as many boxes as you can



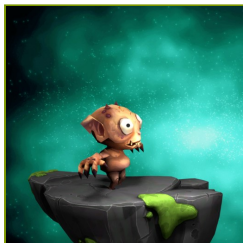
SAMPLE SETTINGS



Difficulty Custom	
Duration 90s	Range 20% - 80%
Reticle size 100%	Speed of objects 70%



Difficulty Custom	
Duration 90s	Range 0% - 100%
Reticle size 75%	Speed of objects 70%

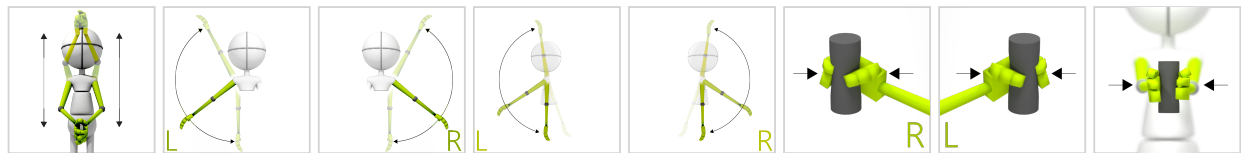


FUNCTIONAL MOVEMENTS

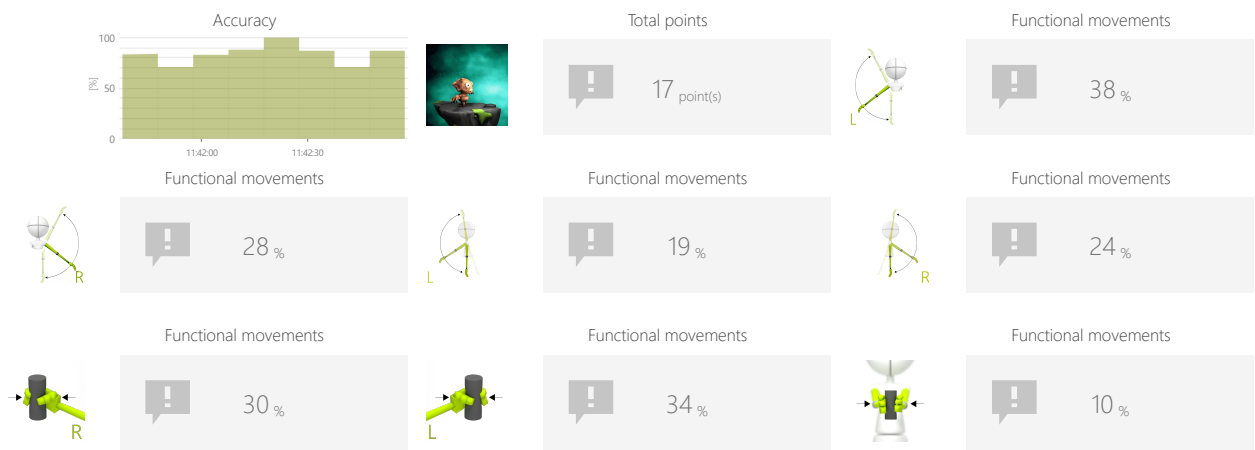
ROCKET JUMPING

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
- Time between objects
- Bomb format
- Speed of objects

OBJECTIVES

- Spontaneous movements
- Dynamic responses to emerging moving targets
- Predicting the trajectory of objects

INSTRUCTION FOR PATIENT

Help the creature jump over incoming rockets and avoid being hit.

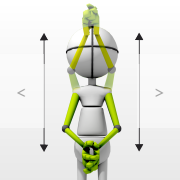
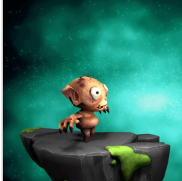


FUNCTIONAL MOVEMENTS

ROCKET JUMPING

SAMPLE SETTINGS





◀

Difficulty

▶

1/3

◀

Duration

▶


90s

◀

Range

▶

20% - 80%



◀

Time between objects

▶

5s

◀

Bomb format

▶

1

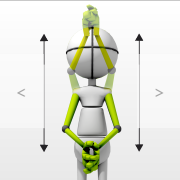
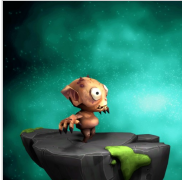
◀

Speed of objects

▶

100%





◀

Difficulty

▶

Custom

◀

Duration

▶


90s

◀

Range

▶

20% - 80%



◀

Time between objects

▶

5s

◀

Bomb format

▶

2

◀

Speed of objects

▶

100%

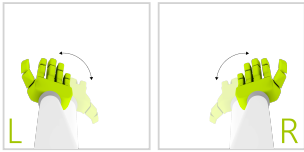


FUNCTIONAL MOVEMENTS

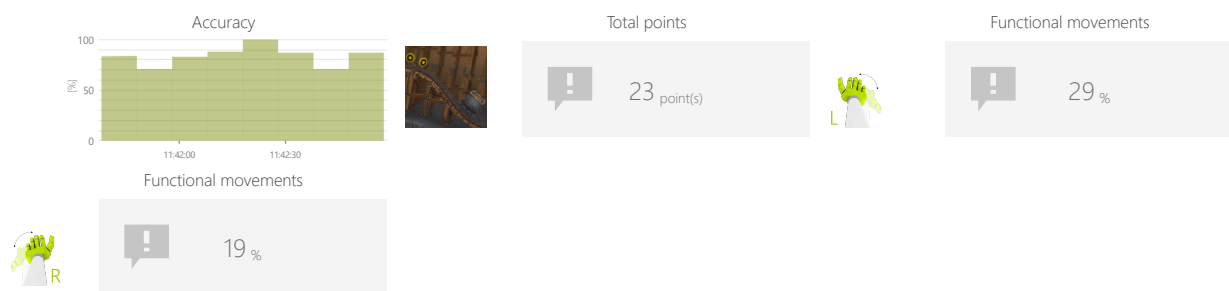
RAILS

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
- Route shape
- Enable derailling
- Enable obstacles
- Time between objects
- Player speed

OBJECTIVES

- Dynamic responses to emerging moving targets
- Predicting the trajectory of objects
- Visual motor coordination

INSTRUCTION FOR PATIENT

Tilt the world to let the trolley collect the coins





FUNCTIONAL MOVEMENTS

RAILS

SAMPLE SETTINGS





◀

Difficulty

▶

1/3

<

Duration

>

90s

<

Range

>

L

80% - 20%

>

<

Route shape

>

<

Enable derailling

>

No

<

Enable obstacles

>

No

<

Time between objects

>

5s



<

Player speed

>

100%





◀

Difficulty

▶

3/3

<

Duration

>

90s

<

Range

>

L

80% - 20%

>

<

Route shape

>

<

Enable derailling

>

Yes

<

Enable obstacles

>

No

<

Time between objects

>

5s

<

Player speed

>

200%



FUNCTIONAL MOVEMENTS

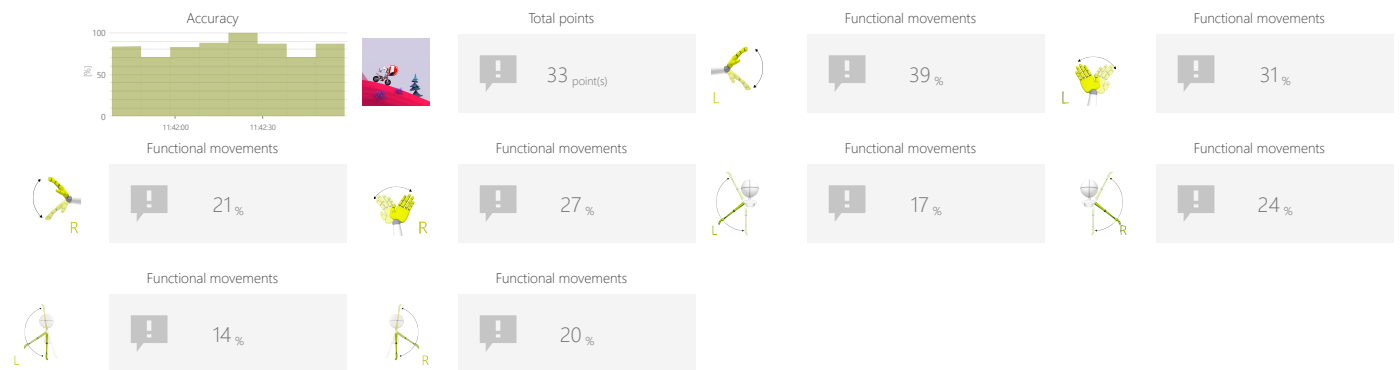
MOTOCROSS

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
- Route shape

OBJECTIVES

- Dynamics of planned movements
- Planning and Strategy

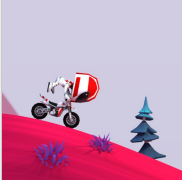
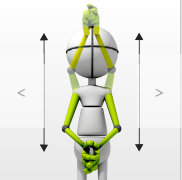



INSTRUCTION FOR PATIENT

accelerate and brake to cover the entire route as quickly as possible without tipping.



SAMPLE SETTINGS



		
	Difficulty 2/3	
Duration 90s		Range 20% - 80% 
Route shape Medium		



FUNCTIONAL MOVEMENTS

FOREST RUNNER

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

- Dynamics of planned movements
- Focusing
- Planned movements
- Speed of movement

INSTRUCTION FOR PATIENT

Keep the hare on the run, avoid obstacles and collect as many carrots as you can.

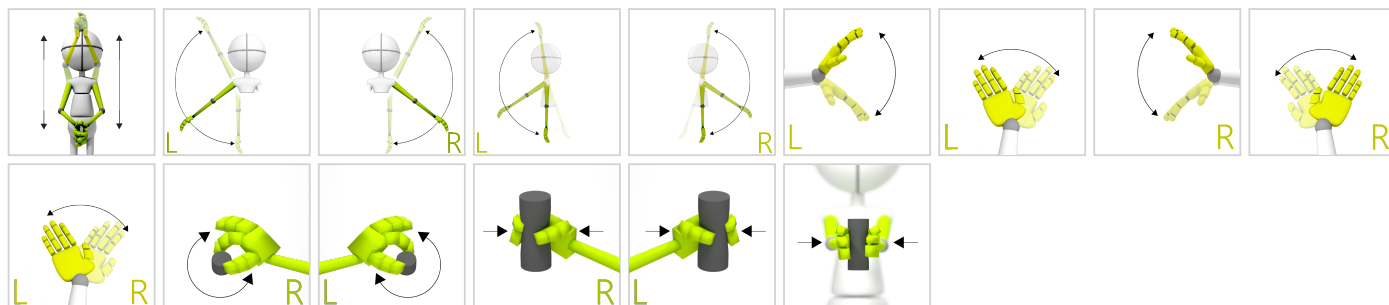


FUNCTIONAL MOVEMENTS

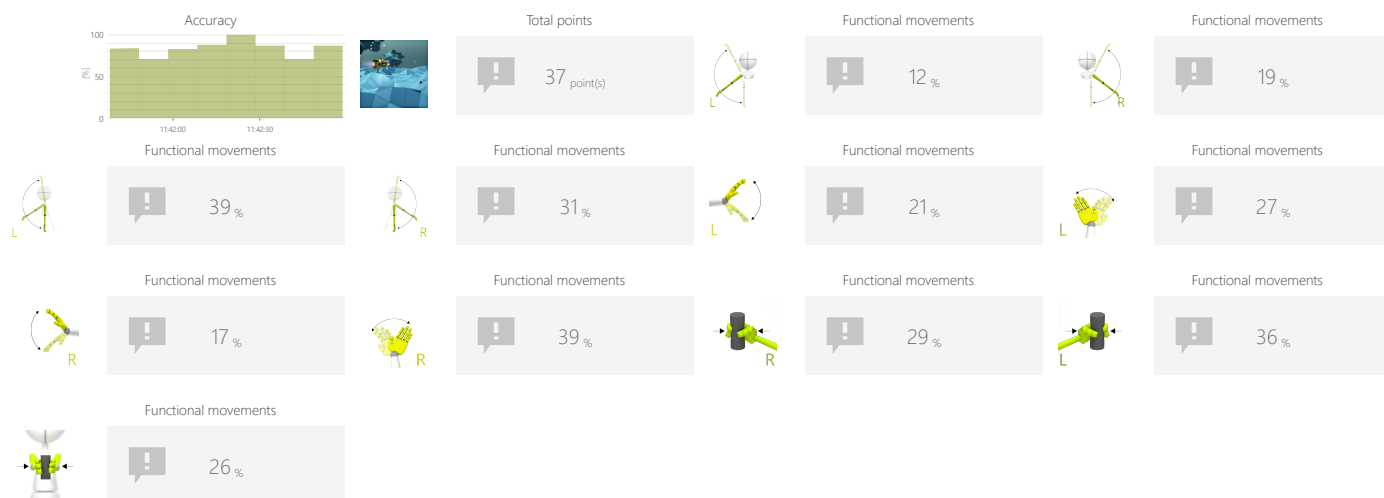
GEOMETRY FLIER

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

- Dynamics of planned movements
- Activity in a given rhythm
- Visual motor coordination

INSTRUCTION FOR PATIENT

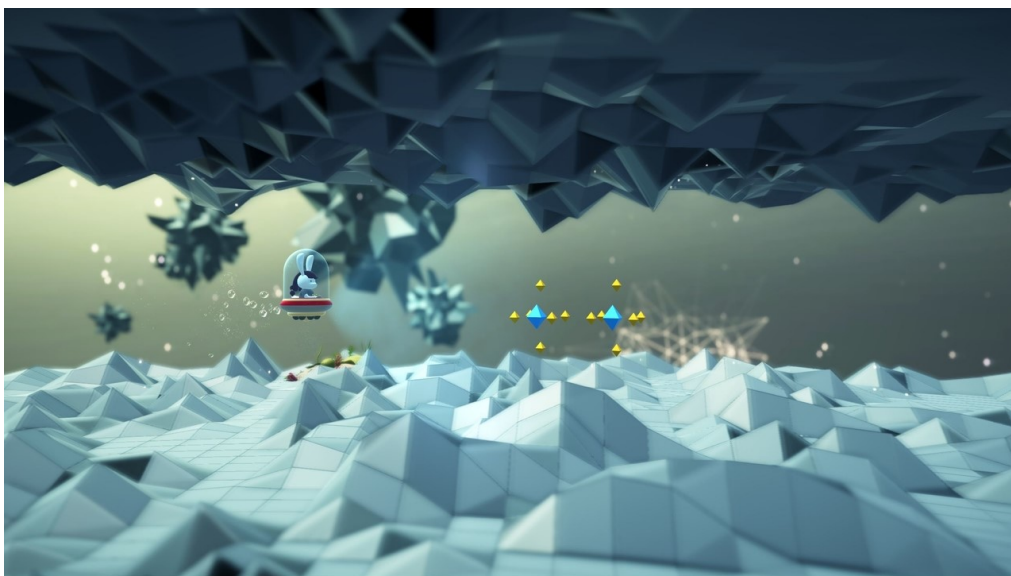
Control the vehicle to avoid the obstacles



FUNCTIONAL MOVEMENTS

GEOMETRY FLIER

SAMPLE SETTINGS



Difficulty
1/3

Duration
< 30s >

Range
20% - 80%

Player speed
< 100% >

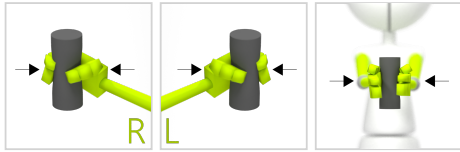


FUNCTIONAL MOVEMENTS

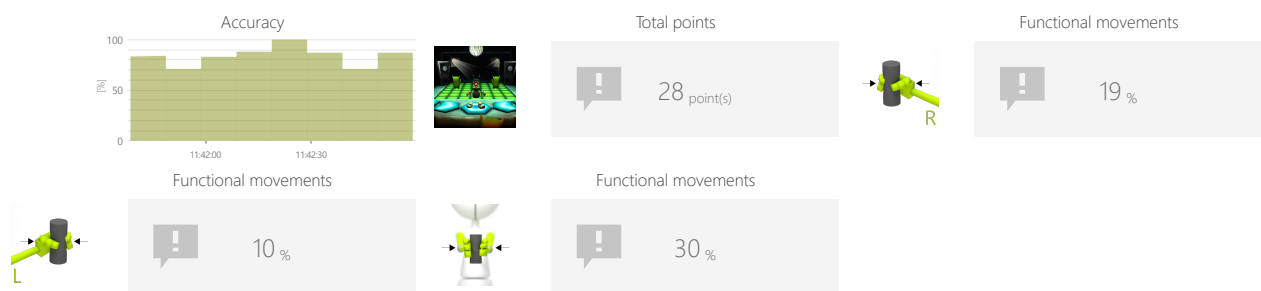
DANCEMAN

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
- Advanced scoring
- Song index
- Spawn rate level

OBJECTIVES

- Activity in a given rhythm
- Spontaneous movements
- Visual motor coordination

INSTRUCTION FOR PATIENT

Hit the green characters when they come close






FUNCTIONAL MOVEMENTS

DANCEMAN


SAMPLE SETTINGS







Difficulty




1/6

Duration

< 90s >

Range

0% - 50%  R

Advanced scoring

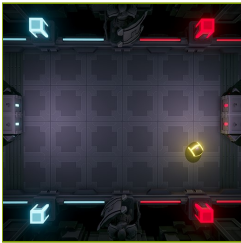
< No >

Song index

< 0 >

Spawn rate level

Easy >



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

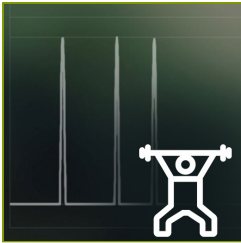


OBJECTIVES

- Planned movements
- Focusing
- Predicting the trajectory of objects

INSTRUCTION FOR PATIENT

Use the paddles to hit a ball back and forth

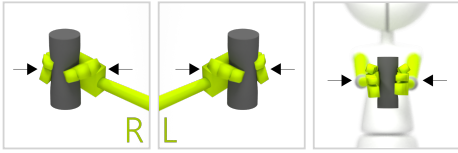


STRENGTH

STRENGTH TEST

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

CONTROL MODES



ADJUSTMENTS

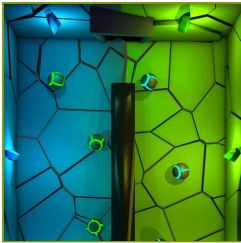
- Time to complete action

OBJECTIVES

- Strength examination
- Muscle strengthening

INSTRUCTION FOR PATIENT

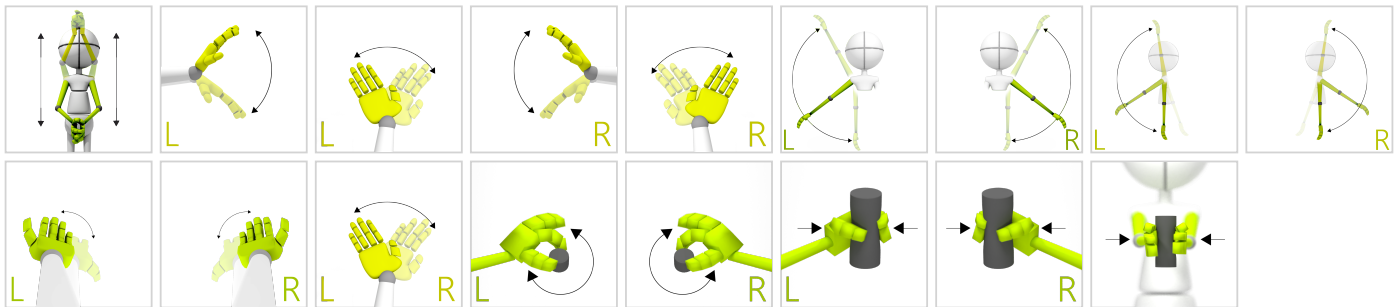
Try to achieve best result



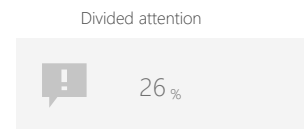
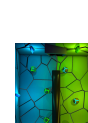
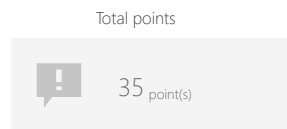
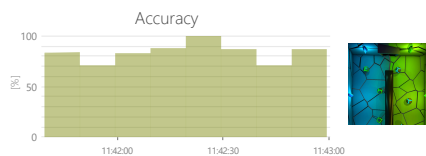
DIVIDED ATTENTION SORTER

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
- Range
- 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

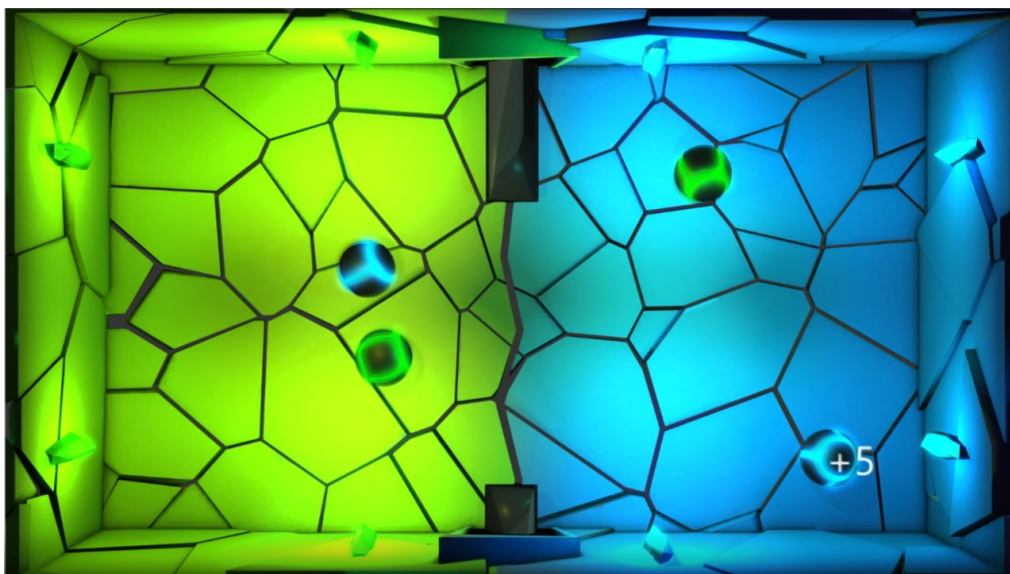
Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.



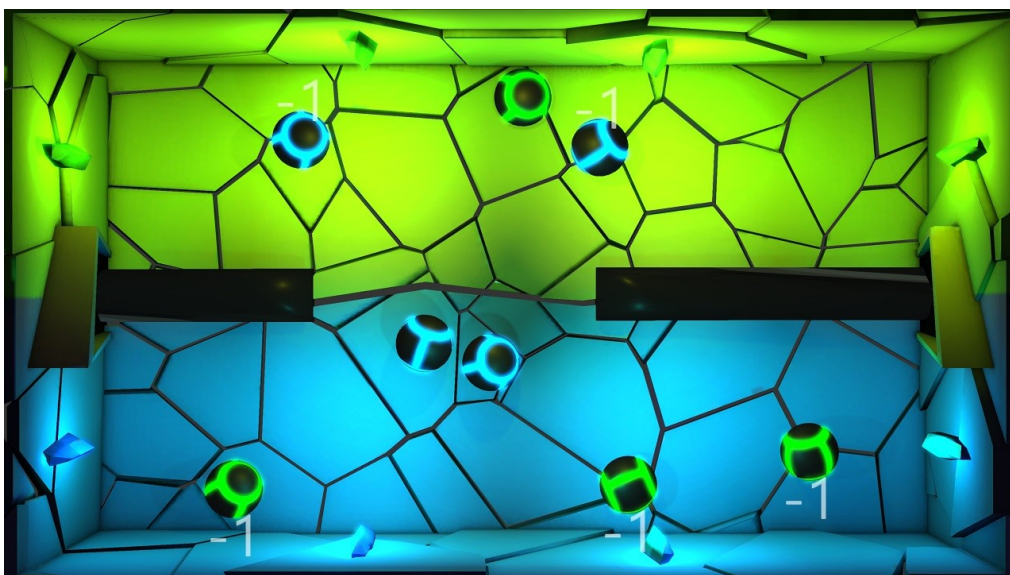
DIVIDED ATTENTION

SORTER

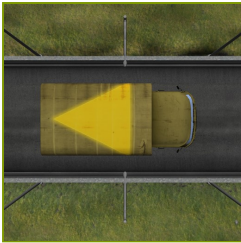
SAMPLE SETTINGS



Difficulty 1/3	
Duration 30s	Range 20% - 80%
Number of objects 4	Gap size 150%
Speed of objects 100%	



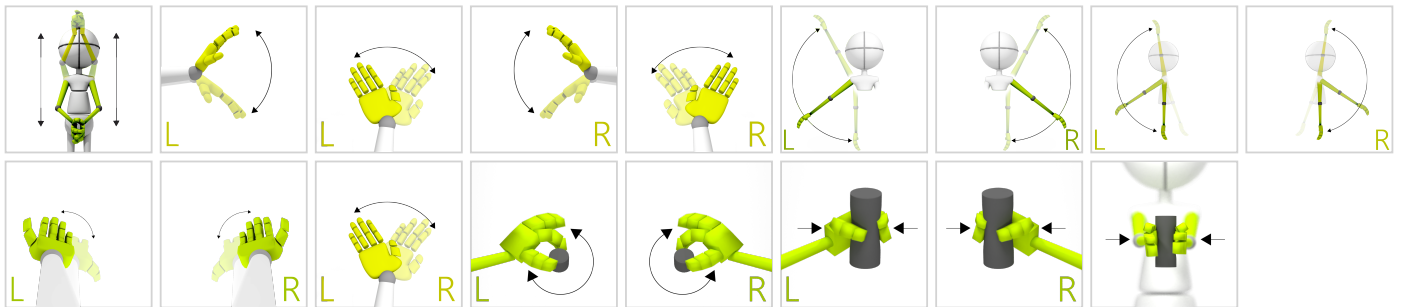
Difficulty 1/3	
Duration 30s	Range 0% - 100%
Number of objects 4	Gap size 150%
Speed of objects 100%	



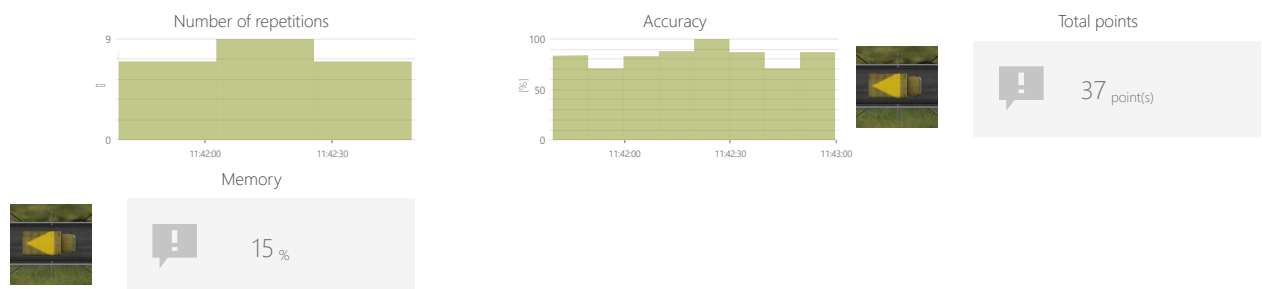
MEMORY TRUCKS

Measure and train individual's skills to memorize information.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Variations

OBJECTIVES

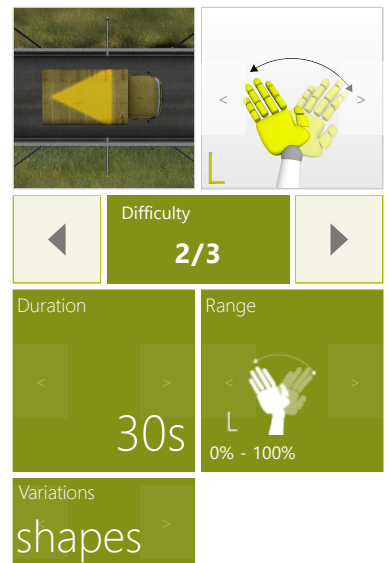
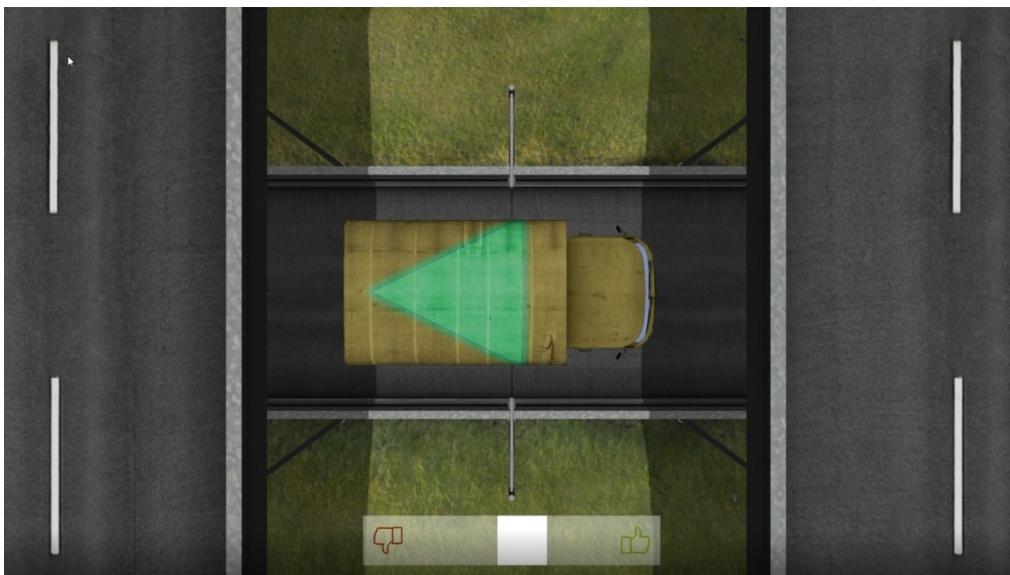
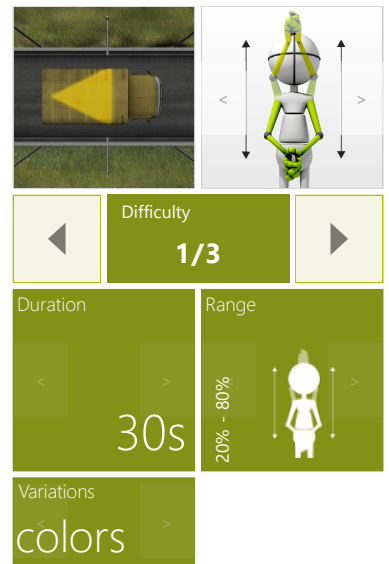
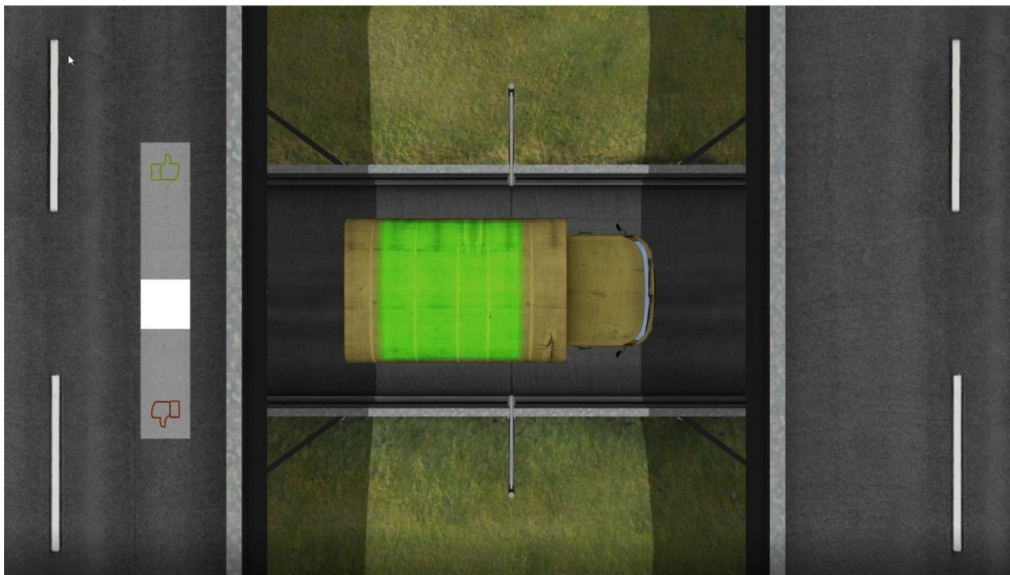
- Logical tasks
- Focusing
- Perceptivity

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



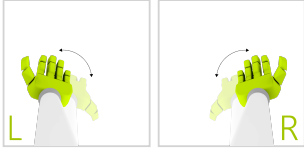


PROBLEM SOLVING

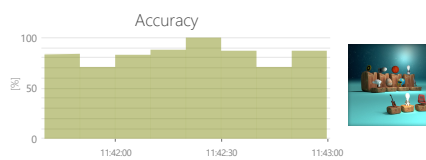
CLONES

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

14 point(s)



Problem solving

37 %

ADJUSTMENTS

- Task duration
- Time to complete action
- Range
- Number of pairs

OBJECTIVES

- Perceptivity
- Visual motor coordination
- Logical tasks

INSTRUCTION FOR PATIENT

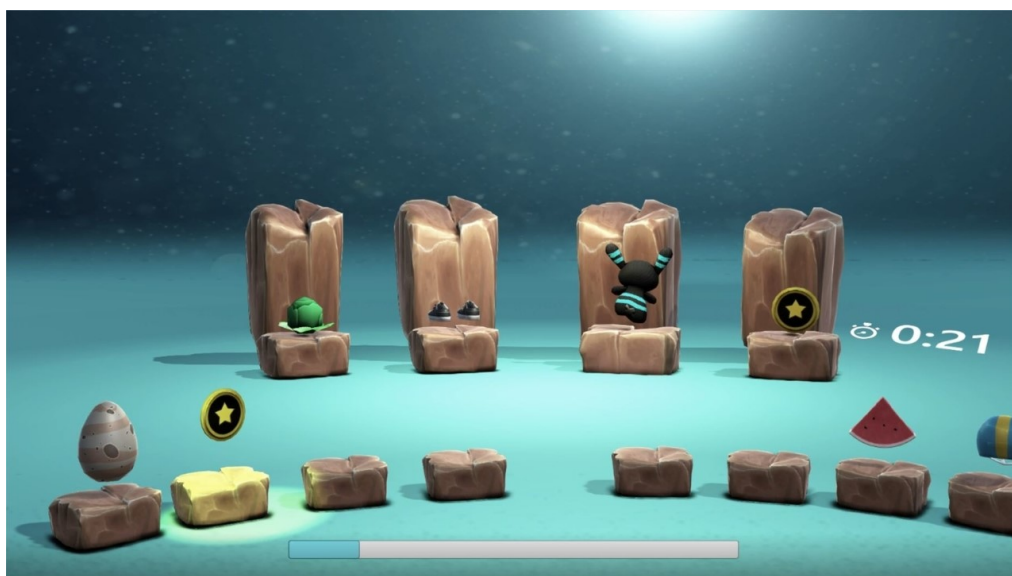
Select the item which has a pair on the screen





PROBLEM SOLVING

CLONES

SAMPLE SETTINGS





◀	Difficulty 1/3	▶
Duration 90s		Minitask duration 30s
Range 80% - 20%		Number of pairs 4



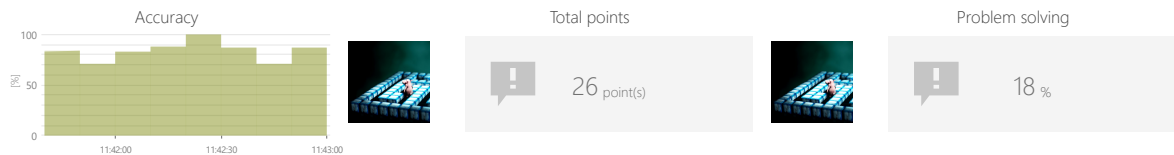
PROBLEM SOLVING

MAZE

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



OBJECTIVES

- Logical tasks
- Planned movements
- Planning and Strategy

INSTRUCTION FOR PATIENT

Lead the hippo through the maze to the glowing target.



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

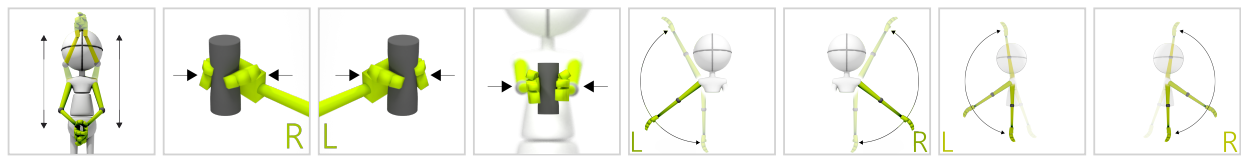
Measure yourself your blood pressure and type it in the result



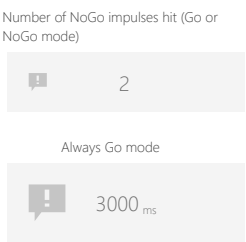
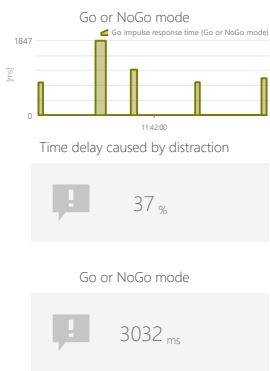
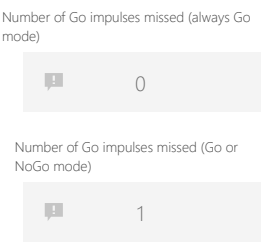
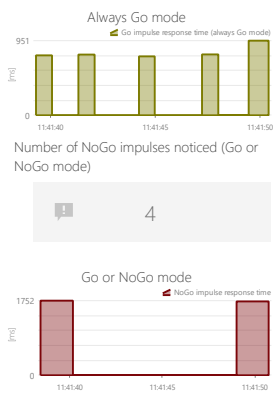
SPECIALIZED GONOGO TEST

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Range
- 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