

KINECT BASE PACK

2021.4



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ADAPT USER INTERFACE

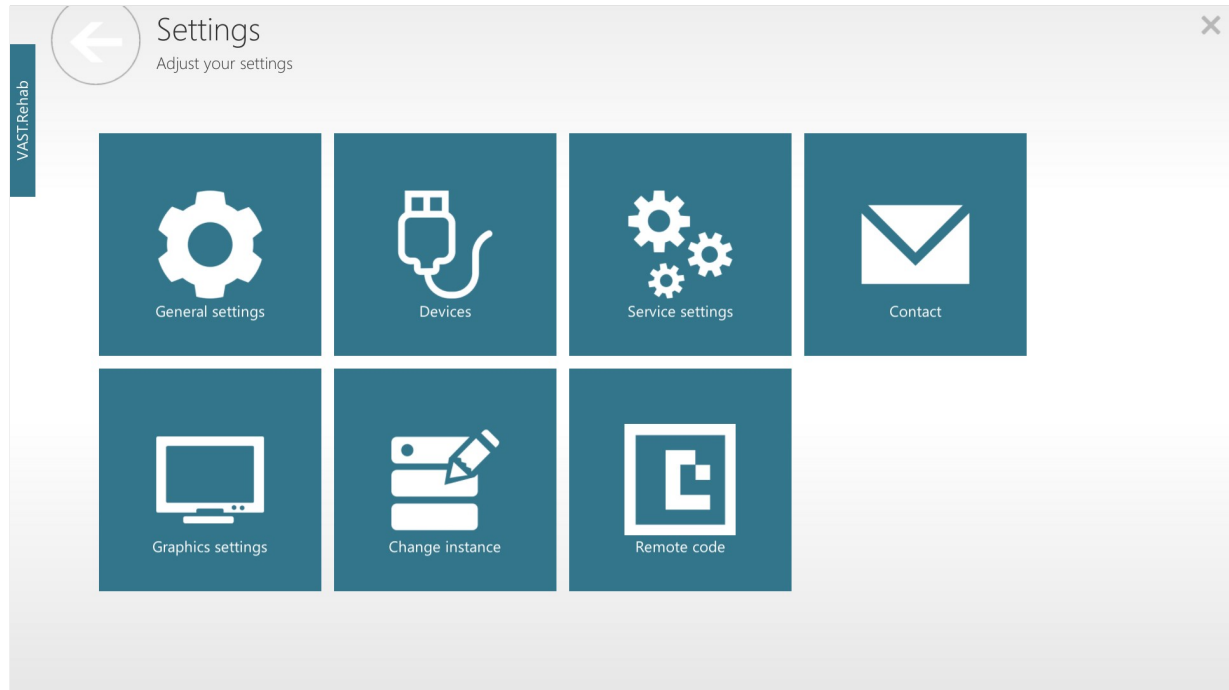
INTRODUCTION

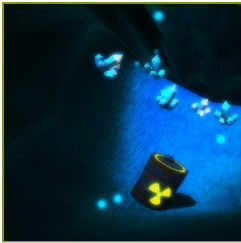
You can scale UI items to match your personal needs and to take advantage of your screen size.

ADAPT USER INTERFACE

INTRODUCTION

You can scale UI items to match your personal needs and to take advantage of your screen size.

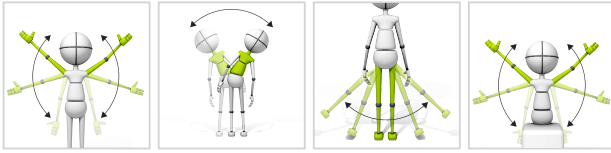




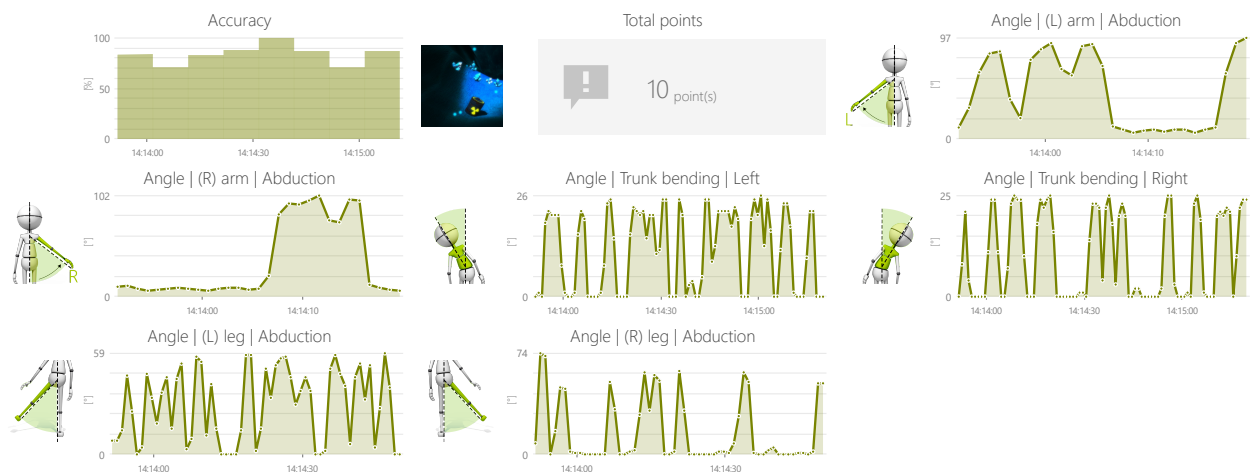
RANGE OF MOTION CRYSTALS

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
-
- Player speed

OBJECTIVES

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

INSTRUCTION FOR PATIENT

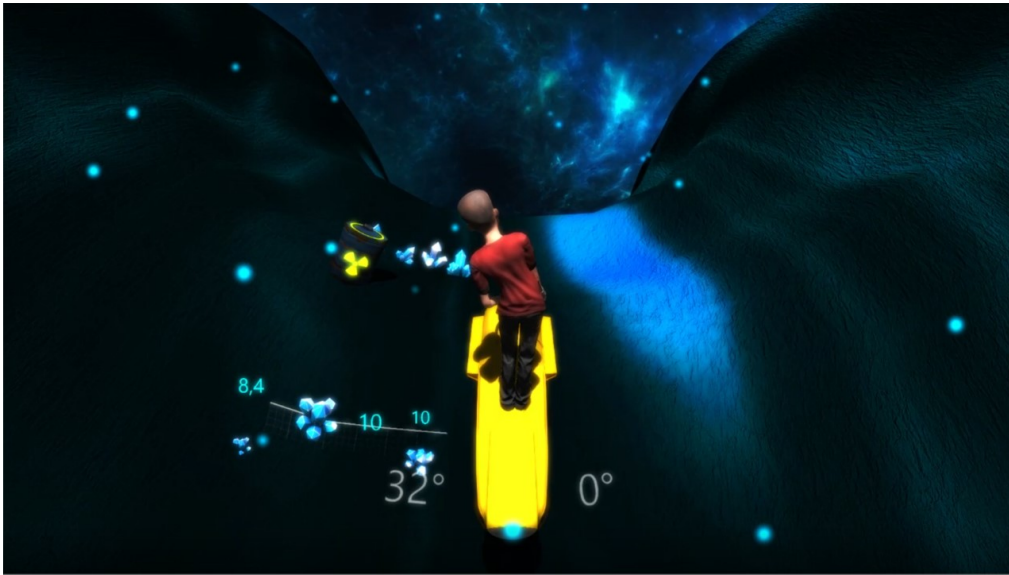
Collect the crystals and avoid the radioactive barrels



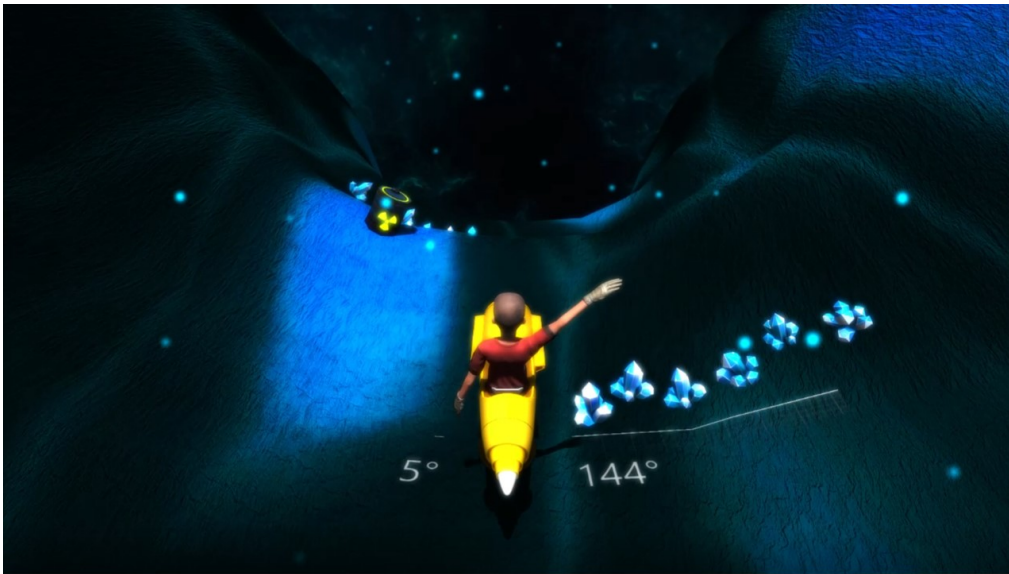
RANGE OF MOTION

CRYSTALS

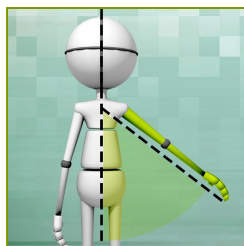
SAMPLE SETTINGS



Difficulty	1/4
Duration	30s
Angle	40°
Angle	40°
Player speed	100%



Difficulty	1/4
Duration	30s
Angle	180°
Angle	180°
Player speed	100%

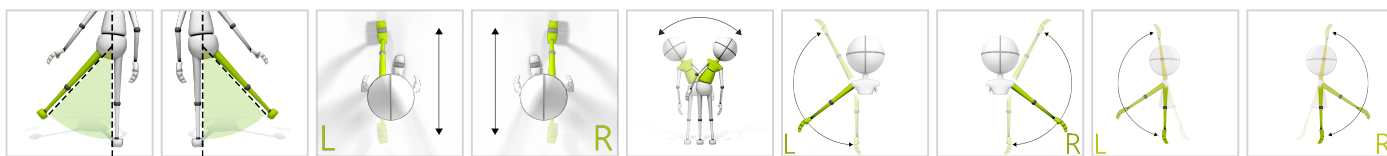


RANGE OF MOTION

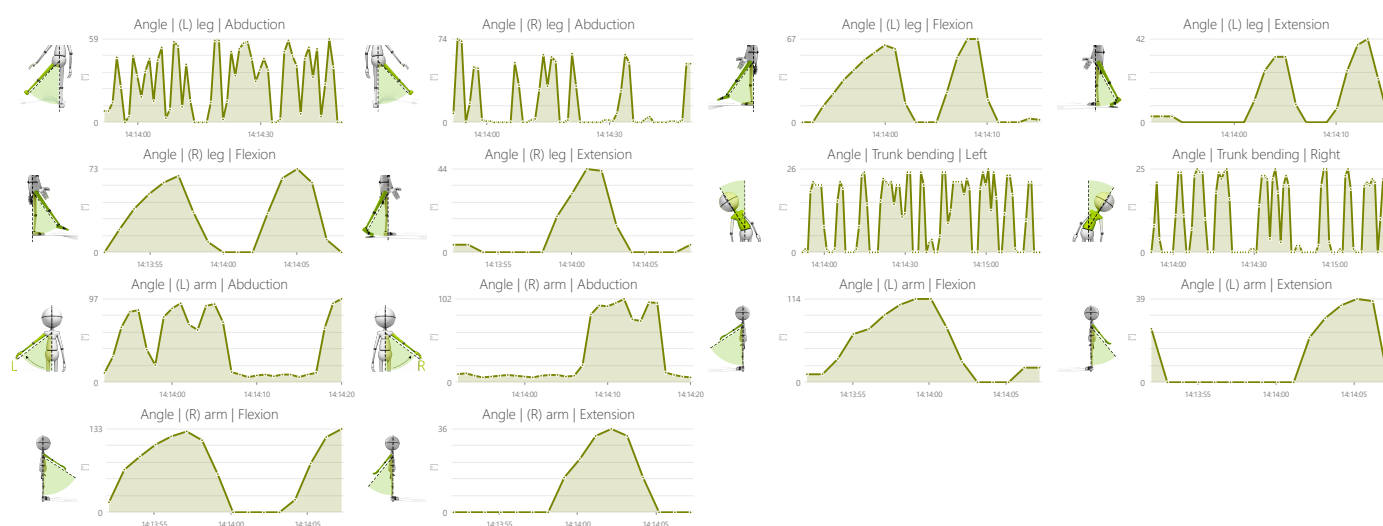
ANGLES EVALUATION

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

CONTROL MODES



RESULTS



OBJECTIVES

- Range of motion examination

INSTRUCTION FOR PATIENT

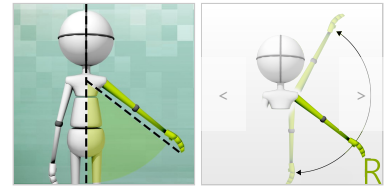
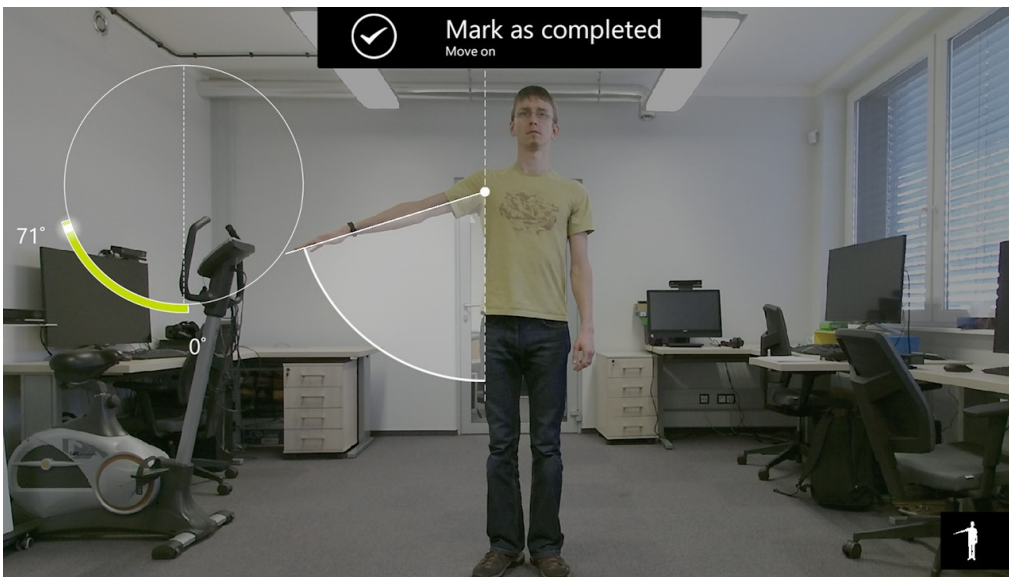
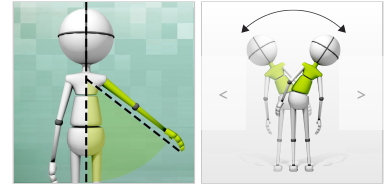
System will measure your range of motion



RANGE OF MOTION

ANGLES EVALUATION

SAMPLE SETTINGS



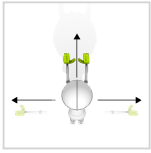
REACH TEST

RANGE OF MOTION

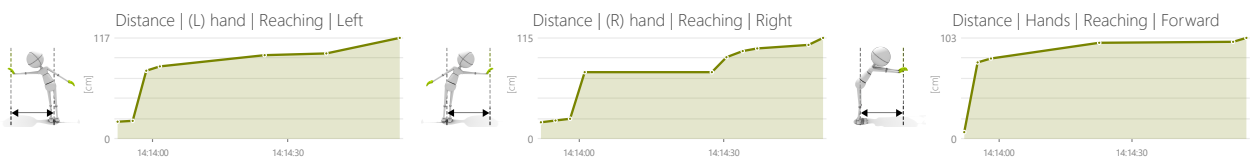
REACH TEST

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

CONTROL MODES



RESULTS



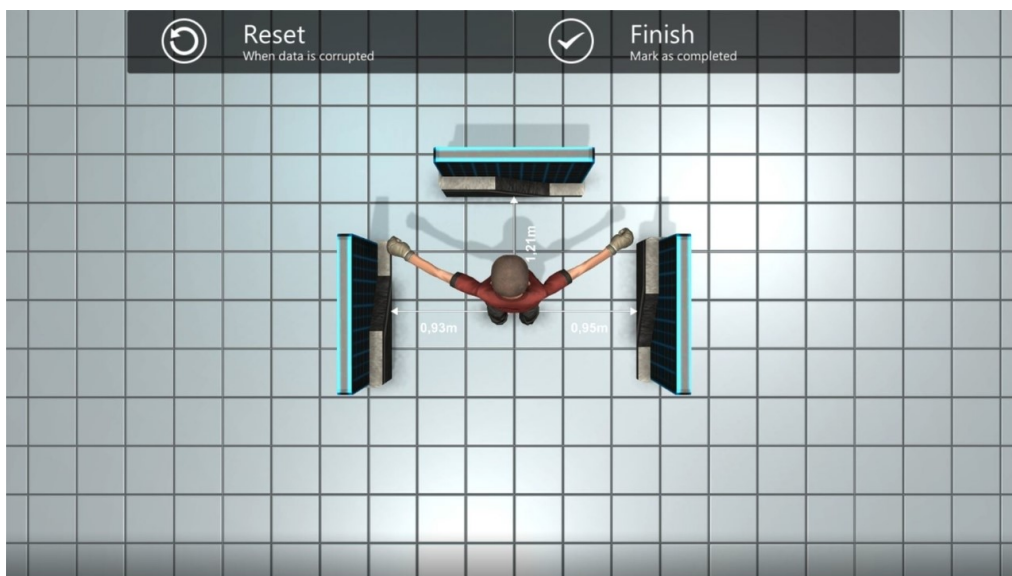
OBJECTIVES

- Range of motion examination (transverse plane)
- Test the limits of balance and equilibrium

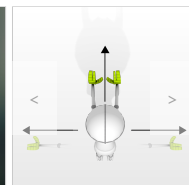
INSTRUCTION FOR PATIENT

Push the walls as far from you as you can keeping your legs in place

SAMPLE SETTINGS



REACH
TEST



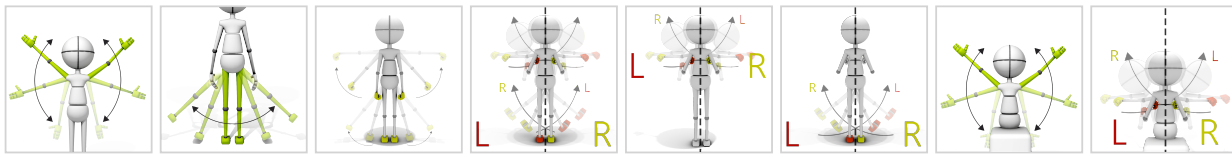


MOVEMENT TIME

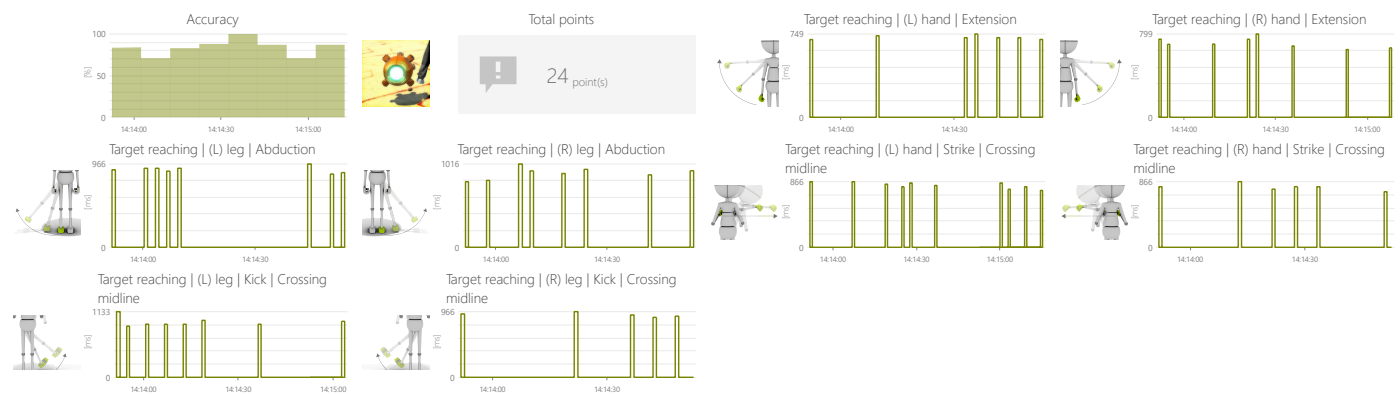
REACT

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

- Task duration
- Time to react
- Distance to targets

OBJECTIVES

- Speed of movement
- Bilateral movements in response to bilateral stimuli
- Dynamic responses to emerging moving targets
- Movements times comparison (left and right limbs)

INSTRUCTION FOR PATIENT

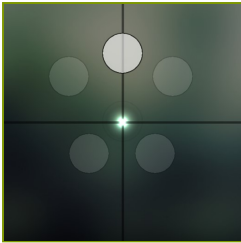
Hit the target as quickly as you can. Then set yourself in rest pose



SAMPLE SETTINGS



◀	Difficulty 1/2 ▶
Duration < 90s >	Time to react < 2s >
	Distance to targets < 75% >



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

- Range
- Show path
- Repetitions

OBJECTIVES

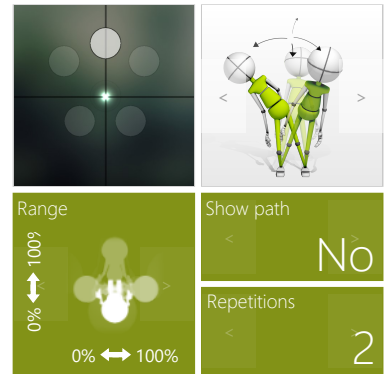
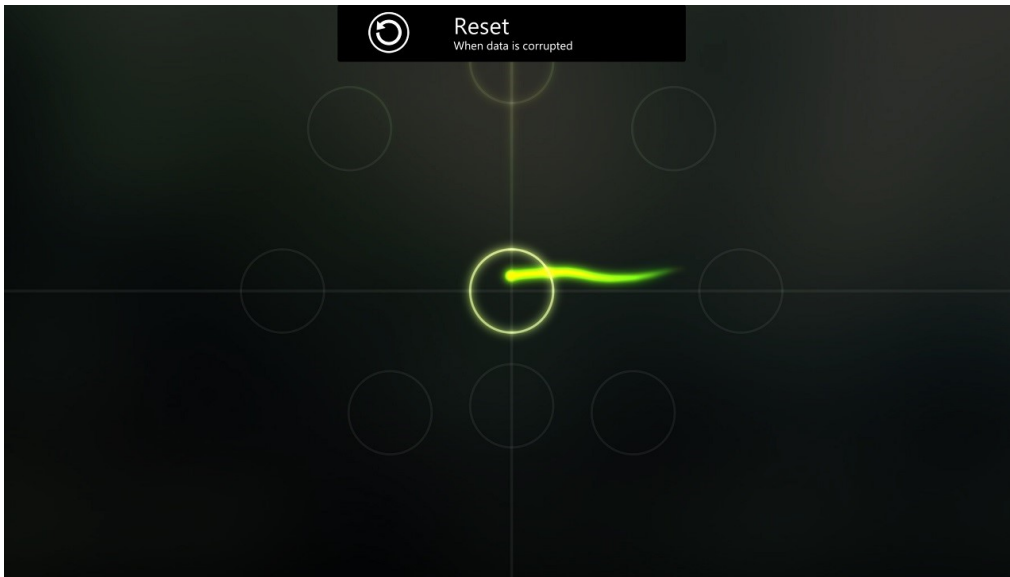
- Test the limits of balance and equilibrium
- Dynamics of planned movements

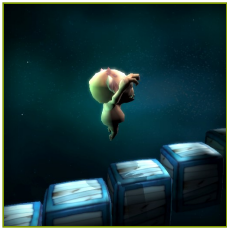
INSTRUCTION FOR PATIENT

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



SAMPLE SETTINGS



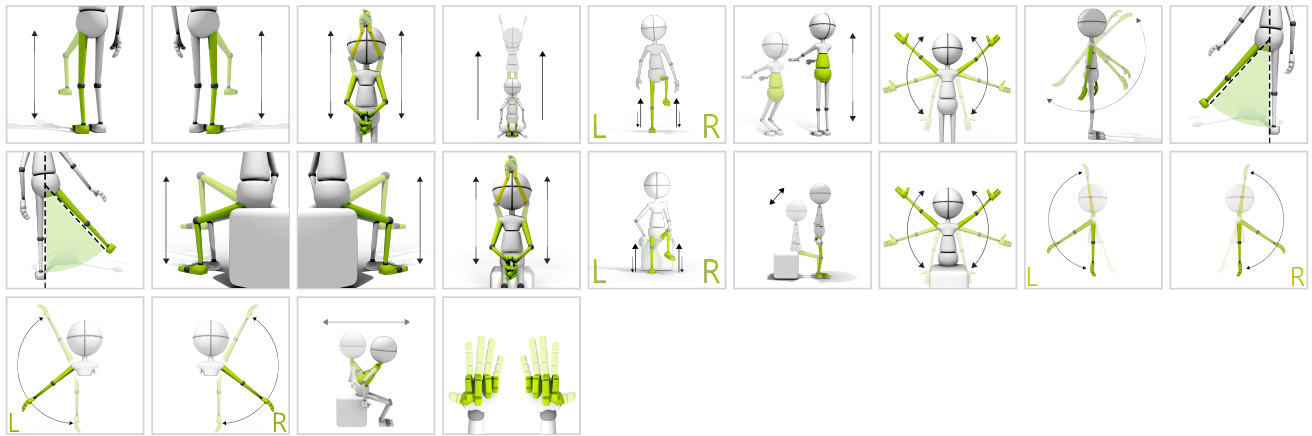


SPEED

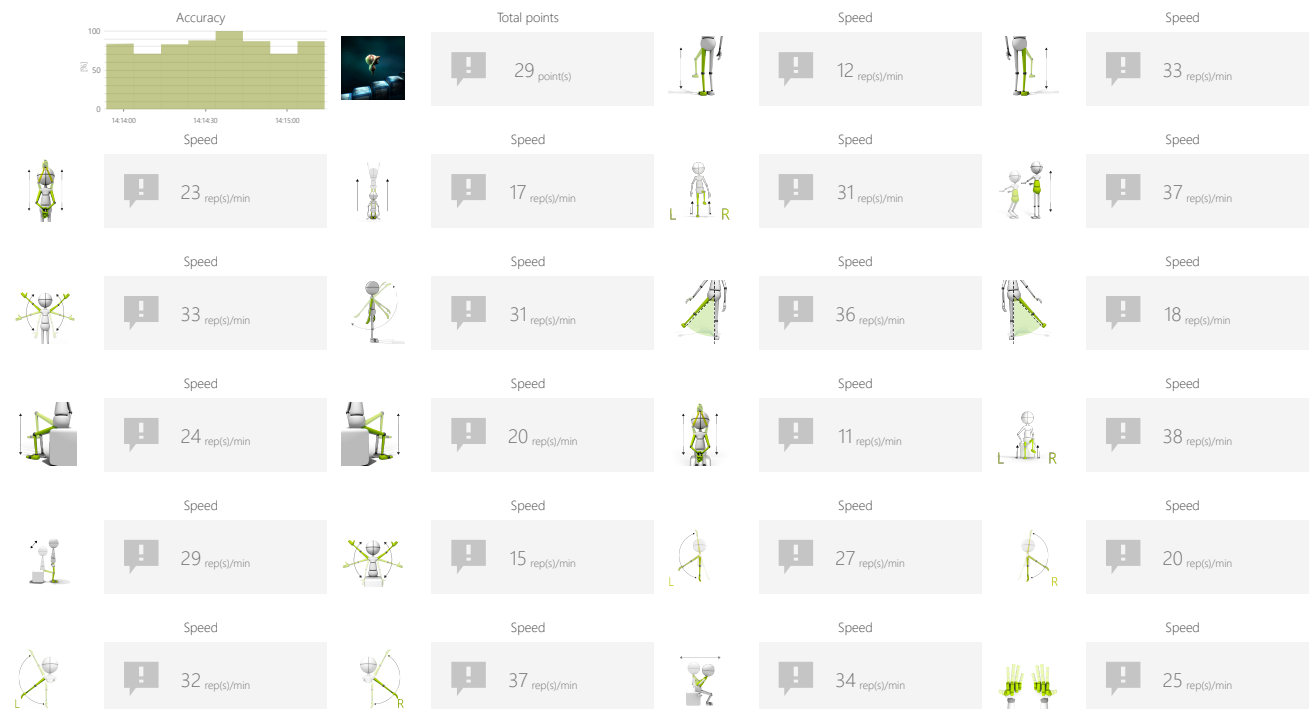
STAIRS

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
- Max time per floor
- Number of stairs
- Pause length

OBJECTIVES

- Jumping
- Knees lifting
- Dynamics of planned movements

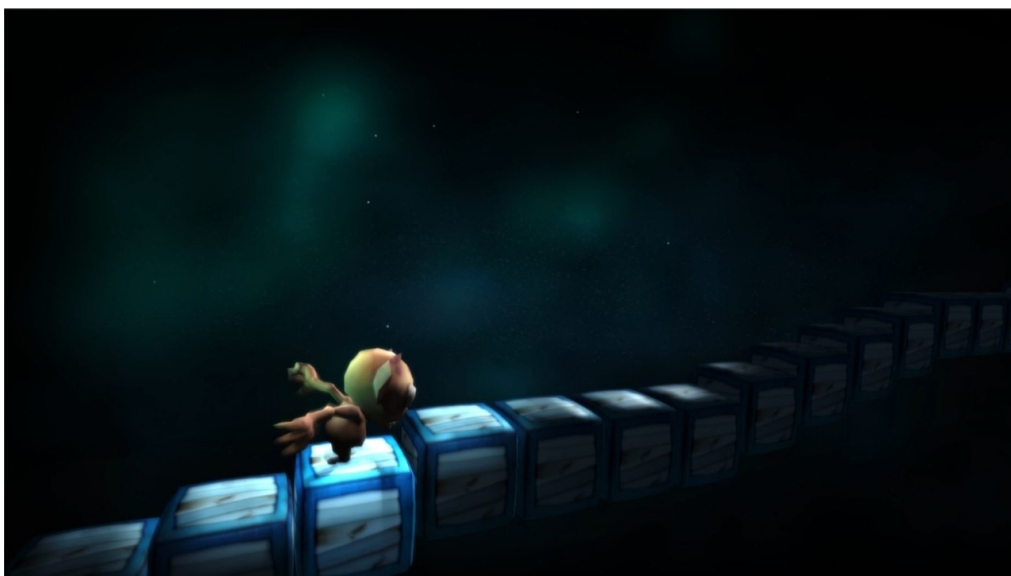
INSTRUCTION FOR PATIENT

Climb the stairs before they disappear

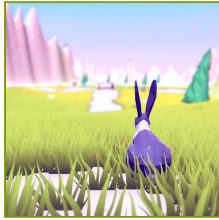


SPEED STAIRS

SAMPLE SETTINGS



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

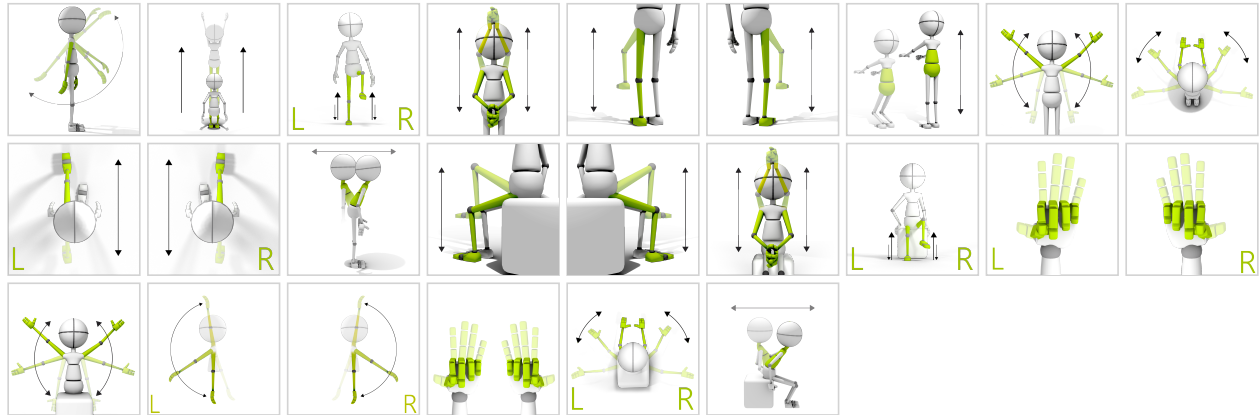


SPEED

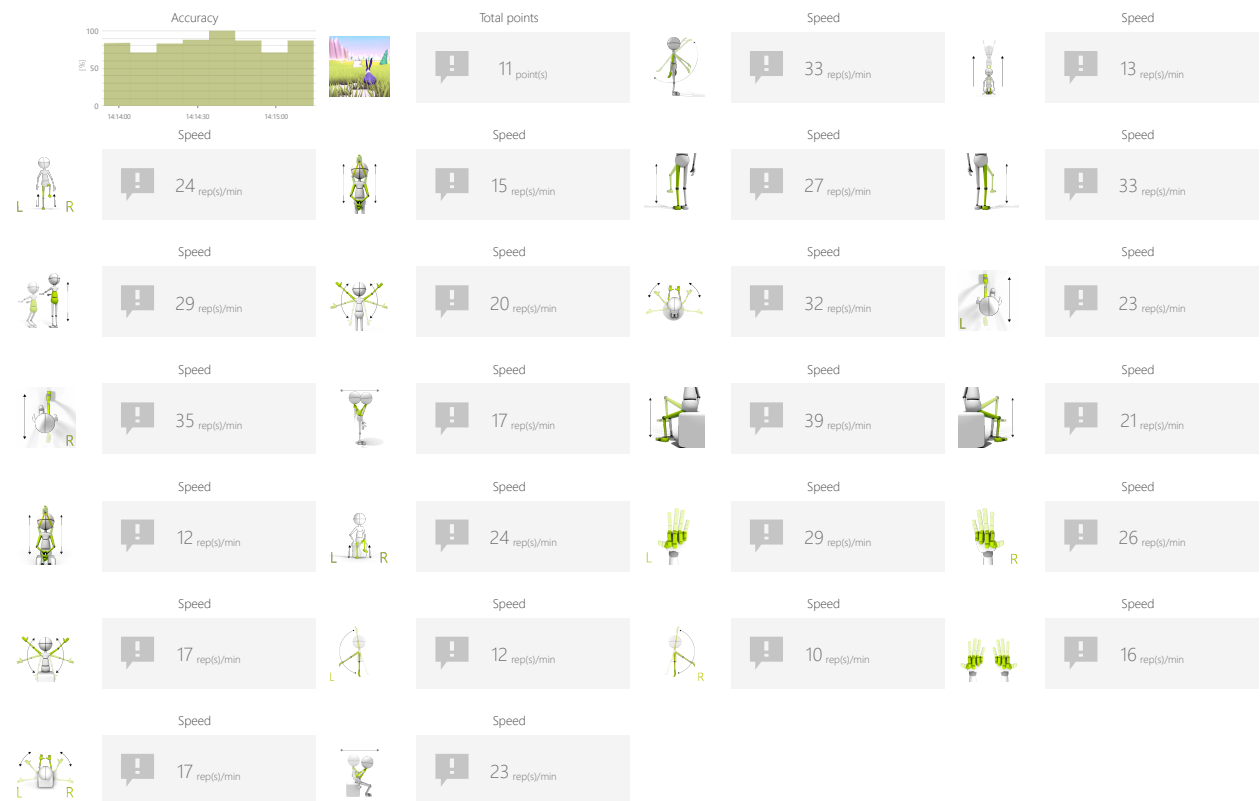
RABBIT

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range

OBJECTIVES

- Speed of movement
- Repetitive movements

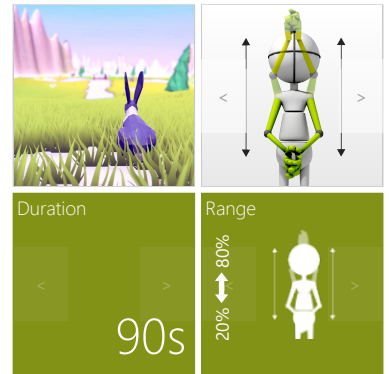
INSTRUCTION FOR PATIENT

Go through the entire route as fast as you can



SPEED RABBIT

SAMPLE SETTINGS



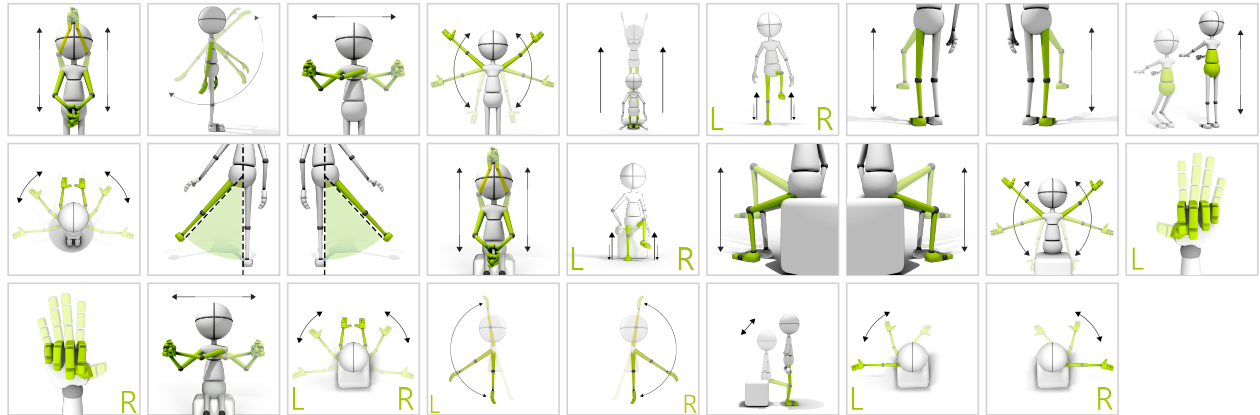


SPEED

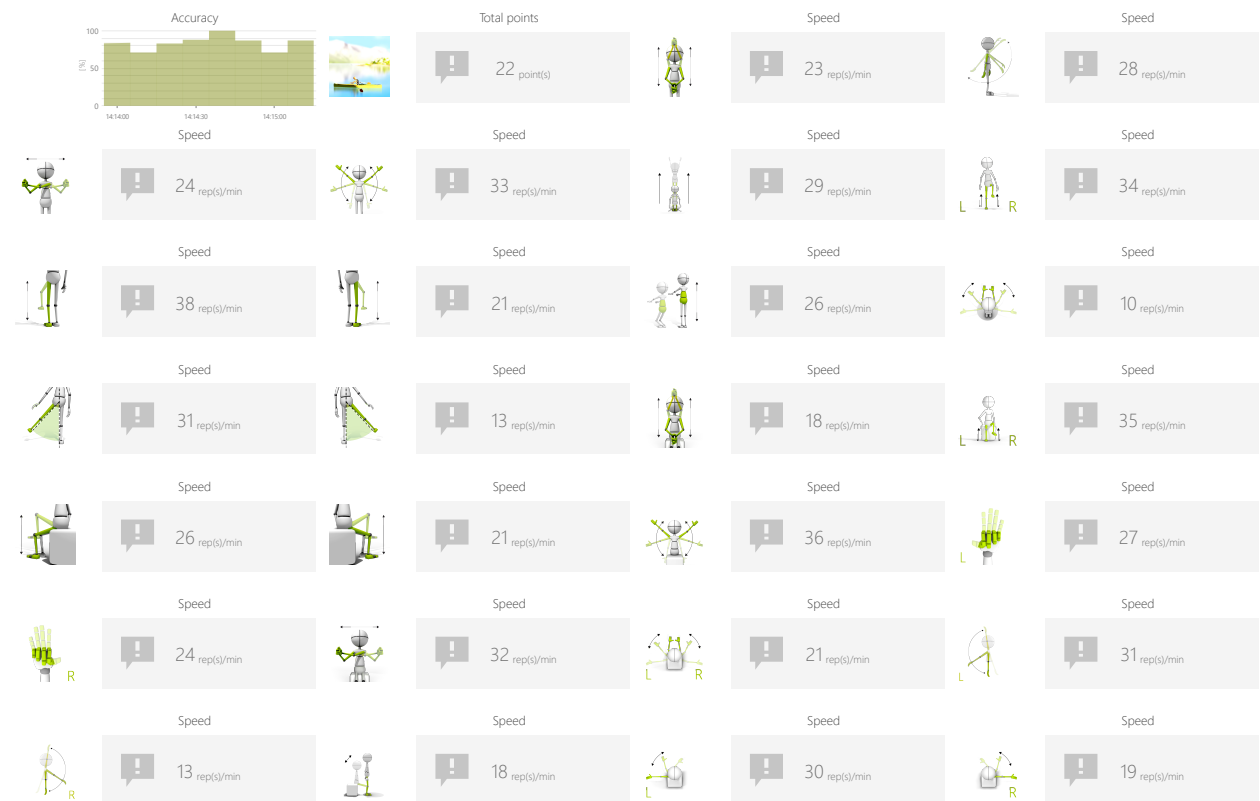
KAYAK

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

OBJECTIVES

- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

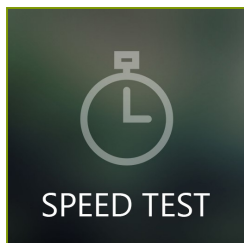
Row as fast as you can



SAMPLE SETTINGS



<p>Duration</p> <p>< 90s ></p>	<p>Range</p> <p>20% 80%</p>

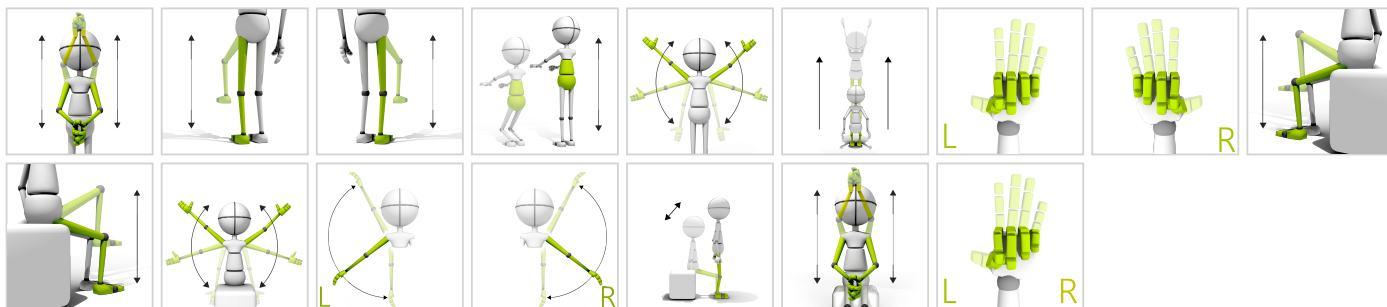


SPEED

SPEED TEST

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

CONTROL MODES



RESULTS

	Speed ! 31 rep(s)/min		Speed ! 12 rep(s)/min		Speed ! 19 rep(s)/min		Speed ! 15 rep(s)/min
	Speed ! 12 rep(s)/min		Speed ! 17 rep(s)/min		Speed ! 15 rep(s)/min		Speed ! 20 rep(s)/min
	Speed ! 17 rep(s)/min		Speed ! 38 rep(s)/min		Speed ! 19 rep(s)/min		Speed ! 38 rep(s)/min
	Speed ! 36 rep(s)/min		Speed ! 34 rep(s)/min		Speed ! 39 rep(s)/min		Speed ! 37 rep(s)/min

ADJUSTMENTS

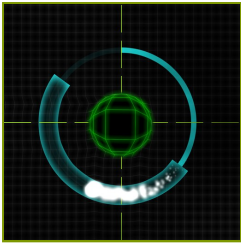
- Time to complete action
- Range

OBJECTIVES

- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

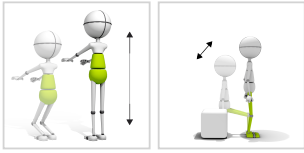
Perform the specified movement pattern as many times as possible



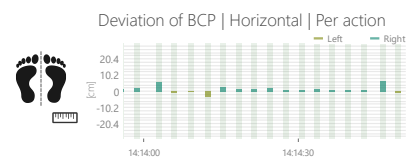
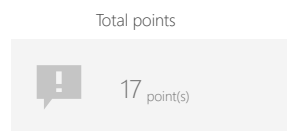
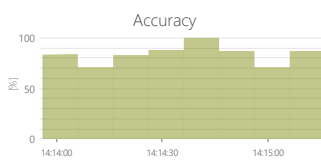
BALANCE GRID

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Period

OBJECTIVES

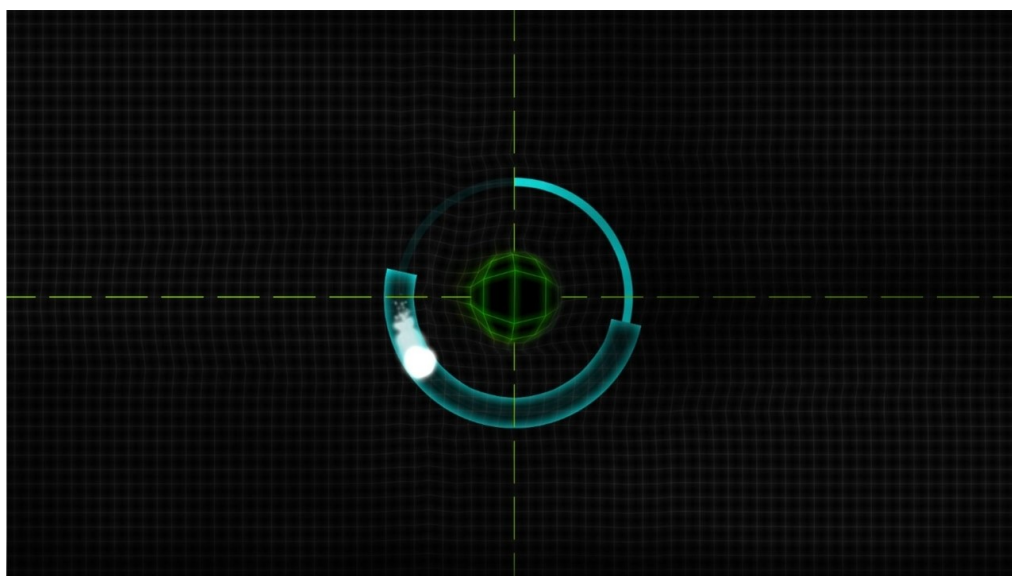
- Balance and equilibrium training
- 3D space movements reproduction
- Activity in a given rhythm

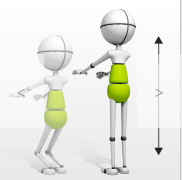
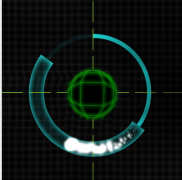
INSTRUCTION FOR PATIENT

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



SAMPLE SETTINGS





◀

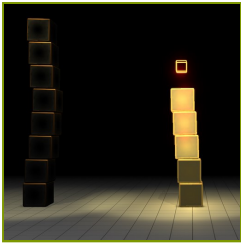
Difficulty
1/3

▶

Duration
< 90s >

Range
5%
50%
0% ↔ 100%

Period
< 6s >

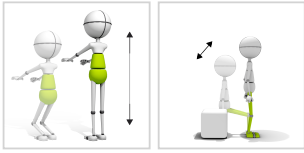


BALANCE

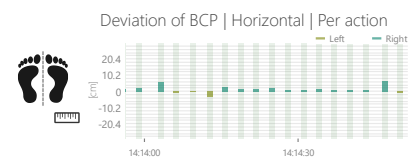
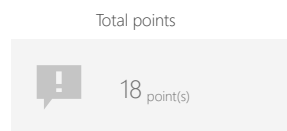
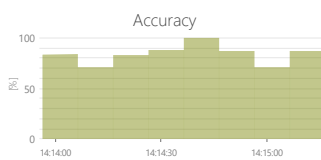
BLOCK BUILDER

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Stack height

OBJECTIVES

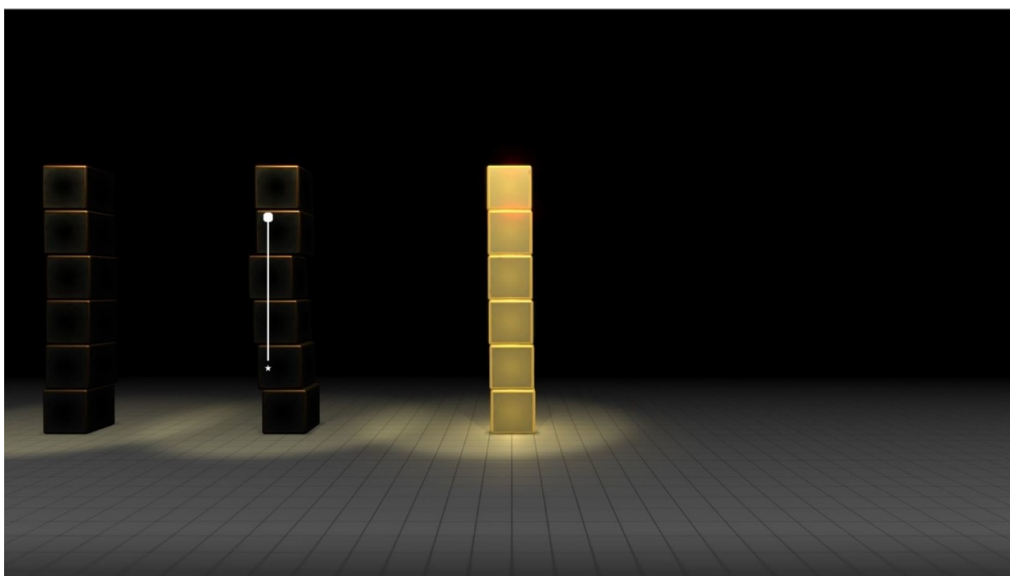
- Movement precision
- Muscle strengthening
- Balance and equilibrium training

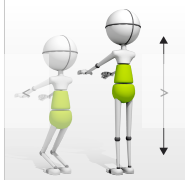
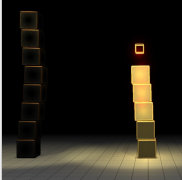
INSTRUCTION FOR PATIENT

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



SAMPLE SETTINGS





◀

Difficulty
1/3

▶

◀

Duration
90s

>

◀

Range
5%
50%
0% ↔ 100%

>

◀

Stack height
6

>

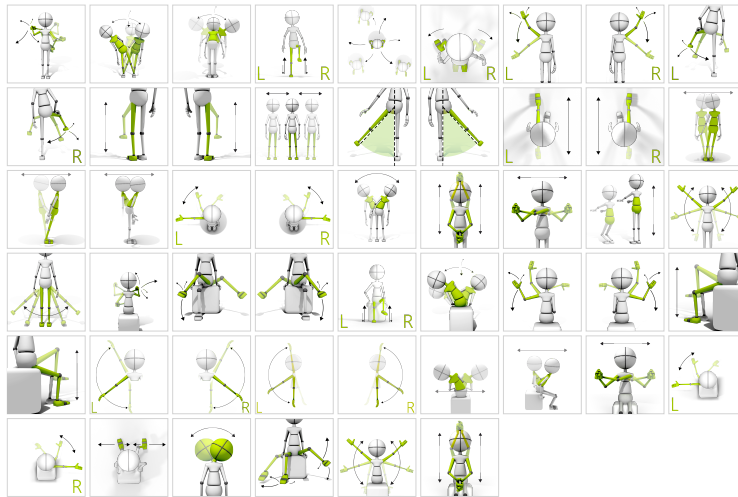


MOVEMENT PRECISION

FISH

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Movement mode
- Range
- Route shape
- Speed of objects

OBJECTIVES

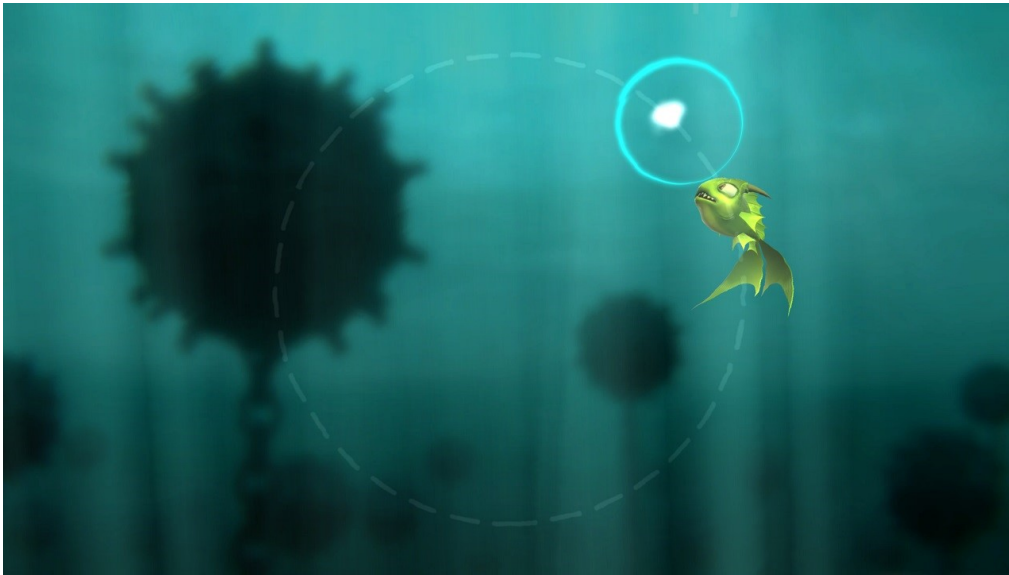
- 3D space movements reproduction
- Planned movements
- Muscle strengthening
- Movement precision
- Visual motor coordination

INSTRUCTION FOR PATIENT

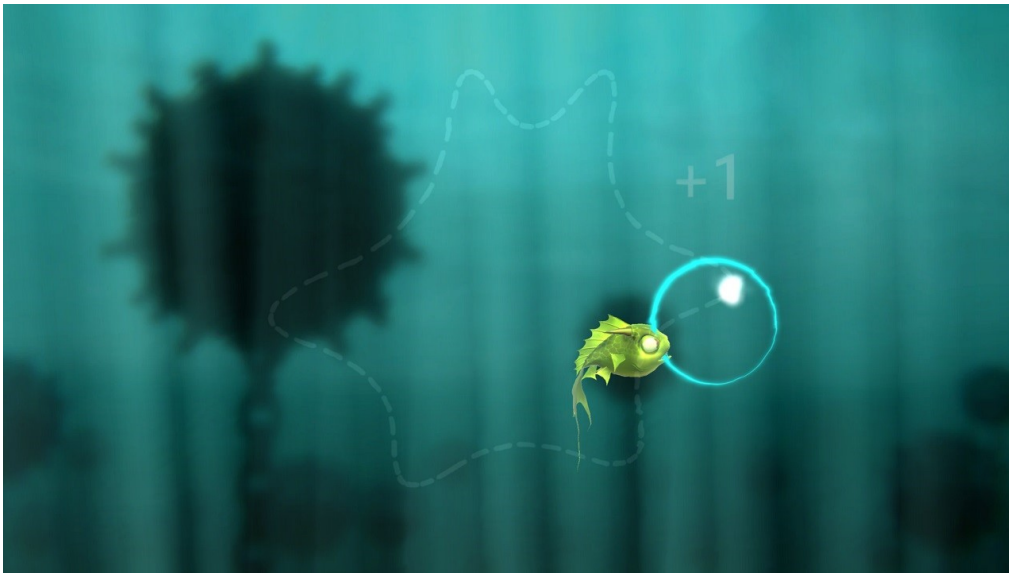
Move the blue circle to protect the sparks source from the fish.
When the sparks source is inside the circle it is safe



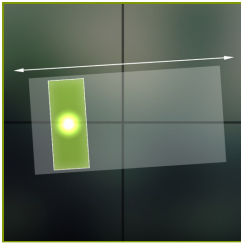
SAMPLE SETTINGS



Difficulty Custom	
Duration 90s	Movement mode Left
Range 20% ↔ 80%	Route shape
Speed of objects 100%	



Difficulty 1/3	
Duration 90s	Movement mode Left
Range 20% ↔ 80%	Route shape
Speed of objects 100%	

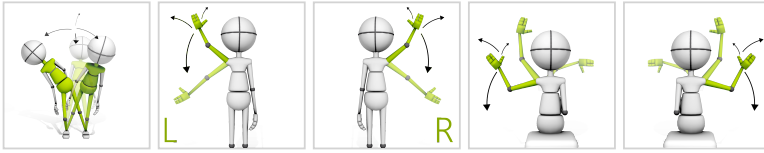


MOVEMENT PRECISION

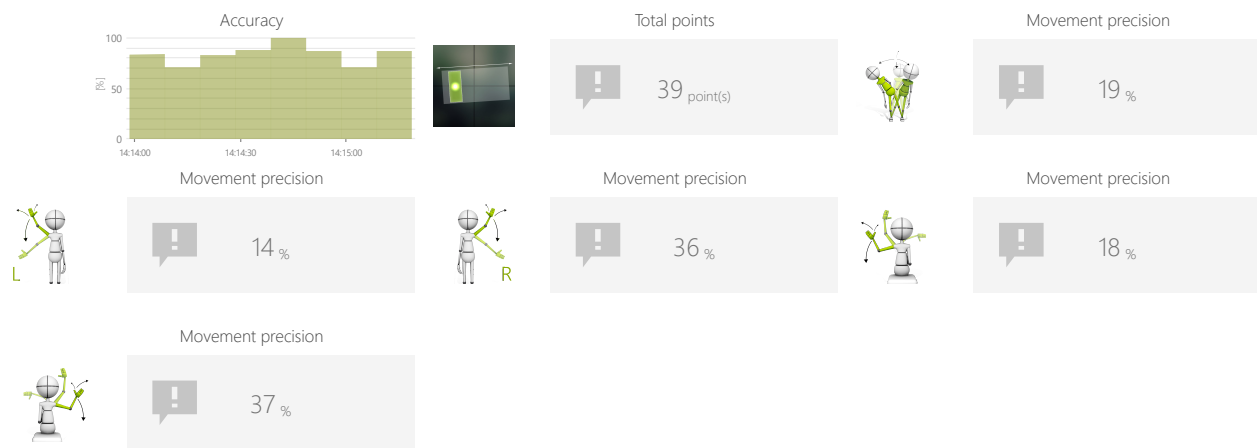
PENDULUM

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- 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

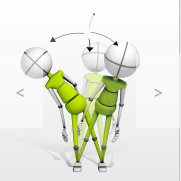
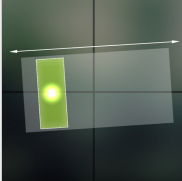



MOVEMENT PRECISION

PENDULUM


SAMPLE SETTINGS







Difficulty
1/2



Duration
< 90s >

Range
80%
20%
20% ↔ 80%

Show path
< No >

Period
< 5s >

Rotation
< 0 >

Pendulum height
< 50% >

Pendulum width
< 100% >



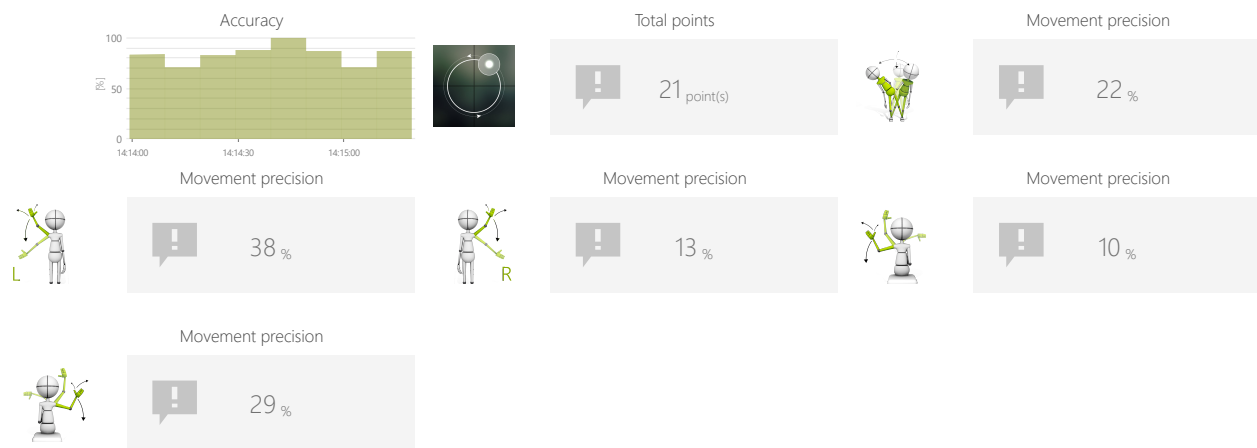
MOVEMENT PRECISION TRACKING

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

CONTROL MODES



RESULTS



ADJUSTMENTS

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

OBJECTIVES

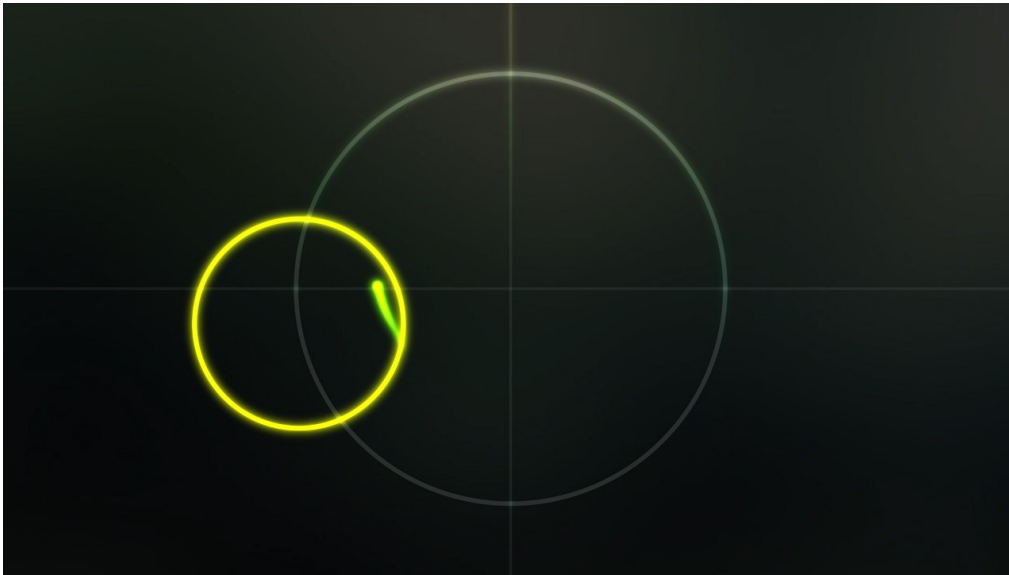
- 3D space movements reproduction
- Balance and equilibrium training
- Test the limits of balance and equilibrium

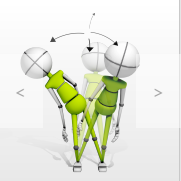

INSTRUCTION FOR PATIENT

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

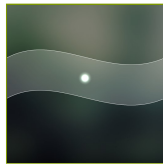


SAMPLE SETTINGS





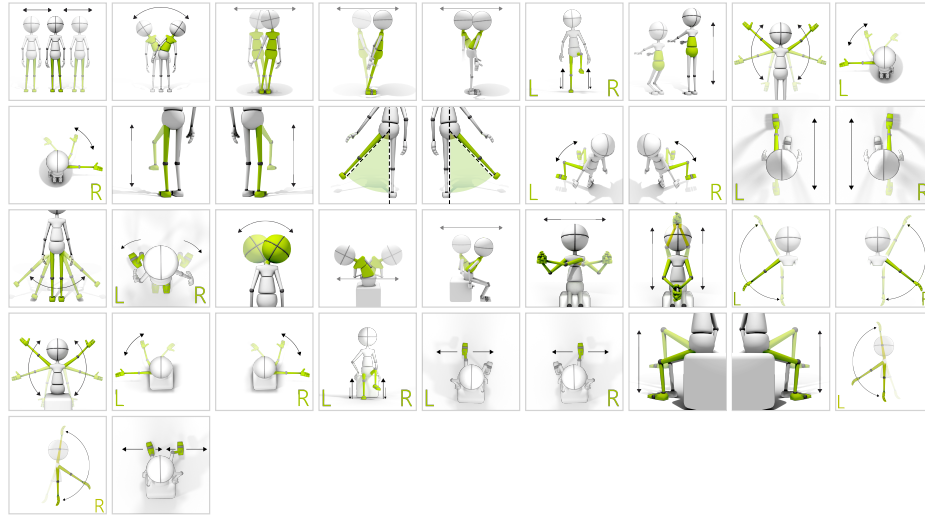
Duration	Range
< 90s >	20% 80% 20% 80%
Inverse direction	Show path
< No >	< No >
Period	Radius
< 10s >	< 75% >
Target radius	
< 75% >	



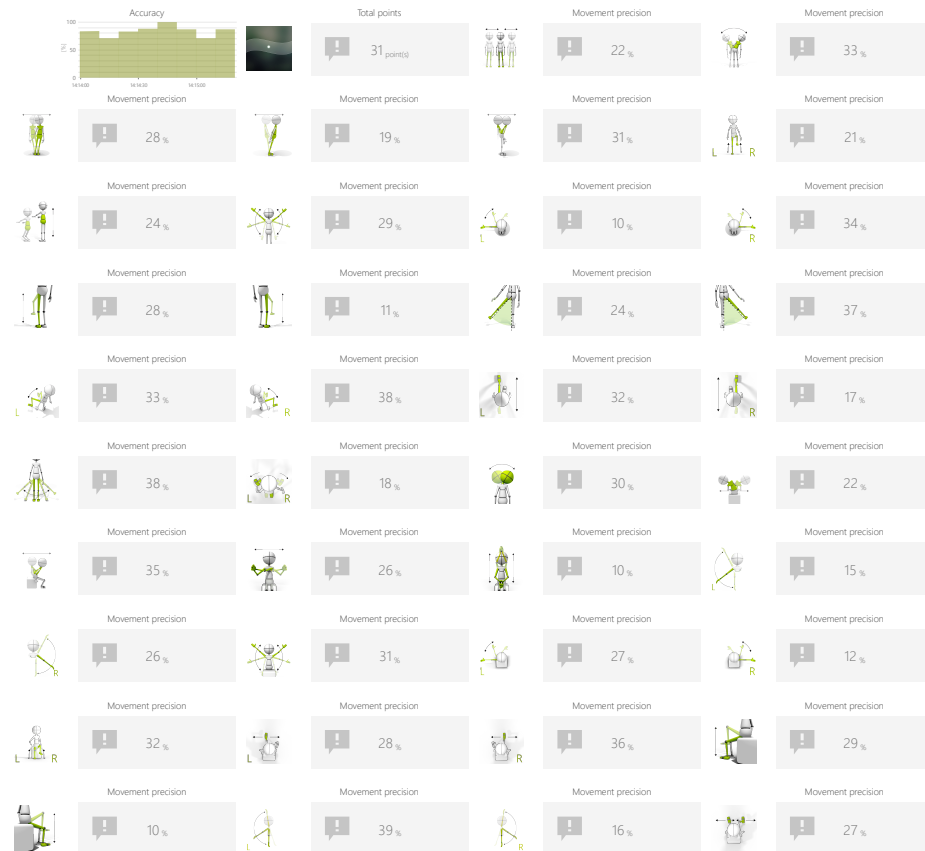
MOVEMENT PRECISION GRAPH

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

OBJECTIVES

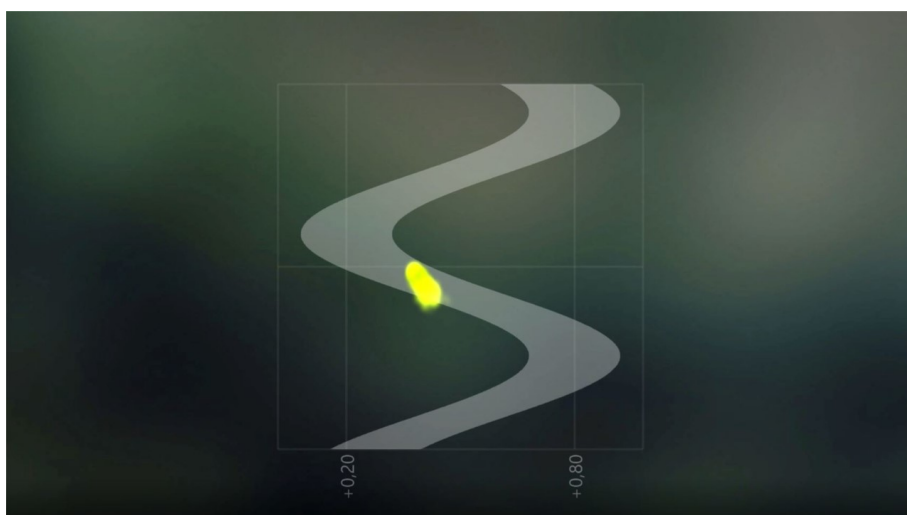
- Movement precision
- Activity in a given rhythm
- Repetitive movements
- Hands raising

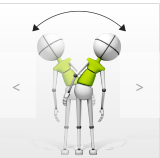
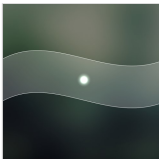
INSTRUCTION FOR PATIENT

Try to stay within the borders



SAMPLE SETTINGS





◀

Difficulty
3/3

▶

Graph configuration

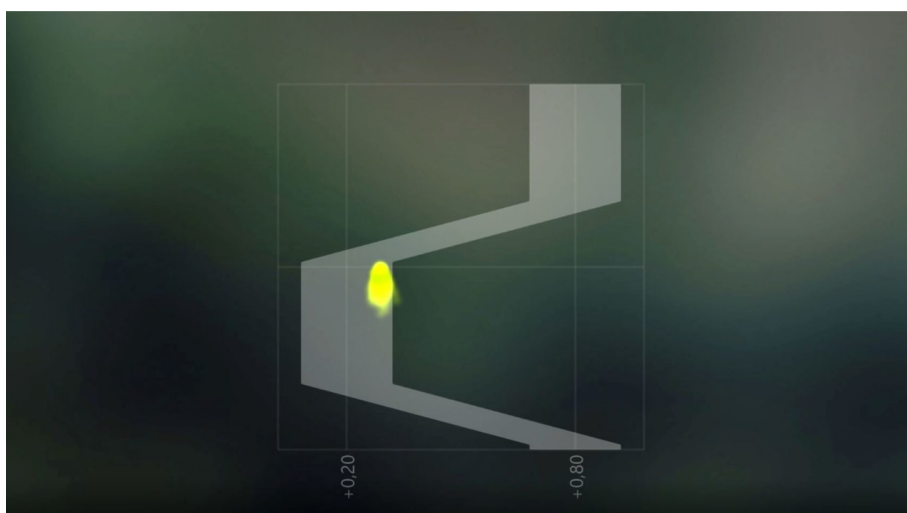
⌚: 4.0s ±: 20%

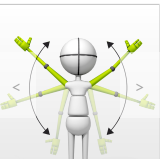
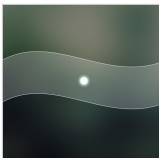
Duration

< 30s >

Range

< 20% ↔ 80% >





◀

Difficulty
1/3

▶

Graph configuration

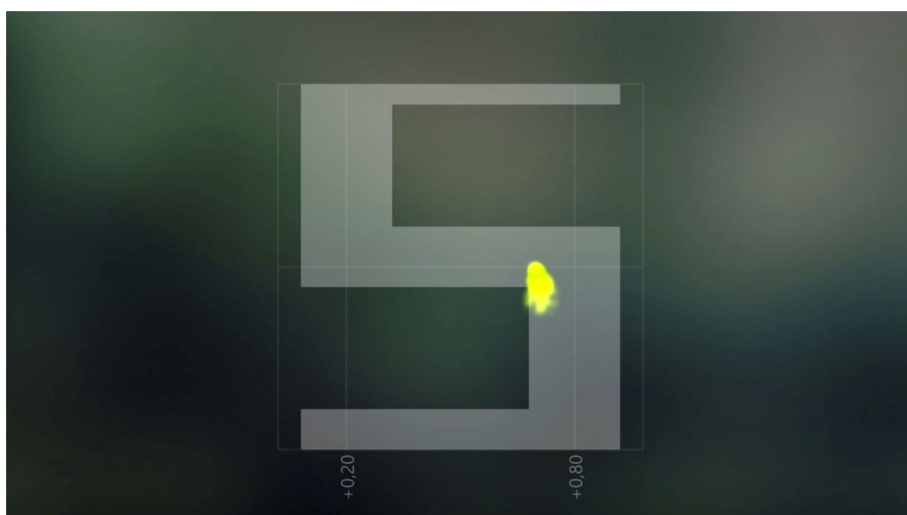
⌚: 4.0s ±: 40%


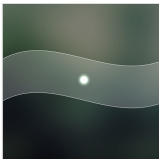
Duration

< 90s >

Range

< 20% ↔ 80% >





◀

Difficulty
Custom

▶

Graph configuration

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

Duration

< 30s >

Range

< 20% ↔ 80% >

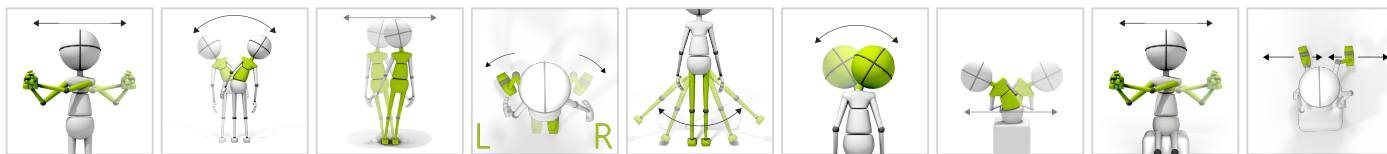


MOVEMENT PRECISION

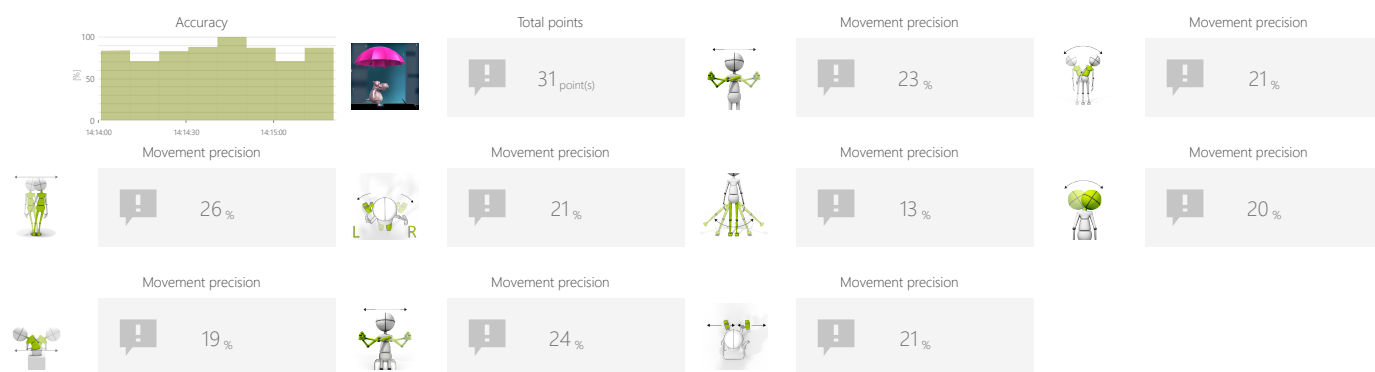
UMBRELLA

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 20% ↔ 80%		Umbrella size 150%

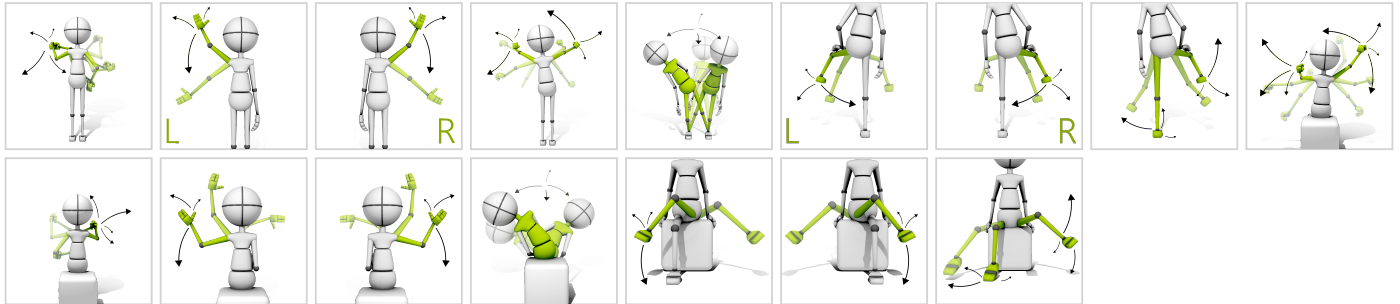


FUNCTIONAL MOVEMENTS

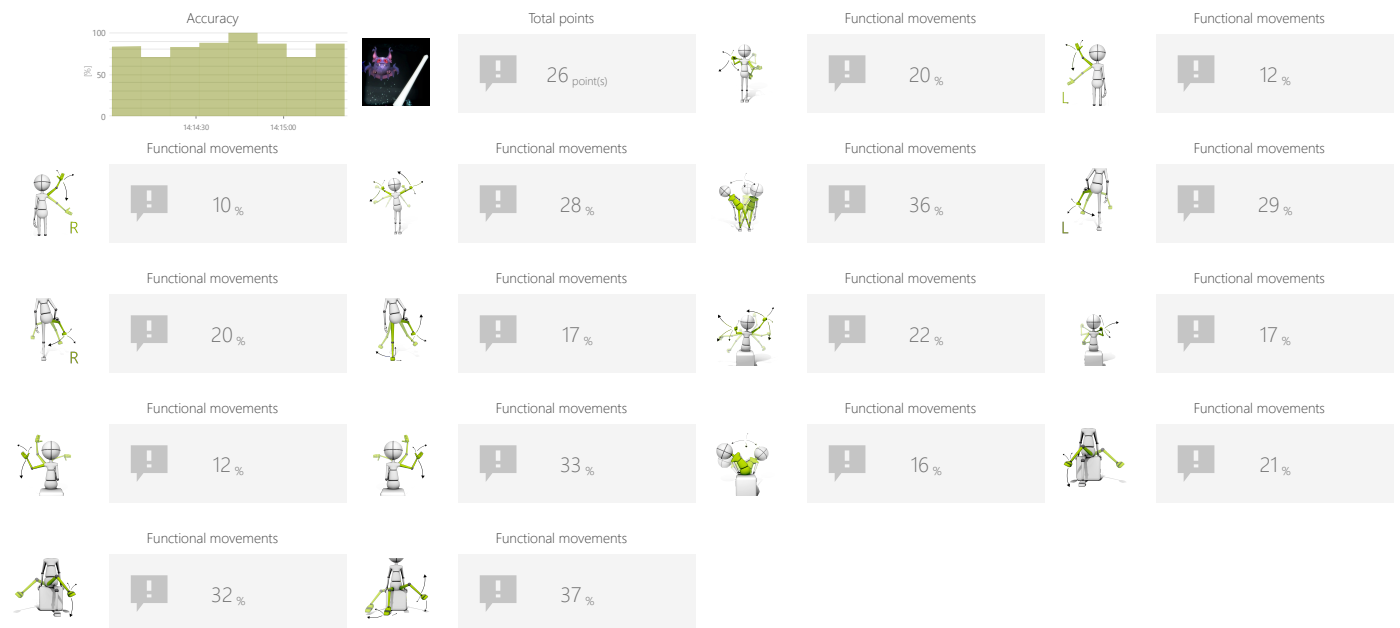
VAMPIRES

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



ADJUSTMENTS

- Positions to have targets on
- Task duration
- Time between objects
- Time to react

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!



SAMPLE SETTINGS



◀	Difficulty 1/3	▶
Active positions 		Duration < 90s >
Time between objects < 2s >		Time to react < 2s >



◀	Difficulty 1/3	▶
Active positions 		Duration < 90s >
Time between objects < 2s >		Time to react < 2s >



FUNCTIONAL MOVEMENTS

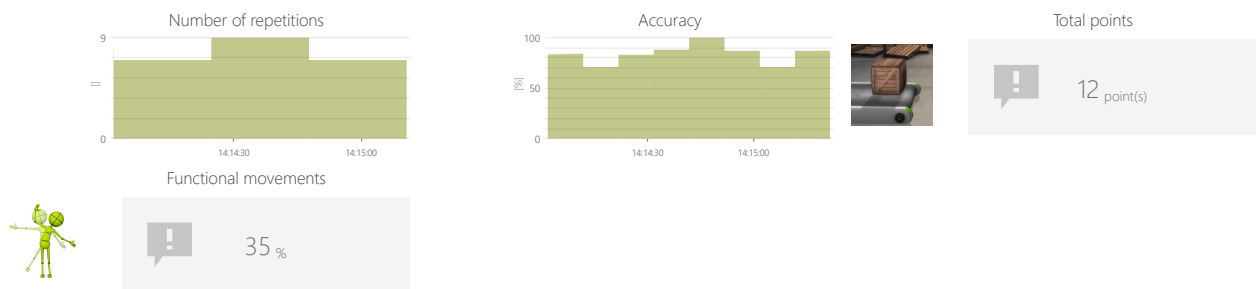
PRODUCTION LINE

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
- Source line elevation
- Target line elevation

OBJECTIVES

- Planned movements
- Repetitive movements
- Hands raising
- Sideways walking
- Both hands grabbing

INSTRUCTION FOR PATIENT

Move boxes from one line to another by precisely gripping and releasing them, lifting them up, lowering them and moving with them.



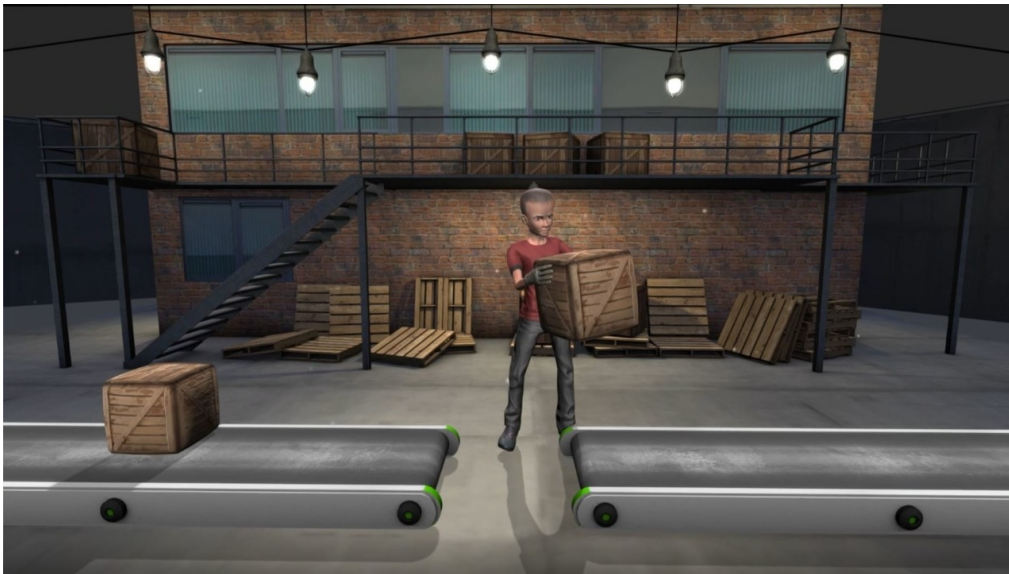
FUNCTIONAL MOVEMENTS

PRODUCTION LINE

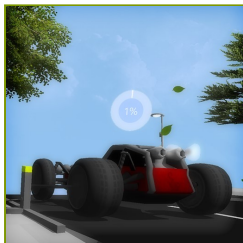
SAMPLE SETTINGS



Difficulty Custom	
Duration 30s	Source line elevation 0
	Target line elevation 80



Difficulty Custom	
Duration 30s	Source line elevation 0
	Target line elevation 0

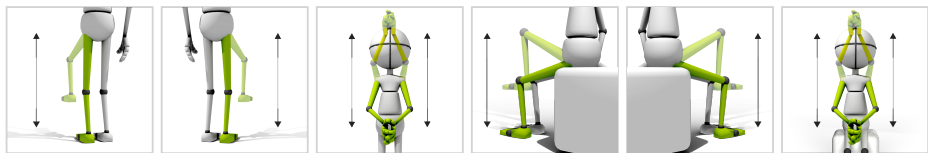


FUNCTIONAL MOVEMENTS

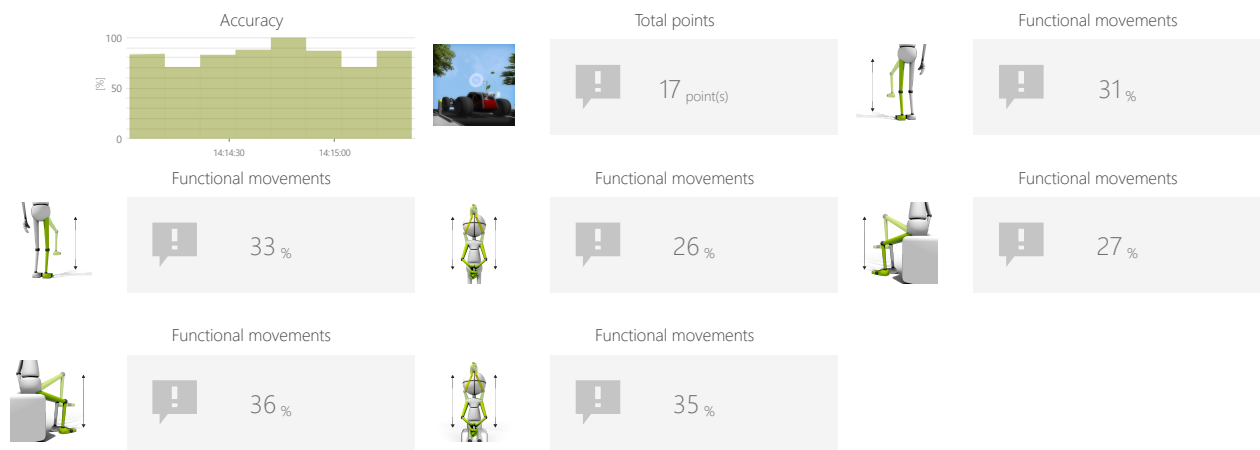
PUMPER

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
- Time to complete action

OBJECTIVES

- Speed of movement
- Knees lifting
- Hands raising
- Dynamics of planned movements

INSTRUCTION FOR PATIENT

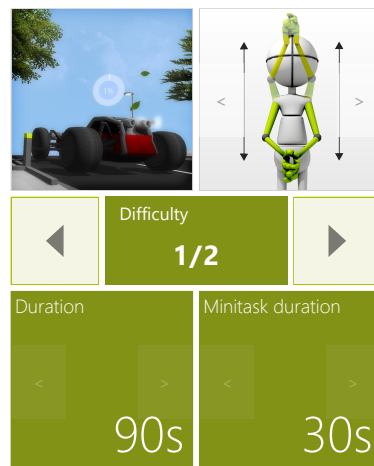
Pump the wheels as quickly as you can



FUNCTIONAL MOVEMENTS

PUMPER

SAMPLE SETTINGS



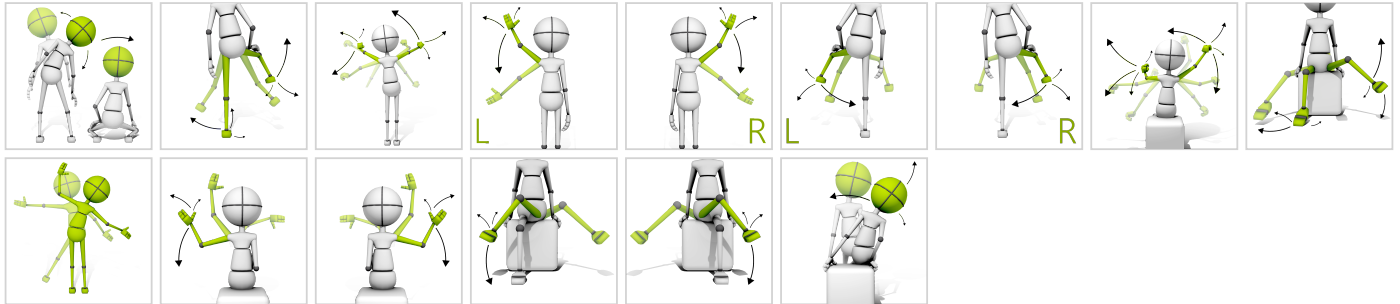


FUNCTIONAL MOVEMENTS

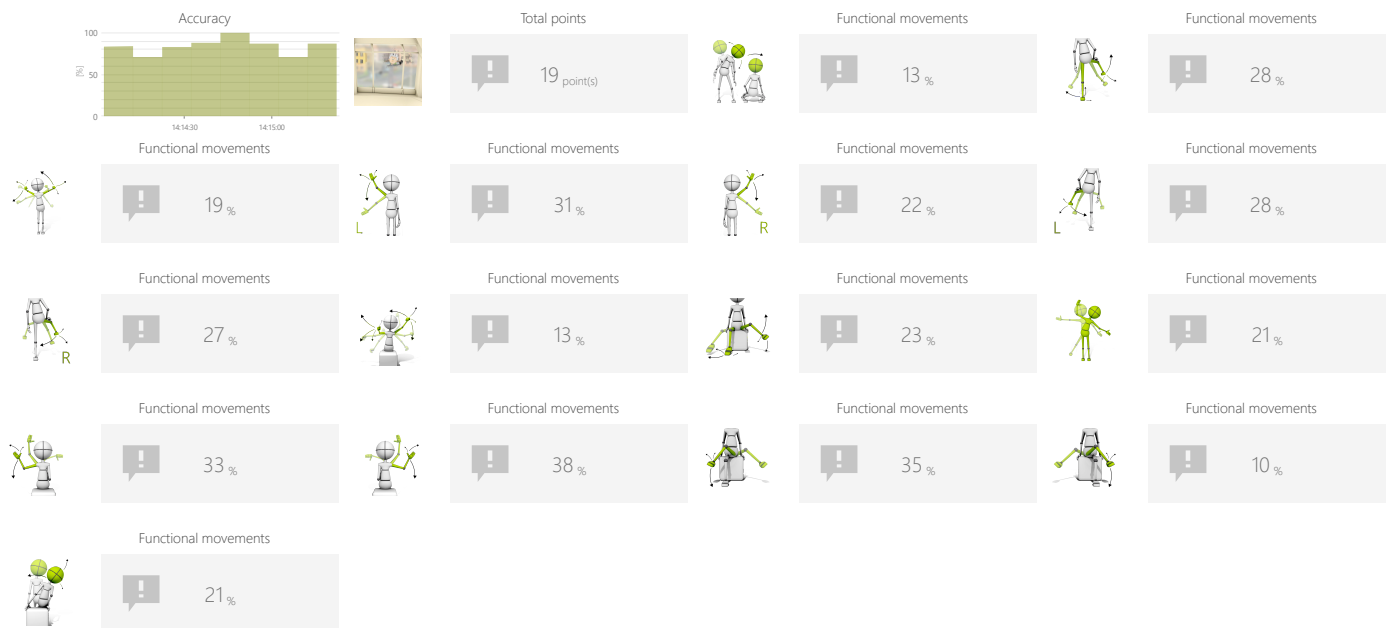
CLEANER

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
- Time to complete action
- Force centered position

OBJECTIVES

- Visual motor coordination
- Exercise with or without support from healthy limb
- Improve range of motion
- Movement awareness
- Mirrored feedback exercises

INSTRUCTION FOR PATIENT

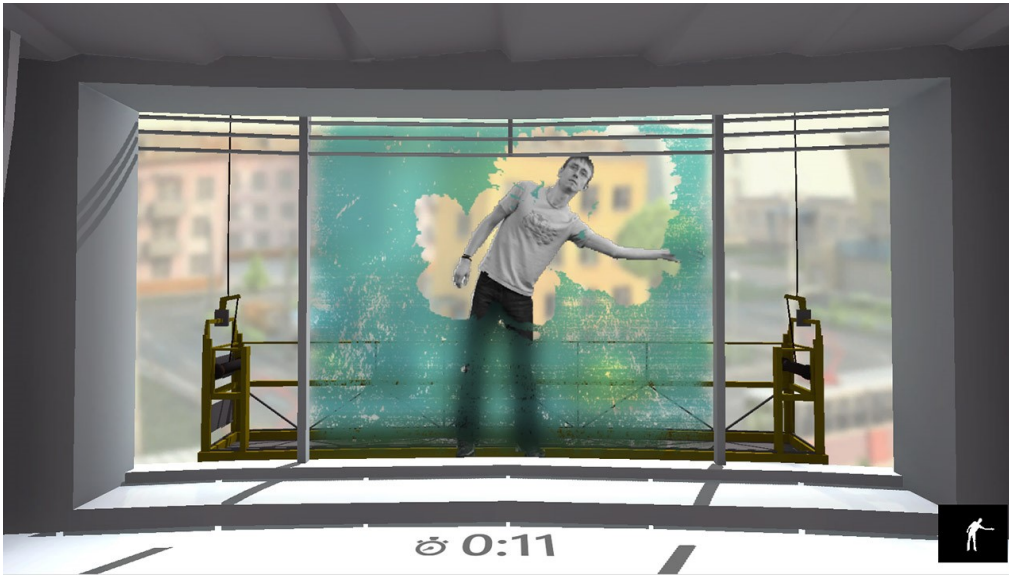
Clean the largest possible window area as quickly as possible.

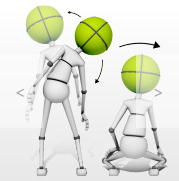



FUNCTIONAL MOVEMENTS

CLEANER

SAMPLE SETTINGS





◀

Difficulty
1/3



▶

Duration
< 90s >

Minitask duration
< 20s >

Force centered position
< No >





◀

Difficulty
1/3

▶

Duration
< 90s >

Minitask duration
< 20s >

Force centered position
< No >

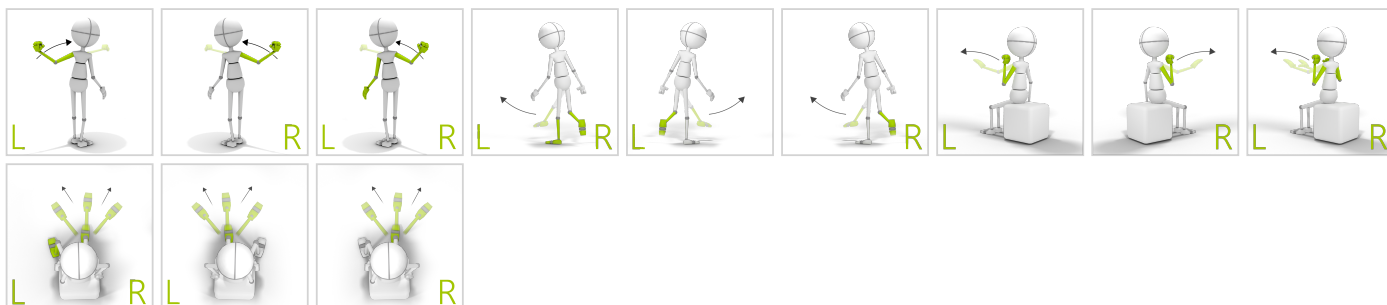


FUNCTIONAL MOVEMENTS

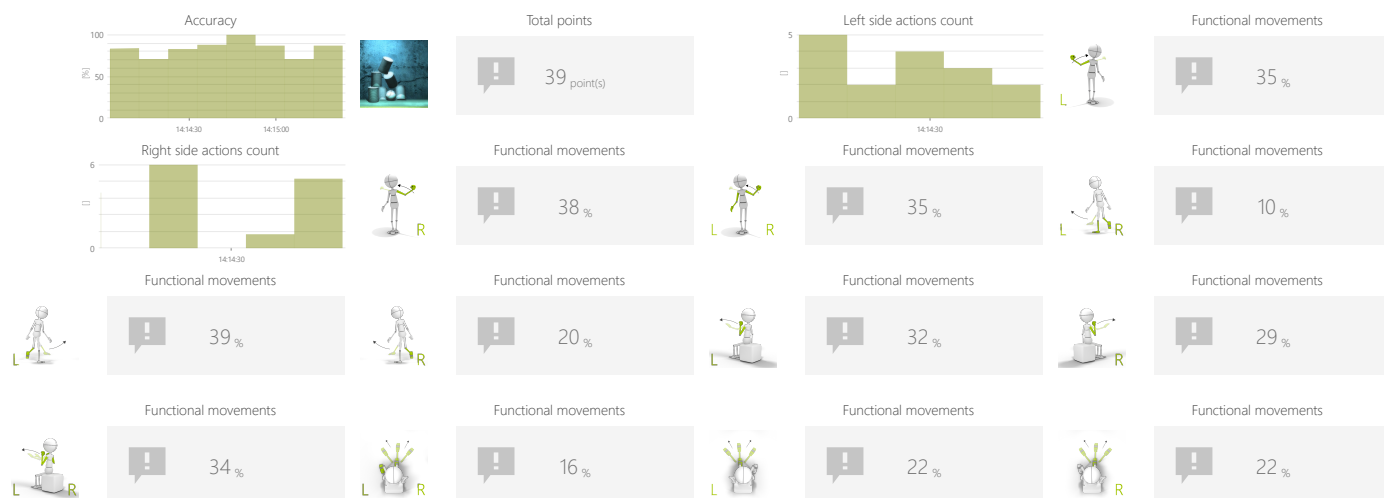
CANS

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



ADJUSTMENTS

- Task duration
- Speed of objects
- Weight of targets

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

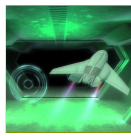
Throw the balls to strike as many cans as you can



SAMPLE SETTINGS



	Difficulty 1/4
Duration 90s	
Speed of objects 75%	
Weight of targets 100%	

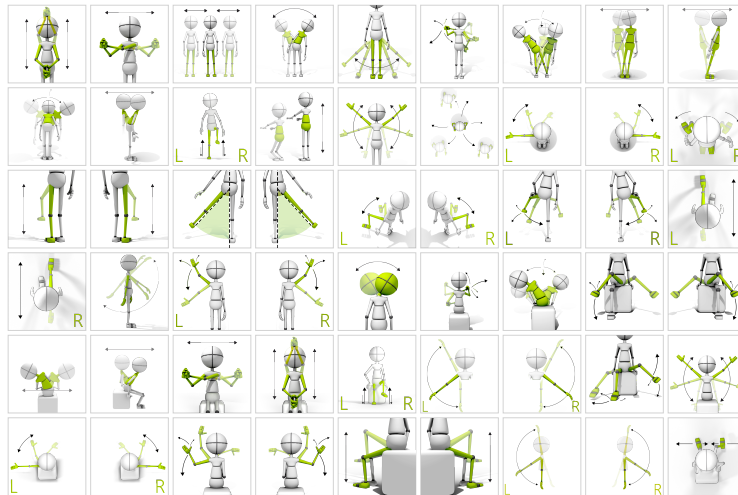


FUNCTIONAL MOVEMENTS

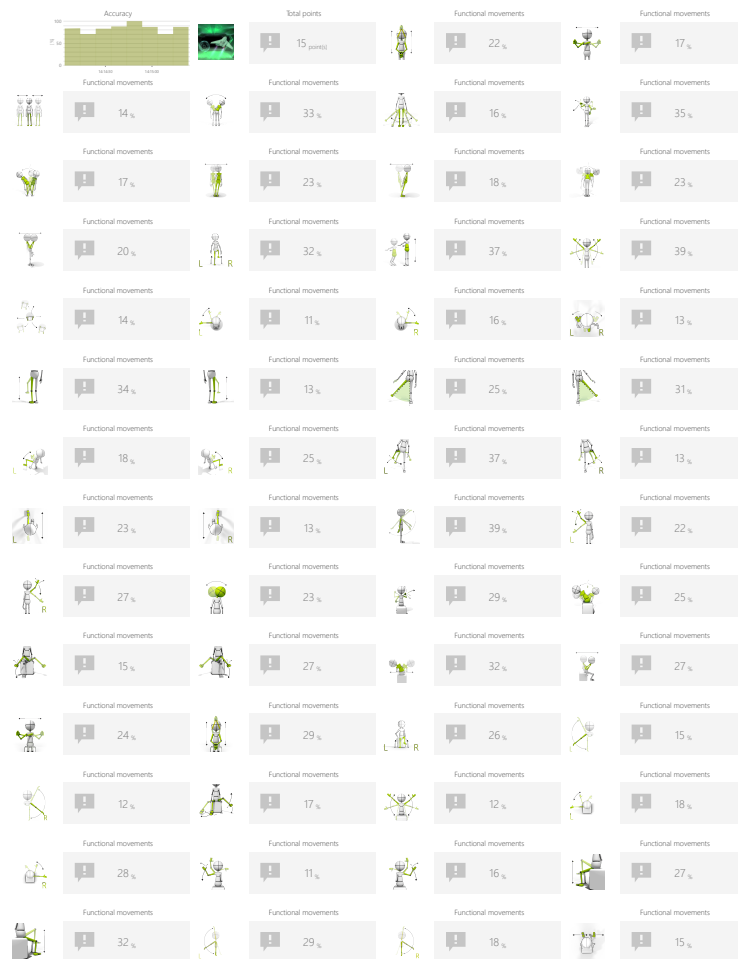
AIRPLANE

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

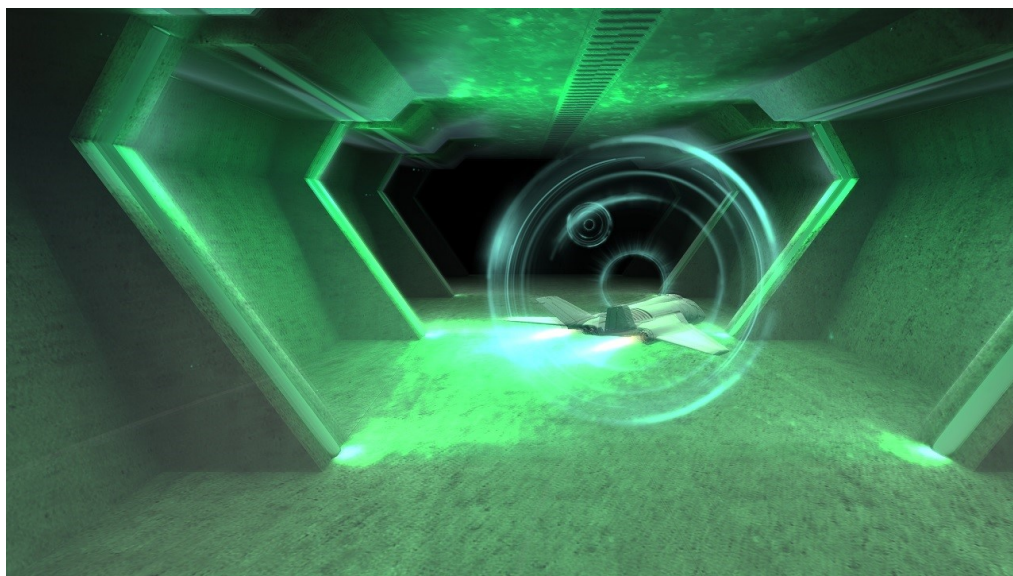
Make the airplane fly through the circles. The closer to the center it flies the more points you get

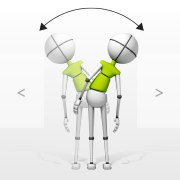
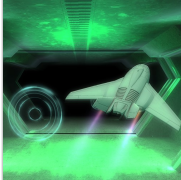


FUNCTIONAL MOVEMENTS

AIRPLANE

SAMPLE SETTINGS





◀

Difficulty
2/4

▶

Duration
90s

Range
20% ↔ 80%

Player speed
100%



FUNCTIONAL MOVEMENTS

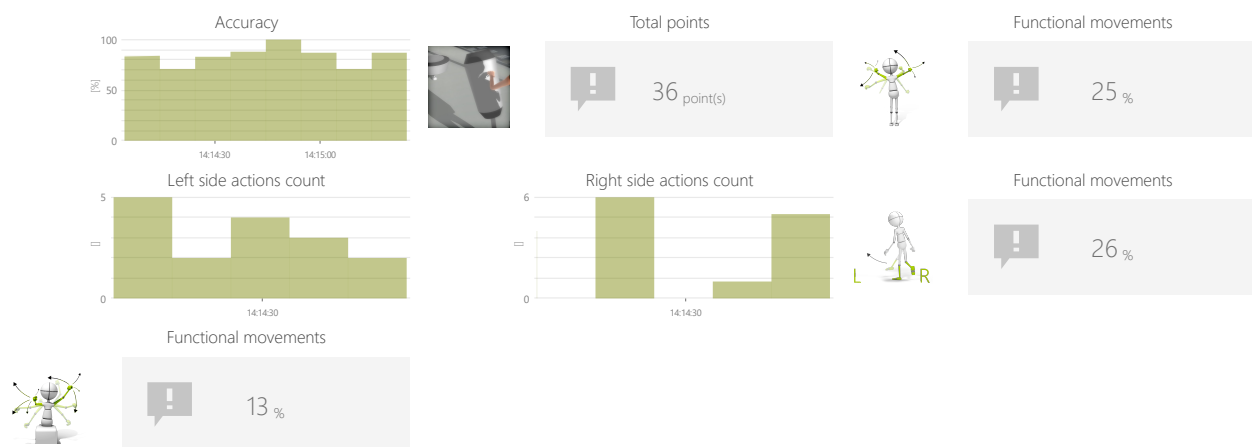
PUNCHER

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
- Time to complete action

OBJECTIVES

- Speed of movement
- Spontaneous movements

INSTRUCTION FOR PATIENT

Punch or kick the bag as many times as you can



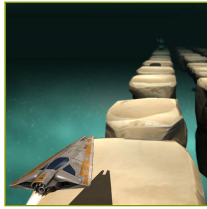
SAMPLE SETTINGS



◀	Difficulty 1/2	▶
Duration < 30s >		Minitask duration < 30s >



◀	Difficulty 1/2	▶
Duration < 30s >		Minitask duration < 30s >

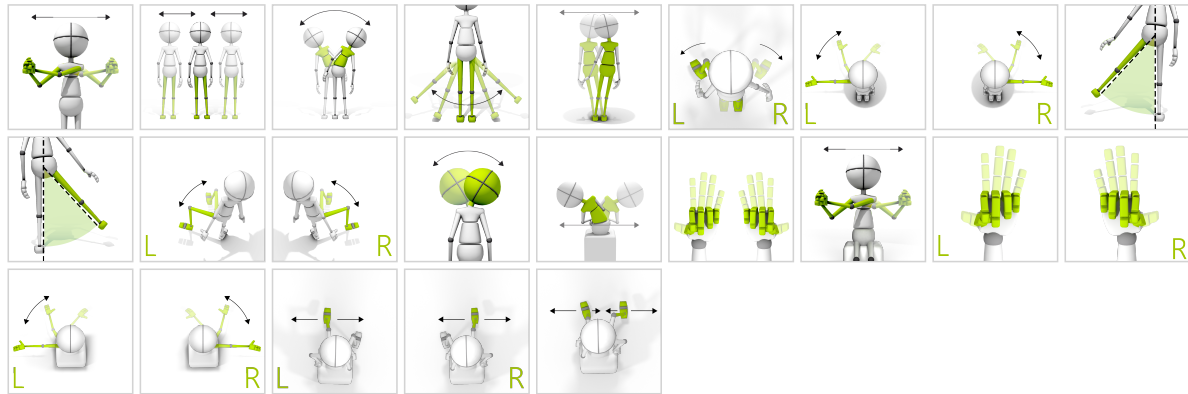


FUNCTIONAL MOVEMENTS

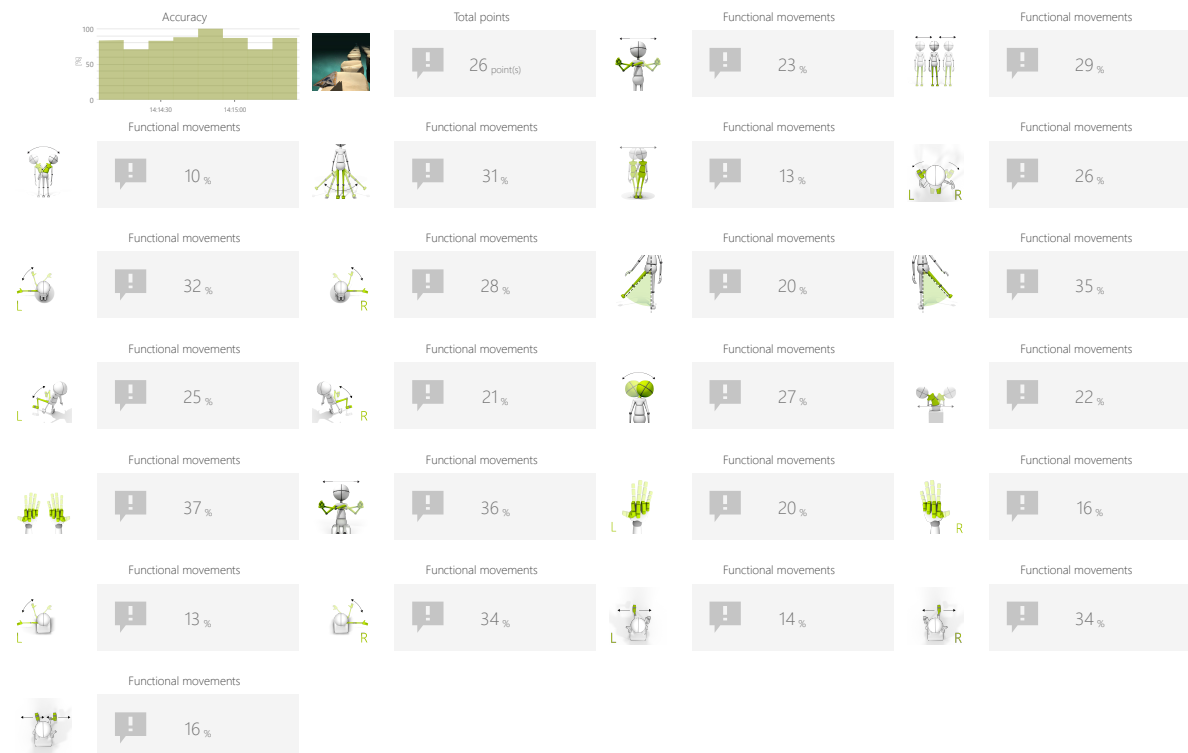
STONES

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 20% ↔ 80%
Player speed 100%	

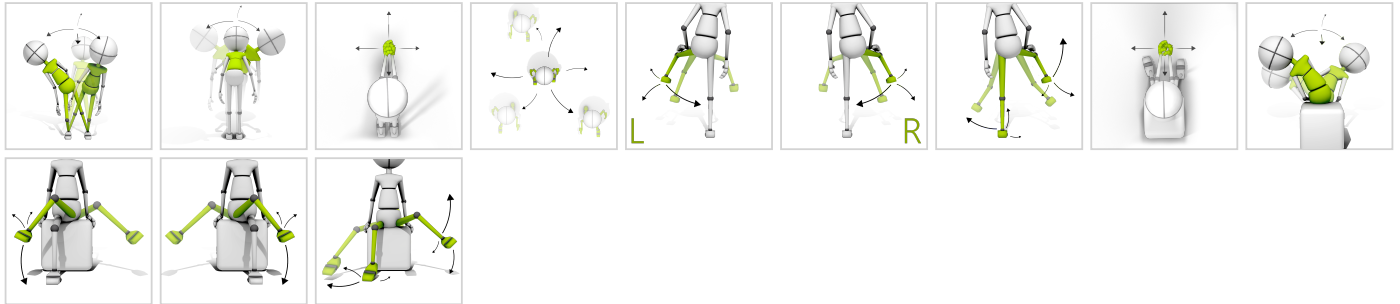


FUNCTIONAL MOVEMENTS

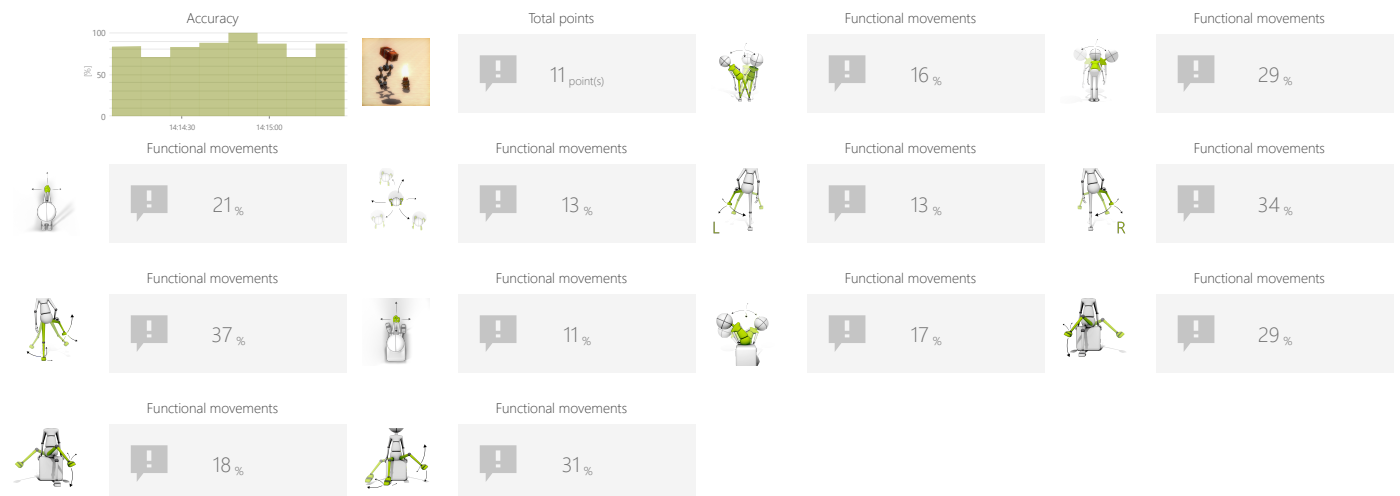
HAMMER

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



ADJUSTMENTS

- Positions to have targets on
- Task duration
- Range
- Time to react
- Reticle size

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

HAMMER

SAMPLE SETTINGS



	Difficulty 1/3
Active positions 	
Duration 90s	
Range 0% 100%	Time to react 10s
Reticle size 125%	

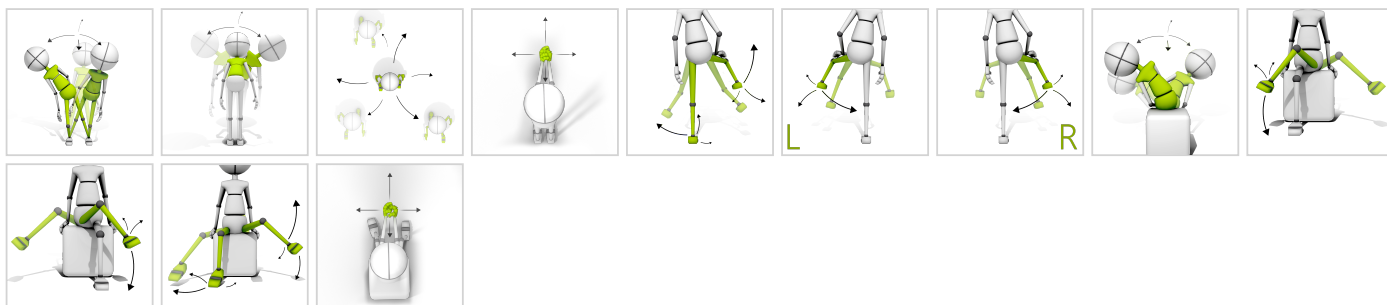


FUNCTIONAL MOVEMENTS

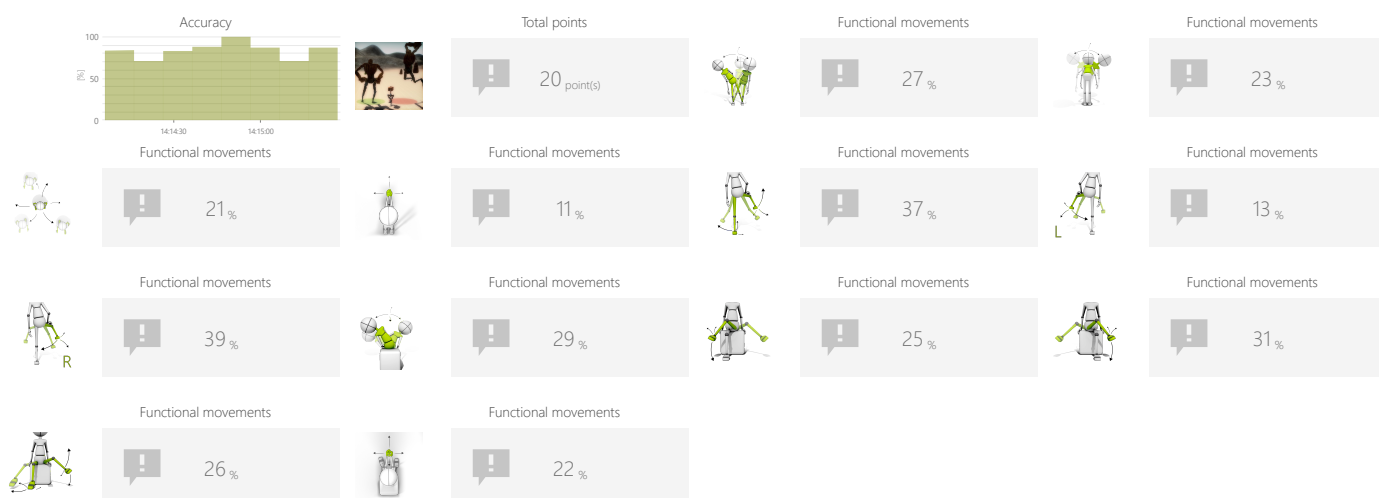
RUNAWAY

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



ADJUSTMENTS

- Task duration
- Range
- Number of enemies
- Enemies speed

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

RUNAWAY

SAMPLE SETTINGS



	Difficulty 1/3	
Duration 90s		Range 0% 100% 0% \leftrightarrow 100%
Number of enemies 2		Enemies speed 100%



	Difficulty Custom	
Duration 90s		Range 20% 80% 20% \leftrightarrow 80%
Number of enemies 4		Enemies speed 100%



FUNCTIONAL MOVEMENTS

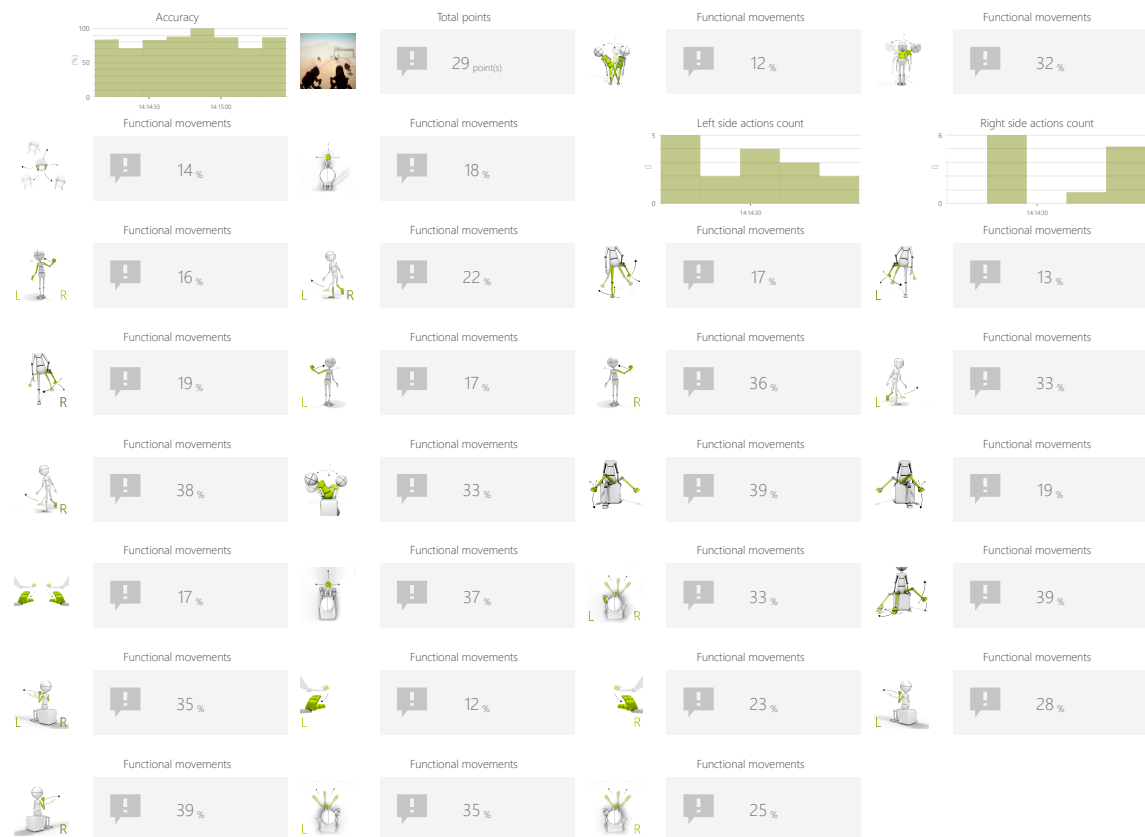
CANNON

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



ADJUSTMENTS

- Task duration
- Range
- Time between cannonballs
- Time between enemies
- Enemies speed

OBJECTIVES

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

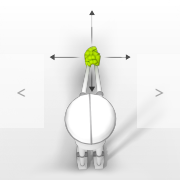

INSTRUCTION FOR PATIENT


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




SAMPLE SETTINGS







Difficulty
1/3



Duration
< 90s >



Range
0% 100%
0% 100%


Time between cannonballs
< 2s >

Time between enemies
< 4s >


Enemies speed
< 50% >







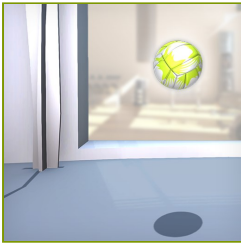
Difficulty
Custom



Duration
< 90s >

Time between enemies
< 4s >

Enemies speed
< 100% >

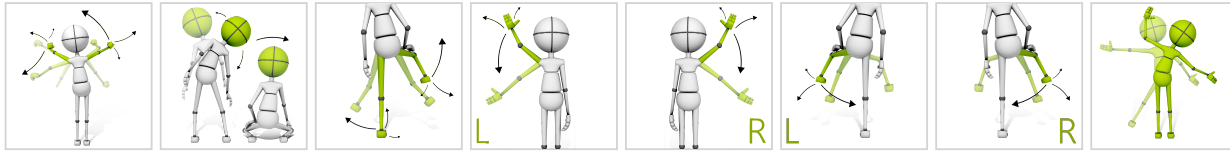


FUNCTIONAL MOVEMENTS

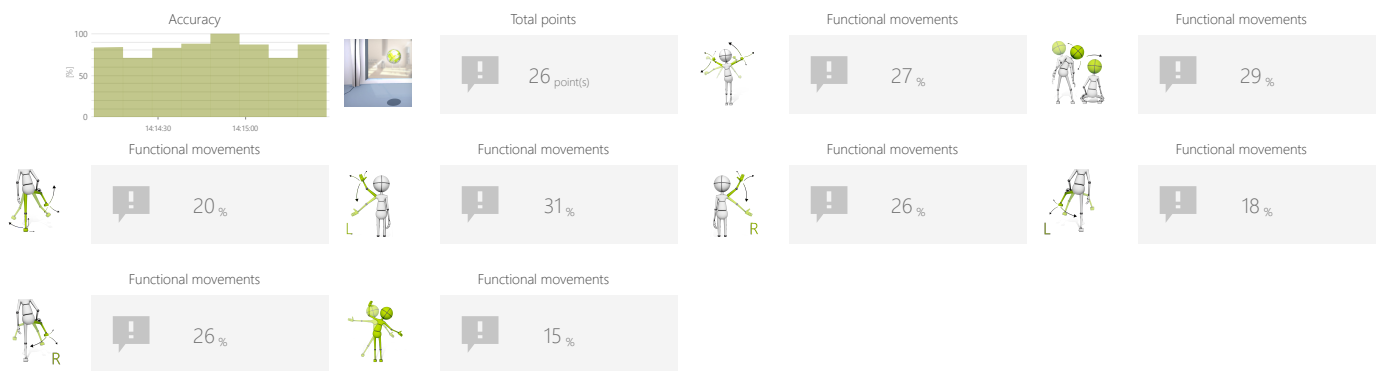
BALL

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

- Positions to have targets on
- Task duration
- Enable marker
- Time between objects
- Speed of objects

OBJECTIVES

- Improve range of motion
- Visual motor coordination
- Predicting the trajectory of objects in 3D space
- Activity in a given rhythm
- Mirrored feedback exercises

INSTRUCTION FOR PATIENT

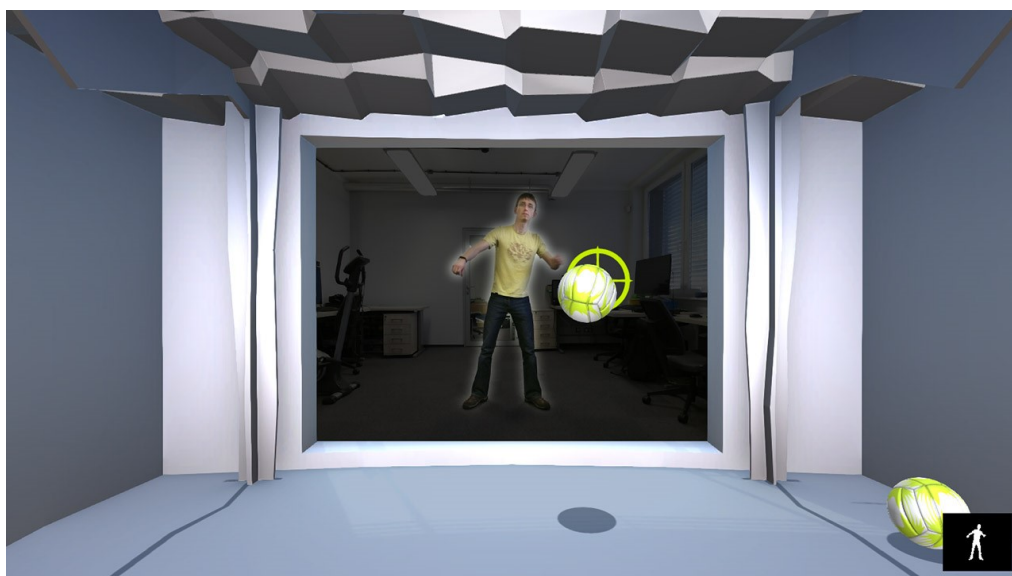
Use your body to hit the balls



FUNCTIONAL MOVEMENTS

BALL

SAMPLE SETTINGS



	Difficulty 1/3	
Active positions 		Duration 90s
Enable marker < Yes >		Time between objects < 5s >
Speed of objects < 75% >		

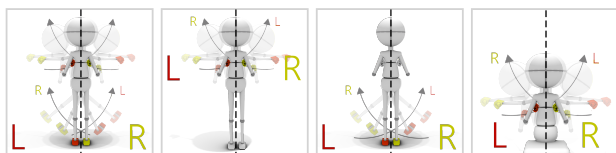


FUNCTIONAL MOVEMENTS

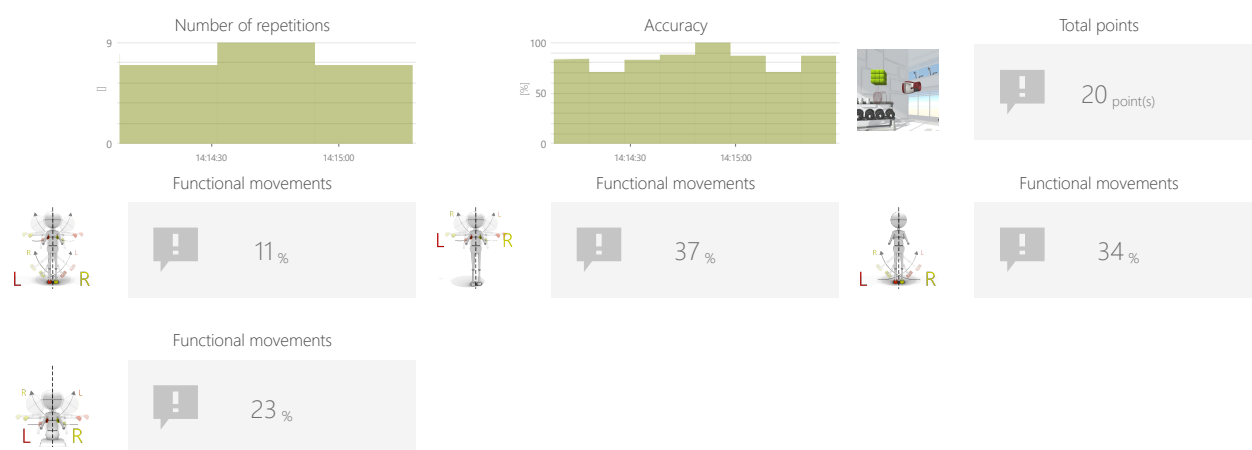
CROSS PUNCHER

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
- Time to react
- Distance to targets

OBJECTIVES

- Crossing the midline
- Speed of movement
- Rhythmicity
- Repetitive movements

INSTRUCTION FOR PATIENT

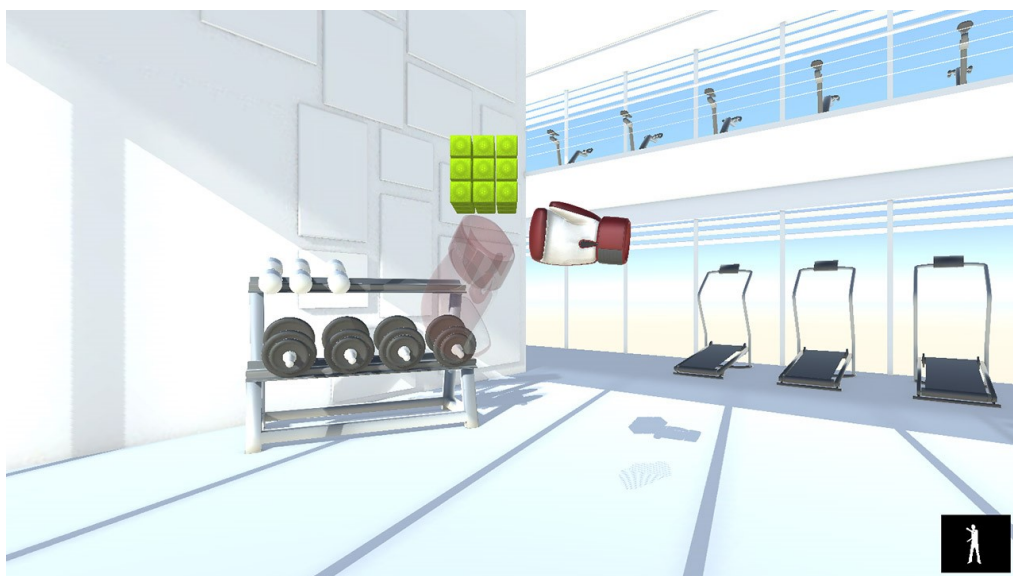
Hit green cubes as fast as you can and remember to always cross your punches and kicks



FUNCTIONAL MOVEMENTS

CROSS PUNCHER

SAMPLE SETTINGS



	Difficulty 1/3	
Duration 30s		Time to react 3s
Distance to targets 75%		

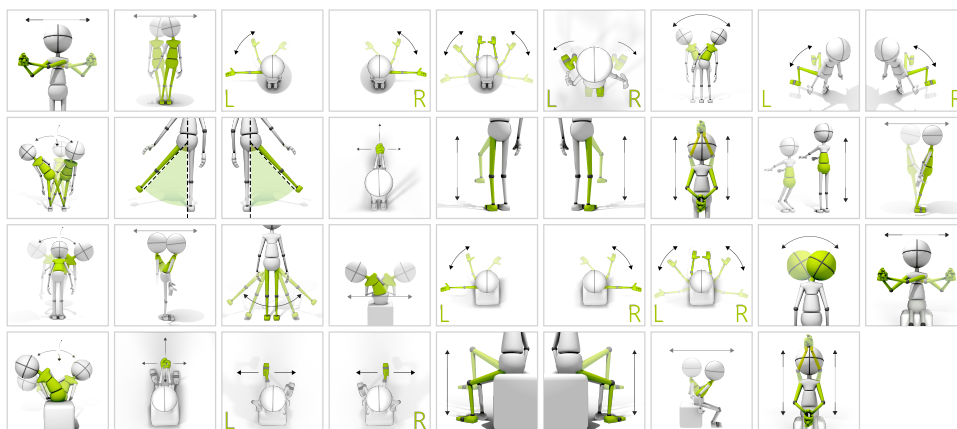


FUNCTIONAL MOVEMENTS

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



ADJUSTMENTS

- Task duration
- Range
- Enable distractors
- Time between cannonballs
- Time between enemies
- Enemies speed

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

AUTOMATIC CANNON


SAMPLE SETTINGS








Difficulty
1/3



Duration
< 90s >

Range
< 0% 100% >


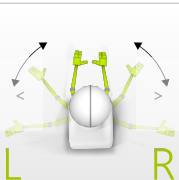

Enable distractors
< No >


Time between cannonballs
< 1s >

Time between enemies
< 3s >


Enemies speed
< 50% >








Difficulty
Custom



Duration
< 90s >

Range
< 0% 100% >


Enable distractors
< No >

Time between cannonballs
< 1s >

Time between enemies
< 3s >

Enemies speed
< 100% >

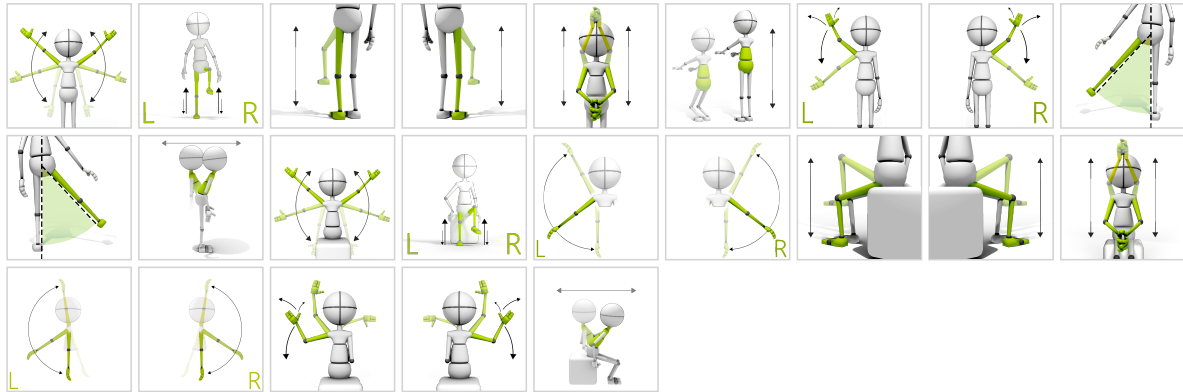


FUNCTIONAL MOVEMENTS

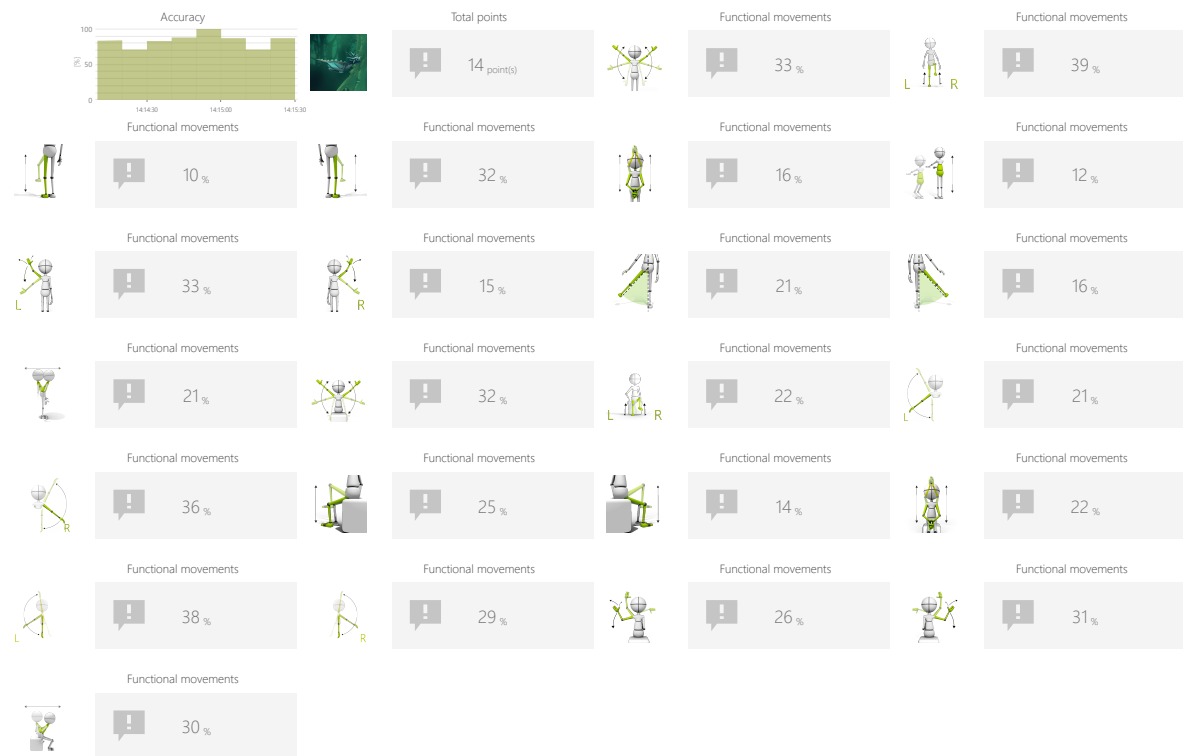
DRAGON

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



ADJUSTMENTS

- Task duration
- Range
- Coins group size
- Distance between coins
- Gravity force

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

DRAGON

SAMPLE SETTINGS



◀	Difficulty Custom	▶
Duration ◀ 90s ▶		Range 80% 20% ◀ ▶
Coins group size ◀ 3 ▶		Distance between coins ◀ 250% ▶
Gravity force ◀ 100% ▶		



◀	Difficulty 1/3	▶
Duration ◀ 90s ▶		Range 80% 20% ◀ ▶
Coins group size ◀ 5 ▶		Distance between coins ◀ 250% ▶
Gravity force ◀ 100% ▶		

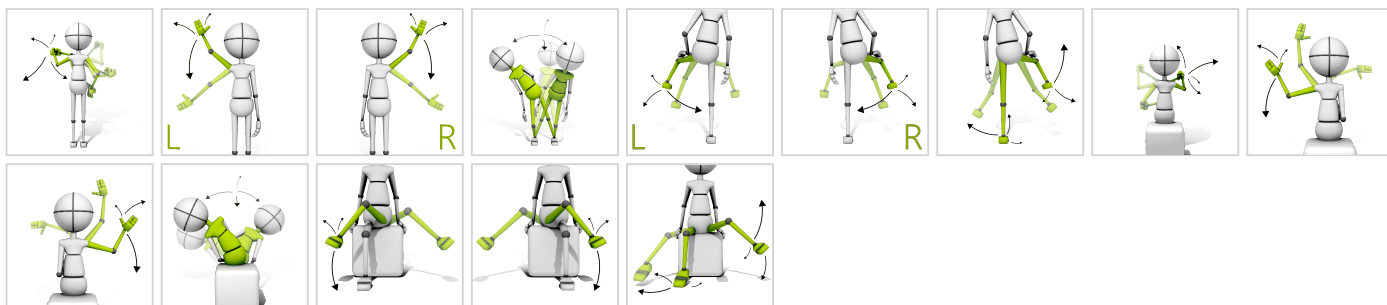


FUNCTIONAL MOVEMENTS

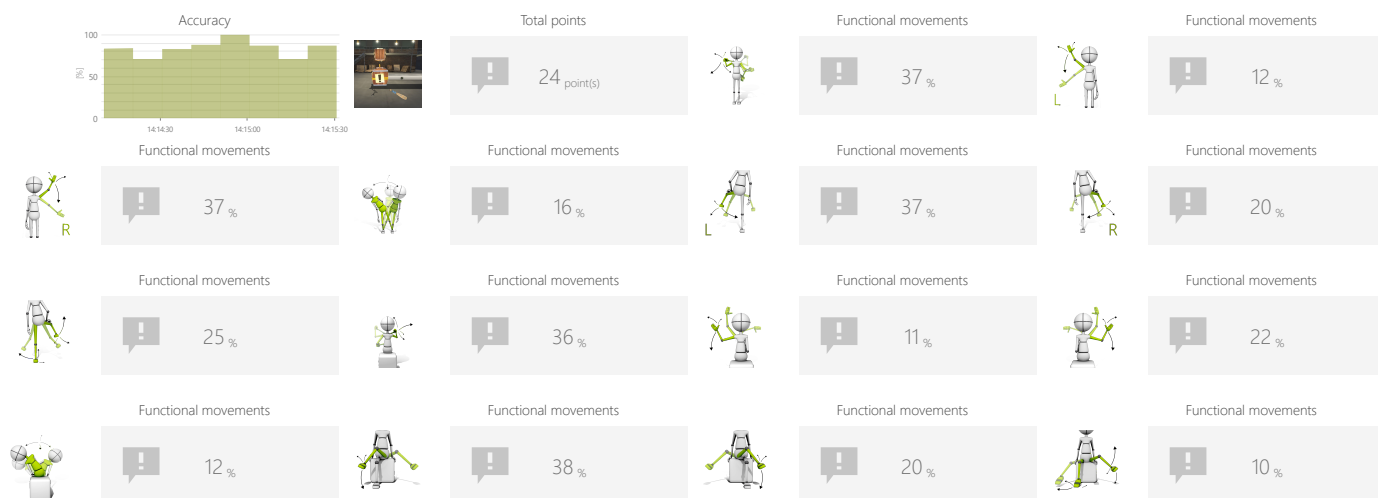
BOX CRUSHER

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



ADJUSTMENTS

- Positions to have targets on
- Task duration
- Required force

OBJECTIVES

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

INSTRUCTION FOR PATIENT

Smash boxes with the club

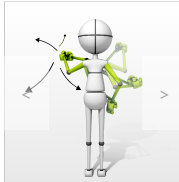




FUNCTIONAL MOVEMENTS

BOX CRUSHER

SAMPLE SETTINGS





◀	Difficulty 1/3	▶
Active positions 		Duration < 90s >
Required force < 50% >		

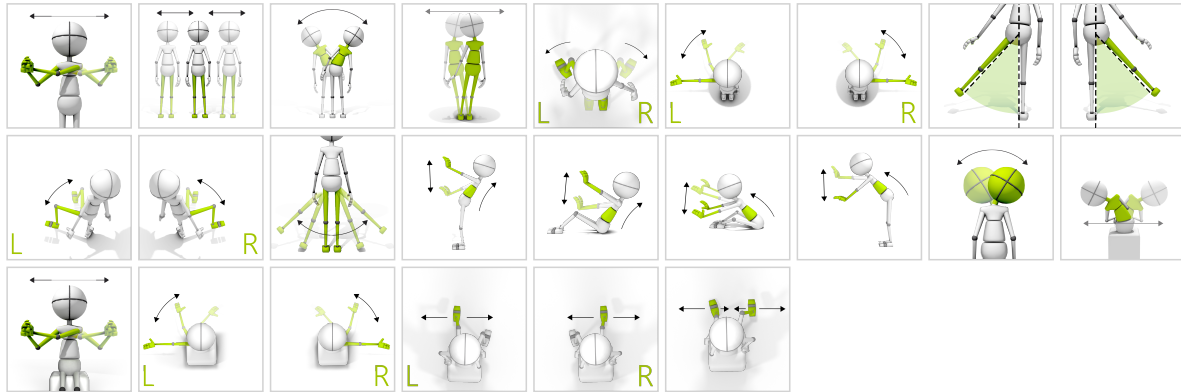


FUNCTIONAL MOVEMENTS

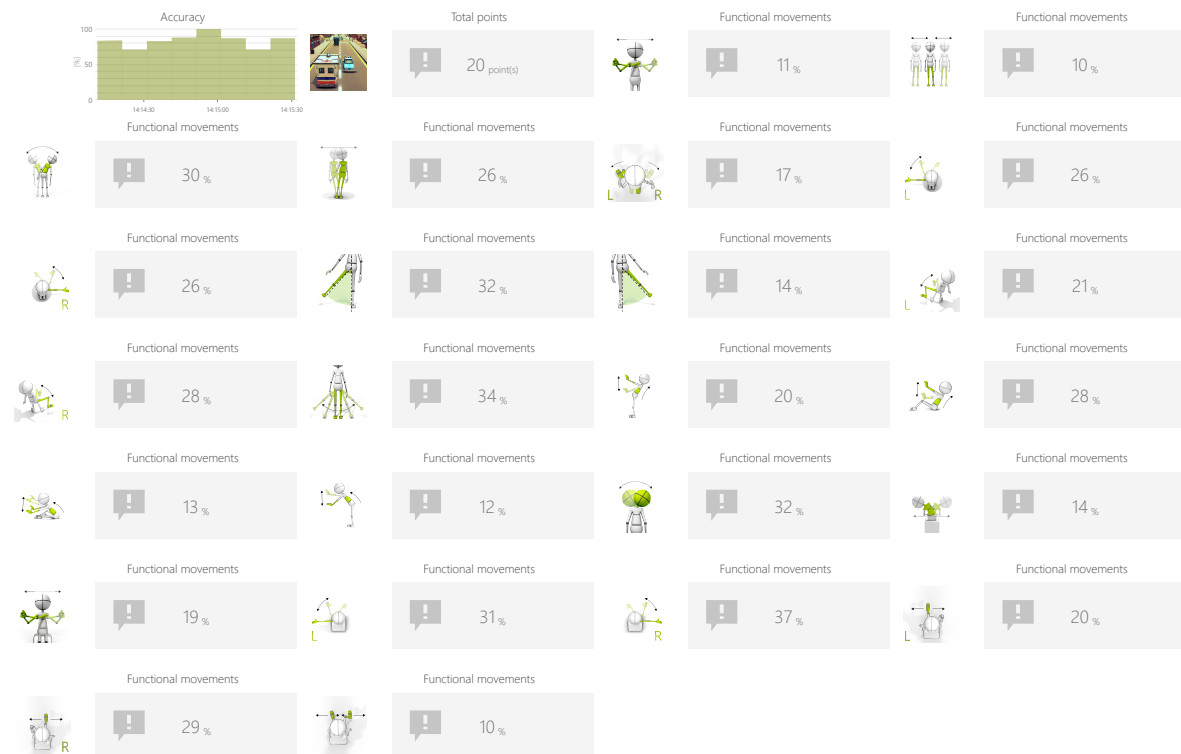
AMBULANCE

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 20% ↔ 80%
Distance between cars 50%	Player speed 50%



Difficulty Custom	
Duration 30s	Range 20% ↔ 80%
Distance between cars 200%	Player speed 50%

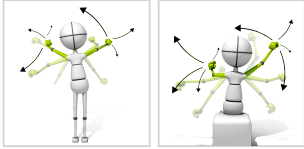


FUNCTIONAL MOVEMENTS

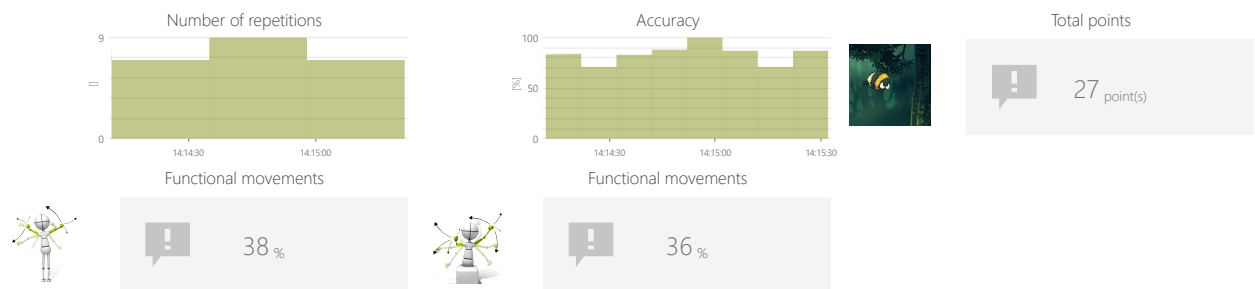
INSECTS

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
- Time between objects
- Time to react

OBJECTIVES

- Dynamic responses to emerging moving targets
- Focusing
- Mirrored feedback exercises
- Visual motor coordination

INSTRUCTION FOR PATIENT

Hit all the insects that sit on your body



FUNCTIONAL MOVEMENTS

INSECTS

SAMPLE SETTINGS



◀	Difficulty 1/3 ▶
Duration < 90s >	Time between objects < 4s >
	Time to react < 4s >

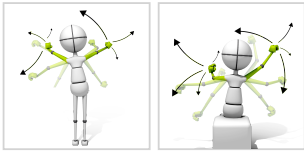


FUNCTIONAL MOVEMENTS

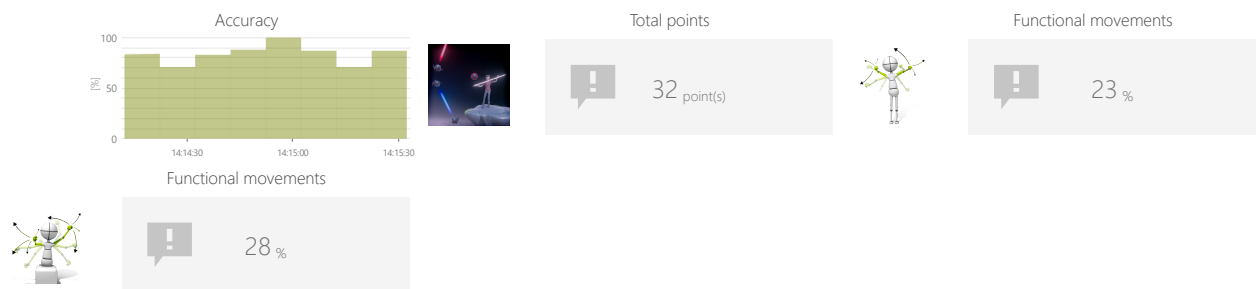
SORTER: LEGACY

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
- Number of gates
- Gravity force

OBJECTIVES

- 3D space movements reproduction
- Dynamic responses to emerging moving targets
- Planning and Strategy

INSTRUCTION FOR PATIENT

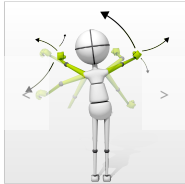
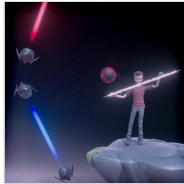
Make the ball fly through the gate in corresponding color



FUNCTIONAL MOVEMENTS

SORTER: LEGACY

SAMPLE SETTINGS



◀

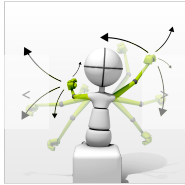
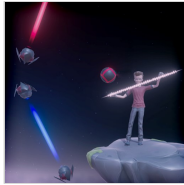
Difficulty
1/3

▶

Duration
< 90s >

Number of gates
< 2 >

Gravity force
< 100% >



◀

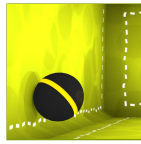
Difficulty
3/3

▶

Duration
< 90s >

Number of gates
< 4 >

Gravity force
< 100% >

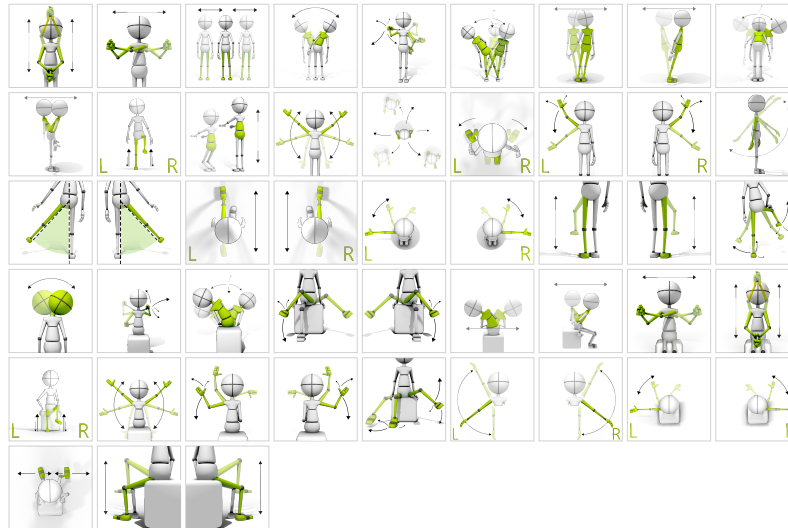


FUNCTIONAL MOVEMENTS

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

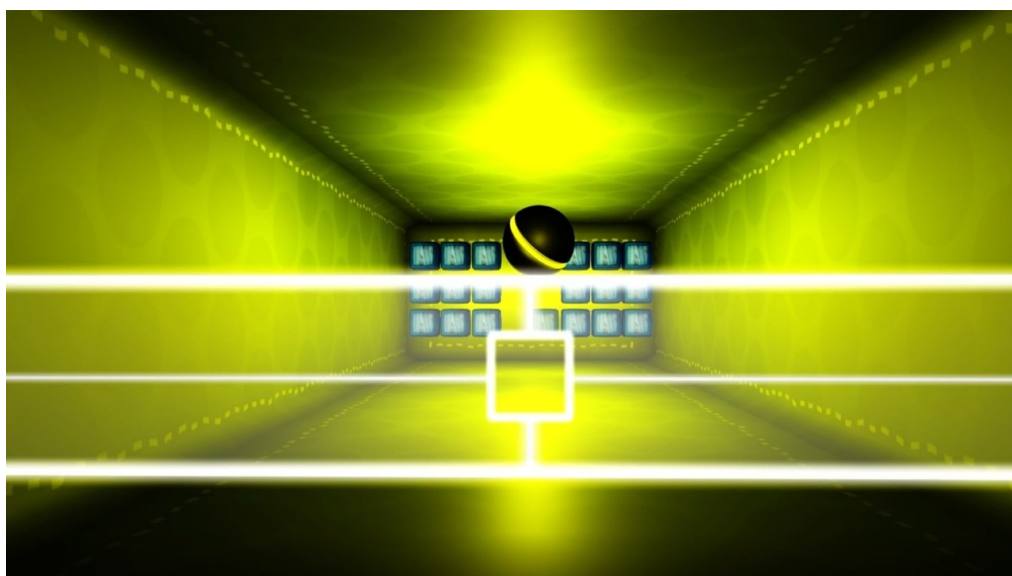
- Dynamics of planned movements
- Predicting the trajectory of objects in 3D space
- Visual motor coordination

INSTRUCTION FOR PATIENT

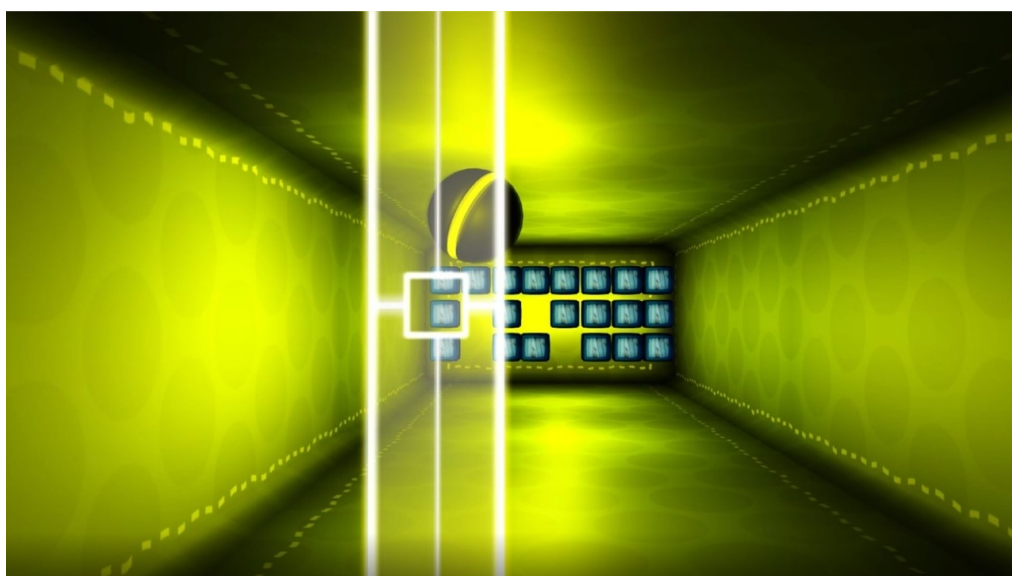
Destroy as many boxes as you can



SAMPLE SETTINGS



Difficulty Custom	
Duration 90s	Range 20% ↔ 80%
Reticule size 100%	Speed of objects 70%



Difficulty Custom	
Duration 90s	Range 20% ↔ 80%
Reticule size 75%	Speed of objects 70%

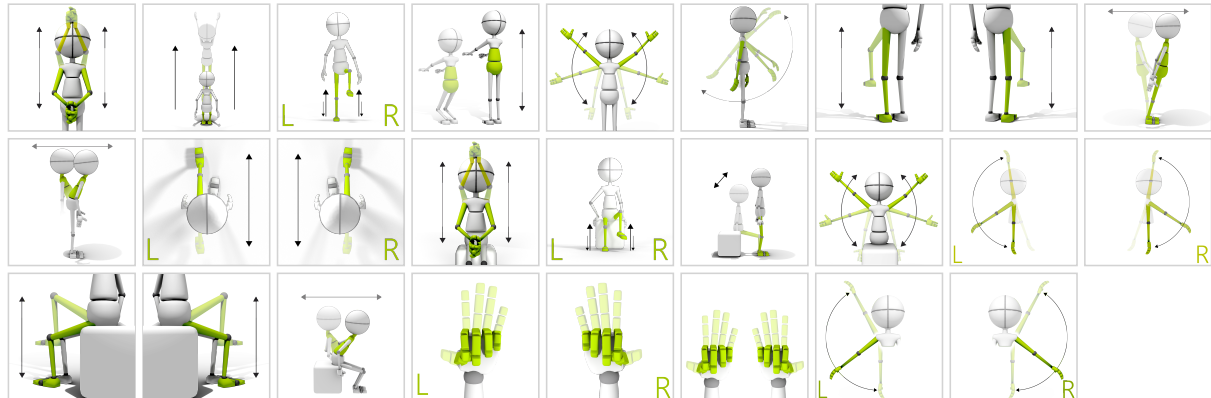


FUNCTIONAL MOVEMENTS

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.

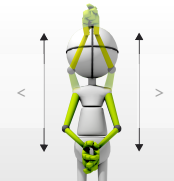
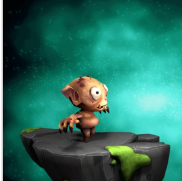


FUNCTIONAL MOVEMENTS

ROCKET JUMPING

SAMPLE SETTINGS





◀

Difficulty

▶

1/3

◀

Duration

▶

90s

◀

Range

▶

20% 80%

◀

Time between objects

▶

5s

◀

Bomb format

▶

1


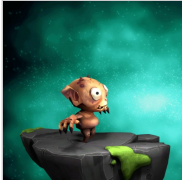
◀

Speed of objects

▶

100%





◀

Difficulty

▶

Custom

◀

Duration

▶

90s

◀

Range

▶

20% 80%

◀

Time between objects

▶

5s

◀

Bomb format

▶

2

◀

Speed of objects

▶

100%

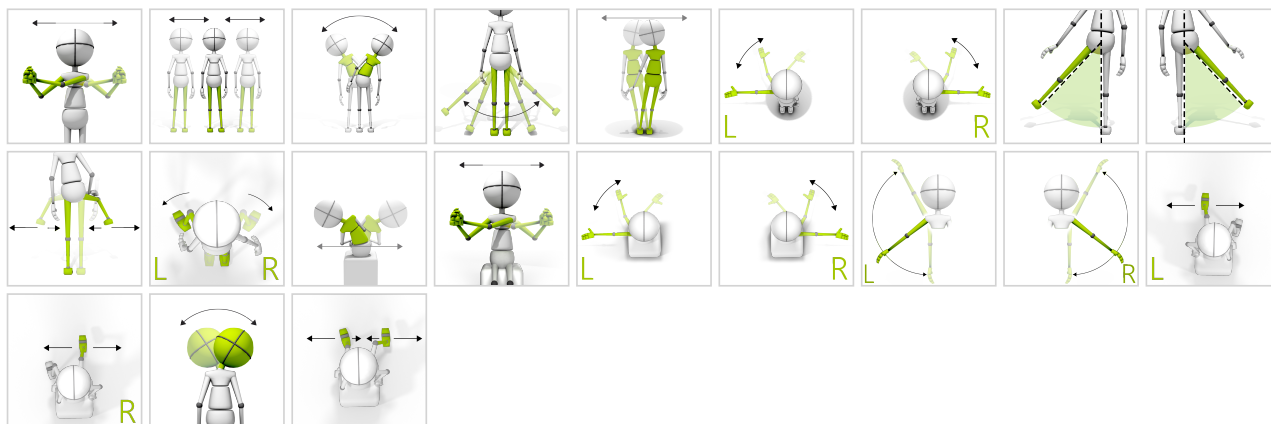


FUNCTIONAL MOVEMENTS

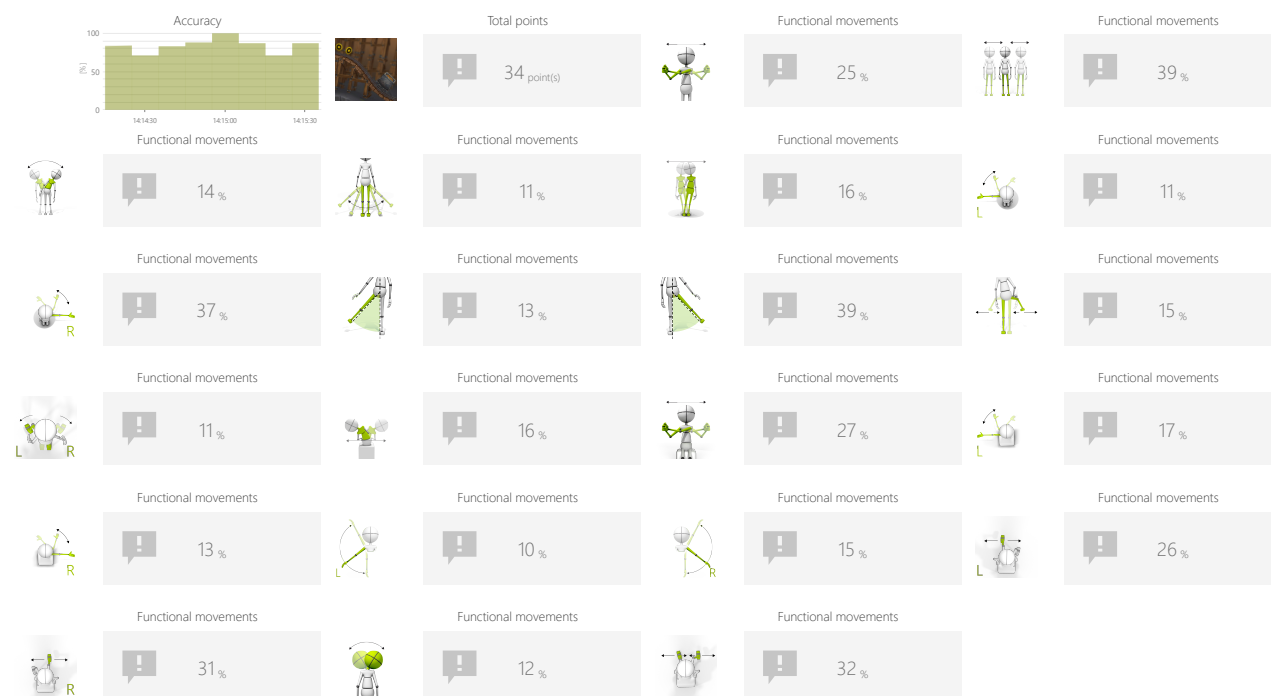
RAILS

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 20% ↔ 80%	
Route shape —	Enable derailling No	
Time between objects 5s	Enable obstacles No	
Player speed 100%		



◀	Difficulty 3/3	▶
Duration 90s	Range 20% ↔ 80%	
Route shape ~	Enable derailling Yes	
Time between objects 5s	Enable obstacles No	
Player speed 200%		

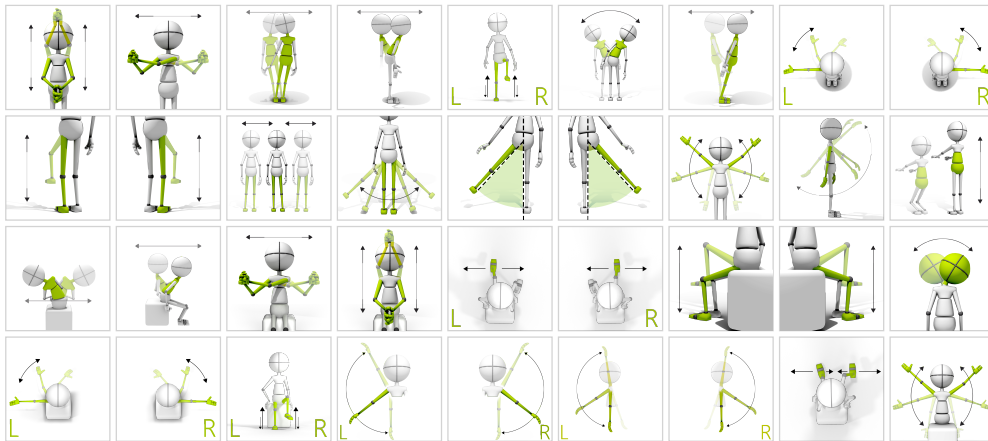


FUNCTIONAL MOVEMENTS

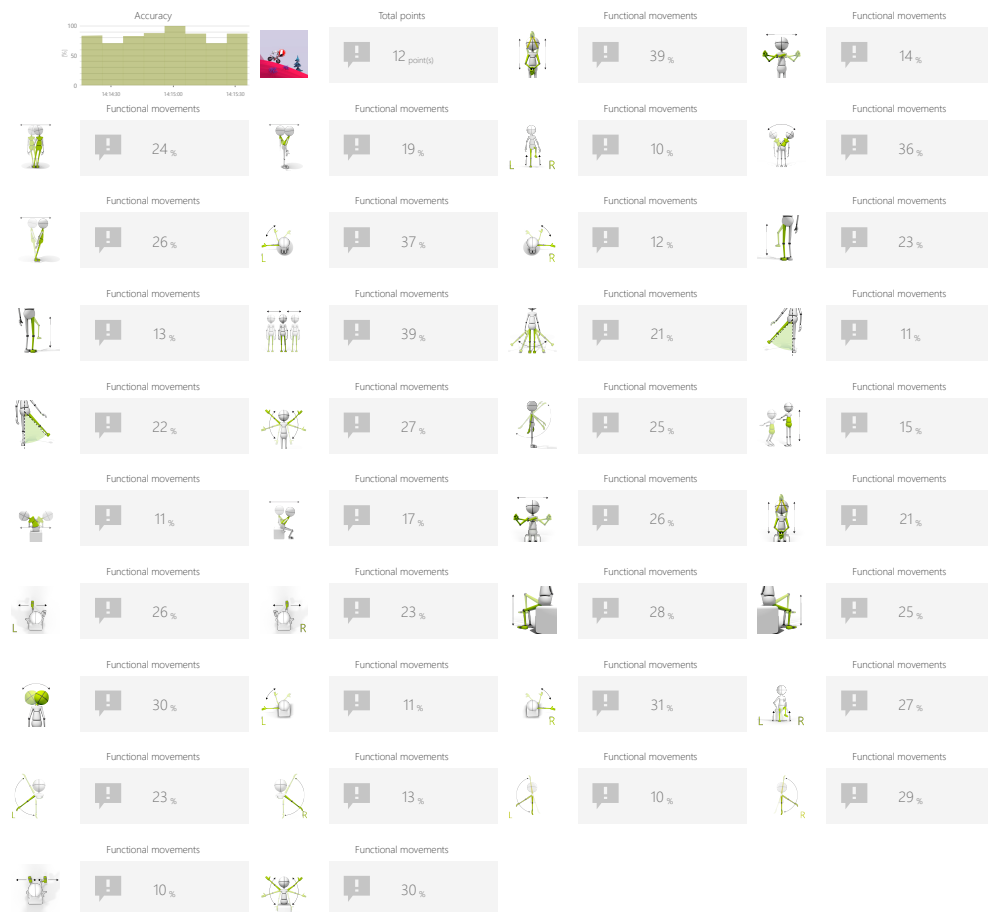
MOTOCROSS

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 80% 20%
Route shape Medium	



FUNCTIONAL MOVEMENTS

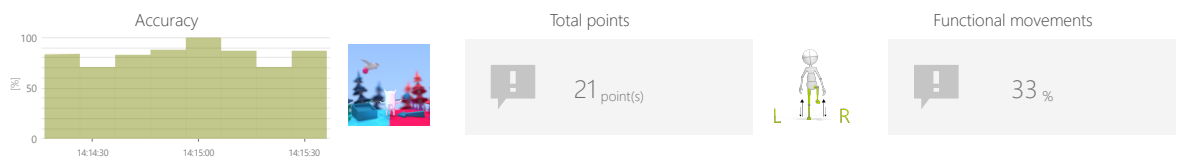
WALKER

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

OBJECTIVES

- Planned movements
- Knees lifting
- Balance and equilibrium training
- Repetitive movements

INSTRUCTION FOR PATIENT

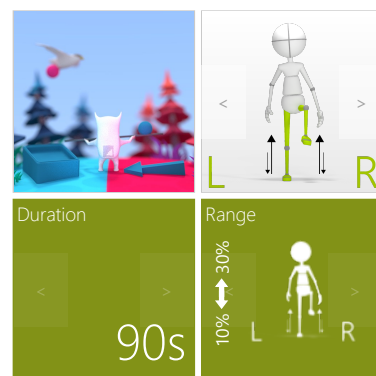
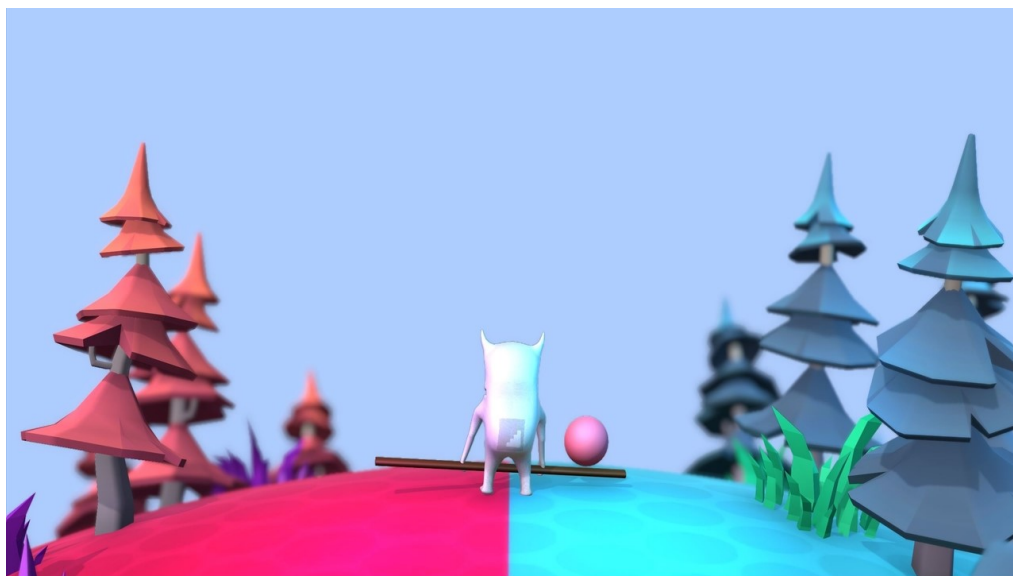
Keep walking. Put blue balls into blue boxes and pink balls into pink boxes



FUNCTIONAL MOVEMENTS

WALKER

SAMPLE SETTINGS



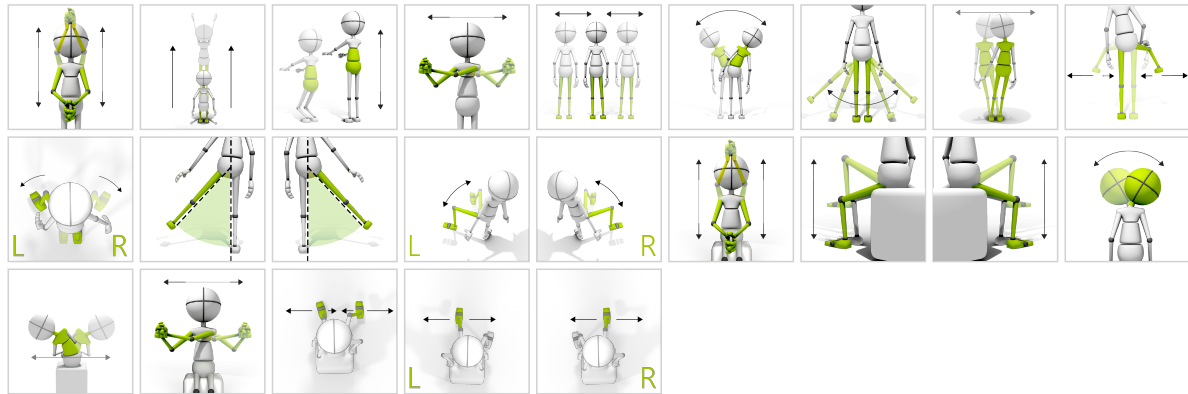


FUNCTIONAL MOVEMENTS

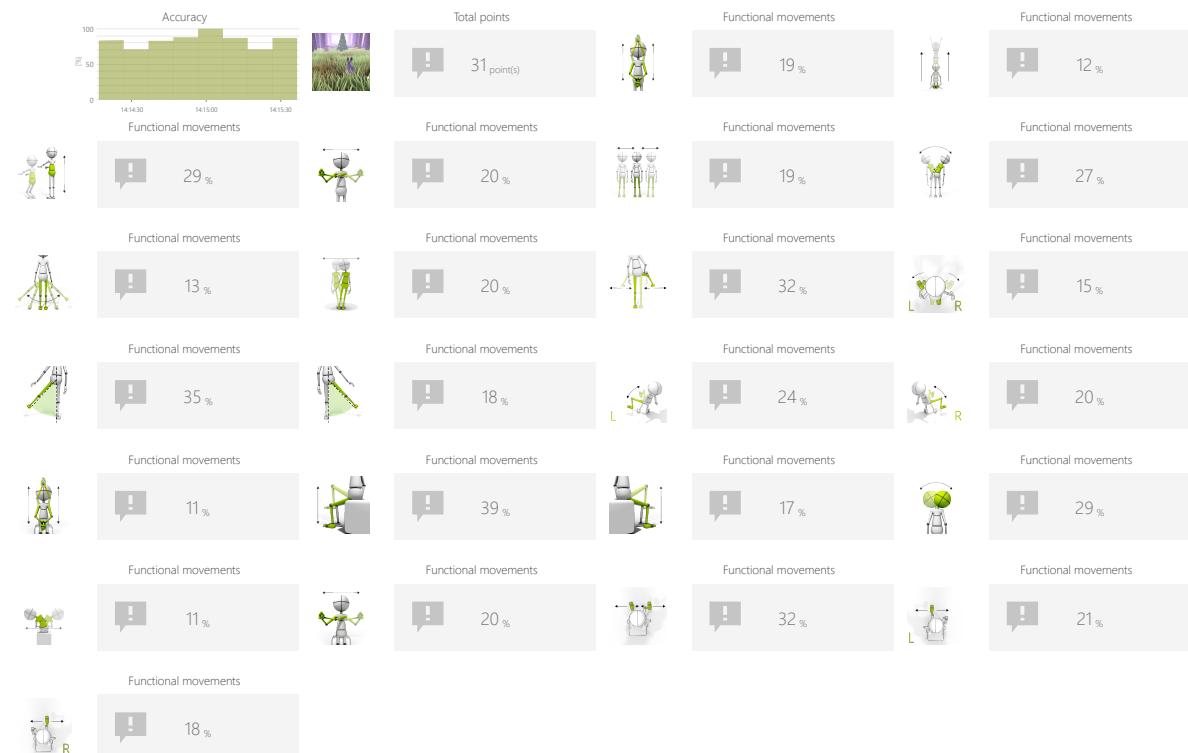
FOREST RUNNER

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



ADJUSTMENTS

- Task duration
- Range
- Turning

OBJECTIVES

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

INSTRUCTION FOR PATIENT

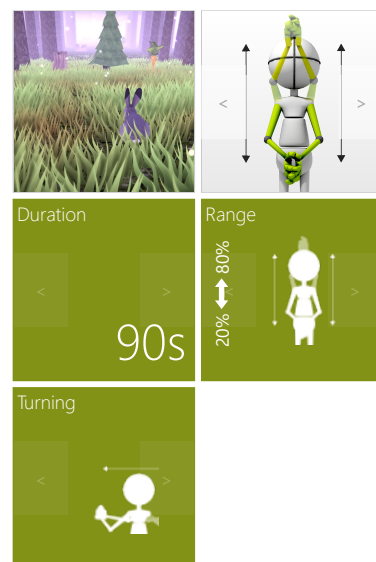
Keep the hare on the run, avoid obstacles and collect as many carrots as you can.



FUNCTIONAL MOVEMENTS

FOREST RUNNER

SAMPLE SETTINGS



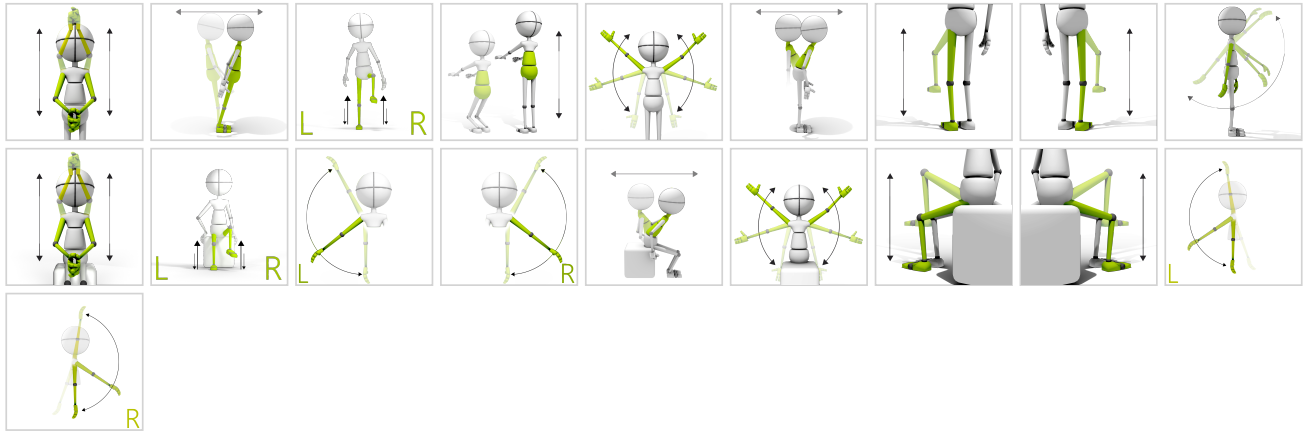


FUNCTIONAL MOVEMENTS

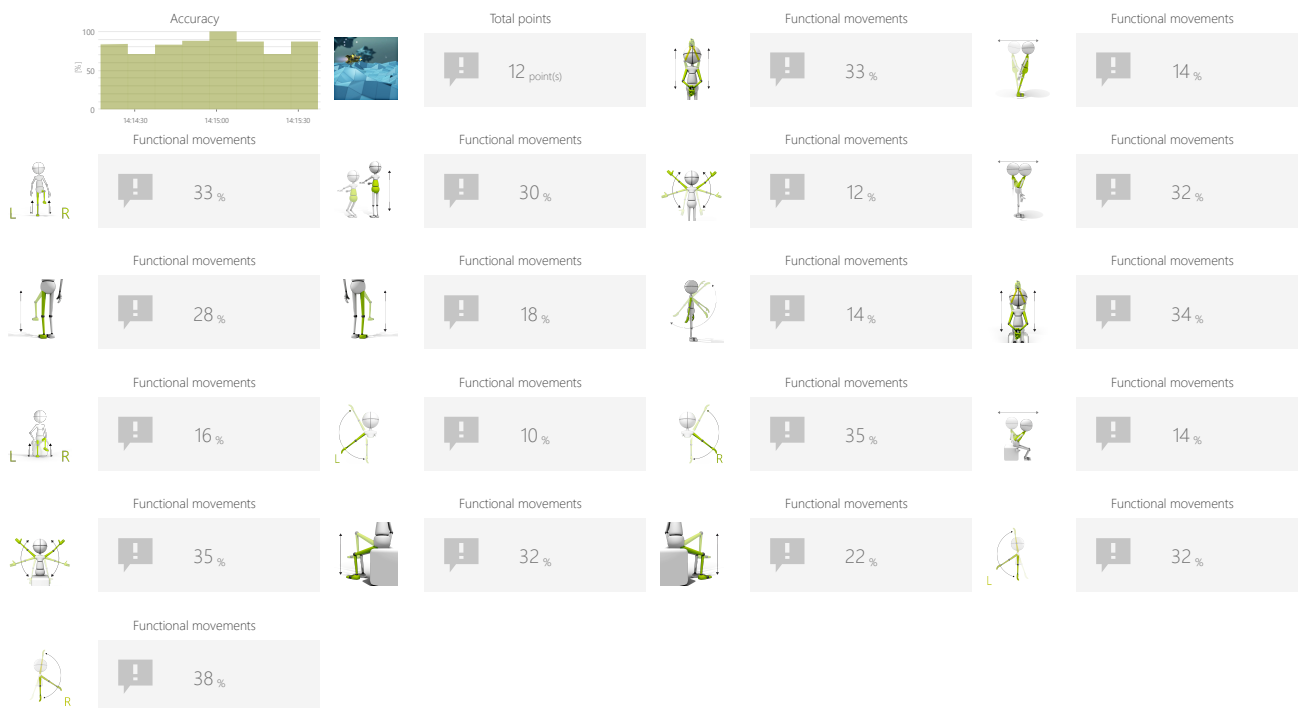
GEOMETRY FLIER

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

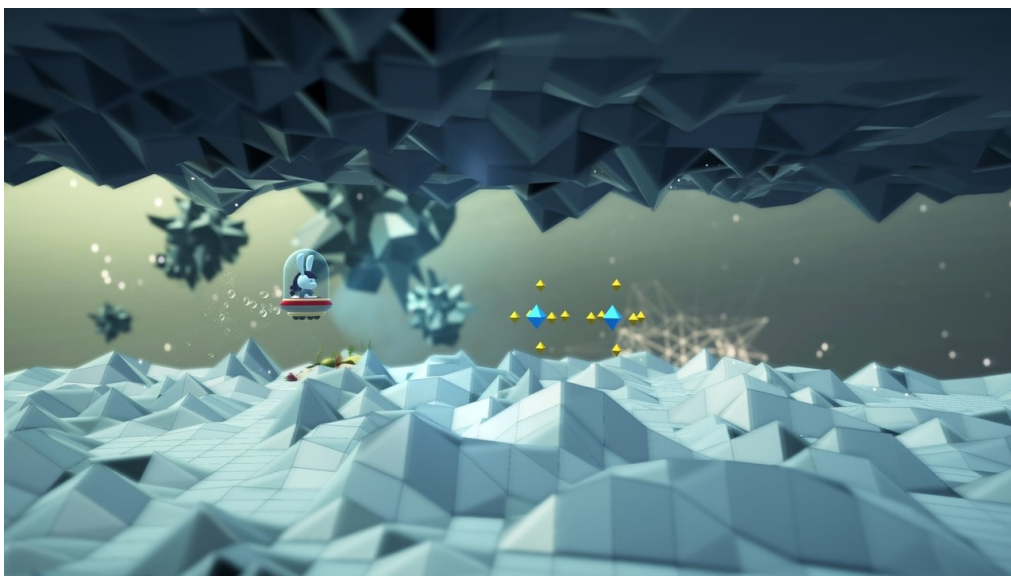
Control the vehicle to avoid the obstacles



FUNCTIONAL MOVEMENTS

GEOMETRY FLIER

SAMPLE SETTINGS

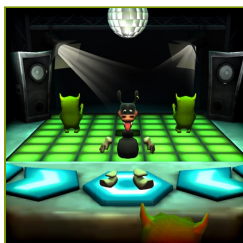


Difficulty
1/3

Duration
< 30s >

Range
20% 80%

Player speed
< 100% >

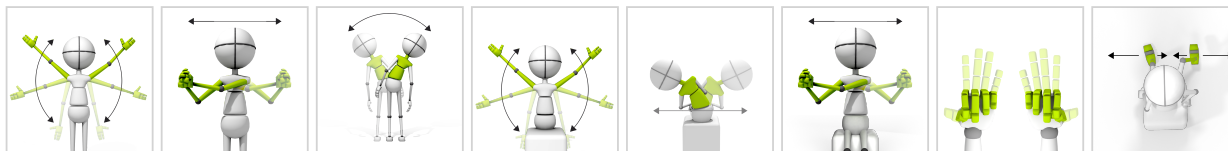


FUNCTIONAL MOVEMENTS

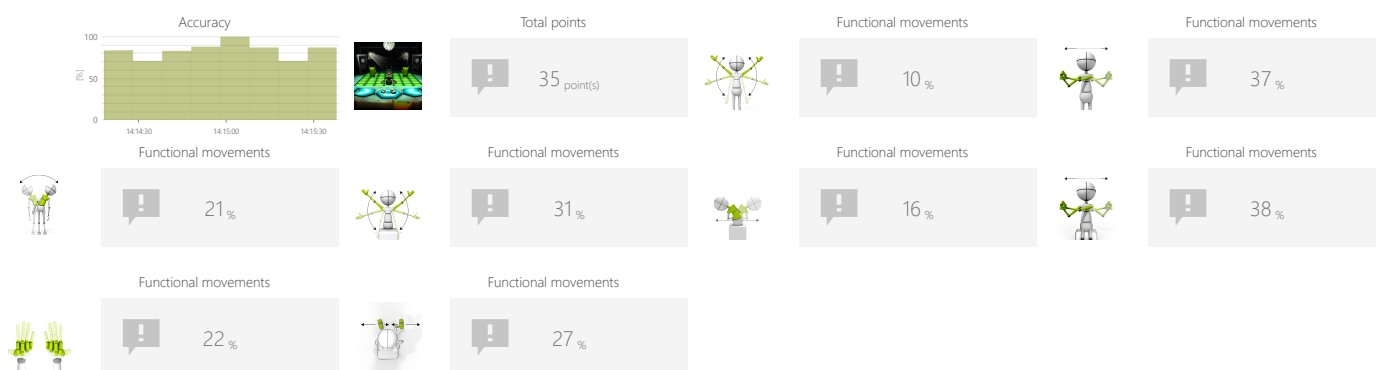
DANCEMAN

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 20% ↔ 80%
Advanced scoring No	Song index 0
Spawn rate level Easy	

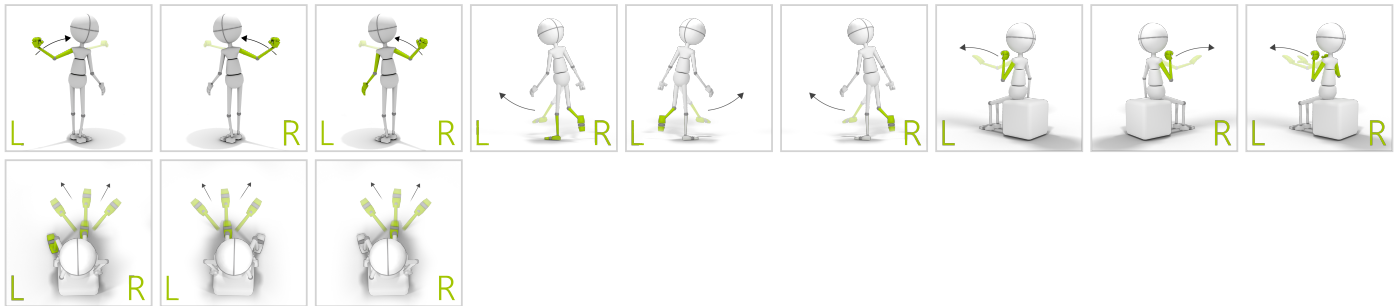


FUNCTIONAL MOVEMENTS

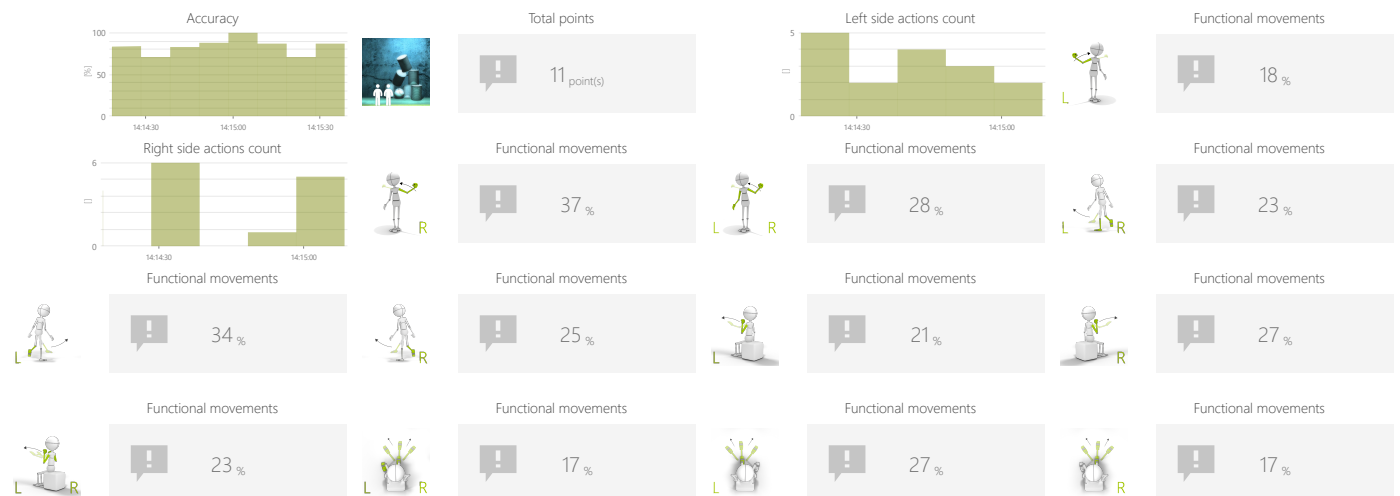
CANS MULTIPLAYER

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
- Speed of objects
- Weight of targets

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

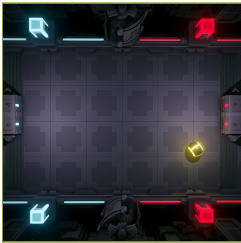
Throw the balls to strike as many cans as you can. Each player throws balls in unique color.



SAMPLE SETTINGS



	Difficulty 1/4
Duration 90s	
Speed of objects 75%	
Weight of targets 100%	

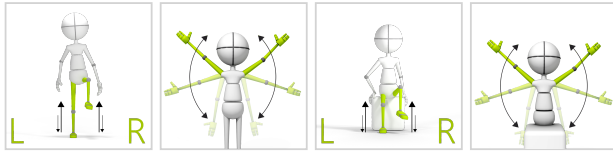


FUNCTIONAL MOVEMENTS

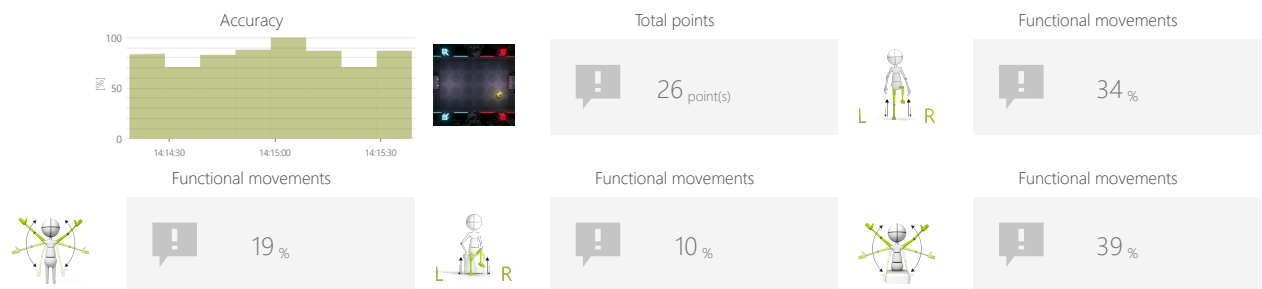
PONG

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
- Speed of objects

OBJECTIVES

- Planned movements
- Focusing
- Predicting the trajectory of objects

INSTRUCTION FOR PATIENT

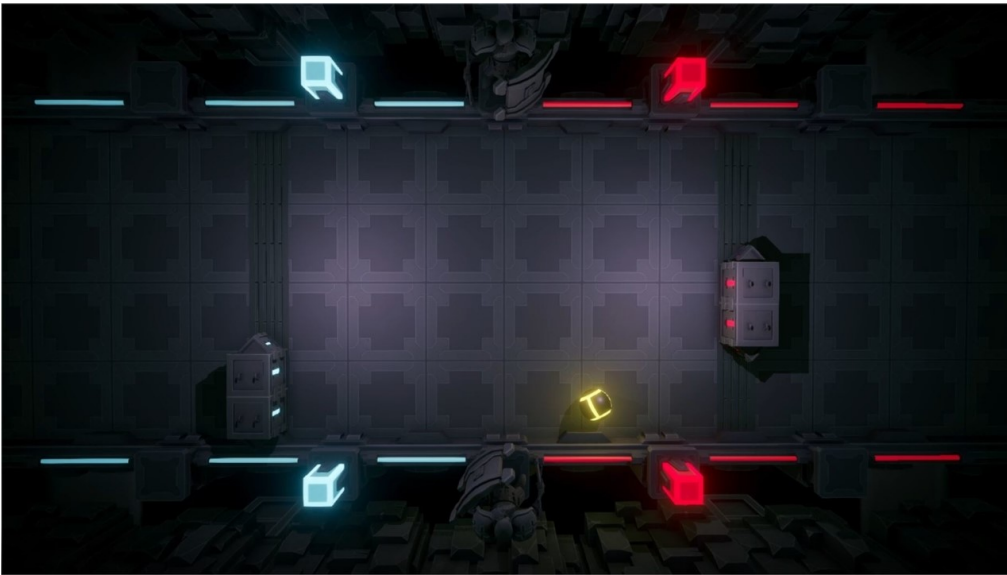
Use the paddles to hit a ball back and forth

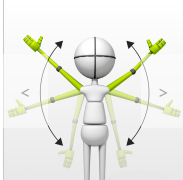
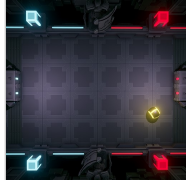



FUNCTIONAL MOVEMENTS

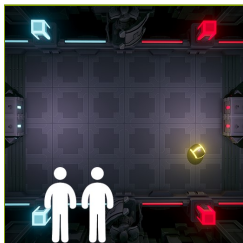
PONG

SAMPLE SETTINGS





◀	Difficulty 1/3	▶
Duration < 90s >		Range 20% 80% 
Speed of objects < 100% >		

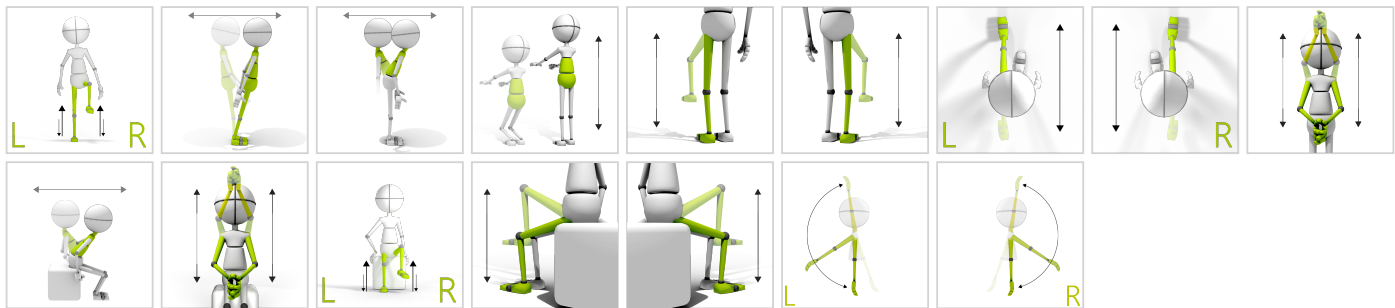


FUNCTIONAL MOVEMENTS

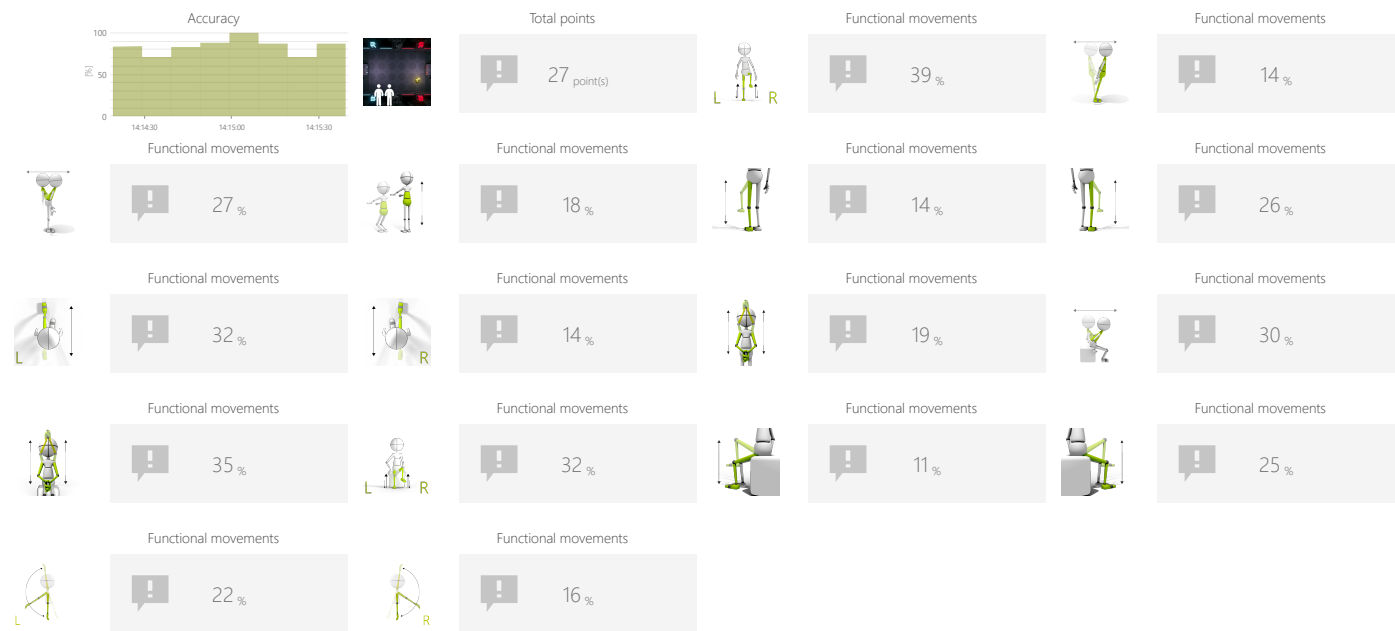
PONG

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
- 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

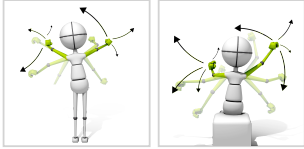


FUNCTIONAL MOVEMENTS

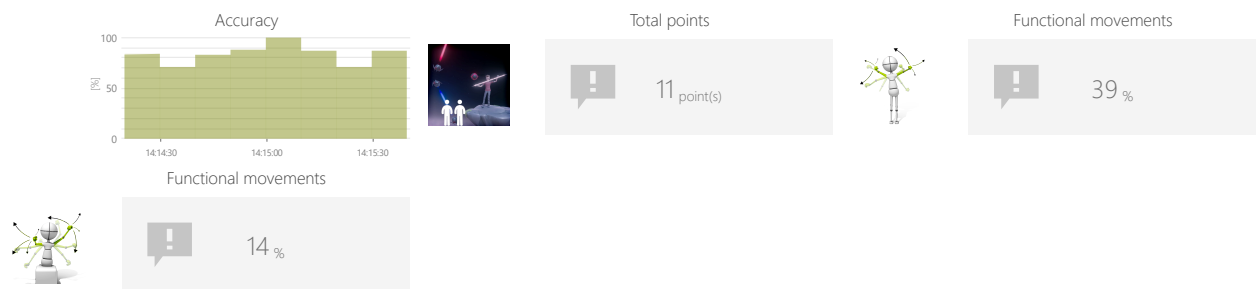
SORTER: LEGACY MULTIPLAYER

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

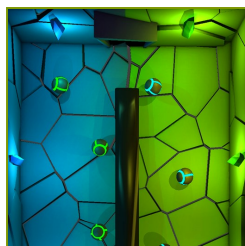
- Task duration
- Number of gates
- Gravity force
- Mode

OBJECTIVES

- 3D space movements reproduction
- Dynamic responses to emerging moving targets
- Planning and Strategy

INSTRUCTION FOR PATIENT

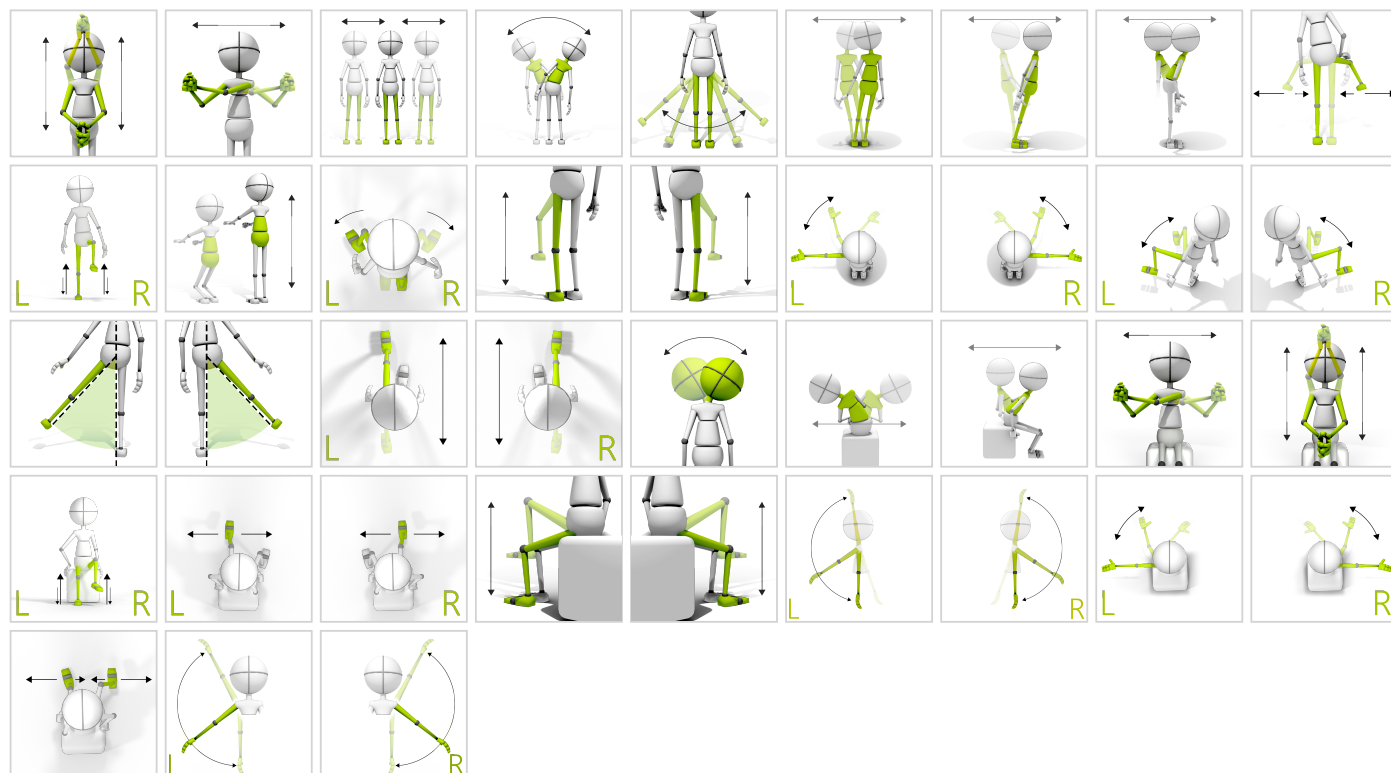
Make the ball fly through the gate in corresponding color



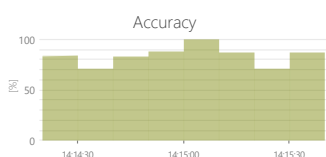
DIVIDED ATTENTION SORTER

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



Total points

39 point(s)



Divided attention

18 %

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

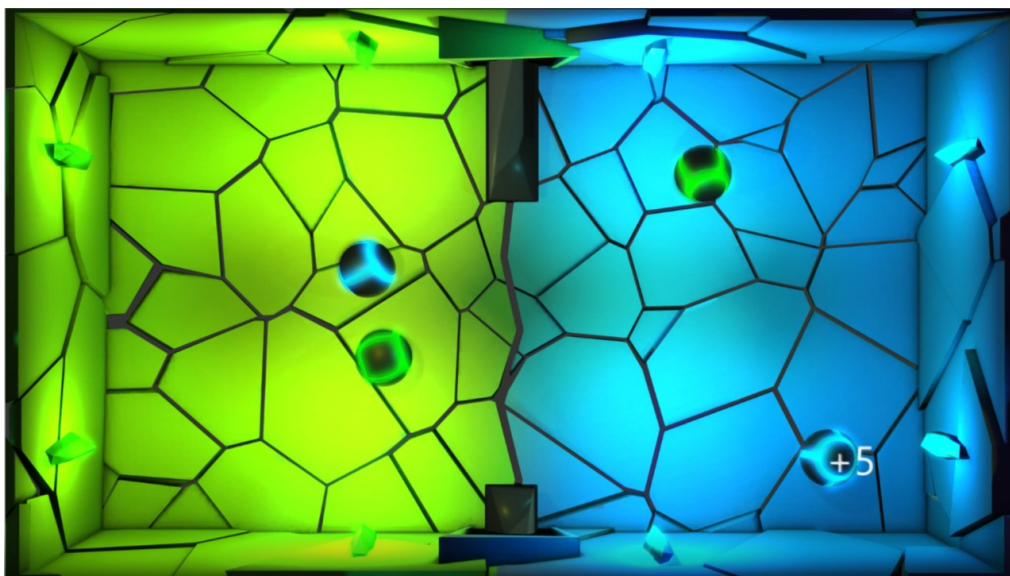
Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.



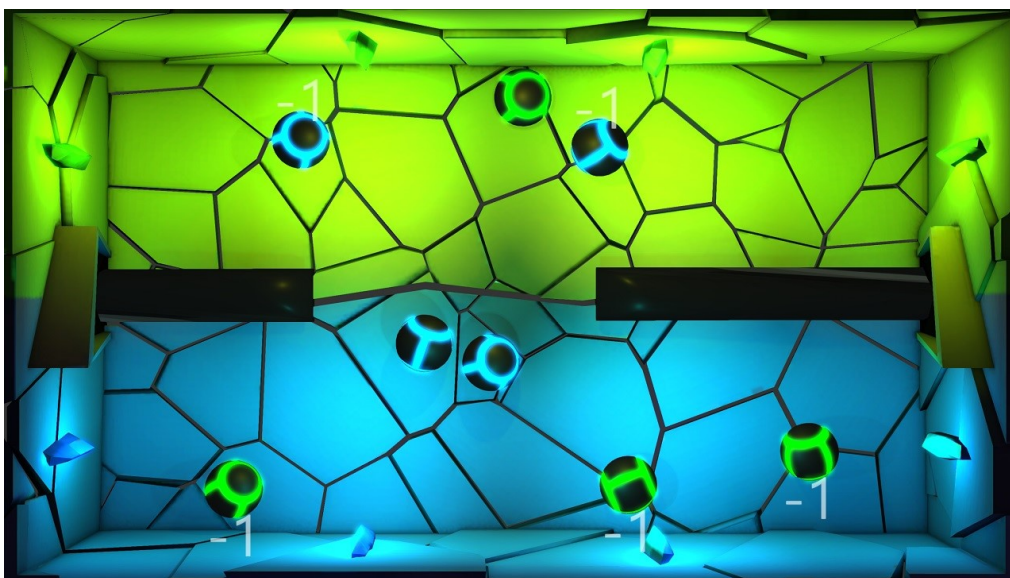
DIVIDED ATTENTION

SORTER

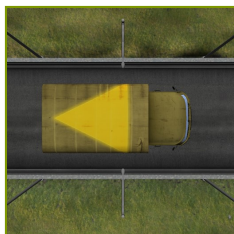
SAMPLE SETTINGS



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 20% 80%
Number of objects 4	Gap size 150%
Speed of objects 100%	

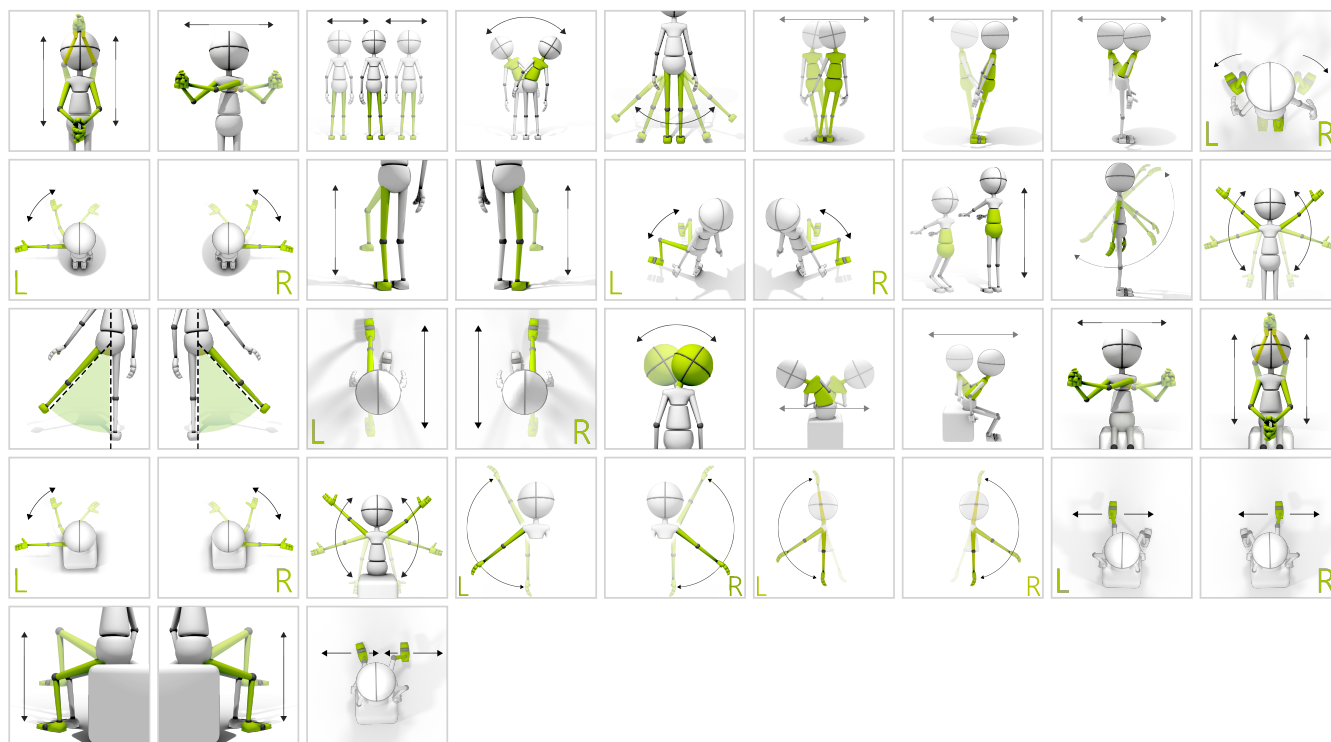


MEMORY

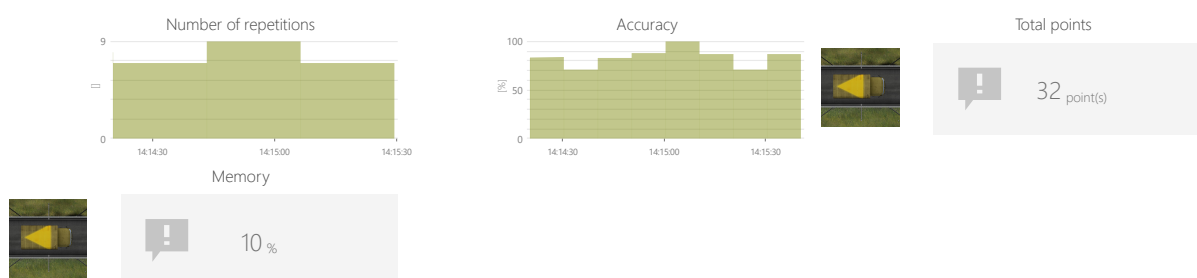
TRUCKS

Measure and train individual's skills to memorize information.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Variations

OBJECTIVES

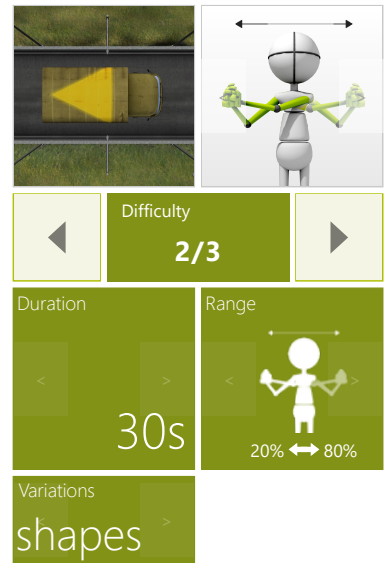
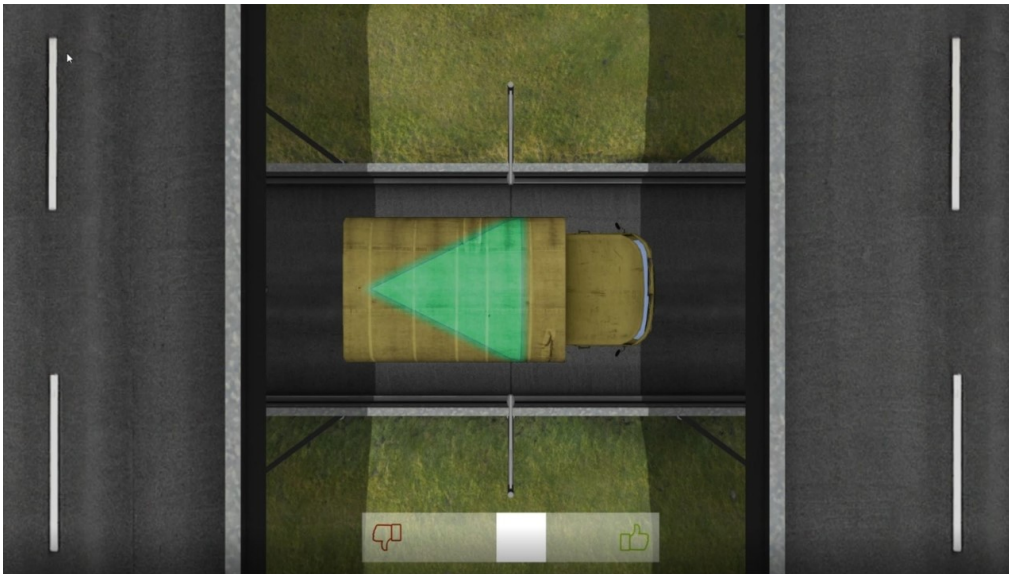
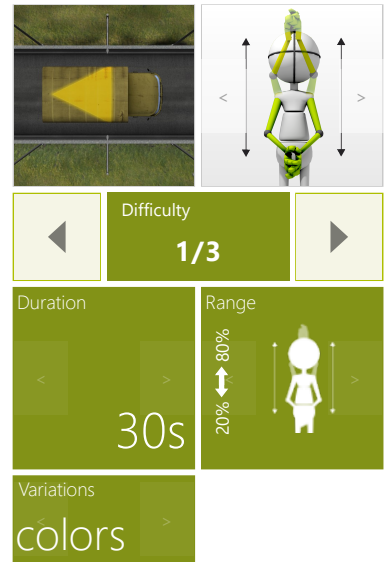
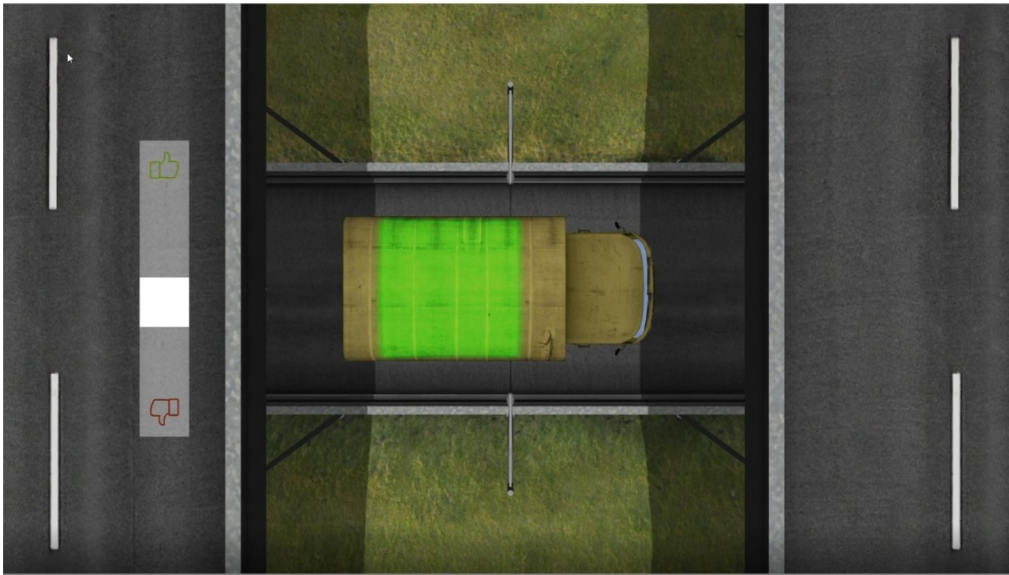
- Logical tasks
- Focusing
- Perceptivity

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



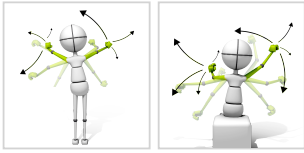


MEMORY

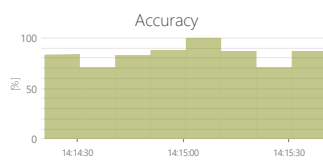
POSE REPEATER

Measure and train individual's skills to memorize information.

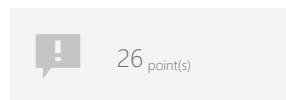
CONTROL MODES



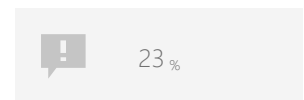
RESULTS



Total points



Memory



ADJUSTMENTS

- Task duration
- Time to remember poses
- Time to repeat pose
- Number of poses to remember

OBJECTIVES

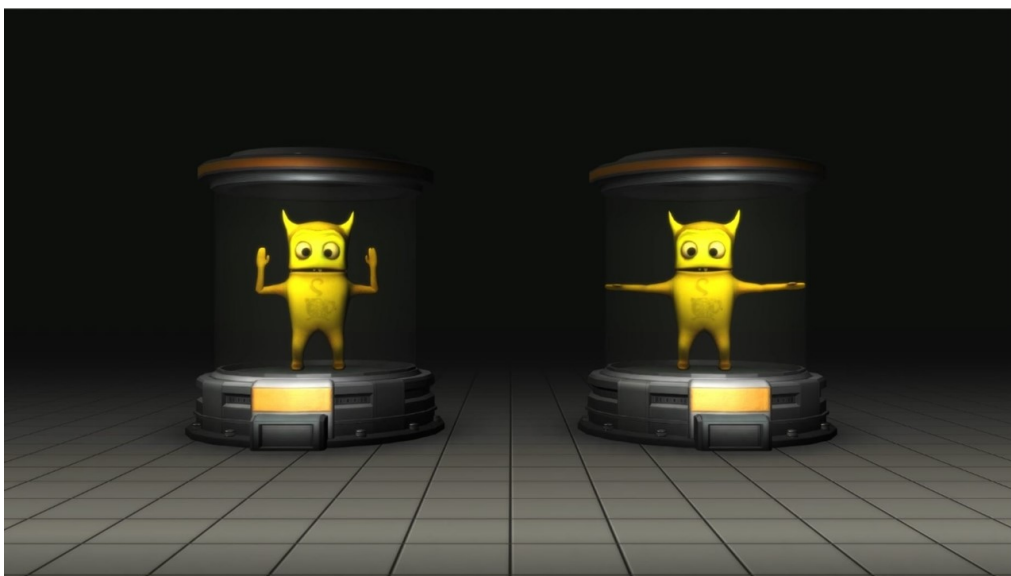
- Memory training
- 3D space movements reproduction
- Focusing
- Speed of decision making


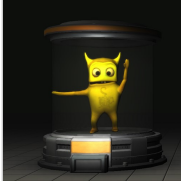
INSTRUCTION FOR PATIENT

Remember poses presented by yellow creatures and then try to repeat selected pose based on what you managed to remember



SAMPLE SETTINGS





◀

Difficulty
1/3

▶

◀

Duration
90s

▶

◀

Time to remember poses
4s

▶

◀

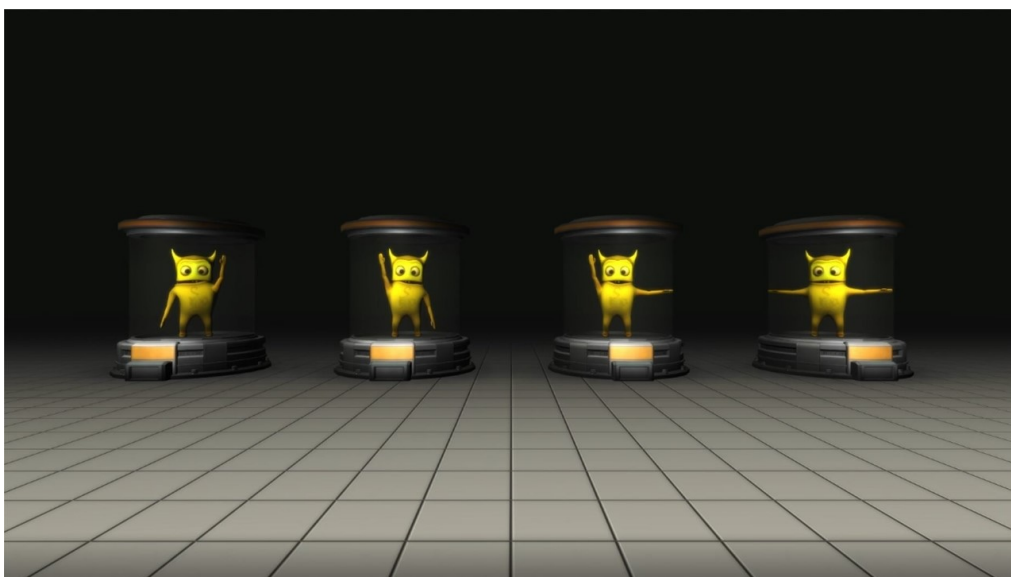
Time to repeat pose
5s



▶

◀

Number of poses to remember
2

▶





◀

Difficulty
Custom

▶

◀

Duration
30s

▶

◀

Time to remember poses
4s

▶

◀

Time to repeat pose
5s

▶

◀

Number of poses to remember
4

▶

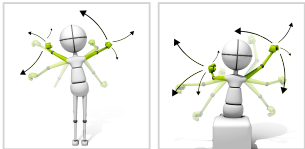


PROBLEM SOLVING

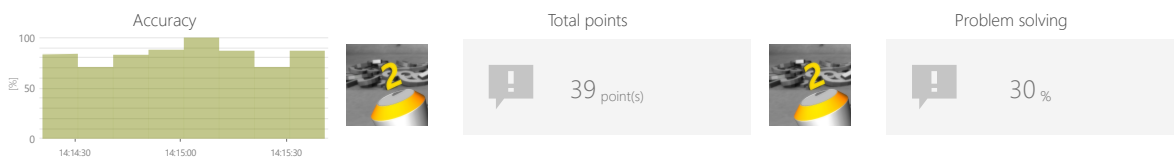
MATH

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



ADJUSTMENTS

- Task duration
- Target number range
- Allow negative numbers

OBJECTIVES

- Logical tasks
- Arms swings

INSTRUCTION FOR PATIENT

Hit the punching bag to change its state (orange ring means it is active). Make the sum of the numbers above active punching bags to be equal to the number in top left corner



SAMPLE SETTINGS



◀	Difficulty 1/5	▶
Duration 30s		Target number range min 5 max 10
Allow negative numbers No		



◀	Difficulty 5/5	▶
Duration 30s		Target number range min 10 max 20
Allow negative numbers Yes		

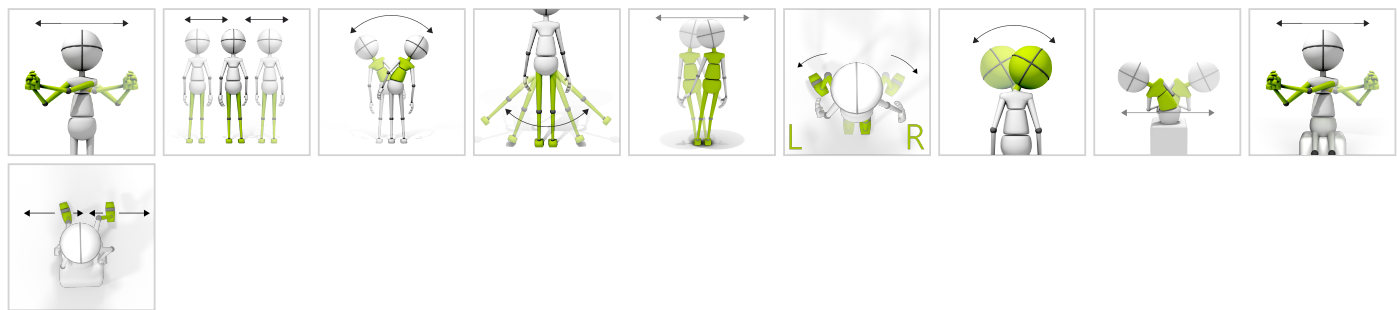


PROBLEM SOLVING

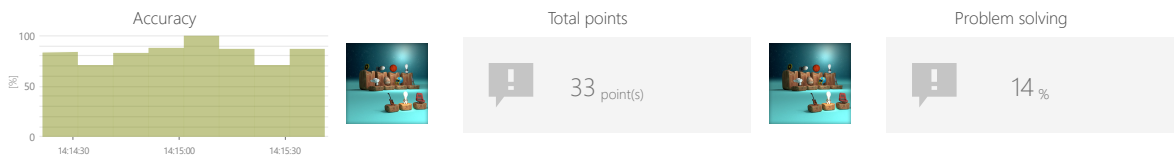
CLONES

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



ADJUSTMENTS

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

OBJECTIVES

- Perceptivity
- Visual motor coordination
- Logical tasks

INSTRUCTION FOR PATIENT

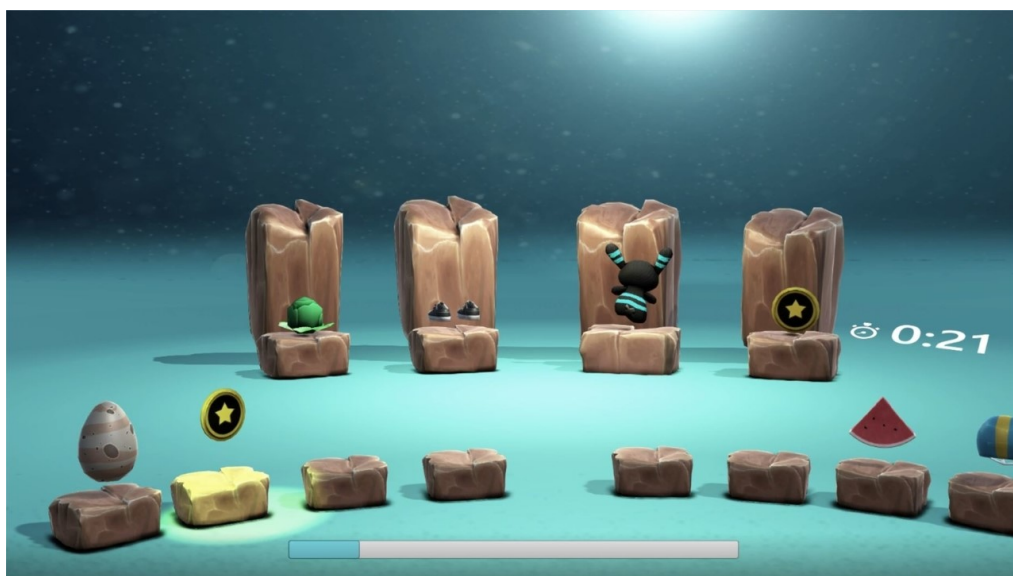
Select the item which has a pair on the screen





PROBLEM SOLVING

CLONES

SAMPLE SETTINGS





◀

Difficulty
1/3

▶

Duration

< 90s >

Minitask duration

< 30s >

Range

< 20% ↔ 80% >

Number of pairs

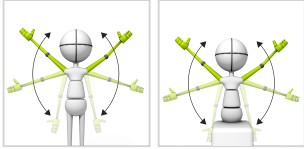
< 4 >



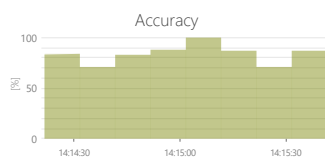
PROBLEM SOLVING CLOCK

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

21 point(s)



Problem solving

12 %

ADJUSTMENTS

- Task duration
- Time to complete action
-

OBJECTIVES

- Speed of decision making
- Visual motor coordination
- Logical tasks

INSTRUCTION FOR PATIENT

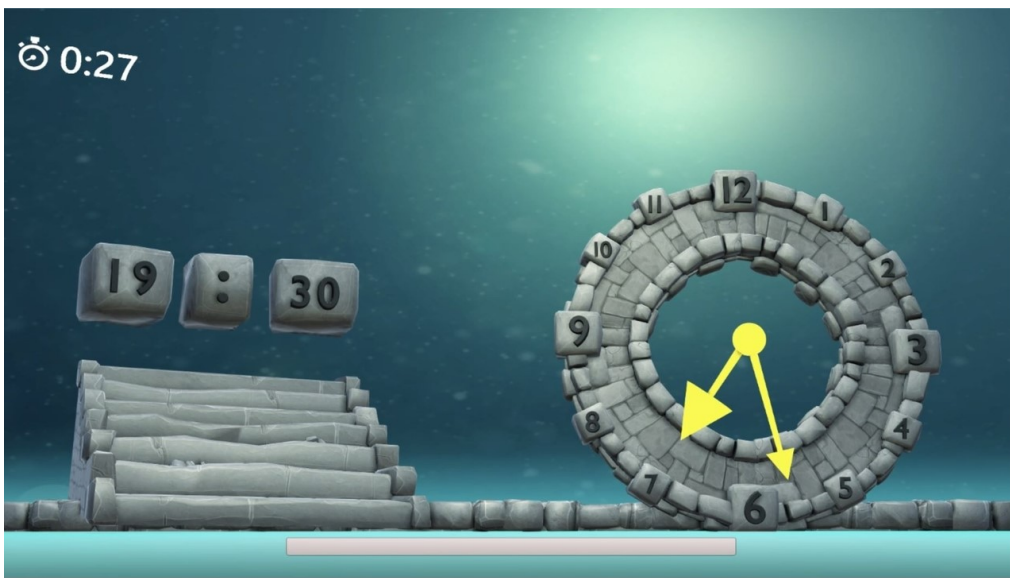
Control the arrows to set the time visible on the left clock



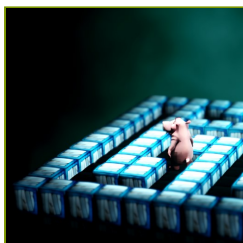
PROBLEM SOLVING

CLOCK

SAMPLE SETTINGS



Duration	Minitask duration
< 90s >	< 30s >
Angle 	Angle
180°	180°

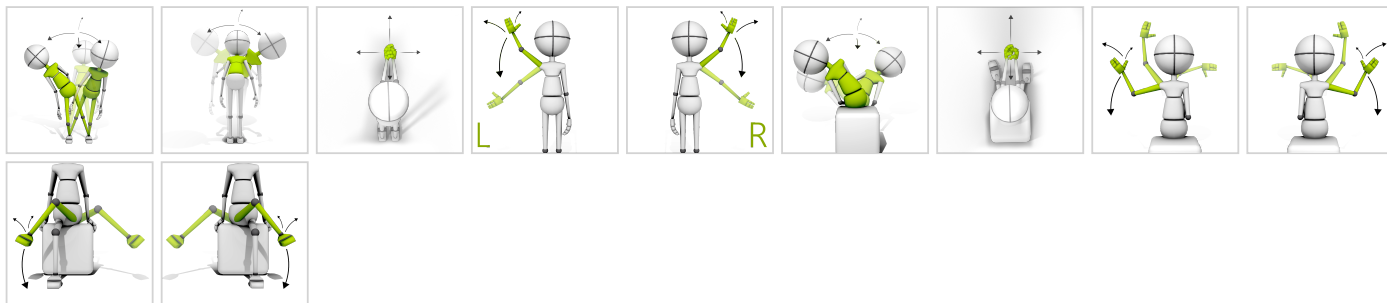


PROBLEM SOLVING

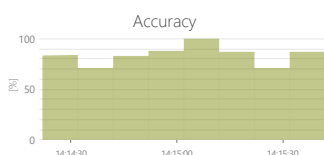
MAZE

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



Total points

23 point(s)



Problem solving

30 %

ADJUSTMENTS

- Task duration
- Range
- Show path
- Maze size

OBJECTIVES

- Logical tasks
- Planned movements
- Planning and Strategy

INSTRUCTION FOR PATIENT

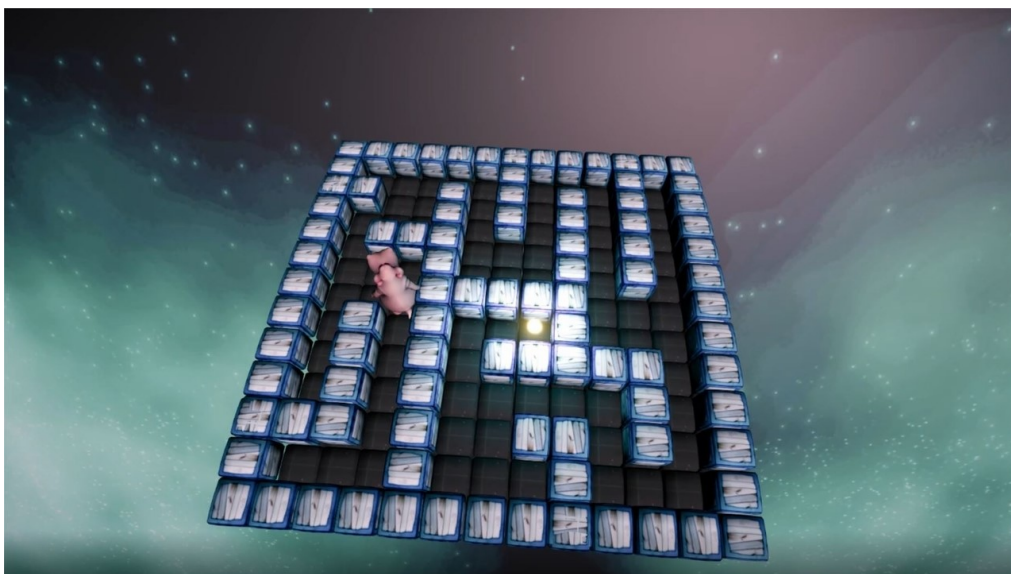
Lead the hippo through the maze to the glowing target.

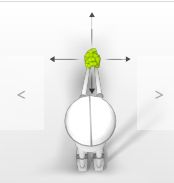



PROBLEM SOLVING

MAZE

SAMPLE SETTINGS





◀

Difficulty
2/4

▶

Duration

< 90s >

Range

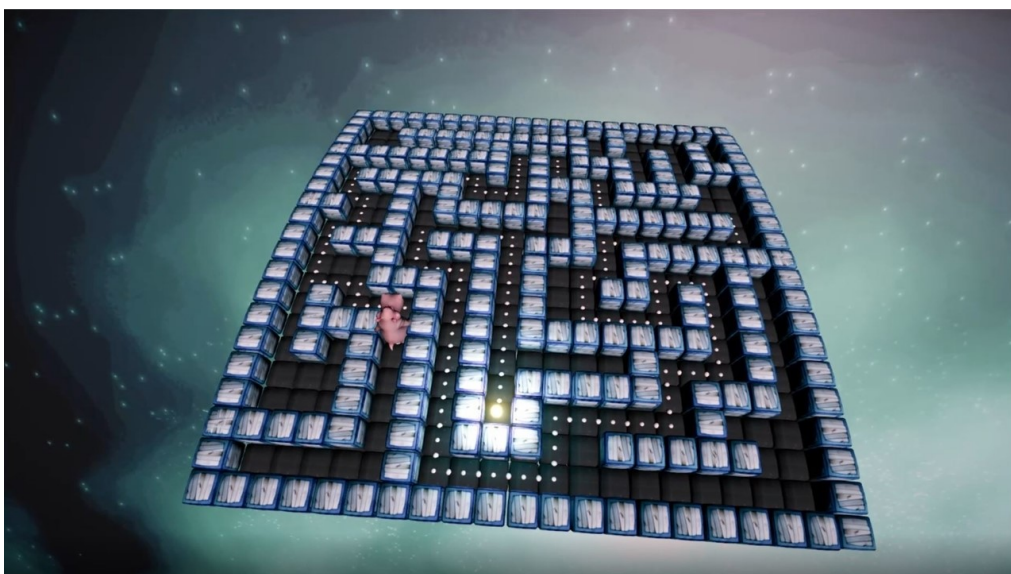
0% 100%
0% ↔ 100%


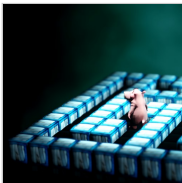
Show path

< No >

Maze size

< 6 >





◀

Difficulty
Custom

▶

Duration

< 90s >

Range

20% 80%
20% ↔ 80%

Show path

< Yes >

Maze size

< 10 >



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

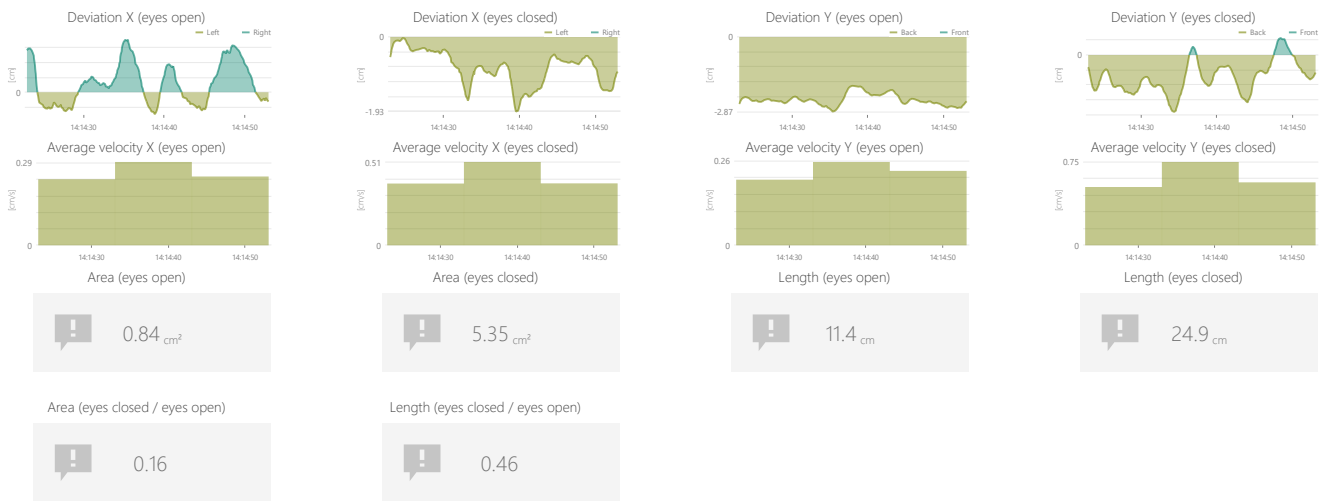
ROMBERG TEST

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Time to complete action
- Show feedback

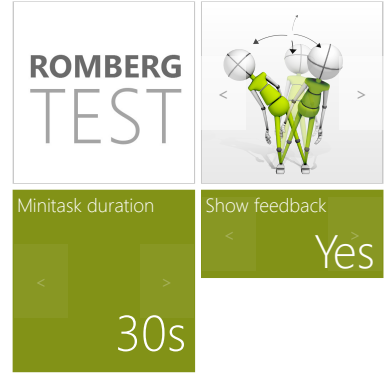
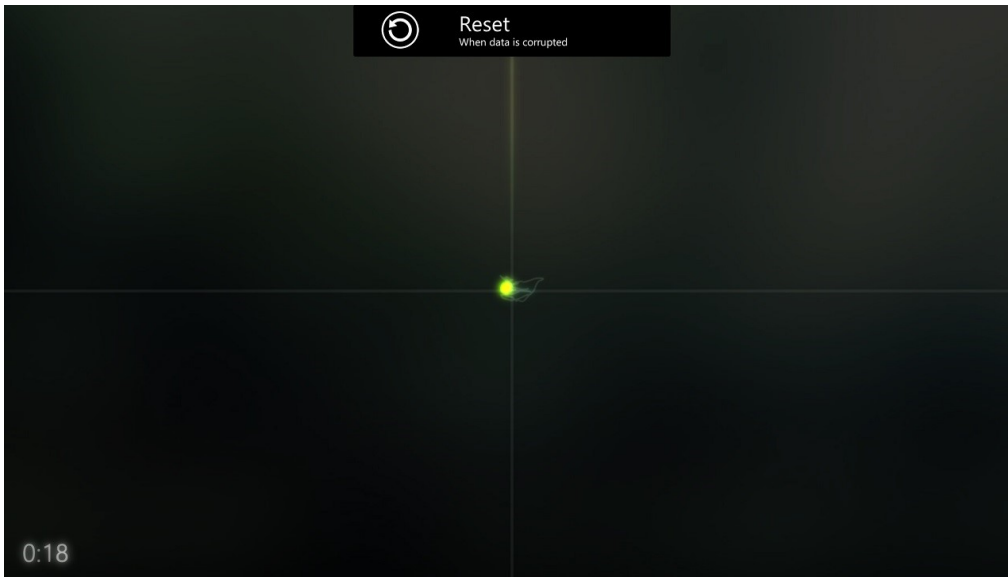
OBJECTIVES

- Assesses static standing balance

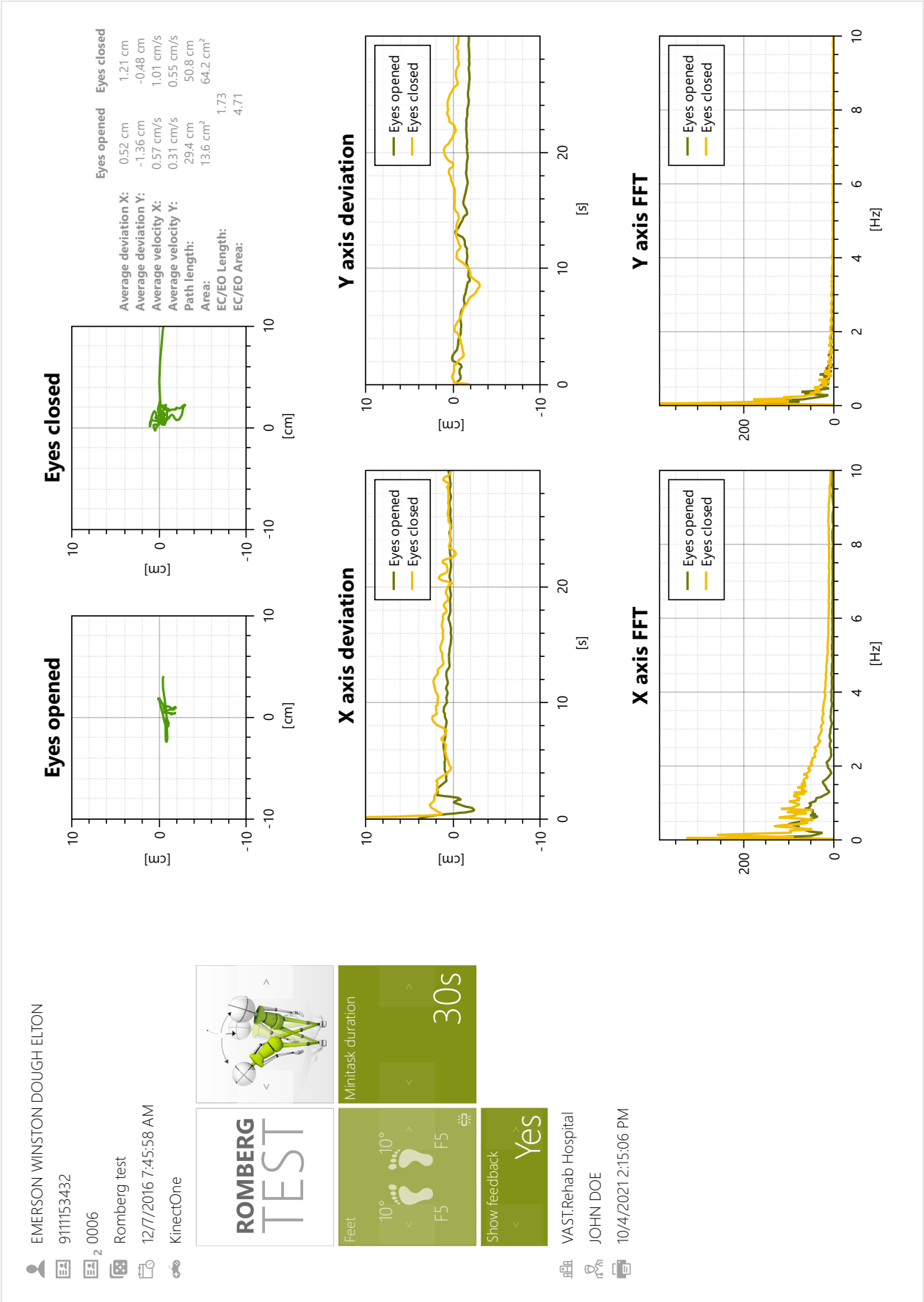
INSTRUCTION FOR PATIENT

Romberg test. Try to stand as steadily as you can. First with eyes open, then with eyes closed

SAMPLE SETTINGS



SAMPLE REPORTS





SPECIALIZED STABILITY TEST

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Time to complete action
- Show feedback
- Radius

OBJECTIVES

- Relaxation
- Postural stability

INSTRUCTION FOR PATIENT

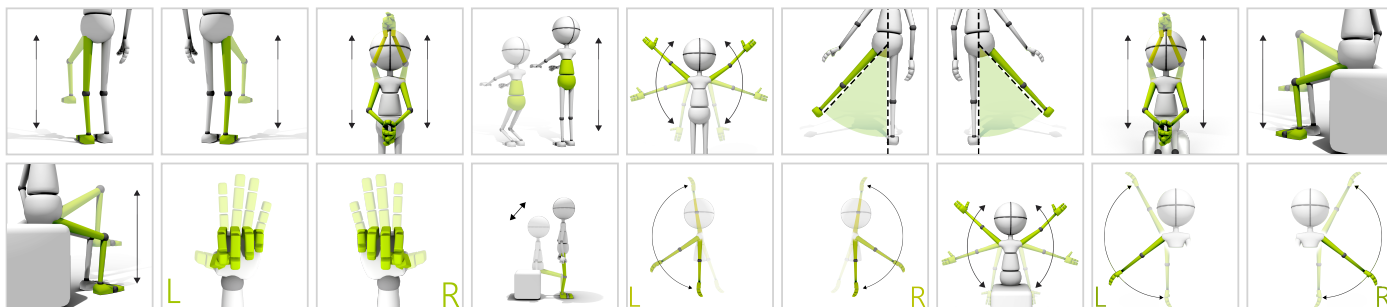
Keep your body balanced



SPECIALIZED GONOGO TEST

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

CONTROL MODES

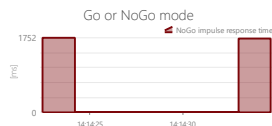


RESULTS



Number of NoGo impulses noticed (Go or NoGo mode)

4



Number of Go impulses missed (always Go mode)

0

Number of Go impulses missed (Go or NoGo mode)

1



Time delay caused by distraction

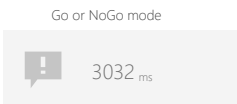
37 %

Number of NoGo impulses hit (Go or NoGo mode)

2

Always Go mode

3000 ms



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

FUKUDA TEST

SPECIALIZED

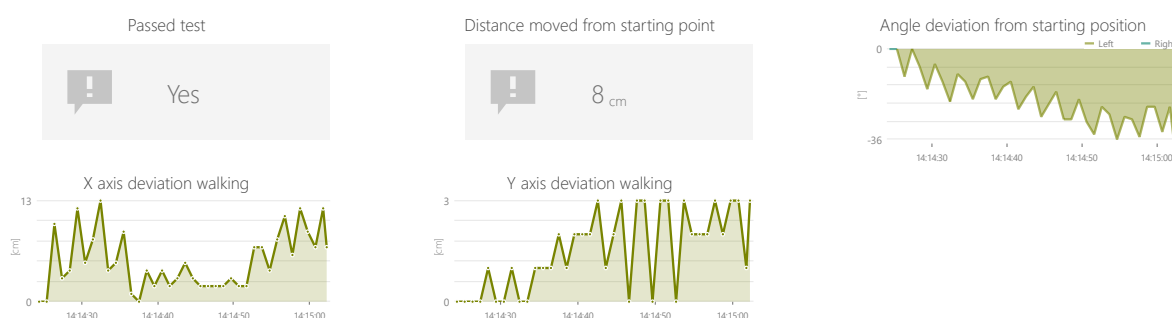
FUKUDA TEST

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

CONTROL MODES



RESULTS



OBJECTIVES

- Vestibular disorders diagnosis

INSTRUCTION FOR PATIENT

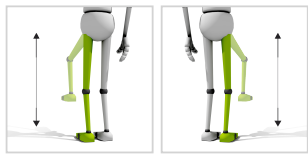
Take 50 steps in place with the eyes closed with arms outstretched at 90°



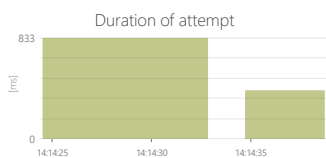
SPECIALIZED SINGLE LEG STANCE TEST

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Time to complete action

OBJECTIVES

- Test the limits of balance and equilibrium
- Knees lifting
- Postural stability

INSTRUCTION FOR PATIENT

Try to keep your body balanced while performing single leg stance