

Upper & Lower Extremity, Vestibular, Neurologic, Orthopedics, Sports Medicine and so much more

## **DEVELOPED BY PT'S AND OT'S**

and a Worldwide Scientific collaboration with recognized Scientists and Practitioners:

Clinical validation

Solution optimization

Continuously support for your Clinical needs

• Innovative full sensory immersion simulating physical presence in an interactive environment

- Easy to use distraction interventions diversion of attention to increase patient compliance
- Increased patient motivation through the immersive entertaining dimension and results
- Effective real-time customized adaptation designed around patient progress
- Dual task Rehab Upper Extremity
- Pain reduction\*

## STATE-OF-THE-ART TECHNOLOGIES WITH UNLIMITED APPLICATION RANGE



Reflex VR module - Reaction time. Accuracy, Amplitude, Coordination (Upper/Lower Extremity)



VR Mirror Therapy - Stroke, Amputees, Algodystrophy treatments



**Cervical and Upper Extremity ROM Assessments** - in only a few seconds



Postural Stability, Gaze Stability, **Perceptual Orientation and Joint Proprioception** - Various Assessments & Rehabilitation modules



See beyond reality

<sup>\*</sup> Source: Hoffman, H. G., Richards, T. L., Coda, B., Bills, A. R., Blough, D., Richards, A. L., and Sharar, S. R. (2004). Modulation of thermal pain-related brain activity with virtual reality: evidence from fMRI. Neuroreport, 15(8), 1245-1248.

Examples of Applications	Examples of Assessments & Rehab exercises
Spine in the 3 planes	ASSESSMENTS: Cervical ROM, Cervicocephalic Relocation Test (Joint Position Error Test) REHABILITATION: AirRaceVR, Spine RotationVR, SpineVR, Head-Eye Coordination
Concussion	ASSESSMENTS: Cervicocephalic Relocation Test (Joint Position Error Test), hCTSIB (CTSIB Headset Measures), RFT-Rod & Frame Test, SVV-Subjective Visual Vertical, Dynamic SVV REHABILITATION: ReflexVR, Electrical Track, Target Tracking, Optokinetic, Optical Flow, EscalatorVR, CrowdVR
Lower Extremity	ASSESSMENTS: hCTSIB (CTSIB Headset Measures) REHABILITATION: ReflexVR, SquatVR, Optical Flow
Upper Extremity	ASSESSMENTS: Upper Limb ROM  REHABILITATION: ReflexVR, ShoulderVR, Electrical Track, Upper Limb Pursuit, BowVR, Mirror Therapy, Mirror & Ball, Mirror & Objects
Hemiplegia	ASSESSMENTS: Hemineglect, Bells Test VR REHABILITATION: Target Tracking, Mirror Therapy, Mirror & Ball, Mirror & Objects, RelaxationVR
Algodystrophia	REHABILITATION: Mirror Therapy, Mirror & Ball, Mirror & Objects
Proprioception	ASSESSMENTS: Cervicocephalic Relocation Test (Joint Position Error Test), hCTSIB (CTSIB Headset Measures)  REHABILITATION: ReflexVR, Optical Flow, Optokinetic
Balance/Fall prevention	ASSESSMENTS: Cervicocephalic Relocation Test (Joint Position Error Test), hCTSIB (CTSIB Headset Measures), RFT-Rod & Frame Test, SVV-Subjective Visual Vertical, Dynamic SVV REHABILITATION: ReflexVR, Electrical Track, Target Tracking, Optokinetic, Optical Flow, EscalatorVR, CrowdVR
Chronic Pain/Kinesiophobia	ASSESSMENTS: Cervical ROM, Upper Limb ROM  REHABILITATION: RelaxationVR, BowVR, Mirror Therapy, Mirror & Ball, Mirror & Objects, ShoulderVR, Electrical Track
Cognition	ASSESSMENTS: Memorization, StroopVR REHABILITATION: Mirror Therapy, Mirror & Ball, Mirror & Objects, SupermarketVR
Sports Medicine	ASSESSMENTS: hCTSIB (CTSIB Headset Measures), Upper Limb ROM  REHABILITATION: ReflexVR, SquatVR, Optical Flow, ShoulderVR, Electrical Track, Upper Limb  Pursuit, BowVR, Mirror Therapy, Mirror & Ball, Mirror & Objects

Literally, I have several stroke patients with serious hemiparesis issues especially of the upper extremity and so we've been using the mirror image, and we're also using the head eye coordination type activities for them

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