

BalanceVR

Virtual Reality Assessment & Rehabilitation solution



Dizziness, Balance Disorders, Concussion, Vestibular Disorders, Motion Sickness and so much more

DEVELOPED BY A VESTIBULAR PHYSIOTHERAPIST

and a Worldwide Scientific collaboration with recognized Scientists and Practitioners:

Clinical validation
+
Solution optimization

=

Continuously support for your Clinical needs

OPTIMIZE PATIENT CARE WITH VIRTUAL REALITY

- **Innovative sensory immersion** simulating physical presence in an interactive environment
- **Easy-to-use distraction interventions**-diversion of attention to increase patient compliance
- **Effective real-time customized adaptation** designed around patient progress
- **Increased patient motivation** through immersive entertaining dimension and results
- **Real-time objective data**
- **Patient progress reports with normative data**

[1] Watanabe, Y., Ohmura, A., Shojaku, H., & Mizukoshi, K. (1994). Optokinetic Nystagmus Elicited by a Random Dot Pattern and a Wide Interval Stripe Pattern in Normal Subjects. Acta Oto-Laryngologica, 114(sup511), 104-108. doi:10.3109/00016489409128311

[2] Watanabe, Y., Ohmura, A., Ito, M., & Mizukoshi, K. (1989). Optokinetic Nystagmus by Random Dot Pattern. Practica Oto-Rhino-Laryngologica. Suppl., 1989(Supplement36), 22-32. doi:10.5631/jibirinsuppl1986.1989.supplement36_22

MULTI-SENSORY REHABILITATION



Optimized Physiologic Optokinetic

Easy installation: 3D, random pattern, immediate & powerful vection⁽¹⁾⁽²⁾



Visual Vertigo: Optical Flow (linear scrolling and proprioception work), Visual dependence



DVA with Customizable Amplitude up to 360°



Amplitude & speed Vestibular stimulation quantifications



Virtualis

See beyond reality

BalanceVR solution includes:

BalanceVR
Software Bundle



Hardware
(VR-ready PC + Display + VR Headset...)



Patient management
(Tracking & Reports)

LIST OF SOME OF THE AVAILABLE MODULES (all the modules on demand):

ASSESSMENT	REHABILITATION
Cervical Range of Motion	Car simulation
Cervicocephalic Relocation Test (Joint Position Error Test)	CrowdVR (PPPD)
Dynamic Subjective Visual Vertical (SVV)	DVA - Dynamic Rehabilitation
Dynamic Visual Acuity (DVA)	EscalatorVR
hCTSIB VR (Sensory Organization Test) - Headset Measures	Head-Eye Coordination
Rod & Frame Test (RFT)	Lift (Elevator)
Rod & Frame Test 3D	Memorization
Subjective Visual Vertical (SVV)	Motorway simulation
	Optical Flow
	Optokinetic
	Reading (Sway Referenced)
	RelaxationVR
	Rod & Frame Test
	Sea Simulation
	Spatial Navigation
	Supermarket
	Target Tracking
	Waves (Sway Referenced)

“ *The product is phenomenal! This software program and Virtualis are a major asset to our clinics*

Michael Strakal -
Owner of Rehab Clinics
in Tulsa and Owasso, OK



MKT-DOC-083021-US-PB



Risk class 1 medical device
Regulation (UE) 2017/745

www.virtualisvr.com

908-489-9499

contact@virtualisvr.com

