

OT and Virtual Reality Solutions

Product Overview - Rapael Smart Glove by NEOFECT

The Smart Glove is a biofeedback, virtual reality device created for the upper extremity rehabilitation of the arm and hand after stroke, brain injury or neurologic illness.

- Research shows that after stroke or brain injury, repetitive, meaningful, task-oriented training is necessary for motor improvement.
- The Rapael Smart Glove communicates with a tablet containing 40+ games to provide a ***data-driven, gamified experience for upper extremity rehabilitation*** to keep patients engaged in their rehab process.
- The Smart Glove system also allows clinicians access to outcomes information to update the program as needed to assist the patient in meeting their goals.

Additional products planned for a 2017 launch include a **Smart Board** which provides gravity eliminated upper extremity rehab in a virtual environment as well as a **Smart Pegboard** which includes a multi-sensory experience for fine motor rehabilitation.

Summary of Research Results

Users of the Rapael Smart Glove showed statistically significant improvements in:



- Fugl-Meyer & Jebsen-Taylor **hand function scores**
- Patients demonstrated significant gains in ***both proximal and distal scores***.
- **Quality of life** on the Stroke Impact Scale also improved.
- In order to be successful with the device, patients should have a minimal (trace or better) amount of activation of their wrist (flexion or extension) and forearm (supination or pronation).

To learn more about the Rapael Smart Glove, Smart Board and Smart Pegboard, visit:
<http://www.neofect.com/en/product/rapael/> or call Neofect Customer Service: (415) 513-1608

Product Overview - Music Glove and FitMi by Flint Rehabilitation



The MusicGlove is a hand therapy device that interacts with a musical game to encourage users to perform hundreds of therapeutic hand and finger exercises while engaging with the activity.

To use the device, a patient puts on the MusicGlove, plugs it into a personal laptop or Flint tablet, and presses play. Then, the patient follows along and makes the appropriate pinching movements when each musical note floats down the screen. Some amount of lateral pinch is required for a patient to be able to participate.

FitMi consists of two pucks that communicate with a tablet or PC and allows patients to receive feedback on their participation in exercises in a virtual environment. A variety of different exercises are available from hand and arm, core and lower extremity activities. The system provides a greater challenge as patients are successful with lower level activities.

To learn more: <https://www.flintrehab.com/> or 1-800-593-5468

Product Overview - Saebo VR



SaeboVR is a virtual ADL (activities of daily living) rehabilitation system. The proprietary platform was specifically designed to engage the client in both physical and cognitive challenges involving daily functional activities. In addition to interacting with meaningful every-day tasks, the **SaeboVR** uses a virtual assistant that appears on the screen to educate and facilitate performance by providing real-time feedback.

SaeboVR's ADL-focused virtual world provides clients with real-life challenges. Users will incorporate their impaired upper limb to perform simulated self-care tasks that involve picking up, transferring and manipulating virtual objects.

Sample Virtual ADL's :

- Grocery shopping
- Putting away groceries
- Preparing breakfast
- Pet shopping
- Pet bathing
- Garden planting
- Garden harvesting
- Preparing dinner
- Putting away clothes
- Volunteering at a soup kitchen

individual client to maximize success and outcomes.

- ADL tasks can be customized to challenge endurance, speed, range of motion, coordination, timing and cognitive demand.
- Includes a clinical provider dashboard to view client performance and participation trends.
- Reports are graphically displayed for easy viewing.

Features:

- All about function! Only virtual system available that exclusively focuses on real-life self-care tasks.
- Practice repetitive movements with fun and motivating activities.
- Activities are adaptable to the

To find out more, visit:

<https://www.saebo.com/saebovr/> or call
Saebo Customer Service at:
(888) 284-5433