Dessintey

SRT *NEW*
Self Rehabilitation Technology

Origin: France

> **Self Rehabilitation Technology stimulates the patient in an intuitive and playful way with one or several spheres manipulated in a single or two-handed mode. These devices can be used outside conventional rehabilitation sessions: in a self-rehab lab or in supervised group therapy sessions.**

Features

- SRT comes in 3 different sizes, each designed to target different patients, from less motor impairments to severe

SRT5
- Proximal movements
- Large range of motion

SRT 2
- Bimanual coordination
- Medium range of motion

SRT6
- Attentionnal training
- Small range of motion
- Definition of the active zone

- Patient actions are tracked and displayed in real time, helping users stay engaged and therapists to monitor progress instantly

- Use in single or two-handed mode, with varying range of motion to meet the patient's physical capacity

- Accessible to children and elderly patients, and usable in both sitting or standing positions

- Interactive, game-like activities that encourage movement execution and repetition, boosting both motor and cognitive recovery
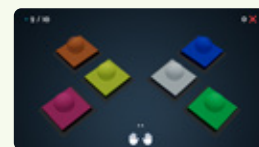

Fine movements, attention, coordination

Cognitive flexibility, memory
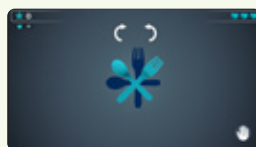
Visual representation, mental rotation

Memory, attention

GRIPABLE

GripAble Pro
Empowering Hand & Arm Therapy

Origin: UK
Certificate: FDA, EN 301 489

GripAble is a smart, two-in-one assessment and training device for people with impaired hand, wrist or arm movement. The handheld GripAble device connects to an app on a tablet, where the user can be assessed and play a range of engaging games and activities that focus on different aspects of grip, hand and wrist movement.

⬙ Features

- Lighweight, portable and designed for a smooth transition from clinic to home
- Tracks four key hand movements - grip and release, wrist extension / fexion, radial / ulnar deviation and pronation / supination
- It can assess each individual's ability and adjust activities to match their progress
- 12 gripping activities available to address different therapeutic goals and utilise different combinations of grip, release and movement

Activity	Grip and Release	Wrist extension and flexion	Wrist radial and ulnar deviation	Pronation and supination
Balloon Buddies	Primary function	Not apply	Not apply	Not apply
Circus Escape	Primary function	Not apply	Not apply	Not apply
Concierge	Primary function	Primary function	Not apply	Not apply
Four in a Row	Primary function	Not apply	Not apply	Primary function
Little Rocket	Not apply	Not apply	Not apply	Primary function
Plume	Not apply	Primary function	Not apply	Not apply
Pigeon Hunter	Primary function	Not apply	Not apply	Not apply
Rep Counter	Primary function	Primary function	Primary function	Primary function
Space Shooter	Additional function	Not apply	Not apply	Not apply
Pixelate	Primary function	Not apply	Not apply	Not apply
Pufferfish	Additional function	Not apply	Primary function	Not apply
Windowsill	Primary function	Not apply	Not apply	Not apply

Legend: ■ Primary function ■ Additional function ■ Not apply

Virtual Reality Rehabilitation

Gripping Activities
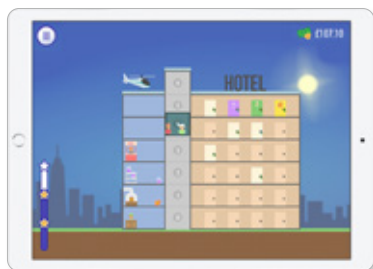
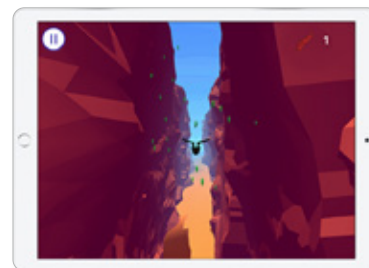Concierge
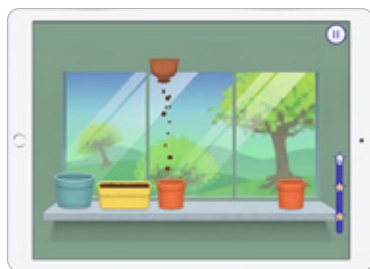
Windowsill


Balloon Buddies

Circus Escape

Space Shooter

Plume

Gripping Assessment

- Six gripping assessments currently available, exploring different aspects of gripping, e.g. Sustained, Rapid Exchange and Single Maximum
- Can carry out both isometric and isotonic assessment of grip strength. The minimum and maximum strengths recordable are 0.3kg to 90kg
- Pre-calculated results including mean and standard deviation
- On-screen instructions for consistent position, process and verbal feedback
- Follows ASHT assessment recommendations
- Results compiled in reports

GripAble Pro For Therapists
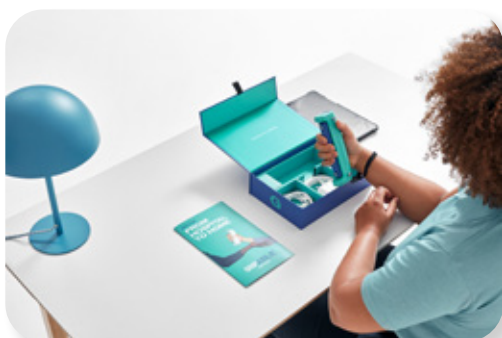
- GripAble device with straps
- Tablet and software app
- Activities, data and reports
- Assessments
- Multiple therapist logins
- Software updates included
- Unlimited patient logins

Smart PLAYBALL by PLAYWORK

Smart Physio Ball

Origin: Israel
Certificate: CE

The Smart PLAYBALL is a revolutionary therapy ball that functions as both a performance measuring tool and an interactive game controller, allowing patients to play engaging games while performing a variety of rehabilitative ball exercises.

Achieve hundreds of effective ball activities with a range of compelling games, while accurately tracking your performance and progress over time.

Features

- Available in 4 different sizes, the Smart PLAYBALL offers an all-in-one solution for clinics, addressing a wide range of therapeutic needs.
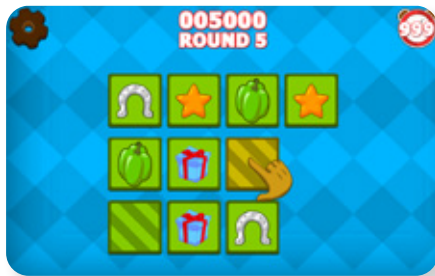
- **Total Body Exercises**

  Play games on the PlayBall to complete full body rehabilitation exercises. Rolling, squeezing, pressing and grasping are activating different muscles, during which time you receive immediate visual feedback on the actions.
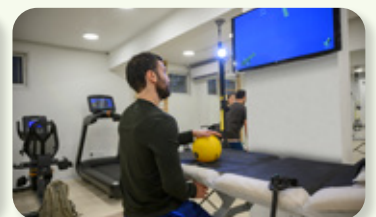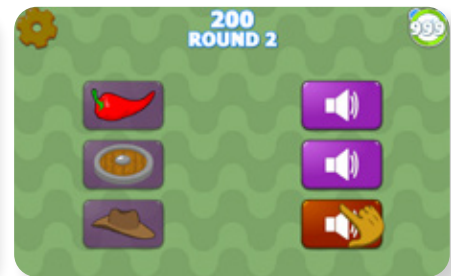
Virtual Reality Rehabilitation

New Cognitive Games
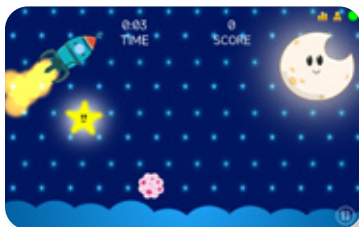

Matching two of a kind (Memory Game)

Matching Game (Image to name)

Matching Game (Image to sound)

Engaging Games

Discover a unique engaging game package and set new high scores. All games are personalized and set automatically according to your personal parameters.

Flying Rocket
Pressing in short intervals will keep the space rocket on the right track in various missions

Monster Blast (PLAYMOVE)
Roll the ball to blast as many monsters you can

## "Performance" Workouts And Dashboard

PlayBall's smart algorithms measure and track your performance to create an even more engaging and efficient recovery process.

Dashboard

Every workout is logged and reflected in mission to provide the most successful and efficient recovery process. Real-time measures and stopwatch feature allows you to conduct "performance" exercises without a game.

Performance Test

From time to time you will be asked to test your max power. Results will automatically reset your personal parameters and game controls.
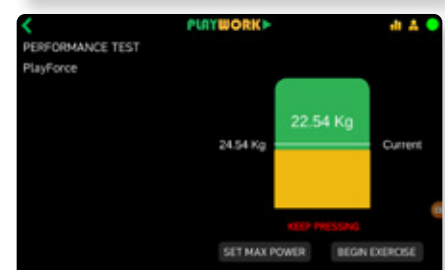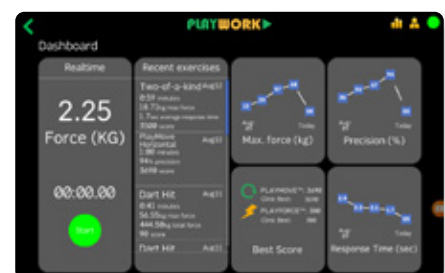
Components

- The system consists of:
- 'Smart' ball (internal sensors)
- Personalized level settings
- Performed dashboard
- Precise force+movement tracking
- Real-time feedback
- Interactive games package
- Control panel (touchscreen)

EvolvRehab Body
For Upper & Lower Body Rehabiliation

Origin: Spain

EvolvRehab Body is a suite of therapy modules for upper and lower extremity rehabilitation.

It makes it possible to retrain abilities such as balance, weight transfer, reach, endurance, strengthening, cognition, and can be used in fall prevention training.

It includes three modules: Assessments, Exercises and Exergames. Each module features content that can be easily customised to the patients' impairment level via the intuitive therapy manager.

Features

- The RehabKit includes the new Azure Kinect 3D camera for accurate AI-based body tracking
- The Fall Prevention Program is also included and can be used through the RehabKit
- Installed with voice guide
- Cantonese version is avalilable now

New MoveWell Module

- Suite of 40+ Upper Extremity activities for stroke and similar conditions for clinical use and telerehabilitation
- Aimed at improving quality of movement of the affected upper limb by reducing compensatory motor strategies
- Includes Assessments, Exercises, and Exergames for 5 movement Types: Shoulder flexion, Shoulder external rotation, Elbow flexion, Reaching, Hand to head
- Includes unilateral and bilateral activities
- Therapists and patients can access body tracking recordings to review patient performance
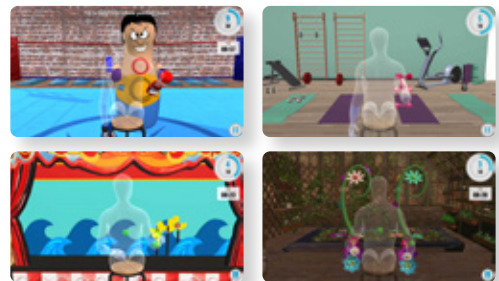
New Body Exergames

A suite of therapeutic game-like exercises that can be customised for each patient's needs based on their level of physical ability. Gamification is used to make the exegames even more engaging, helping to ensure improved patient adherence over time.

- 4 separate ADL exergames requiring functional movements for cleaning: vacuuming/hoovering, ironing, window cleaning and washing dishes

evolvrehab

EvolvRehab Hands
Rehabilitation Of Fine Motor Skills Of The Hands

Origin: Spain

EvolvRehab Hands enables mass practice of fine motor skills through a novel approach to train dexterity, range of motion and muscle strength for fine motor rehabilitation.

EvolvRehab Hands includes activities for finger flexion, extension, abduction, and wrist ulnar and radial deviation.

These exercises can be personalised to the patient's ability through their assessment, exercise, or exergame modules.

Gripping Assessment

Patients can perform prescribed customised workouts guided by a virtual coach who delivers real time feedback to patients.

- Wrist flexion
- Wrist extension
- Ulnar deviation
- Radial deviation

Exercises

A suite of therapeutic game-like exercises, including 4 different isolated wrist ROM, that can be customised for each patient's needs based on their level of physical ability.

New Hand Exergames

EvolvRehab Hands includes 8 different Exergames for fine motor training which can be customised for each patient's needs based on their impairment and physical level of ability.

- New Space Flick Game for working finger extension
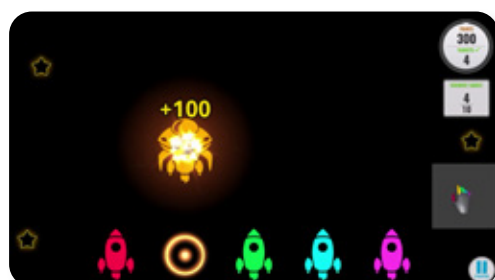
SilverFit 3D

Training Gross Motor Skills & ADL In The Open Space

Origin: The Netherlands
Certificate: CE

Games are displayed on a large TV screen and the player can control the games by moving in an open space by the 3D camera, and there are many options to adjust the difficulty, vision and speed of the exercises according to the physical and cognitive abilities of the player. As a result, SilverFit is a good solution for a wide range of clients. A clinical support menu with treatment protocols can help the therapist select the right exercises for their clients.

⬉ Features

- 30 games ; 40 unique movements; hundreds of game variations

- Exercises can be done from a seating or standing position, and there are also options for wheelchair mobility training and group training in which the therapist operates the mouse

- Exercises can be selected on the basis of starting point, body part and movement depending on the physical abilities of the user

- With a great variety of settings per exercise, clients can practise in a million different ways

- Development of protocols and exercises based on scientific reseasrch and clinical practice

- Combination exercising and training cognition and activities daily life

- Possibility to make a client profile with specific games or setting of games for the client. Monitor progress over time as the results will be saved

SIL⋁ERFIT

SilverFit Newton
Interactive Exercise System
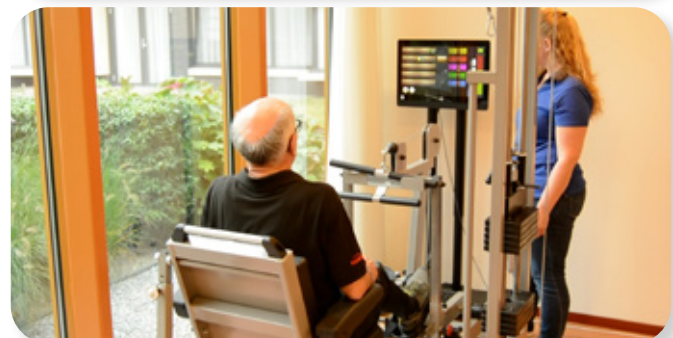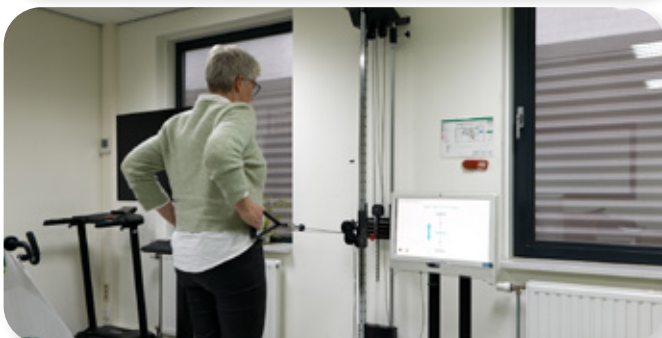
Origin: The Netherlands
Certificate: CE

The SilverFit Newton can be attached to any type of equipment that operates in liner movement such as Pulley, Weight Stack Unit, Incline Board, Skateboard, Single Gym Station, etc.

Strength training is by nature repetitive which often leads to low therapy compliance. The SilverFit Newton engages people with compelling games that are professionally produced with great graphics, addictive gameplay, and a very intuitive touch screen interface.

⦿ Features

- **Certain types of exercises:**
  - Time-based, Rhythm-based, Dynamic, Biofeedback
- **Objective outcome measures**
- **Video analysis module**
- **Patient tracking database:**
  - Range of motion, Symmetry test, Repetition Maximum (RM) test

SilverFit Mile
Interactive Treadmill / Bike System

Origin: The Netherlands
Certificate: CE

SilverFit Mile is a virtual reality system that transforms your treadmill or bike to an interactive system.

The SilverFit Mile can be fitted to any type of treadmill, the sensor will synchronize the treadmill speed with the video in the monitor, enable the user to have an instant visual feedback with their walking speed during the training.

*Different sensors for bike and treadmill

Visualisation of routes on a map

A map with an overview of all routes and Memory Lanes will now be available on the SilverFit Mile. On this map you can easily see the available routes in your area. The maps show an overview of the film routes in the world. You can open the films from the map to start cycling.

Downloading of personal films and photos

Possibility to add movies and photos to the SilverFit Mile. Patients can then enjoy souvenirs on photos given by their family or even go on a "ride" along familiar places with videos recorded by their loved ones.
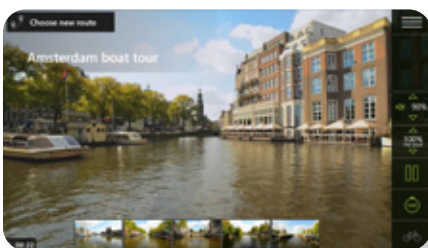
SilverFit Mile with treadmill

SilverFit Mile with bike

Local Videos

SILVERFIT

SilverFit Rephagia
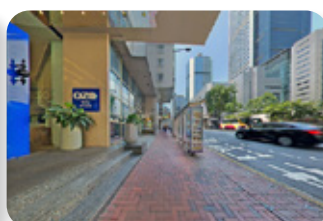Improve Swallowing Function

Origin: The Netherlands
Certificate: CE

With SilverFit Rephagia, therapists can offer clients functional and motoric swallowing exercises that help increase swallowing frequency, strength and coordination. It is also possible to train the swallowing motion with visual cues.

⌾ Use and Benefits

- Visualization of the exercise helps the therapist to explain what is expected from the client
- Therapist and the client both gain valuable insights in the client's progress
- Client is motivated to practise thanks to the interactive games
- Clients with reduced cognitive functions and/ or mental disabilites can be involved in the exercises more easily thanks to the games
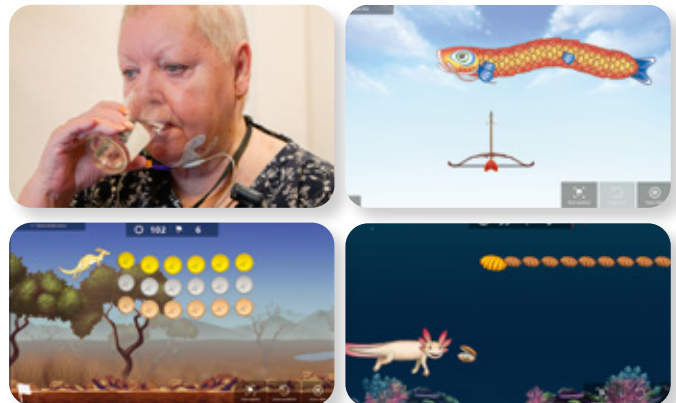
Set-Up Assistant

The set-up assistant helps the therapist select the right exercise and visualisation for the client. To do so, the therapist follows a step-by-step plan that follows the clinical questions they ask. Each exercise, method and visualisation is explained, so that the therapist can compose custom exercises for each client.

Data Analysis

- The International Dysphagia Diet Standardisation Initiative (IDDSI)
- Functional Oral Intake Scale (FOIS)
- Outcome measure "Compensatory movements prior to swallowing" is now also available in Kangaroo and Arrow and Bow

REHABTRONICS
TECHNOLOGY FOR RECOVERY
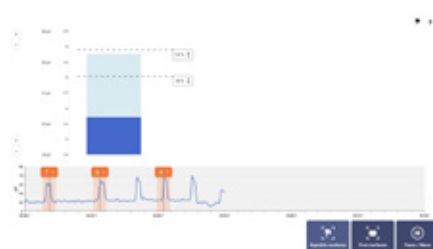
ReTouch

Interactive Multi-Touch Table For Upper Extremity Rehabilitation

Origin: Canada

ReTouch includes 20+ games for hand, arm, and shoulder exercises, including balance practice, visual field training, cognition, and more!
With a wide range of entertaining and engaging interactive games, the ReTouch provides a fun environment in which people can achieve their functional goals. Both single and multi-player games allow more versatile and enjoyable experience for users.

⬙ Features

- Motorized tilt/height adjustment
- Stylus
- 50" Durable Multi-touch screen
- Wheels for easy mobility
- 20+ games organized by functional goal

REHABTRONICS
TECHNOLOGY FOR RECOVERY
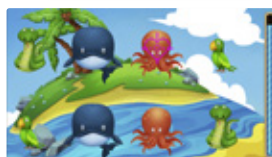
ReJoyce
Hand, Arm & Shoulder Rehabilitation

Origin: Canada
Certificate: CE, FDA, IEC 60601-1

ReJoyce is a rehabilitation workstation and patient evaluation tool designed to help people recover from hand and arm impairment. It motivates patients with practical games that engage patients in practicing typical activities of daily living (ADLs). The system includes the ReJoyce Automated Hand Function Test (RAHFT), which helps therapists quickly perform quantitative patient assessments, and create personalized therapy programs. With an at-home system, patients are also able to monitor their own progress with the RAHFT.

Features

- **Seven Hand Function In One Machine**
  1. Peg
  2. Coins
  3. Jar Lid
  4. Doorknob
  5. Key
  6. Gripper
  7. Handles
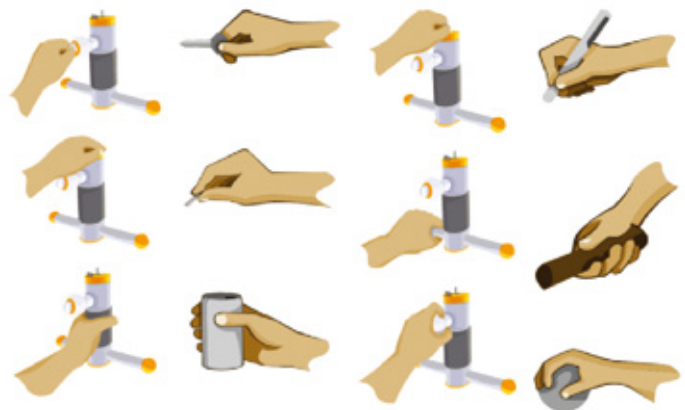
Interactive Software And Hand Function Test

When compared to conventional rehabilitation techniques, therapists have reported a significant increase in client motivation during ReJoyce-based rehabilitation. In many cases, ReJoyce therapy significantly reduces supervision requirements, allowing therapists to treat clients more efficiently and effectively.
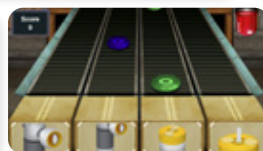
EsoGLOVE
Hand Rehabilitation System

Origin: Singapore
Certificate: CE, FDA, TGA, Japan, IEC 60601-1, IEC 60601-1-2, MDD Certificate of Listing No. 220134

EsoGLOVE is a lightweight, highly flexible and extremely comfortable hand rehabilitative device. Pneumatically driven, EsoGLOVE is a soft robotic hand rehabilitation system offers passive, active and bilateral trainings conveniently in comfort.

Targeted to improve fine motor skills of the fingers and upper limb coordination, EsoGLOVE provides opportunities for clinicians to incorporate other therapy elements to enhance the therapy experience and outcome.

New Bilateral-Mirror Therapy Training (Optional)

⬙ Features

- **Functional Task Trainings**
  - Trains patient in performing critical functional tasks in daily living, such as gripping and tripod-pinching, while interacting with real objects

- **Higher Training Intensity**
  - Longer period of training with higher intensity and minimal supervision with action observation therapy

- **Fast Setup**
  - User friendly user interface and device design with minimal training required
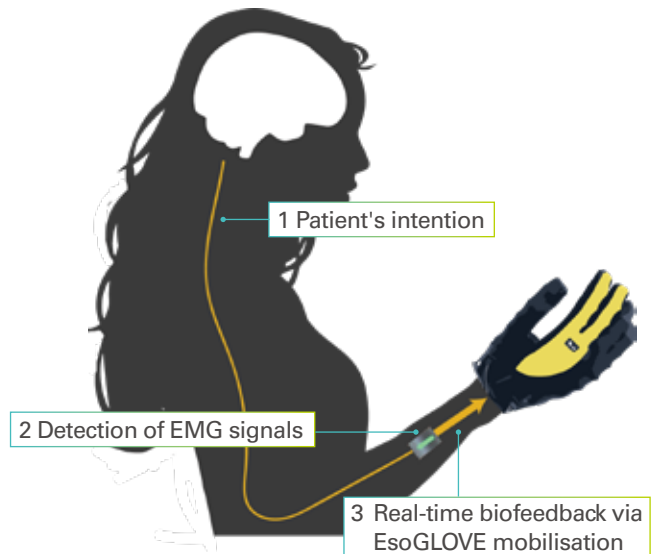
- **Active and Passive Exercises**
  - Combine both passive and active exercises and support maximum range of patients

- **Comfort**
  - Fully made of light fabric and biocompatible materials; offers top comfort and supports natural movements

Virtual Reality Rehabilitation

EsoGLOVE Myo (Optional)

1 Patient's intention

2 Detection of EMG signals

3 Real-time biofeedback via EsoGLOVE mobilisation

> **EsoGLOVE Myo detects patient's intention to move the hand via sEMG signals and provides real-time EMG biofeedback to promote moto relearning, on the basis of the concept of neuroplasticity.**

- **Active & Passive Exercise**
  - Combine both passive and active exercises and support maximum range of patients

- **Functional Task Trainings**
  - Trains patient in performing critical functional tasks in daily living, such as gripping and tripod-pinching while interacting with real objects

- **EMG Biofeedback**
  - Real-time EMG Biofeedback generated based on muscle activation, allowing patients to relearn motor functions more effectively

- **Higher Training**
  - Longer period of training with higher intensity and minimal supervision with action observation therapy

- **Fast Setup**
  - User friendly user interface and device design with minimal training required

- **Lightweight**
  - Less than 200 gram, just like wearing a normal glove

CygniSense-Motion (Optional)

- **Hand Assessment Module**
  - Allows therapists to record & monitor the ROM of the finger and wrist joints

- **CygniCONNECT Gamification Platform**
  - Combining with Roceso EsoFUN gamification platform, CygniSENSE-Motion offers an active rehabilitation platform that motivates and challenges the patients during their hand rehabilitation

- **Depth and Tracking Device**
  - To track fingers, hand & wrist movements for the various exercises, games & assessments

- **Analytics for Therapists & Care Givers**
  - Track & monitor patient's progress
  - Goal-setting based on progress
  - Ensure patient compliance

ezyGain

CycloSense
A Smart Sensor That Is Compatible with All Trainers

Origin: France

CycloSense is a smart sensor which attaches to the pedal of your bike / mini rehab bike to make your training bike smart and fun together with the EzyGain app.

Features

Evasion
- Multiple landscapes
- Personalized landscapes
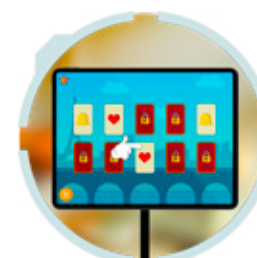
Video games
- Exercise while having fun
- Speed training
- Coordination training

Analysis
- Performance monitoring
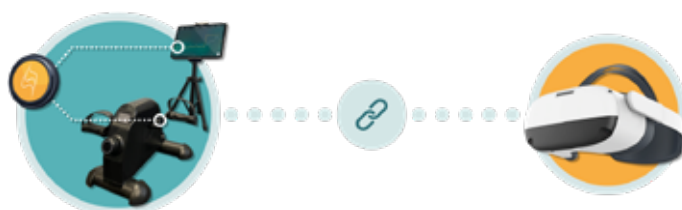- User profiles

Cognitive
- Focus
- Reactivity
- Memory

Sensors attached to the pedal

- CycloSense is compatible with virtual reality module VR Kit for an immersive 360° experience
- It allows to train upper limbs, observation and cognitive skills while pedaling

rebee

Rebee
Remote Rehabilitation System

Origin: Singapore

ReBee is a wearable motion sensor that mesaures range of joint movement in different planes, intended as an assistive device to monitor progress in an individual's exercise or rehabilitation program.
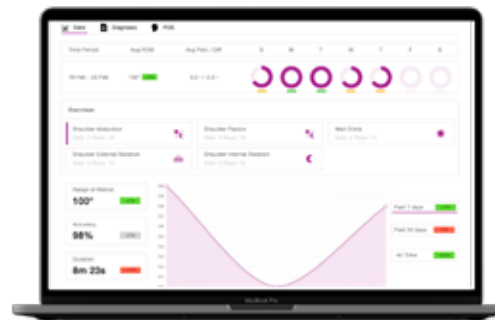
Features

- Rebee analyses user's key metrics like range of motion and accuracy to deliver insights on user's recovery process.
- Tablet with Rebee application for patients to follow guided exercises and monitor their rehabilitation progress.
- Connecting patients, doctors and physiotherapists through an integrated digital ecosystem of web portal, app and wearable sensor.
- Rebee platform allows physiotherapists to design exercise programs, monitor patients recovery, give feedback and progress your rehabilitation exercises in real time.

Targeted Users:

- Individuals undergoing joint reconstruction for knee, shoulder, and hip
- Sports medicine patients
- Trauma patients
- Cancer rehabilitation patients focusing on mobilization and stretching exercises
- Stroke rehabilitation patients requiring long-term physiotherapy

![HASOMED®]

RehaCom
Cognitive Therapy & Brain Performance Training

Origin: Germany
Certificate: CE

RehaCom is a comprehensive and sophisticated system of software for computer-assisted cognitive rehabilitation. This practical tool assists the therapist in the rehabilitation of cognitive disorders that affect specific aspects of attention, concentration, memory, perception, activities of daily living and much more.

Features

- Developed by leading neuropsychologists
- Efficacy support by numerous scientific studies
- Software available in Traditional Chinese
- Offers screening modules to detect impairments and to recommend corresponding cognitive therapy modules
- Offers customized solutions for clinics and supervised home therapy
- Made in Germany

Use and Benefits

- 20+ modules for all cognitive fields in all rehabilitation phases
- Saves all therapy results for therapist to further develop therapy strategies
- An auto-adaptive program, provide the user with a 'just-right' challenge
- Error-Specifc Feedback leads to higher self-confidence

Licensing RehaCom

Chin Rest / Head Rest

RehaCom Panel

Cognitive Rehabilitation

Attention

			English	Chinese
Alertness	Alertness Training	ALTA	available	available
	Reaction Behaviour	REVE	available	available
	Responsiveness	REA1	available	available
Vigilance	Vigilance 2	VIG2	available	available
Sustained Attention	Sustained Attention	SUSA	available	available
Selective Attention	Attention and Concentration	AUFM	available	available
Divided Attention	Divided Attention	GEAU	available	available
	Divided Attention 2	GEA2	available	partly available
Visual-Spatial Attention (perceptive)	Spatial Operations 2	SPOT	available	available
Visual-Spatial Attention (cognitive)	Spatial Operations 3D	RO3D	available	available
	Two-Dimensional Operations	VRO1	available	available
Visual-Spatial (spatial-constructive)	Visuo-Constructional Ability	KONS	available	available

Memory

			English	Chinese
	Working Memory	WOME	available	partly available
	Memory Strategy Training	LEST	available	available
	Verbal Memory	VERB	available	available
	Figural Memory	BILD	available	available
	Memory for Words	WORT	available	available
	Topological Memory	MEMO	available	available
	Physiognomic Memory	GESI	available	available

Executive Functions

			English	Chinese
	Logical Reasoning	LODE	available	available
	Shopping	EINK	available	available
	Plan a Vacation	PLAN	available	available
	Calculations	CALC	available	available

Visual Field & Neglect

			English	Chinese
	Saccadic Training	SAKA	available	available
	Exploration 2	EXO2	available	available
	Restoration Training	RESE	available	partly available

Visuo-Motor abilities

			English	Chinese
	Visuo-Motor Coordination	WISO	available	available

Screenings

			English	Chinese
	Alertness	ALET	available	available
	Divided Attention	GEAT	available	available
	Selective Attention	GONT	available	available
	Spatial Numbers Search	NUQU	available	available
	Working Memory	PUME	available	available
	Memory For Words	WOMT	available	available
	Logical Reasoning	LOGT	available	available
	Campimetry	KAMP	available	available
	Visual Field	VITE	available	available

available   partly available   not available

(October 2019)

OTParvos™
Digital OT Training System

Origin: China
Certificate: Singapore (HSA), Korea, Malaysia (MDA), IEC

OTParvos™ is a portable and intelligent digital OT training system solution for occupational therapy using electromagnetic sensors, LED array, dynamic control algorithm and AI. It helps motivate users to train by including a variety of accessories and games which can improve the motor control ability of the upper limb, fine motor ability of fingers, hand-eye coordination and cognitive abilities.
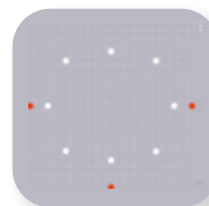
Multiple Training Types

OTParvos™ provides an extensive library of interactive games, which engage users in gamification training to improve multiple motor and cognition functions.
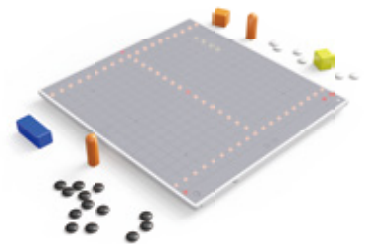
Pong
Improve hand-eye coordination and quick response-ability.

Trajectory
Improve motor control ability of upper limb based on task-oriented training.

Puzzle
Practice attention, pattern recognition, and fine motor ability.

Gomoku
Exercise upper limb movement ability and logical thinking.

Interactive Training, Motivate Users

Through collaboration or competition mechanisms, users can complete diversified training in the form of human-machine and human-human interaction, improving users' training enthusiasm and initiative.