

INTERACTIVE GAMES

Rehabilitation and amusement: the software offers several challenging and recreational exercises, based on active movements of the upper limb detected by dedicated sensors. The graphics interface involves

the patient and enhances the playful aspect of the treatment. In the motor exercise, the patient guides a game character in the execution of tasks of different complexity. The software records the levels of performance.



Collect mushrooms and train grasping movements



Avoid obstacles and train the flexion and extension of the wrist

Rehabilitation dose is a key point in treatment path. Interactive and challenging games help to increase the time of treatment as well as patients' motivation and compliance.

"The introduction of [Gloreha] has as its objective to support the work of the physiotherapist, to increase the intensity of the therapies administered and contain treatment costs".

F. Vanoglio - ClinRehabil. 2016 Apr 7

New technologies help to avoid patient's frustration, boredom and discouragement. In this way they can positively influence the results of a rehabilitation process.



- The movements detected by the sensors vary depending on the model used: flexion-extension of the fingers, pronation-supination of the wrist, radial-ulnar deviation, flexion-extension of the wrist, movements of the arm on the vertical and horizontal plane (back-forth, left-right, up-down)
- The difficulty level of the exercise can be programmed by the therapist or self-adapted based on the patient's performance
- The patient is free to actively move the arm in space, facilitated by a system for weight compensation
- All scores can be viewed on the screen and downloaded to pdf/excel file

Available in

Gloreha Workstation Plus • Gloreha Sinfonia • Gloreha Sinfonia Plus • Gloreha Aria

