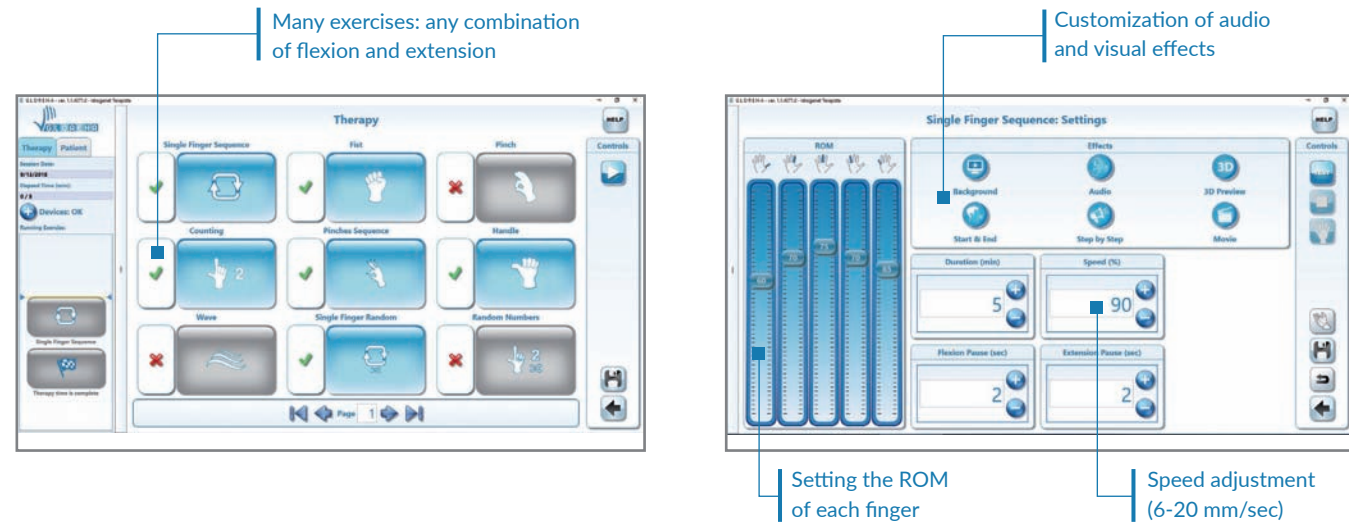


# PASSIVE MOBILIZATION

While the rehabilitation glove mobilizes finger joints, the patient simultaneously observes a 3D simulation of the hand on the screen. The glove works both in flexion and extension. Even on the patient who has no active residual movement, it is possible

to apply passive mobilization from the first stages of treatment. The software offers many possibilities for the customization of the therapy. Any pinch can be programmed as well as all combinations of flexion and extension of the fingers.



- 3D animation reproduces the movement the glove is performing on the patient's hand
- The rehabilitation glove is applicable in presence both of flaccidity or spasticity, in presence of high spasticity level after treatment with botulinum toxin
- The palm is completely free, facilitating contact with real objects
- The movement generated by the 'artificial tendons' is fluid and natural, the glove is comfortable and lightweight
- The therapist can adjust: ROM of each finger, the speed of movement, timing of the exercise, audio and visual effects
- The glove is available in 6 sizes (XXS, XS, S, M, L, XL), the pediatric application included
- The patient has not a predefined position; wrist and arm can be moved freely during therapy
- An accessory included in the set can stabilize the wrist in a functional position



"[Gloreha] induced changes in local muscle blood flow, diminished spasticity, and decreased subject-reported symptoms of heaviness and stiffness in subjects with hemiparesis"

L. Bissolotti - J. Phys. Ther. Sci. 28: 769-773 2016

A repetitive training program based on flexion and extension of the fingers can facilitate neuromuscular re-education, control pain, enhance the treatment of edema, prevent spasticity and maintain or increase the range of motion and muscle lengths.

Passive stretch combined with virtual reality can induce plastic changes in neural networks subserving motor control and learning.

