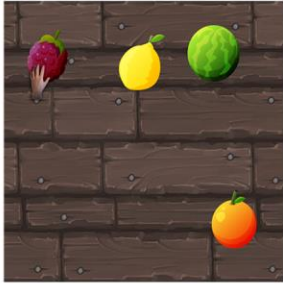




# Kinect Rehabilitation Software



Recovery Rapids makes therapy fun in one convenient gaming system. Whether patients play at home or the clinic, both patients and therapists get real time feedback on the progress they're making to their therapy goals.

## BENEFITS OF USING RECOVERY RAPIDS

### For patients

- ✓ High repetition motor practice based on Constraint Induced Movement therapy
- ✓ Light cardiovascular exercise
- ✓ Enhanced carry-over of motor gains to daily activities
- ✓ Immediate feedback and tracking of progress through web portal



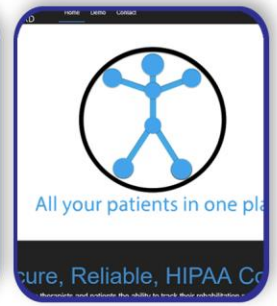
### For clinics

- ✓ No wasted time for task set-up, >95% active training time each session
- ✓ More efficient staffing approaches
- ✓ Automatic progression of motor tasks based on a person's performance
- ✓ Track progress on multiple motor metrics over time without additional assessment time
- ✓ Expand therapy services through innovative care delivery models
- ✓ Reduce no-show/cancellation costs through telehealth models of care
- ✓ Increase intensity and adherence to motor training between therapy sessions
- ✓ Capacity to monitor what clients do both in/out of session
- ✓ Enhance client satisfaction
- ✓ Prepare for pay-for-performance healthcare
- ✓ Therapist can perform education or discuss home adaptations while client remains engaged in billable motor training

**GAMES THAT  
MOVE YOU**

*therapy in motion*





# Clinically proven virtual stroke therapy

## DESIGNED BY NEUROREHABILITATION RESEARCHERS

Recovery Rapids was designed by neurorehabilitation researchers to incorporate the following principles.

- High repetition practice (>1000 AVG Movements Per Hour)  
Delivers randomized practice with action observation.  
Provides implicit biofeedback  
Minimizes “cheating” and compensatory movement.
- Encourages carry-over to daily activities using self-monitoring strategies from Constraint-Induced Movement Therapy.

## SIMPLE TO IMPLEMENT IN YOUR CLINIC OR AT HOME

Recovery Rapids quickly adapts to a user’s current functional level.

- Customization takes less than 1 minute.  
Difficulty automatically progresses as a user improves.  
Accommodates a wide range of motor function.  
Can be played sitting or standing.
- Uninterrupted training program for upper extremity and trunk of infinite duration.  
(No Calibration or restarting required)

**FDA** Approval Pending

**GAMES THAT MOVE YOU**  
therapy in motion

## CLINICAL EVIDENCE

Clinical studies show that rehabilitation has to be sufficiently intense, but also promote carry-over to daily activities in order to improve quality of life and promote long-term retention of gains. Brain imaging studies show that rehabilitation-induced increases in the size of the brain structures that control the weaker hand are directly related to the amount of carry-over. Recovery Rapids was designed to provide both high-repetition practice and enhance carry-over. There is currently 1 completed clinical study showing the feasibility of using Recovery Rapids to implement home-based constraint-induced movement therapy (CI therapy). Two studies are currently underway, including a large multi-site randomized controlled trial comparing Recovery Rapids home use to in-clinic CI therapy and standard care.

### Our Partners include:



**THE OHIO STATE UNIVERSITY**  
WEXNER MEDICAL CENTER



**UAB** COLLEGE OF ARTS AND SCIENCES  
Department of Psychology



**OhioHealth**  
BELIEVE IN WE™

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