

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

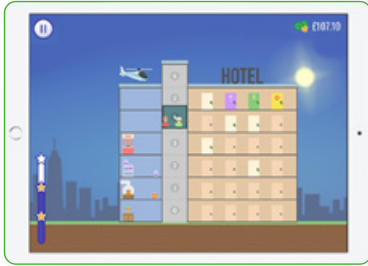
- Lightweight, portable and designed for a smooth transition from clinic to home
- Tracks four key hand movements: grip and release, wrist extension / flexion, radial / ulnar deviation and pronation / supination
- It can assess each individual's ability and adjust activities to match their progress
- 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	Primary function
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	Primary function

Primary function
 Additional function
 Not apply

Virtual Reality Rehabilitation

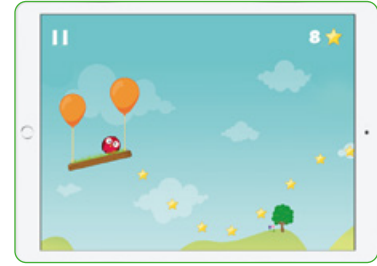
Gripping Activities



Concierge



Windowsill



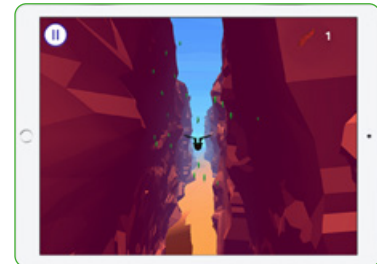
Balloon Buddies



Circus Escape



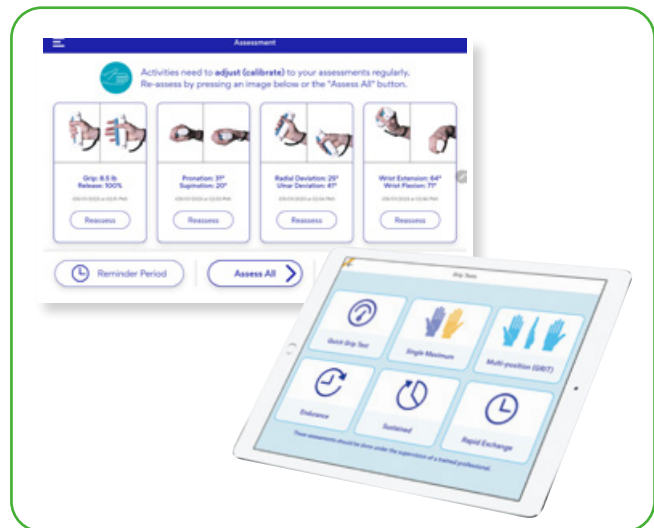
Space Shooter



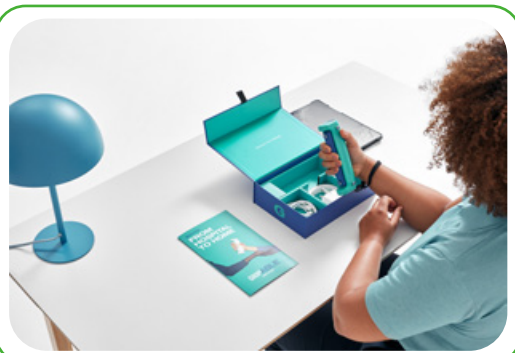
Plume

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



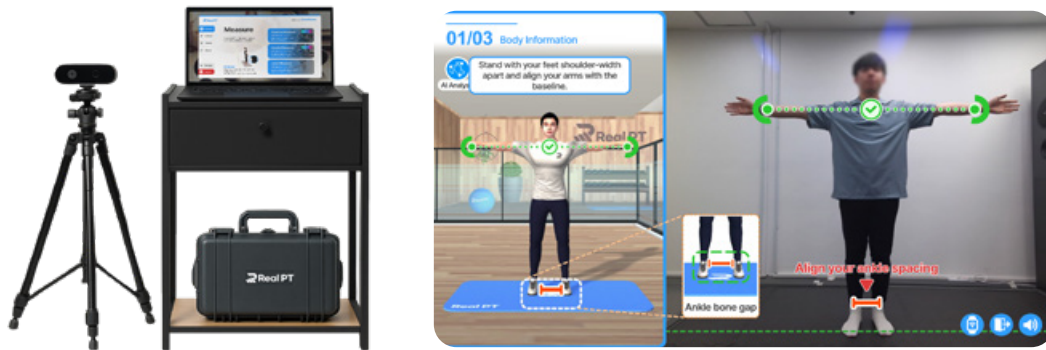
- GripAble device with straps
- Tablet and software app
- Activities, data and reports
- Assessments
- Multiple therapist logins
- Software updates included
- Unlimited patient logins

Real PT Portable

NEW

Origin: Korea

Portable AI Rehab Training System



Real PT Portable is a portable intelligent rehabilitation and training system that integrates artificial intelligence (AI) with motion capture technology. The system analyzes users' posture, joint movement, and physical performance in real time, and automatically generates personalized exercise programs based on more than 1,800 body data points, helping users conduct rehabilitation and physical training safely and effectively.

Features

- Compact portable design with simple installation, requiring only 2.2 m of operating space
- High-accuracy AI motion recognition (99.3%) supports real-time posture correction for safer and more effective training
- Comprehensive analysis of posture, physical strength, cardiorespiratory capacity, and range of motion
- Personalized exercise prescriptions based on each user's health condition and fitness level
- Detailed data recording and reporting support clinical evaluation and long-term progress monitoring

Dedicated Report

Real-time Progress and Improvement



Joint	Normal Range	Current Range	Improvement
Pharynx	22°	18°	4°
Pharynx 2	000°	000°	000°
Pharynx	000°	000°	000°
Extensor	000°	000°	000°

Virtual Reality Rehabilitation

SilverFit 3D

Training Gross Motor Skills & ADL In The Open Space

Origin: The Netherlands

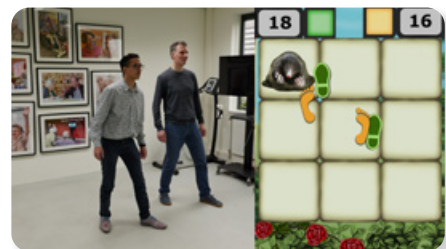
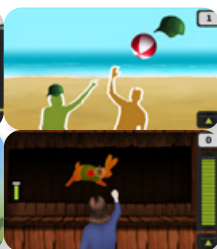
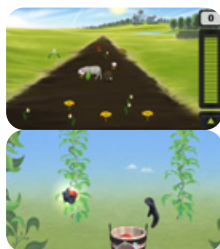
Certificate: CE



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 research 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



SilverFit Mile

Interactive Bike System

Origin: The Netherlands
Certificate: CE



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

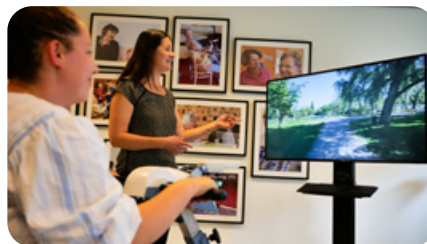
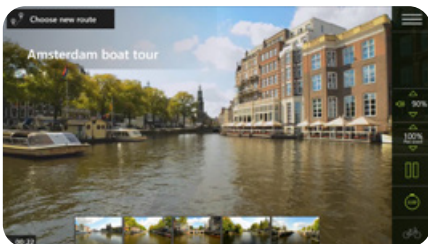
The SilverFit Mile can be fitted to any type of bike, the sensor will synchronize the bike speed with the video in the monitor, enable the user to have an instant visual feedback with their walking speed during the training.

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.

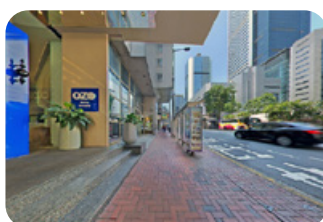


SilverFit Mile with treadmill



SilverFit Mile with bike

Local Videos



SilverFit Rephagia

Improve Swallowing Function

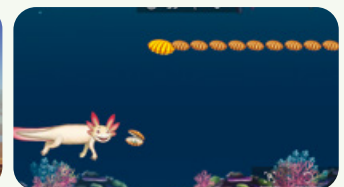
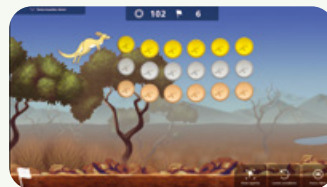
Origin: The Netherlands
Certificate: CE



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 disabilities 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



MYRO[®] **NEW**

Computer- Assisted Motoric And Cognitive Therapy

Origin: Austria



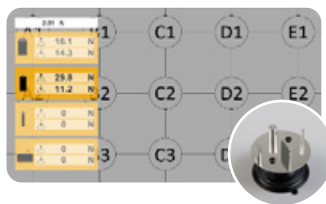
MYRO[®] is an interactive and task-specific therapy system designed for uni- and bilateral force control training of the upper extremities. Its sensor-based surface enables task-oriented rehabilitation with real objects while supporting engaging motor and cognitive training for both children and adults.

Features

- Multiple control options including touch, force application, object displacement, and rotation
- Supports task-oriented therapy with real objects and ADL -based training
- Highly adaptable for standing, sitting, wheelchair, and bedside use
- Can be used as both a table and a board for reaching, transferring, and lifting activities
- Multiplayer mode supports more engaging and interactive therapy sessions
- Compatible with conventional therapy tools for more versatile training
- Includes cognitive therapy activities such as graphomotor training and painting
- Provides full session documentation and reporting
- Automatic difficulty progression helps maintain motivation and engagement
- Short setup time supports efficient workflow and maximizes therapy time



ADL Training with Real Objects



Assessment Including Force Measurement



Assessment Including Force Measurement



Multiple Adjustment Options

Specifications

Dimensions (WxLxH)

Collapsed : 150.4cm x 89cm x 70.3cm

Extended: 150.4cm x 89cm x 136.3cm

Max. height in extended and tipped state: 173cm

Weight

110kg

Virtual Reality Rehabilitation

Campfire NEW

Interactive Touchscreen Software Suite

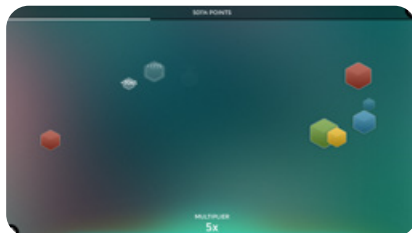
Origin: Sweden



Campfire features over 30 interactive games for hand, arm, and shoulder training, including balance, visual field, and cognitive exercises. With both single-player and multi-player options, it creates an engaging and motivating therapy environment that supports users in achieving their functional rehabilitation goals.

Features

- Offers 30+ interactive games and activities for engaging touchscreen interaction
- Touch-native design optimized for large-format touchscreens and displays
- Supports both individual and multi-user participation
- Encourages collaboration, teamwork, and social engagement
- Provides meaningful entertainment with cognitive stimulation
- Versatile solution for education, healthcare and hospitality settings



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

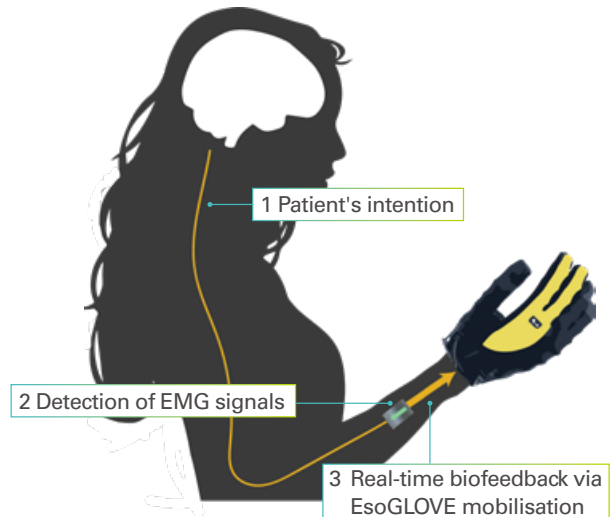
- Combine both passive and active exercises and support maximum range of patients

Comfort

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

Virtual Reality Rehabilitation

EsoGLOVE Myo (Optional)



EsoGLOVE Myo detects patient's intention to move the hand via sEMG signals and provides real-time EMG biofeedback to promote motor 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 RocoSo 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

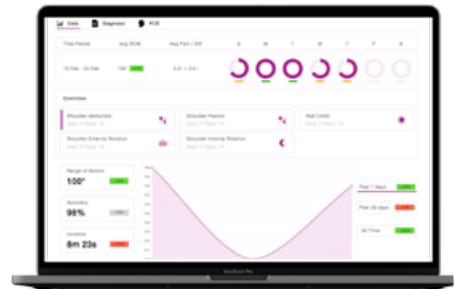
Rebee

Remote Rehabilitation System

Origin: Singapore



ReBee is a wearable motion sensor that measures 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

Cognitive Rehabilitation

EYAS **NEW**

Eye-Tracking Based Audiovisual Cognitive Training System

Origin: Korea



EYAS is a digital cognitive rehabilitation solution for hospitals and specialized care settings, designed to support patients with mild cognitive impairment (MCI), ADHD, and other pre-dementia conditions. Its eye-tracking-based therapy enables gaze-driven cognitive training aimed at improving attention, short-term memory, and daily living independence.

Features

- Digital cognitive rehabilitation solution with advanced eye-tracking technology
- Patented eye-link system enables gaze-based cognitive training
- Users can interact and respond using eye movement alone
- Designed to support cognitive rehabilitation and impairment prevention
- Engaging digital training content helps improve attention and cognitive function
- Includes over 100 training contents with 5 difficulty levels for progressive rehabilitation

6 Keys Cognitive Training Elements

Orientation

- Person
- Space
- Time

Executive ability

- Plan
- Problem solving
- Decision making

Concentration

- Continuous focus
- Selective focus
- Awakening

Visual perception

- Visual information
- Integration

Calculation ability

- Understanding of numbers
- Language function

Memory

- Working memory
- Recall
- Recognition

Applications

- Mild Cognitive Impairment (MCI)
- Dementia prevention and cognitive decline
- ADHD in children
- Stroke and traumatic brain injury rehabilitation
- Attention and cognitive decline in older adults
- Outpatient, inpatient, and institutional cognitive rehabilitation programmes

CoTras-P NEW

Integrated Cognitive Assessment and Training System

Origin: Korea



CoTras-P is a device that performs cognitive impairment tests for both normal elderly people and those with cognitive difficulties. At the same time, it will start training depending on the difficulty level of each user by using their test results.

Features

- Automatically customizes training difficulty in real-time by analyzing user performance through the Computerized Cognitive Assessment System (CoSAS).
- Compares, analyzes, and stores past versus current test results to visualize patient progress over time.
- Store and record for continuous cognitive rehabilitation training in one examination
- Allows clinicians to analyze usage patterns, training history, and treatment results to design highly personalized, effective therapy plans

Assessment and Training



Cognitive Rehabilitation

RehaCom

Cognitive Therapy & Brain Performance Training

Origin: Germany
Certificate: CE



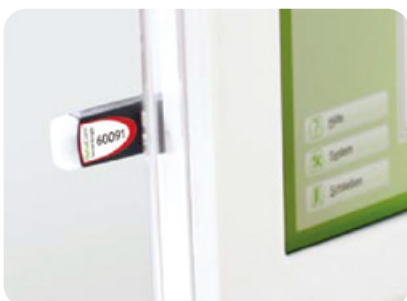
RehaCom is a comprehensive and sophisticated system of software for computer-assisted cognitive rehabilitation. This practical tool assists the therapist in the rehabilitation of cognitive disorders that affect specific aspects of attention, concentration, memory, perception, activities of daily living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

Features

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

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-Specific Feedback leads to higher self-confidence



Licensing RehaCom



Chin Rest / Head Rest



RehaCom Panel

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	VR01	available	available
Visual-Spatial (spatial-constructive)	Visuo-Constructional Ability	KONS	available	available

Memory

	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

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

Visual Field & Neglect

	Saccadic Training	SAKA	available	available
	Exploration 2	EX02	available	available
	Restoration Training	RESE	available	partly available

Visuo-Motor abilities

	Visuo-Motor Coordination	WISO	available	available
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Screenings

	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)