



MOTOCOG

It is a system that can improve hand function, cognitive function training and ADL training using exercise resistance using tools commonly used in daily life.

Main training function



MOTO Course



Cognition Training Course ADL Tarining Course



Training setting

Rotational resistance and pressure resistance can be set to suitthe individual trainer's ability













Special Feature

setting

- Built-in virtual reality ADL training program using interactive tools
- ▶ 10 tools detachable (Round handle (large and small), ¬ handle, 0 handle, air tube, rod handle, steering wheel, gas range handle, touch screen)
- ADL training is possible by adjusting motion recognition and exercise resistance
- Built-in 3 training courses
 (10 MOTO courses, 30 cognitive training courses, 6 ADL training courses)
- Level can be set for each program (1 to 5 steps)
- Evaluation of each item and tool through training results (Eye-hand coordination, active resistance, attention, information processing, classification, memory, recognition, calculation, language)
- Built-in user personal DB management program
- Upper limb support using 5-axis arm support (optional)
- Height adjustment with electric height table (optional)



- Various daily life tools enable hand grip, various grip & pinch, forearm rotation, finger training and cognitive perception training
- 10 programs, 1 ~ 5 levels of difficulty control, adjustable time
- Biofeedback training using immersive virtual reality
- Comparable objectives before and after each training



Cognition Training Course



- 30 programs, 1 ~ 5 levels of difficulty control, adjustable time
- Computerized cognitive training program using touch screen and arrow keys
- Setting up a cognitive training program based on traditional cognitive rehabilitation theory
- Comparison of before and after results by cognitive domain & composite results









- The ADL course is a step away from the framework of the existing cognitive program, and a series of processes for carrying out a mission can be performed by using various modules.
- A series of processes that occur during a total of six missions can be performed in VR (Cookie Making, Joystim man, Pizza Making, Bathing, Washing, Hair Wash)
- Virtual reality daily life, cognition, upper extremity training using daily life tools and touch screen
- Comparison of before and after results by cognitive domain
 composite results





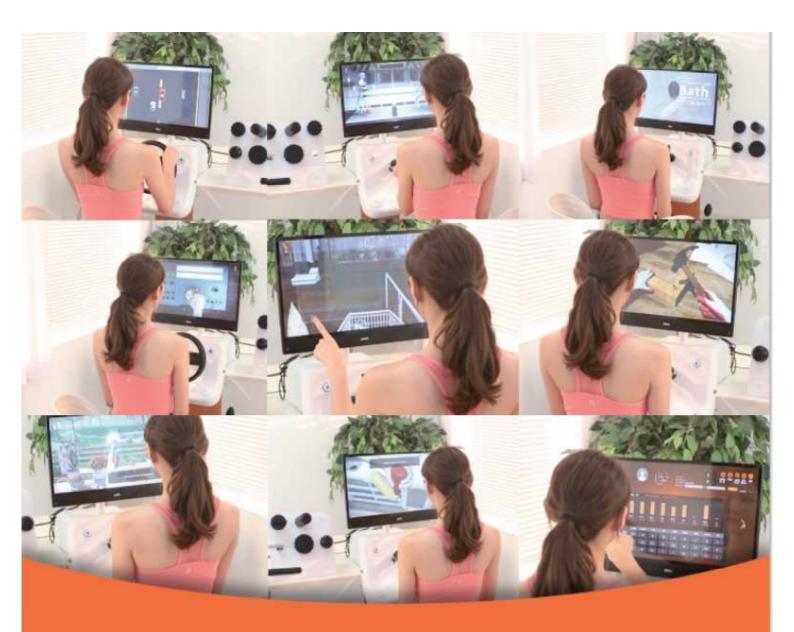
View Results



- Provides easy-to-view results to users and administrators by presenting results by cognitive area, results by performance program, and comprehensive results
- Save results as photos and Excel for easy management
- It is possible to chart and save the comprehensive results so that the user institution can manage and provide convenient guidance to client.









Company. CyberMedic Tel. 1544-3269

Homepage. www.cybermedic.co.kr / www.cm-shop.co.kr









