

BalanceVR

Virtual Reality Assessment & Rehabilitation solution



Dizziness, Balance Disorders, Concussion, Vestibular Disorders, Motion Sickness and so much more

DEVELOPED BY A VESTIBULAR PHYSIOTHERAPIST

and a Worldwide Scientific collaboration with recognized Scientists and Practitioners:

Clinical validation
+
Solution optimization

=

Continuously support for your Clinical needs

OPTIMIZE PATIENT CARE WITH VIRTUAL REALITY

- **Innovative sensory immersion** simulating physical presence in an interactive environment
- **Easy-to-use distraction interventions**-diversion of attention to increase patient compliance
- **Effective real-time customized adaptation** designed around patient progress
- **Increased patient motivation** through immersive entertaining dimension and results
- **Real-time objective data**
- **Patient progress reports with normative data**

[1] Watanabe, Y., Ohmura, A., Shojaku, H., & Mizukoshi, K. (1994). Optokinetic Nystagmus Elicited by a Random Dot Pattern and a Wide Interval Stripe Pattern in Normal Subjects. *Acta Oto-Laryngologica*, 114(sup511), 104-108. doi:10.3109/00016489409128311

[2] Watanabe, Y., Ohmura, A., Ito, M., & Mizukoshi, K. (1989). Optokinetic Nystagmus by Random Dot Pattern. *Practica Oto-Rhino-Laryngologica. Suppl.*, 1989(Supplement36), 22-32. doi:10.5631/jibirinsuppl1986.1989.supplement36_22

MULTI-SENSORY REHABILITATION



Optimized Physiologic Optokinetic
Easy installation: 3D, random pattern, immediate & powerful vection⁽¹⁾⁽²⁾



Visual Vertigo: Optical Flow (linear scrolling and proprioception work), Visual dependence



DVA with Customizable Amplitude up to 360°



Amplitude & speed Vestibular stimulation quantifications



Virtualis

See beyond reality

BalanceVR solution includes:

**BalanceVR
Software Bundle** +

Hardware
(VR-ready PC + Display + VR Headset...) +

Patient management
(Tracking & Reports)

LIST OF SOME OF THE AVAILABLE MODULES (all the modules on demand):

| ASSESSMENT | REHABILITATION |
|---|------------------------------|
| Cervical Range of Motion | Car simulation |
| Cervicocephalic Relocation Test (Joint Position Error Test) | CrowdVR (PPPD) |
| Dynamic Subjective Visual Vertical (SVV) | DVA - Dynamic Rehabilitation |
| Dynamic Visual Acuity (DVA) | EscalatorVR |
| hCTSIB VR (Sensory Organization Test) - Headset Measures | Head-Eye Coordination |
| Rod & Frame Test (RFT) | Lift (Elevator) |
| Rod & Frame Test 3D | Memorization |
| Subjective Visual Vertical (SVV) | Motorway simulation |
| | Optical Flow |
| | Optokinetic |
| | Reading (Sway Referenced) |
| | RelaxationVR |
| | Rod & Frame Test |
| | Sea Simulation |
| | Spatial Navigation |
| | Supermarket |
| | Target Tracking |
| | Waves (Sway Referenced) |

“ *The product is phenomenal! This software program and Virtualis are a major asset to our clinics* ”

Michael Strakal -
Owner of Rehab Clinics
in Tulsa and Owasso, OK

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Risk class 1 medical device
Regulation (UE) 2017/745

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