FEASYMOTION

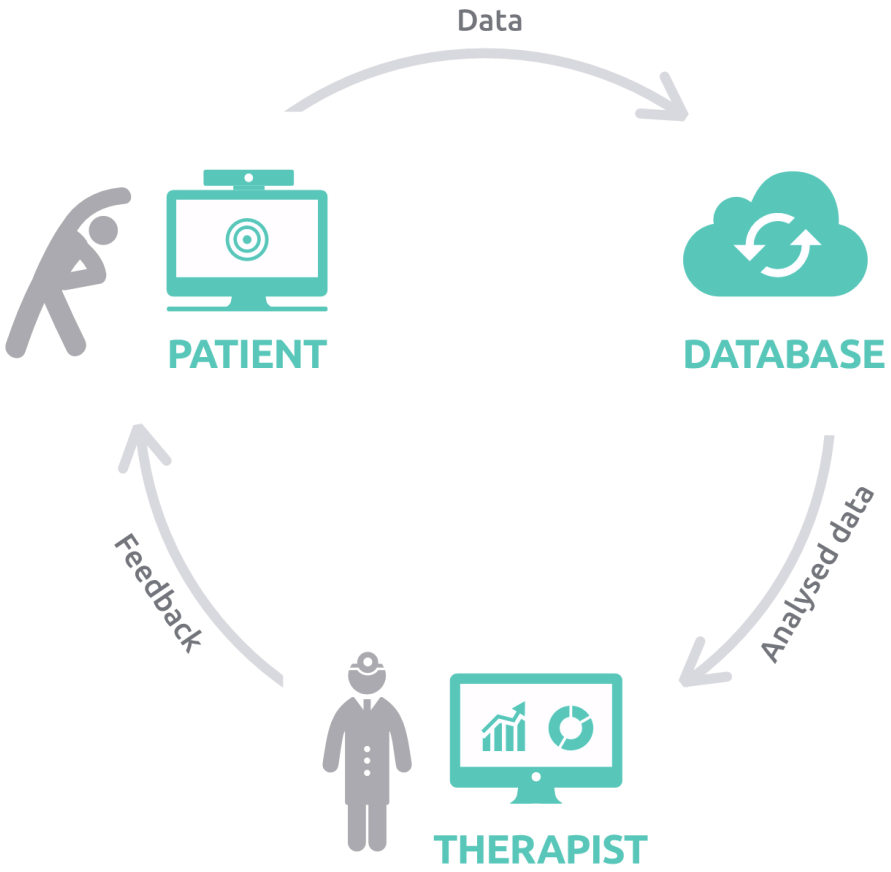
State-of-the-art platform for physical rehabilitation based on motivating exercises and functional assessment for validated data analysis and clinical feedback.

Our mission is to create ready-to-use serious games, specifically designed and developed for physical rehabilitation, which will increase patient's motivation during rehabilitation and accurately monitor patient progress during therapy.

Patients with various diagnoses can perform therapeutically relevant exercises.

Physical rehabilitation exercises can be performed with or without supervision of therapists.

Patient's displacements are recorded with motion and balance sensors for further functional assessment.



Patient data (i.e., clinical data or displacements) is stored in a centralized database accessible through a web portal.

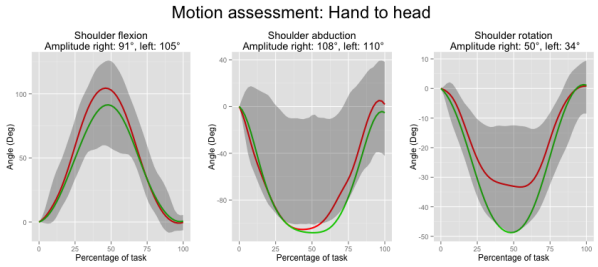
Data is automatically processed and the results are intuitively presented in assessment reports.

A novel and patented motion analysis method is used to assess patient's movements.

An intuitive configuration interface enables therapists to be fully control how the patients should move (i.e., anatomical segments to use, type of exercises, speed of execution, range-of-motion).

Assessment reports are presented to therapists according to current clinical conventions (e.g. anatomical planes).

The report contains information on the range and speed of motions, balance, progress , etc.

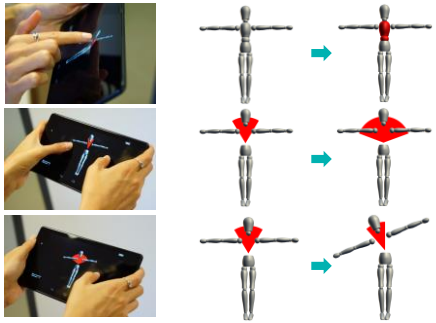


The game configuration interface allows quick and easy alterations of the rehabilitation goals in real time (i.e., while the patient is performing exercises).

The configuration is intuitive and can be controlled through a PC, a tablet or a mobile phone.

Configurable mini-games have been developed to increase patient motivation for performing physical exercises while decreasing patient awareness about rehabilitation constraints (e.g., repetition of some movements).

Games are also usable by cognitively-impaired patients.



Rehabilitation exercises can be performed using various input devices (3D cameras, balance board, accelerometers).

The FeasyMotion platform addresses static and dynamic aspects of physical rehabilitation, such as posture vs. balance, joint control vs. proprioception and cognition. This allows us to offer tailored solutions answering specific needs.

Interested therapists are welcome to contact us in order to discuss such developments.

Behind this project is a team of researchers and developers from ULB and VUB Universities in Brussels led by prof. Serge Van Sint Jan and prof. Bart Jansen.

For any inquiry or question, do not hesitate to contact us at:
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