

# MR CUBE

## MONITORED REHABILITATION

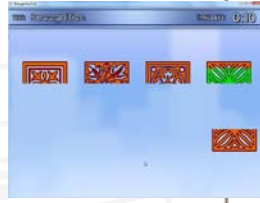
REAL-TIME VISUAL  
FEEDBACK ENGAGES AND  
MOTIVATES PATIENTS.

The MR Cube offers a wide range of functional exercises and allows patients to visually track their progress through video game interaction and competitive scoring.

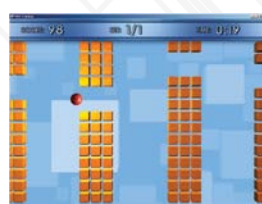
### OBJECTIVE FUNCTIONAL TRAINING AND TESTING



**1**  
**RANDOM REACTIVE**  
Concentric and eccentric movements move the red square to the left or right with the goal of avoiding the yellow balls.



**8**  
**RECOGNITION**  
The capability of matching figures and colors with movement. This exercise demands 'Dual Tasking'.



**2**  
**ISOMETRIC GATE**  
A dynamic test with an isometric 'hold', this exercise guides patients as they maneuver the red ball between the gaps in the bars.



**9**  
**RACE GAME CHALLENGING**  
The Race Game demands a coordination and reaction response of the mind and body to function in a small controlled movement that is a very challenging game like exercise.



**3**  
**CONTROLLED ROUTE**  
Concentric and eccentric movements shift the circle up and down, activating muscle control and invigorating coordinate abilities.



**10**  
**SKI GAME**  
Full 'Super G' downhill. A very challenging exercise.



**4**  
**RANDOM EXPLOSIVE**  
Here, fast reaction (explosivity) is necessary for good results. Concentric and eccentric movements shift the red catcher bar to the left and right.



**11**  
**POWER TEST**  
The Power test shows quality of movement, by comparing the concentric and eccentric performance of non-involved to the involved extremity.



**5**  
**REHAB SETTING**  
Eccentric and Concentric Rehab Setting allows clinician to control speeds concentrically and eccentrically.



**12**  
**RESPONSE TIME TEST**  
A simple test which displays the response time.



**6**  
**MATHEMATICS DUAL TASKS**  
The Dual Tasking option incorporates math problems and movement of various muscle groups to complete a task.



**13**  
**PROPRIOCEPTIVE TEST**  
A test which shows specific information about proprioception based on the principle of 'sense of Positioning'.



**7**  
**MEMORY**  
The capability of remembering a line of icons and reproduce them using a movement. This exercise demands 'Dual Tasking'.



**14**  
**COORDINATION TEST**  
A test which displays in 60 seconds the coordination capabilities.

