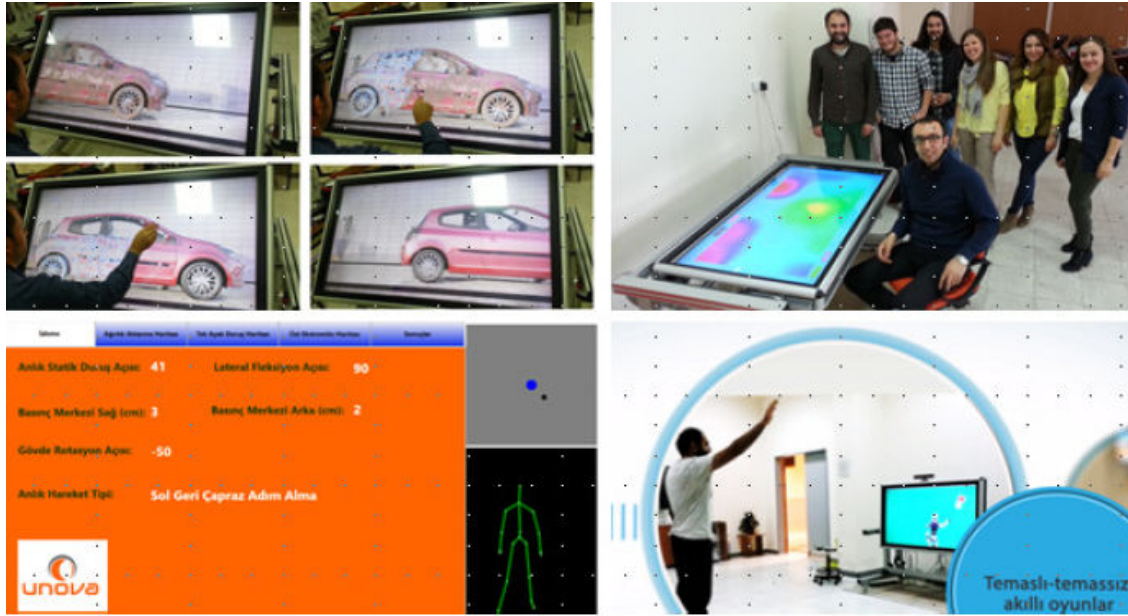


USE IT – SMART REHABILITATION



PROBLEM DEFINITION

- ✓ Using realistic games increases the motivation of patients during rehabilitation
- ✓ Games which are not specifically designed for rehabilitations are used for rehabilitation
- ✓ These games are not application-specific and are not customized to the patient of the targeted area.

AIM

- ✓ Exact kinematic chain is targeted thanks to the intelligent algorithms and games which are inspired from daily life activities to accelerate the healing process.
- ✓ By using tele-rehabilitation, geriatric patients are targeted at home without any need of coming to hospital.

MARKET

- ✓ Only in Turkey, there are 1.2 million stroke patients and %80 of them need physiotherapy

CURRENT PROGRESS

- ✓ This project is funded by Tubitak 1512

- ✓ There are 2 pending patent applications.
- ✓ Smart software is developed by our team
- ✓ 2 prototypes are manufactured
- ✓ 3 games are developed and 7 games are under development
- ✓ By October 2016, system will be ready for marketing

POTENTIAL APPLICATION AREAS

- ✓ Neurologic rehabilitation,
- ✓ Orthopedic rehabilitation,
- ✓ Athlete health,
- ✓ Pediatric rehabilitation,
- ✓ Cardiopulmonary rehabilitation,
- ✓ prosthetics and orthotics rehabilitation,
- ✓ Occupational Therapy
- ✓ Women's health physiotherapy
- ✓ Geriatric rehabilitation,
- ✓ Rheumatological rehabilitation,
- ✓ Short sided rehabilitation,
- ✓ Hand rehabilitation,

Project leader: Dr. Özgür Ünver