

STROKE PATIENT VR REHABILITATION

The Problem

More than 4.4 million US stroke survivors need constant and effective rehabilitation to restore their life to normal, but not everyone can afford the time and money to visit care centers and rehab under the instructions of the professionals.

Our solution

Building a VR rehabilitation course, we bring the medical professionals to patients at home, monitoring their rehabilitation data and providing dynamic feedback and advice to speedup their rehabilitation progress

Constellation game

We gamified the rehabilitation experience to make patients enjoy the process. In this cosmetic environment, patients use their controllers to connect stars to form beautiful constellations. Patients will follow certain posture and movement designed to help their brains move bodies parts, and doctors will be able to monitor patient's game data and understand their status

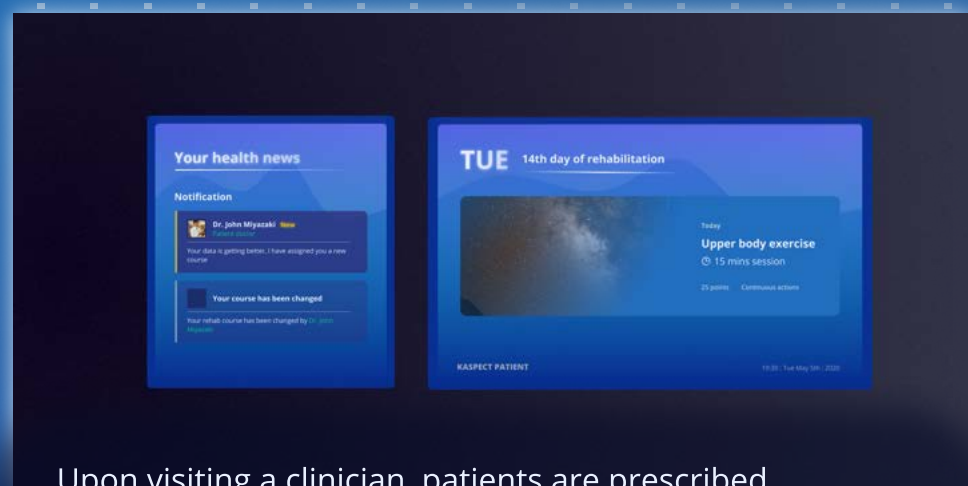
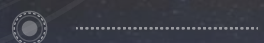
Match the triangle to light up the stars

Set 1/3

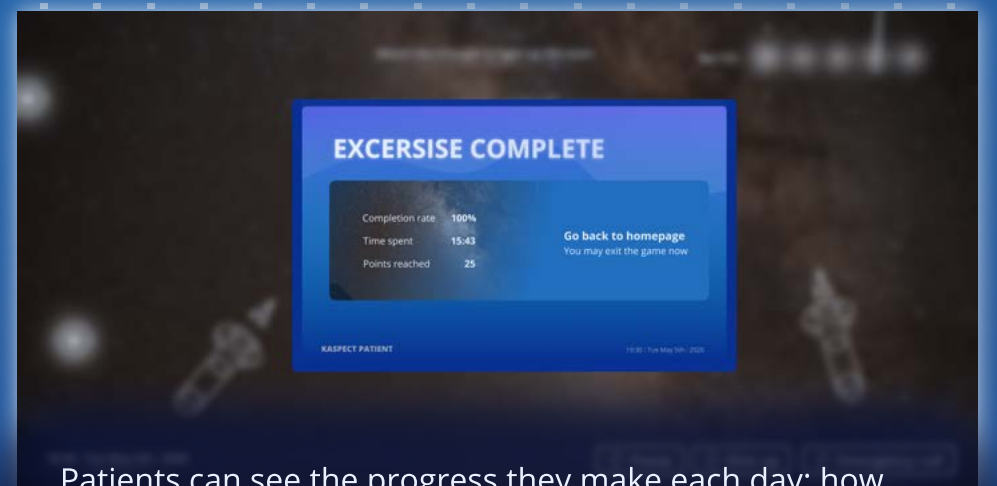


Oculus Quest

Our virtual environment



Upon visiting a clinician, patients are prescribed rehabilitation courses. They will be able to do virtual rehabilitation, manage their own course, and communicate with medical professionals in the portal



Patients can see the progress they make each day: how much they complete, how much further they can reach, and share their accomplishments with their loved ones to gain confidence through the process