



Interactive uni- and bi-manual training exercise for finger, hand and arm

The Bi-Manu-Trainer uses sophisticated sensor technology combined with virtual reality to help patients rehabilitate the following movement patterns

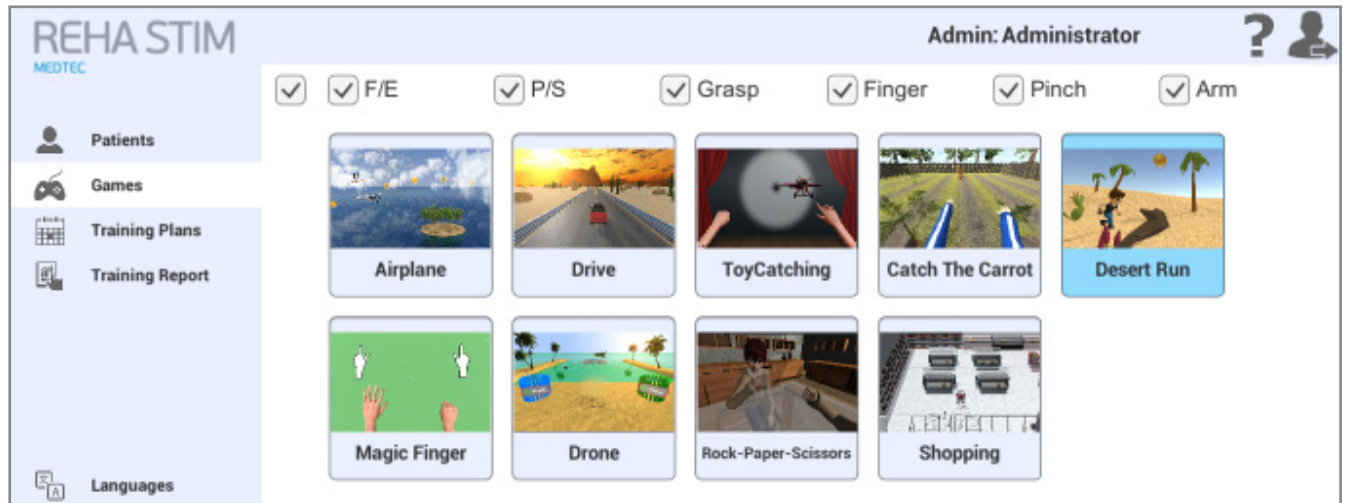
- Arm pronation and supination
- Arm lifting and lowering
- Hand and finger extension
- Grasping movements
- Selective fine finger movement
- Wrist flexion and extension
- Elbow flexion and extension
- Pinch / Pressure sensitive finger training
- Reaction time
- Divided attention
- Concentration

The Bi-Manu-Trainer offers a wide variety of ADL relevant training programs and can be used from early stage to end stage rehabilitation

- Game specific challenges to improve fine motor skills
- Therapy level can be easily adjusted to meet individual patients needs
- Audio and visual biofeedback provides immediate positive reinforcement
- High repetitive and intense therapy for improved outcomes.
- Comprehensive training reports document progress and outcomes
- Increases motivation and patient adherence

The Bi-Manu-Trainer supports patients with sensory-motor and cognitive impairment for upper extremity rehabilitation.

Designed specifically to address patients' upper extremity deficits



Meets guidelines to promote neuroplastic changes

challenging, repetitive, task-specific, intensive, motivating

Because research supports using VR for stroke rehabilitation, clinicians have started to include virtual reality rehabilitation in physical therapy to improve motor function outcomes and patient independence.

“Strong scientific evidence supports the beneficial effects of VR on upper limb motor recovery in stroke patients.” Viñas-Diz S, Sobrido-Prieto M. Neurologia. (2016)

Please contact us directly for a detailed research bibliography of the positive effects of using VR physical medicine.

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