Bright Cloud International

Mission

To improve outcomes and reduce care costs through automation.

To modernize therapeutic devices through the use of intensive and motivating custom virtual reality games.

Our pioneering work has shown benefits for a variety of populations that have cognitive deficits, and may also have upper extremity dysfunction. Our clinical studies have shown that BrightBrainer non-medication therapy improved individuals with MCI, PPA, Alzheimer's, as well as those post-stroke or TBI.

Contact Us

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BrightBrainer™ Rehabilitation System

The *BrightBrainer Therapy System* offers a bilingual game-based intensive treatment for people with deficits in attention, memory, and executive functions. Use of both arms in game control allows dual-task training and increased upper body exercising. Custom games adapt and winning improves well being.

Highlights

Mobile and self-contained

Person-centered and engaging games that enhance existing programs

Games adapt to the individual's motor and cognitive levels

The BrightBrainer Rehabilitation System is useful in a multitude of settings, from outpatient clinics, to SNFs, to adult day programs

Cognitive training areas are attention, memory, and executive function

Movement training focuses on motor control, unimanual, bimanual and eye-hand coordination, reach, grip, range of motion and strength

Evidence-based program that has been researched and published.

Available for lease or purchase. Academic and Government discounts apply. Staff training and technical support included.
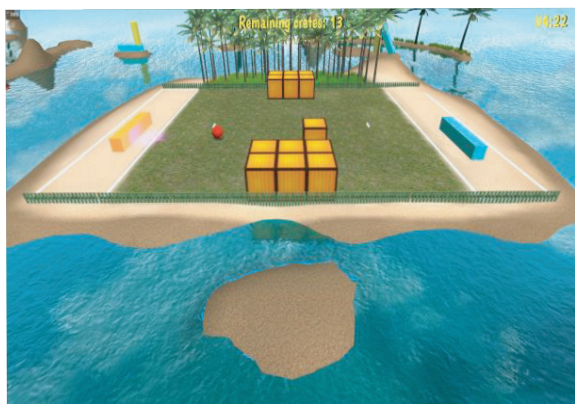
*Breakout 3D* trains focusing, task sequencing and executive function

Each of our games was developed by a scientific team of researchers, engineers, physicians, therapists, and game developers.

They automatically adapt to the individual arm reach and finger range. Unlike off-the-shelf video games, BrightBrainer customizable games give users both young and old, a chance to win, regardless of functional level. In addition, games adapt to the user's past performance, so as to advance through multiple levels of difficulty.

Games induce much higher number of arm repetitions compared to standard of care.
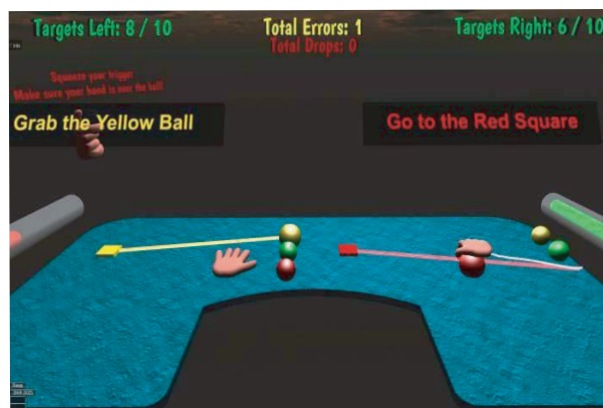
Pick and Place trains hand-eye coordination and motor control

Engaging, Rewarding Program

Patients receive visual and auditory rewards in addition to summative feedback on performance. They are engaged and feel in control of the training session. Typically, patients wish to continue, even when the scheduled time has elapsed. However BrightBrainer Rehabilitation System exits automatically, so as to prevent overexertion and to minimize fatigue. A session report is then automatically generated, minimizing staff time.

Testimonials

Games offered a challenge and were engaging! They helped my short term memory (54 year old female patient post TBI)

I liked the variability of the tasks and the simplicity of the system. Great job! (Assistant Professor, Dpt. of Physical Therapy)

The BrightBrainer games were phenomenal! (Parker Memory Fair participant)

I look forward to these games and would like to play them again (65 year old female resident at SNF)

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