



## Bright Cloud International Mission

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

Our pioneering work has shown to benefit a variety of populations that exhibit upper extremity movement dysfunction and may have cognitive deficits. Our studies have shown improvements in people with chronic stroke, TBI, and various forms of dementia.

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# BrightBrainer Rehabilitation System

The *BrightBrainer Rehabilitation System* trains both arms for increased upper body movement and higher cognitive load. Training of task sequencing and dual tasking occurs in custom games that adapt to each patient.



## Highlights

Person-centered and engaging games that enhance existing programs

Compact and self-contained

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 co-ordination, reach, grip, range of motion and strength

Evidence-based program that has been researched and published. Funded through NIH.

Training of your staff is included. Free, no obligation, 30 day in-house



*Breakout 3D* trains focusing, task sequencing and executive function

Adaptive, Motivating, Intense Motor and Cognitive Exercising, ABOVE ALL FUN!!

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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