

Grab and Release

Grab and release evaluation and training helps clinicians to engage patients in their upper limb muscle recovery process.

- **Pinch Force Evaluation** – Measurement of maximum finger strength and its duration
- **Grab and Release Evaluation** – Measurement of maximum grip strength and its duration
- **Grab and Release Training** – A series of multimedia games

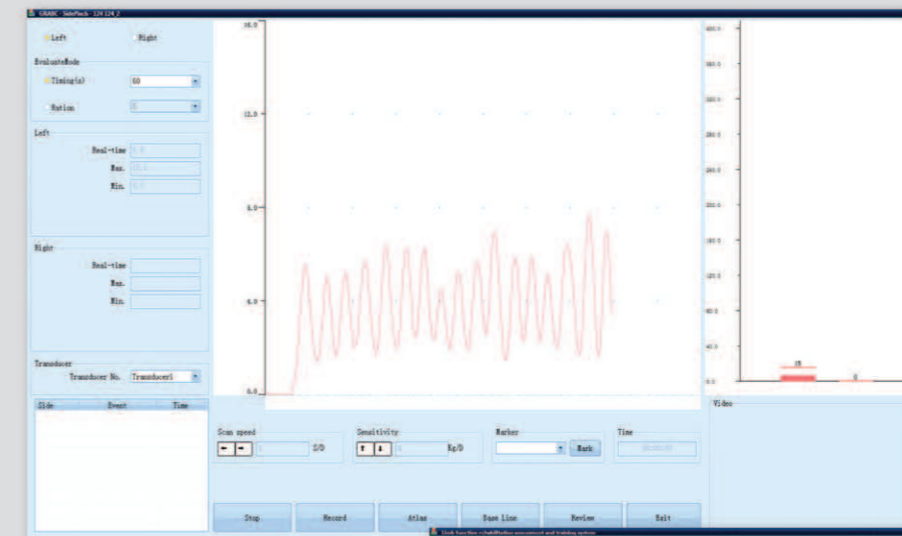
Stimulation

The stimulation module consists of programs designed for various therapeutic purposes.

- **TENS** – Transcutaneous Electrical Nerve Stimulation
- **Prescriptive Stimulation** – Pre-set stimulation schemes for various body parts
- **Freestyle Stimulation** – Stimulation with customized parameters
- **Feedback Stimulation** – Stimulation based on real-time feedback

Clinical Applications

1. The system utilises low frequency pulse current which incorporates pre set stimulation programs to stimulate stressed/relaxed muscles as to enhance the muscle functions and capability.
2. NS-RHB-A-1 is also applicable for construction/building of nerve function neural network, myogenic disease (muscle fibre), neuromuscular diseases including paraplegia after spinal cord injury, cerebral palsy, flaccid paralysis, disuse muscle atrophy, pain syndrome, peripheral nerve injury, spasmodic torticollis and postural back muscle pain.
3. VR and video game applications are novel and potentially useful technologies that can be combined with conventional rehabilitation for upper arm improvement after stroke (<http://stroke.ahajournals.org/content/42/5/1380.short>).



Grab and Release Evaluation



Games for Training

Muscle Selection

