

# BalanceVR

## Virtual Reality Assessment & Rehabilitation solution



Dizziness, Balance Disorders, Concussion, Vestibular Disorders, Motion Sickness and so much more

### DEVELOPED BY A VESTIBULAR PHYSIOTHERAPIST

and a Worldwide Scientific collaboration with recognized Scientists and Practitioners:

Clinical validation  
+  
Solution optimization = Continuously support for your Clinical needs

### OPTIMIZE PATIENT CARE WITH VIRTUAL REALITY

- **Innovative sensory immersion** simulating physical presence in an interactive environment
- **Easy-to-use distraction interventions**-diversion of attention to increase patient compliance
- **Effective real-time customized adaptation** designed around patient progress
- **Increased patient motivation** through immersive entertaining dimension and results
- **Real-time objective data**
- **Patient progress reports with normative data**

[1] Watanabe, Y., Ohmura, A., Shojaku, H., & Mizukoshi, K. (1994). Optokinetic Nystagmus Elicited by a Random Dot Pattern and a Wide Interval Stripe Pattern in Normal Subjects. *Acta Oto-Laryngologica*, 114(sup511), 104-108. doi:10.3109/00016489409128311

[2] Watanabe, Y., Ohmura, A., Ito, M., & Mizukoshi, K. (1989). Optokinetic Nystagmus by Random Dot Pattern. *Practica Oto-Rhino-Laryngologica. Suppl.*, 1989(Supplement36), 22-32. doi:10.5631/jibirinsuppl1986.1989.supplement36\_22

### MULTI-SENSORY REHABILITATION



**Optimized Physiologic Optokinetic**  
**Easy installation:** 3D, random pattern, immediate & powerful vection<sup>(1)(2)</sup>



**Visual Vertigo:** Optical Flow (linear scrolling and proprioception work), Visual dependence



**DVA with Customizable Amplitude up to 360°**



**Amplitude & speed** Vestibular stimulation quantifications



**Virtualis**

See beyond reality

## BalanceVR solution includes:

**BalanceVR  
Software Bundle** +

**Hardware**  
(VR-ready PC + Display + VR Headset...) +

**Patient management**  
(Tracking & Reports)

### LIST OF SOME OF THE AVAILABLE MODULES (all the modules on demand):

ASSESSMENT	REHABILITATION
Cervical Range of Motion	Car simulation
Cervicocephalic Relocation Test (Joint Position Error Test)	CrowdVR (PPPD)
Dynamic Subjective Visual Vertical (SVV)	DVA - Dynamic Rehabilitation
Dynamic Visual Acuity (DVA)	EscalatorVR
hCTSIB VR (Sensory Organization Test) - Headset Measures	Head-Eye Coordination
Rod & Frame Test (RFT)	Lift (Elevator)
Rod & Frame Test 3D	Memorization
Subjective Visual Vertical (SVV)	Motorway simulation
	Optical Flow
	Optokinetic
	Reading (Sway Referenced)
	RelaxationVR
	Rod & Frame Test
	Sea Simulation
	Spatial Navigation
	Supermarket
	Target Tracking
	Waves (Sway Referenced)

“ *The product is phenomenal! This software program and Virtualis are a major asset to our clinics* ”

Michael Strakal -  
Owner of Rehab Clinics  
in Tulsa and Owasso, OK

”

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Risk class 1 medical device  
Regulation (UE) 2017/745

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