



Tele-Riabilitazione “gamificata”

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REHABILITY: characteristics



- Scalability
- Highly personalised therapy plans
- Patient-centric
- Security and constant care
- Adherence to therapy
- Proven to boost motivation
- Raising QoL
- Enriches data collection

Data shows significant tendencies for

- increasing of motivation
- patient engagement
- rehabilitation progress: efficacy is the same as traditional therapy

Video: <https://www.youtube.com/watch?v=tmRJj8MjezU&t=12s>

REHABILITY: where are we?



- **Neurology** version completed:
 - 22 scientific papers published
 - 6 international awards
 - CE medical device class I
- **Kids** version completed
- **Cardiac** version: prototype available
- **Respiratory** version under study/development
- Data integrated with CompuGroup Medical **home monitoring** solution to track vital parameters

Awards



Best Presentation Award at [Healthtech Invest Europe](#), Helsinki, March 2017



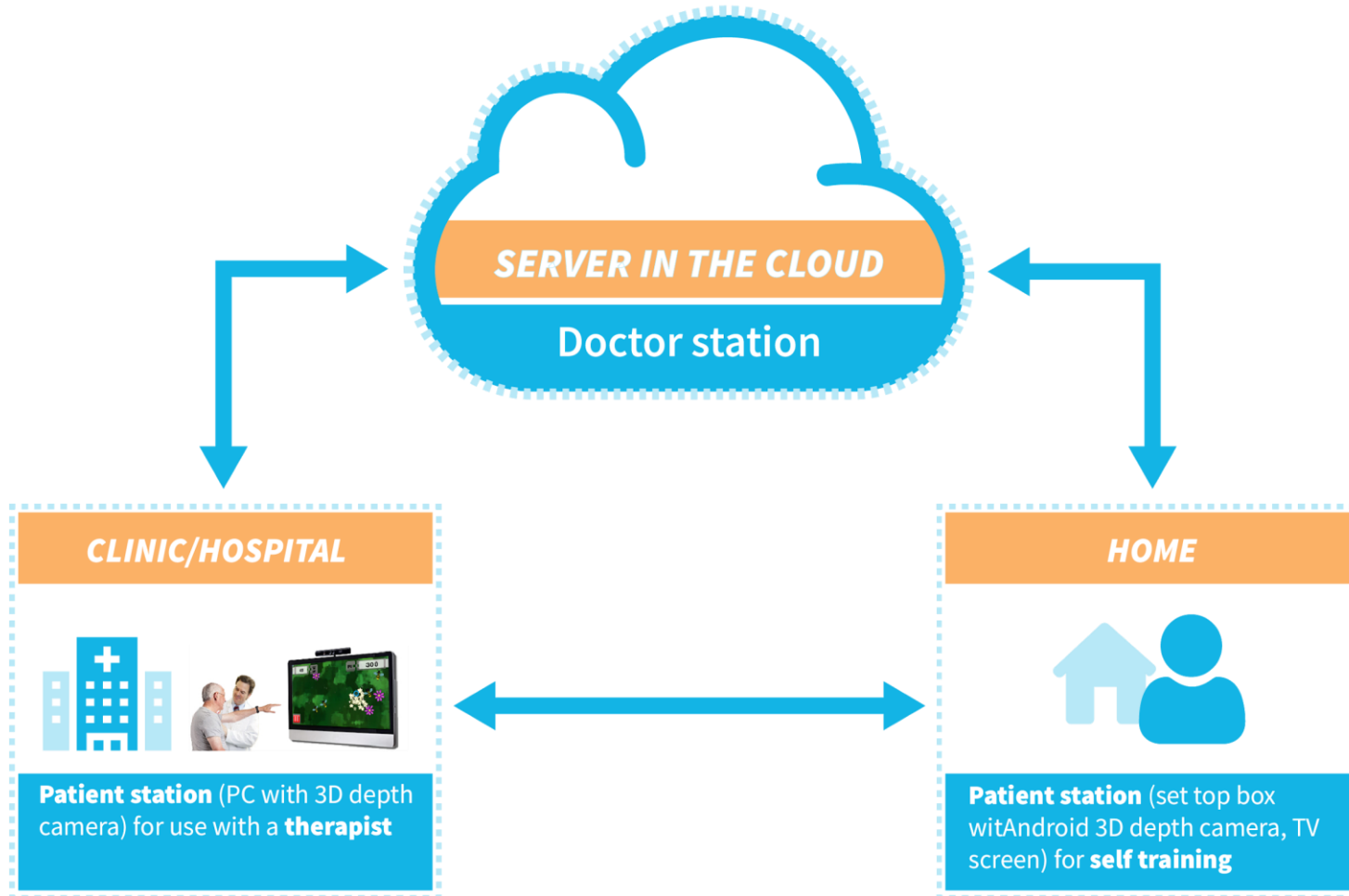
Awarded at the Pitch Competition [Frontiers Conference 2017](#)



1st prize in AboutPharma Digital Awards (Oct 2015) for the category “reorganization of the **NHS**” and is in the **top 3** nominations in the category of “Tech for Patients”.



REHABILITY: how it works



REHABILITY: Doctor Station



Doctor Station

Through a dedicated interface, doctors can remotely:

- **set the parameters of exercises** using the management panel, defining duration, velocity and difficulty;
- **create therapeutic plans dedicated to the individual patient**, according to his/her rehabilitative phase;
- **constantly monitor the results** of each patient from the reporting area;
- **increase the number of patients** whose rehabilitation they can track.

REHABILITY: Patient Station



Patient Station

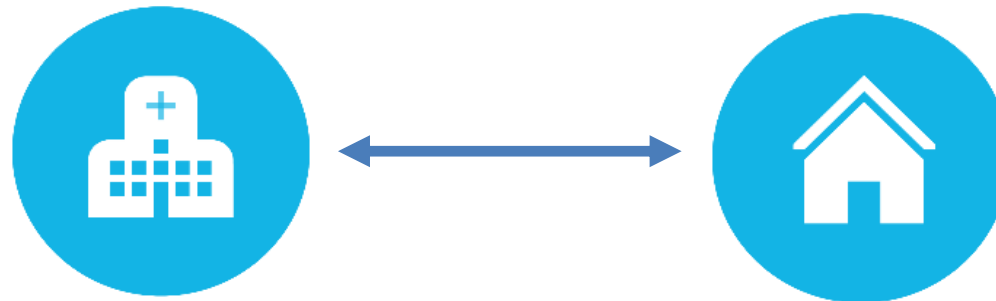
From home, or from the location in which he/she is based, patients can:

- **carry out rehabilitation exercises** according to their personal therapeutic plan, **within a game environment;**
- immediately relate the actions done in the **virtual world to real life scenarios**, thus increasing the adherence to the therapy;
- **immediately track their improvements** through intuitive scoring and feedback.

REHABILITY: where are we going?

Organisational Perspective

- Digital solutions need to be seamlessly embedded into routine
- Innovation of organisation / processes
- Update of legal processes
- Demonstrate cost savings: less time dedicated per patient
- Therapist training
- Patient training and empowerment



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