



**"TWALL**



# TWALL®

**TWALL** is an interactive virtual reality system with touch-sensitive and motion-responsive projection, designed for the rehabilitation, training, and testing of motor and cognitive functions.

**TWALL** provides real-time feedback, which greatly enhances patient motivation. Additionally, through engaging, game-like activities, patients achieve therapeutic or training benefits.

The highly interactive projection encourages active patient participation in treatment.





## TWALL SYSTEM

The TWALL system is extremely versatile and adaptable to any physical space, allowing patients or users ample freedom of movement; sessions can even be conducted for those in wheelchairs or with mobility aids.

Furthermore, sessions can be tailored to each patient's or user's needs by adjusting difficulty levels and challenges according to their abilities, making TWALL a suitable companion for patients at every stage of their therapy or training.





## OUR SESSIONS

All activities and sessions have been designed by experts in motor and cognitive applications.

The therapies, training, and assessment sessions are structured to engage patients actively in a stimulating environment with objectives that challenge, motivate, and encourage them to perform various activities.

TWALL sessions can be used individually or in groups, for personal use, by patients, athletes, or individual users, as well as by professionals in healthcare, sports, and education. TWALL includes sessions for patients of any age, from pediatric to senior users.





## ESCALABLE SOLUTION

**TWALL** is part of a family of technologies that can be combined to enhance and expand its capabilities:

**TSENSOR:** A water-proof disc incorporating acceleration sensors, a gyroscope, light signals, and a buzzer, designed for the testing, training, and therapy of motor and cognitive functions.

**TPOOL:** An interactive, sensory therapeutic tank.

**TROOM:** An immersive, interactive virtual reality room equipped with sensory stimulation devices and sensors for comprehensive testing, training, and therapy.





## MODULAR AND ESCALABLE SOLUTION

By combining **TSENSOR** and **TWALL** users can perform a wide range of activities, assessments, and measurements, including:

Balance, equilibrium, reaction time, speed, jumping, Repetition Counting, gross motor coordination, fine Motor coordination, distance, work and effort.

Training and evaluation areas include:

- Mathematical Logic
- Verbal Linguistics
- Musical Skills
- Spatial Awareness

Additionally, interactive questionnaires and many other activities are available, all with real-time feedback and accurate measurements.





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**"TTMT** THERAPY TESTING AND  
MEDICAL TECHNOLOGIES