## Mobi-L

'Mobi-L' is a portable robotic and virtual reality based mobility trainer. It not only assists the patient in the early stages of recovery but also provides resistance for strength training in the later stages. Hence, making it useful throughout the process of rehabilitation till the patient is ready for performing various activities of daily living independently.

### Occupies Only 2.5 sq ft of Space

Designed to provide the most in the least possible space. Mobi-L seamlessly integrates into your clinical practice.

### One Device - 20+ Exercises

Using multiple attachments both upper and lower limb can be trained for multiple activities.

### > 10+ Training Modes

Different training modes allow for range of motion, strength and motor control training in various stages of rehabilitation.

### Powered by Rymo Sense

Mobi-L provides continuous biofeedback and makes it possible to quantify user movement and effort.

### **Easy to Use**

Operated using an android tablet the device is easy to use and can be operated with just a few clicks.

# **Testimonials**



Mobi-L helped my arm become normal and improved my confidence immensely. I have recommended this device to many other patients.

Chandrashekhar Kumbharkar (Post Stroke Rehabilitation)



How ventilators provide support to patients, in the same way I feel Mobi-L provides assistance during rehabilitation. Our patients are eager for their session with Mobi-L

Dr. Fleur Barretto (Physiotherapist at Rehab Team of India)



While exercising with Mobi-L, I forget about my pain and enjoy exercising. My leg pain reduced and I look forward to my session with Mobi-L.

Sunita Chiplunkar (Leg Pain Post Car Accident)

# **Supported by**







**Rediscover Your MObility** 

# **Mobi-L**

# **Multi Limb Mobility Trainer**



# **Multiple Training Modes for Complete Recovery**

### A Training Mode for Each Stage of Rehabilitation

Continuous patient effort is of utmost importance for speedy recovery. We facilitate this by providing personalised goals and real time feedback while exercising in different training modes.



#### **Assessment Mode**

for tracking range, strength, speed and reaction time



for rehabilitation during initial phases



#### **Active Mode**

for goal based training with constant resistance



for strength & agility training using adaptive resistance



#### Isometric Mode

with biofeedback for static strength training



#### **ROM Exercises**

Improve range of motion of the user's joints through active and



#### **Motor Control Exercises**

Improve the user's motor control ability through targeted training of various joints in the upper and



#### **Cognitive Exercises**

Improve the user's cognitive ability by training visual perception, attention and memory



### **Muscle Strength Exercises**

Build up muscle strength by working against resistance produced to mimic real-life scenarios

# 20+ Exercises for Increased Usability

### Both upper & lower limb training

Multiple interchangeable attachments allows users to train various movements of wrist, ankle, forearm, elbow, shoulder, knee and hip. A special set of attachments such as steering wheel, door knobs also allow training for activities of daily living in a simulated environment.

















1. Elbow, 2. Forearm, 3. Knee & Hip, 4. Steering Wheel, 5. Door Knob, 6. Key, 7. Wrist, 8. Wrist, 9. Ankle, 10. Shoulder

# Make Rehabilitation Fun with Gaming

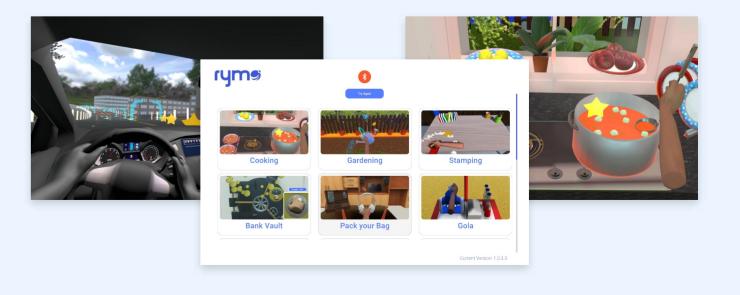
### A fun rehabilitation session that users can look forward to

10+ games provide continuous visual and audio feedback and encourage the user to exercise by providing continuous positive and negative reinforcement. While playing games, an individual not only improves range of motion & strength but also improves cognition, control and reaction time.



### Get back your daily life

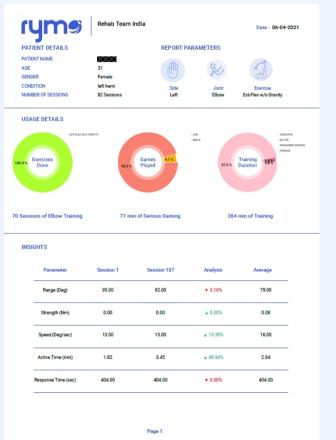
Our goal is to help patients achieve the best possible quality of life. Hence, training for activities of daily living is of utmost importance. Multiple 3D ADL simulation environments allow the users to safely train for these activities.



# **Objective Reports to Quantify Recovery**

### On the spot session review

User's movement is tracked continuously by strength & position sensors while training and is used to generate a report at the end of every session. It provides objective reference for therapy, also enabling users to visualise their progress.





# **Contact Details**



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# Our Dream: Make rehabilitation fun for Indians







