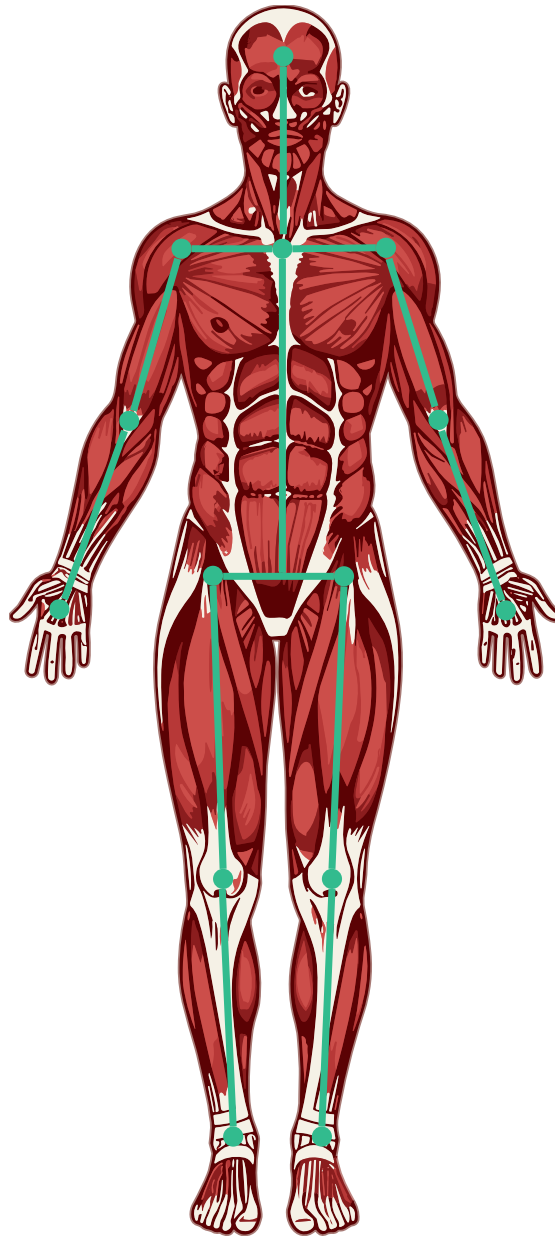


AIRA

BY



REMAP
INTELLIGENCE



AI-POWERED REHABILITATION PLATFORM

AI Rehab Assistant

Markerless, camera-based therapy that turns prescribed rehabilitation into measurable, gamified sessions—no wearables, no sensors, no specialized hardware.

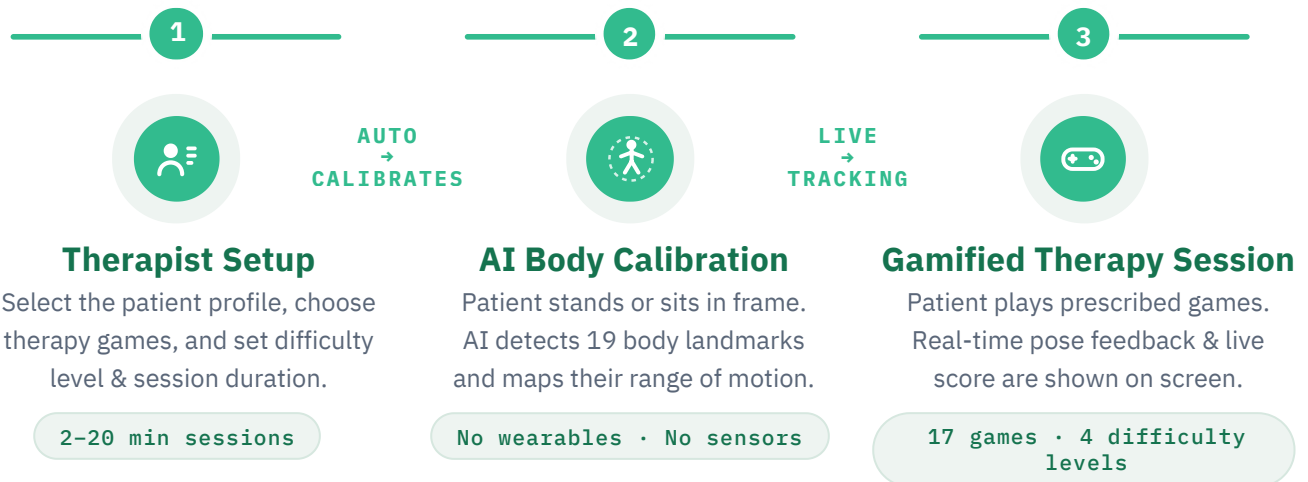
17 Therapeutic Games
ACROSS 6 CLINICAL
PATHWAYS

Real-Time Pose
Detection
19 LANDMARKS • LIVE
TRACKING

Sitting & Standing
Modes
4 DIFFICULTY LEVELS

AI-RA is an AI rehabilitation assistant built for hospitals and clinics. It tracks **19 key body landmarks** in real time, enabling fully immersive, gamified therapy sessions — with no wearables, sensors, or specialized hardware required.

HOW AI-RA WORKS



CLINICAL PATHWAYS • 1 OF 2

Condition-Specific Use Cases

Stroke Recovery

4 GAMES

From early-stage seated training to bilateral upper-limb coordination — AI-RA's stroke protocol spans the full recovery continuum.

- **Catching Rectangles** forces midline-crossing reaching — a critical component of motor recovery.
- **Rehab Ring** auto-calibrates to the patient's exact arm length, so even limited-range patients get appropriately scaled targets from Day 1.
- **Combo Strike** pairs sit-to-stand with simultaneous arm and leg extension — one of the most functionally significant sequences in stroke rehab.
- **Nodding Balloon** measures fastest and average sit-to-stand speed across the session — trackable progress toward a standard clinical milestone.

Parkinson's Disease

4 GAMES

Rhythmic, repetitive, measurable — AI-RA's Parkinson's game set mirrors high-intensity rehab principles in an engaging format.

- **Rhythm Hero** uses rhythm-locked finger-pinch gestures with a streak/multiplier system — fine-motor training that mirrors Lee Silverman-style intensity principles.
- **Lily Pad Leap** trains wrist ulnar/radial deviation and fist-clench grip — two of the first movements to deteriorate in Parkinson's.
- **Pineapple High** focuses purely on calf raises with rep counting — a direct proxy for ankle stiffness and lower-limb activation.
- **Juggling Fun** tracks total ball airtime as a motor-endurance metric — quantifying upper-limb fatigue patterns over time.

Post-Orthopedic Surgery — Knee / Hip / Shoulder

4 GAMES

Form-checked squats, shoulder reach across planes, and knee-lift metrics — AI-RA quantifies what ortho recovery actually looks like.

- **Aeroplane Game** gives real-time verbal posture corrections (“Bend your knees,” “Keep back straight”) and an accuracy %, validating movement quality beyond rep counting.
- **Pineapple High** offers a simple, immediate metric for calf/ankle recovery after knee or ankle surgery.
- **Fruit Fetch** trains shoulder reach across multiple heights and directions — ideal for post rotator-cuff or shoulder-replacement rehab.
- **Kicking Footballs** tracks average and best kick reaction time — meaningful benchmarks for hip-flexor and knee-extension recovery post- THR/TKR.

CLINICAL PATHWAYS • 2 OF 2

Condition-Specific Use Cases

Geriatric Rehabilitation & Fall Prevention

3 GAMES

Safe, seated, and adaptive — AI-RA's geriatric protocol meets patients where they are, then builds from there.

- **Kicking Balls** runs in full sitting mode with difficulty controlling how high the knee must lift — starts accessible, progresses safely.
- **Nodding Balloon** tracks sit-to-stand speed over time — one of the strongest predictors of fall risk in elderly patients (5× Sit-to-Stand Test analog).
- **Head to Toe** runs a modified seated sequence (Head → Shoulders → Toes) — preserving therapeutic benefit while accommodating mobility limits.

Paediatric Neurological Rehabilitation

4 GAMES

Games children actually want to play — designed for engagement, built for neurorehabilitation.

- **Snake AR** uses a jungle environment with a classic game mechanic children already understand — zero learning curve, immediate engagement.
- **Juggling Fun** has a “Warm Up” Level 1 with a single slow ball — appropriate for early motor development or low-ability paediatric patients.
- **Lily Pad Leap** uses visual rewards (ripple effects, particle splashes) on every successful jump — positive reinforcement embedded in the game.
- **Rhythm Hero**, with its neon aesthetic and music-game format, appeals directly to older children and teenagers during neurological rehab.

Sports Medicine & Athletic Rehabilitation

4 GAMES

High-intensity, reactive, and multi-directional — AI-RA's sports set pushes calibrated targets to the edge for return-to-play conditioning.

- **Kicking Footballs** at Level 3 uses realistic physics with fast-dropping ball dynamics, measuring ankle agility and coordination.
- **Aeroplane Game's** Sideways Mode adds lateral lunges before squats — the closest AI-RA gets to sport-specific agility training.
- **Rehab Ring** at Level 3 pushes targets to the absolute edge of the patient's calibrated reach — a high-intensity shoulder and elbow challenge.
- **Move Matrix** combines wall and floor targets in an alternating sequence — mimicking sport-specific multi-directional reaction training.

GET STARTED

Bring measurable, gamified rehabilitation to your clinic.

Talk to our team about deploying AI-RA—pricing, clinical onboarding, and a live demo tailored to your facility.



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