



HoloMoves
CREATING HEALTHY RECOVERY



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GAMES FOR HEALTH
EUROPE

Mixed Reality therapie van
HoloMoves

We stand for intensive rehabilitation for all recovering patients through advanced Mixed Reality technology, enabling them to recover more effectively and efficiently.



Why Mixed Reality?

A person wearing a VR headset and a green shirt is shown in a mixed reality environment. They are interacting with a virtual garden where a red tomato and a blue star-shaped object are visible on a green plant. The background is a solid brown color.

Functional and contextual training!

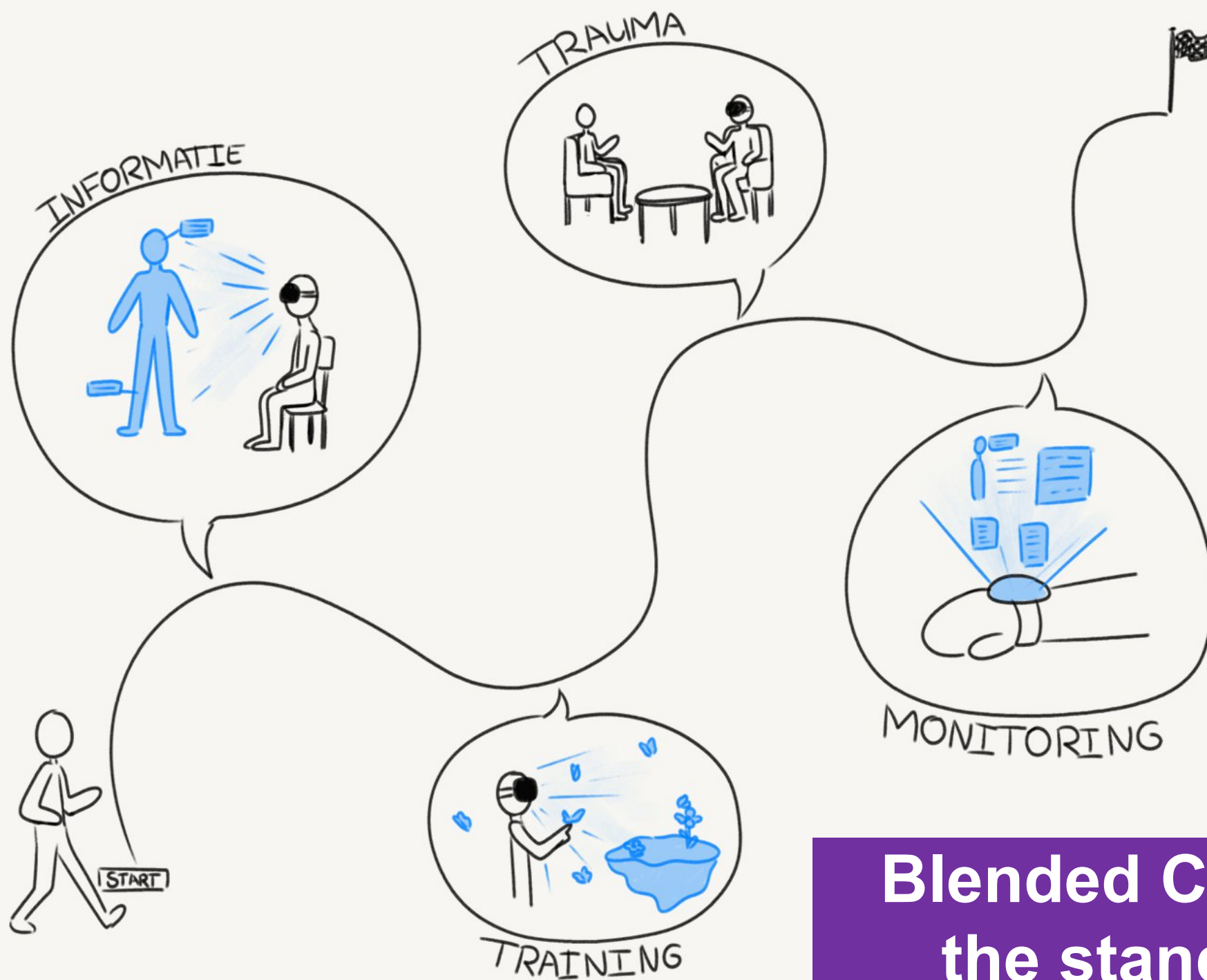
External focus & implicit learning

Engaging therapy

Raise 'time-on-task'

Intensive multisensory training

Inclusive therapy for all ages & physical levels



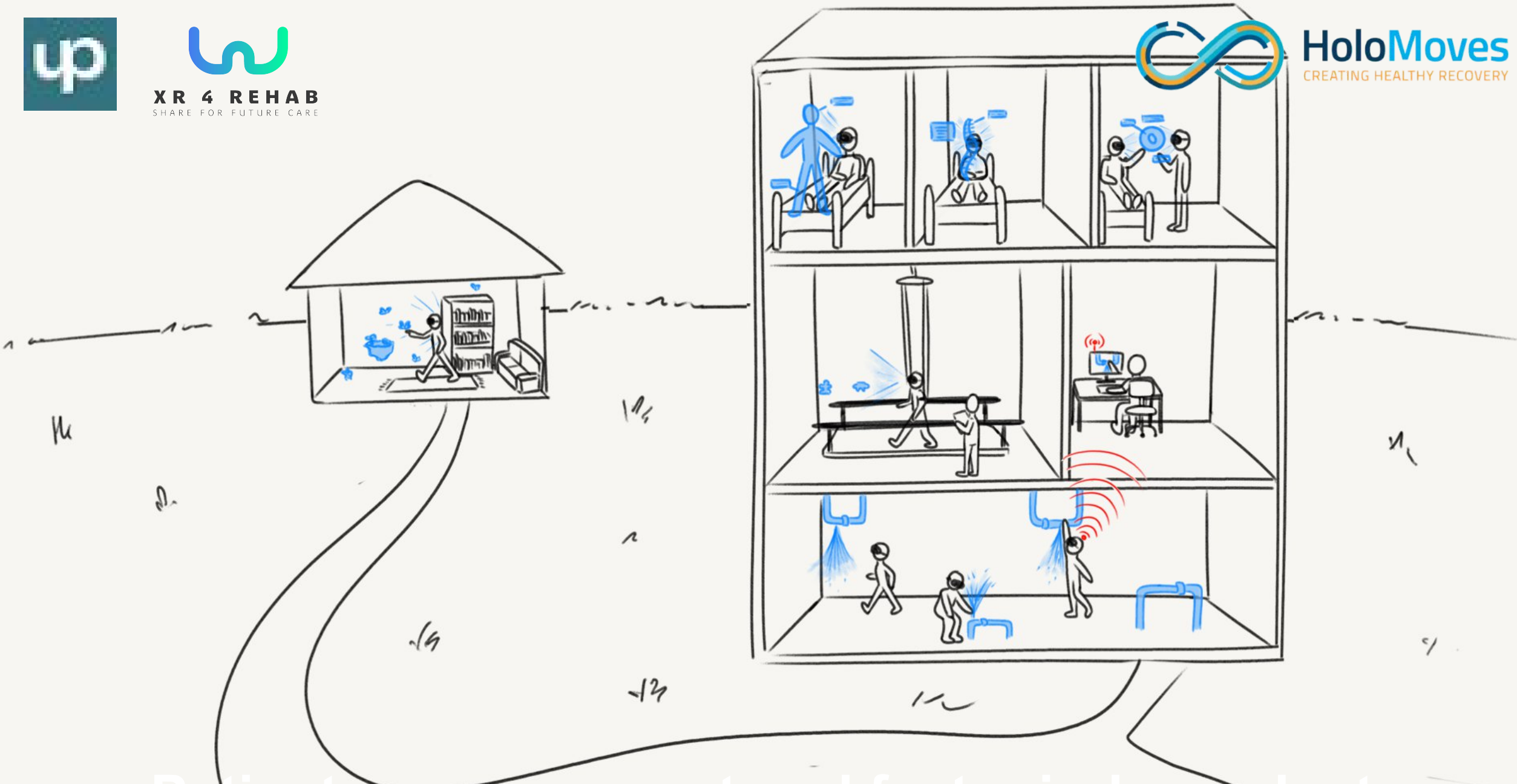
**Blended Care as
the standard**



XR 4 REHAB
SHARE FOR FUTURE CARE



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Patient empowerment and faster independent rehabilitation



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Current portfolio



BalanceBubbles:

- Arm-hand-Shoulder function
- Static balance



BalloonBurst:

- Shoulder function
- Gait training
- Endurance



StepInStore:

- Dual Task
- Shopping skills
- Visual scan training



BlockBall:

- Side steps
- Gait training
- Reaction time



ButterflyBoost:

- Cognitive training
- Hand-Shoulder function
- Gait training



“PlanetPuzzle”

- Dual Task
- Balance /
- Fall prevention
- Visual scan training



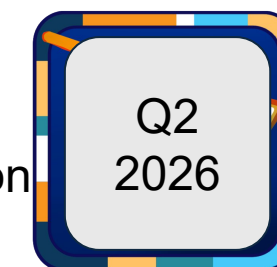
PuzzlePath:

- Gait training
- Walking stairs



PipePatrol:

- Reaction time
- Hand-Shoulder function
- Gait training



“ShoulderSmash”

- ROM shoulder
- Pain reduction



TableBall:

- Shoulder function
- Arm-handfunction
- Planning - cognition



MiRACL:

- Weight shifting
- Balance
- Neurocognitive training
- Knee mobility
- Power LE



“SportsSpace”

- Return to play
- 'Match skills'
- Neurocognitive training?

Our exergames



- Trunkcontrol and stability
- Gait / wheelchair skills
- Endurance
- Shoulder mobility
- Reach and bend
- Reaction time
- Dual task
- Exposure

Pain and anxiety will shift to background while exercising!

Question!

- Imagine you have already mastered the technology....

...which therapy goals do you have in mind when using this technology?



Unite the XR clans!

Join the XRHealth4Business



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INMOTIONVR



VRELAX

And more....

Take 'home' message

- Continue clinically reasoning yourself!
- Let the technology work for you
- Make therapy more fun and effective
- Good implementation is key
- Ensure your business case



Est.
2019

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