

Improving dynamic balance and patient participation ...

Adaptive Virtual Snowboarding

A clinically proven, specially adapted snowboard used in conjunction with a Nintendo Wii™ console which improves a patient's static and dynamic balance, gait speed, and stride length, as well as being an enjoyable therapeutic activity.

The use of balance boards is now widespread by physiotherapists for the development of motor-strength and co-ordination skills. When these devices are coupled with interactive video gaming systems the exercise becomes more interesting, competitive and enjoyable; maintaining a patient's motivation and adherence to the treatment regime.

The Adaptive Virtual Snowboard (AVS) provides a state of the art balance board which will interface directly to a Nintendo Wii™ console and enable interaction with many low-cost immersive commercial video games such as Wii™ Sports Resort Wakeboard; Shaun White™ Snowboarding: Road Trip and World Stage games; Nintendo's Wii Ski™ and Wii™ Snowboard games.

Putting enjoyment and enthusiasm into rehabilitation training

Adaptive Virtual Snowboarding

The AVS is a specially produced wooden snowboard with a contoured underside which allows for a degree of movement that a rider's lower extremities would need to traverse to skilfully participate in board sports.

Developed in conjunction with physiotherapists from Swansea (UK) and New York (USA) the board is clinically proven to improve patient's rehabilitation both due to the degree of exercising it demands, and by the enthusiasm it recieved from participants.

The inclusion of foot bindings allows a rider to more closely simulate a real snowboarding environment and heightens the physical demands for correct postural stability and control.

As fitness increases, the rider can extend their full control to the full three-axes, allowing for weight shifting, and board rotation.

Specification

Weight: 3.5kg
Length: 770mm
Width: 190mm
Power: 4 x AA size
alkaline batteries
Roll: 20°
Yaw: 3°
Approval: Class 1 medical

The AVS communicates using Bluetooth to commercially available Nintendo Wii™ console gaming equipment.

AVS can interface with all Nintendo WiiFit™ compatible games.

Nintendo

Your local supplier is:

Note: This is a medical device and should only be used under supervision from a qualified physical therapist.

www.adaptivesnowboard.com