

FOR IMMEDIATE RELEASE

RE-IMAGINING REHABILITATION FOR SENIORS

Using Computer Generated “Virtual Reality,” the New “OmniVR™” Provides Virtual Rehabilitation for Seniors

Developer Accelerated Care Plus (ACP) Seeks to Improve Quality of Care in Nursing Homes and Other Long Term Care Settings

RENO, NEV. (Oct. 15, 2010) – Seeking to transform physical rehabilitation for seniors, recognized medical technology developer Accelerated Care Plus (ACP) is introducing the world’s first “virtual” rehabilitation system for aging adults. The technology represents an important new tool for therapists that is intended to help improve recovery and quality of life for their patients.

Available late this month for residents of assisted living and skilled nursing facilities, the “OmniVR™” uses a high-tech 3D camera and specialized computer software that captures the patient’s image – or “avatar” – in real time, and introduces it into a virtual, game-like environment displayed on a large monitor.

With the guidance of a physical, occupational or speech therapist, patients use the system to participate in an array of therapeutic activities and exercises selected for their individual physical challenge or condition.

Though patients consider the system to be a fun activity, ACP’s clinical experts and engineers have created OmniVR with specific rehabilitation objectives in mind. The system has been designed to improve functional abilities through muscle strengthening, balance, movement and endurance programs that accommodate one or two patients at a time. At the end of each exercise program, the system provides a “score” to measure the patient’s performance and establish goals for their next session.

While OmniVR’s technology is new, medical researchers have been experimenting with similar concepts for several years. Their findings show that treatment results for virtual reality rehabilitation can equal or even exceed those of real world therapy activities and exercises. The research also confirms that patients will exercise harder and longer when “immersed” in a virtual rehabilitation environment providing positive reinforcement. This is an important advantage for many aging adults, particularly those who are reluctant to participate in the therapy process or are fearful due to physical limitations.

Pilot Testing Reinvigorates Patients, Demonstrates Results

ACP observed the same effects with the OmniVR during several pilot studies conducted nationwide, including one at the “Marquis Care” at Plaza Center in Las Vegas. At the facility, a 74 year-old stroke victim had been involved in the therapy process for six weeks to help regain his balance and strength. His progress had begun to slow as he reached his comfort zone physically - especially with standing tasks. The therapy team had determined the patient would need to be discharged if further improvement could not be made. With the arrival of the “OmniVR,” the patient showed renewed interest in the therapy process and was able to move beyond his fear to reach a new level of function. The therapy team was eventually able to get him to participate in more challenging activities, which he had not been willing to do prior to working with the OmniVR.

“All of our patients truly love the VR,” said Brian Anderson, director of rehabilitation at Marquis Care at Plaza Regency. “It gives them something fun and meaningful to do that achieves the same therapeutic goal... and with some people, inspires them to do things they would not have ordinarily tried.”

3D Gaming for Seniors

Also supporting the merits of virtual rehabilitation among seniors is the success of more recreationally based products like Nintendo Wii Fit.TM Although originally designed for a younger audience, these systems have been used with encouraging results in many long-term care facilities. However, many older or disabled individuals are unable to use them due to the complexity and speed of the graphics, as well as the need to hold and operate a game controller, which many are unable to do.

In contrast, OmniVR has been designed specifically for aging adults, and the 3D camera eliminates the need for a handheld controller. Its interactive software has also been designed to provide positive reinforcement and encouragement throughout the experience. This helps to get more debilitated patients inspired about what they can achieve - despite their age or physical challenges.

“Most people would never imagine that more than 50 percent of the individuals admitted to a nursing home are eventually able to return home, thanks in part to the more progressive rehabilitation technology many facilities are now adopting,” said John Beach, ACP’s Chief Executive Officer. “ACP is proud to be a part of evolution and we’re confident that the OmniVR represents another important chapter in that untold story.”

Launching Weeks Before 3D-Gaming Arrives for Holiday Season

Nearly 4,000 nursing homes and other rehabilitation providers nationwide use ACP's current medical technology, treatment programs and clinical training to help therapists improve recovery and quality of life for their patients. ACP plans to make the OmniVR available to these partnering facilities in late 2010, and with other long term care providers beginning in 2011.

With the October launch, the 3D virtual experience will be available to seniors weeks before Microsoft plans to launch their 3D camera system targeting younger audiences during the 2010 holiday season.

Benefits and Systems Functions

- A sophisticated 3D camera and specialized computer software recreates the patient's movements in a "real time" interactive experience that engages patients and motivates them to exercise longer and with greater intensity.
- The system's easy-to-use, "one touch" operation includes six therapeutic exercise categories: seated exercise, wheelchair propulsion and control, upper extremity, balance, walking, and cognitive activities.
- The range of exercise programs target large motor movements such as leaning, knee extension-flexion, reaching, sit to stand, squatting, stepping, marching, etc.
- The system features adjustable levels of difficulty that allow therapists to facilitate individual patient capabilities and exercise progression.
- The system's interactive software provides positive feedback throughout the exercise session, rather than the "win-lose" approach used in recreational gaming systems that can be discouraging to patients.
- The geriatric friendly system does not require hand controllers, special mats or platforms to stand on, making it easier to use for elderly and more debilitated individuals
- Many of OmniVR's programs can accommodate two patients at a time, which can increase social interaction and exercise activity.
- The system produces a "Performance Summary" at the conclusion of each session to help therapists guide the patient's therapy plan of care and provide proper documentation.

About Accelerated Care Plus

Accelerated Care Plus (ACP) is a developer of specialized rehabilitation technologies and the nation's leading provider of evidence-based clinical programs for post-acute rehabilitation serving 4,000 long-term care facilities throughout the U.S. The Company's medical technology is also used extensively by professional, collegiate and Olympic sports teams to help accelerate recovery and improve performance. For more information call 800-350-1100 or visit www.acplus.com.

#