

Smart Glove for Home Use

Therapeutic Concept

Repetitive, intensive practice is key for motor learning and rehabilitation, but many patients find it hard to make exercise a habit at home.

The Neofect Smart Glove is a home exercise tool that tracks movements of the wrist and hand while the user engages in virtual reality based gaming. This device provides a non-invasive, fun way to accomplish high quantities of repetitive movement in a short amount of time.



*Medicare HCPCS Code: A9300

*FDA Registration #: 3012039604

Features

Motor training

FDA-registered biofeedback training device interacts with computer software to serve as a virtual reality solution for motor recovery

Intuitive and safe

Easy to operate, non-invasive, low-profile device that can be used in therapy clinics or by home users

Results driven

A fun, motivational, engaging tool that also captures and tracks important objective outcome data

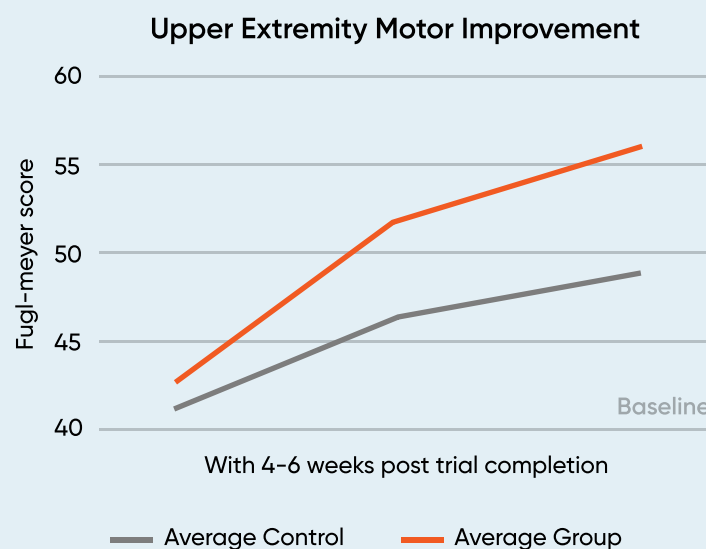
Gamified task training

In-game algorithm determines the "just-right challenge" while the patient engages in ADL*** and leisure training games.

Clinical Research

Over 200 patients have participated in 14 clinical studies using the Neofect Smart Glove. With at least 4 weeks of consistent use, patients showed significant changes in functional outcome measures as well as quality of life self-report.**

In addition, research being conducted at Stanford School of Medicine supports the feasibility of using the Smart Glove in an unsupervised setting for patient-directed, home-based upper extremity rehabilitation.



Ideal User

The Smart Glove is compatible with adult patients who can have at least slight muscle control of the wrist or hand and are working toward increasing active motor control following a diagnosis of stroke, or are in need of upper limb rehabilitation.

Non-Invasive

The Neofect Smart Glove is a registered medical device. Some precautions should be taken by those with skin sensitivity or diagnoses that may be adversely impacted by high repetition. The device utilizes movement sensors only and does not include any electrical stimulation or provide robotic power.

Partners

Over 100 clinical partners in the US and more than 250 worldwide including:



Contact Us

Our team would be happy to speak to you:

Call us at (888) 686-2227 Email us at info@neofect.com

**Shin, J.-H., Kim, M.-Y., Lee, J.-Y., Jeon, Y.-J., Kim, S., Lee, S., ... Choi, Y. (2016). Effects of virtual reality-based rehabilitation on distal upper extremity function and health-related quality of life: A single-blinded, randomized controlled trial. *Journal of NeuroEngineering and Rehabilitation*, 13, 17. <https://doi.org/10.1186/s12984-016-0125>

Jeon, M.-J, and Moon, J.-H. (2019). Effects of virtual reality training on upper extremity function and activities of daily living in patients with sub-acute stroke. *Journal of Digital Convergence*, 17(9), 271-278.

Parikh, A, Legault, C, Flavin, K, and Lansberg, M. (2018). NeofectGlove: Virtual reality device for home therapy in stroke survivors. *Neurology*, 90(15), P5.007.

***ADL = Activities of Daily Living