



The List of Figures and Tables of the Summary of the Final Project Report

Grant Agreement number:	306113
Project acronym	Rehab@Home
Project title	“Engaging Game-based Home Rehabilitation for Improved Quality of Life”
Funding Scheme:	Collaborative project
Date of latest version of Annex I against which the assessment will be made:	2012-06-26
Name, title and organisation of the scientific representative of the project's coordinator¹:	Prof. Dr. Michael Lawo TZI, Technologiezentrum Informatik University of Bremen,
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Project website² address:	http://www.rehabathome-project.eu/

¹ Usually the contact person of the coordinator as specified in Art. 8.1. of the Grant Agreement.

² The home page of the website should contain the generic European flag and the FP7 logo which are available in electronic format at the Europa website (logo of the European flag: http://europa.eu/abc/symbols/emblem/index_en.htm logo of the 7th FP: http://ec.europa.eu/research/fp7/index_en.cfm?pg=logos). The area of activity of the project should also be mentioned.

A description of the main S&T results/foregrounds – figures and tables

Summary and system overview

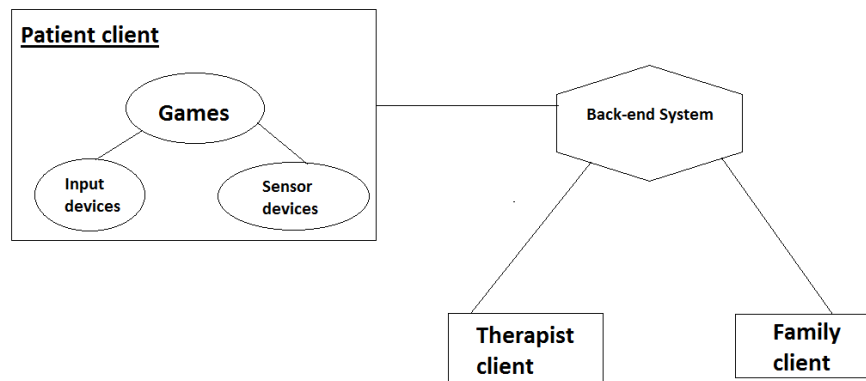


Figure 1: high level architecture of the overall system

Patient Client - Menu Component



Figure 2: List of Games

Patient Client - General Data Interface

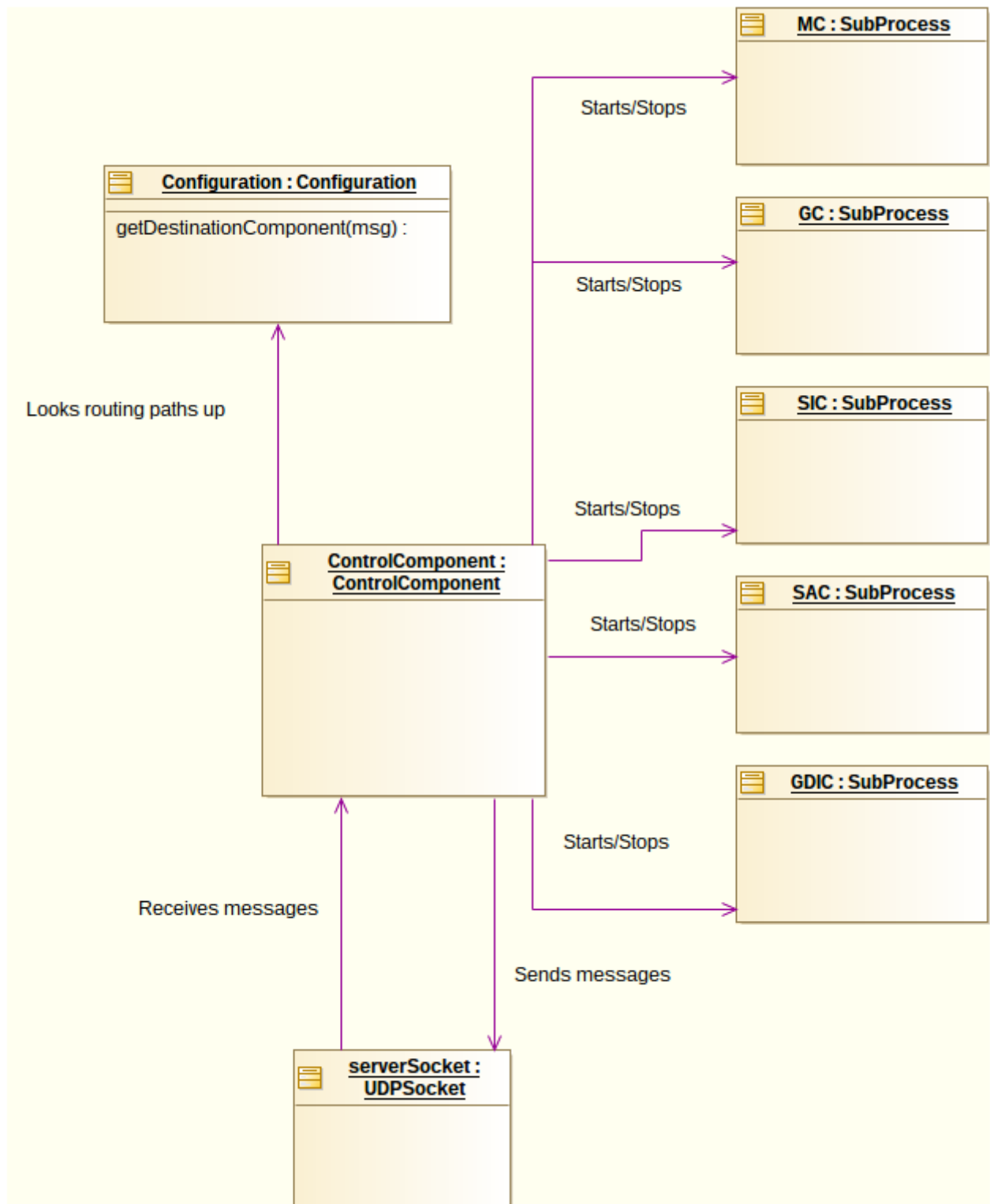


Figure 3: Patient client structure

Game based rehabilitation environment features and functionalities

Initial Calibration



Screen 1

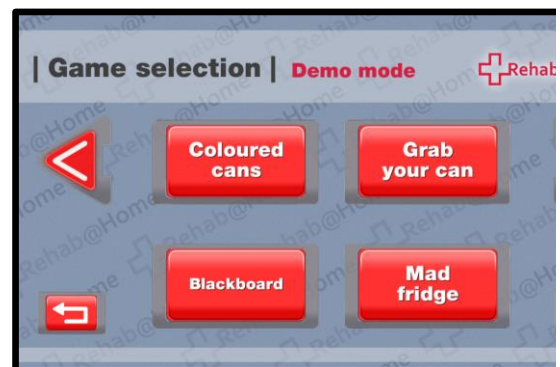


Screen 2

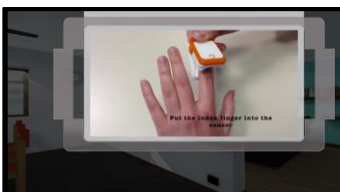
The Games



Menu Screen 1



Menu Screen 2



Biosensor to Measure Pulse



Kinect Environment



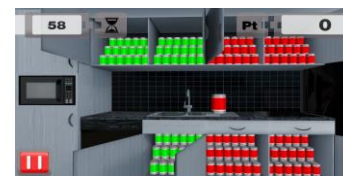
Rest Game Video



Flowers and Bees Game



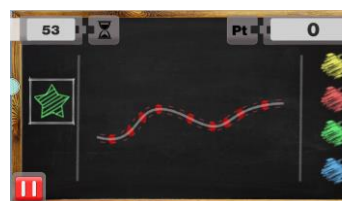
Popping Flowers Game



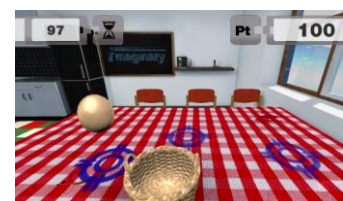
Coloured Cans Game



Grab your can Game



Blackboard Game



Mad Fridge Game

Therapy client details



Andrea

Logout

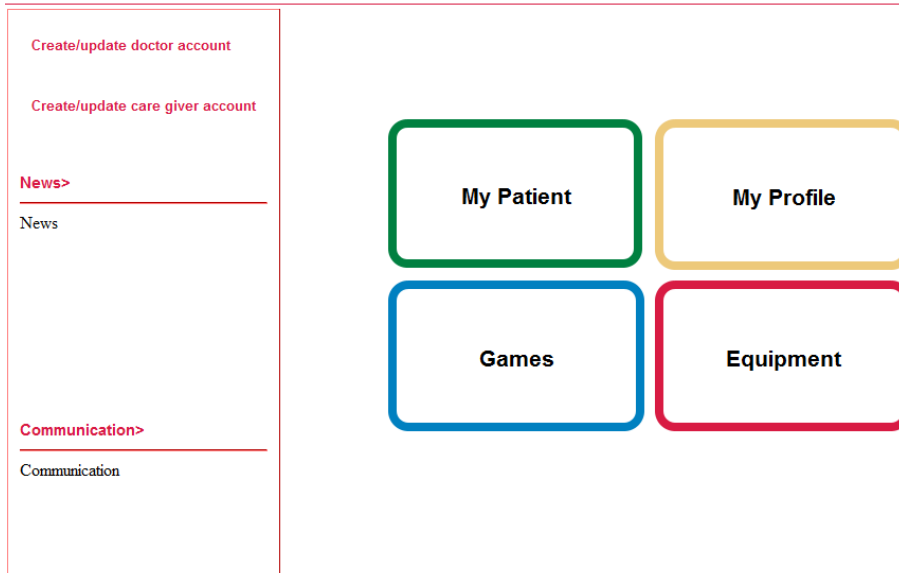


Figure 4: Main menu of the Therapist Client Interface

User acceptance evaluation

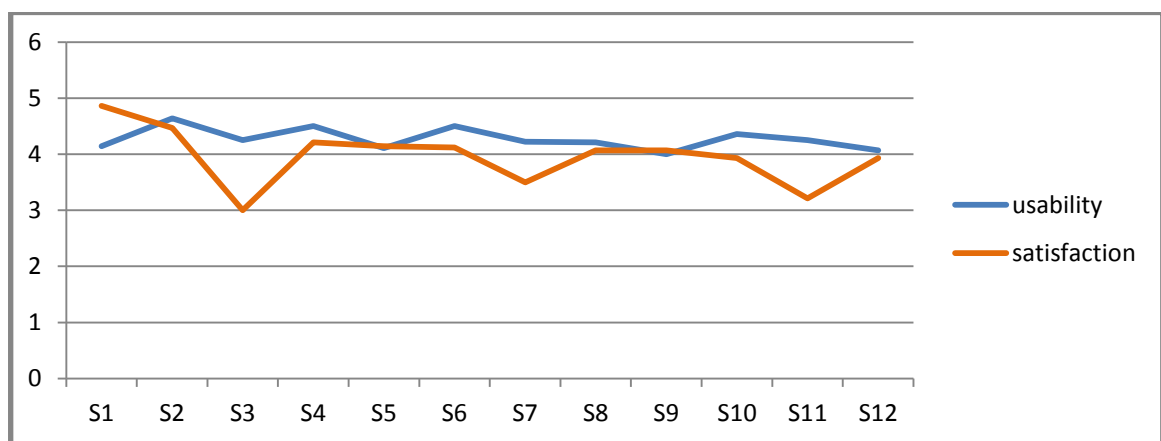


Figure 5: Mean values of patients Usability and Satisfaction assessments after each of the 12 trial sessions [Likert scale 1-5, 5=most positive side]

Rehab@Home Exploitation Plan
Demand for the Rehab@Home offer for post-stroke clients

Table 1: Market penetration by country for post stroke patients

Country	EU	Germany	Italy	Austria	Israel
Post stroke Persons for the year 2009 per 100,000	442	526	446	549	235
Low market penetration (3%)	13	16	14	17	7
Medium market penetration (6%)	26	32	28	34	14
High market penetration (10%)	44	53	45	55	24

The business model canvas for the Rehab@Home system
(Please see next page)

<p><i>Key Partners</i></p> <ul style="list-style-type: none"> Professional care givers and rehabilitation institutes Telehealth care providers and rehabilitation systems distributors Supplier of technical stock (computers, Kinect, sensor) Technical service provider (after three years) 	<p><i>Key Activities</i></p> <ul style="list-style-type: none"> Platform management Offering services at first by the consortium members and then part of the services would be offered by a sub-contractor Advertising and presenting the platform <p><i>Key Resources</i></p> <ul style="list-style-type: none"> Physical IT infrastructure IPR for the software solution System support personal Personnel of the healthcare provider 	<p><i>Value Proposition</i></p> <p>For the physicians:</p> <ul style="list-style-type: none"> The ability to discharge earlier Counting closely follow up Flexible schedule convenient for the physicians. A serious games system to offer their patients which will motivate them more <p>Rehabilitation Institutions:</p> <ul style="list-style-type: none"> Relocate some of the work their personal usually have to do Increase the economic feasibility Integration into an existing IT framework Discharge the patients earlier Taking care of more patients at once <p>Distributors:</p> <ul style="list-style-type: none"> complementary system to their other products open source platform 	<p><i>Customer Relationships</i></p> <ul style="list-style-type: none"> Collaborative relationship and service oriented Those relationships are time consuming but very important for the development of the system and network <p><i>Channels</i></p> <ul style="list-style-type: none"> Telehealth systems providers\distributors Rehabilitation professional print media and professional conferences Word of the month Forums and internet sites 	<p><i>Customer Segments</i></p> <ul style="list-style-type: none"> Physicians Rehabilitation institutes Distributors
<p><i>Cost Structure</i></p> <ul style="list-style-type: none"> Fixed cost for the Hardware Variable cost for the installation and monthly fee 			<p><i>Revenue Streams</i></p> <ul style="list-style-type: none"> Set-up and installation Monthly fee for use and maintenance 	

Figure 6: Business model canvas for the first tier of the commercialization model

