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

<table>
<thead>
<tr>
<th>Grant Agreement number:</th>
<th>306113</th>
</tr>
</thead>
<tbody>
<tr>
<td>Project acronym</td>
<td>Rehab@Home</td>
</tr>
<tr>
<td>Project title</td>
<td>“Engaging Game-based Home Rehabilitation for Improved Quality of Life”</td>
</tr>
<tr>
<td>Funding Scheme:</td>
<td>Collaborative project</td>
</tr>
<tr>
<td>Date of latest version of Annex I against which the assessment will be made:</td>
<td>2012-06-26</td>
</tr>
<tr>
<td>Name, title and organisation of the scientific representative of the project’s coordinator¹:</td>
<td>Prof. Dr. Michael Lawo TZI, Technologiezentrum Informatik University of Bremen,</td>
</tr>
<tr>
<td>Tel:</td>
<td>+49 (421) 218-64002</td>
</tr>
<tr>
<td>Fax:</td>
<td>n/a</td>
</tr>
<tr>
<td>E-mail:</td>
<td><a href="mailto:mlawo@tzi.de">mlawo@tzi.de</a></td>
</tr>
<tr>
<td>Project website² address:</td>
<td><a href="http://www.rehabathome-project.eu/">http://www.rehabathome-project.eu/</a></td>
</tr>
</tbody>
</table>

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

![High level architecture of the overall system](image1)

**Figure 1**: high level architecture of the overall system

**Patient Client - Menu Component**

![List of Games](image2)

**Figure 2**: List of Games
Figure 3: Patient client structure
Game based rehabilitation environment features and functionalities

Initial Calibration

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

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

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

The business model canvas for the Rehab@Home system
(Please see next page)
<table>
<thead>
<tr>
<th>Key Partners</th>
<th>Key Activities</th>
<th>Value Proposition</th>
<th>Customer Relationships</th>
<th>Customer Segments</th>
</tr>
</thead>
</table>
| • 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) | • 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 | • For the physicians:  
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  
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  
Complementary system to their other products  
Open source platform | • Collaborative relationship and service oriented  
Those relationships are time consuming but very important for the development of the system and network | • Physicians  
• Rehabilitation institutes  
• Distributors |
| Key Resources | | | | |
| • Physical IT infrastructure  
• IPR for the software solution  
• System support personal  
• Personnel of the healthcare provider | | | | |

<table>
<thead>
<tr>
<th>Channels</th>
<th>Cost Structure</th>
<th>Revenue Streams</th>
</tr>
</thead>
</table>
| • Telehealth systems providers\distributors  
• Rehabilitation professional print media and professional conferences  
• Word of the month  
• Forums and internet sites | • Fixed cost for the Hardware  
• Variable cost for the installation and monthly fee | • Set-up and installation  
• Monthly fee for use and maintenance |

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