

Computer based
cognitive rehab solution

RAPAEL

ComCog



NEOFECT

BASIC APPROACH TO COGNITIVE REHAB

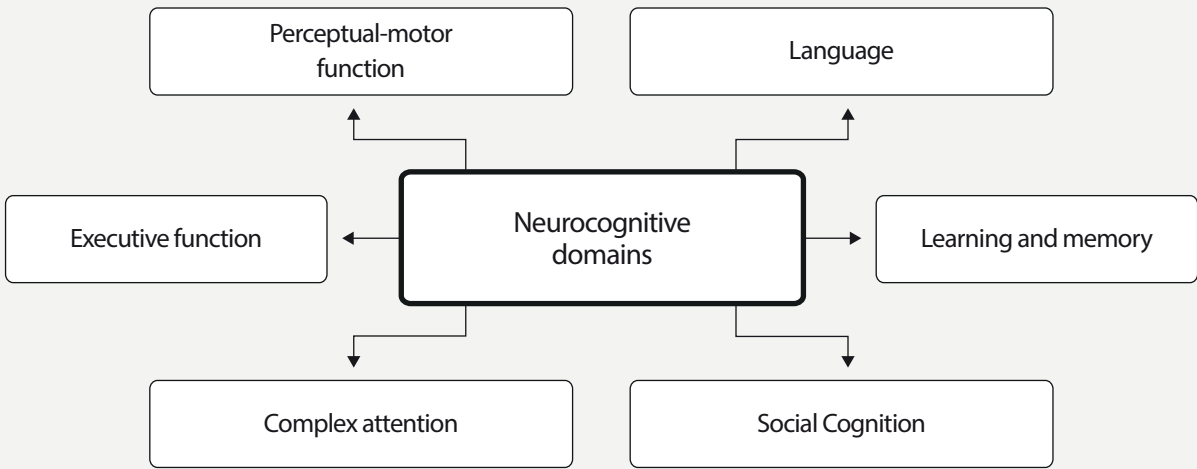
RPAEL ComCog approaches cognitive rehabilitation with spiral structure, so as to promotes relearning and retraining of damaged cognitive functions.

Importance of Cognitive Rehabilitation

Cognitive function refers to a capability to adapt to an environment by comprehending, judging, and making a decision in everyday life^[1]. Damages to the cognitive functions hinders rehabilitation, and promoting brain plasticity is the key element to the rehabilitation. Cognitive rehabilitation have its utmost interest on **relearning** and **retraining**^[2].

DSM-5 defines cognitive function with 6 major domains^[3]; cognitive domain includes fundamental area of concentration and memory and higher area of planning, organization, problem solving, and abstraction. Integration of sense, language, and visual-perceptual abilities is the very base of the area^[4].

The DSM-5 approach : Neurocognitive disorders
(Diagnostic and statistical manual of mental disorders 5th edition)



Basic Approach to Cognitive Rehabilitation

In general cognitive training, it is efficient to progress from the bottom to the top, and from the simple and the complicated: the **spiral structure**. RPAEL ComCog designs its cognitive rehabilitation to be done with **Hierarchical Approach**, which deals with the coverage of attention, perception, discrimination, organization and memory.

Hierarchical Processing Model of Cognition^[5]

- Arousal / alerting
- Perception, selective attention
- Discrimination
- Organization
- Memory, recall
- High-level thought processing

WHY RAPAE COMCOG?

RAPAE ComCog innovated itself by combining the strengths of Computer-assisted program and RAPAE.

Strength of CACR^[1]

CACR program shows notable enhancement of brain damaged patients in memory, problem solving, attention training^[2].



Coherent Repeated Learning

Standardized repeated learning adapted to all therapists and patients.



Stepwise Refinement of Difficulty Level

Provide automatically customized difficulty level to individual patients.



Instant Feedback

Provide immediate feedback on performance.



Cure Effect Quantification

Determine the effect by an accurate note and analysis on patients' performance.

NEW RAPAE ComCog

RAPAE maximized the concentration of users with a new design and a way to touch the screen, collaboratively developed by the experts from different disciplines.



Collaborative Expert R&D

Developed by the experts from different disciplines: clinicians, therapists and engineers.



Training Design Reinforcement

Improve interest and concentration by changing contents and graphic in regard to the purpose.



Instinctive User Experience

UX reinforced for therapists and patients to have a good understanding of progresses and results of the training.



ALL Touch Screen

Touch screen adapted for the convenience sake of the patients' uses.

Ref. [1] Najenson T, Rahmani L, Elazar B, et al. An Elementary Cognitive Assessment and Treatment of the Craniocerebrally Injured Patient. New York, Plenum. 1984.

[2] Glisky EL, Schacter DL, Tulving E. Learning and retention of computer-related Vocabulary in memory-impaired patients: method of vanishing cues. J Clin Exp Neuropsychol. 1986;8:292-312

[3] Sachdev, P. S. et al. (2014) Classifying neurocognitive disorders: the DSM-5 approach Nat. Rev. Neurol. doi:10.1038/nrneurol.2014.181

[4] Wheatley CJ. Evaluation and treatment of cognitive dysfunction. In: Occupational Therapy Practice Skills of Physical Dysfunction. 4th ed. St. Louis, Mosby. 1995;241-252.

[5] Adamovich BB, Henderson JA, Auerbach S. Cognitive Rehabilitation of Closed Head Injured Patients: A Dynamic Approach. London: Taylor & Francis; 1985.

Ref. [1] Computer-assisted Cognitive

[2] Zoltan B. Vision, Perception and Cognition. 3rd ed. New Jersey, Slack. 1996.

RAPAEL COMCOG PLATFORM & CONTENTS DESIGN

RAPAEL platform enables therapists of easy and systematic training, while patients are able to experience it with much interest and concentration

Rehab information Processing & Key Features



신체 재활	물 찾기	2017. 10. 10.	4	4
신체 재활	소리 찾기	2017. 10. 10.	6	2
신체 재활	물 찾기	2017. 10. 11.	9	4
신체 재활	소리 찾기	2017. 10. 10.	2	1
신체 재활	다룬 소리 찾기	2017. 10. 10.	6	6
신체 재활	기타소리 찾기	2017. 10. 10.	7	3
신체 재활	시계 바늘 찾기	2017. 10. 12.	9	3
신체 재활	카드 맞추기	2017. 10. 12.	5	2
신체 재활	카드 맞추기	2017. 10. 12.	1	2
신체 재활	물 찾기	2017. 10. 28.	3	1
신체 재활	카드 맞추기	2017. 10. 28.	1	1

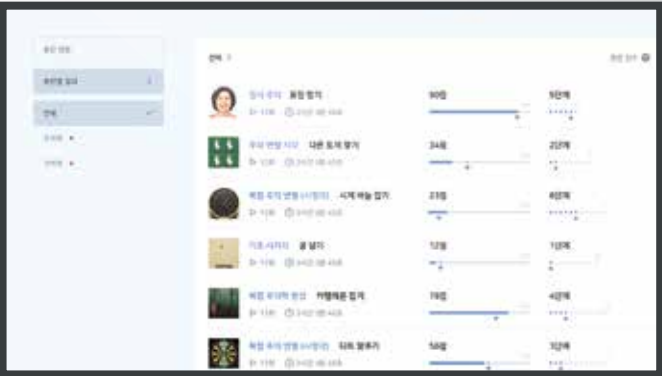
Training Selection per Specific Purposes



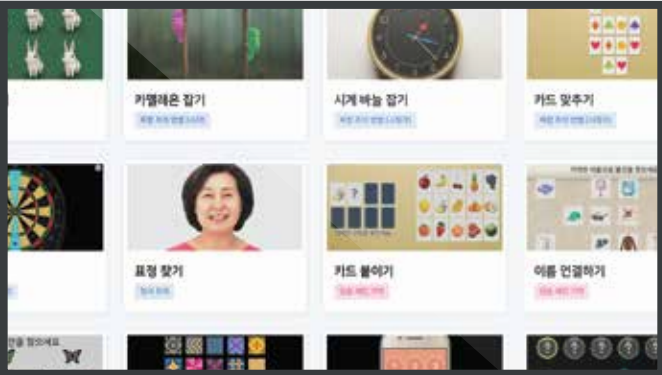
Touch Input



Reinforced Design Meeting the Purpose



Comprehensive Result per Training Purposes



Instinctive Images Screen



Training Managing Widget



Contents Difficulty Segmentation



Core Result per Each Training

RAPAEL COMCOG CONTENTS INSTRUCTION

Attention Training



Collecting Balls
Basic Visual Perception
Visual attention strategy training



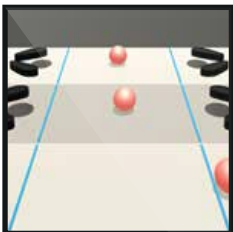
Catching Chameleons
Complex Attention
Discrimination
Reaction training to complex visual stimuli



Hearing Sounds
Basic Auditory Perception
Attention discrimination training on auditory directions



Grabbing Hands of Clock
Complex Attention
Discrimination
Visual / Auditory complex attention training



Holding Balls
Maintaining Attention
Attention / Distance perception training



Matching Cards
Complex Attention
Discrimination
Visual / Auditory complex attention training



Catching Sounds
Maintaining Attention
Attention discrimination training on auditory directions



Playing Darts
Complex Attention
Discrimination
Visual / Auditory complex attention training



Determining a Different Rabbit
Attention Discrimination
Visual attention discrimination training



Finding a Face
Emotional Attention
Sympathy training

Memory Training



Pasting Cards
Recognition Memory
Space memory ability training



Playing a Musical Instrument
Sequential Recalling
Sequential recalling training by auditory stimuli



Linking Names
Recognition Memory
Attention holding ability training



Connecting Sounds
Sequential Recalling
Establishing memory strategy by auditory stimuli



Collecting Stuffs
Space Memory
Remembering features / Location of visual stimuli



Connecting Numbers
Associate Memory
Verbal-Non verbal complex memory training



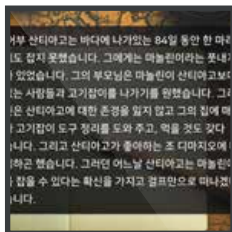
Selecting Tiles
Space Memory
Remembering features / Location of visual stimuli



Group Memory
Verbal Categorizing Memory
Memory training by categorization



Making a Call
Sequential Recalling
Establishing memory strategy by sequential memorizing



Story Memory
Language Integration
Memory improvement by video training

RAPAEL COMCOG EVOLUTION PLAN

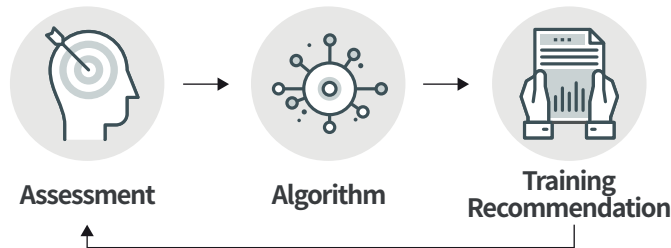
Training Program Development By Additional Cognitive Purpose

Maximize the training effect by developing specified cognitive rehabilitation training per various reasons of brain function deterioration.

Additional Training	Details
Visuospatial Perception	Accurately perceives and represents an object, and transforms spatial information.
Execution Function	Obtains needed information and coordinates behaviors.
Emotion	Controls psychological · physiological status related to various emotions, thoughts, and behaviors.
IADL	Requires more advanced problem solving ability than common factors does, which demands basic functions.

Initial Assessment System Development

Develops a customized algorithm for each patient and recommend a suitable through an optimized assessment process.



Training Program Development by Disease

A solution fit to each disease’s purpose approaches patients’ varied training, in order to ease the access from institutions and local communities

Aging / Dementia	Stroke
<ul style="list-style-type: none">Memory TrainingFrontal Lobe Function EnhancementExecution Function Training	<ul style="list-style-type: none">Attention TrainingUnilateral Neglecting Visual perceptive TrainingIADL Training
Traumatic Brain Injury	Depression / Emotional Disturbance
<ul style="list-style-type: none">Cognitive Behavior Control TrainingEmotion Control TrainingAttention, Memory Training	<ul style="list-style-type: none">Emotion Control TrainingIADL Training

NEOFECT EXPANSION OF LINE-UP

Product Family	Device Type	2014	2015	2016	2017	2018	2019
Cognitive					ComCog (+ Attention Memory)	ComCog (+ Visuospatial Neglect etc)	ComCog (+ Emotion etc)
Shoulder / Elbow	Active				Smart Board	Smart Shoulder / Smart Arm	Upper Assist
Hand	Active	Smart Glove		Smart Kids	Smart Pegboard		
	Assistive					NeoMano Glove	
Platform		RAPAEL 1.0	RAPAEL 1.2		RAPAEL 2.0 (+ Multi-Device)	Platform	Platform

COMPONENT

- RAPAEL ComCog Software
- Touch Screen Android Tablet PC (21”)
- Manual: 1ea



ABOUT NEOFECT

NEOFECT was founded to create hope for better life and better world. NEOFECT believes that any patient is deserved to enjoy happy life with hope for full recovery. NEOFECT has vision to help more patients take advantage of advanced digital and robot tech-

nologies through developing and commercializing light, portable, and affordable rehabilitation solutions. Please look forward to more products to launch and join us in our journey to make meaningful impact through disruptive innovation for patient's hope.



PRODUCT DEVELOPMENT & CLINICAL PARTNERS

- | | |
|---|---|
|  | National Rehabilitation Center |
|  | Seoul National University |
|  | KAIST, Korea Advanced Institute of Science and Technology |
|  | UNIST, Ulsan National Institute of Science and Technology |
|  | Rehabilitation Institute of Chicago |
| <hr/> | |
|  | Samsung Medical Center |
|  | Yonsei University Hospital |
|  | Seoul National University Hospital |
|  | Bundang Jesaeng General Hospital |
|  | Kunming Medical University |



We inspire hope

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