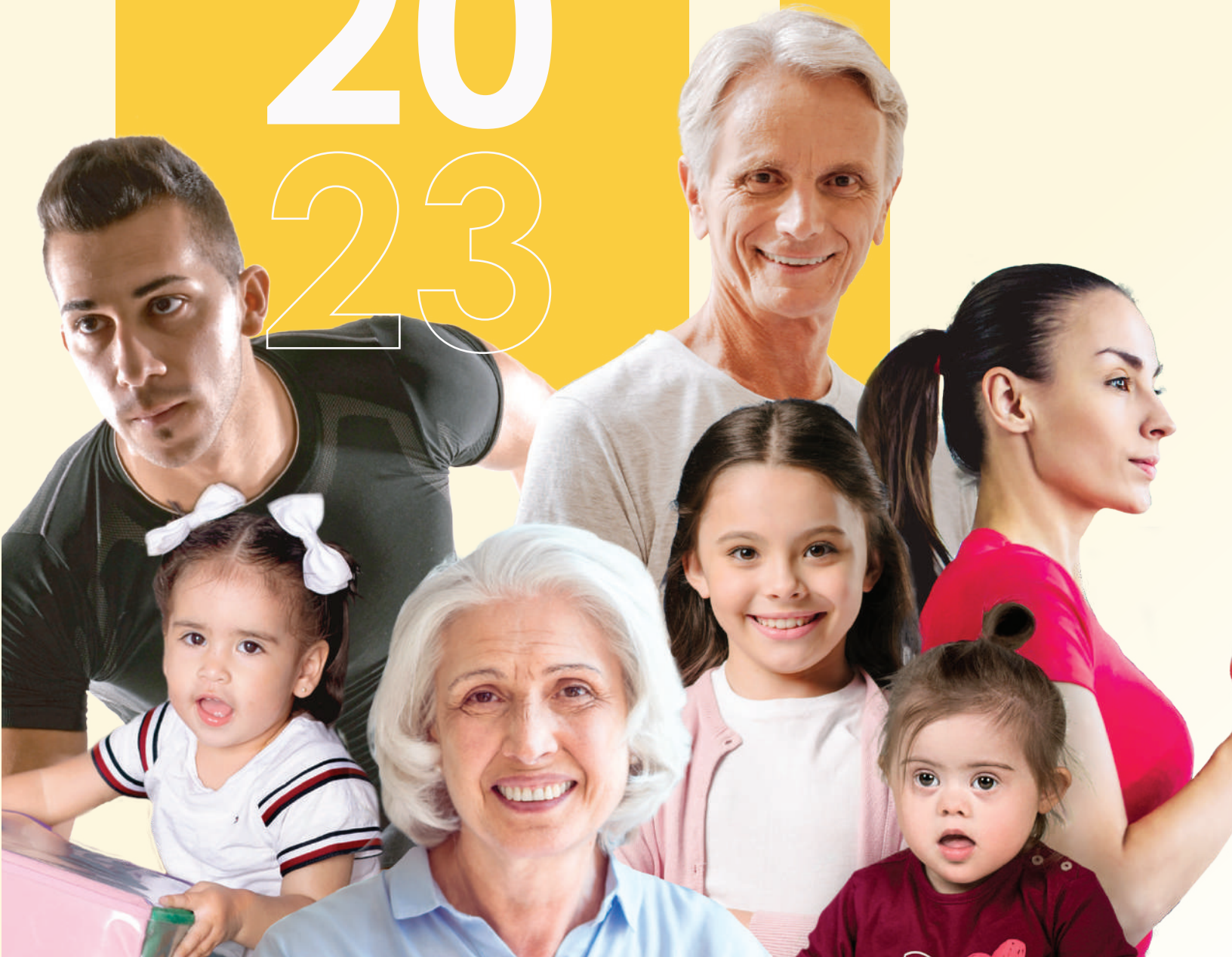
"TROOM

TRAINING TESTING
& THERAPY ROOM

TOTAL INTERACTIVE IMMERSIVE ENVIRONMENT

2023



WHAT IS T-ROOM?

T-ROOM (TESTING TRAINING & THERAPY ROOM)

It is a space for evaluation, training and therapy.
It is a therapeutic tool used to potentiate the functional capabilities of each patient in a controlled and multisensory environment based on own protocols for specific pathologies or conditions, created with the basis on best practices and methodologies tested by research and the experience of the specialists in each area of study and application.

This unique therapeutic tool that is unique in the market standardizes the medical-therapeutic criteria, with an interactive environment capable of establishing a progressive and measurable follow-up, which together with facial recognition and augmented reality provides us with objective and comparable results for each patient.

TROOM is an interactive system consisting of electronic and physical devices capable of stimulating the senses and measuring times and movements of the body, through voice and face command recognition tools, intelligent management, virtual reality and feedback, which mainly promotes the following areas:

- Medical treatment
- Sports training
- Assessment of physical performance
- Learning processes

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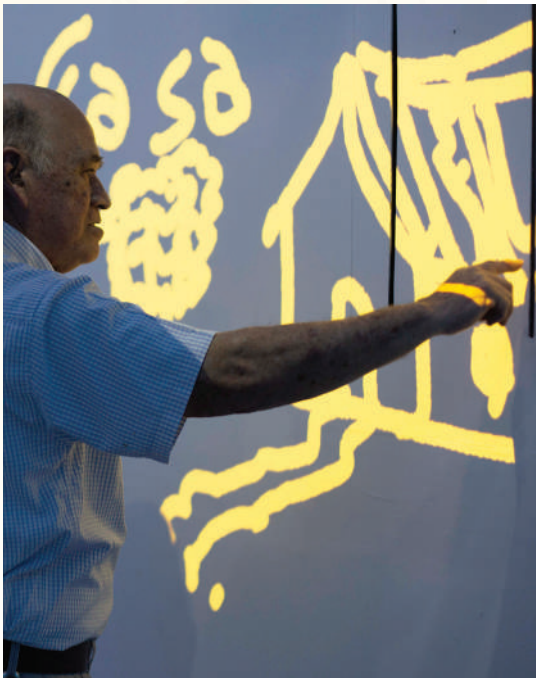
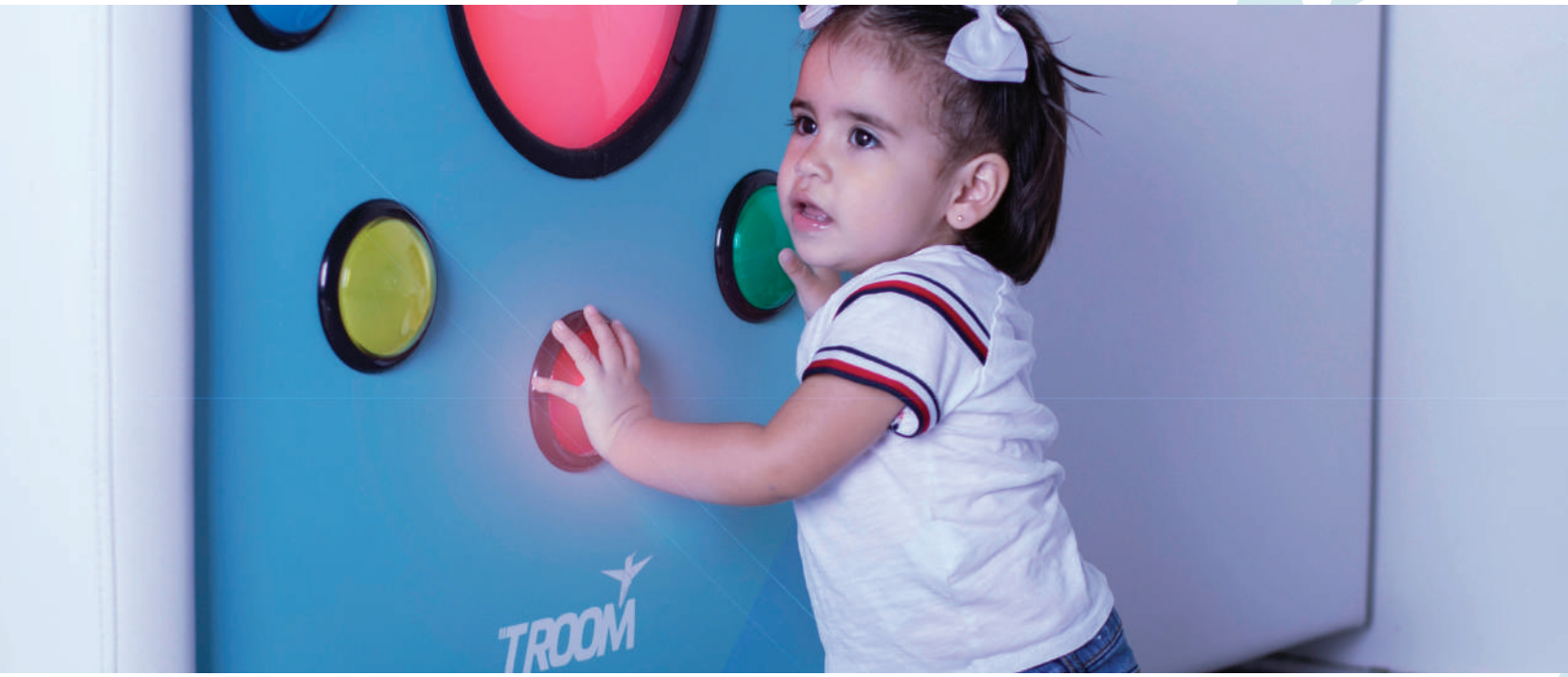


HOW T-ROOM WORKS?

*The current concept of **T-ROOM** is inspired by the theoretical basis of neurophysiology, focused on multisensory stimulation that confirms the positive effect of the various stimuli on the Central Nervous System (CNS), and its contribution favoring more and better neurophysiological development, when these are properly adapted for each intensity, situation and subject.*



Through the use of protocols based on best practices and methodologies proven through the research and experience of specialists in each area of study and application, this knowledge is incorporated into the T-ROOM environments, obtaining important benefits that enable the maximization of its effect.

T-ROOM environments facilitate the stimulation of the nervous system in people who have some type and degree of deficiency or disability, favoring brain interconnections and helping the structuring of processes as complex as learning and sensory-motor patterns.

WHAT MAKES IT **DIFFERENT FROM OTHER PROPOSALS** IN THE MARKET?

- Immersive environments
- Patient enrollment system
- Data management system
- Exportable data for analysis and research
- Tailor-made projects according to the needs of each client
- Treatment protocols based on the best practices and research of specialists in each area
- Integration of medical, sports and educational protocols.
- Cloud updates
- IOS –Android systems
- Globally applicable technology
- Integration of all devices into the system
- Facial identification
- Voice commands
- Use of augmented reality
- Immersive audio system
- Configurable and modular design, according to its use, for clinics, gyms, sports centers, schools, etc.
- Data base for patients and therapists registry, treatment session and results reports
- Training and certification for clients in clinical protocols

TROOM

MODULES
SUMMARY OF CONTENTS

Neurodevelopment

Autism spectrum

Stimulation for children with visual deficiency

Language disorders

Special education

Elderly patients

Sports training and evaluation

MODULE
NEURODEVELOPMENT

INTRODUCTION

The neurodevelopment module is aimed at providing rehabilitative medical care for the pediatric population at high risk of generating neurological damage, from the first day of birth to 18 months of age.

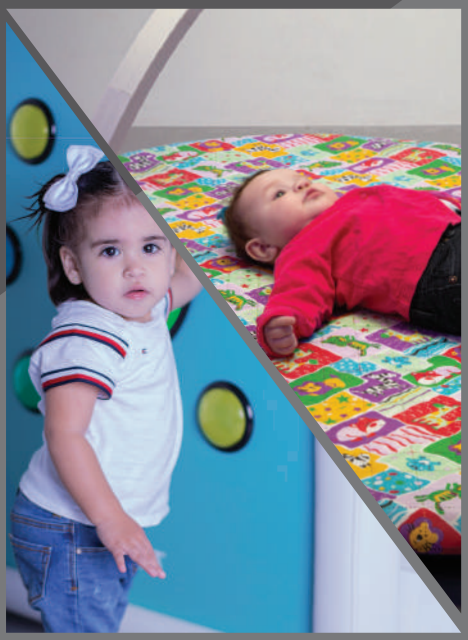
The therapies proposed in this module will complement the effectiveness of traditional physical and occupational therapy

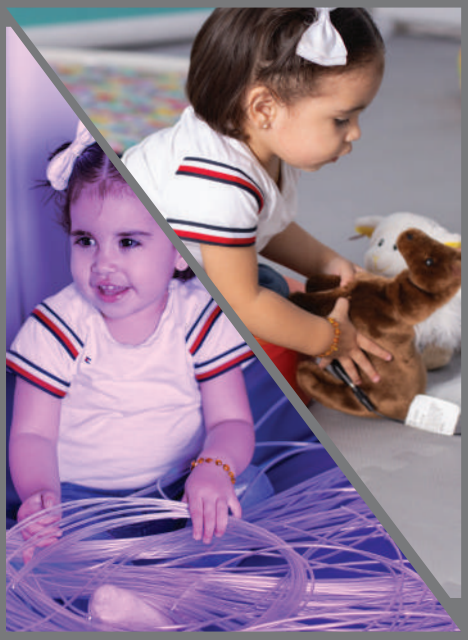
therapies were designed based on neurological age and considering the main factors generating neurological disability in the pediatric population such as:

- HYPOXIA
- PREMATURITY
- HYPOTROPHY
- INFECTIONS IN THE PERINATAL STAGE

The therapy sessions designed in this module are focused on improving the acquisition of behaviors and reaching the levels of neurological integration that generate normal patterns in the following areas of evolution and development of the human being:

- **perceptual fine motor skills**
- **gross motor skills**
- **cognition**
- **social and emotional**
- **language**
- **diet**





GENERAL OBJECTIVE:

Attend to newborns and young infants with a comprehensive and innovative approach with the use of visual, auditory, tactile, olfactory and taste stimuli, with the support of technological innovations applied in the medical area and thereby limiting the occurrence of Neurological Damage or its sequels.

SPECIFIC OBJECTIVES:

• Acquisition of behaviors and reaching the levels of neurological integration that generate normal patterns in areas of evolution and development of the human being.

• Complementing the effectiveness of traditional physical and occupational therapy

• Improve the quality of life of infants and in many cases, stop the presentation of some types of disability.

• Systematizing neurostimulation specific to the pediatric population at risk of generating neurological damage

MODULE
AUTISM SPECTRUM

INTRODUCTION

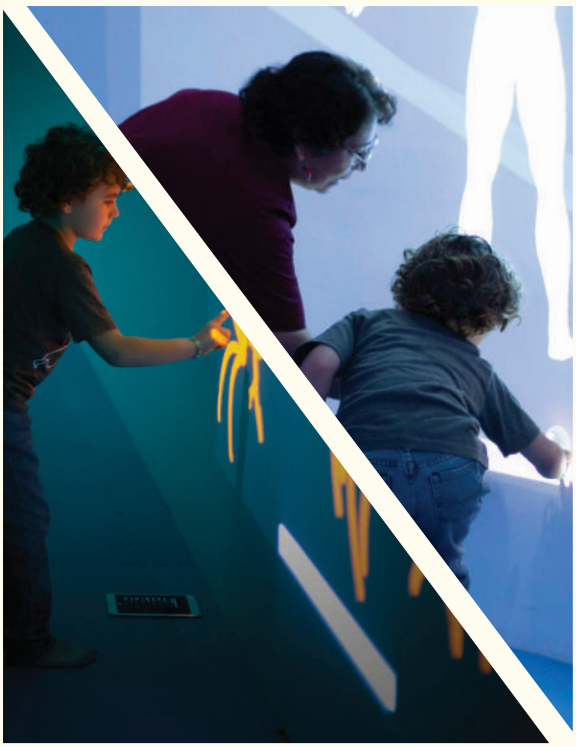
The module is designed to encourage sensory stimulation and promote the development of social communication and learning in children with Autism Spectrum Disorder from 2 years to 6 years of age. This therapeutic modality innovatively complements the psychoeducational, social and/or medical care that the patient receives.

With this module we can provide a conscious and guided stimulation that positively impacts a) spontaneous communication, b) shared attention, c) social enjoyment and d) the pre-academic skills of the child.

The module has 3 assistance levels.

GENERAL OBJECTIVE

Provide a conscious and guided stimulation that positively impacts spontaneous communication, shared attention, social enjoyment and the pre-academic skills of the child.



SPECIFIC OBJECTIVES:

Objective Level I: The minor points, shows, turns to see the adult and looks for them to continue or share leisure activities.

Objective Level II: The child actively participates in the activities at all times being motivated to use social communication, either by denying, requesting or sharing through words, looks and/or gestures with the adult.

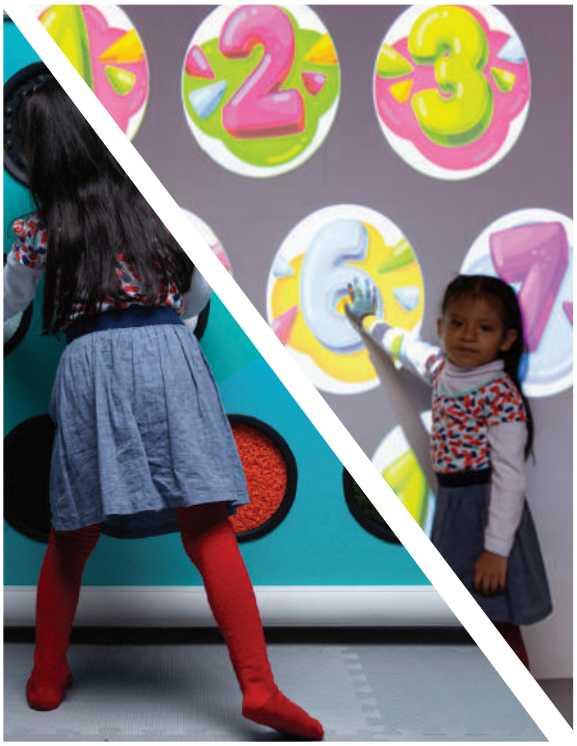
Objective Level III: Offering the opportunity for the child to participate actively in the activities, always motivating the use of social communication, either by denying, requesting or sharing through words, looks and/or gestures with the adult, also providing context for learning colors, numbers, figures and spatial orientation and body image awareness.

MODULE STIMULATION FOR CHILDREN WITH VISUAL DEFICIENCY

INTRODUCTION

The presence of Visual Deficiencies in humans and mainly in children reduces the globalizing aspect of vision. The perception of objects occurs in an analytical way, which produces a slower pace of learning.

The complexity of the changes in the vision present a great diversity of difficulties to imitate behaviors, gestures and games that are observed visually, and self-image can be altered as a result of the frustrations that are generated when realizing that you do not react like the others.



GENERAL OBJECTIVE

The objective of visual stimulation is improving the visual functioning of children with poor vision, that is, «those who have a reduction in their visual acuity or a loss of visual field, due to congenital or acquired ocular or cerebral pathology and who, even with optical corrections cannot achieve normal vision».

This intervention will be carried out considering the development of the child in a globalized way, ensuring that the intervention is done as early as possible — due to the cerebral plasticity of these ages — and for it to be carried out by an interdisciplinary team of professionals who work with the child, their family and environment, to prevent that the risks involved in visual impairment have as little influence as possible in their development.

STIMULATION FOR CHILDREN WITH VISUAL DEFICIENCY

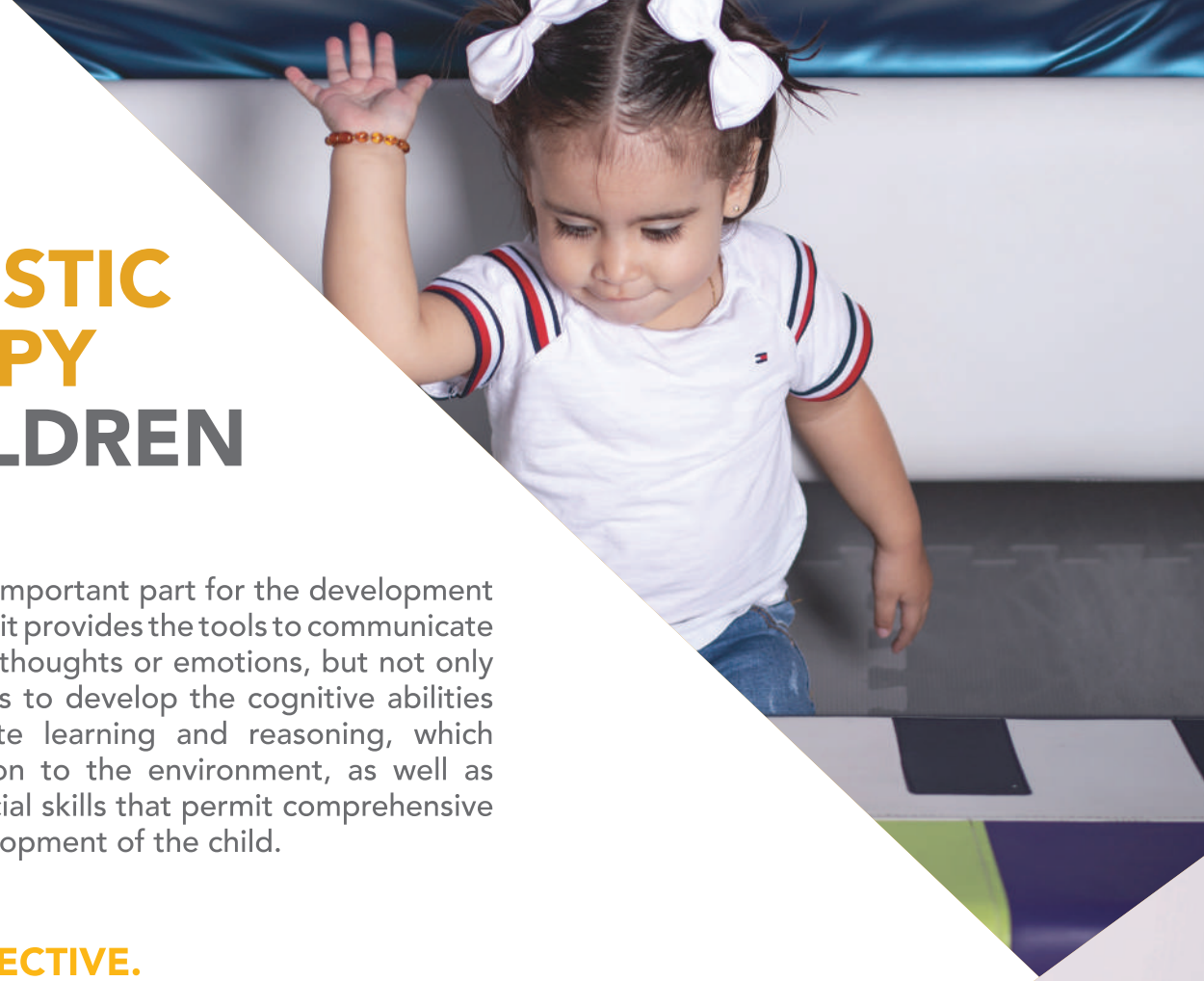
SPECIFIC OBJECTIVES

• Developing the remaining visual field, however small it may be and improving visual functioning.

• Providing visual information through the use of specific techniques in order to improve decreased visual-perceptual functions.

• Promoting or enhancing visual attention

• Providing doctors and therapists with elements so that they can apply state-of-the-art technology for visual stimulation.



LINGUISTIC THERAPY IN CHILDREN

Language is a very important part for the development of children, because it provides the tools to communicate the needs, desires, thoughts or emotions, but not only that, but also allows to develop the cognitive abilities that favor adequate learning and reasoning, which allows an adaptation to the environment, as well as development of social skills that permit comprehensive and favorable development of the child.

GENERAL OBJECTIVE.

Stimulate the linguistic development of children.

SPECIFIC OBJECTIVES.

- Stimulating the phonological development of children
- Stimulating the semantic development of children
- Stimulating the morphosyntactic development of children

MODULE
SPECIAL EDUCATION

INTRODUCTION

The contemporary conception of special education emerged in the twentieth century and has come to replace other concepts still in force in certain countries.

Aimed for students with special educational needs associated with psychological, sensory or motor disabilities, serious developmental disorders or multiple deficiencies that require the presence of significant adaptations throughout their schooling curricula.

GENERAL OBJECTIVE

Present strategies that allow teaching, favoring learning and boosting the development of basic, sensory, affective and social skills, as well as favoring cognitive and social skills using the instruments that make up the Multisensory Classroom, based on psychomotor activities during early childhood in order to promote aspects of sensory-motor, perceptive-motor and spatial location development.

SPECIFIC OBJECTIVES

- Identifying the characteristics of the students who will access support from the Multisensory Classroom.

- Determining the elements that will encourage student interaction within the Multisensory Classroom.

- Developing recreational activities that allow teachers to facilitate the interaction of students with the elements that make up the Multisensory Classroom to promote their sensory-motor, perceptive-motor and social development.

MODULE
ELDERLY PATIENTS

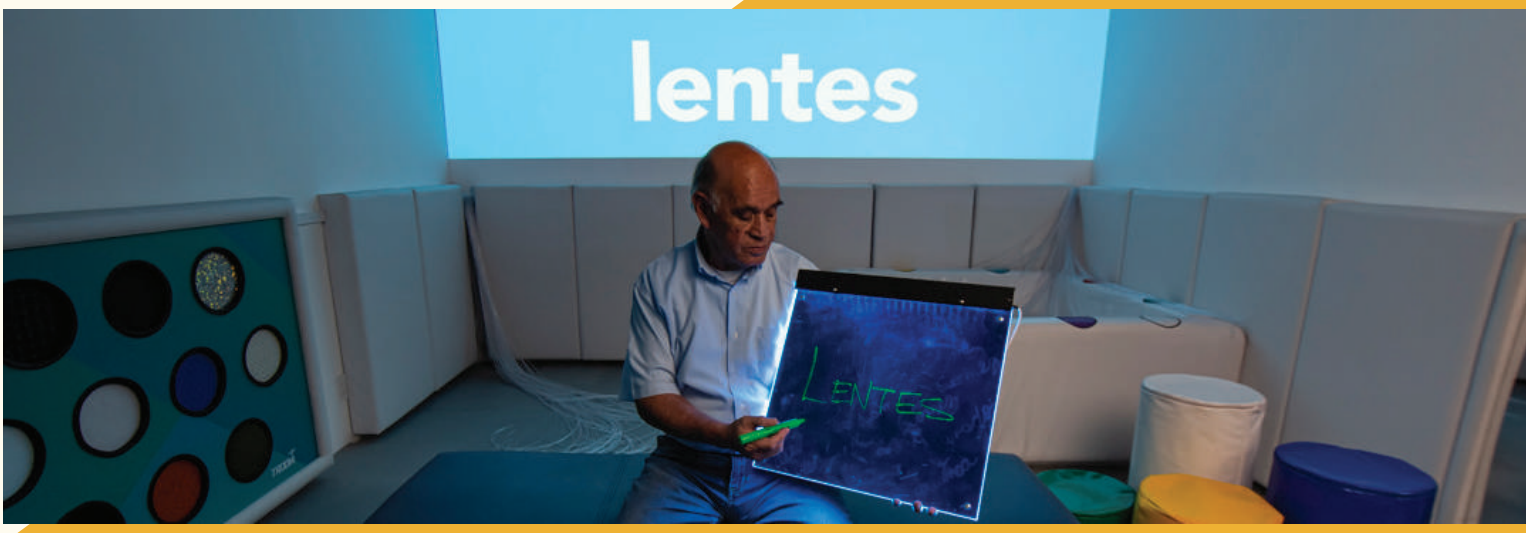
INTRODUCTION

We are currently seeing rapid population aging, and the understanding of the physiological changes associated with aging is an important tool to address the biomedical and social needs of that age group.

GENERAL OBJECTIVES

Favoring integration and integral inclusion of the elderly in family, work, recreational, social and/or sports dynamics, through:

- **Improving bio-psycho-social balance.**
- **Increasing the degree of independence in daily activities, reducing disabilities and teaching how to use residual capacities.**
- **Increasing joint mobility and muscle strength.**
- **Decreasing feelings of disability.**
- **Relieving pain in the osteomyoarticular system.**
- **Improving quality of life.**



SPECIFIC OBJECTIVES

With the help of a comprehensive exercise program, it is our interest to promote physical/cognitive activity in the elderly, leading to an improvement in the following points:

- **Improving articular flexibility and arches**
- **Increasing psycho-cognitive function and self-esteem**
- **Diminishing sedentary lifestyles**
- **Improving muscle strength and increased resistance to exertion**
- **Avoiding bone decalcification**
- **Decreasing the incidence of thrombi and embolisms**
- **Increasing respiratory capacity and arterial oxygenation, strengthening the nervous system and its balance with the neuro-vegetative system.**
- **Improving functional capabilities**
- **Contributing to the preservation of a psycho-affective balance**

MODULE
ELDERLY PATIENTS

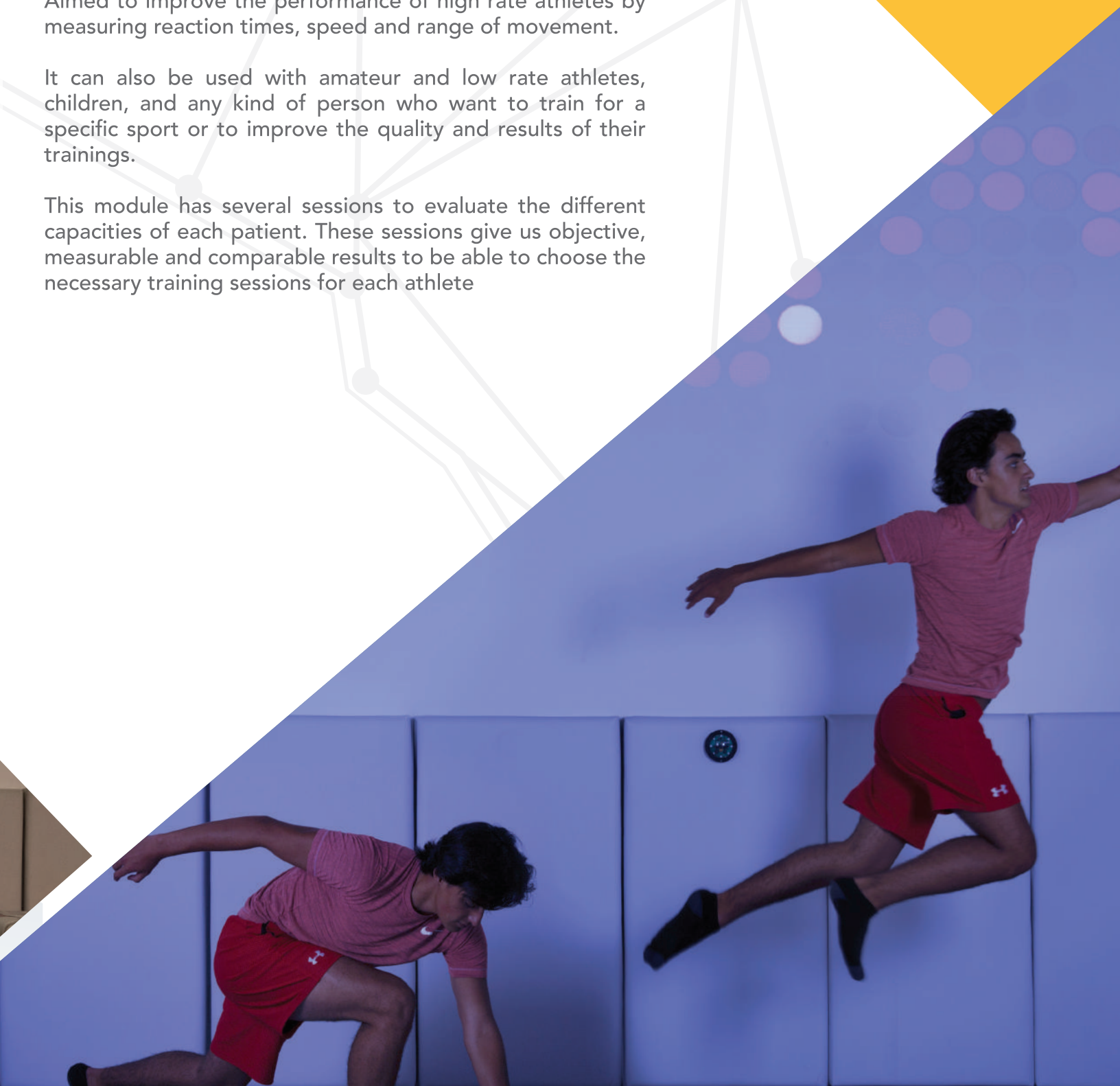
MODULE
SPORTS TRAINING
AND EVALUATION

INTRODUCTION

Aimed to improve the performance of high rate athletes by measuring reaction times, speed and range of movement.

It can also be used with amateur and low rate athletes, children, and any kind of person who want to train for a specific sport or to improve the quality and results of their trainings.

This module has several sessions to evaluate the different capacities of each patient. These sessions give us objective, measurable and comparable results to be able to choose the necessary training sessions for each athlete



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