V2U FUNCTIONAL TRAINING VR SYSTEM



Functional Training Game is a digital platform for Functional Training in Virtual Reality. Used by training professionals to engage people into Functional training and evaluate their physical abilities using immersive technology.

Testing and Reporting:Trainers are able to make training programs from many exercises and engage their customers to move more



Training Software and service

- Functional Training Game software platform
- Initial training

Hardware components

- Computer with a touchscreen
- Kinect v2 sensor
- Special trolley



Technology:

Infrared and sophisticated image processing techniques.

Kinect V2 sensor creates a **depth map.** Body's position and movement in space can be observed. Pose detection algorithms detect the position of 25 body parts in real time

Unique features:

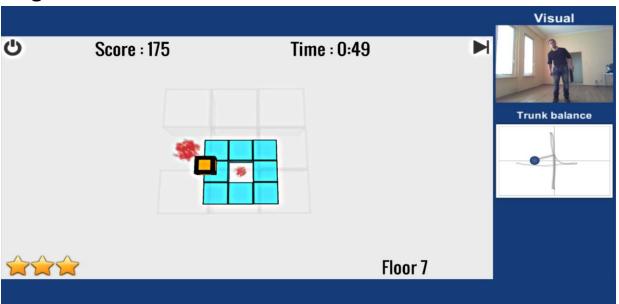
PLAYER controls the game and it is called **immersive technology**.

Exercises in sequence: Exercise are in a Group of poses to be performed in a predefined manner. Player needs to successfully perform every pose defined in the sequence.

Threshold: Correctness of each pose is calculated according to the threshold. Threshold defines the tolerance of pose detection algorithm for player's errors.

Difficulty level: 1-30 difficulty levels.

In-game real-time biofeedback

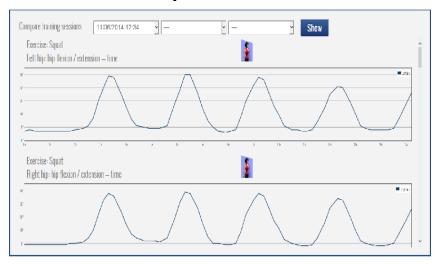


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Assessment : Functional Training Game offers a wide range of assessments to measure the physical capabilities of a user.



Motion data reports



Results are :graphical form as charts and tables.





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