

ReVwalk Gamification

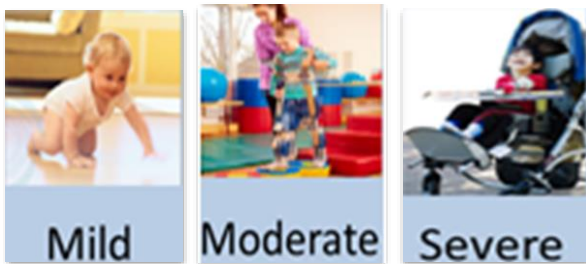
FOR CEREBRAL PALSY KIDS

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INTRODUCTION

- There are 3 level of disability of CP kids



- Duration of standing and walking
- Walking distance by CP kids

OBJECTIVE

- To integrate the rehabilitation walking toys via virtual gamification with interactive games

NOVELTY

- Convenient (easy to use and handle)
- Affordable ReVwalk Gamification training device of CP kids
- Compact portable design (Less 8 kg)
- Walk training device adapt real patient condition (High, holder and control)
- Suitable for all physiotherapist, trainer and rehab physician for CP kid to use
- Real 3D virtual walking exercise occupied with electronic game

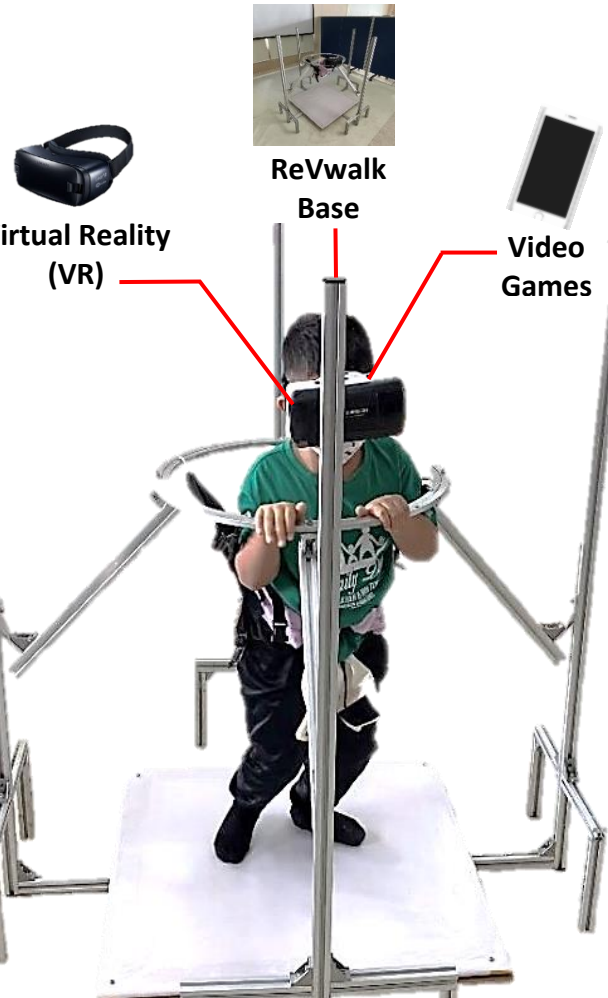
USEFULNESS

- Help the CP kids to walk for 30 steps per minute.
- Visualize an entertaining game.

PUBLICATION

MAHM Adib, MZA Awang, RA Ariffin, Enhancing the rehabilitation virtual walk (*ReVwalk*) gamification with mobile applications for cerebral palsy kid training, International Conference on Bioengineering and Biomedical Engineering (ICBBE 2021) [Scopus Indexed –Accepted]

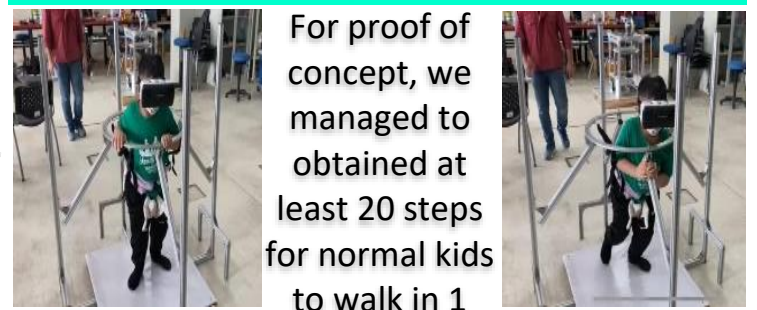
For more detail please contact :



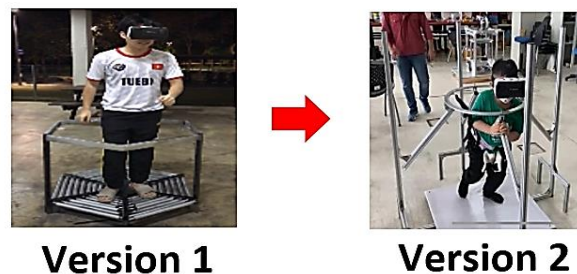
FUNCTIONALITY



RESULT / FINDING



PRODUCT REVOLUTION



ENVIRONMENTAL IMPACT

- Growth the potential of Bio-Medical Engineering field in Malaysia especially in development of our own medical device.
- Introduce energy saving device that will minimum use of electricity.

COMMERCIALIZATION

1. Who are the potential users / player?	• Cerebral Palsy kids at the age range of 4-6 years old.
2. Does similar games exist in the market?	• No (Based on features and sensor)
4. What is the industrial project that your technology/product is to solve?	• To improve cerebral palsy kids' movement. • To promote different type of walker to Rehabilitation Healthcare.
5. Which community will benefit from your technology/product?	• Rehabilitation Healthcare • Hospitals.

LOI / COLLABORATION



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