



In the TROOM, we can create immersive environments with images, videos, colors, onomatopoeia, voice, music, scents, textures, thermal sensations, and vibrations in order to stimulate, induce and motivate the patient or user to carry out their activities.

**TROOM** is an interactive system made up of electronic and physical devices capable of stimulating the senses and measuring time and body movements, all of this through face and voice command recognition tools, intelligent management, virtual reality, and feedback, which mainly enhances the following areas:

- Medical treatment
- Sports training
- Physical performance evaluation
- Learning processes

## **HOW DOES THE TROOM WORK?**

The TROOM has application protocols for specific purposes. These modules consist of sessions designed by specialists in each area and are based on long-used and proven methodologies and techniques.



When performing the stimuli in the sessions, their duration, intensity, and sequence are controlled by the TROOM. This way, the reproducibility and the objective of each session do not rely on the operator's criteria but are standardized by the system itself. Thus, certainty in the application of the methodology is achieved, enhancing the results.



## WHAT ARE THE TROOM'S BENEFITS?



With the TROOM's protocols, which are based on best practices and proven methodologies through research and the experience of specialists in each area of study and application, we achieve the following:

- Process standardization
- Measurable, comparable results and objectives
- Reproducibility
- Patient registration and results follow-up
- Treatment flexibility
- Versatility and individual and group use, customization

The applications of the TROOM can be very diverse. At the moment, the following modules are available:

## **ATTENTION MODULES**

- Neurodevelopment
- Visual deficiency
- Autism
- Language disorders
- Special education
- Elderly
- Sports training and evaluation
- Physical performance evaluation





