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(54) Title: REPORT SYSTEM FOR PHYSIOTHERAPEUTIC AND REHABILITATIVE VIDEO GAMES

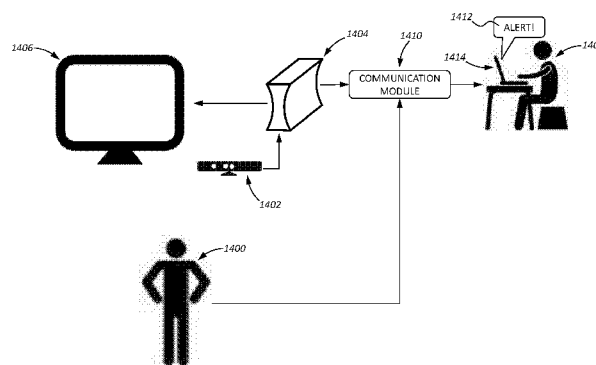


Fig. 14

(57) Abstract: A kinetic rehabilitation system comprising: a kinetic sensor comprising a motion-sensing camera; and a computing device comprising: (a) a communication module; (b) a non-transient memory comprising a stored set of values of rehabilitative gestures each defined by a time series of spatial relations between a plurality of theoretical body joints, and wherein each time series comprises: initial spatial relations, mid-gesture spatial relations and final spatial relations, and (c) a hardware processor configured to: (i) continuously receive a recorded time series of frames from said motion-sensing camera, wherein each frame comprises a three-dimensional position of each of a plurality of body joints of a patient, (ii) compare, in real time, at least a portion of the recorded time series of frames with the time series of spatial relations, to detect a rehabilitative gesture performed by the patient, (iii) detect a discrepancy between the rehabilitative gesture performed by the patient and a corresponding one of said stored set of values of rehabilitative gestures, (iv) log data pertaining to said discrepancy and to said rehabilitative gesture performed by said patient, (v) send said data to a therapist via said communication module and provide a report to said therapist.



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