



XRPhysio Home™ N-140 "Rotate"

Instructions for use

Rx Only

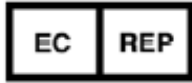
Caution: Federal law restricts this device to sale by or on the order of a Healthcare professional

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Software Version: XRPhysio Home™ N-140 ("Rotate") V2.0.2

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Table of Contents:

- 1. Abbreviations and Symbols4**
- 2. General Information5**
 - Intended use5
 - Intended user populations5
 - Software operators5**
 - End users5**
 - Intended use environment.....5
- 3. Contraindications.....6**
- 4. Additional Precautions.....7**
- 5. Warnings and General Limitations9**
- 6. N-140 Overview 10**
 - Hardware and Software requirements 11**
 - Software installation and software updates via Oculus store.....11**
 - Software installation and software updates via MDM (mobile device management) solution 11**
- 7. Instructions for use..... 12**
- 8. N-140 Training Experience 14**
- 9. External Control21**
- 10. Mobile App25**
 - General.....25**
- 11. Data Portal27**
 - General.....27**
 - Login.....27**
 - Patient Interface28**
 - Therapist Interface31**
- Appendix A: Approved VRH List36**
 - Recommended VRH List36**
- Appendix B: Common Software Troubleshooting37**

1. Abbreviations and Symbols

VR	Virtual Reality
VRH	Virtual Reality Approved Hardware (list available, appendix A)
HHS	Hand-Held Sensors (part of the VRH, monitoring and enabling interacting with the VR by using hands/fingers)
ROM	Range of Motion
DOF	Degrees of Freedom
N-140	XRPhysio Home N-140 software (" <i>Rotate</i> ")
Latest Version	Version 2.0.2

2. General Information

Intended use

The N-140 ("Rotate") is a physical medicine and rehabilitation software, as a medical device, intended for use in cervical region conventional rehabilitation and active cervical spine ROM assessment. The software enables:

- Tracking motion and movement kinematics.
- Guiding patients in the performance of physical exercises according to the treating medical practitioner's guidelines.

N-140 is not intended to be used for diagnosis, treatment, decision making, or as a stand-alone device.

Intended user populations

N-140 software is intended to be used by the following populations:

Software operators

Licensed Health Care Providers (i.e. Physical therapists, Physicians, Chiropractors etc.) and/or patients, that utilize physical activity as part of conventional treatment.

End users

Individuals that will benefit from using N-140 to support the performance of their prescribed physical exercises as part of their conventional rehabilitation.

Intended use environment

N-140 software is intended to be used only in the following environments or areas:

- Physical medicine hospital units;
- Physical therapy clinics;
- Any other facility that utilizes physical activity treatment;
- Home environment;

3. Contraindications

Before using the N-140 software, the Health Care Provider (and/or the end user) shall make sure that the patient does not suffer from one or more of the following conditions:

1. Tumors or other space occupying lesion (SOL) of the cervical region ;
2. Undiagnosed neurological symptoms/signs ;
3. Acute fracture of the cervical spine (especially fracture of odontoid process (Dens));
4. Pathological fractures of the spine ;
5. Post MVA (Motor Vehicle Accident) with no previous physician screening, where spinal structures may be compromised;
6. Odontoid (Dens) fracture;
7. Any condition where it is otherwise contraindicated to move cervical region actively or passively;
8. Any condition where it is otherwise contraindicated to move shoulder and/or arm and/or wrist's anatomical structures actively or passively;
9. Any recent unexplained loss of consciousness.
10. Seizures or taking antiepileptic medications.
11. Any acute/chronic condition causing tiredness, dizziness, nausea or vertigo .
12. Being under the influence of alcohol or recreational drugs;

4. Additional Precautions

1. Neck movement may adversely affect users with cervical spine abnormalities, pain or other acute/chronic condition; Health Care Providers are advised to disable or limit movements that may be harmful to the patient. If the user feels any discomfort, he should terminate the session immediately.
2. Upper limb (shoulder, arm and wrist) movements may exacerbate any pre-existing pain or discomfort. If the user feels any excessive pain or discomfort, he should terminate the session immediately.
3. Malignant conditions – patients diagnosed with SOL or other malignant condition require extra attention to prevent any damage associated with affected anatomical structures.
4. Some users with existing vertigo or nausea may experience an exacerbation of these symptoms in VR environment; If the user feels any discomfort, they should terminate the session immediately.
5. Vision disorders - users requiring glasses that does not fit under the VR headset or have other major vision problem that does not allow clear viewing of the VR environment may not be able to use the software appropriately. Health Care Provider discretion is advised.
6. Weak neck muscles/Acute neck pain – patients with weak neck muscles or irritable suffering from acute neck pain may experience difficulties carrying the weight of the VR headset. Health Care Providers are advised to use their clinical judgement before exposing the patient to the VR hardware weight.
7. If the user has a defibrillator, pacemaker, hearing aid or any other implanted medical device, he should not use the VR hardware without first consulting his physician or the manufacturer of the medical device as the VR hardware may interfere with its proper function.
8. Balance disorders – as VR experience is immersive, Health Care Providers are advised to use their clinical judgement before exposing the patient to the VR hardware if the patient has any pre-existing disorder affecting balance (e.g.

Parkinson's disease, multiple sclerosis, dementia). patients showing any balance associated symptoms should be supervised closely. For some balance disorders the patient might require protective harness and/or belt for support.

9. Contagious conditions – in order to avoid transferring of contagious conditions (like pink eye), the VR headset should not be shared with users with contagious conditions, infections or diseases, particularly of the eyes, skin or scalp.
10. Health Care Providers are advised to use their clinical judgement before exposing the patient to VR hardware if he is taking medications which may provoke seizures or impair his vision or balance.
11. Although the XRPhysio Home Software is based on techniques and imagery that most users find relaxing, there is a chance that some of the imagery users encounter may evoke unintended anxious feelings based on personal associations, which can sometimes evoke distress in some users. Please consult with your physician or mental health clinician before using the software if you have pre-existing mental health diagnoses not already under the care of a clinician such as: Dissociative disorders, psychotic disorders, or severe depressive, trauma or anxiety disorders.

5. Warnings and General Limitations

1. All warnings and general limitations related to the safe use of the VR hardware console (recommended for use with XRPhysio Home software series) are applicable when used with XRPhysio Home N-140 software.
2. Prior the usage of the commercial “off-the-shelf” VR hardware, it is required from the user and the health care provider to carefully read all instructions, limitations, and precautions in the Health, Safety, and Warranty Guide attached to the hardware. It is the Health Care Provider’s responsibility to confirm that it is safe and continues to be safe for a specific patient to use the Virtual Reality Hardware (VRH) before using the N-140.
3. XRHealth R&D Ltd shall not be held responsible for any malfunctions, defects, or user errors related to the purchase, installation, and use of the above-mentioned hardware.
4. Each VR training session using XRPhysio Home series software shall not last longer than the continuous duration as recommended by the hardware manufacturer.
5. If the user is experiencing symptoms associated with loss of consciousness, involuntary movements/seizures, visual abnormalities(blurred vision, double vision, etc.), tiredness, dizziness, vertigo, nausea, digestive problems, emotional stress or anxiety, disorientation, impaired balance, being under the influence of alcohol or drugs, suffering from cold, flu or headaches, migraines or earaches or any physical or emotional pain or discomfort, the training session must be terminated immediately.
6. XRHealth Mobile app is not for emergency use. Please instruct patients to dial the national emergency response service or go to the nearest emergency room in the event of a medical emergency

6. N-140 Overview

Software description

6.1. The N-140 is a physical medicine and rehabilitation software, as a medical device, which delivers an immersive experience for patients to stimulate and engage them to their specific conventional physical rehabilitation treatment through the use of games and entertainment features.

The N-140 software is intended to be operated by Health Care Providers providing self-administered therapy to their patients or by the patients themselves, as part of their conventional rehabilitation, in medical facilities, or at home (see

6.3. Intended use environment).

6.4. The current version of N-140 includes a single game: "Rotate".

6.5. This game mode supports therapy of patients required to perform active movements of their cervical spine as part of their treatment regime.

6.6. N-140 software guides patients in the performance of movements, according to a customized session plan defined and prescribed by the Health Care Provider in charge of the treatment by setting:

- Desired area for active movements (expected ROM).
- Speed of motion.
- Difficulty of motion.
- The total duration of the training session.

6.7. N-140 allows the Health Care Provider and the patient to configure the game module parameters to create a customized training program. N-140 software is not intended to be used for diagnosis, making treatment decisions, or as a stand-alone device. Health Care Providers who choose a specific game configuration are obligated to understand the parameters and associated training goal of each program and use their independent medical judgment to determine its suitability for any specific patient.

6.8. At the end of each session, training results are presented on a summary screen. The data shown only represents actual training results and is not considered a professional recommendation nor intended to be used for diagnostic purposes. Health Care Providers are always responsible for exercising their independent medical judgment in making any and all treatment decisions.

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Hardware and Software requirements

6.9. The usage of the N-140 software requires a pre-purchase of a high-end off-the-shelf VR platform:

- The compatible VR platforms for the use of N-140 software, are listed in appendix A: [Approved VRH List](#).
- A stable internet connection with an upload speed of at least 3Mb/sec and upload speed of at least 0.5MB/sec is mandatory.

Software installation and software updates via Oculus store

6.10. The software shall be downloaded and installed from the VR Portal application and can be accessed by entering the applicable credentials (username and password).

6.11. The software comes with automatic update capabilities.

6.12. When the software is launched – it checks if the version being run is the latest version available. If not – the user receives a notice and can update the software to the latest version.

6.13. For safety reasons, XRHealth R&D can define an update as mandatory for all users. If a mandatory update is necessary, the user will receive a notice that he and must download the update for safety reasons.

6.14. For regular updates, the user can select if to install the update, or not.

Software installation and software updates via MDM (mobile device management) solution

6.15. Any software can be installed, updated and managed by a selected MDM solution for remote headset management.

6.16. This solution enables XRHealth to fully manage the software version and update status in each device.

7. Instructions for use

7.1. The following instructions shall serve as a check-list for operating the N-140 software:

- Carefully read the instructions for use by the VRH manufacturer (list of compatible hardware for N-140 available in [Appendix A](#), below).
- Carefully read the Health and Safety Warning of the VRH manufacturer (list of compatible hardware for N-140 available in [Appendix A](#), below)
- Assess the medical condition of the user and confirm that it is suitable for using a VR device. In any case that the VR device suitability is unclear, please consult with a physician.
- Read the [contraindications for use](#) and [additional precautions](#) for the use of N-140 software to ensure safety.
- Make sure the environment in the location designated for training is free from obstacles; It is advisable to clear the surrounding area from any hazardous furniture or other objects. Follow VRH manufacturer's instructions concerning prior usage environment preparations/precautions.
- Prior to use, sit on a stable chair. Suit the VR Headset and adjust it to your head, as described in the VRH manufacturer's manual.
- Safely secure the HHS (VR remotes) to the wrists, as instructed by the VRH manufacturer.
- If you are wearing glasses, you can choose whether to take them off (most users can see clearly even while not wearing any glasses) or wear the headset over them (some frame types do not fit under the VR Headset, in such cases the use of contact lens or using alternative glasses is required to use the VR Headset).
- The physician shall thoroughly evaluate the user's functional status and assign a rehabilitation program most suitable for the patient's functional ability, level of impairment and diagnosis. patient's health history shall be taken into consideration.
- Train only according to the training program assigned you by the physician after diagnosis and evaluation of functional ability and level of impairment. Specifically, any neck movement (also after medical procedure) shall be performed only per the physician recommendations, do not overdo these recommendations.
- Immediately terminate the VR session and discontinue using the VR headset in any case of pain, discomfort, dizziness or nausea resulting from

the usage of the N-140 software or the attached VRH. Some users may have a transient mild negative sensation associated with the VR environment. In any case that you experience symptoms which are not transient, contact your physician.

- 7.2. The duration of each VR session shall not last longer than the VRH recommended continuous minutes per patient (see Appendix A: Approved VRH List).
- 7.3. If you suspect at any time that the performance and/or game instructions do not fit the training plan defined by you physician, immediately stop the training.
- 7.4. If you suspect that the trouble is related to hardware malfunction/calibration, you can reset the VRH and restart the training session.
- 7.5. If you suspect that there is a problem with the N-140 software, immediately contact XRHealth R&D LTD. (or the relevant distributor in your country). Meanwhile, stop using the device.
- 7.6. If you experience symptoms associated with: tiredness; being under the influence of alcohol or drugs; digestive problems; emotional stress or anxiety, suffering from cold, flu or headaches, migraines or earaches you are required to terminate the training session immediately and discontinue using the VR headset.

8. N-140 Training Experience

8.1. The Rotate N-140 application includes 2 main elements:

- a) **Neck Range of Motion measurement** – Measures the user’s active range of motion in 6 different planes: R/L Rotation, Flexion, Extension and R/L side bending.
- b) **Neck training game** – A training game in which the user moves his/her gaze in a defined training area in combined neck movements. The training gameplay is described below.

8.2. Neck Training Gameplay:

- Gamification Background:

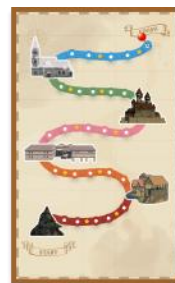
- a) The evil forces have taken over the human world. Their present disrupts the natural balance between light and darkness, a crime against nature.
- b) Join with the dragons to save the world and drive away the evil for good
- c) The user needs to follow the cute dragon with their gaze, while that dragon collects magical energy pellets.
- d) In more detail, the dragon will fly from one pellet to the next, while the Evil Nasty creatures attempt to touch it and siphon its energy.
- e) When the player looks at the dragon, a magical beam of energy touches the dragon, and it is engulfed in an energy shield that repels the Evil Nasties.
- f) Sometimes the dragon will come across an energy pellet that is shielded and will have to munch on it for a while before eating it, which will force the player to look at the same spot for a while.



- Training Game Flow:

- a) N-140 contains 5 training game scenes: Ester cliff, Golden Coast, Peasant Village, Falcon Castle & Snow villa. The difference between the training game scenes is the environment.
- b) Every training game scene has 5 levels, and 2 bonus levels, after level 2 & 4 in every training game scene. so, N-140 has a total of 25 training levels and 10 bonus levels.
- c) Patients will progress through the training game levels according to the points they will earn.

NOTE: The training game level's difficulty doesn't increase automatically, it is to the therapist judgment to increase the difficulty by changing the game settings.



- d) Patients can track their progress through N-140 using the progress map on the main menu.
- e) Every new session, N-140 will start from the last level the patient reached, and when the map ends it will start over.

8.3 Settings screen:

1. Start with Tutorial:

- Play the training tutorial.
- Tutorial will run automatically while using the application for the first time

2. Select training modules:

- Training Only – Neck training session only, no ROM Test
- ROM & Training – ROM test followed by neck training session.
- ROM Only – ROM test only, no neck training



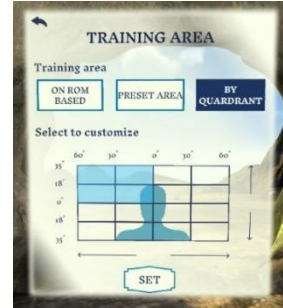
3. Training Area:

- Choose the size of the area in space in which the game shall take place. This parameter sets the degrees for the movement elements: Rotation (left/right), Flexion and Extension.
- There are three options to set a training area:
 - (1) Preset Area – a fixed training area defined by rotation, flexion/extension degrees.
 - (a) Small:
 - (i) 35 Deg rotation
 - (ii) 25 Deg flexion/extension
 - (b) Medium:
 - (i) 45 Deg rotation
 - (ii) 30 Deg flexion/extension
 - (c) Large:
 - (i) 60 Deg rotation
 - (ii) 35 Flexion/extension



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2. By Quadrant – Allows customization of a personalized training area. The grid external borders are fixed, based on the large training area preset ROM (see above). The smallest training area the user can set in this option is 4 adjacent quadrants that create a rectangle (not a different shape).



3. "Based on ROM" - Training area will be set according to last ROM test performance. Choose the desired percentage of movement ROM in the training session derived from ROM test results.

(1) You can also split to separate motions and defined a different % for every movement: R/L Rotation, Flexion, Extension, on a range of 40%-100%.



NOTE: To perform a session that is based on ROM test results, you need a ROM test result in your training history (either from the past, or from the upcoming ROM+Training session). If you select "Training only" and don't have a historical ROM result – this option will be disabled.

4. Difficulty:

- This parameter sets the curviness of the dragon's movement, The higher the difficulty, the curvier the flight route.
- Choose the motion difficulty of the required training out of 3 levels: Basic, Intermediate, Advanced.

5. Speed Level:

- Select the training speed level:
 - a) Slow = $4 \frac{Deg}{Sec}$
 - b) Medium = $8 \frac{Deg}{Sec}$
 - c) Fast = $12 \frac{Deg}{Sec}$
 - d) Custom – 1-15 $\frac{Deg}{Sec}$



Each level will set the maximum speed of the dragon's flight in the current session. Choosing the "Custom" option will let you set a desired

maximum speed on the speed scale. Speed values are presented in degrees per second.

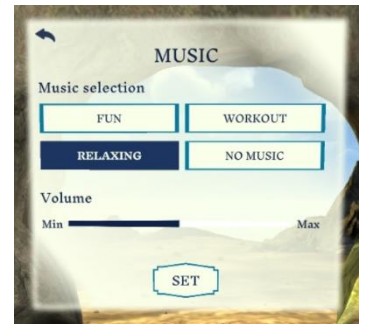
- “Dynamic Speed” – choosing "YES" will allow the speed level to change during the session according to the user's average accuracy. Accurate tracking will result in the dragon speeding up (Until the maximum speed that was chosen). Non-accurate tracking will cause a speed down.

6. Duration:

- Choose the session duration from a scale of 1-10 minutes.
- Pausing and stopping the session are available at any time during the session through the Pause menu.

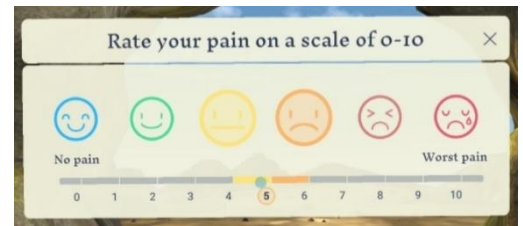
7. Music:

- Choose the type of music you would like to listen to while performing the session (Fun, Workout, Relaxing) or select "No Music" if you wish for no music.
- Volume control is available.
- Changing the music or volume are available at any time through the Pause Menu.



8. VAS:

- Choose if to ask the patient to rate their pain on a scale of 0-10 before and after a session.



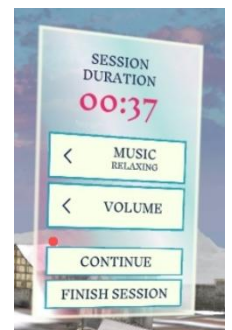
9. Exit N-140:

- Choose “treatment plan” button to go back to the treatment plan or choose the door icon to go back to the portal.



8.4 Pause Menu

- Pressing the pause button on the controller will pause the session and open the pause menu. You may change the type of music played and the volume. Furthermore, you can choose whether to finish the session or resume.



8.5 Bonus Levels

- In these levels, you will utilize head/neck movements to hit targets with the ball and earn extra points.
- In more detail, aim the ball by moving the red dot and use the countdown around the red dot to predict the ball release.
- Levels Flow:
 - All bonus levels are the same for all the patients, they are not influenced by the game setting and, there are no dynamic changes according to the patient capabilities.
 - The bonus levels difficulty increases as the game progresses, through three parameters:
 1. The type of the ball changes, influencing the “ballistics” of the trajectory. This changes the necessary cervical movements needed to aim.
 2. The game targets size changes.
 3. A motion path is added to the game targets and the path gets complicated.



NOTE: during all bonus levels the target’s motion path is visualized to the patient.

- Before every bonus the patient will have the option to skip the bonus level by clicking on the “Skip to the next level” bottom.
- If “To the bonus level” bottom was chosen, instructions will be display to the patients in every bonus level.
- Gamification:



- Bonus levels are limited in time – you have one minute to achieve the bonus level fixed score (100 points).
- If you achieve the bonus level fixed score you will gain artifacts, that will appear in the dragon’s cave, the main menu environment.

8.6 ROM Test

- In this measurement phase, the application will measure the patient's neck active ROM in 6 different planes:

- I. Right Rotation
- II. Left Rotation
- III. Flexion
- IV. Extension
- V. Right Side bend
- VI. Left Side bend

- b) Skip the Rom test at any time during the ROM test by pressing the "Skip ROM Test" button.



- ROM test Tutorial - The ROM Test tutorial will run automatically while using the application for the first time. Skipping the tutorial is possible by pressing the "Start ROM Test" button.



- Access the tutorial at any time during the ROM test by pressing the "Watch Tutorial" button.

- Range of Motion test flow:

- a) The test begins with a calibration to correctly position the virtual environment.

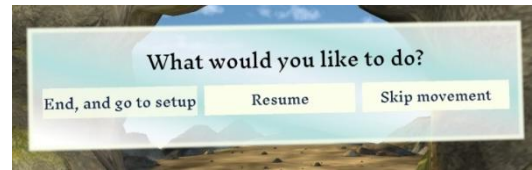
NOTE: For 6DOF VRH users - it is recommended to verify that the floor level is calibrated correctly according to the VRH manufacturer's manual.

- b) The user is requested to sit up straight and move only the head (not shoulders/chest).
- c) In each measurement the user should move his/her neck in the designated direction until he/she feels pain, or they reach the end of their range - and then back to the center.

NOTE: While performing a ROM test, move in a direct plane of motion and reduce combined movements of the cervical region to a minimum. In addition, make no radical movements or movements that might exceed the personal limits.

- General

a) During any part of the application the user can pause the session and access a menu enabling skipping a movement, terminating, or continuing.

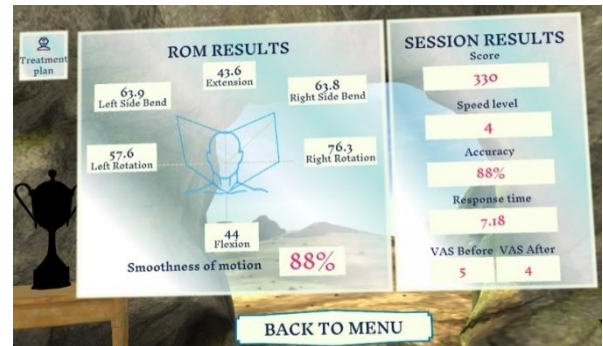


b) The menus are accessed by pressing the pause button.

8.6 Summary screen

8.6.1 The summary screen includes both ROM test results and training session results (without the bonus levels).

8.6.2 If only one module was chosen (ROM/Training), summary screen will present the relevant results only.



8.6.3 ROM Results:

- a) Displays the range of motion measurement result in each direction measured.
- b) Smoothness of motion – indicates the quality of movement performed during the ROM test (percentage). A high percentage signifies smooth motion.

8.6.4 Session results:

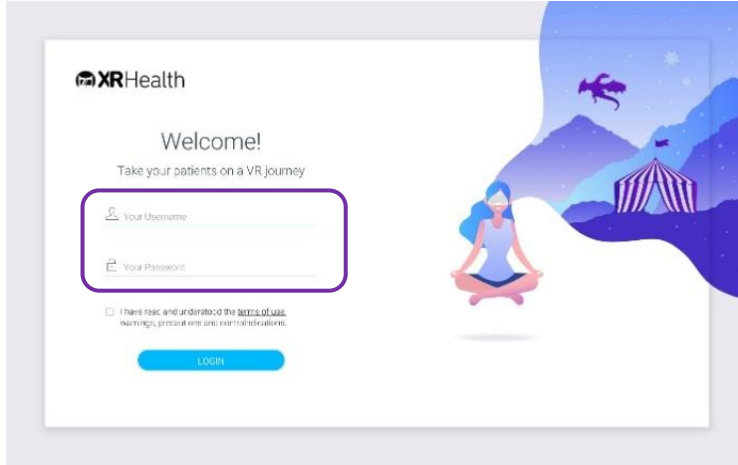
- c) **Score** – Collecting energy units grant the dragon points. When the tracking is accurate the user collects more points. This displays the total points collected in the session.
- d) **Speed Level** – Represents the speed level at the end of the session.
- e) **Accuracy** – Indicates how accurate the user's tracking is. It represents the difference between the gazing point compared to the location of the dragon.
- f) **Response Time** – Response time is calculated when the dragon stops for “eating points” and returns to flight. The calculation measures the time from the moment the dragon starts to move until the user begins their movement in the same direction.

9. External Control

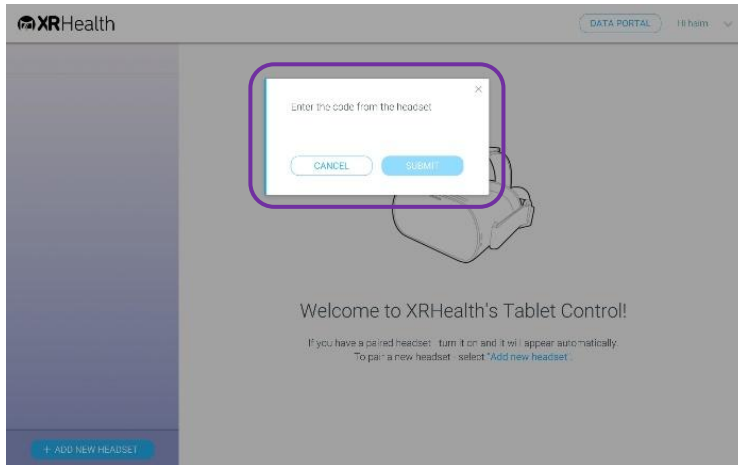
External control over the VR device is available via the XRHealth External Control app. To fully use all features of the External Control App – please fully read its User Manual.

Here is a short summary of how to operate Rotate via the External Control:

1. Login – Login to the External Control app using your Therapist credentials.

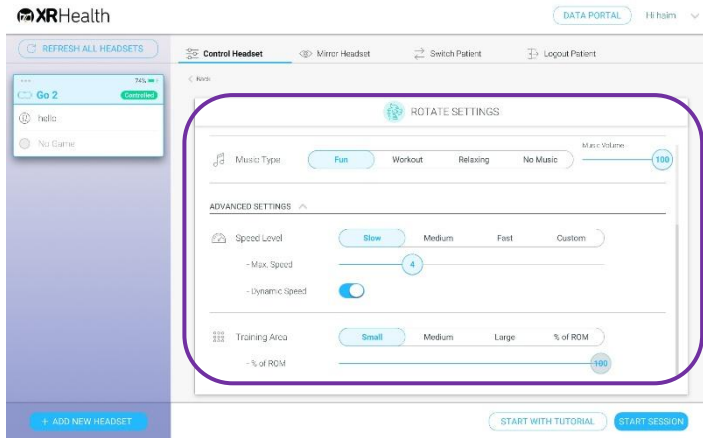


2. Pair a desired headset to external control device.

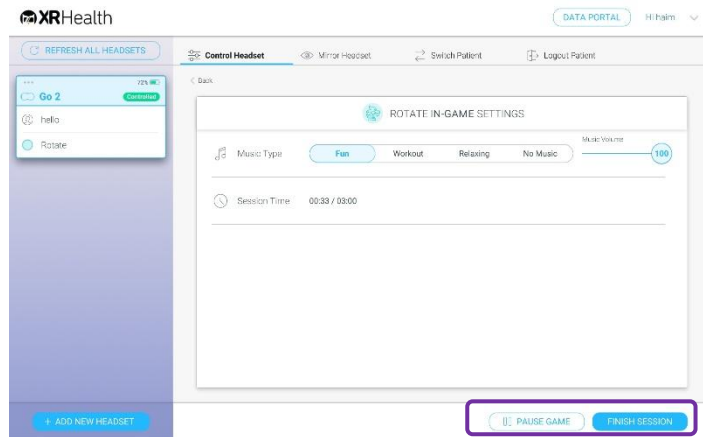


3. Select the patient with the VR device from the patient list.

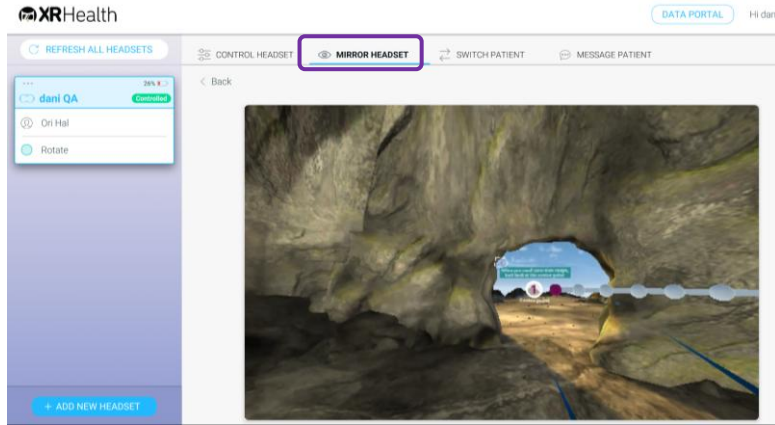
6. Define the desired session settings (See settings screen description above) and select Start Session.



7. You can Pause or Finish the session at any time.



8. Selecting the "Mirror" tab will show you the patient view within VR.



10. Mobile App

General

1.XRHealth Mobile app is the main patient interface that enables:

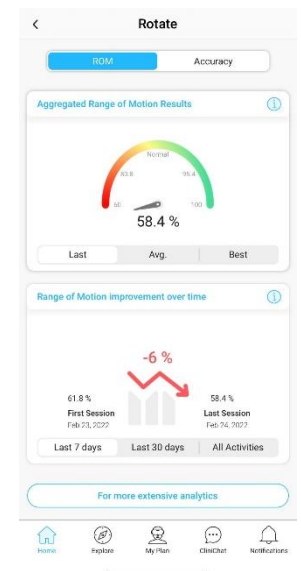
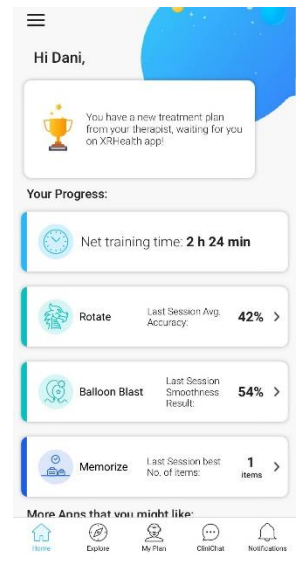
- Tracking training performance in the different apps
- Receiving notifications and updates about their training
- Exploring a variety of videos, blog posts and health related information

2.The Mobile app is available for both iOS and Android devices.

3.The application flow includes:

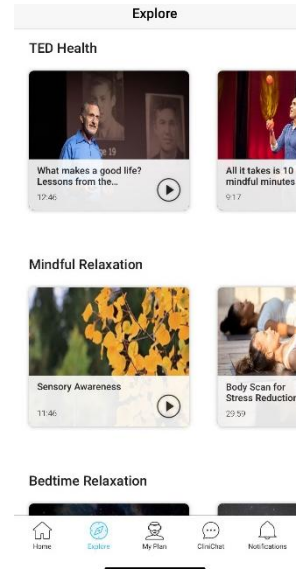
- Login (with the option of enabling FaceID of FingerID)
- App Tutorial flow showing the different screens in the app
- Home screen – displaying:
 - i. Recommendations and encouragements about the patients training
 - ii. Total net training time in VR
 - iii. Last session’s main performance indicator result (for each application used)

- In depth data screen (for a specific app) shows the following data:
 - i. Last, Avg. and Best results compared to other users on the XRHealth platform
 - ii. Change in average result over time:
 1. Last 7 days
 2. Last 30 days
 3. All activities



NKC-012 Rev12

- Explore – a variety of videos, blog posts and health related info
- My plan – a view of the weekly treatment plan assigned to you by your therapist and your compliance.
- Clinichat – a direct chat with your therapist.
- Notifications – notifications generated based on patient data giving insights and metrics about the patients results



11. Data Portal

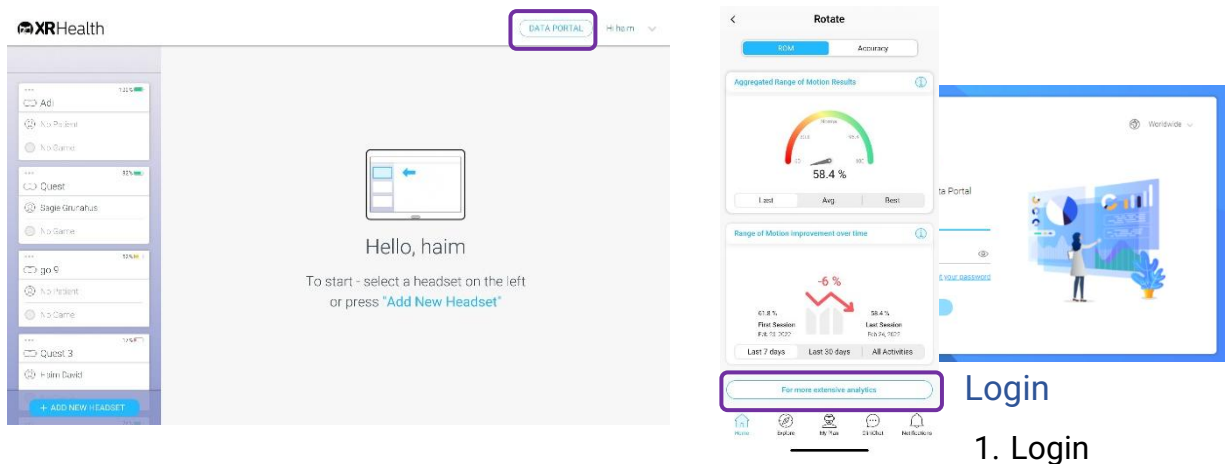
General

4.XRHealth Data Portal is a web interface, accessible from any device, that enables patients and therapist to interact with user data and performance.

5.The Data Portal is the main interface for a therapist to create and manage his patients. For full information please refer to XRHealth portal user guide.

6.XRHealth Data Portal is accessible in the following URL: <https://platform.xr.health/en> or:

- Via the External Control app on the top right corner – for therapists
- Via the mobile App In depth data screen – for patients



page is accessible on <https://platform.xr.health/en>

2. In order to log in you will need your user credentials:

- For therapists –
 - i. XRHealth will supply you with an initial username and password you will require to change after your first login.
 - ii. If you do not have your credentials, please open a [case](#) for our tech support.
- For patients –
 - i. Access automatically from the mobile app.
 - ii. If you do not have your credentials, please contact support at support@xr.health.

3. After the first login, both therapists and patients will have a guided overview on the Data Portal.
4. Logout – once logged in – the option to logout is in the top right corner (press on the profile settings character)
5. Auto logout – for security reasons, the Data Portal will automatically logout after 15 minutes of inactivity.

Patient Interface

After login you will see XRHealth welcome page where you can navigate to activities page or one of the dashboards.

Activities

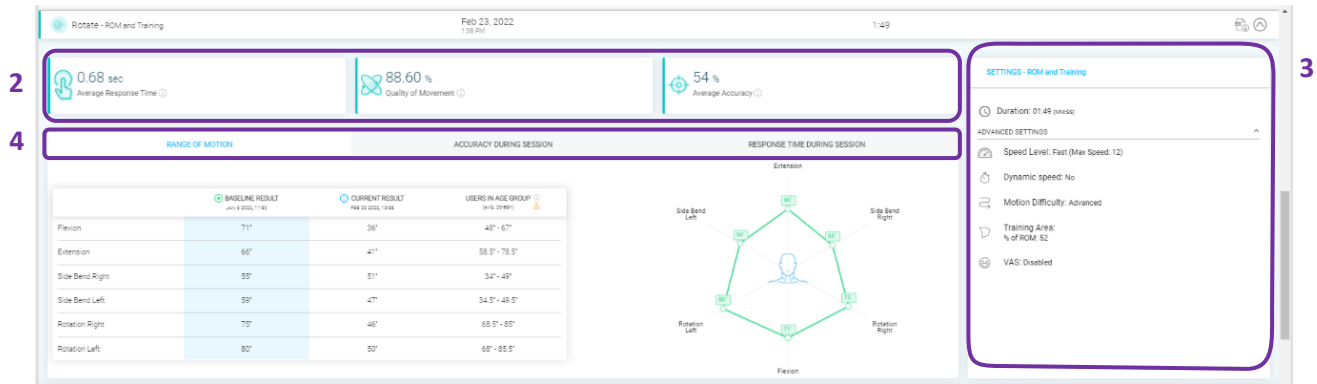
1. On the activities page you can view a list of all your sessions sorted from the last session to the first.
2. Each line represents a session you have completed. Expand to see your data for a specific session by clicking a line.

App Name	Session Date	Session Duration
Rotate - Training	Feb 24, 2022 10:28:59	1:07
Rotate - Training	Feb 24, 2022 10:27:59	0:24
Rotate - RQW	Feb 24, 2022 10:27:59	NA
Rotate - RQW	Feb 24, 2022 10:27:59	NA
Rotate - RQW	Feb 24, 2022 11:23:59	NA
Rotate - RQW	Feb 24, 2022 11:23:59	NA
Rotate - RQW	Feb 24, 2022 11:23:59	NA
Rotate - RQW	Feb 24, 2022 11:23:59	NA
Rotate - RQW	Feb 24, 2022 11:23:59	NA
Rotate - RQW	Feb 24, 2022 11:23:59	NA

3. The Rotate activity page will enable you to see your average results for session:
 - Average Response Time – Response time is the interval between the appearing of an object and the initiation of movement in response to that object. Measured in seconds.
 - Average Quality of Movement – The ability of the user to create a smooth movement (relatively steady acceleration-deacceleration while moving). Score is between 0-100%.



- **Average Accuracy** – This index shows how well the patient accurately followed the game objects, representing overall ability to produce the controlled movement required by the game.

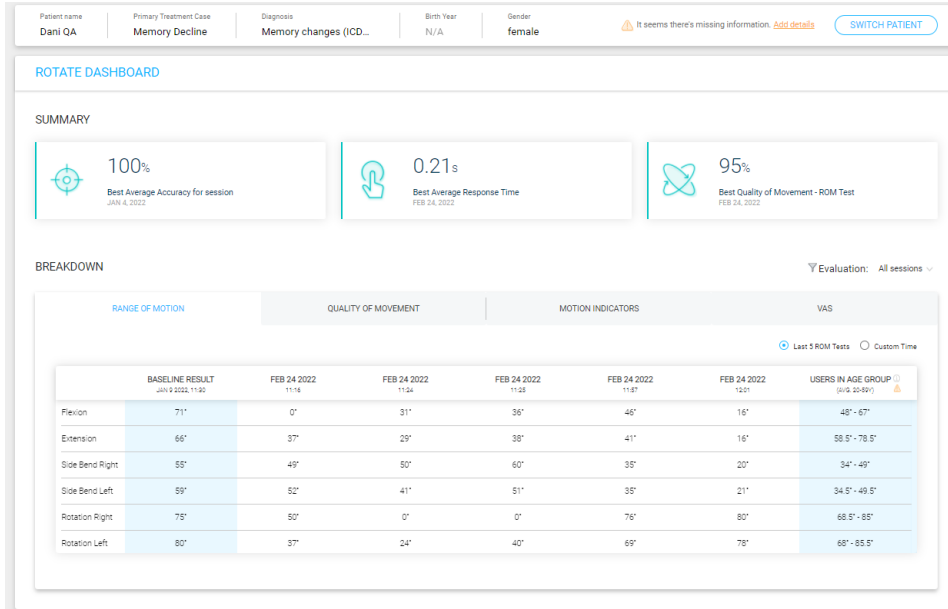


4. On the right side you can find the different settings for that specific opened session

5. On the main graph you have 3 sections:

- **Range of Motion** – Here you can see the session range of motion results – Your baseline (First measurement), Your session result and the normative values for users in your age group.
- **Accuracy during session** – this graph will enable you to see how accurate you were in following the dragon during the session.
- **Response time during session** – each time the dragon stops for a snack we calculate how quick you were to start following him again. This enables us to calculate your response time. This graph will show you for every dragon stop the calculated result.

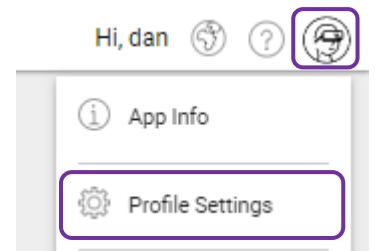
Dashboards



1. In the dashboard view you can see progress overtime and adherence to treatment. This is where you can compare results to others, see activity history and get meaningful insights from sessions.
2. Navigate to the desired dashboard by clicking on the application name from the welcome screen or selecting the application name from the top bar.
3. Dashboards have 3 main sections:
 - **Best Results:** The upper tiles of the dashboard show your best score in the application for various metrics monitored over time.
 - **Main Graph:** The main graph shows how your metrics changes over time.
 - You can select to see the last 5 sessions performed, define a custom time, or see all sessions performed. In the graph you can toggle between different metrics to see your results over time and compare them to others.

User Profile

1. Access the user profile from the right side of the top bar.
2. Managing your user profile enables the user to perform 2 things:
 - Change personal details: Name, Last Name, Email/username
 - Change password



Therapist Interface

As part on the XRHealth Onboarding, the therapist will have a training on the Data Portal and will be provided with a demo user in order to try the platform hands on.

All features on the patient interface (activities, dashboards, and user profile) are included in the therapist interface as well along to other features:

Patients List

1. When you are logged in as a therapist, the first page you will see is the patient list.

2. The patient list is a list of all your clinic patients.

3. Use the top search bar to search for a specific patient – you can search a patient by any of the patient fields:

- MRN
- Patient Name
- Email / Username



MRN	PATIENT NAME	BIRTH YEAR	EMAIL/USERNAME
	Reut Orr		reuttest
	Neta Orr	2009	netatest
	Tk Demo		tkdemo
20805465	Michael Levy	1979	miki@vrhealthgroup.com
	Eran demo2 Orr		eran demo 2
	Eran Orr		eran@vrhealthusa.com

4. Pressing on a specific patient will take you to his activities page. From the activities page you can navigate to any of the dashboards by using the top navigation bar.



Patient Management

- 1.XRHealth Data Portal enables a therapist to create / edit / delete patients.
- 2.XRHealth patient's will be created automatically on the Web portal once booked for an appointment. Once created they will have the following data:
 - Email / Username
 - Patient name
 - Therapist name
- 3.XRHealth therapist will need to update the patient information after Initial Evaluation and first VR session.
- 4.In order to edit a patient, hover on the patient row and hit the edit patient symbol on the right.

MRN	PATIENT NAME	BIRTH YEAR	EMAIL/USERNAME	
	Reut Orr		reuttest	 

NEW PATIENT ×

PATIENT INFO ^

✉

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* Use either email/username. Entering an email is necessary for home use. We will not use this email for any other purpose.

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👤

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🎂

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Gender

♀
 Female
 Male
 Ambiguous
 Other

PATIENT DIAGNOSIS ^

🔍

SEARCH

💬

SUBMIT

CANCEL

CREATE

5. Edit the following:

- Birth Year – a mandatory field in order to create a relevant comparison to users in the same age group.
- Patient diagnosis field includes 3 fields:
 - **Primary treatment case** – The patient main reason for treatment, defined by the treatment goals.
 - **Secondary treatment case** – Optional, if there are background diseases, add when applicable.
 - **ICD 10** – ICD 10 – Mandatory field, select the most specific and relevant code/s according to the patient diagnosis. Select multiple codes when applicable.
 - This field incorporates a smart search that goes through the ICD 10 codes and returns the different options to select from.
 - ❖ After the first search you might see an arrow facing down on the right side of a diagnosis – this arrow means this diagnosis has different categories to choose from
 - ❖ If you open that field using the arrow you will be presented with filters to select in order to narrow down the options.

- ❖ Under the filter mechanism you can find the relevant list of diagnosis to choose from.
- ❖ At any stage – pressing the select button will add that diagnosis to your patient file.

PATIENT DIAGNOSIS ^

Primary Treatment Case *
Memory Decline

Secondary Treatment Case

diabetes SEARCH

9040 Results for 'diabetes'

DESCRIPTION	ICD-10CM	SELECT
Diabetes	E11.9	SELECT

1. Diabetes mellitus type

type 1 type 2 due to underlying condition drug or chemical induced other specified (including MODY)

2. Diabetes mellitus long term insulin use

with long term use without long term use unspecified long term insulin use status

3. Diabetes mellitus complication status

without complication with circulatory complication with diabetic arthropathy with hyperglycemia with hyperosmolarity

with hypoglycemia with ketoacidosis with kidney complications with neurologic complications with ophthalmic complications

with oral complications with skin complications with other specified complication

4. Diabetes mellitus complication detail

with diabetic retinopathy with cataract with diabetic macular edema, resolved following treatment with other ophthalmic complication

with chronic kidney disease with microalbuminuria with nephropathy with other kidney complication with amyotrophy

with autonomic neuropathy with mononeuropathy with polyneuropathy with other neurological complication with unspecified neuropathy

with coma without coma with peripheral angiopathy with gangrene with peripheral angiopathy without gangrene

- **Additional notes field** – This field is a free text field, document in it the main app used with the patient and include at least 2 main parameters monitored, add any additional notes on your patients.

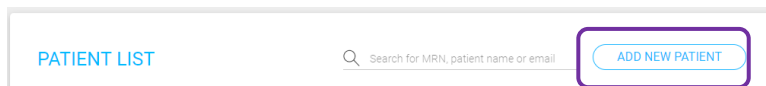
DESCRIPTION	ICD-10-CM	LAST UPDATED	
Memory changes	R41.3	4 Jan 2022	

Additional Notes SUBMIT

6. External users will create their own patients on the data portal



- In order to create a new patient, click the “Add New Patient” button on the upper right side of the patient list.



- Filling Email / Username field is mandatory
- We recommend you fill Name / MRN in order to easily associate a specific user to a specific patient and track patient’s progress over time.
- Edit all other fields according to the guidelines above.



Appendix A: Approved VRH List

The software is compatible with 3DOF and 6DOF standalone VR Headsets.

Recommended VRH List

For a list of recommended devices please refer to XRHealth Release Notes available at <https://www.xr.health/us/regulatory-information/>

Appendix B: Common Software Troubleshooting

- ❖ **Cannot Login –**
 - ❖ Make sure you have the correct XRHealth credentials received with onboarding e-mail. If you don't have credentials – contact support@xr.health.
 - ❖ Make sure your headset is connected to local Wifi network.
- ❖ **Application is stuck** – Close the application using the home button and re-open it.
- ❖ **Software doesn't load (Stuck in loading animation)** – If closing and re-opening the app doesn't help – Re-install the application:
 - ❖ Go to library, and on the bottom right of the App icon, select Uninstall.
 - ❖ After uninstalling – reinstall application
- ❖ **Miscellaneous –**
 - ❖ Restart application
 - ❖ If that doesn't help – Reboot headset
 - ❖ Last option – Uninstall and Re-install application

**These Instructions for Use (IFU) is also available as a hard copy. If you are interested in printed copy of this IFU, please send a request to the customer support and it will be printed and delivered within 30 days.