

QuickMind

User Manual (Rehabilitation Training)

Product and Homebase Platform User Guide



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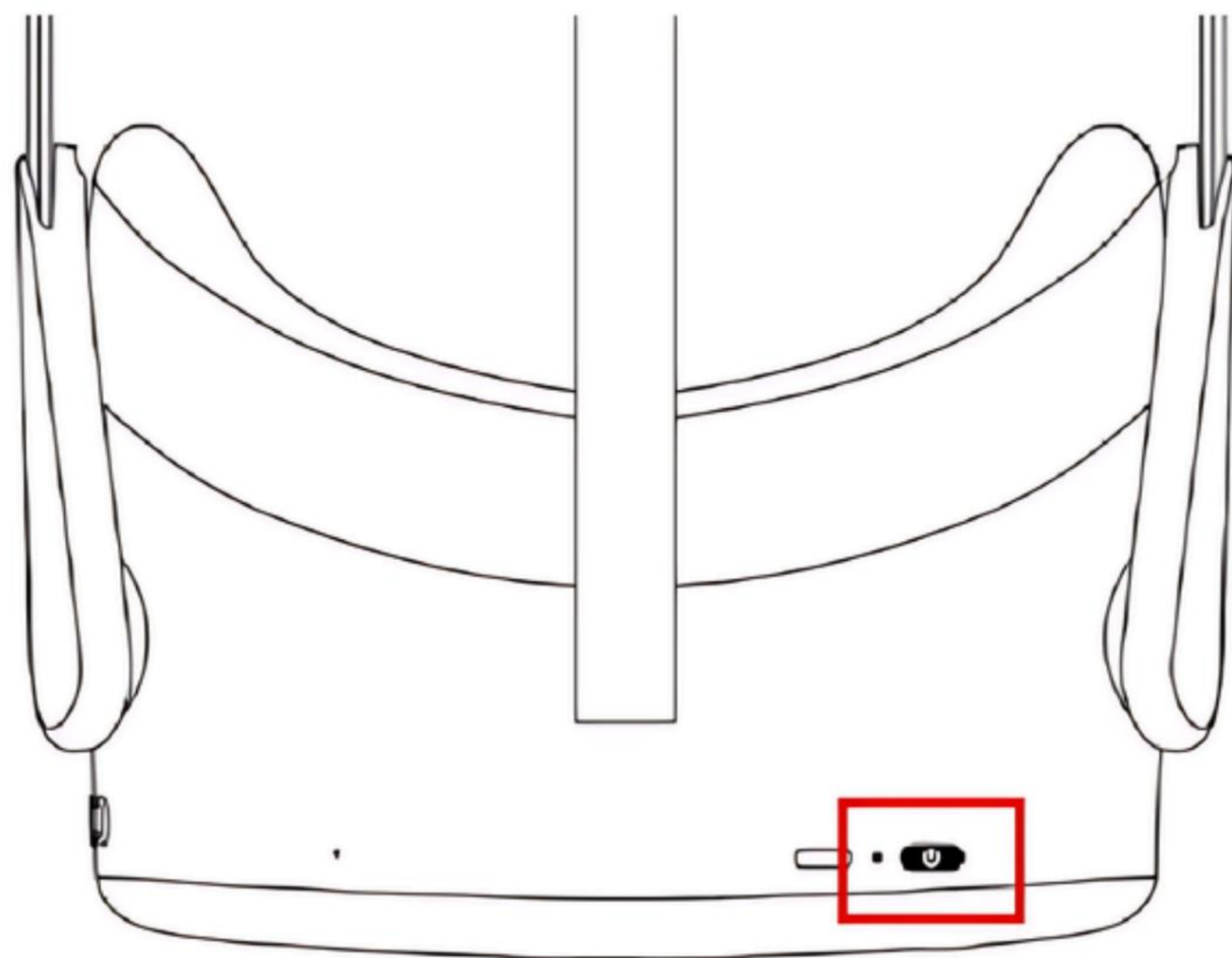
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1. VR Instructions For Use

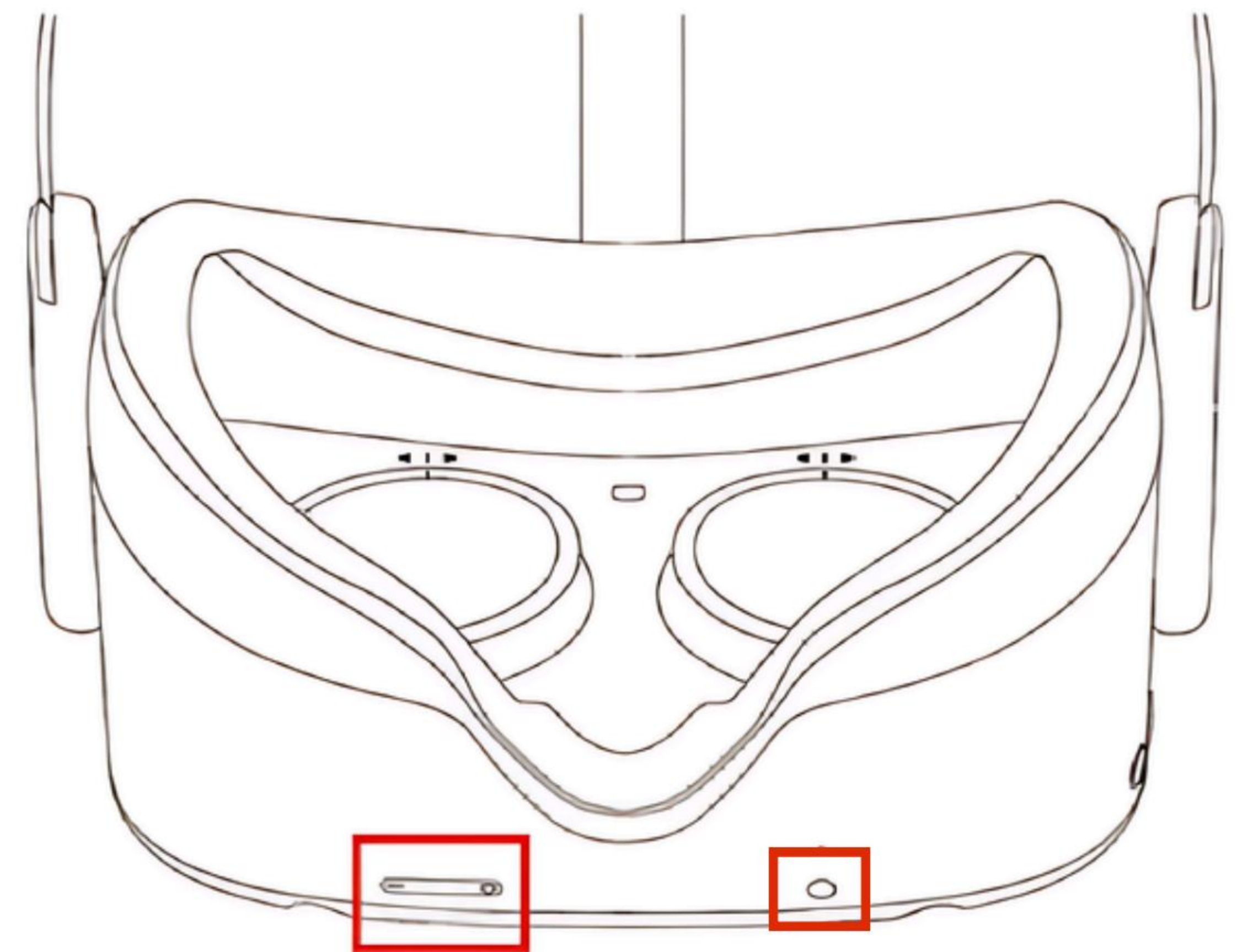
1.1 VR Appearance & Function Description

Top



- 1 Press and hold the power button for 2 seconds to control the power of the VR (Indicator light will indicate the working/power status)
- 2 Short press to enter standby mode

Bottom

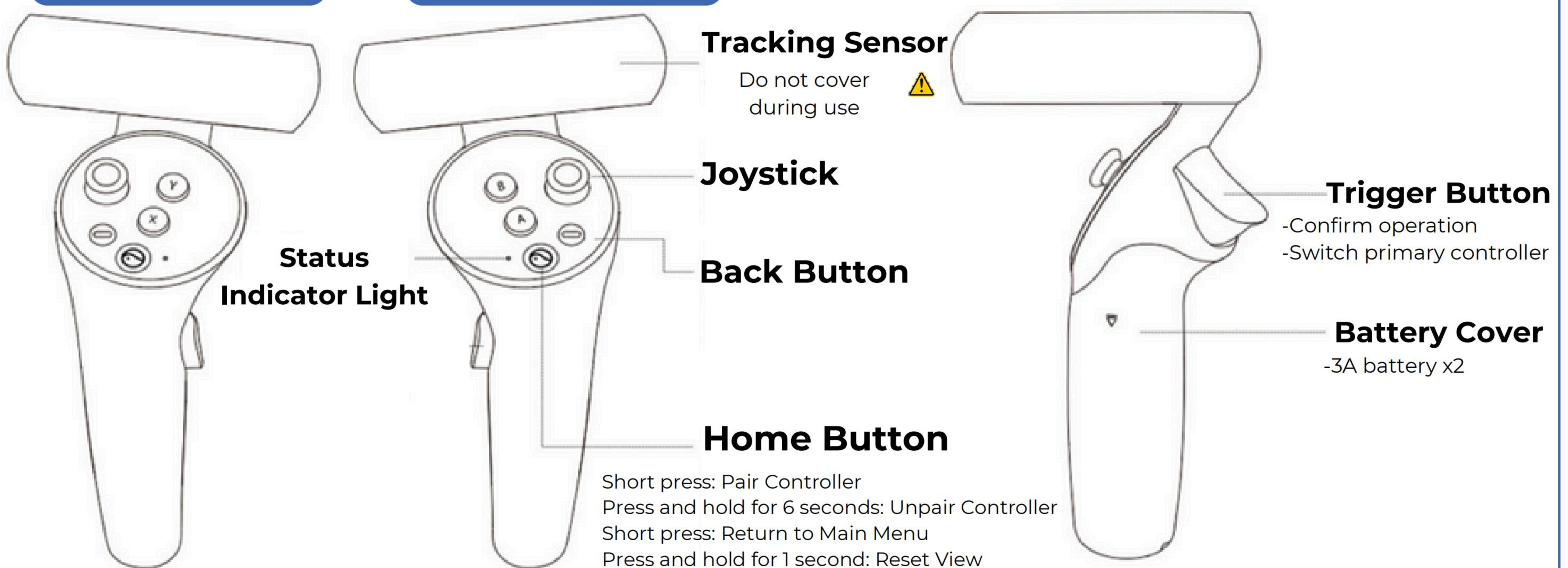


- 1 Volume +/- buttons
- 2 Headphone jack

1.2 Controller Appearance & Function Description

Left Controller

Right Controller



Short press: Pair Controller
Press and hold for 6 seconds: Unpair Controller
Short press: Return to Main Menu
Press and hold for 1 second: Reset View

2. Setup

2.1 Training Area

Basic Setup:



Note: Please ensure that the user maintains a minimum distance of 1 meter from surrounding objects to prevent accidents while operating the controller.



1 Projection screen (if required)



2 VR mask and disinfectant wipes (if required)

2.2 Accessories for Training



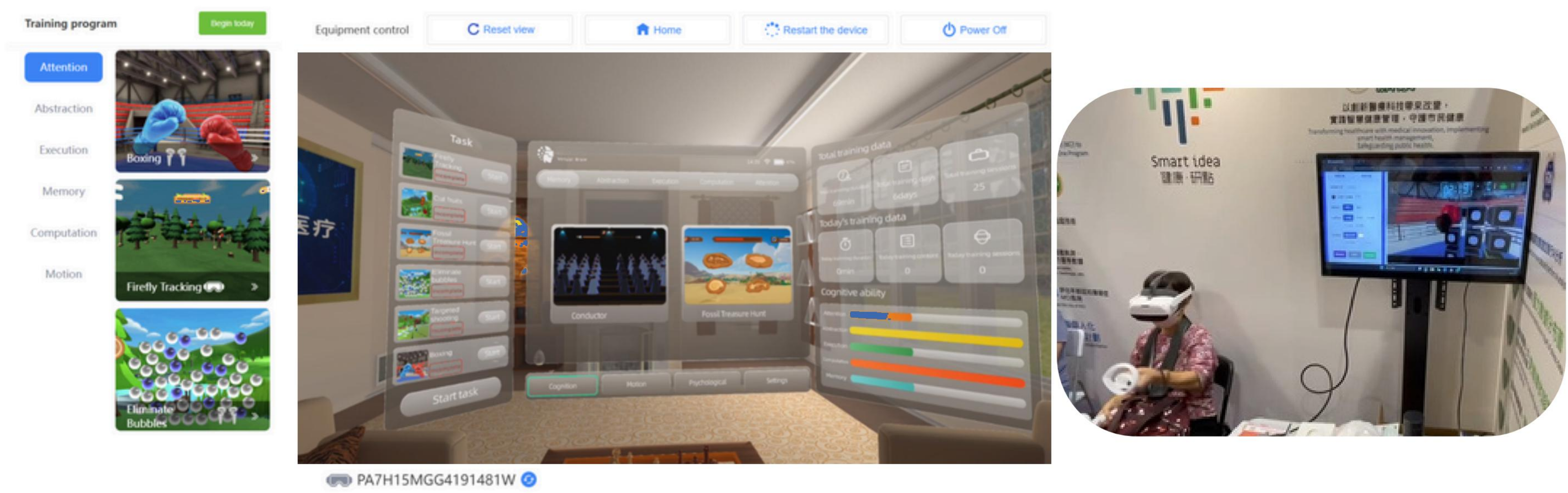
1 Laptop/Computer



2 Android tablet

Note: The device must be capable of accessing web browsers and connecting to WiFi-4 or a higher-level network.

2.3 Network Requirements

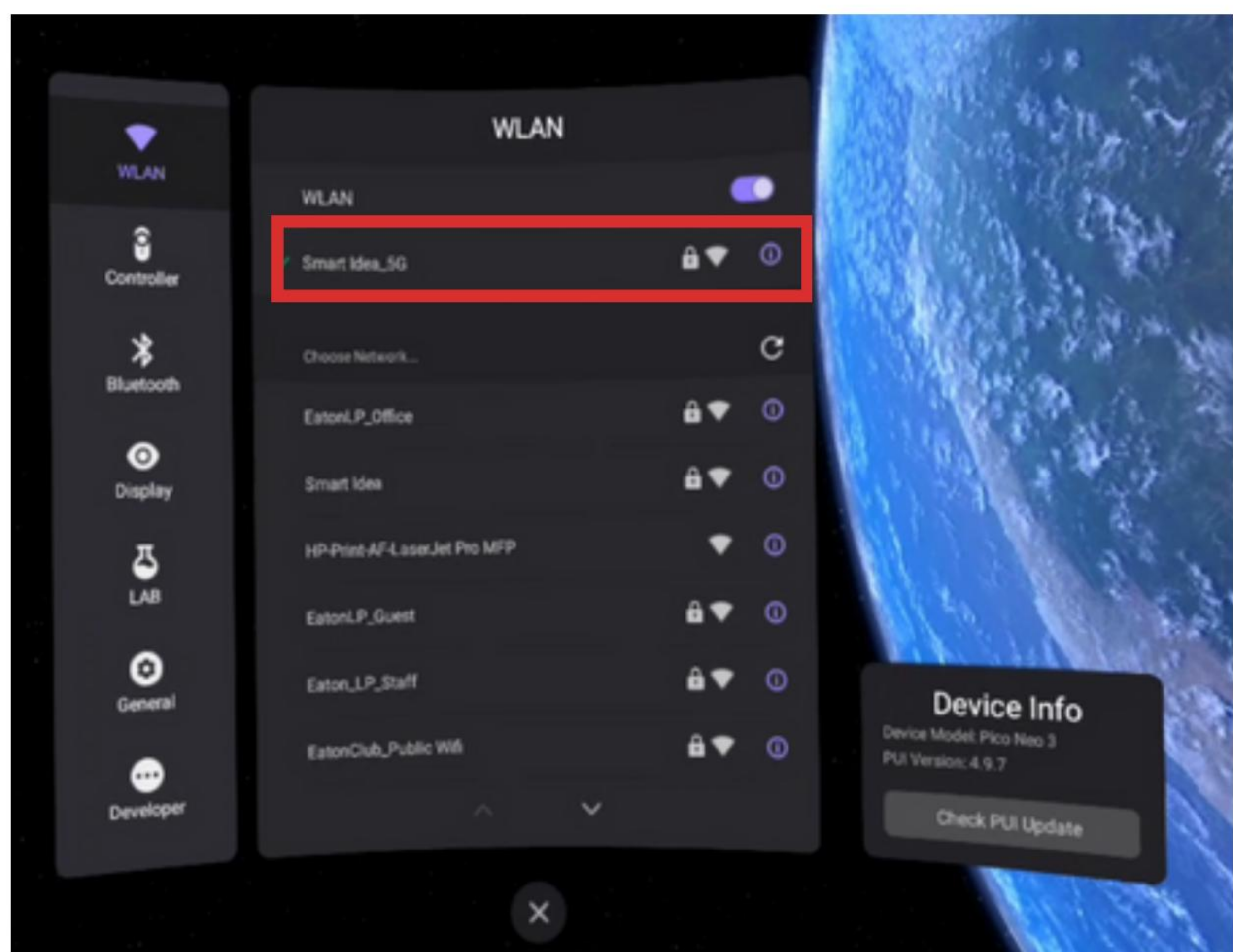


- 1 Wi-Fi Speed Requirements : 2.4GHz or above
- 2 The Wi-Fi network must allow external devices to connect (for VR mirroring purposes).
- 3 The VR and computer must be connected to the same Wi-Fi (using the exact same login path).
- 4 Ensure that both the computer and VR are connected to the same Wi-Fi network in order to operate the VR system and enable screen mirroring.

2.4 Connect Wi-Fi

*Applicable for first-time login

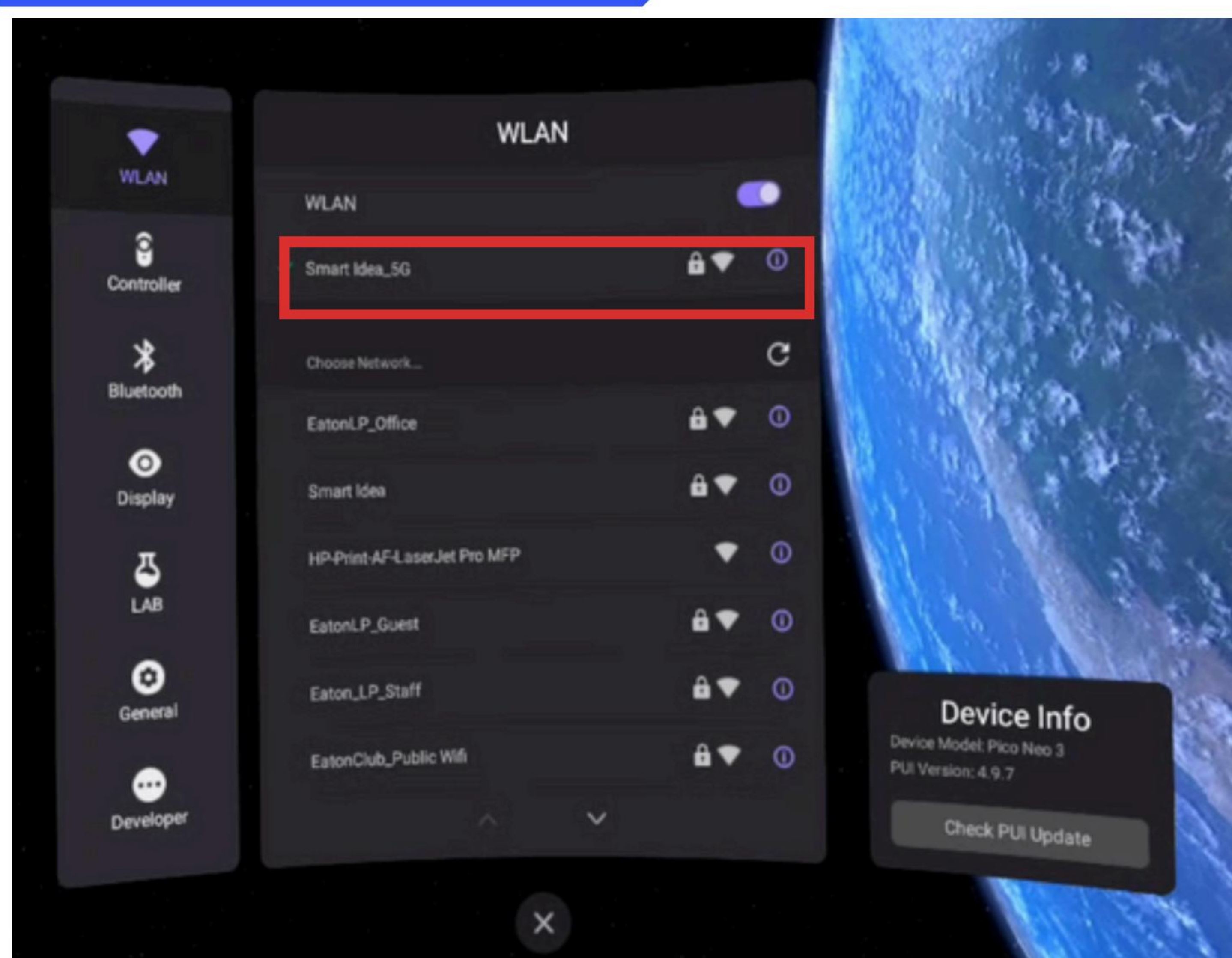
VR Interface



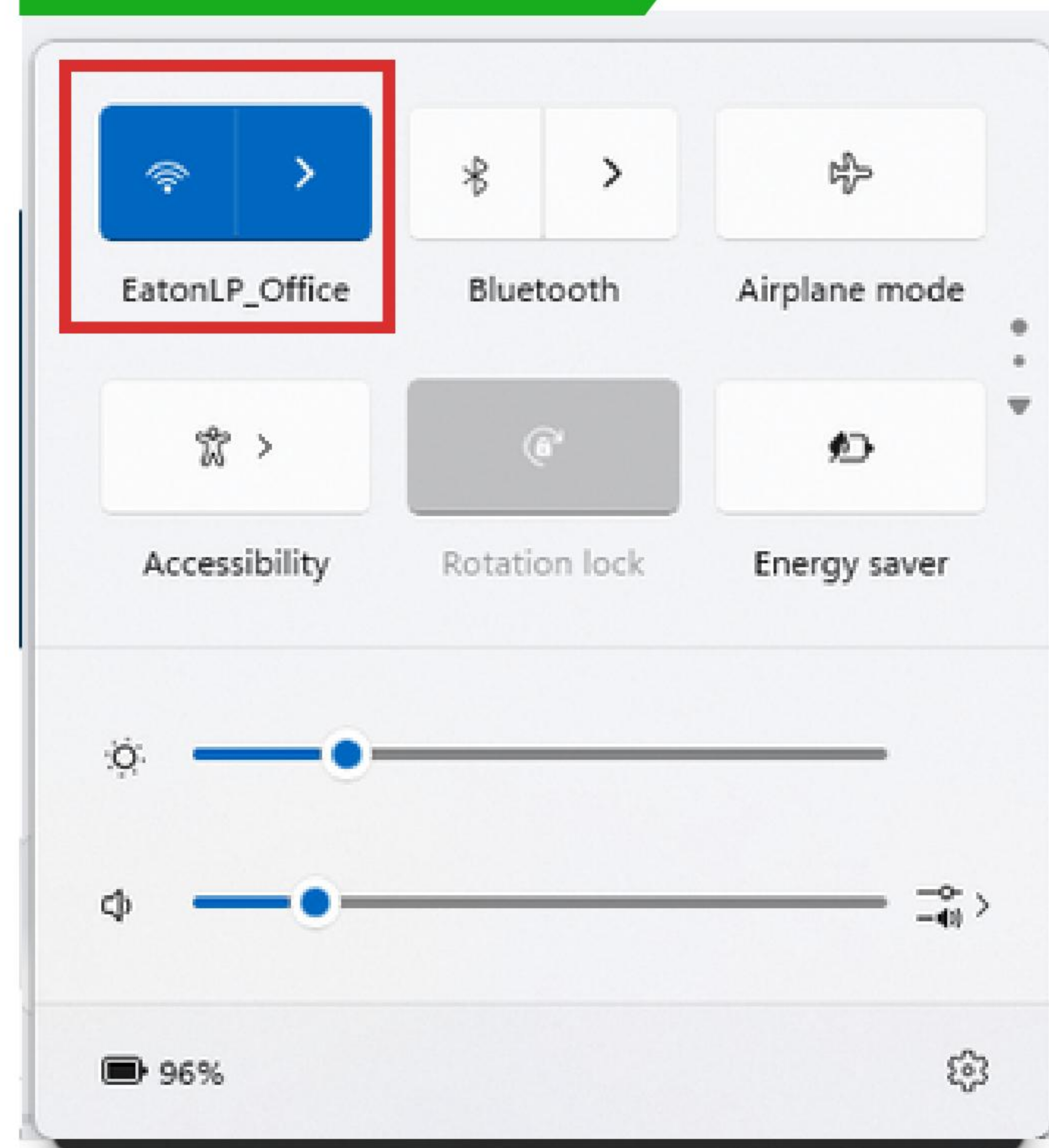
- 1 VR Home Page > Settings > Setting Network, choose the Wi-Fi network, follow the instructions to connect to the Wi-Fi network and fill in the information with the controller.
- 2 The VR headset will save the Wi-Fi account and password, and will reconnect automatically the next time.

2.5 Connect to the Same Wi-Fi Network

VR Interface



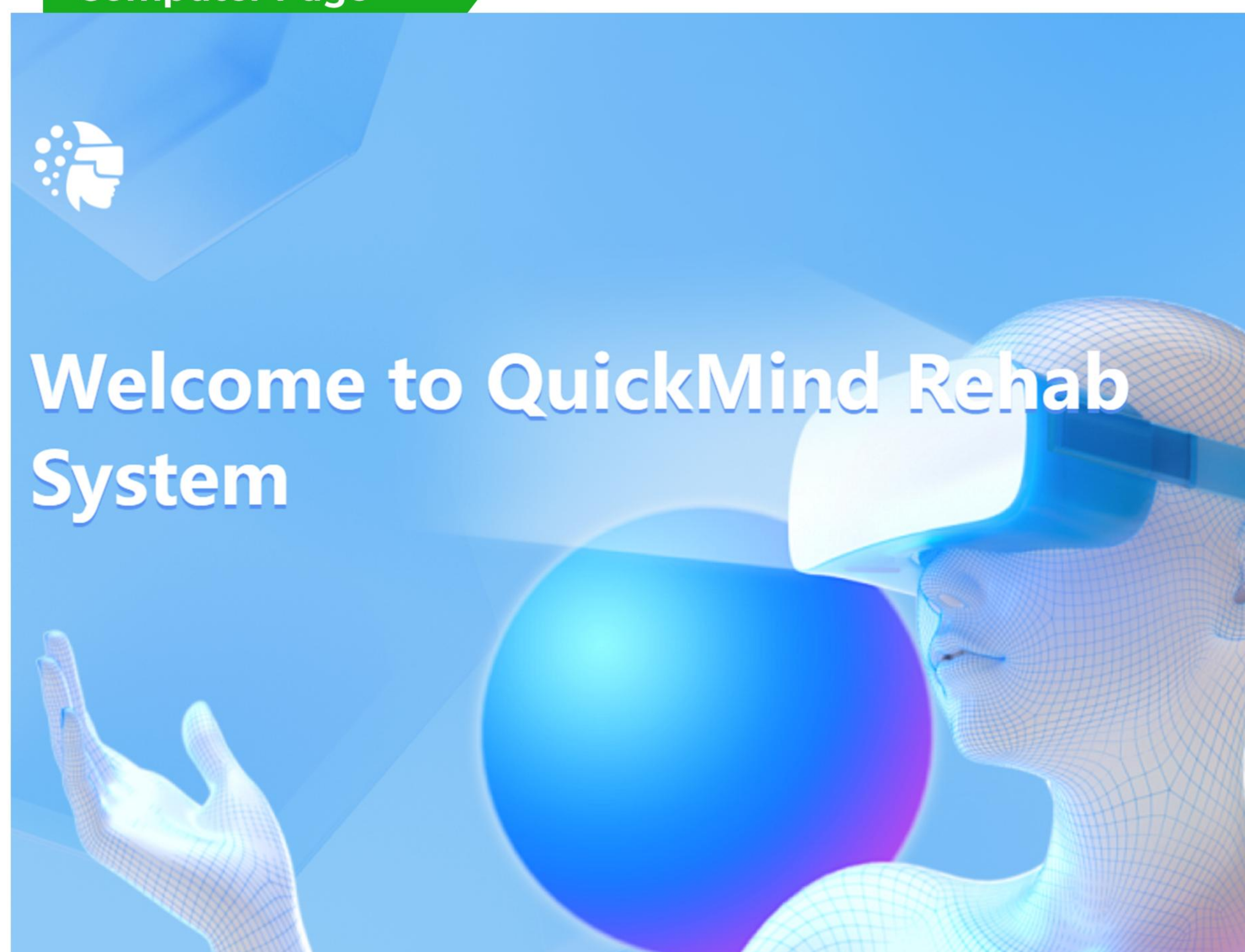
Computer Page



- 1 Ensure that both the computer and the VR are connected to the same Wi-Fi network.

2.6 Log in to the Virtual Brain Homebase Platform

Computer Page



Login

Email

bin.xie@drbrain.com.cn

Password

.....

☐ Remember me [Forgot password?](#)

Login

No account? [Sign up](#)

- 1 Virtual Brain Homebase Platform website: <https://virtual.drbrain.net/virtual/#/home>
- 2 Language settings can be changed manually via the top-right corner of the page.
- 3 Enter the user account and password.
- 4 If needed, select “Remember the Password” so that account details will be filled in automatically the next time you access the login page.

2.7 Pairing VR device

Computer Page

 **1**

Welcome to Rehabilitation Training Platform

Today's training: 30 minutes remaining



Maru11092
maruyoung@smartidhk.com

Age: 62 years oldSex: maleEducation Level: Master's Degree or above

Edit profile



Dementia



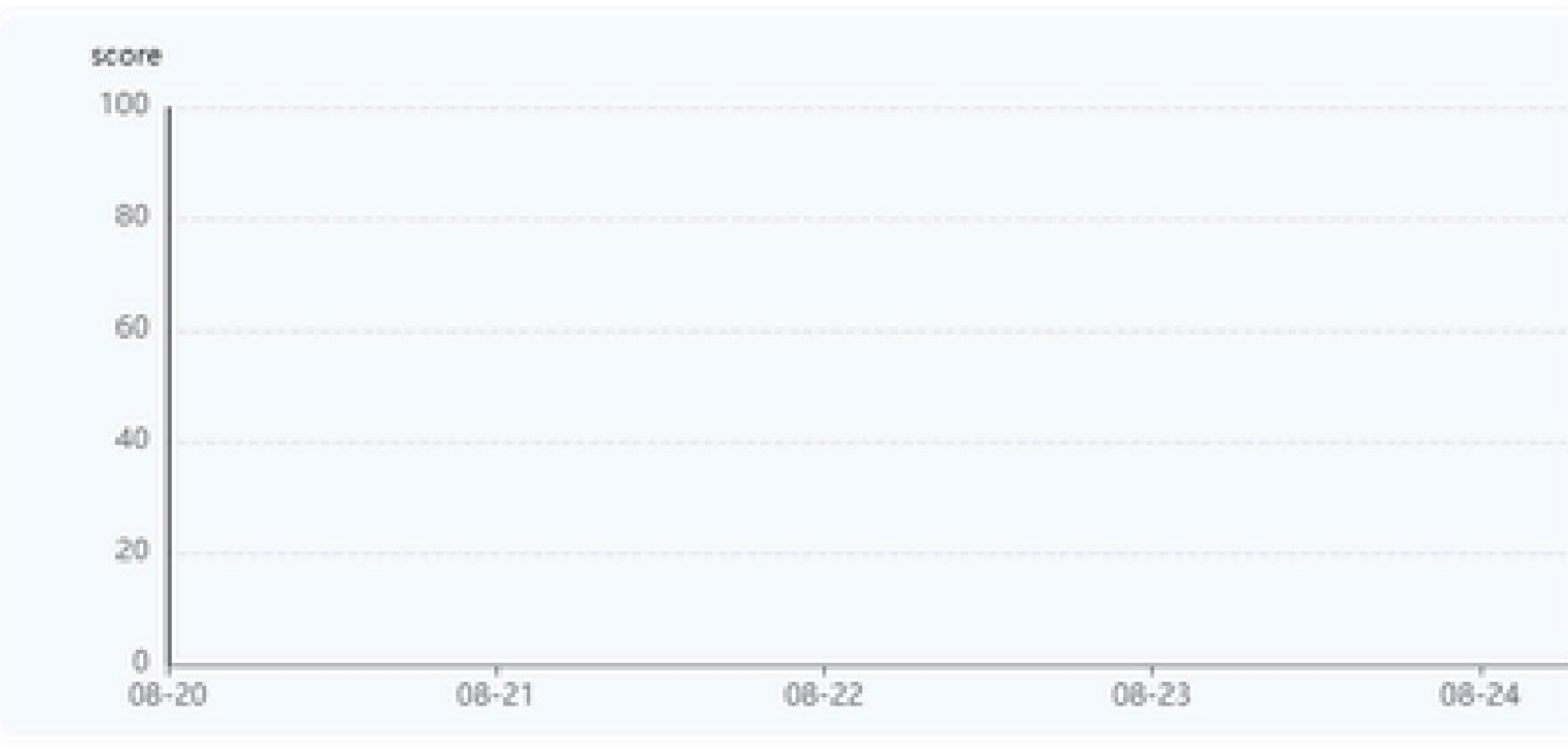
1.15 hrs
Total training duration



25 sessions
Total training sessions

Performance chart

Attention Abstraction Computation Execution Memory



Connect device



Sample:

2 Pair



PA7H15MGG4191481W

online

VR mirroring

Unpair VR

3 Unpair



PA7H15MGG4191481W

offline

VR mirroring

Unpair VR

- 1 Click **“Connect device”** at the top-left corner of the page to access the VR mirroring panel.
- 2 Once the VR is successfully connected, the status will display **“Online”**.
- 3 If the device is not connected, the status will display **“Offline”**.
- 4 If the status remains **“Offline”** after connecting to the same Wi-Fi network, try refreshing the webpage or reboot the VR and check the Wi-Fi connection.

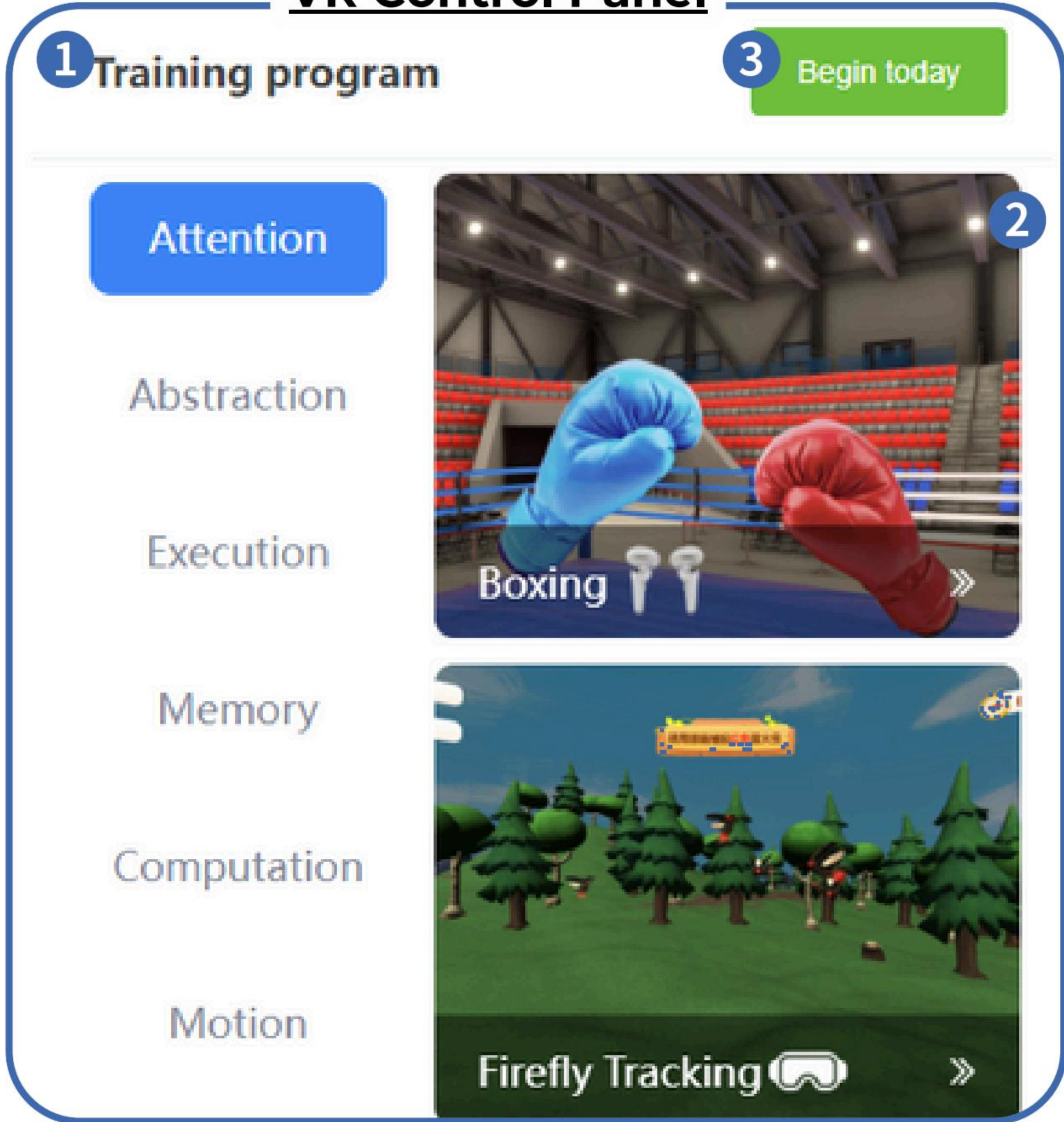
2.8 VR Mirroring & Control Panel

Computer Page

VR Screen



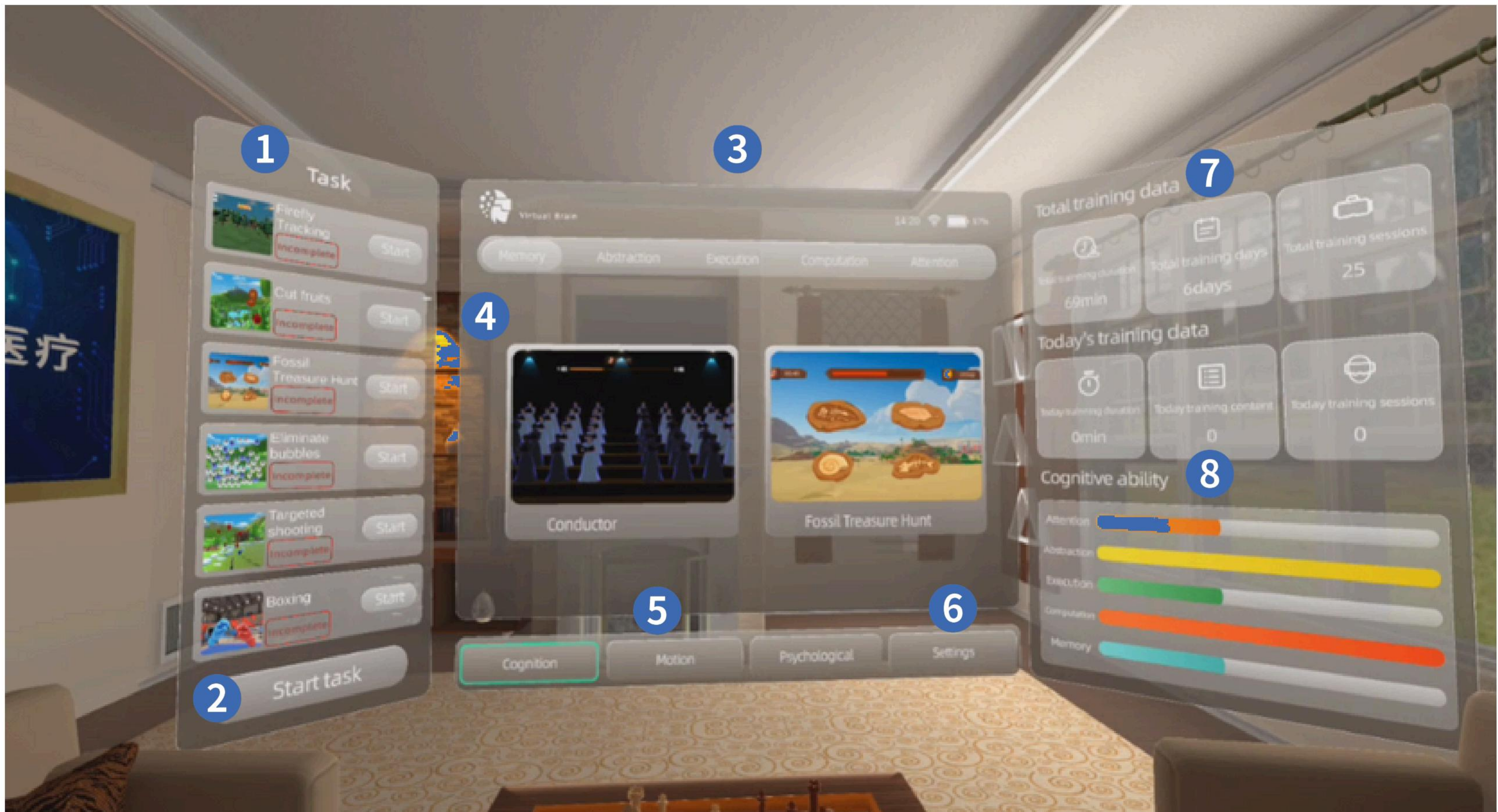
VR Control Panel



- 1 "Training program": Switch between different categories of cognitive training
- 2 "Training": Click the image to access the training settings page
- 3 "Begin today": Launch the daily recommended training tasks
- 4 "Reset view": Center the user's view
- 5 "Home": Return to the VR home page
- 6 "Restart the device": Restart the VR
- 7 "Power off": Shut down the VR



2.9 VR Interface



- ① “Task”: Recommended daily training tasks
- ② “Start task”: Launch the today’s recommended training tasks
- ③ “Cognitive category”: Select training in different cognitive categories
- ④ “Cognitive training”: Select single cognitive training
- ⑤ “Motion”: Select physical training
- ⑥ “Settings”: Enter the VR settings
- ⑦ “Total training data”: Displays the total training duration, sessions, and days
- ⑧ “Cognitive ability”: Displays performance of each various cognitive ability

2.10 Wearing VR



- 1 Make sure there are no obstacles nearby (walls, tables).
- 2 Adjust the VR to achieve optimal visual clarity.
- 3 Level the headset so it is in a horizontal position.
- 4 Pull the strap outward to tighten it, and use the velcro to secure the VR in place.
- 5 Adjust to a comfortable sitting posture.
- 6 Place the controllers on the user's left and right hands respectively.



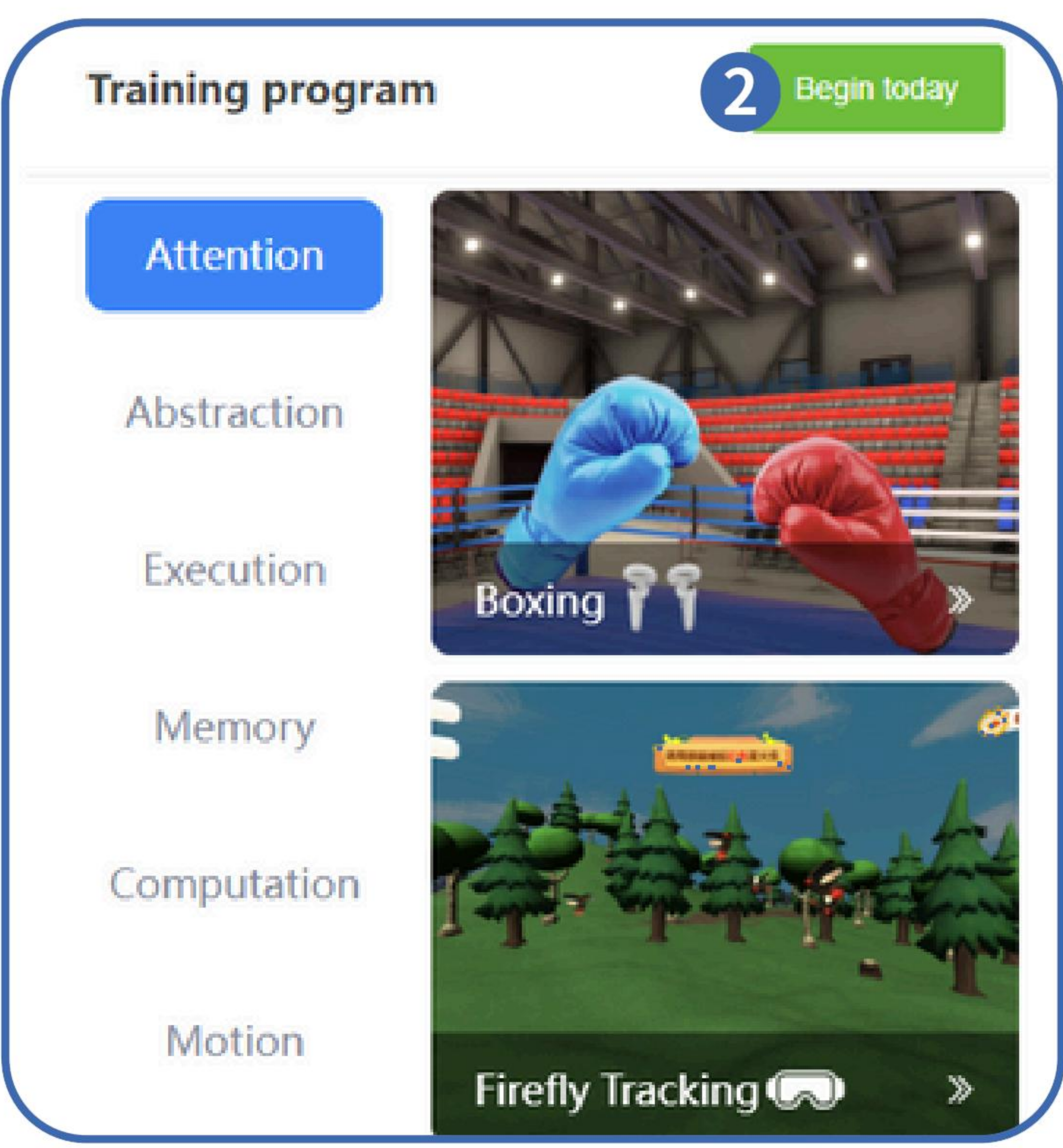
Note :
(1) Assist the user in wearing the VR eye mask. (if necessary)
(2) The VR can be worn together with glasses.

2.11 Launch Recommended Tasks – Automatic Mode

VR Interface



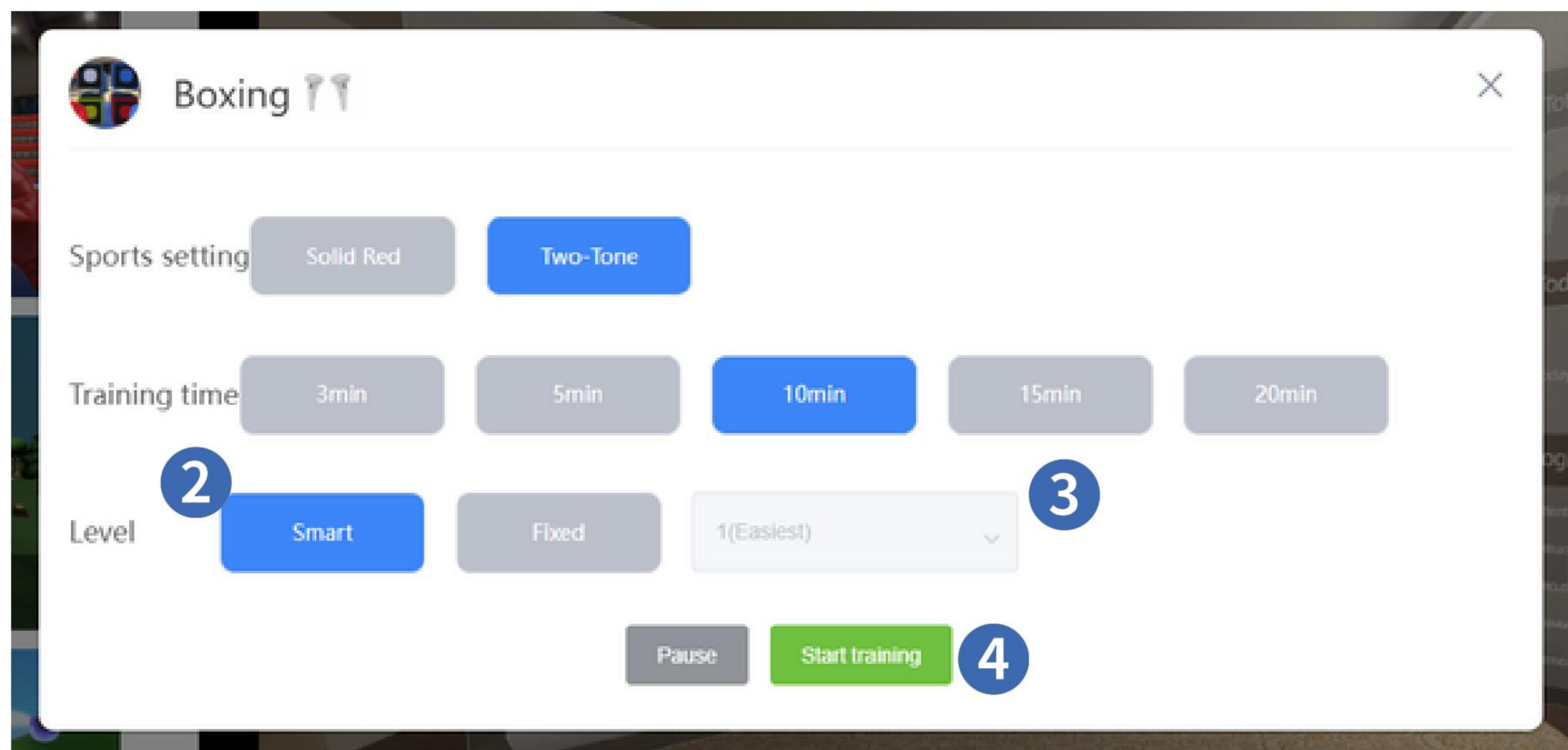
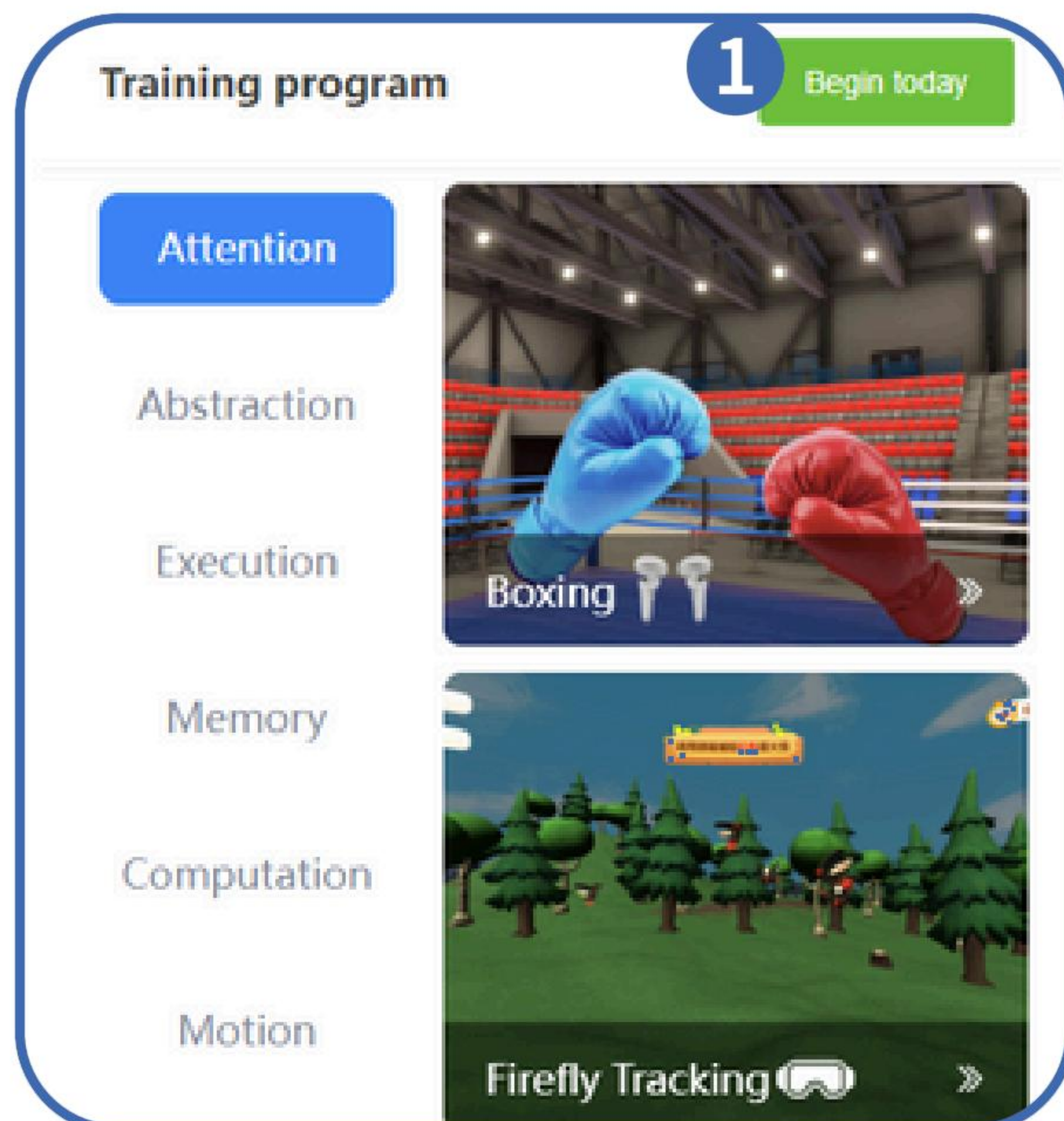
VR Control Panel



- 1 Today's training tasks are displayed on the page.
- 2 On the VR control panel or VR home page, click "Start task".
- 3 "Start task" will launch an execute training sessions listed in the above "Recommended Task". The training duration of each session is (default) 5 minutes, with 15s interval between each session (not adjustable).

2.12 Launch Training Tasks – Manual Mode

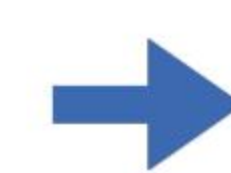
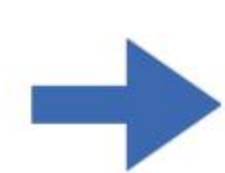
Computer Page



- 1 Select the training, then choose the training time and level.
- 2 **“Smart”**: The difficulty level will increase or decrease inter game based on the user’s training performance.
- 3 **“Fixed”**: The difficulty level will be fixed throughout the training.
- 4 Click **“Start training”** to begin the session.

2.13 Ending a Training Session – Remove VR

VR displays **“Training Completed”** and the result summary.



- 1 After the training is completed, the VR will display a “Training Completed” prompt, and the training data will be uploaded to the Homebase Platform.
- 2 Undo the velcro and loosen the cable tie.
- 3 Open the head strap to a 90-degree and remove the VR.

3. Training Introduction

3.1 Computation Training



Supermarket Shopping

- 1 Press the trigger button to select the fruits to be purchased.
- 2 Calculate the total amount and select the correct amount to pay for the fruits.
- 3 The types and quantity of the fruits to be purchased will be increased as the difficulty level rises.

3.1 Computation Training



Count Ducks

- 1 Count the number of ducks according to the question.
- 2 Point to the correct number of the ducks with the stick.
- 3 The number of ducks be will increased as the difficulty level rises.

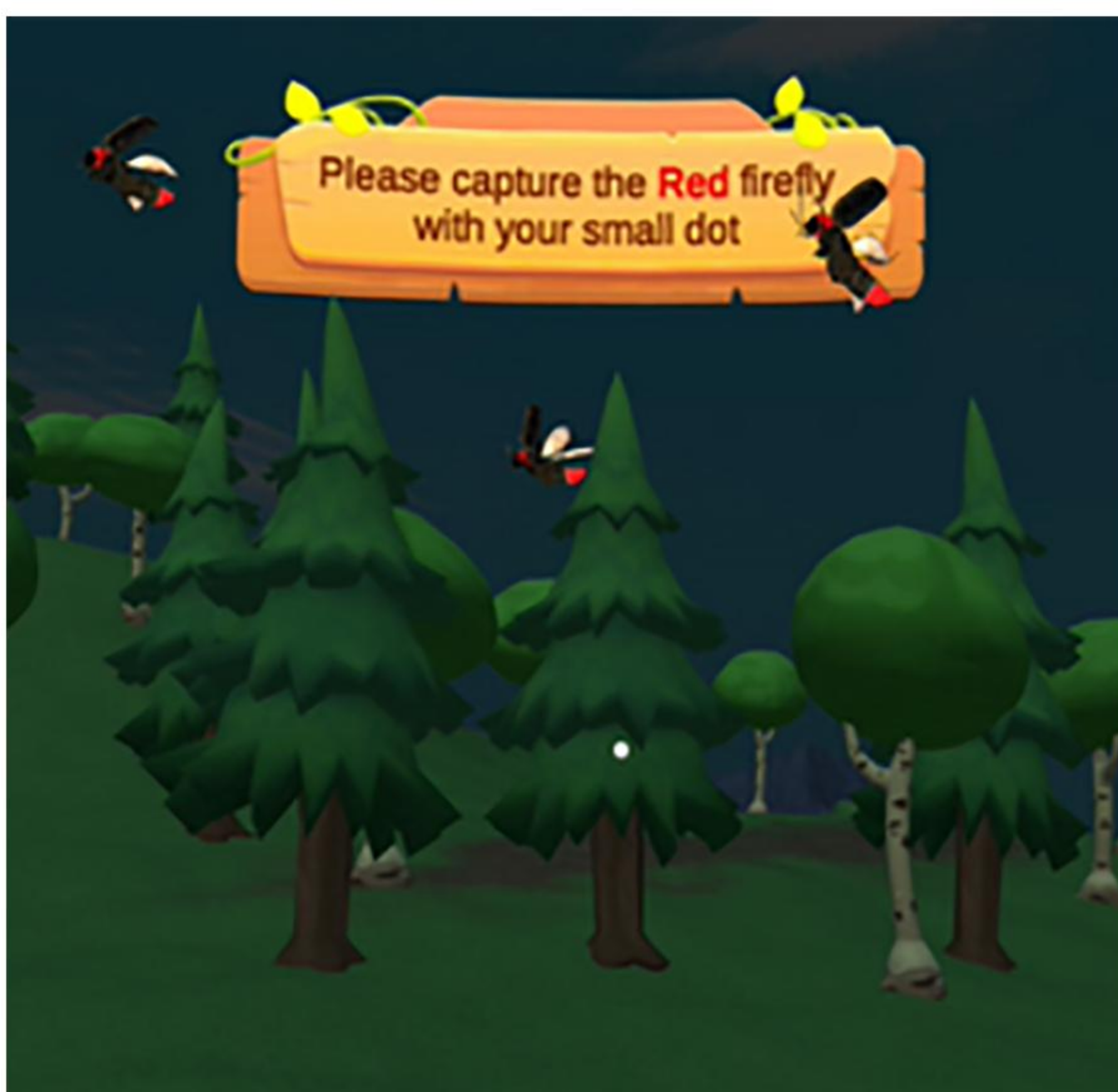
3.2 Attention Training



Eliminate Bubbles

- 1 Use the right controller.
- 2 Use the stick to poke the blue bubbles. Try not to pop other bubbles.
- 3 The number of blue bubbles will be increased as the difficulty level rises.

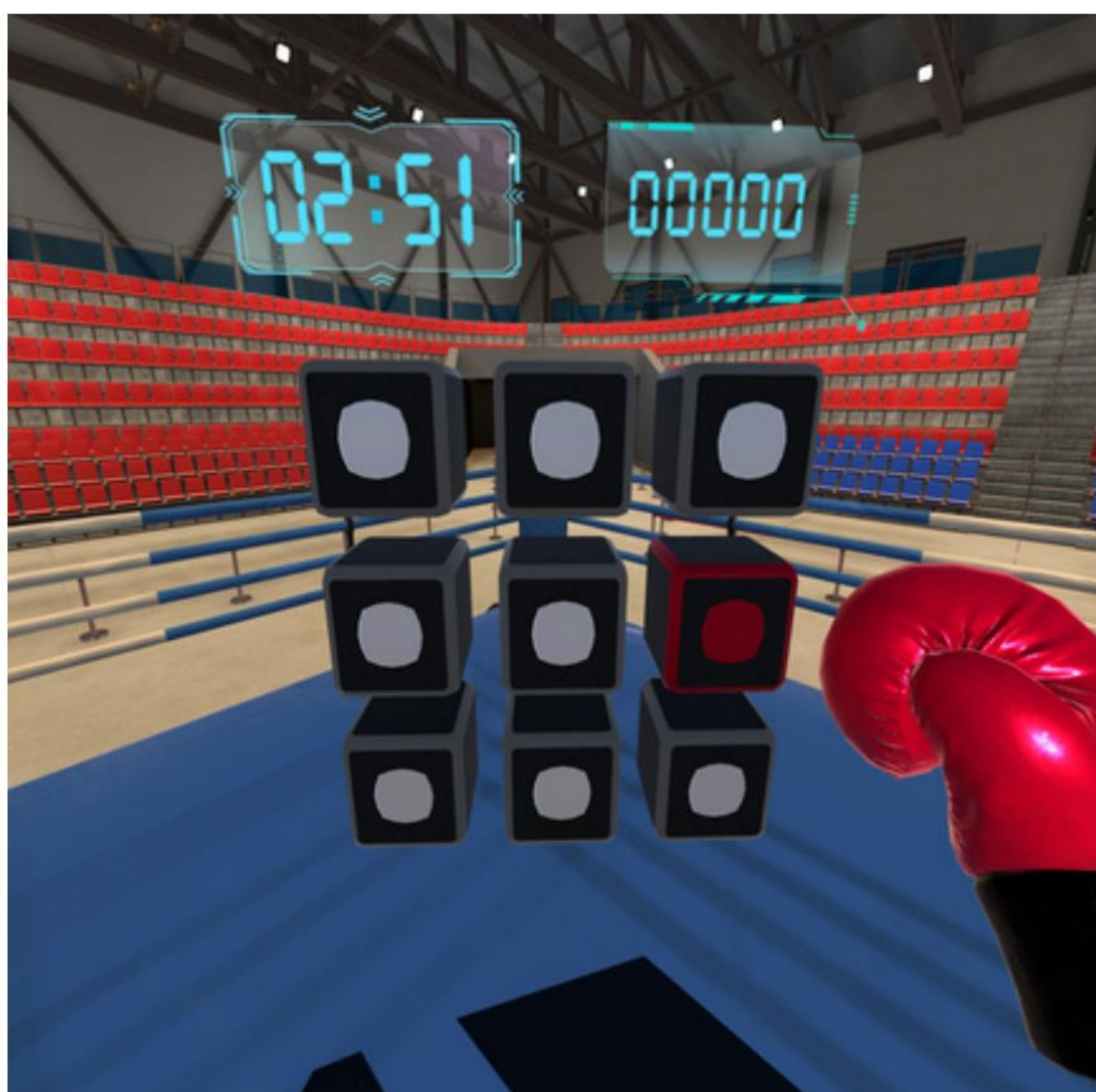
3.2 Attention Training



Firefly Tracking

- 1 Move your head to track the red fireflies, until the firefly is eliminated.
- 2 Track only the red fireflies. Try not to track other fireflies.
- 3 The number of fireflies, their types, and flying speed will be increased as the difficulty level rises.

3.2 Attention Training

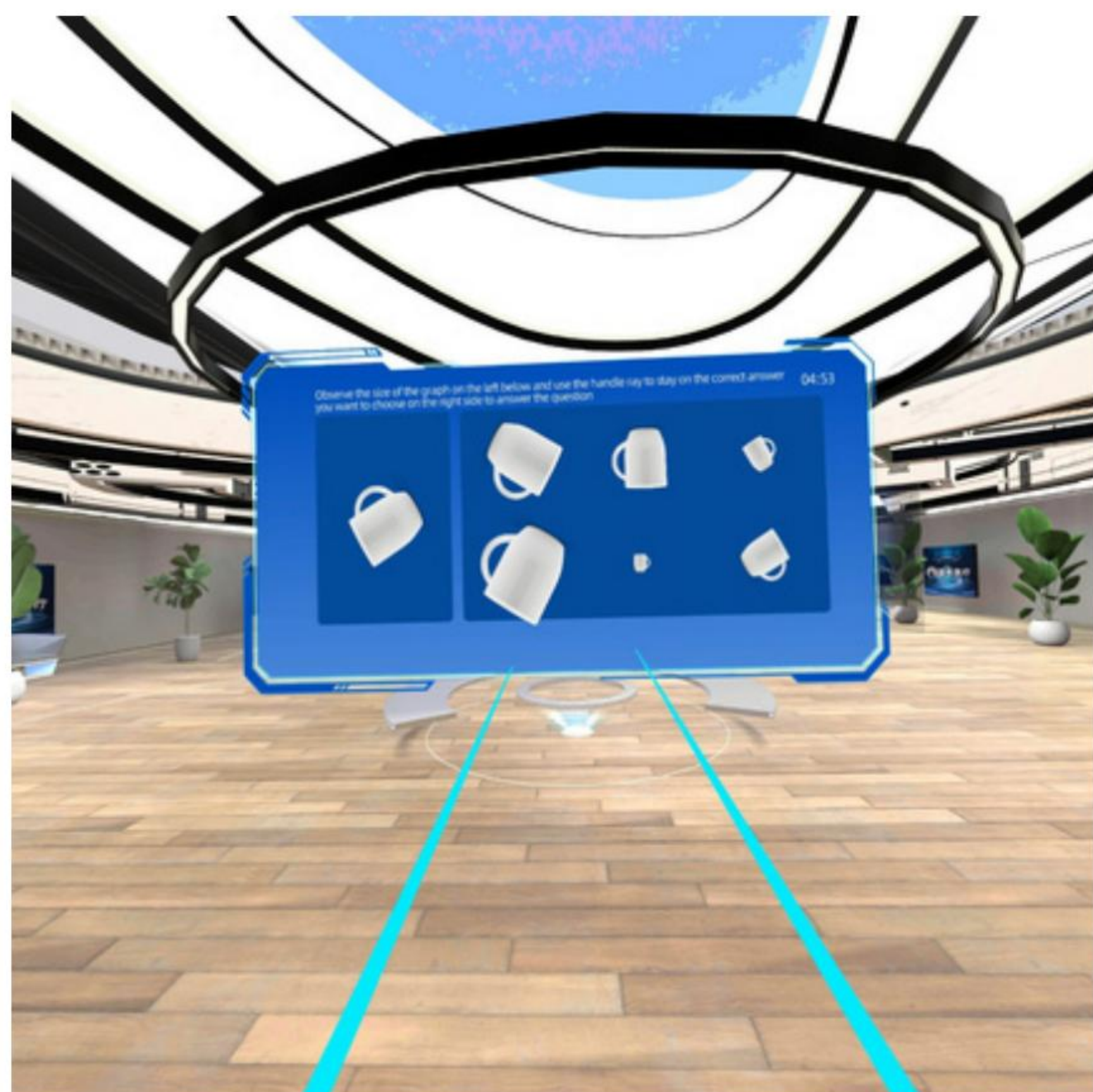


Boxing

- 1 Punch the target of the corresponding color within the time limit.
- 2 The color of the targets will switch from time to time. Do not punch other colors.
- 3 The number of targets, colors, and switching speed will be increased as the difficulty level rises.



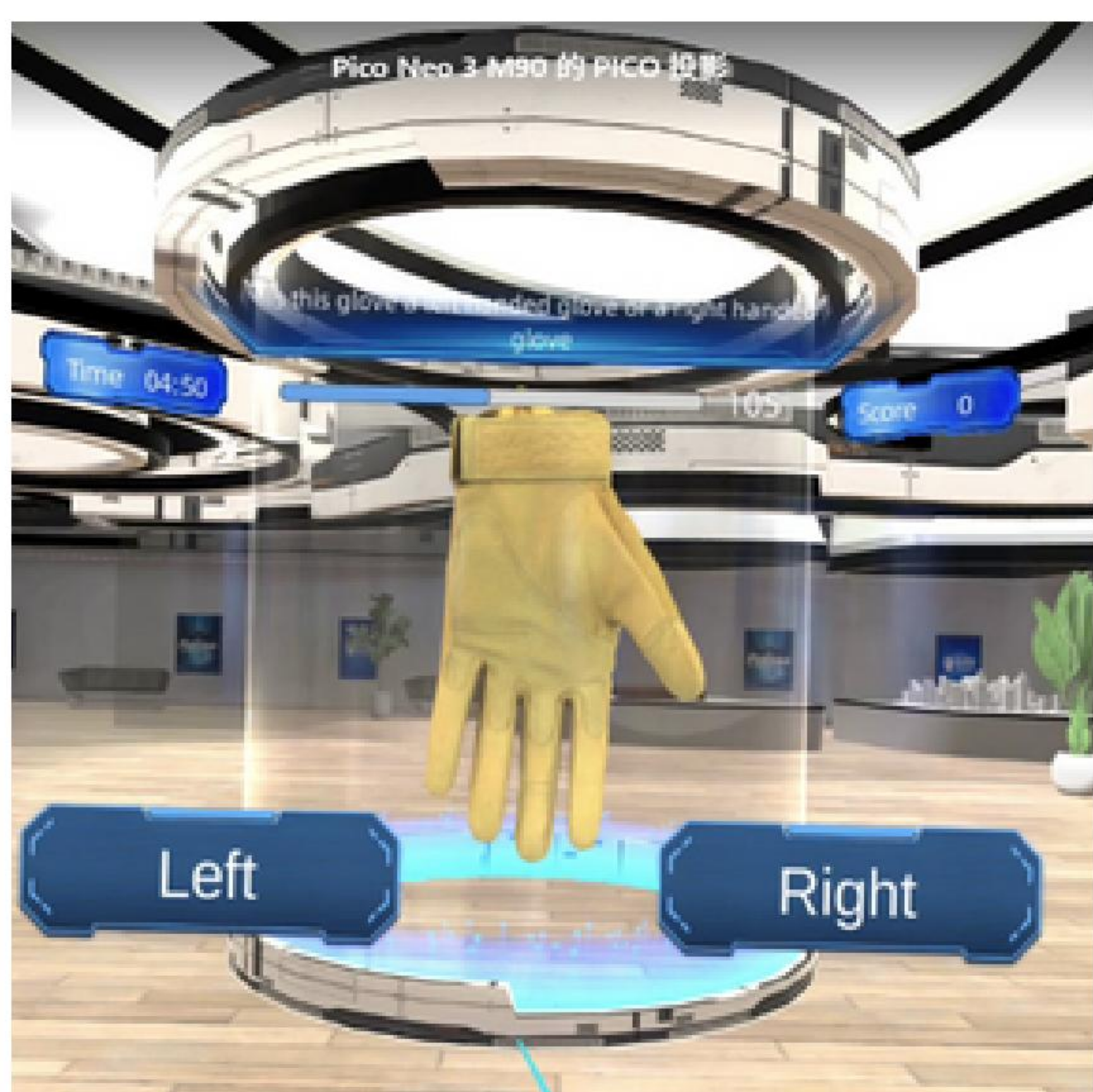
3.3 Abstraction Training



Compare Size

- 1 Select the object on the right that has the same size as the one on the left.
- 2 Point the light beam at the object of the same size to answer the question.
- 3 The number of object, their angle, and similarity will be varied as the difficulty rises.

3.3 Abstraction Training



Yellow Glove

- 1 Determine whether the yellow glove is a left-hand or right-hand glove.
- 2 Point the light beam to answer "left" or "right".
- 3 The glove poses will become more complex as the difficulty level rises.

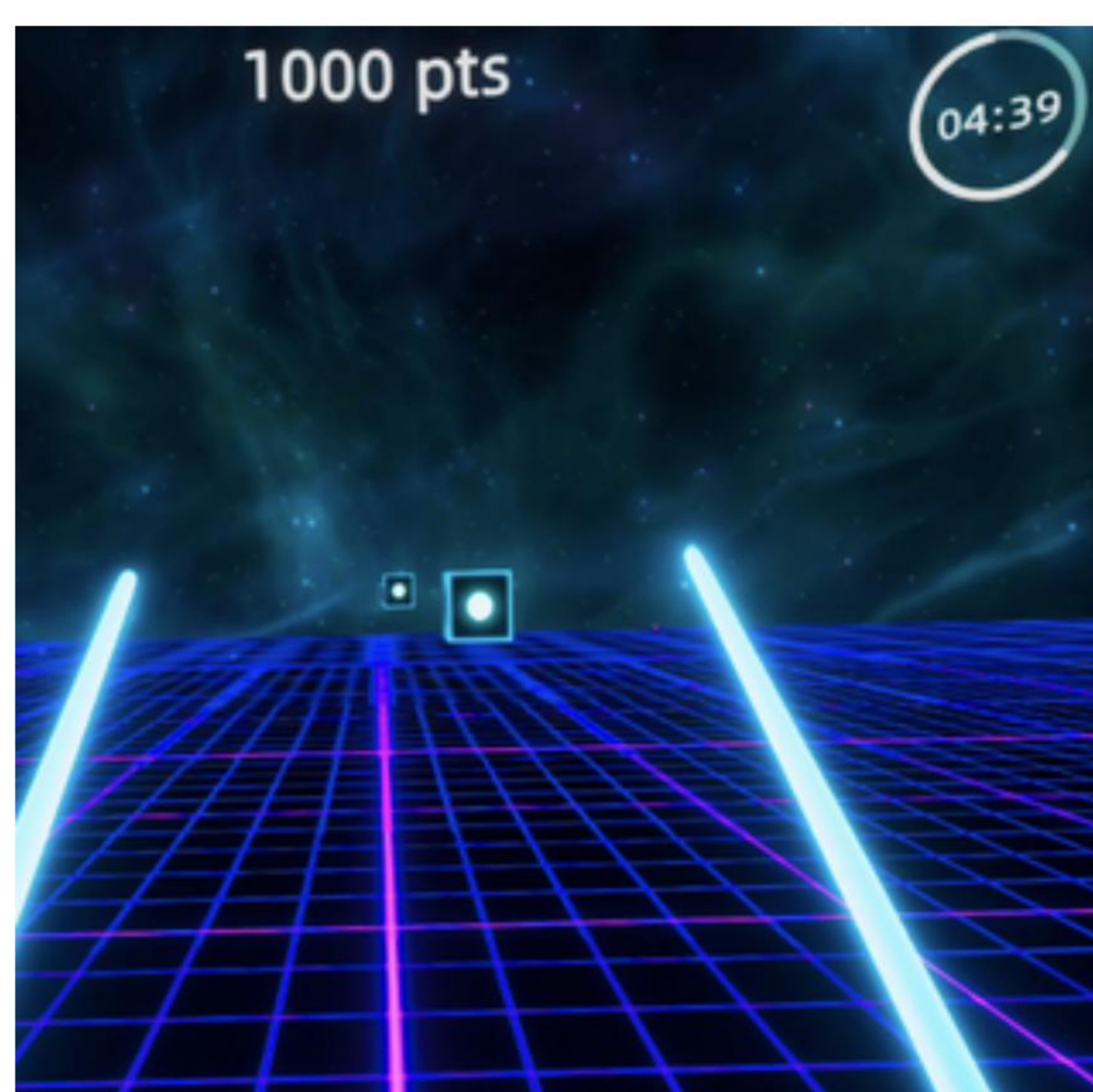
3.4 Execution Training



Targeted Shooting

- 1 Press the trigger button on the right controller to shoot.
- 2 Use the pistol to shoot the red balloons, and try not to shoot balloons of other colors.
- 3 The number of balloons will be increased as the difficulty rises.

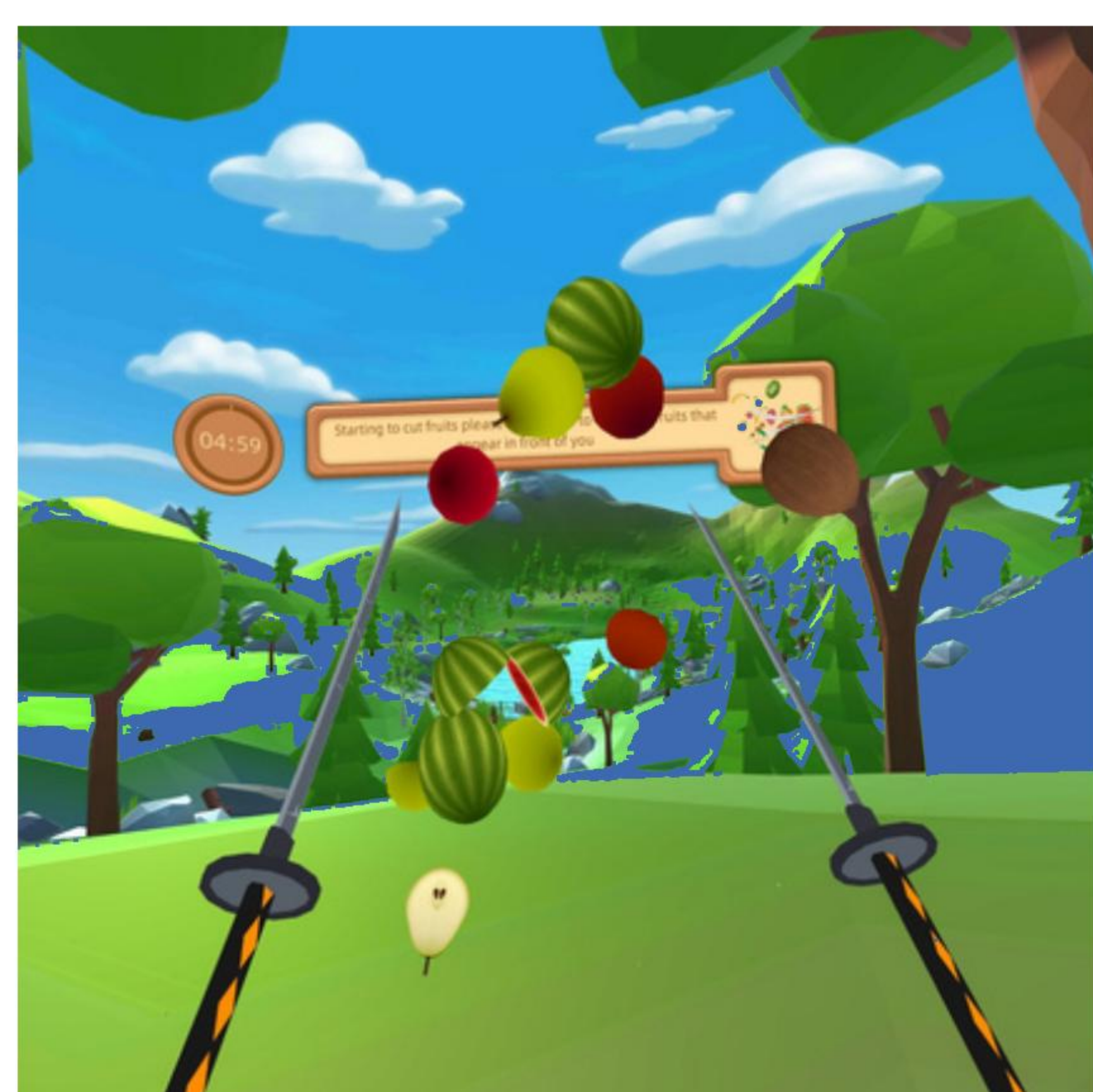
3.4 Execution Training



Beat Saber

- 1 Use the light saber to stab or slash the corresponding color blocks.
- 2 If the shape in the block is a dot, stab the block with the light saber.
- 3 If the shape in the block is a straight line, slash the block in the corresponding direction with the light saber.
- 4 The speed and number of blocks will be increased as the difficulty rises.

3.4 Execution Training



Cut Fruits

- 1 Before the fruits fall, use the sword to slash all the fruits.
- 2 The number of fruits and their falling speed will be increased as the difficulty rises.

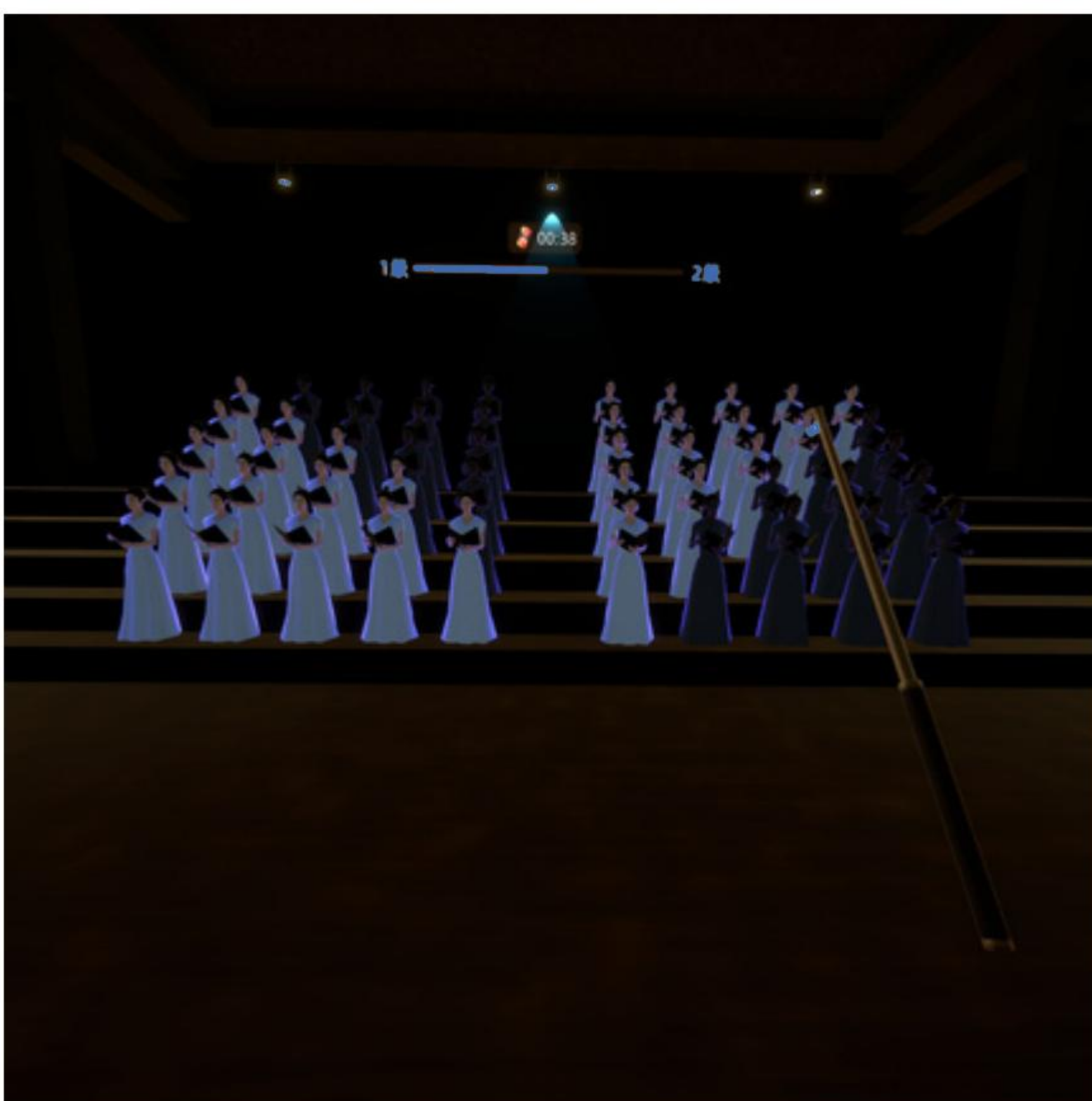
3.5 Memory Training



Fossil Treasure Hunt

- 1 Remember which stones in the image hides the fossils.
- 2 Use the hammers to strike the stones that contain the fossils.
- 3 The number of stones and fossils will be increased as the difficulty rises.

3.5 Memory Training



Conductor

- 1 Raise your left and right controllers separately, and remember the shapes of the two choirs.
- 2 If the shapes of the two choirs are the same, swipe the right-hand conductor's baton to the right.
- 3 If the shapes of the two choirs are not the same, swipe the right-hand conductor's baton downward.
- 4 The shapes will be increased as the difficulty rises.

3.6 Other Training

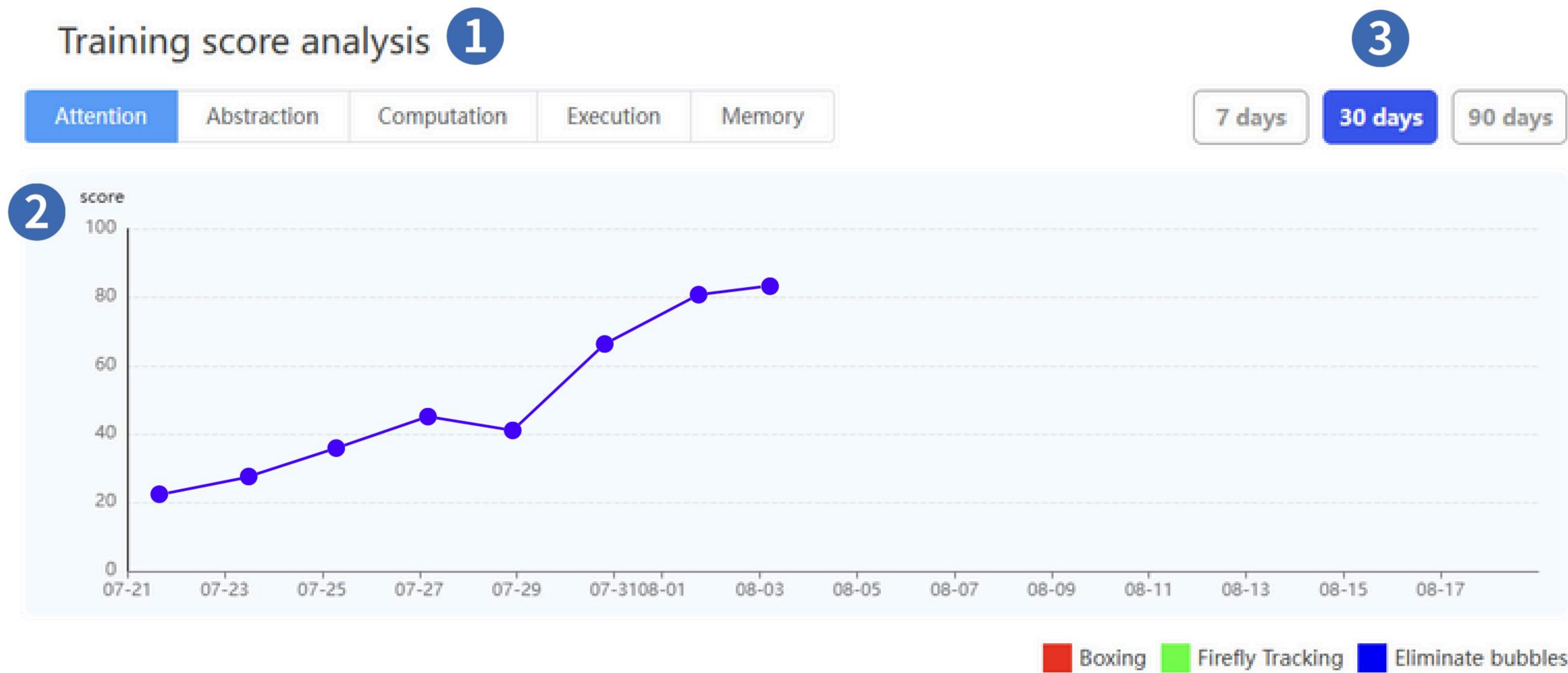


Table Tennis (Upper Limb Training)

- 1 Choose right hand/left hand.
- 2 Move the table tennis paddle to hit the ping pong.
- 3 The speed and the range of motion of the ping pong will be increased as difficulty rises.

4. Training Results Record

4.1 Training Analysis



- 1 Each training data will be recorded, and you may switch to review the performance of different cognitive categories.
- 2 The training analysis chart shows daily training scores from the past.
- 3 Tap “Days” to display the performance record of recent days.

4.2 Training Records

Training record

1

Abstraction - Yellow glove 2025-03-07 21:34:38

Number of successes: 4 Number of failures: 4 Total number: 8
Success rate: 50% Difficulty: 4 Training duration: 3min

Score 82

Abstraction - Yellow glove 2025-03-07 21:28:41

Number of successes: 31 Number of failures: 2 Total number: 33
Success rate: 93% Difficulty: 3 Training duration: 3min

Score 79

Abstraction - Yellow glove 2025-03-07 21:13:49

Number of successes: 10 Number of failures: 7 Total number: 17
Success rate: 58% Difficulty: 4 Training duration: 3min

Score 82

- 1 Each training record is displayed at the bottom of the Homebase Platform.