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Video: Games and telemonitoring for stroke patients

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The EU-funded REWIRE project has developed an innovative rehabilitation platform for stroke patients based on an intelligent game engine. This system will be a big help for hospitals which are being saturated by the large number of stroke victims each year.



Thanks to a patented game engine (called IGER system), patients discharged from the hospital can continue doing their intensive rehabilitation at home, under remote monitoring by clinical staff. Thanks to REWIRE (www.rewire-project.eu [2]), health service providers will be able to assess more people, without increasing costs.

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[1] https://ec.europa.eu/digital-single-market/sites/digital-agenda/files/newsroom/rewire_game_5282.jpg

[2] <http://www.rewire-project.eu/>