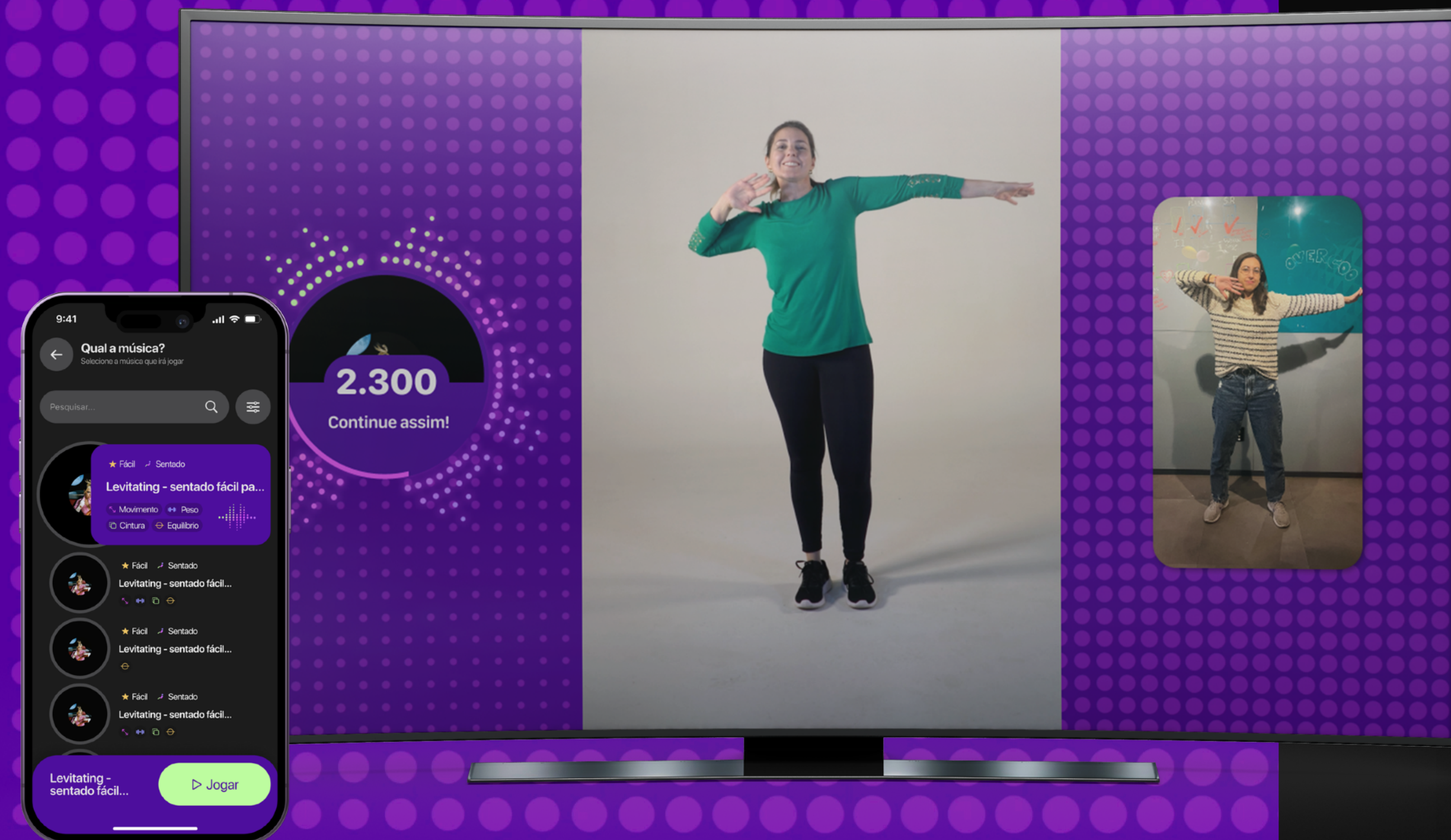
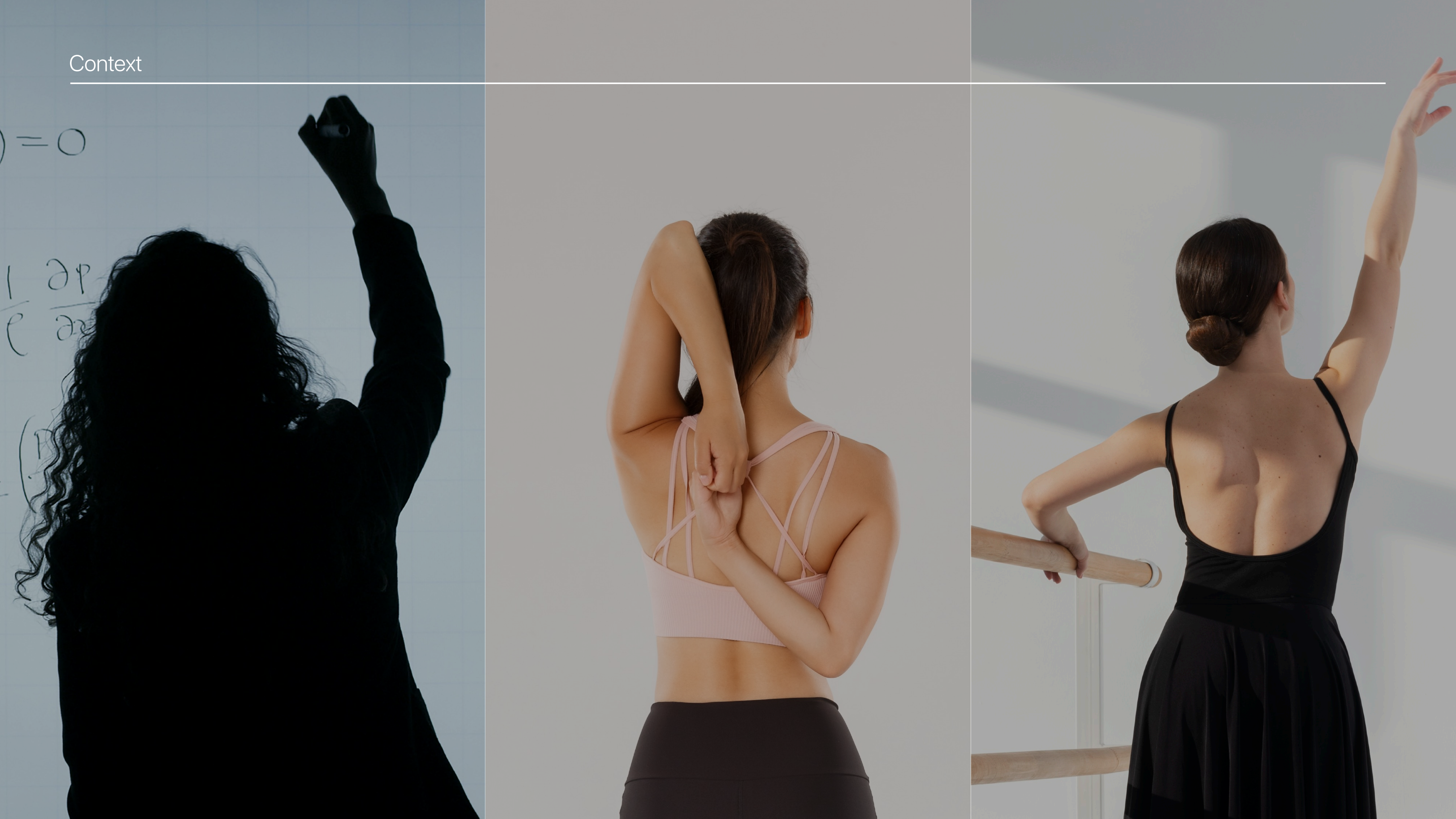


Get moving again.

motion • bundle



Context



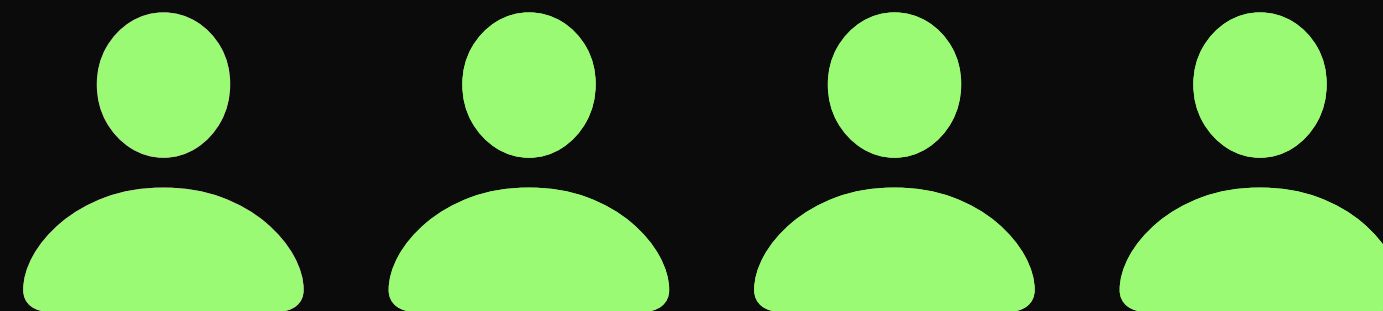
Context



About

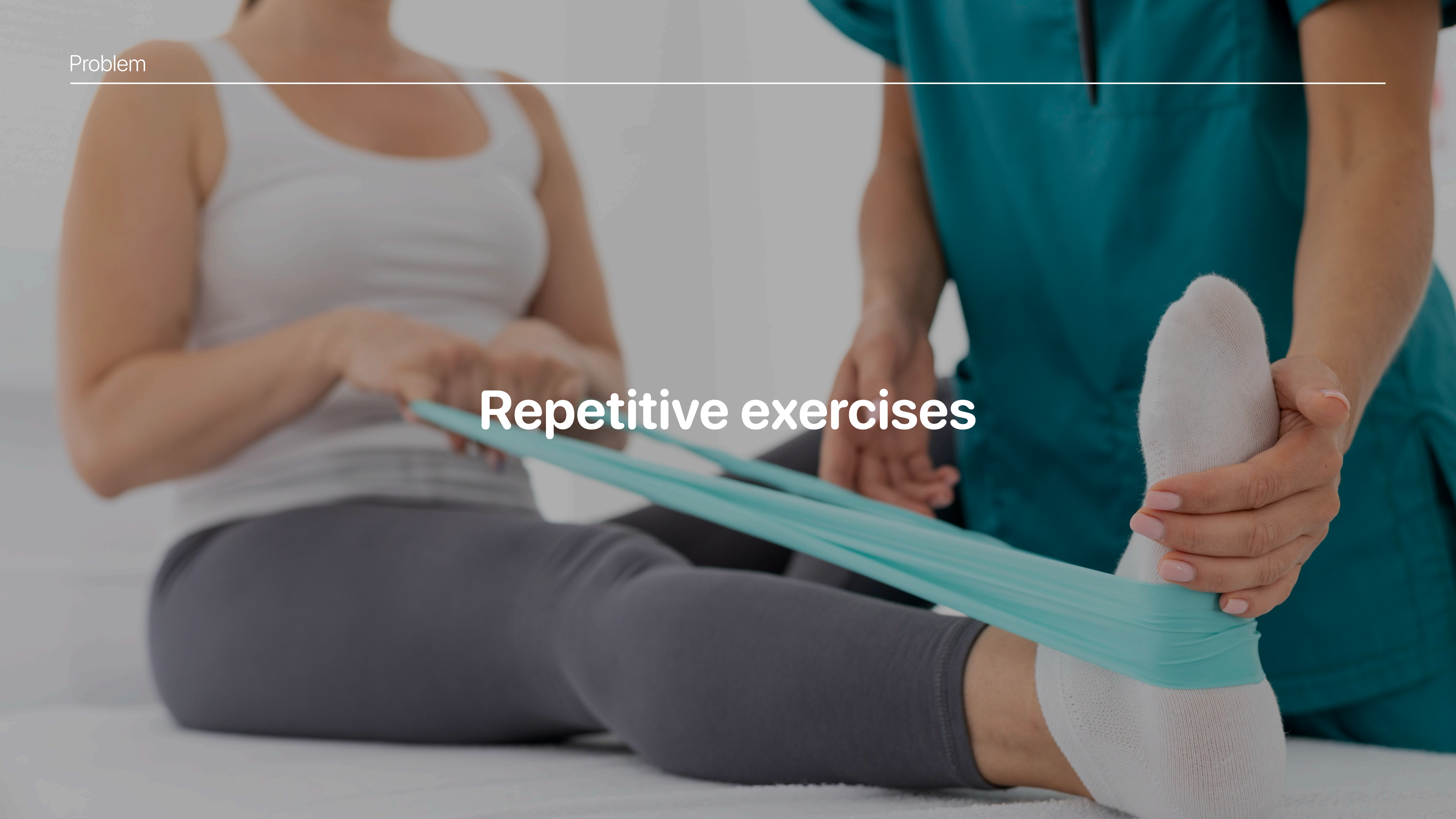
1 in every 4

people will suffer a stroke during their lifetime



Problem

Repetitive exercises



30 - 50%

of stroke survivors cease doing physical therapy
within the first year after the stroke



e·motion

E•motion assists the **rehabilitation** of stroke survivors, making physical therapy **more engaging** and fun through dance

e•motion

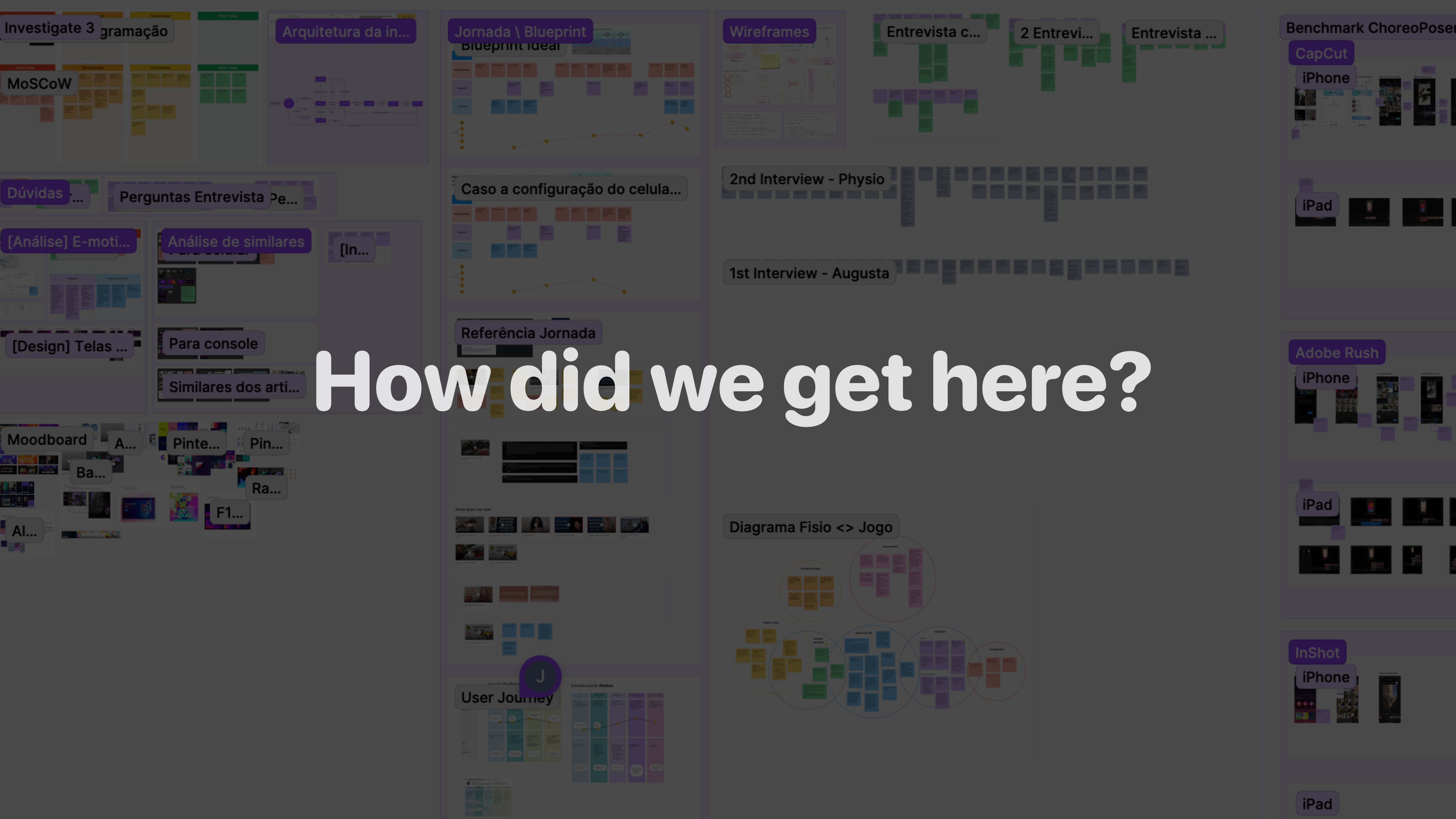
For whom?



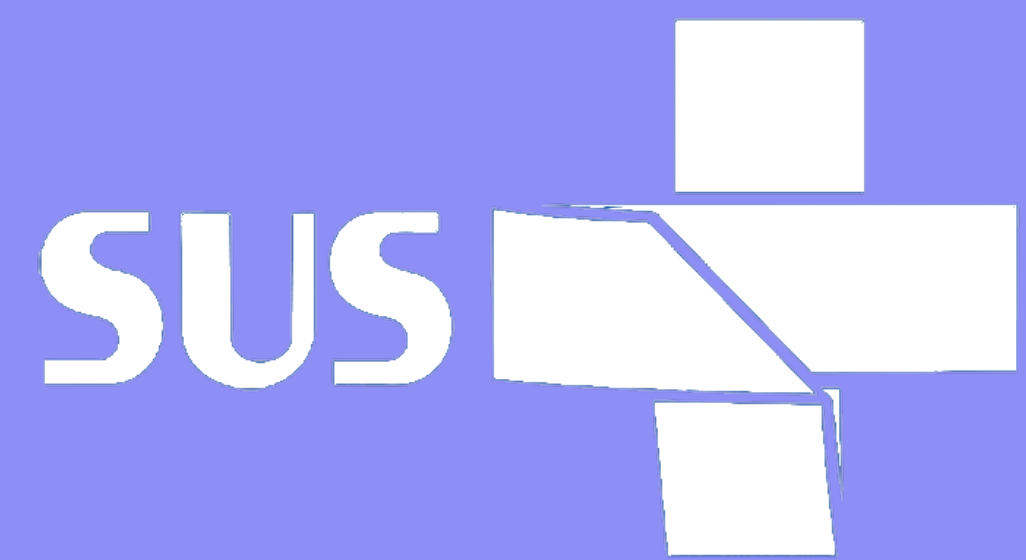
For physical therapists

**Designed for stroke survivors.
Used by physical therapists.
Complementing physical therapy.**

For stroke survivors



How did we get here?



Team



Eduardo Paludo

iOS Developer



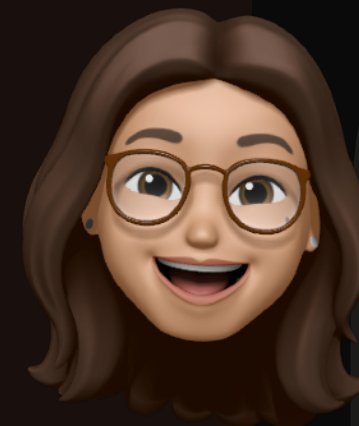
Isabela Sayuri

Product Designer



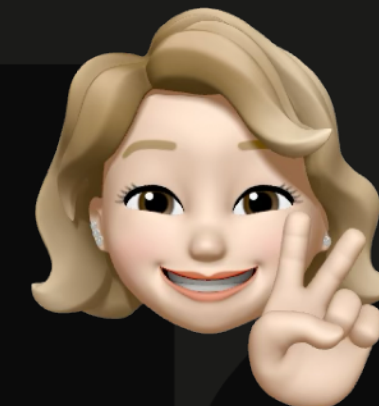
João Pedro

iOS Developer



Júlia Bettuz

Product Manager



Julia Elice

Product Designer



Yerik K.

Tech Lead



Developer
Academy

**BIG IDEA**

Quality of Life

**ESSENTIAL QUESTION**

How to improve the quality of life of stroke survivors?

**CHALLENGE**

Build a product based on the previous research for helping patients undergoing stroke rehabilitation.

INVESTIGATE I

- Key takeaways from papers
- CSD Matrix
- Mapping the available material



 **Real-time feedback**

 **Patients who tested it showed interest
in this new form of physical therapy**

 **Used in the SUS* during
physiotherapy sessions**

 **Connection to TV**

*Brazilian National Health System

What

When

Tradicional exercises used **during stroke**
rehabilitation programs can become tiring and
monotonous, resulting in **patients'** **lack of interest**
and decreased retention in the programs.

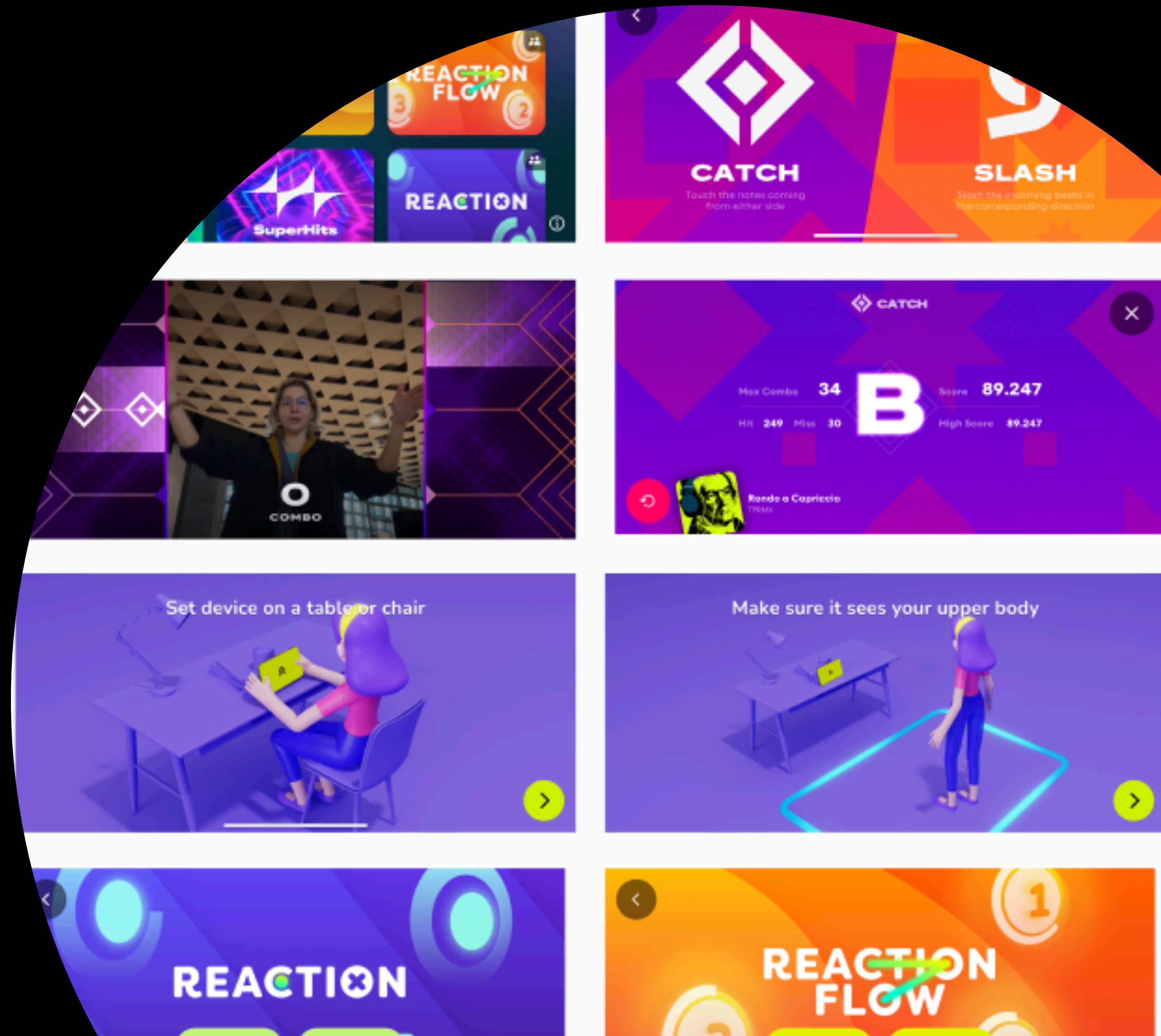
Who

Why

Where

INVESTIGATE II

- Benchmarking
- Desk research
- Moodboard
- Interviews





Interview with the project's physical therapists

“SUS physiotherapy sessions last only half an hour, so the app needs to be fast and intuitive to use.”

Luana and Joseana, physical therapists

Interview with a patient who tested the first version of the app

“ I liked the app because it's a different and fun way to do physical therapy. I just wish they had more music options. ”

Augusta, French teacher and stroke survivor



Interview with the last programmer of the project



“It took 6 months to implement the first choreography into the app, and the next ones took 3 months. Because of the time it took to implement a new choreography, it was difficult to do more. **”**

Forbeck, iOS Developer

Therefore, in order to improve
the choreography roster
we developed an app for
creating new choreographies



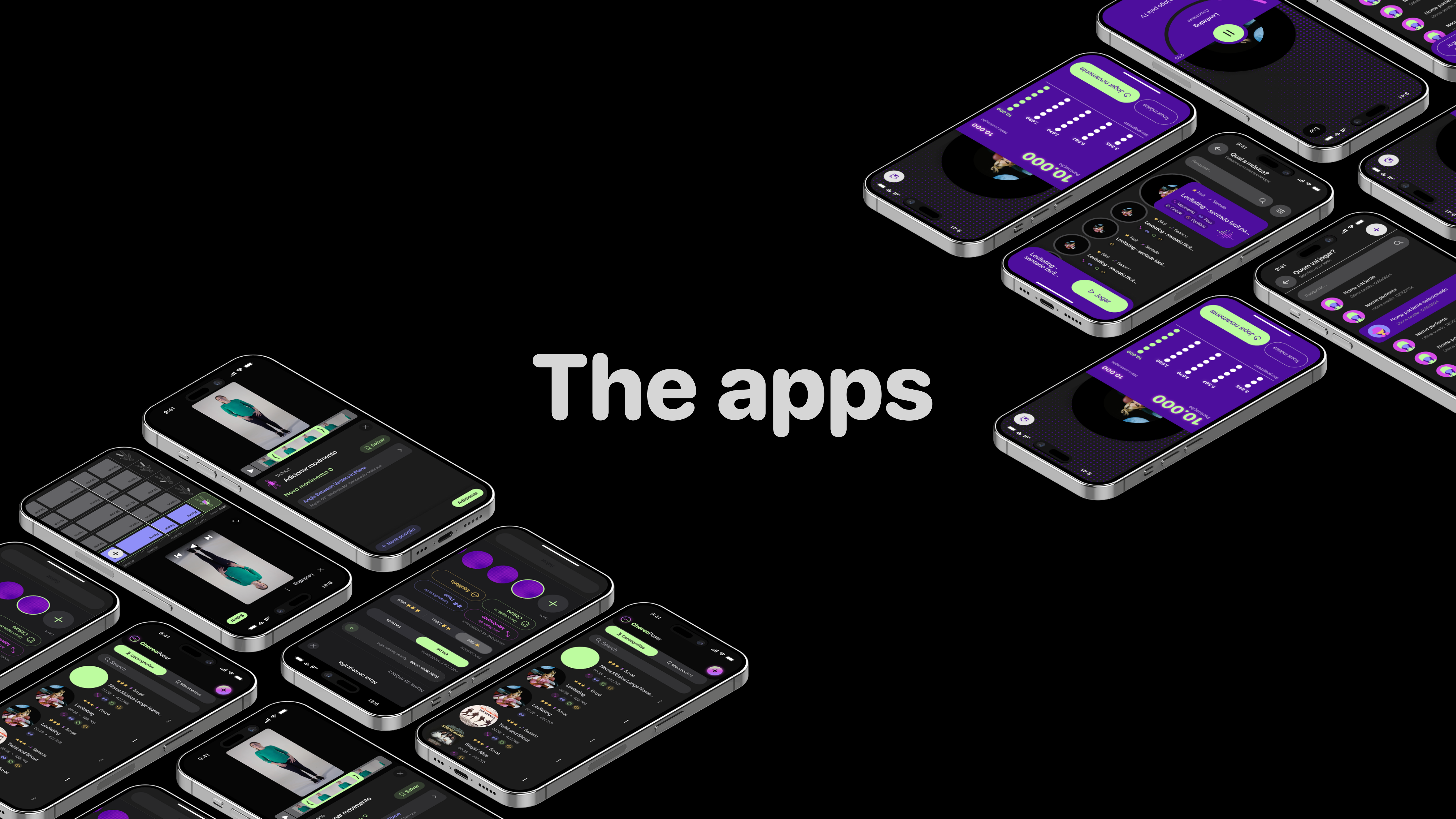
Develop a **serious digital game system**
from a prototype based on **dance therapy and biomechanical data**
without the use of markers, in order to
encourage the process of motor rehabilitation of stroke victims

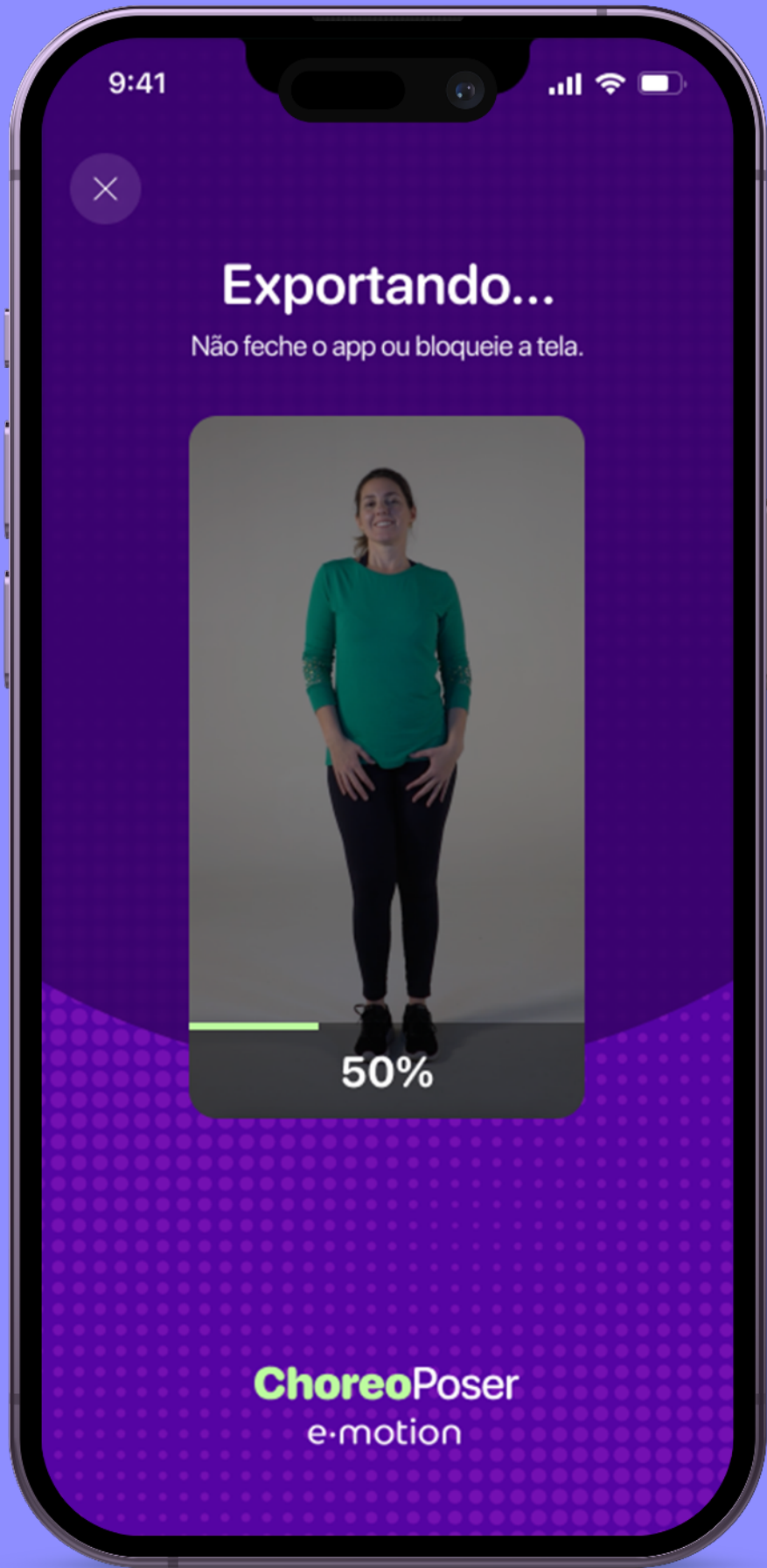
INVESTIGATE III

- Personas
- Service blueprint
- Flow chart
- Wireframes
- MVP



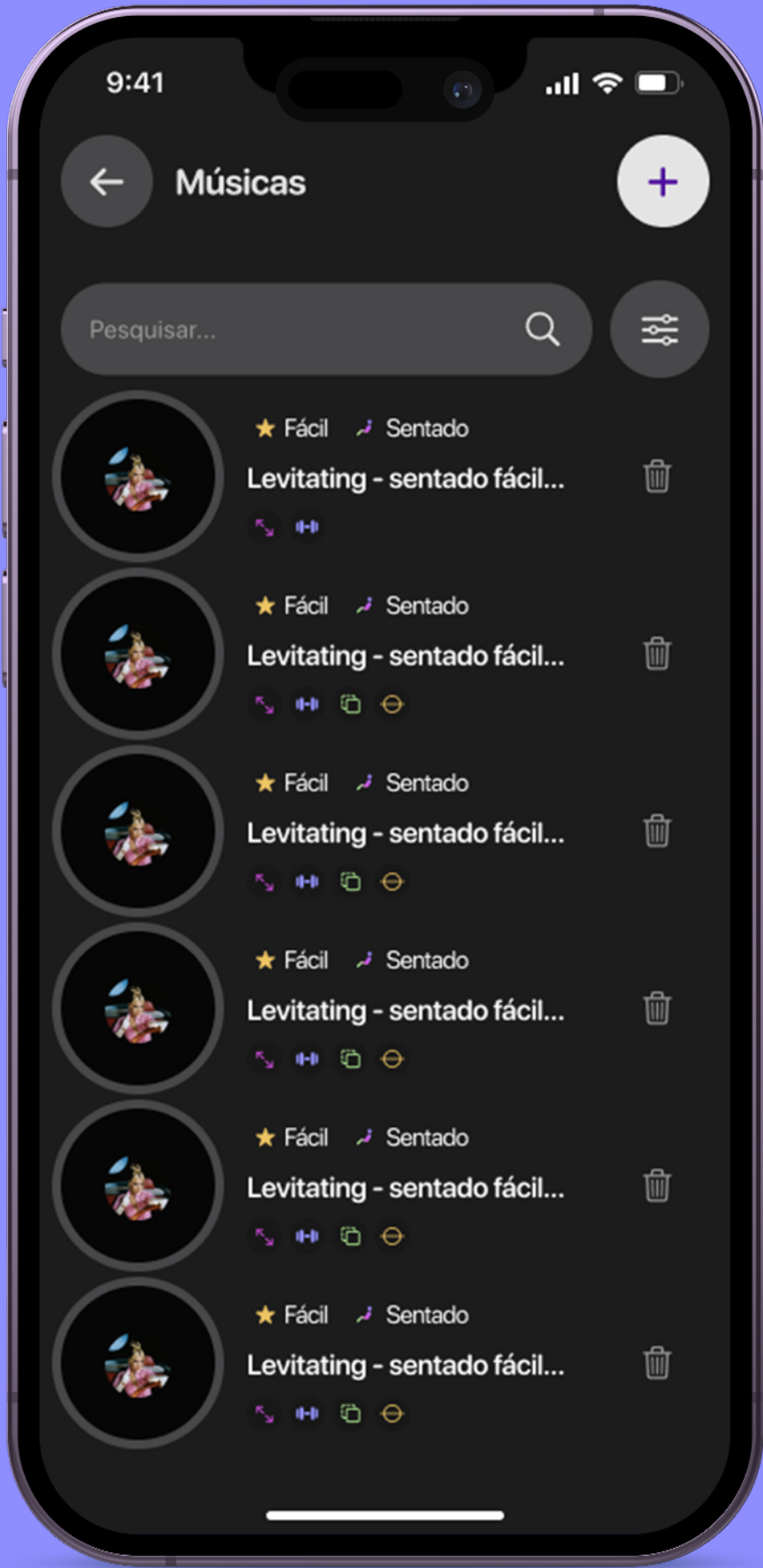
The apps





ChoreoPoser

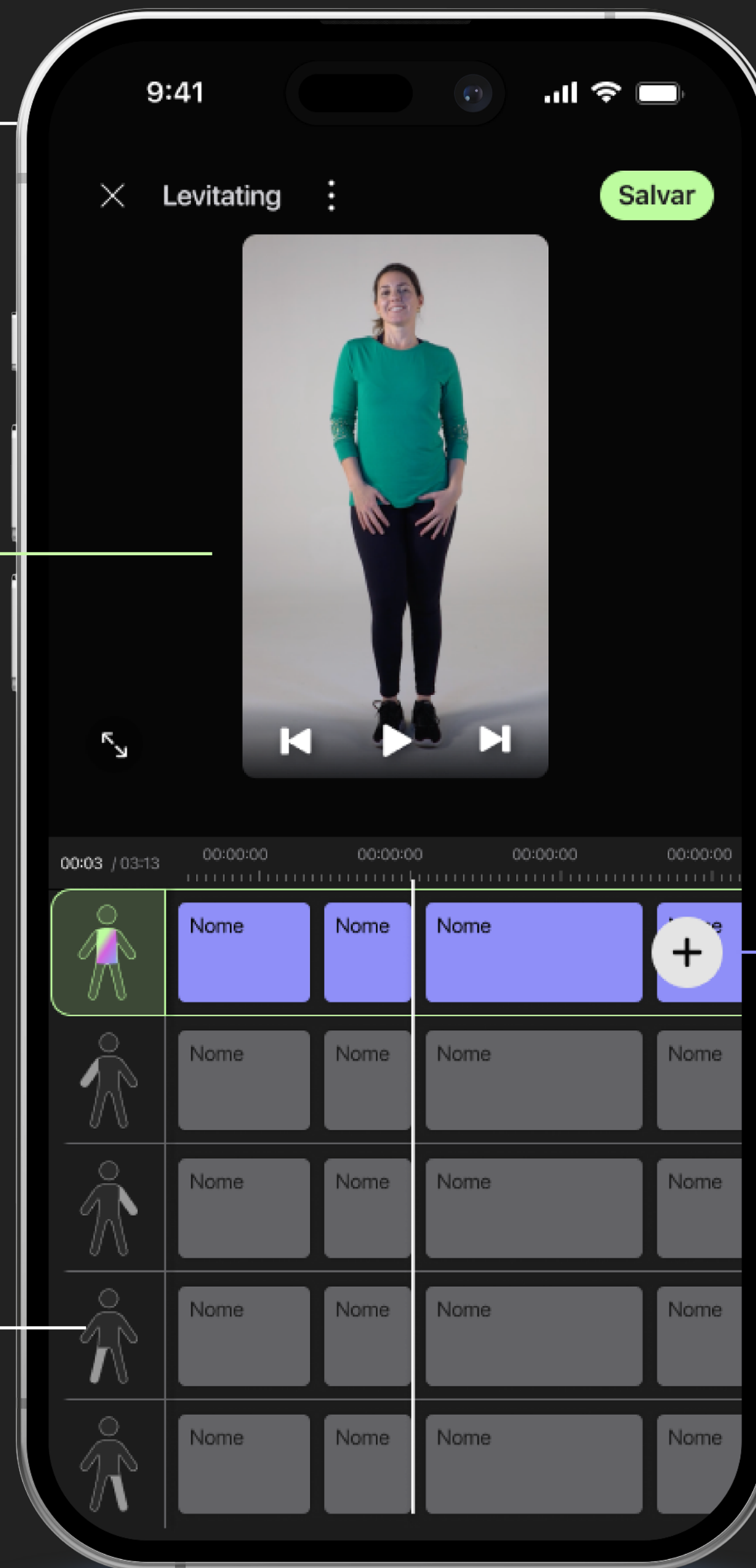
Choreographies created in
ChoreoPoser are exported
to **e-motion**



e-motion

Import a video

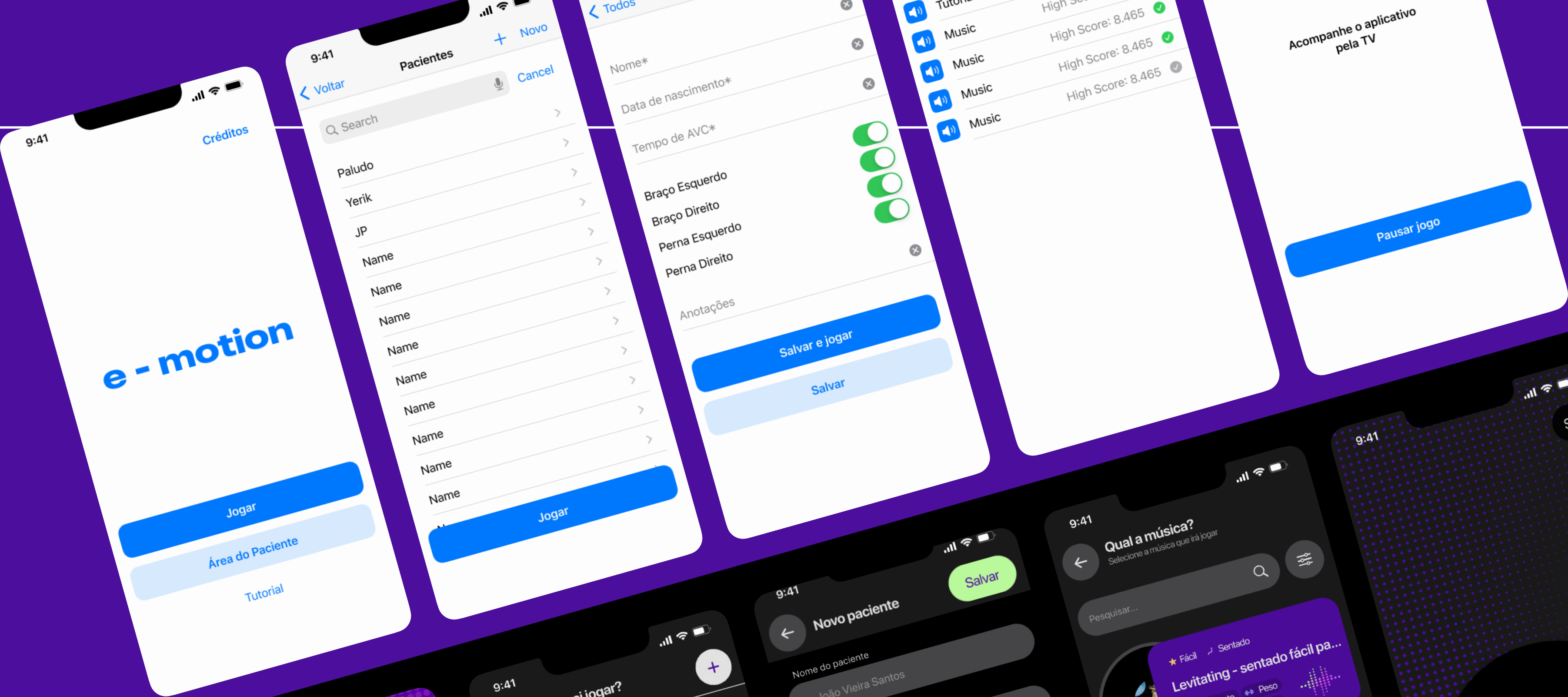
6 months reduction to only a few hours to create a new choreography



Create and add the movements you want to identify

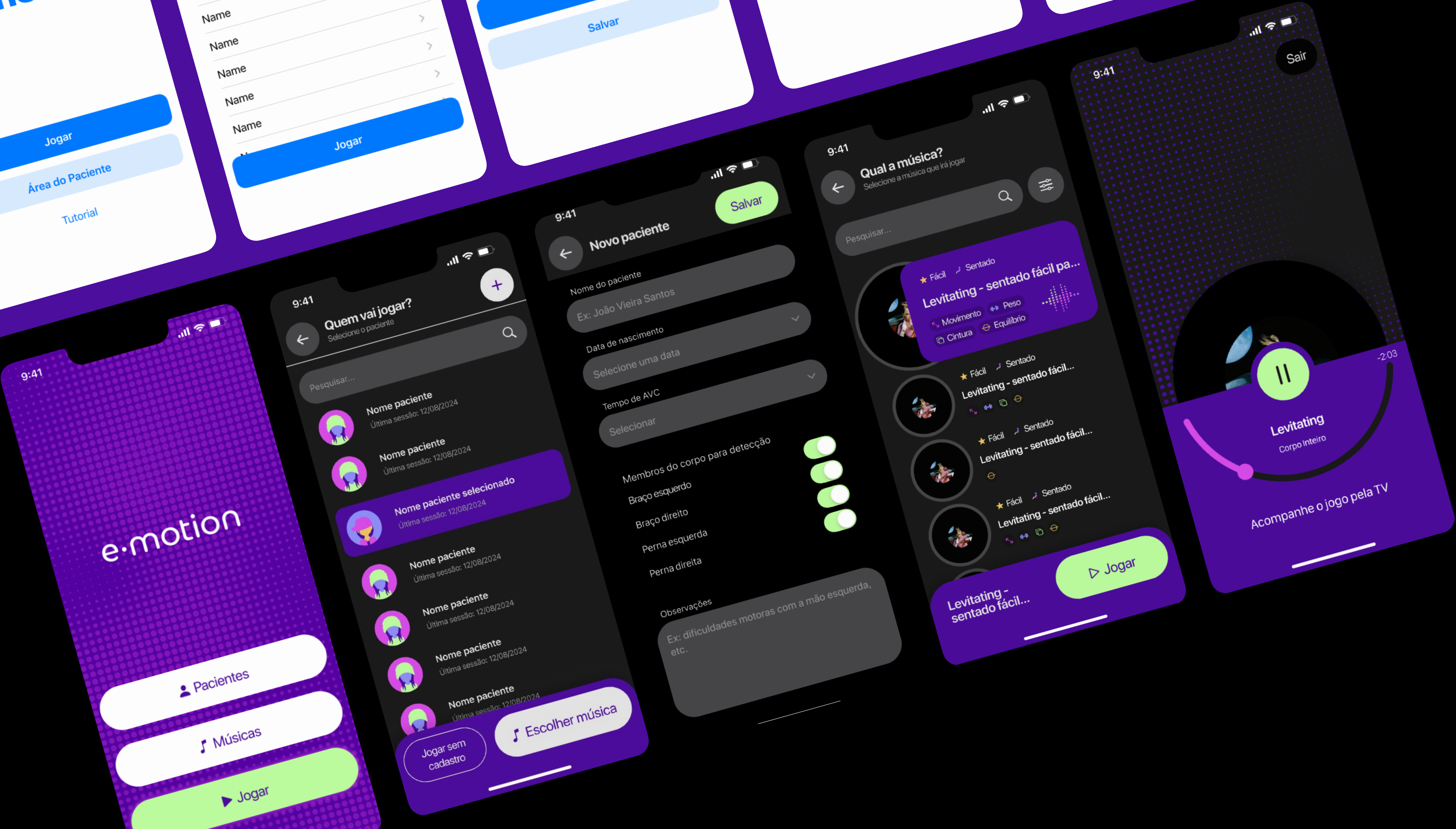
e.motion

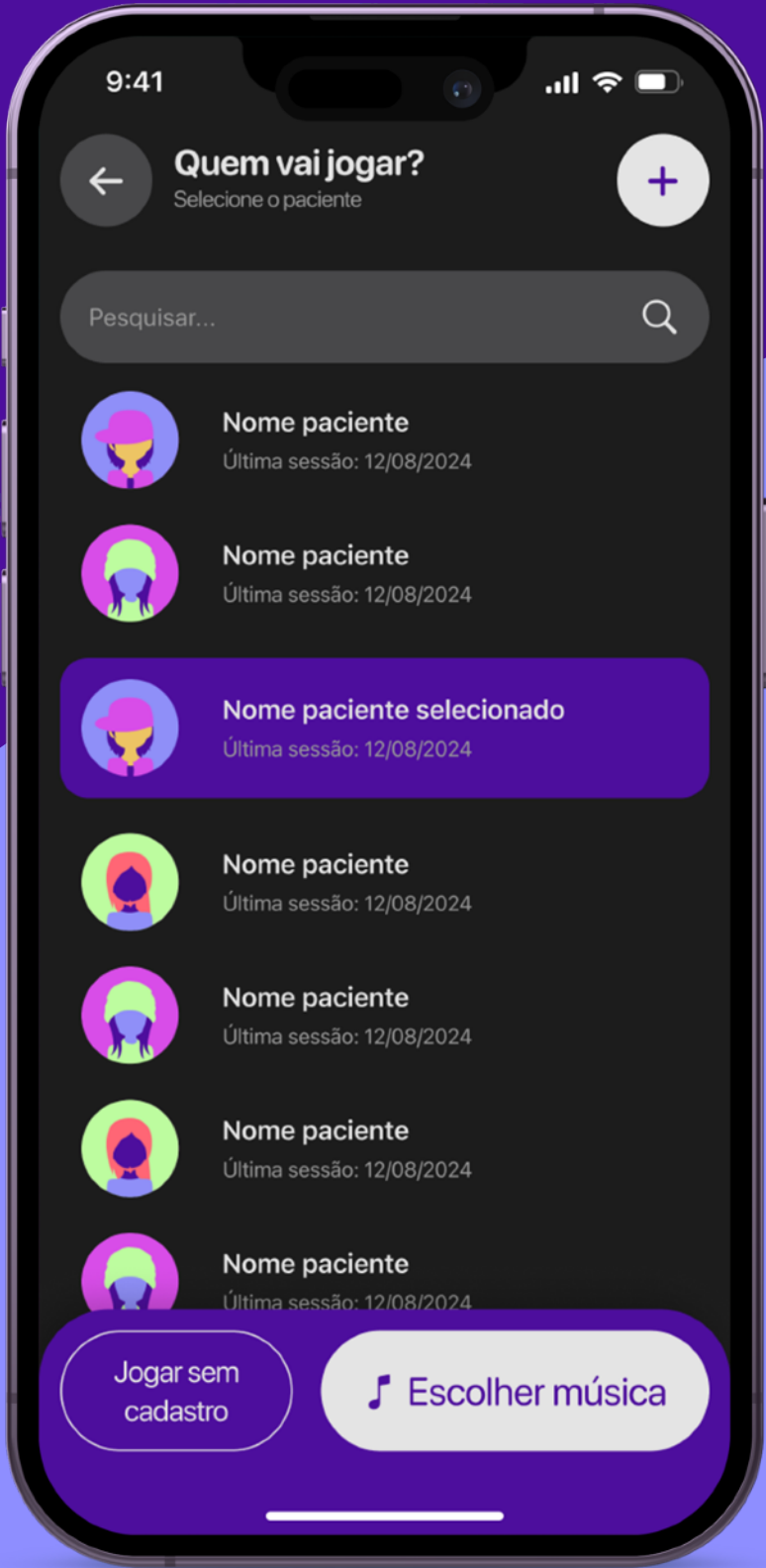
E-motion



Wireframes

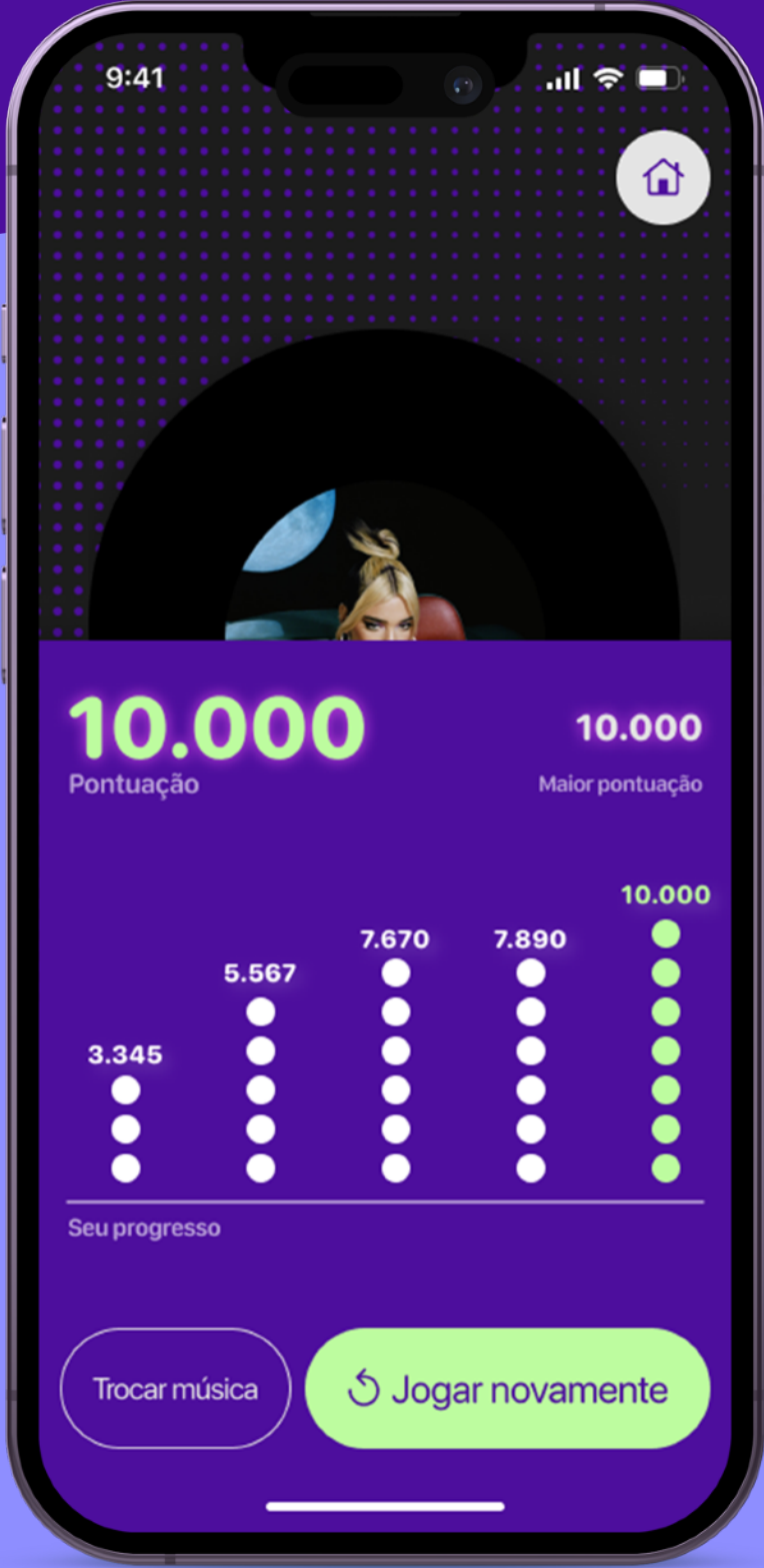
Prototype





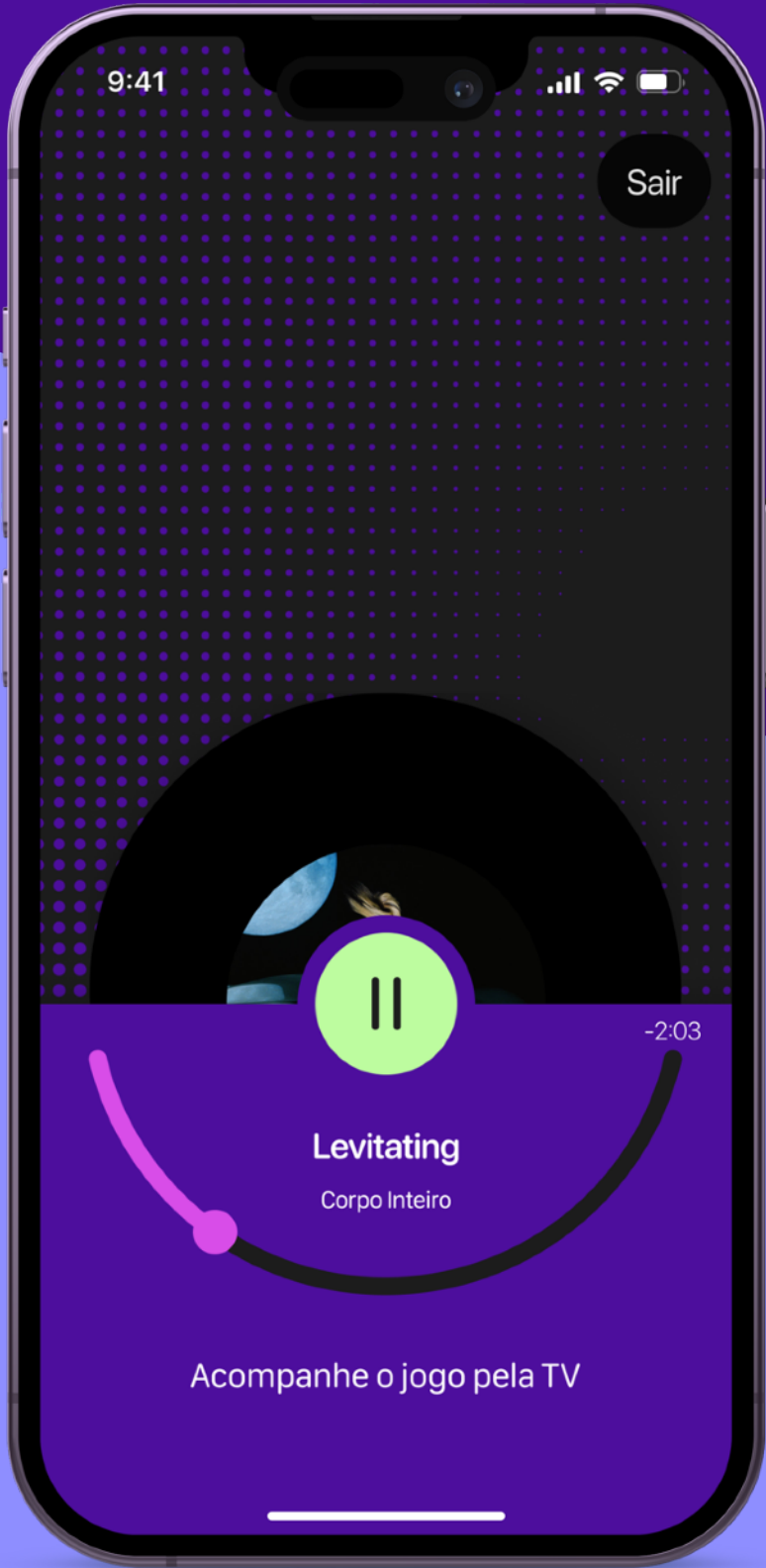
Patient Records

Keeping all the important information



Progress Tracking

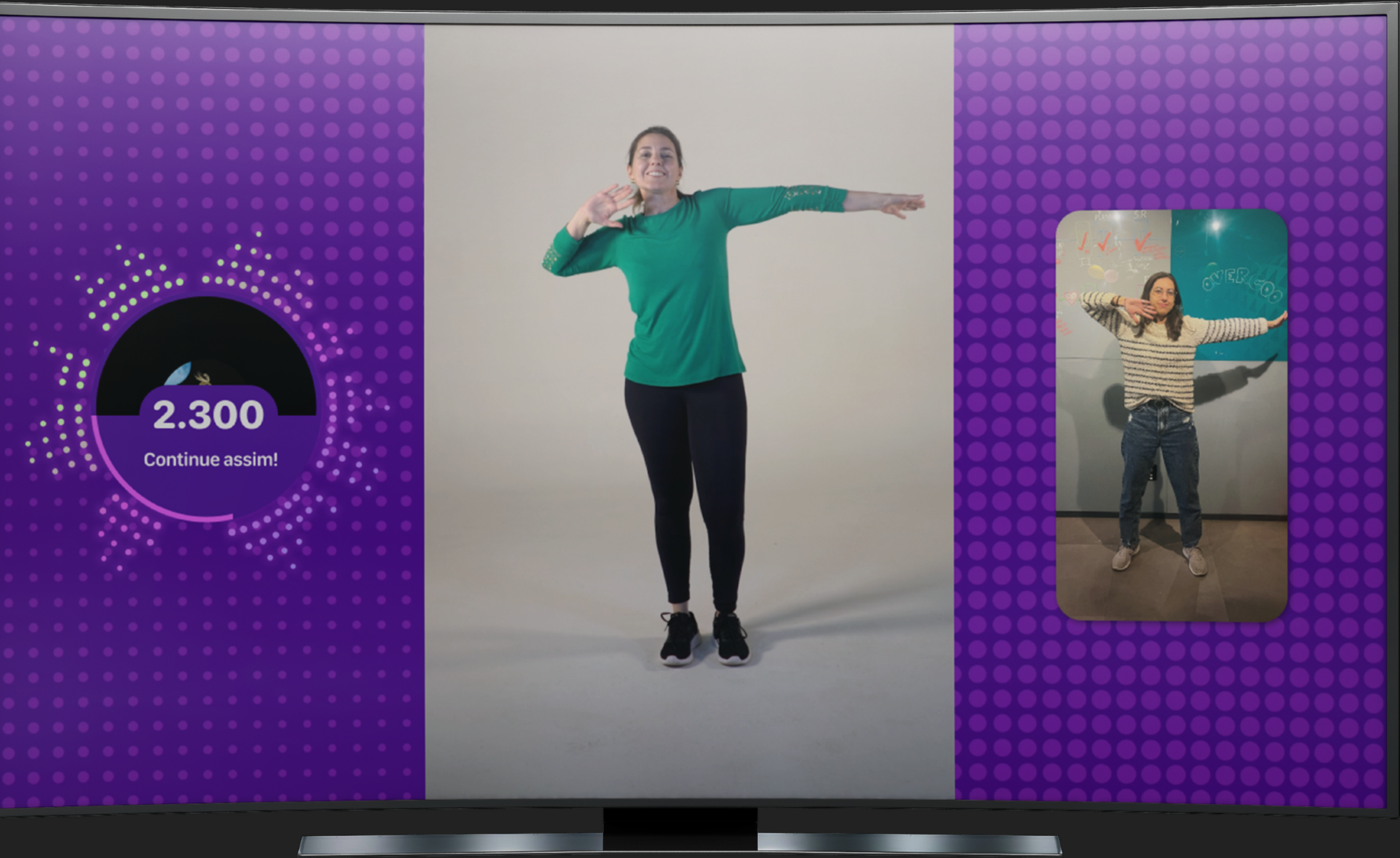
To assess improvements over time



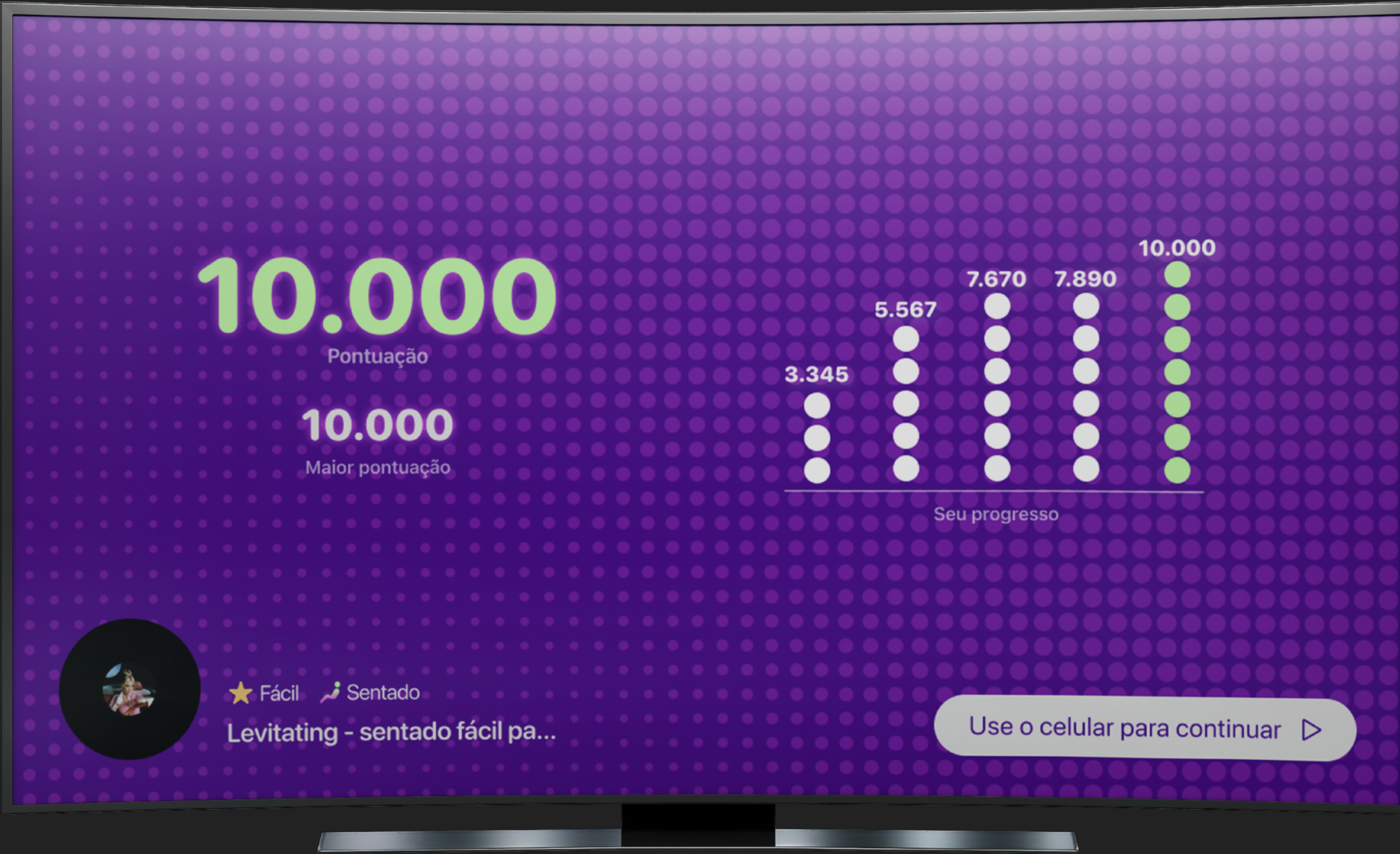
Multi-screen

The best of both worlds

Tv connection



While playing



After playing



Things we have succeeded in

- We were better coordinated to work in parallel
- Our time estimates were correct



Things we had difficulties with

- Our apps requires a lot of moving parts before we can test it with users
- We didn't understand SwiftUI entirely, mainly structs vs classes

Next steps



Create a brand that
encompasses the
e-motion universe



Test with physical
therapists and patients



Publish the app
on App Store

Thank you



Developer
Academy