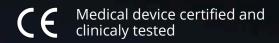
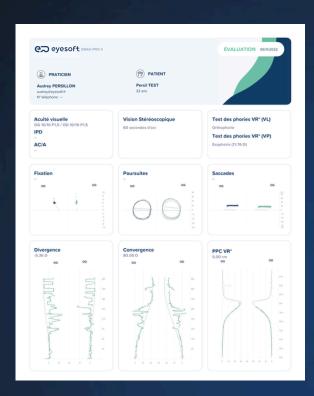
EMAA Pro 2



Eyesoft uses eye tracker and virtual reality technologies to revolutionize the assessment and the oculomotor rehabilitation. This immersive software immerses the patient in a 3D virtual environment to study binocular vision disorders and perform rehabilitation. "Eye-tracking measurements allow for a high level of precision in tests and results obtained

Available in 2 modules: assessment and rehability. This solution allows for accompanying the patient at every stage of their orthoptic care.

Assessment module



The Assessment module allows for the objective and precise evaluation of oculomotor disorders through eye tracker analysis in just a few minutes.

The assessment is conducted in real time and recorded in the patient file.

Available tests:

Stereoscopic vision

NPC

Pursuits

Saccades

Fixation

DV/NV phoria

Fusion amplitudes

Minutes

Results can be exported as a progress report.



Rehabilitation module





The exercises are customizable and available at different difficulty levels to best adapt to each stage of rehabilitation, with real-time progress visualization.

It is possible to schedule exercises and create typical sessions to optimize the management of consultations.

Pursuits

Saccades

Physiological diplopia

Eye-head and head-hand coordination

NPC

Vergences

The advantages



Precise and objective eye-tracking measurement of tests through eye-tracking technology



Enhances the image of an innovative healthcare professional



Reduces **musculoskeletal disorders** among practitioners



Intuitive for the patient

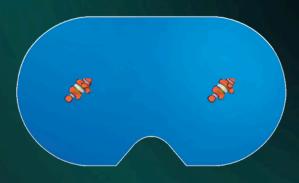


Time savings, optimized appointments, and **streamlined** care pathways

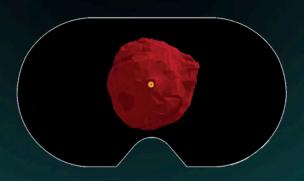


Real-time tracking

Two environments to further diversify the exercises:



Aquatic environment



Spatial environment



Patented technology



Clinicaly tested

Bénéficiez de votre essai gratuit d'un mois en cabinet



1 full day of autonomy (2 hours of continuous use)



Computer-based interface solution Wi-Fi connection for the headset