



MetaGait

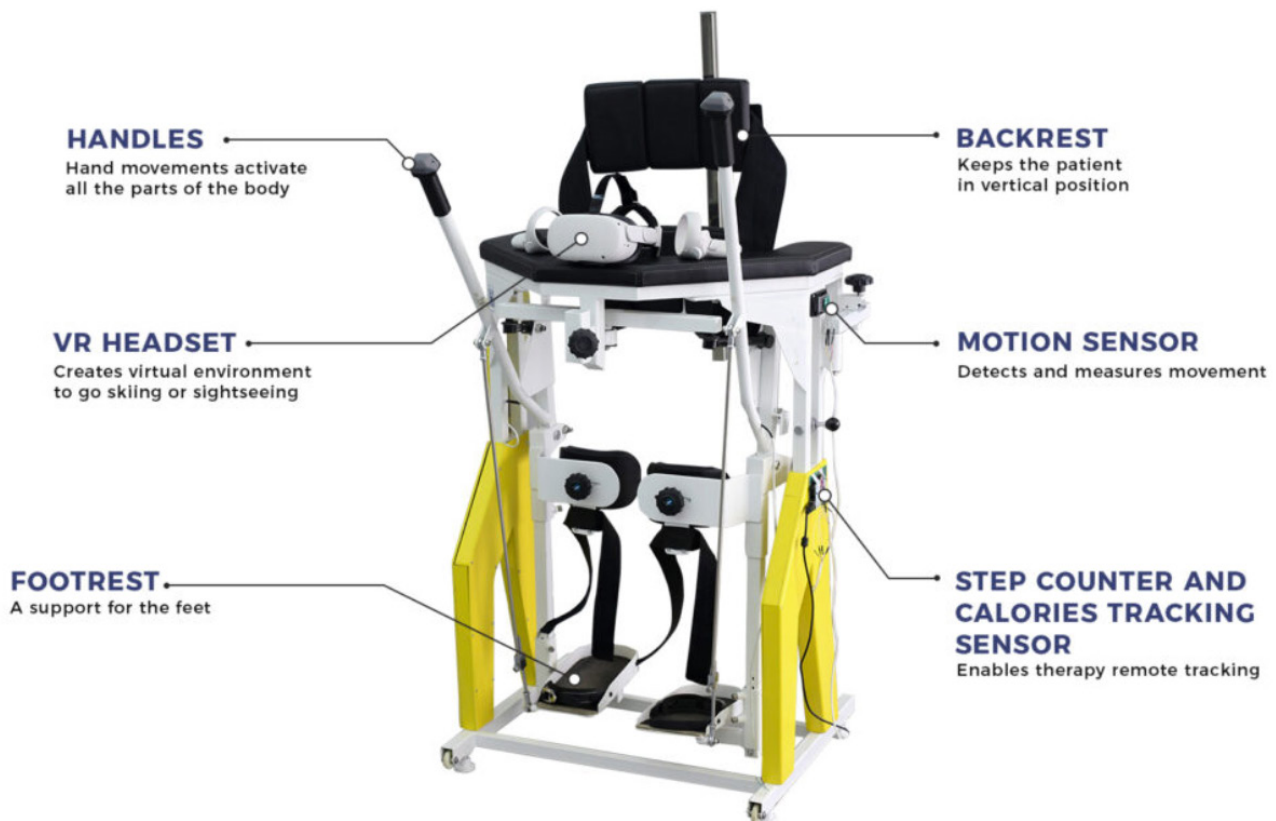
Goal

Produce two innovative MetaGait rehabilitation devices with VR (virtual reality) environments and place the devices in an accessible location where veterans with disabilities, people with cerebral palsy, those partially paralyzed from strokes and others can use them free of charge.

Project background & description

After the 4-Day War (2016), kinesiologist David Arsenyan started working with soldiers who had been severely wounded. In many cases, it took a whole team to literally help a patient get on his feet to practice walking again.

Without a strong team of physiotherapists at home, it is hard to continue consistent rehab. As a result, between therapy sessions, many veterans remain in wheelchairs or seated for extended periods of time. This affects not only their physical health but also their mental wellness.



In order to help solve these problems, David began to brainstorm a device that would enable the patient to take his mobility into his own hands ... a device that would allow a patient to “walk” on his own while maintaining correct body orientation, reducing the need for multiple specialists to work with one patient. That’s how “MetaGait” was born. Combining elements of a standing frame and elliptical trainer, the MetaGait device moves and activates all the muscles that work during walking. The user can operate the device with one hand. MetaGait creates new neuron connections in the brain and in some cases, can assist in partial or complete recovery of lost mobility. Using the device itself can help to prevent more than 30 diseases that develop along with a forced sedentary lifestyle.

The MetaGait device also boasts another innovative feature. A virtual reality headset enables patients to engage in more intensive rehabilitative games–exercises alongside other users! The VR component also enable cybertourism and e–sports for people with disabilities. For example, with the help of MetaGait, a person with a disability can take a virtual tour of the Tatev monastery complex. In real life, this kind of tour would be almost impossible for someone with mobility difficulties.

David and his team have already donated 15 MetaGait devices free-of-charge to veterans in greatest need, and they've seen amazing results. While they dream of donating a MetaGait to each veteran who could benefit from one, this is not yet feasible.

We love the solution of creating a rehab hub with two MetaGait devices open to the community for free. You — our amazing partners — are going to help us make this happen!

Budget

Item	Quantity	Price Per Item in AMD	Total in AMD
Production of MetaGait devices	2	2,150,000	4,350,000
Creation of two VR games	2	1,000,000	2,000,000

Total

Exchange rate: 1 USD = 400 AMD

₴6,300,000