# אפליקציות טיפוליות AR/

Here is a brief analysis of competitors in the phantom limb pain management app space:

1. **Neuromotus™ by Integrum:** This non-invasive device uses myoelectric signals and augmented reality to help reduce phantom limb pain, offering real-time feedback and significant pain reduction.

2. **PAMELA Project:** A digital app focused on self-management of phantom limb pain, integrating mirror therapy and augmented reality, specifically tailored for use in Ukraine.

3. **Digital Mirror Therapy (DigitalMT):** An augmented reality app that provides therapy support for various conditions, including phantom limb pain, using a smartphone or tablet.

4. **Recognise App by Noigroup**: Utilizes graded motor imagery to reduce pain and improve rehabilitation outcomes for complex pain conditions, including phantom limb pain.

5. **Orientate App:** Part of a graded motor imagery program, focusing on laterality recognition to aid in pain management and

Rehabilitation

# אפליקציות לניהול כאב עם ובלי דגש תפקודי

## Apps Focusing on Functionality:

1. **Branch (formerly Ouchie)**: Emphasizes functional improvements using cognitive behavioral therapy and connects users with medical professionals and a supportive community.

2. **Pathways Pain Relief**: Offers a comprehensive approach with mindfulness, physical therapy, and personalized exercise routines to enhance functionality.

3. **PainScale:** • Provides personalized pain management plans and educational resources. • Focuses on tracking symptoms and enhancing user engagement in managing their condition.

## Apps Not Focused on Functionality:

**1. Headspace:** Primarily a mindfulness app, focusing on meditation and stress reduction without specific emphasis on ADL or IADL.

**2. Calm:** Similar to Headspace, it focuses on relaxation and sleep improvement rather than functional tracking.

**3. Manage My Pain:** • Primarily focuses on detailed pain tracking and analysis. • While it aids in understanding pain patterns, it does not emphasize functional improvement or ADL/IADL tracking.

## VirtualHand Gaming: Inclusive Gaming for All

## Direct Competitors

1. PlayBionic (PhantomAR)  
   Website: [playbionic.org/phantom-ar](https://playbionic.org/phantom-ar/)
2. Integrum AB (Neuromotus)  
   Website: [integrum.se](https://integrum.se/)

https://integrum.se/about-us/our-technology/neuromotus/

1. Open Bionics  
   Website: [openbionics.com](https://openbionics.com/)
2. University Research Teams  
   (No specific company website, as these are academic projects)

## Indirect Competitors

1. Microsoft (Xbox Adaptive Controller)  
   Website: [xbox.com/en-US/accessories/controllers/xbox-adaptive-controller](https://www.xbox.com/en-US/accessories/controllers/xbox-adaptive-controller)
2. The Alternative Limb Project  
   Website: [thealternativelimbproject.com](https://thealternativelimbproject.com/)
3. Oculus (Meta)  
   Website: [oculus.com](https://www.oculus.com/)
4. HTC Vive  
   Website: [vive.com](https://www.vive.com/)
5. Tobii (Eye Tracker Technology)  
   Website: [gaming.tobii.com](https://gaming.tobii.com/)
6. Neurable (Brain-Computer Interface)  
   Website: [neurable.com](https://www.neurable.com/)
7. OrCam Technologies  
   Website: [orcam.com](https://www.orcam.com/)
8. Seeing AI by Microsoft  
   Website: [microsoft.com/en-us/ai/seeing-ai](https://www.microsoft.com/en-us/ai/seeing-ai)