

Thank you so much for taking part in our recent CogiMotion study. We are very grateful for the time you gave us and for sharing your honest thoughts about the experience. This short summary explains what we were looking at, what we learned from you and what happens next. We wanted everyone who took part to be the first to see it.

What the study was about

CogiMotion is a technology designed to help with hand rehabilitation after a stroke. It brings together three things:

- **A soft headset** that gently picks up signals from the brain, so our AI models can detect when you are concentrating on your assisted-moving hand.
- **A hand robot** that supports and guides the movement of your fingers and hand.
- **A game** on a screen, where building blocks respond as you take part.

This was an early study with a single session for each person. Its main aim was not to measure how much the device improves recovery, but to answer the following questions: is it comfortable, is it safe and is it something patients and therapists find easy and worthwhile to use? Five people who had previously had a stroke kindly took part, alongside supporting therapists.

What you told us

The feedback was very positive and a few clear messages came through:

- **It was comfortable.** Almost everyone rated comfort very highly and the headset and hand robot were easy to wear.
- **It felt safe.** Everyone said they had no safety worries during their session.
- **People were happy with the experience overall** and felt it could fit in alongside their usual therapy and daily routine.
- **Most people found it engaging** and several said they enjoyed taking part. One person described the headset as very comfortable and said taking part felt like a privilege, which meant a great deal to us.

You were also honest about what was less clear. A number of you found it hard to tell what the building blocks in the game meant, why they changed colour and how this linked to your rehabilitation. That is really helpful for us to know and it points to one of the main things we want to improve.

What the therapists told us

The therapists were positive too. They felt the hand movements were very relevant to rehabilitation goals, that the device was safe and that it could fit into their normal way of working. One part stood out as especially valuable: because the headset can show when someone is genuinely concentrating on moving or attempting to move, the therapists could see how focused each person was during the task. As one therapist put it, without this they would not have known how attentive the participant truly was and seeing it gave reassurance that the therapy was worthwhile.

What we want to improve

Your feedback is already shaping the next version of CogiMotion. The main things we are working on are:

1. Making the game clearer, so it is easier to understand what the blocks mean and how they connect to your own effort and movement.
2. Giving therapists better information from each session.

What happens next

Overall, this first study tells us that CogiMotion is comfortable, safe and well received and that it offers something genuinely useful to therapists. That is exactly the encouraging start we were hoping for. The next step is to use what you have told us to improve the device and then to run larger studies over more than one session to learn more about how it can help recovery. None of this would be possible without people like you and **we are very thankful for your help.**

With warm thanks,
The CogiMotion Team (Cogitat Ltd.)

