**General comments and recommendation for the project: MOTORE++**

Overview comments:

* The experiment had performed excellently overall.
* There were some delays dues to supplier issues, however, this did not alter the goals and outcomes of the project.
* Deliverables are of good quality and all milestones are reached, some delayed by 2 months. **SB and MMR are missing.**
* All KPIs, impact and technical are reached.
	+ We still need a proof of cost reduction by 2/3 as originally promised
* **Dissemination activities were not conducted as promised.**
* The product has received CE certification and 6 units are already delivered.

Overview of the work:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| tKPIs | #1 Hardware improvement | #2Ergonomic and usability studies | #3 Clinical Trials | #4 New rehabilitation games | #5 Home based rehabilitation test |
|  |  |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| iKPIs | #1decrease of time spent by the therapist with the patient during a rehabilitation session. This means a cost reduction by 2/3  | #2 TRL from 6 to 8  | #3 Production costs of 12k€. The targeted sales prices is 35k€,  | #4 CE marking within the last three months of the experiment  | #55 devices sold in the last 3 months of the project  |
|  |  |  |  |  |

|  |  |  |
| --- | --- | --- |
| Mile-stones | #1 MOTORE INTEGRATED PLATFORM  | #2 TEST RESULTS  |
|  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Delivera-bles | TR1 | TR2 | D1.1 | D2.1 | D2.2 |
|  |  |  |  |  |
| RIF | D3.1 | SB | MMR | D4.1 |
|  |  |  |  |  |
|  | D3.2 | Final report | Additional report |  |  |
|  |  |  |  |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Dissemi-nation |  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Recommendations to the experimenters

* Better clinical trials required to achieve meaningful clinical analysis.
* Data security for remote connection encoding is not sufficient, maybe more efforts required here.
* More game development, study of usability of system, formal involvement of a therapist.
* Application of technology in other areas.
* Better testing and continuous debugging of the system.
* Extensive testing, new games, usability test from physiotherapists.