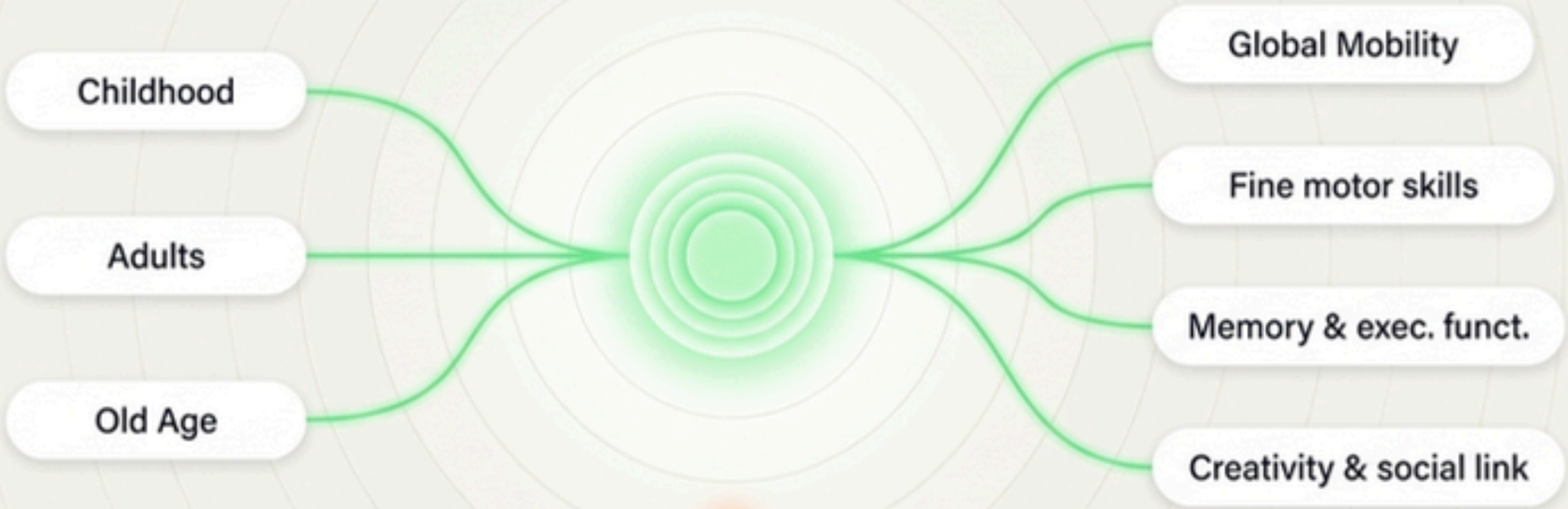
mon lumi

médical

Clinical Decision Support Matrix

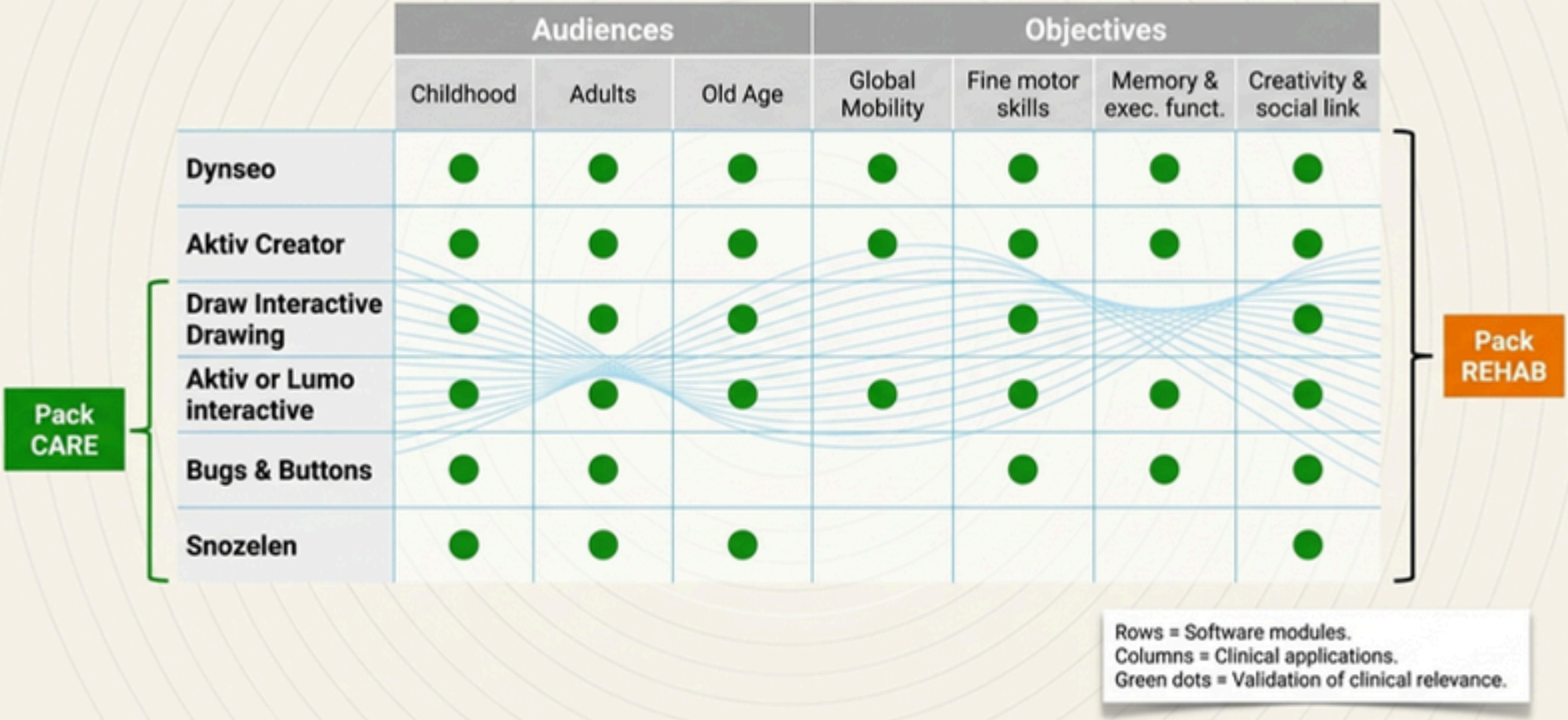
A modular platform designed to adapt to each animation or therapy pathway.

The mon lumi ecosystem: At the crossroads of audiences and clinical objectives



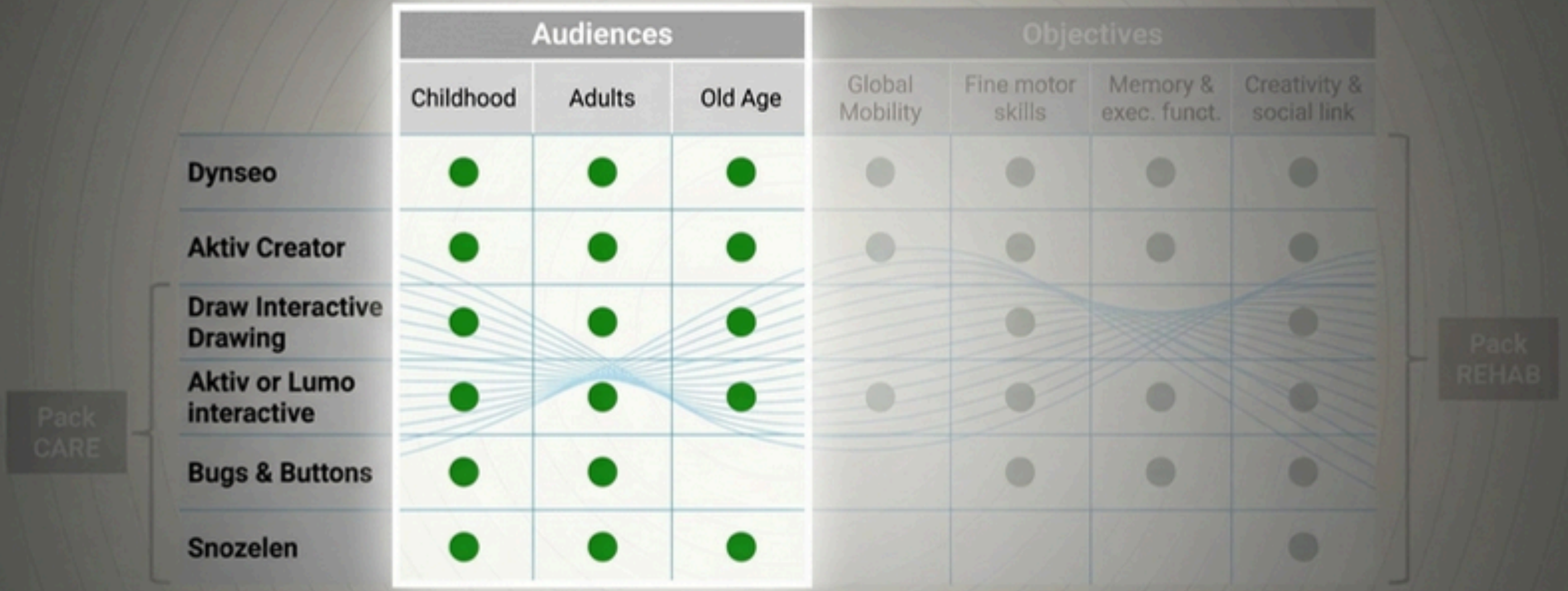
The platform does not offer isolated solutions, but a tailor-made environment. Each software module is evaluated according to its relevance for a specific demographic and its targeted therapeutic impact.

The modular architecture of care



Rows = Software modules.
Columns = Clinical applications.
Green dots = Validation of clinical relevance.

A universal intergenerational adaptability



The entirety of the mon lumi medical software suite transcends generational divides. Whether it is pediatrics, adult care, or geriatrics (nursing homes), the six modules offer interfaces and mechanics adaptable to every cognitive and motor stage.

Motor stimulation:
From global mobility to fine motor skills



A precise targeting of the musculoskeletal system. Aktiv or Lumo engages the whole body in space, while a trio of specialized modules refines hand-eye coordination and gestural precision.

Cognitive rehabilitation and executive functions

	Audiences			Objectives			
	Childhood	Adults	Old Age	Global Mobility	Fine motor skills	Memory & exec. funct.	Creativity & social link
Dynseo						●	
Aktiv Creator						●	
Draw Interactive Drawing						●	
Aktiv or Lumo interactive							
Bugs & Buttons					●	●	
Snozelen							



A robust intellectual stimulation hub. Four distinct modules join forces to work on attention, working memory, planning, and problem-solving, essential for neurological rehabilitation pathways.

Creativity, well-being and maintaining social links



The clinical tool becomes a vector of sociability. Almost the entire ecosystem promotes personal expression, multisensory soothing (notably via Snozelen), and group interactions to break isolation.

Module Mapping: Generalists and Specialists

The Swiss Army Knives
(Versatile)



Draw Interactive Drawing & Bugs & Buttons

The Cognitive Heavyweights



Dynseo & Aktiv Creator

The Physical & Sensory Specialists



Aktiv or Lumo
(Global mobility)



Snozelen
(Social & sensory well-being)

This synergy guarantees that no patient need is left unanswered, combining global stimulation tools with hyper-targeted interventions.

Deployment Architecture: Pack Comparison

Pack CARE (Foundation)

- Draw Interactive Drawing
- Aktiv or Lumo interactive
- Bugs & Buttons
- Snozelen

Target: Mobility, Fine motor skills, Social link.

Pack REHAB (Advanced)

- → All the Pack CARE +
- Dynseo
- Aktiv Creator

Target: Adds complete neurological and cognitive rehabilitation.

The Pack CARE lays the foundations of bodily and social animation. The Pack REHAB transforms the platform into a complete neurological and cognitive rehabilitation device.





simple packs for greater clarity!

PACK CARE → **Designed for activities and physical rehabilitation**

PACK REHAB → **Everything in the Care Pack + neurological therapy tools and our Aktiv Creator platform for creating tailor-made activities**



SOFTWARE
included in the :

CARE PACK

PACK CARE

INTERACTIVE RECREATIONAL ACTIVITIES AKTIV OR LUMO

(TOVERTAFEL-STYLE AND OTHERS)

Develop gross motor skills while having fun or escaping into a dream world through our multi-surface interactive projections. Floors, tables and walls become playful stimulation spaces that encourage mobility and coordination.

Therapeutic indications

- Orientation
- Mobility
- Social Cognition
- Attention
- Logic
- Memory
- Language













PACK CARE

Creative Expression
Draw : Interactive Drawing

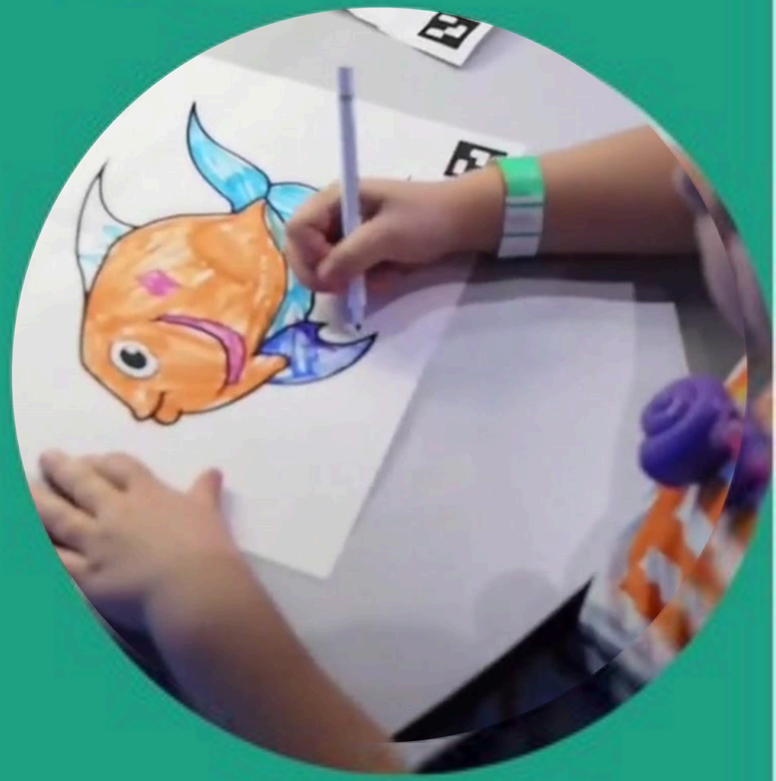




A playful, highly participatory experience. Patients draw an animal on paper; a caregiver or family member then scans it using a smartphone or scanner... and shazam! The magic happens as THEIR drawing comes to life in an interactive projected environment.

Benefits: creativity stimulation, enjoyment and social connection - including with families - and cognitive engagement.





PACK CARE

Bugs & Buttons recreational solutions

healthcare

Bugs & Buttons solutions let users play, count, practise reasoning and memory, and move to catch animals and objects. The suite is ideal for recreational activities, memory and coordination exercises, and movement rehabilitation through its physical dimension.







Fonctions stimulées :

Logique — Mémoire — Coordination — Comptage — Triage









The suites include several progressive games that are easy to understand and can be played independently: memory, reasoning, mazes, sorting, tic-tac-toe, puzzles and more.

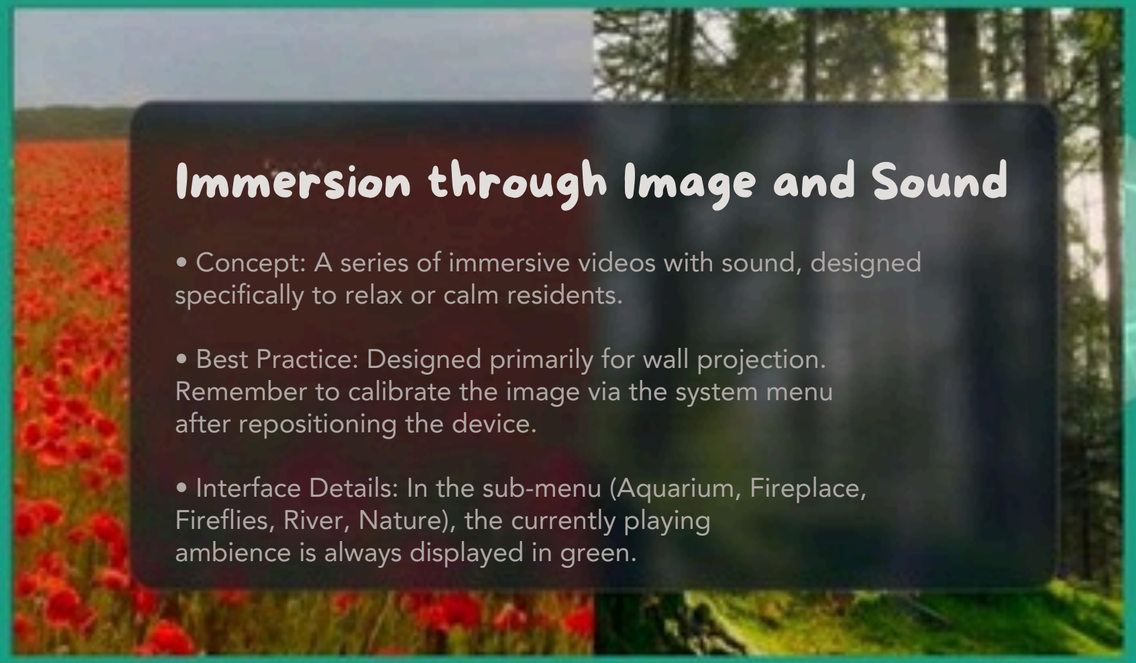
PACK CARE

Immersive Snoezelen solutions

- Soothe and relax residents with a wide range of immersive audiovisual environments - aquarium, fireplace, forest, countryside and more - ideally projected on a wall for a shared immersive experience.
-



Easy launch from the front control panel on your MISC device

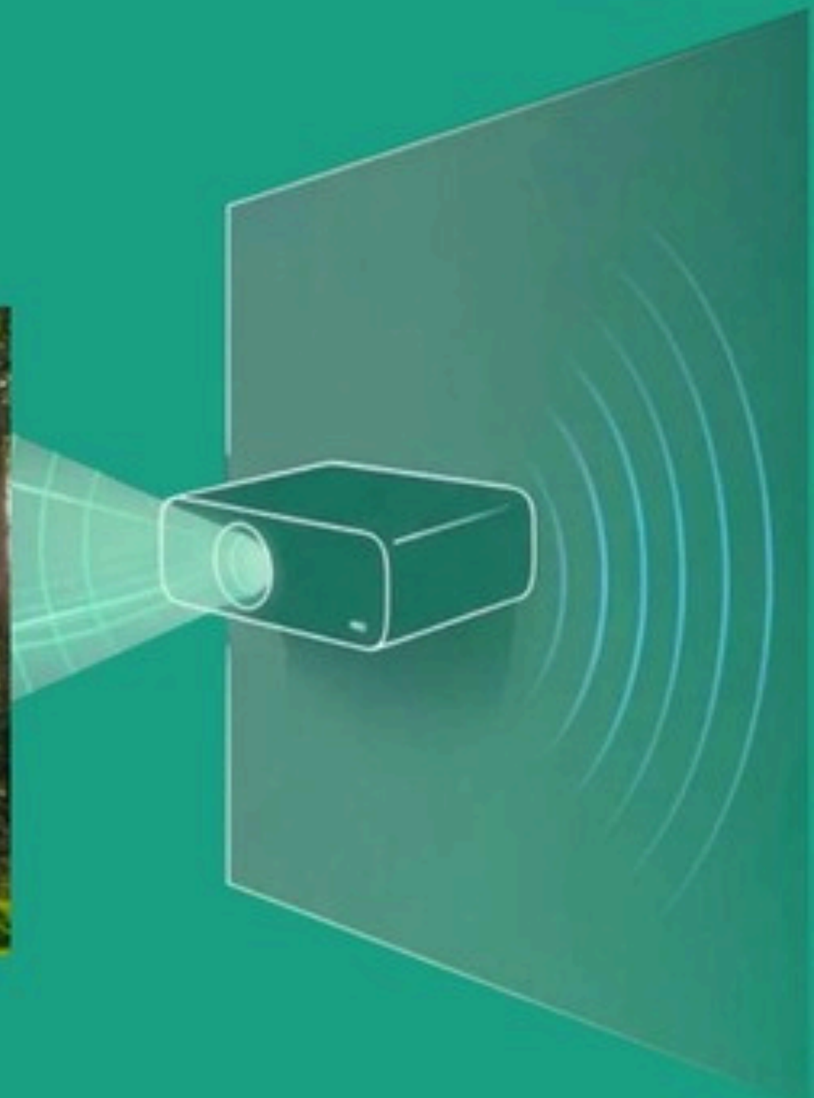


Immersion through Image and Sound

• Concept: A series of immersive videos with sound, designed specifically to relax or calm residents.

• Best Practice: Designed primarily for wall projection. Remember to calibrate the image via the system menu after repositioning the device.

• Interface Details: In the sub-menu (Aquarium, Fireplace, Fireflies, River, Nature), the currently playing ambience is always displayed in green.





SOFTWARE included in the :

REHAB PACK

(ALL SOFTWARE FROM THE CARE PACKAGE IS ALSO INCLUDED)

PACK REHAB

AKTIV CREATOR™: the customizable activity suite!

Your activities. Your patients. Your freedom.
The platform for creating fully customizable therapeutic activities.

- **Complete therapist autonomy:** Create, adapt and evolve your own interactive games - quizzes, memory games, puzzles and more - in minutes, with no technical skills.
- **Hyper-personalization:** Go beyond fixed libraries by adding your own content. Use photos of residents, their families or familiar places to create activities with genuine meaning.
- **Our promise:** Simple, intuitive technology that fades into the background so human relationships can take centre stage.
- **Perfect adaptability:** Activities designed for disability support, rehabilitation and nursing homes, with three difficulty levels that evolve with each person's abilities.



PACK REHAB

STIMULATION COGNITIVE

Dynseo

monlumi healthcare

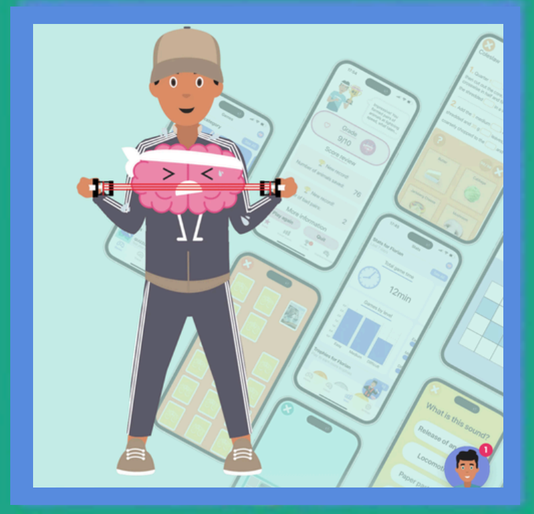
DYNSEO develops cognitive stimulation programmes tailored to individual needs, supporting people with specific requirements without setting them up to fail.

- Autistic children
- Children with ADHD
- Specific learning disorders
- Dyspraxia
- Screen addiction
- Stroke
- Down syndrome
- Parkinson's disease
- Alzheimer's disease
- Adults with ADHD
- Autistic adults
- Multiple sclerosis
- Cancer
- Cerebral palsy



COCO THINKS & COCO MOVES

COCO gives children educational and physical games. Every 15 minutes of screen time is followed by an exercise break:
smart, offline screen time.



CLINT, BRAIN COACH

Train your brain with CLINT through reasoning and strategy
games, plus culture, geography and literature.
Choose the cognitive functions you want to stimulate.



SCARLETT, MEMORY COACH

SCARLETT offers more than 30 easy, adapted memory games on a tablet.
No timer or score: enjoying the activity is what matters.
No internet connection is required!

...and if that is not enough,
many more options are available
through our partners

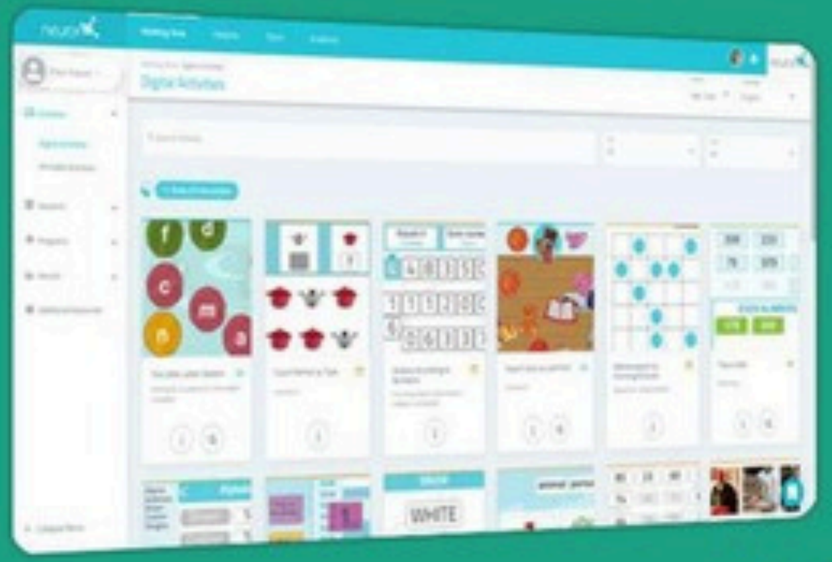


Neurological and Physical Rehabilitation Solutions: NeuronUP

OUR PARTNER: NEURONUP

MON LUMI has developed partnerships with software publishers whose games are designed for specific uses.

For healthcare applications, NeuronUP is our reference partner in the following areas:



- Attention
- Orientation
- Memory
- Language
- Executive functions
- Gnosis
- Praxia
- Social cognition
- Visuospatial skills





Customizable recreational solutions
NUITEQ Campfire

Customizable Snowflake recreational solutions for communal-area activities





Thinking, observation, relaxation and music games for all ages. Menus can be configured to display only the activities suited to your audiences.

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