



DynaVision D2™ Visuomotor Training System

Protocols Incorporating Green Lights

The following protocols mentioned in this document are not intended to diagnose, treat, or manage any diseases or conditions, including but not limited to concussions, traumatic brain injuries, stroke, etc. The following protocols have not be evaluated by the U.S. Food & Drug Administration.

Right Hand Red

Applications:

- Bilateral integration
- Visual-motor integration
- Visual-perceptual processing
- Visual-spatial integration
- Impulse control

Programming:

Mode: Reactive (Mode B)

T-Scope: Off

Quadrants: All

Rings: 1-5

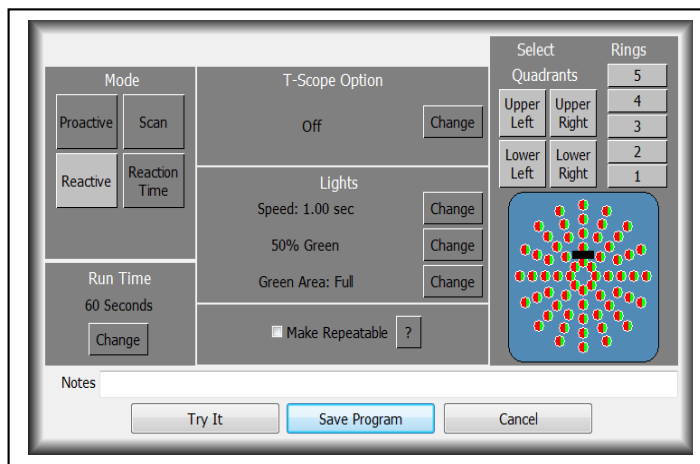
Run Time: 60 Seconds

Light Speed: 1.00 Second

Green Light Percentage: 50%

Green Area: Full

Positioning: Seated or standing within arm's length of the light board.



Suggested Instructions:

“Red and green lights will flash on the light board. When you see a red light, hit it with your right hand. Do not hit any buttons with your left hand, and do not hit the green buttons.”

Increase Cognitive Demands:

- Use the right hand to hit red; also include left hand to hit green.
- Use the right hand to hit red; call out “green,” but do not hit the green buttons.
- Add letters, numbers, or symbols on the T-Scope.

Modifications:

- Provide one red and one green glove for clients with difficulty determining right/left directionality. Instruct the client to match the gloves to the color of the buttons. (Right hand red, left hand green).
- If assessing one hand at a time, provide something to hold in the idle hand.
- Dim the lights to increase visual contrast.

Observations:

- Right/left directionality
- Ability to use right hand to hit the red lights; left hand to hit green lights.
- Ability to avoid green lights.
- Pauses before striking lights.
- Poor seated or standing balance.
- Ability to use one hand at a time (client switches, or uses both active/idle hand).

See It, Call It

Applications:

- Visual discrimination
- Visual attention/concentration
- Speed of visual recognition
- Attention regulation

Programming:

Mode: Reactive (Mode B)

T-Scope: Off

Quadrants: All

Rings: 1-5

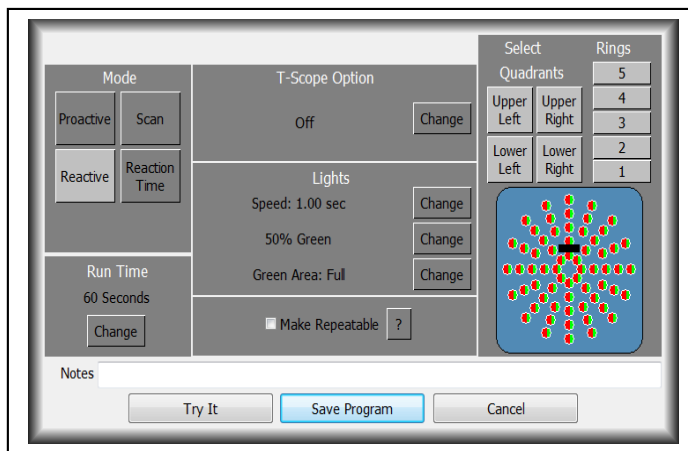
Run Time: 60 Seconds

Light Speed: 1.00 Seconds

Green Light Percentage: 50%

Green Area: Full

Positioning: Seated or standing approximately 6-8 feet from the light board.



Suggested Instructions:

“Red and green lights will flash on the light board. When you see a red light, call out red. When you see a green light, call out green.”

Grade Cognitive Demands:

- Move the client 1-2 feet closer to the light board between each run.
- Increase light speed to 0.5 seconds.
- Reduce green light percentage to 30%.
- Increase length of run time (as tolerated).
- Add letters, numbers, or symbols on the T-Scope.

Modifications:

- Reduce or remove auditory and visual distractions in the environment.
- Dim the lights to increase visual contrast
- Assess one eye at a time.

Observations:

- Ability to call out colors correctly.
- Pauses before calling out colors.
- Ability to see lights flashing in all 4 quadrants.
- Poor seated or standing balance
- Balance worsens in close proximity to the light board.

Don't Touch Green!

Applications:

- Visual-perceptual processing
- Visual-motor integration
- Attention regulation
- Impulse control
- Self-awareness

Programming:

Mode: Reactive (Mode B)

T-Scope: Off

Quadrants: All

Rings: 1-5

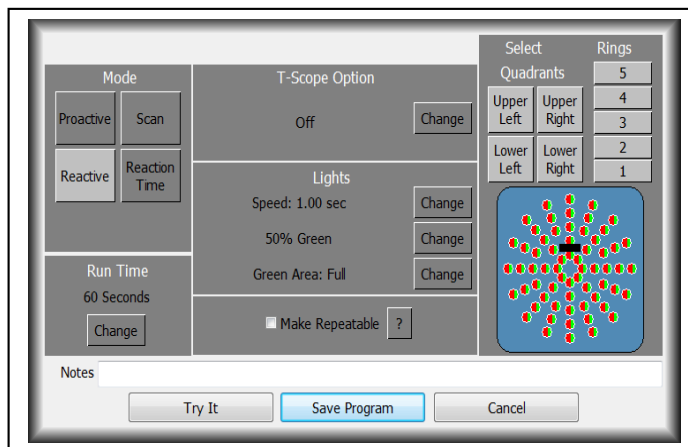
Run Time: 60 Seconds

Light Speed: 1.00 Second

Green Light Percentage: 50%

Green Area: Full

Positioning: Seated or standing within arm's length of the light board.



Suggested Instructions:

“Red and green lights will flash on the light board. When you see a red light, hit it. Do not hit green.”

Grade Cognitive Demands:

- Increase or decrease the number of rings activated.
- Flash letters, numbers, or symbols on the T-Scope.
- Increase/decrease light speed.
- Reduce green light percentage to 30%.
- Call out “green,” but do not hit the green buttons.

Modifications:

- Reduce or remove auditory and visual distractions in the environment
- Dim the lights to increase visual contrast
- Activate only the lower left, and lower right quadrants for client's participating from a seated position.
- If assessing one hand at a time, provide something to hold in the idle hand.

Observations:

- Ability to call out green
- Pauses before striking buttons
- Left/right symmetry of the upper extremities
- Poor seated or standing balance
- Switching hands, or rotating the body to avoid crossing midline

Midline Match

Applications:

- Bilateral integration
- Visual-spatial dysfunction
- Visual-motor integration
- Laterality/directionality
- Vestibular dysfunction
- Self-awareness

Suggested Programming:

Mode: Reactive (Mode B)

T-Scope: Off

Quadrants: Upper Left, Lower Left

Rings: 1-5

Run Time: 60 Seconds

Light Speed: 1.00 Second

Green Light Percentage: None

Green Area: Full

Positioning: Seated or standing within arm's length of the light board.

*Adjust programming and instructions accordingly for use with left hand.

Suggested Instructions:

"Red lights are going to flash on the left side of the light board. Use only your right hand to hit the red lights. Do not use your left hand."

Grade Cognitive Demands:

- Increase or decrease the light speed.
- Flash letters, numbers, or symbols on the T-Scope.
- Increase or decrease the number of rings activated.
- Program green light percentage at 50%. Instruct client not to hit the green lights.
- Program green lights to flash "8 Fixed." Instruct client to call out "green."

Modifications:

- Provide one red and one green glove as a visual cue for left/right directionality.
- If assessing one hand at a time, provide something to hold in the idle hand.

Observations:

- Non-dominant hand is neglected
- Use of hand closest to buttons, instead of crossing midline.
- Switching hands, or rotating the body to avoid crossing midline
- Poor seated or standing balance

