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S COHMET *let's rehabilitate*



Know You Device -

1. Powe	er button	7. Portable peg holder
2. Blue	tooth indicator	8. Wood Casing
3. Powe	er indicator	9. Peg
4. Char	ging indicator	10. Well Light
5. Char	ging socket	11. Well
6. Circı	ıit holder	12. Well tray

cohmet-cmc.netlify.app

STEPS TO USE COHMET



Step 1

Power ON the device

Step 2

Open Your App & fill in the details of patient & therapist

Step 3



Randomize

Connect the app to the device via Bluetooth (CMC-COHMET)

Step 4

Click randomize to change the color of wells.

Step 5

With all set. Click on START to start the game







The wells glows one by one and voice command will start.

Step 7 If correct, well turns green If wrong, well turns red



Step 8

For each well the time taken is updated in the app

Step 9







Step 10

Finally Upload the score to the database.

FEATURES

- App Controlled
- Portable
- Dynamic Patterns
- Vibrant PEG colors
- Time Tracking
- Error Tracking

- Rechargeable
- Data Protection
- Inbuild Peg Holder
- Cloud Data Storage
- Different Modes
- Modifiable Attachments

- 3 Language support
- 3 LED Indicators
- Color Detection
- Sound Indicator
- Compact Design
- Affordable

USE CASES

- Cognitive Development
- Motor Skills Development
- Rehabilitation Assessment









CHARGING AND USE

- Charge the device for 4 Hours for 8 Hours of running time.
- Don't charge overnight.
- While charging make sure RED light is on.
- Avoid Playing while charging.

designed and developed by **Dept Of BIOENGINEERING** CMC, VELLORE