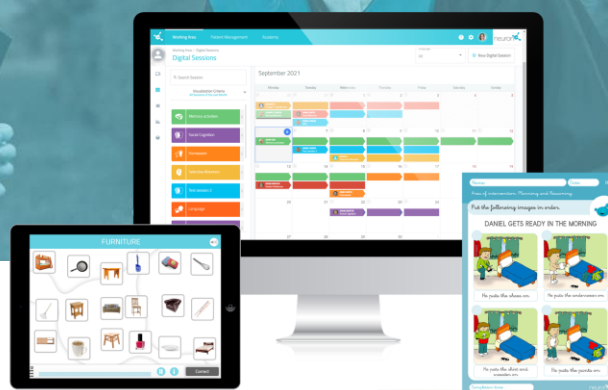




Neurorehabilitation tool for professionals  
with over 10,000 cognitive stimulation activities



## What Is NeuronUP?

NeuronUP is a digital platform that includes an **ever-growing online library** with **digital and printable activities** designed by professionals to act as a key support for occupational therapists, educational therapists and other professionals involved in **cognitive rehabilitation and stimulation processes**.

It consists of **thousands of customizable activities** classified into more than **40 cognitive processes** to work with **adults and children** suffering from brain damage, neurodegenerative diseases, neurodevelopmental disorders, intellectual disabilities, mental illness and issues related to normal aging with the aim of improving their **functional capacity**.



### +10.000 activities

Find all the cognitive stimulation materials you were looking for in one place and **without wasting a single minute** of your time and investing it in what really matters, **your patients**.



### Sessions and programs

**Organize and automate your work in advance.** Design and schedule an intensive and customized intervention in less than 5 minutes, **saving time and money**. The platform will **adapt the level** of activities to the patient's progress.



### Show the effectiveness of your therapy

Get a **360-degree view** of each patient, **follow their evolution** and **redefine the therapy** according to their progress, promoting a **continuous and guided improvement**.



### Unlimited rehabilitation

**Reinforce your intervention** with remote sessions, **strengthen adherence to treatment** and enable the **continuity of your intervention** for patients who live far away, are on vacation or have travel difficulties.



### Unlimited patients

You can create **as many patient profiles as you need at no extra cost** and work with all of them **simultaneously**.



### Motivate and engage the patient

Increase patients' **motivation and performance** by **customizing activities** that comply with **ecological validity and generalizability** to their **needs and capabilities**.

**Areas of Intervention**  
\*See below

**Activity format**  
 Activities  
 Digital Activities  
 Printable Activities

**Filter Age**  
 All  
 Adult  
 Children

**Filter Activity type**  
 All  
 Worksheets  
 Generators  
 Games

**Activities language**  
 Spanish  
 English  
 French  
 Portuguese  
 Portuguese (Brazil)

**Tutorials**

**Web language**

## Areas of Intervention | Cognitive Functions

	<b>Memory</b> Semantic Episodic Procedural		<b>Orientation</b> Personal Time Place		<b>Gnosis</b> Visual Auditory Tactile Gustatory Olfactory Body Schema		<b>Language</b> Expression Comprehension Vocabulary Naming Fluency Discrimination Repetition Reading Writing
	<b>Attention</b> Processing Speed Sustained Selective Alternating Hemineglect		<b>Executive Functions</b> Working Memory Reasoning Planning Inhibition Flexibility Decision Making Time Estimation Dual Execution Branching		<b>Praxis</b> Facial Ideomotor Ideational Visuoconstructive		<b>Social Cognition</b>
	<b>Visuospatial Skills</b> Spatial Relation Spatial Visualization						

## Areas of Intervention | Areas of Occupation

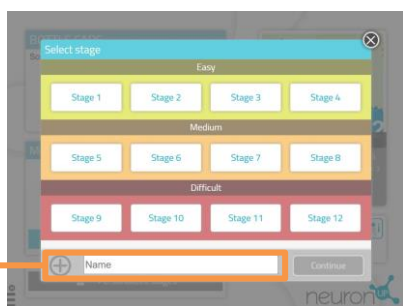
<p><b>Activities of daily living</b></p>	<p><b>Basic ADL's</b></p> <ul style="list-style-type: none"> <li>Bathing</li> <li>Continence</li> <li>Dressing</li> <li>Eating</li> <li>Feeding</li> <li>Ambulation</li> <li>Hygiene and Grooming</li> <li>Toileting</li> </ul>	<p><b>Instrumental ADL's</b></p> <ul style="list-style-type: none"> <li>Communication</li> <li>Transportation</li> <li>Finances</li> <li>Health</li> <li>Housekeeping</li> <li>Cooking and Cleaning</li> <li>Safety</li> <li>Shopping</li> </ul>
<p><b>Social Skills</b></p>	<ul style="list-style-type: none"> <li>Education</li> <li>Work</li> <li>Play</li> <li>Leisure</li> <li>Social Participation</li> </ul>	

## Type of activities



### Games (digital)

Leveling in Stages. Difficulty goes up and down *automatically*\*

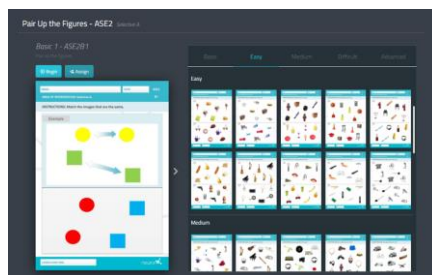
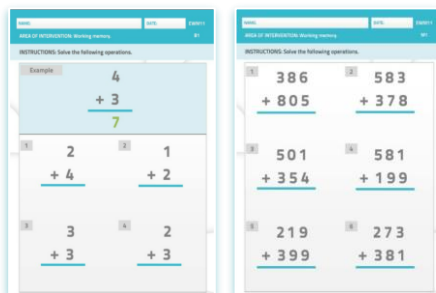


Create your Custom Stage



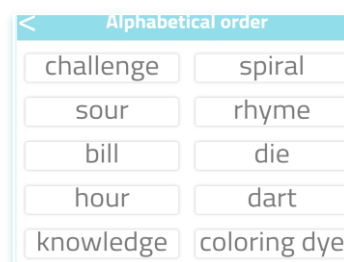
### Worksheets (digital / paper)

Organized by Level of difficulty  
1 ws = 1 or more exercises



### Generators (digital / paper)

Unlimited Customizable Exercises



## Personalization of activities



Customize Games and Generators

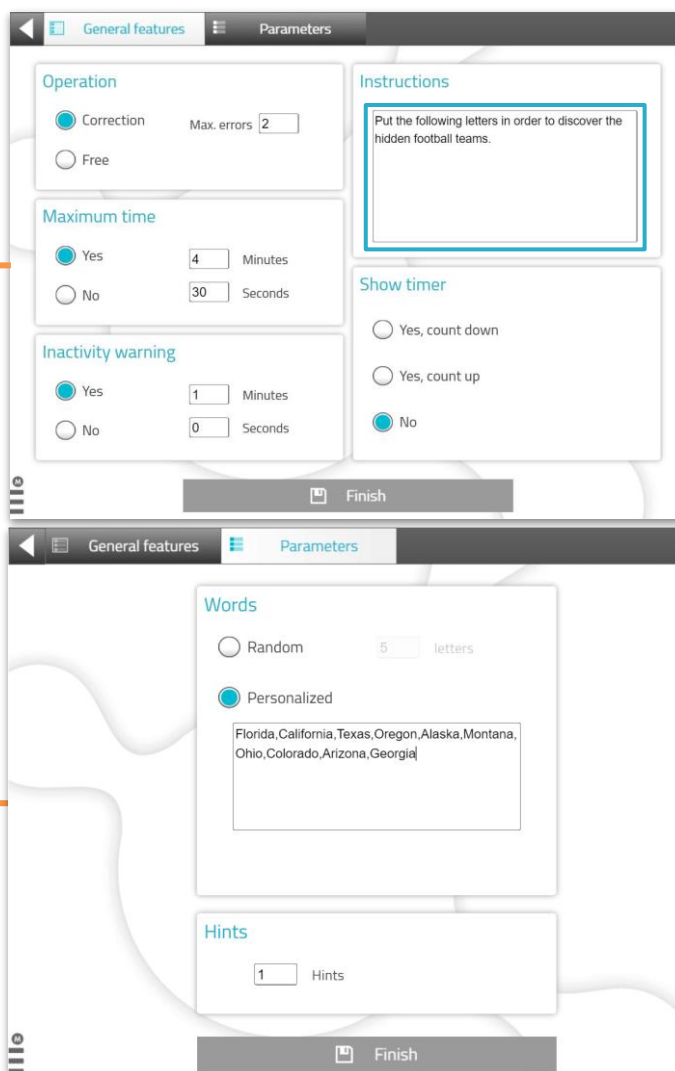
### Example of custom generator activity:

#### Default

- |                  |                   |
|------------------|-------------------|
| 1. UCELN = UNCLE | 6. ECNOL = CLONE  |
| 2. ILUQA = QUAIL | 7. GHLAU = LAUGH  |
| 3. LWSEL = SWELL | 8. RHDAC = CHARD  |
| 4. LLASM = SMALL | 9. SADLA = SALAD  |
| 5. TULEF = FLUTE | 10. ASPPW = SWAMP |

#### Customization example

- |                            |                       |
|----------------------------|-----------------------|
| 1. NOROGE = OREGON         | 6. ANANTMO = MONTANA  |
| 2. OGEIRGA = GEORGIA       | 7. AOODCRL = COLORADO |
| 3. RIOLAIFANC = CALIFORNIA | 8. OIHO = OHIO        |
| 4. ASETX = TEXAS           | 9. FDROILA = FLORIDA  |
| 5. ZAIAORN = ARIZONA       | 10. SAAKAL = ALASKA   |



# Intervention planning with NeuronUP

Create and personalize sessions in 4 steps:

1. Choose activities

2. Customize mode, time, difficulty

3. Save the session

4. Assign the session to your patient or patients

Total session duration

Chosen Activities

Session features

The screenshot shows the 'Edit Session' interface in NeuronUP. At the top, there's a navigation bar with 'Working Area', 'Patients', 'Store', and 'Academy'. Below it, a sidebar on the left lists activities: 'Word Fishing' (2 mins), 'Correct Image Name' (7 mins), 'Word Scramble' (5 mins), and 'Sort the words alphabetically' (5 mins). The main area displays the session details for 'Language - Basic', created by Támara Palomino. It shows the session type 'Language - Basic', the duration '25 minutes', and the creator 'John'. Below this, there's a search bar and filters for 'Age' and 'Type'. The main content area shows a grid of activity cards: 'Word-Emotion Association', 'Correct behaviors', 'Sort the words alphabetically', 'What's its name?', 'Hangman', and 'The Word Guardian'. At the bottom, there's a 'Delete Session' button and a 'Finish' button.

Plan all work for your patients with one program

The three screenshots show different views of the NeuronUP interface. The first screenshot shows a calendar view with a grid of dates and a sidebar with activity categories. The second screenshot shows a 'Program Memory' view with a table of activities and their durations. The third screenshot shows a 'Digital Programs' view with a grid of dates and a sidebar with activity categories.

Create sessions with NeuronUP activities

Choose the sessions for a program

Assign the program to your patients



## Learn by Doing

### What is the University Program?

The NeuronUP University Program is an initiative aimed at students and professors that offers decisive support to **enrich the training of the workforce of tomorrow, today.**

Through NeuronUP students will be able to **design a personalized intervention adapted to a patient** and tackle **simulated clinical cases** by choosing appropriate materials and creating interventions according to the patient's conditions. In this way, teachers will be able to **evaluate the work** and have opportunities for dialogue with the students regarding their choices.

Using NeuronUP as a **practical tool** in the classroom, whether for **teaching about cognition or for project purposes**, will **add great value** to the program. The program and therefore the platform will be **tailored to the course and needs of the university for a good fit.**

**Full access** to the platform will be provided throughout the course as the main tool for class practice.

### How does it work?

A **master administrator login** is created for the university and an account is created for each of the professors who will use NeuronUP to teach so that they can access the platform and manage everything.

The teachers will be able to create a **professional profile** for each of their students within their account with which they will have access to all the functionalities for their **individual class project.**

Teachers will be able to **design clinical cases** and sessions and supervise the work of each student. Students will be able to **create patients and design sessions adapted to the needs of each clinical case.**

### Methodology

The teacher designs the **clinical cases** that the students will work from. They will use the platform to create patients, customize activities and design personalized intervention sessions according to the **needs and condition of each patient/case.**

There are **three different ways** to approach the class:

- ☐ A clinical case is established on a **single pathology for the whole class.**
- ☐ Several clinical cases on **different pathologies** are established for each student to **work on all of them.**
- ☐ Several clinical cases on **different pathologies** are set up and each student will **work on a specific one.**

### Training and follow-up

Presentations and several trainings will be held to teach faculty members **how to use NeuronUP**, to show its **value and benefits** and to **get the most out of it.** The NeuronUP team will also be available to give a training session to the students.

They will also be given access to **video tutorials** where they will be able to solve any questions they may have:

[Visit NeuronUP's Help Center](#)

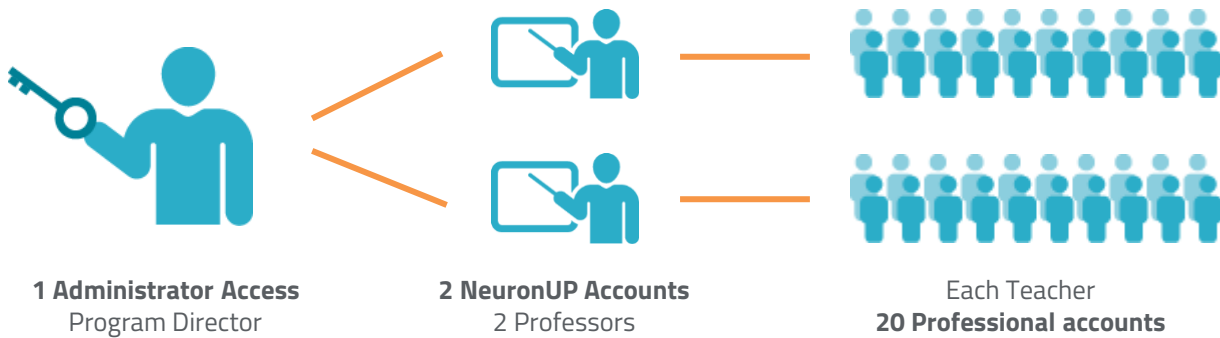
In addition, they will find **content of great interest** and **useful articles** for their training in the [NeuronUP Blog](#).

Moreover, **ongoing support** will be provided throughout the course.

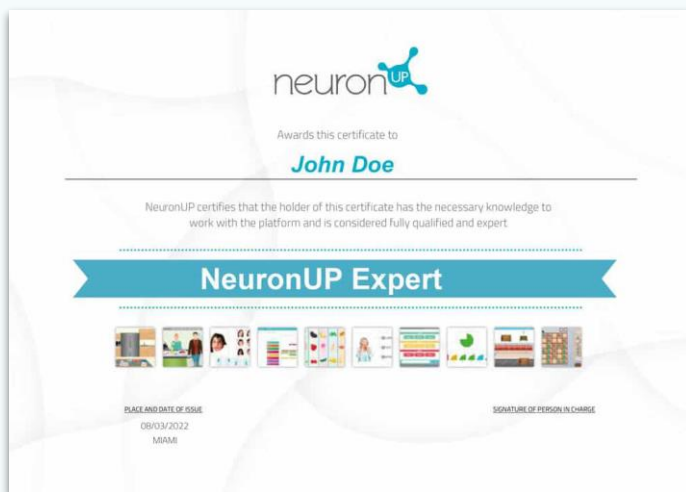
## Implementation Process Template

Let's assume that the university has **two professors** and therefore **two classes**, and each class has **20 students**.

First, an **administrator access** would be created for the course manager and under this umbrella **two NeuronUP accounts**, one for each teacher. Each teacher would be the administrator of their account and be able to create the **professional profile (login) for each** of the 20 students within his or her account.



## Students can earn a certificate with NeuronUP



### NeuronUP Expert

Each student who successfully completes the NeuronUP training will receive the **NeuronUP Official Expert Certificate**.

The certificate will not only endorse their mastery of the platform, but it will also allow them to build confidence and will add value to their resume.

**More than 700 professionals already have theirs!**

## Trusted by 50+ Universities



### Research-Thesis

Researchers from universities, hospitals and institutions around the world work with NeuronUP on their research projects aimed at the study of **neuropsychological rehabilitation and cognitive impairment** as well as **early intervention in neurodegenerative diseases**.

Both **students and professors** will be able to conduct research projects with NeuronUP. Through the results obtained from the patients they will be able to draw conclusions for research. NeuronUP would make the research possible as the researcher would have **access to the results and follow-up** of the participants. Moreover, the researcher will have **full access** to all the functionalities of NeuronUP and will receive **ongoing support** from our team. We will also **adapt the current materials** or **develop personalized and unique materials** based on the specific needs of the research project.

An example of a research project could be the **effectiveness of cognitive stimulation**.

### Fieldwork

NeuronUP is a great tool to **manage your students** when they begin their fieldwork experience, and especially if they work with patients who are located at far distances by using **telehealth sessions**.

Students will have the possibility to use NeuronUP **outside of the classroom** as part of the University Program. The platform will be accessible at University Hospitals, clinics, neurorehabilitation centers, etc. Students can **take advantage and benefit from the platform** by creating rehabilitation programs, designing interventions according to the patient's pathology, tracking results...



Icahn  
School of  
Medicine at  
Mount  
Sinai

Currently [Mount Sinai is conducting research with NeuronUP](#) on the **cognitive sequelae of COVID-19**.



*Educational Licence*

### CONTACT US

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Visit [www.neuronup.us](http://www.neuronup.us) for more information.



## Be a guest author in the NeuronUP Blog

NeuronUP being a well respected **neurorehabilitation tool** is reflected in the monthly visits to our blog, which continue to increase every day. Among the authors of our blog are **well known professionals** in the field.

We would like you and your expertise to be part of it along with the other guest authors. It could even help **drive traffic to your program's website!**

Both **students and teachers** can contribute to the blog.

## Tell us about your program

Want your students to transition from the classroom to clinical practice easily?

[Get Started](#)



### E-Learning | Teach without limits

Offer **added value** and provide a **virtual classroom experience** where teachers and students can work in a **flexible digital environment**.

**Reinforce class work** and facilitate the **continuity of studies** for students who live far away, during confinement or illness.



## NeuronUP SCORE

Get a **full view** of each patient and their **overall performance**, broken down by **cognitive functions**, both in numerical and graphical format, with statistical **reference data**.

Consult the data in **real time**. Track the **evolution** of your patients over time and **redefine the therapy according to their progress**.

Do you want to know more about the University Program?

**Enrich the training of the workforce of tomorrow, today.**

[Learn More](#)





“



What better way to enter the work force than knowing how to use NeuronUP, an essential cognitive stimulation and rehabilitation tool, so that students who graduate and begin to develop their profession have already had practical experience with the tool that they will undoubtedly use in their daily work”.

*Raquel Balmaseda, UNIR Professor and Director of the Master in Clinical Neuropsychology*

“



As a student of the Master in Clinical Neuropsychology at UNIR, I consider it very useful to include in its training program the use of NeuronUP. Its user-friendly design and the numerous resources available on the platform are an important support for the professional when scheduling therapeutic sessions.”

*Olga Oceja, UNIR Student*

“



NeuronUP gives me the opportunity to create and provide an organized, fun and consistent treatment for each of my client's based on their personal skill sets. Furthermore, NeuronUP's adaptive multi-format therapy feature has helped my practice transition from teletherapy into a clinic setting and vice versa. Most importantly, my patients love the interactive activities that help them reach their goals and potential. I highly recommend NeuronUP.”

*Jessica García, Pediatric Occupational Therapist*

“



“The complexity and challenge levels available means that there is something to challenge almost all of my people. I can choose the level of the activities, I can adjust the program "on the fly" if my client is having a difficult time or an exceptionally good day. The staff are open to feedback and have made modifications based on my suggestions. It feels like we work as a team. Also, there is a constant stream of new content giving me more to choose from for my treatment programs.”

*Trish White, Occupational Therapist*

## ABOUT US

NeuronUP was created in 2011 by Íñigo Fernández de Piérola, Clinical Neuropsychologist.

Its creation started from a daily need in his psychology practice.

"We were wasting a lot of time searching, creating and personalizing work materials, in addition to the time dedicated to planning and organizing these materials for intervention sessions and programs. Every professional knows how much time is spent on this work and how little recognition it receives. So, we decided to create, from our small psychology practice, what has become NeuronUP."

Today NeuronUP is present in more than 25 countries around the world with more than 3,500 professionals working with the platform on a daily basis, NeuronUP is the leader in the Hispanic market and constantly growing in the English-speaking market, especially in the United States since our HIPAA (Health Insurance Portability and Accountability Act.) accreditation.

### How are the different NeuronUP activities developed and validated?

Neuropsychologists, occupational therapists and computer scientists take part in the creation of the activities, since we develop activities to work on the most basic cognitive processes to reach the activities of daily living, which are the final objective of any intervention in neurorehabilitation.

After having thought about the general idea of the activity, and always having in mind the main area of the intervention that we want to work on, we establish different parameters of difficulty.

On this basis, we test and refine the specific design, the interaction method and the levels.

On the other hand, we also decide on the result values that will be useful to record in each case, since it is fundamental to give the therapist the information that shows him exactly where his patient is failing as well as his progress. In this way, the professional can adapt the following sessions to the real needs of his patient.





## Do you have any questions?

If you have any questions please contact us.  
We would love to answer them!

### CONTACT US

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Visit [www.neuronup.us/university-program](http://www.neuronup.us/university-program)  
for more information.