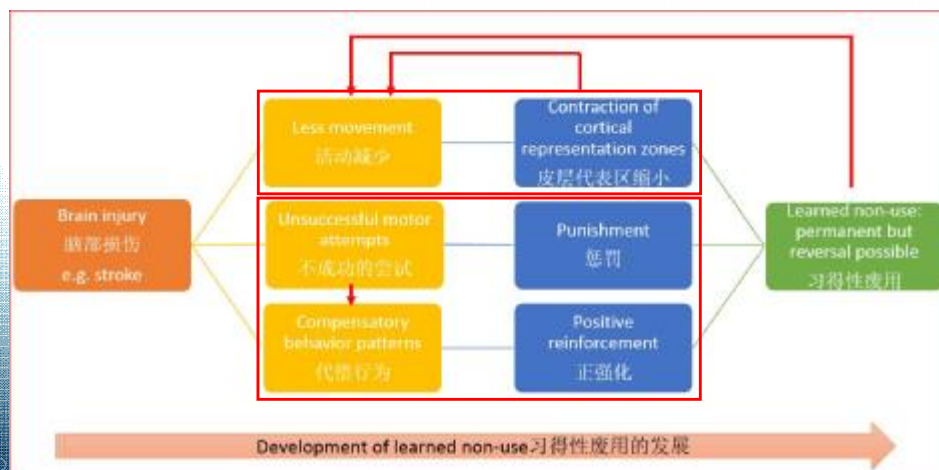
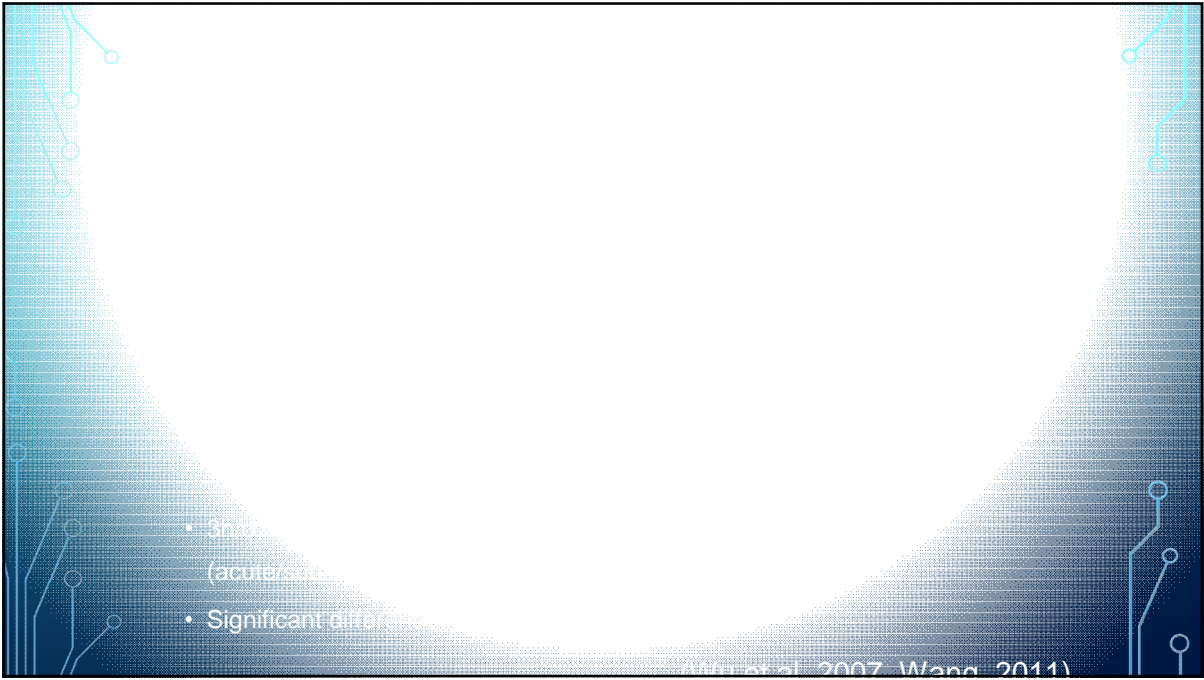



Brunnstrom recovery stages	
Stages	Performance
1	Flaccid 软瘫
2	Synergy pattern & spasticity initiated 共同运动模式和痉挛开始
3	Synergy pattern developed, severe spasticity 共同运动模式形成，痉挛达顶峰
4	Synergy pattern broken, spasticity decrease 出现部分分离运动，痉挛减轻
5	Isolated movement, spasticity decrease further 分离运动，痉挛继续减轻
6	Coordinated movement, no spasticity 协调的运动，没有痉挛



• Hierarchie
 • Transfer

• Integriertes
 (Taub er)





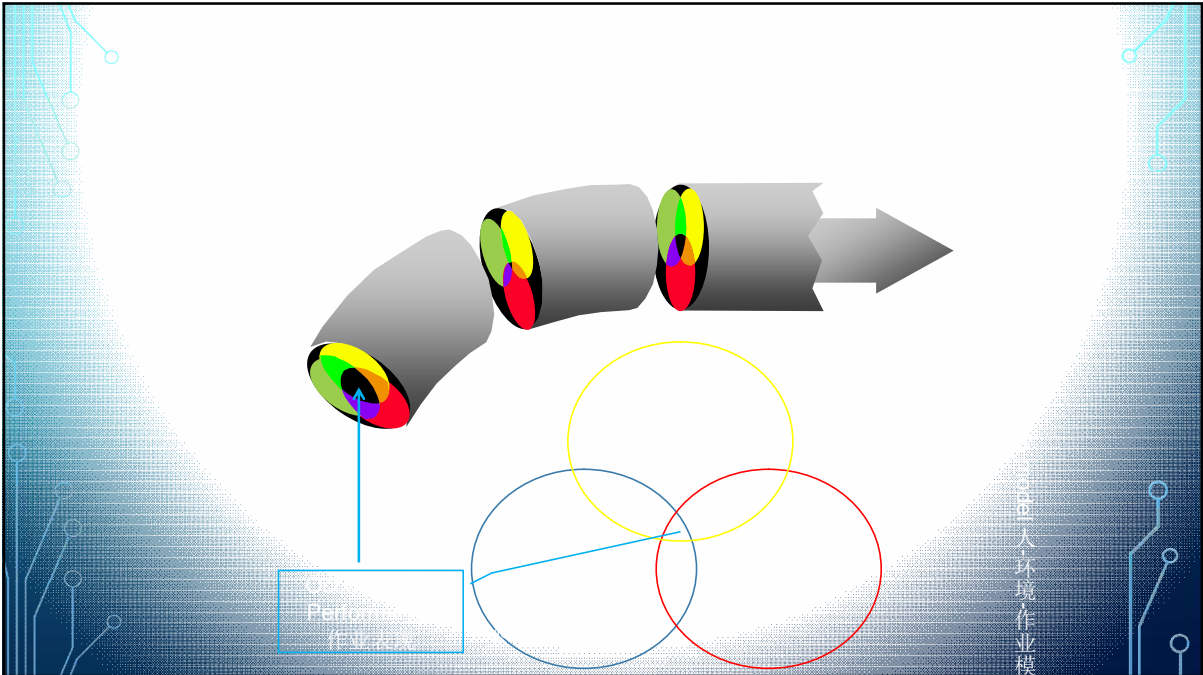
- Ubiquitous computing (Robertson et al. 2002, Fong, Chan et al. 2009, Fong, Lo et al. 2011)

- **Ubiquitous computing**
- Ability
- Trigger

<http://www.cse.stanford.edu/>

	GREEN	BLUE	PURPLE	GRAY	BLACK
DOT One time	GREEN DOT Do a new behavior one time	BLUE DOT Do familiar behavior one time	PURPLE DOT Increase behavior intensity one time	GRAY DOT Decrease behavior intensity one time	BLACK DOT Stop existing behavior one time
SPAN Period of time	GREEN SPAN Do behavior for a period of time	BLUE SPAN Maintain behavior for a period of time	PURPLE SPAN Increase behavior for a period of time	GRAY SPAN Decrease behavior for a period of time	BLACK SPAN Stop behavior for a period of time
PATH From now on	GREEN PATH Do new behavior from now on	BLUE PATH Maintain behavior from now on	PURPLE PATH Increase behavior from now on	GRAY PATH Decrease behavior from now on	BLACK PATH Stop behavior from now on

<http://captology.stanford.edu/projects/behavior-wizard-2.html>



行为设计学 人环境作业模

