



Australian Government
Department of Health and Aged Care
Therapeutic Goods Administration

Public Summary

Summary for ARTG Entry:	324694	RECOVERY VR PTY LTD - RecoveryVR - Virtual-display rehabilitation system, non-supportive, clinical
ARTG entry for	Medical Device Included Class 1	
Sponsor	RECOVERY VR PTY LTD	
Postal Address	10 Stumm Place, Latham, ACT, 2615 Australia	
ARTG Start Date	11/10/2019	
Product Category	Medical Device Class 1	
Status	Active	
Approval Area	Medical Devices	

Conditions

- The inclusion of the kind of device in the ARTG is subject to compliance with all conditions placed or imposed on the ARTG entry. Refer Part 4-5, Division 2 (Conditions) of the Therapeutic Goods Act 1989 and Part 5, Division 5.2 (Conditions) of the Therapeutic Goods (Medical Devices) Regulations 2002 for relevant information.
- Breaching conditions of the inclusion related to the device of the kind may lead to suspension or cancellation of the ARTG entry; may be a criminal offence; and civil penalties may apply.

Manufacturers

Name	Address
RECOVERY VR PTY LTD	10 Stumm Place Latham, ACT, 2615 Australia

Products

1 . RecoveryVR - Virtual-display rehabilitation system, non-supportive, clinical

Product Type	Medical device system	Effective Date	11/10/2019
GMDN	60925 Virtual-display rehabilitation system, non-supportive, clinical		
Intended Purpose	The device is an off-the-self wireless virtual reality headset with two controllers (Oculus Quest) which is loaded with special software called RecoveryVR. RecoveryVR is a novel exercise application intended for people with upper-body and cognitive disfunction. The device is designed to be used in a seated position. A person wears the headset over their eyes and uses the controllers to engage in games that drive activity in the upper-body and cognitive function, such as lifting an arm, gripping their fingers, remembering a a sequence of colours or positioning their hand in space. The application immerses them in simple computer generated environments or places them in 360 videos where they can paint, throw apples, make a rowing movement to propel a video down the river, etc. The device can be used by a physio as an engaging adjunct to their normal therapy routine, or by an individual in their own home, seated in their lounge room. The device is lightweight and can be worn on the head for long periods of time and can accomodate glasses within the goggles. The controllers are a limitation as if there is spasticity in the hand the person may not be able to grip and control the device.		

Specific Conditions

No Specific Conditions included on Record

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