



Preserving the game, while **making it safer.**

SportGait Platform Overview

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Concussion Testing

Concussion is a clinical decision

✓ What To Look For In A System

MEETS ZURICH-BERLIN GLOBAL CONSENSUS GUIDELINES

- Neurocognitive
- Neurobehavioral (Gait and Balance)

RELIABILITY

- Consistency >0.70

VALIDITY

- Is it measuring what it is supposed to measure

BUILT ON LARGE-SCALE NORMATIVE DATA ACROSS A WIDE DEMOGRAPHIC (PATIENTS AGE 5 TO 85)

- Baseline not required
- Comparing to your age range and gender

HISTORICAL REPORTING TO MEASURE OVER TIME

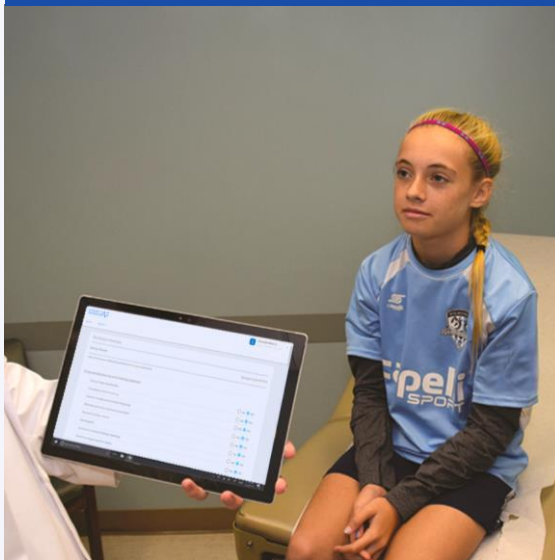
- Measuring progress over time

APP-BASED

- Administered at home
- Remote Patient Monitoring

SportGait's Initial Offering: In-Clinic Diagnostic Support

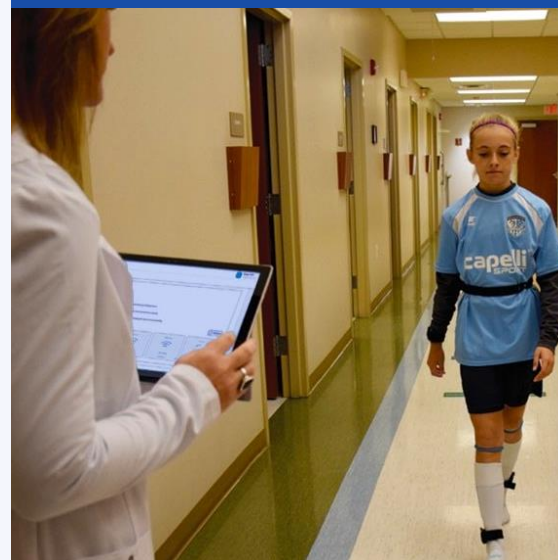
PRESCREEN



Prescreen

Records CDC signs & symptoms, and medical history

GAIT ANALYSIS



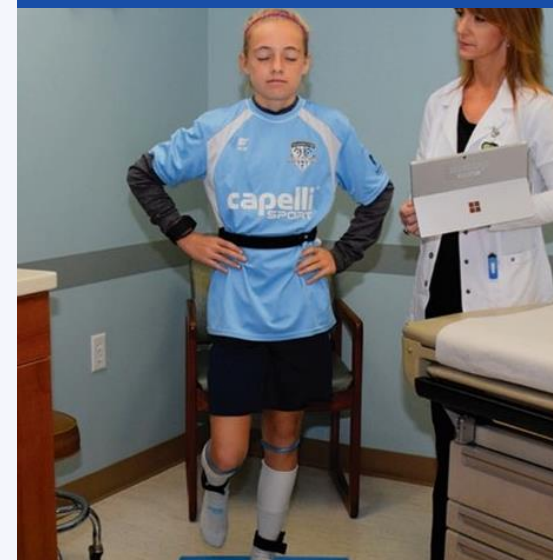
Gait Observation Analysis

Qualitative analysis to address issues regarding smoothness of a patient's gait

NIH 4-Meter Gait

Measures dynamic postural stability and sway, specifically locomotion

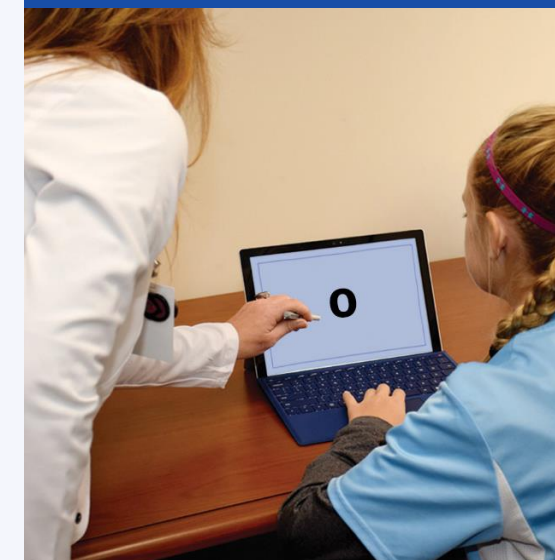
BALANCE



UNC Balance Error Scoring System

Measures static postural stability and sway

NEUROCOGNITIVE TEST



Conner's Continuous Performance Test

Measures attention, distractibility, processing speed, and variability in attention

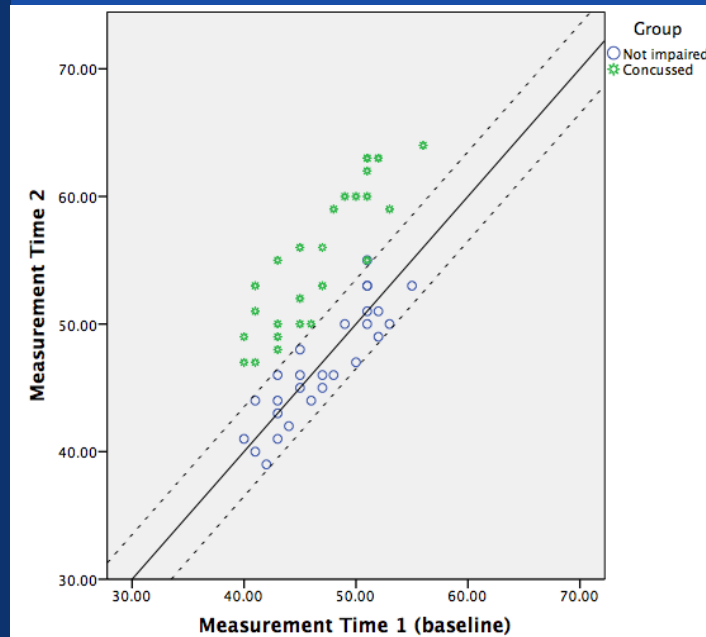
SportGait Brain Physical™

A battery of the most reliable tests to measure brain function. Distinct tests—not composite scores—assess neurocognitive and neuromotor ability.



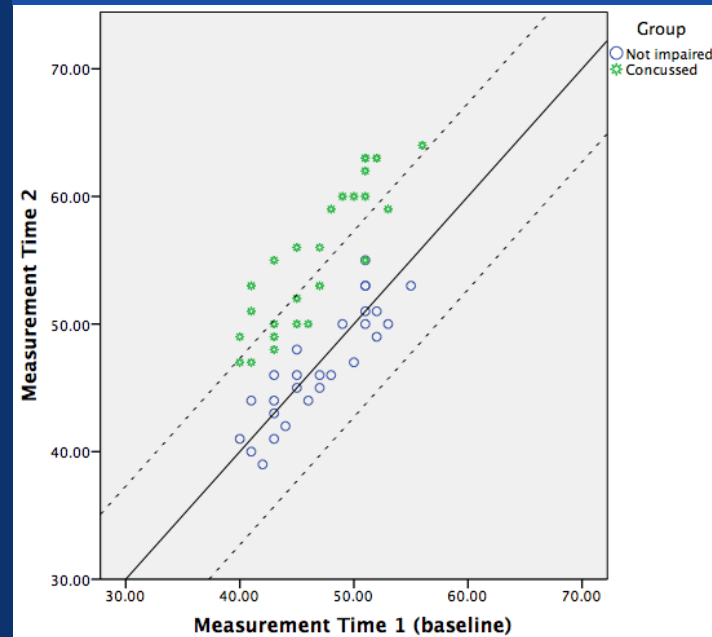
The outstanding reliability and validity of the 3 tests used in the SportGait Brain Physical™ confirm their superiority as instruments that can support your clinical decision-making in concussion assessment and management.

NIH, $r = .97^8$



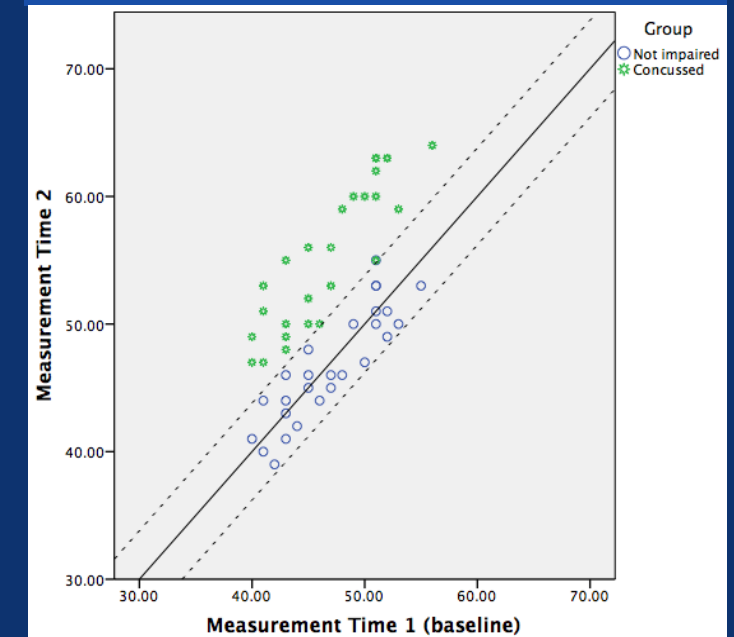
- Among the highest reliability test coefficients—this test is very effective at differentiating a concussed from a non-concussed performance⁷

BESS, $r = .70^{10}$



- Best-practice guidelines recommend balance testing as a critical component in the clinical examination of a concussion⁹

CPT, $r = .92^{12}$



- The CPT has been shown to predict cognitive impairment in a pediatric sample with mild traumatic brain injury¹¹

^{7,8} Peters et al, 2013
⁹ McCrory, P. et al, 2013
¹⁰ McLeod, T.C.V. et al, 2006

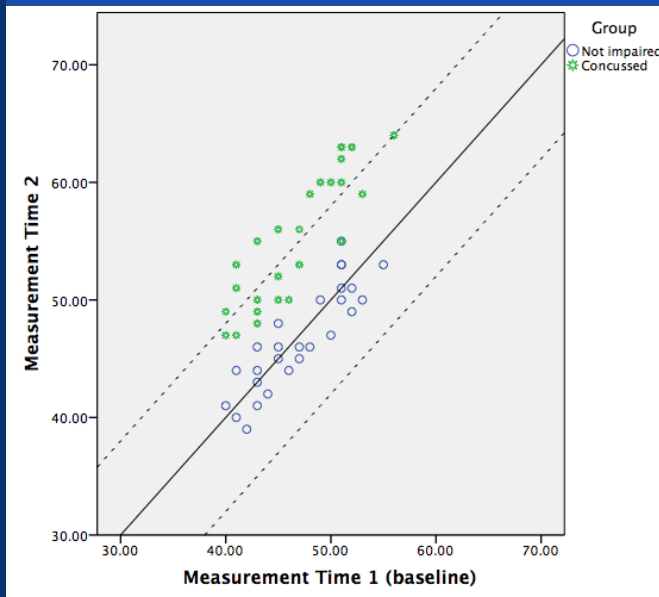
¹¹ Allen et al, 2010
¹² Shaked, D. et al, 2019

Competitive Assessments

First to market, declining market-share and reimbursement rates

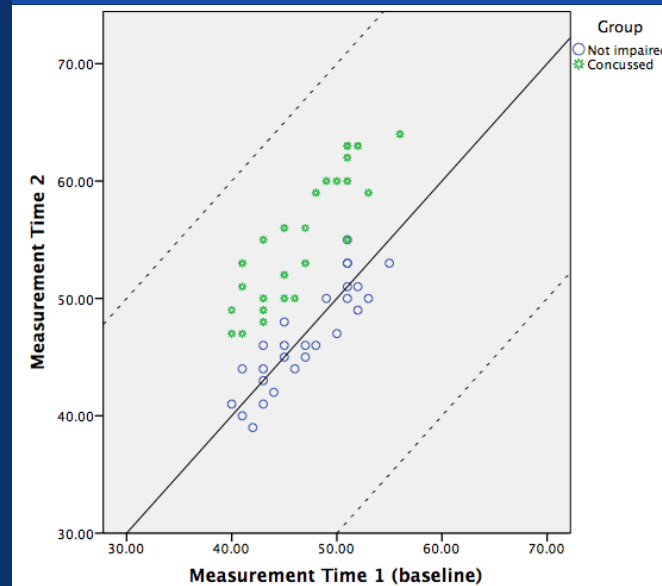
Competitors provide less reliable neurocognitive-only testing. Using cumulative scores - rather than separate test measures - reduces reliability and validity.

SCAT, $r = .55$ ¹⁴



- Variable test reliability and validity
- Sensitivity appears limited to 24-hours post injury—less sensitive after 8 days or when symptoms are subtle^{13, 14}

ImPACT, $r = .22$ ¹⁵



- Very low test reliability and validity—very high misclassification rate¹⁵
- Computerized tests do not diagnose
- Explicitly moves assessment decisions to outside of the medical community

¹³ Chin et al, 2016
¹⁴ Meta-analysis by Broglio and Puetz, 2008
¹⁵ Resch et al, 2013

Research Outcome

PEER REVIEWED PAPERS DEMONSTRATING SPORTGAIT'S VALIDITY

- SG battery predicts concussion outcomes **5-fold better** than the best published values of ImPACT, even when assessments occur an average of three weeks post incident
- SG battery can predict concussion history (incidents that occurred > 6 months previously)
- Our neurocognitive and neurobehavioral measures add significantly to the prediction of CDC concussion symptom endorsement
- BKG can out-predict well validated measures of concussion (NIH and BESS)
- Completing the SG battery can increase individuals' willingness to report concussion symptoms
- The SG mobile cognitive and gait measures takes less than 10 minutes to complete



THOUGHT PIECE PUBLICATION

Highlighting the importance of the addition of Gait into the Concussion Subtypes

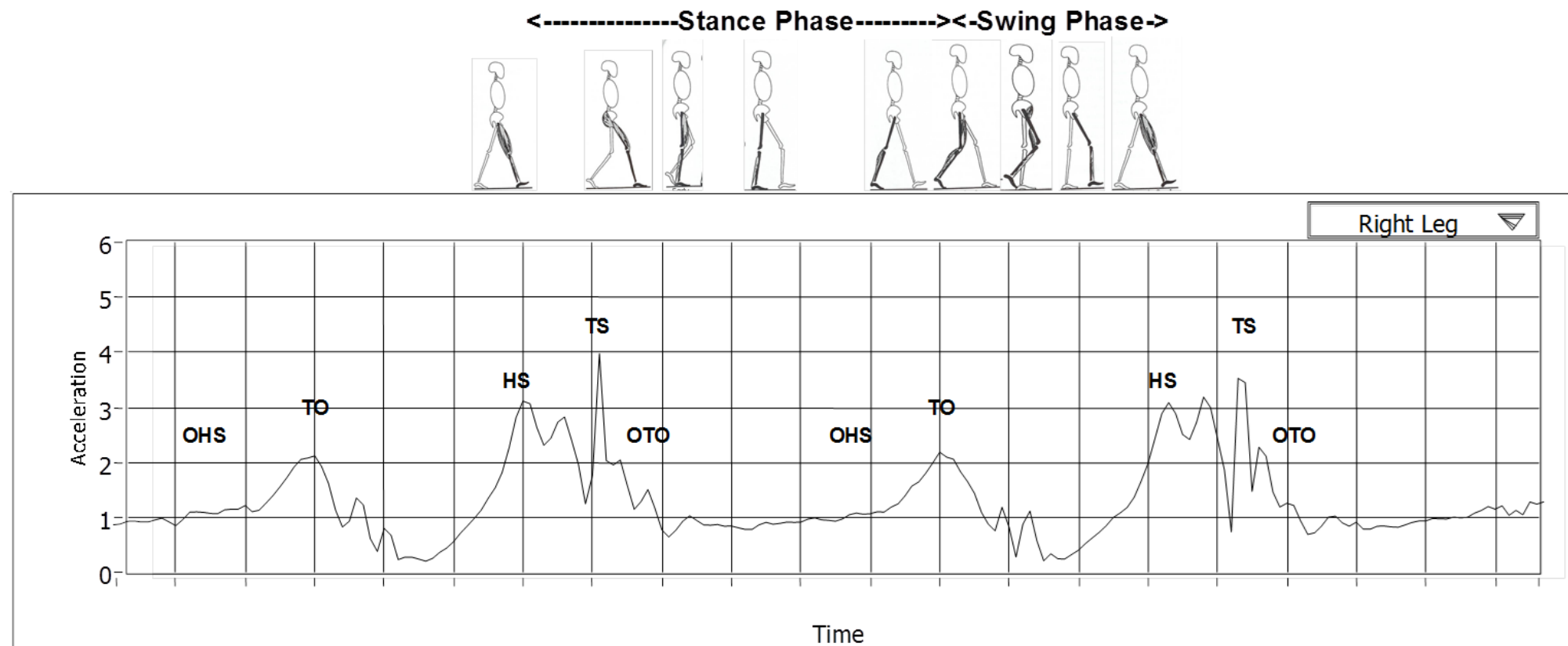
NEAR-TERM STUDIES

- Malingering
- Fall prevention
- Parkinson's
- And more...

Patented Biokinetograph (BKG)

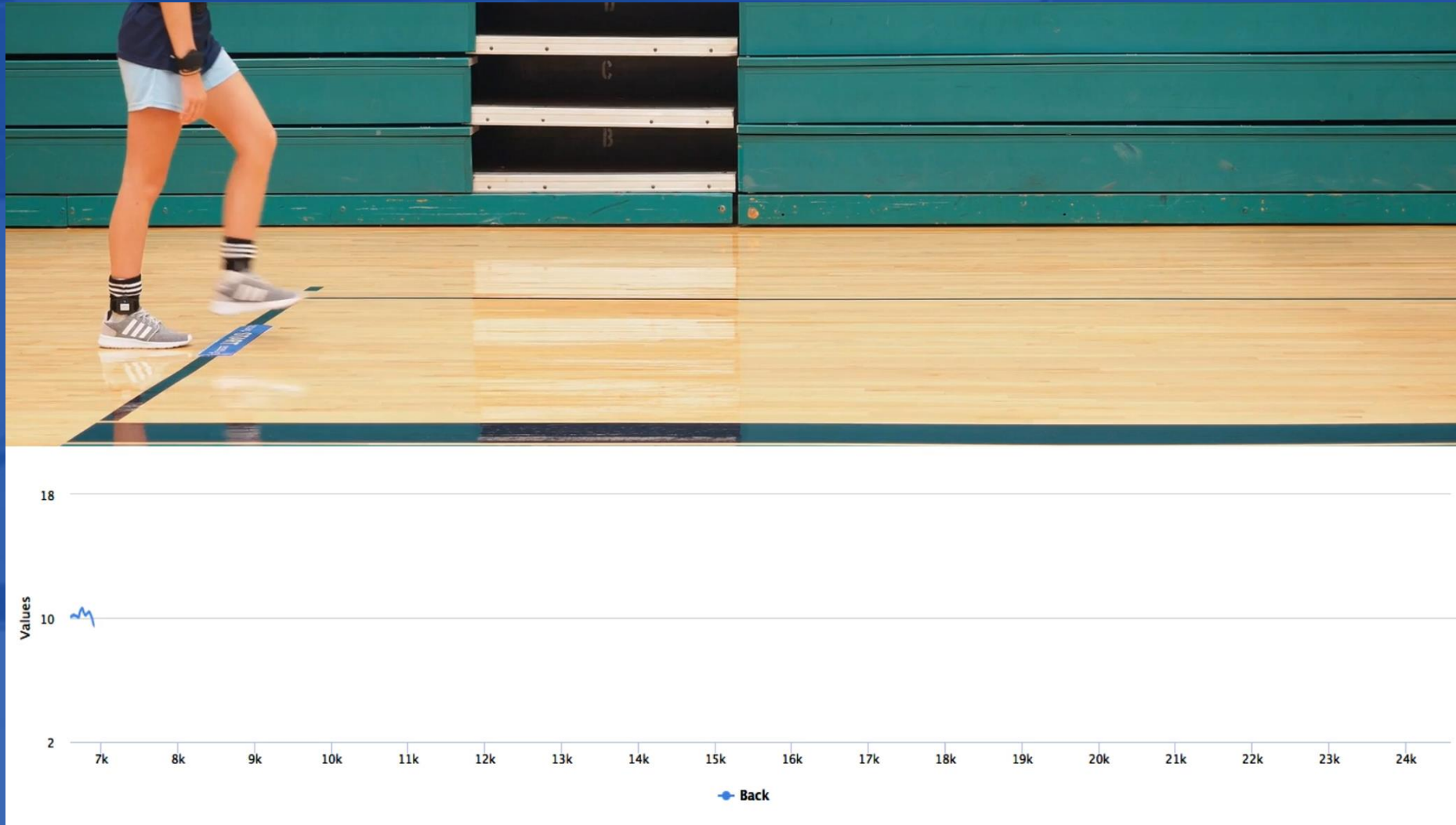
Mapping Gait to Biomarkers and Biometrics

Precisely identifies, measures, or predicts a meaningful clinical, biological, physical, or functional state such as Concussion, Parkinson's, Frailty



Legend: HS is heel strike; TS is toe strike; TO is toe off; OHS is other heel strike; OTO is other toe off

Capturing the BioKinetoGraph in Realtime



BKG Research Outcome

BKG Results

Peer-reviewed

- Contributes to **predicting concussion decisions** of a pediatric neurologist with **91% accuracy**.

Keith, Williams, Taravath, Lecci, 2019

Under Review

- Predicts concussion symptom endorsement with effect sizes **4.4 times larger than BESS**.
- Predicts concussion symptom endorsement with effect sizes **2.9 times larger than the NIH 4M Gait Test**.
- Predicts concussion symptom endorsement with effect sizes **1.7 times larger than the combined effects of the BESS and the NIH 4M Gait Test**.

Lecci et al., 2022 (manuscript under review)



Expansion to Cell Phones (Q3 2021)

Multimodal Comprehensive Mobile Screener

- ✓ 10 Minutes to administer
- ✓ Opening testing At-home
- ✓ Moving the assessment to the athlete
- ✓ Remote Patient Monitoring



Athlete Baseline Experience

Administering a baseline at home or in a group setting is easy and takes less than 10 minutes

WHEN TO USE

→ We recommend you administer the baseline annually

SCREENERS INCLUDES

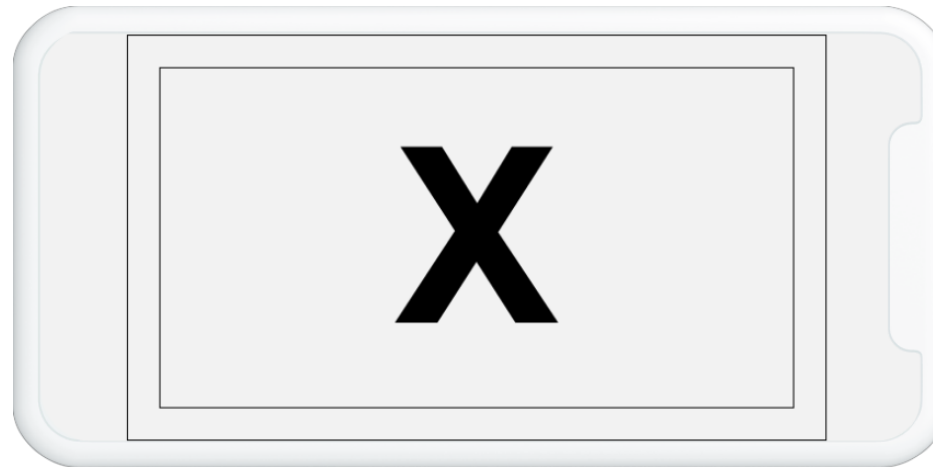
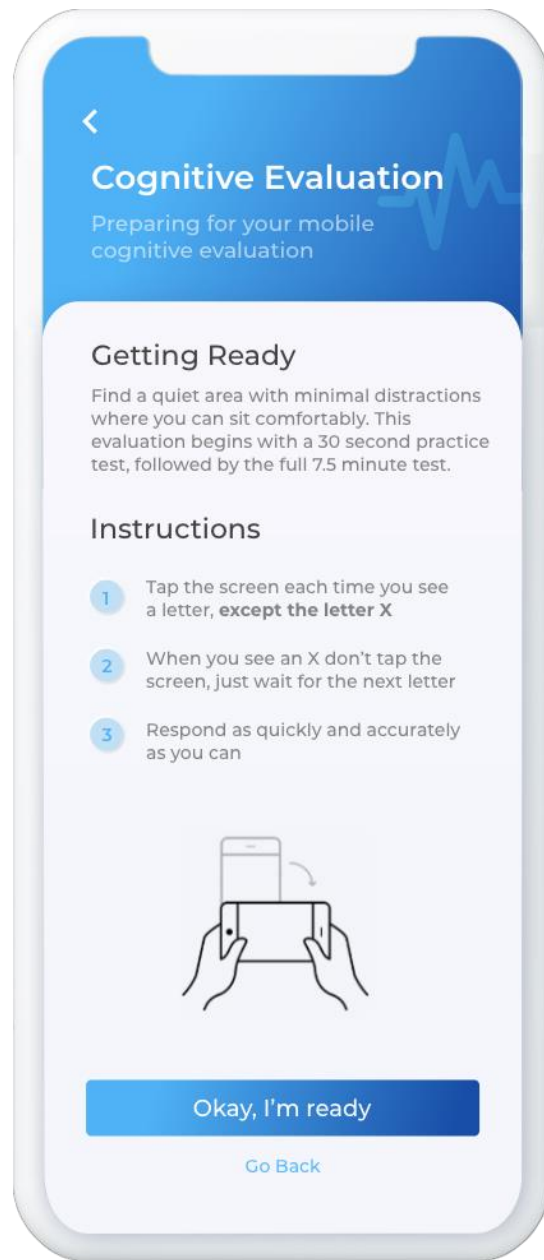
- Brief Medical History
- Symptom Evaluation
- Cognitive Assessment
- Gait Analysis

The app interface for 'Concussion Observed Symptoms' features a blue header with a back arrow and a medical cross icon. The title 'Symptom Checker' is in white, with the subtitle 'Concussion Observed Symptoms' below it. The main question is 'Do you observe any of the following symptoms?'. Below this, there are ten items, each with a 'No' toggle switch and a text description. At the bottom is a blue 'Next' button.

Toggle	Symptom
No	Feeling dazed or stunned
No	Confusion about assignment or position
No	Forget an instruction
No	Unsure of game, score, or opponent
No	Move clumsily
No	Answer questions slowly
No	Loss of consciousness (even briefly)
No	Mood, behavior, or personality changes
No	Can't recall events prior to hit or fall

The app interface for 'Concussion Reported Symptoms' features a blue header with a back arrow and a medical cross icon. The title 'Symptom Checker' is in white, with the subtitle 'Concussion Reported Symptoms' below it. The main question is 'Does the athlete report any of the following symptoms?'. Below this, there are ten items, each with a 'Yes' or 'No' toggle switch and a text description. At the bottom is a blue bar.

Toggle	Symptom
Yes	Headache or "pressure" in head
No	Nausea or vomiting
Yes	Balance problems or dizziness
No	Double or blurry vision
Yes	Sensitivity to light
Yes	Sensitivity to noise
No	Feeling sluggish, hazy, foggy, or groggy
No	Concentration or memory problems
No	Confusion
No	Just "not feeling right" or "feeling down"



Cognitive Assessment

Derived from the Connors Continuous Performance Test (CPT), which is a challenging go-no-go cognitive test, this provides information regarding speed of mental processing, attention/inattention, response inhibition, and impulsivity.

CPT INSTRUCTIONS

- Tap the screen each time you see a letter, **except the letter X**
- When you see an X don't tap the screen, just wait for the next letter
- Respond as quickly and accurately as you can

Cognitive Results

Precise data that's easy to understand.

SCORING

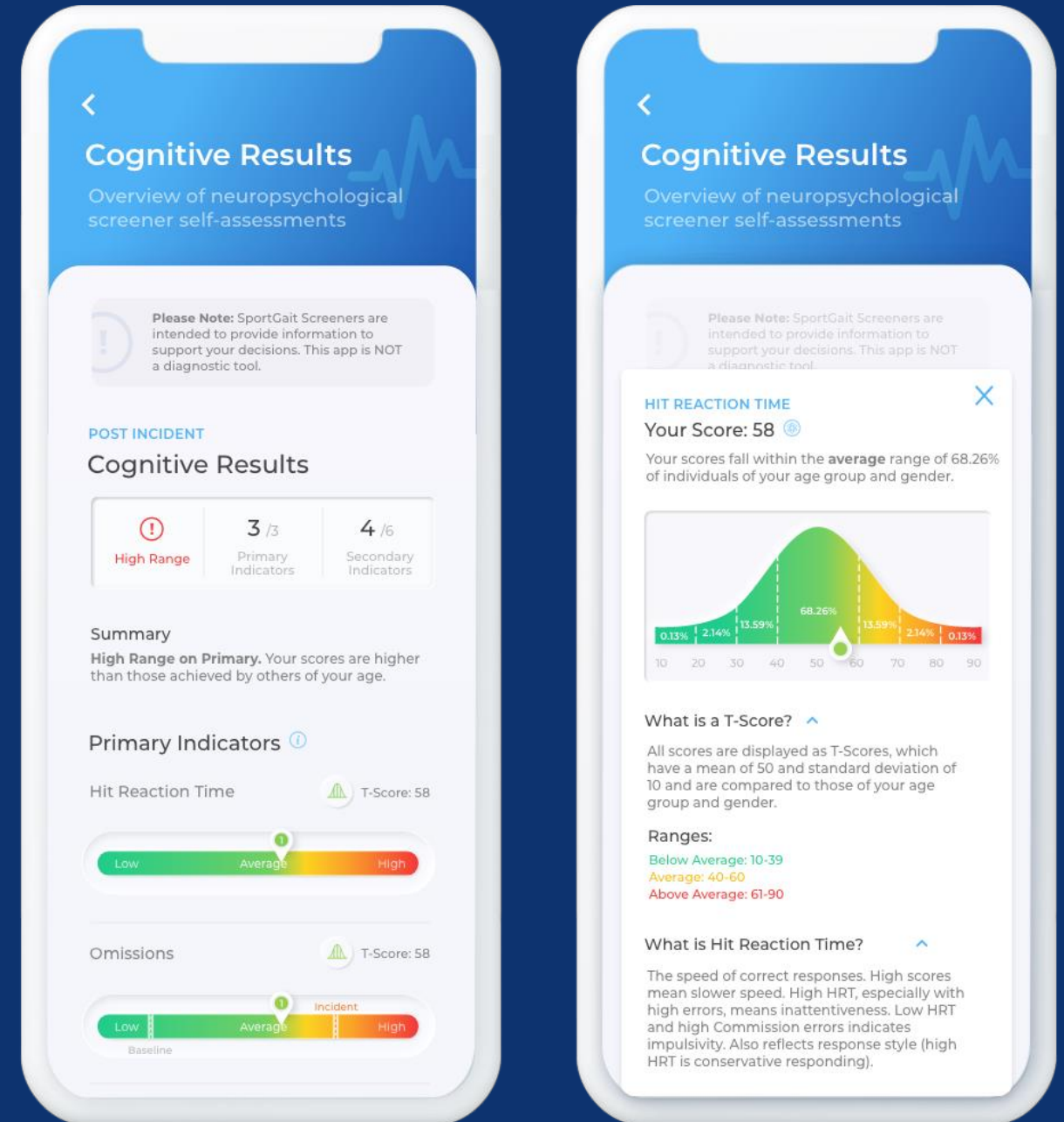
Results are displayed as T-scores which were generated using norms from people of your age group and gender.

SCORING DISPLAY

Scores will be displayed on a scale with normal distribution.

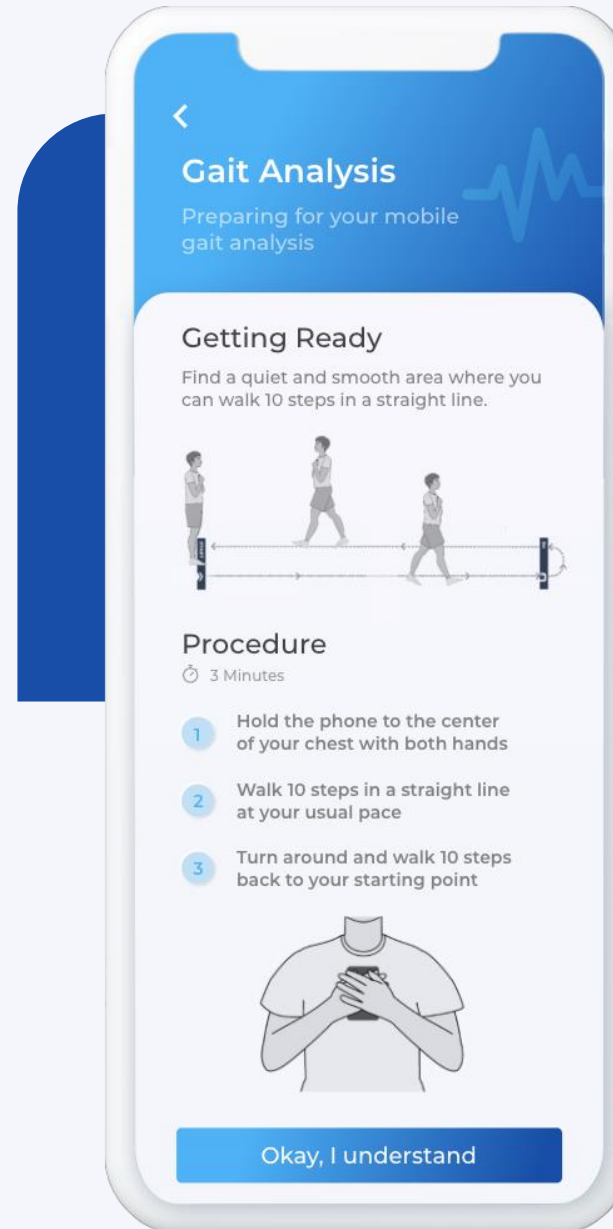
T-SCORES

All scores are displayed as T-Scores, which have a mean of 50 and standard deviation of 10 and are compared to those of your age group and gender.



Gait Assessment

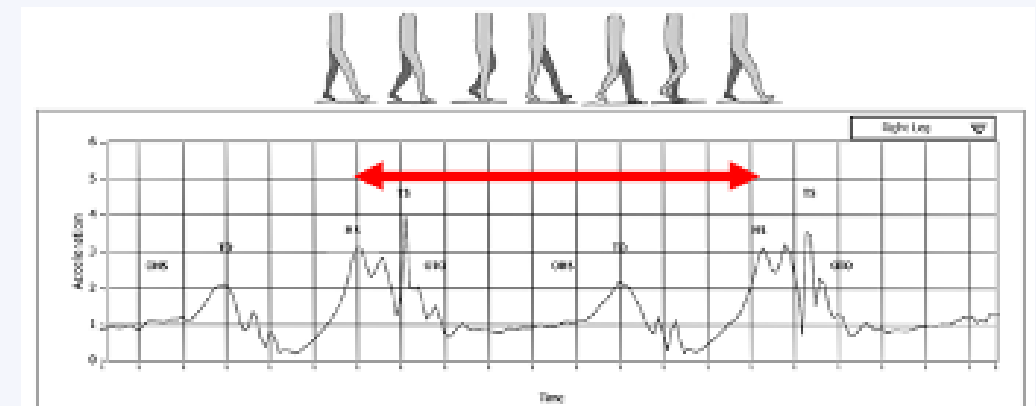
Generated from the BioKinetoGraphs invented by Dr. Mark Williams, the gait assessment analyzes, profiles and measures any abnormalities in your walking pattern to provide you with detailed insights into how it relates to concussion, brain wellness and a variety of muscular skeletal conditions.



GAIT INSTRUCTIONS



- Hold the phone to the center of your chest with both hands
- Walk 10 steps in a straight line at your usual pace
- Turn around and walk 10 steps back to your starting point



Gait Results

From the BKG we determine key reliable indicators grouped into your stride, stability, power and symmetry.

POWER

Power is the measurement of the force that an individual is walking. We display two distinct forces; Striking Force and Pushing Force.

STRIDE

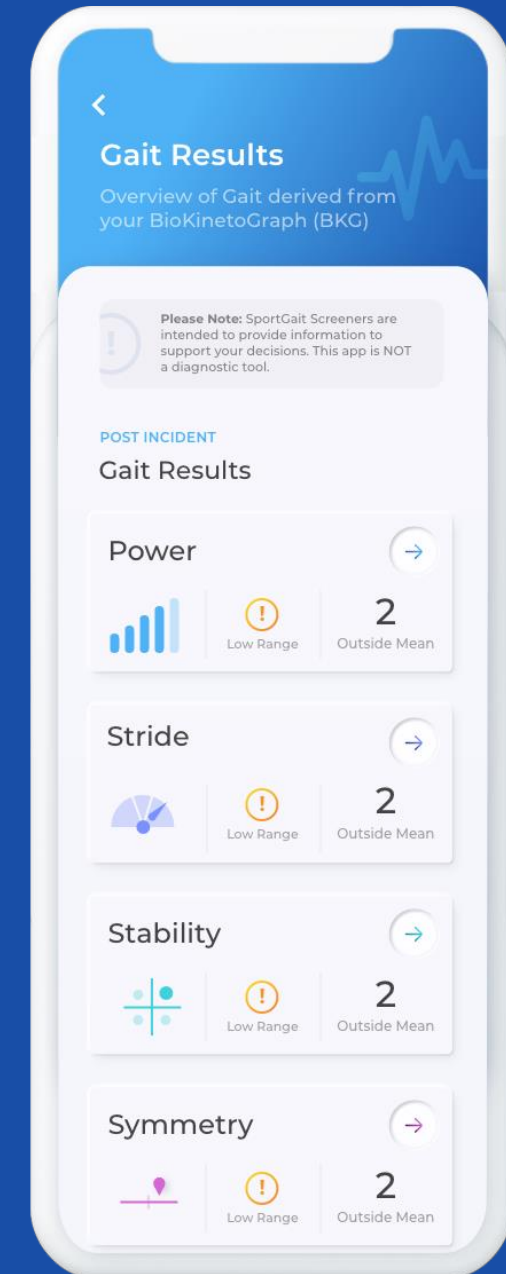
We measure the different elements of your stride. We display four distinct measurements; Stride Time, Stance Phase, Swing Phase, and Double Stance Phase.

STABILITY

Your ability to regulate balance control while walking. We display three distinct measurements: Sway (Side to Side), Sway (Front to Back) and Support Variabilities.

SYMMETRY

Your ability to maintain regularity, consistency and evenness between your left and right side while walking. We measure Power, Stride and Stability.



Power

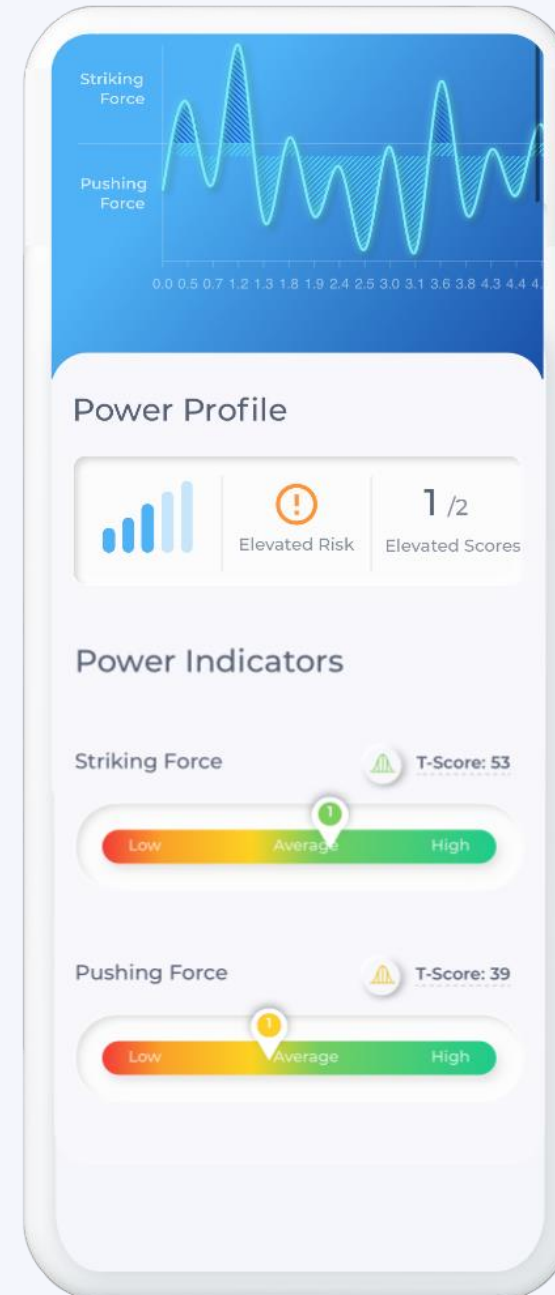
Power is the measurement of the force that an individual is walking. We display two distinct forces:

STRIKING FORCE

The total amount of energy produced when the heel hits the ground

PUSHING FORCE

The total amount of energy generated to lift your foot off the ground, propelling your body forward



GRAPH:

This graph shows your actual walk, indicating your striking force and pushing force over time.

Stride

We measure the different elements of your stride. We display four distinct measurements:

STRIDE TIME

The average time to complete the full gait cycle on one side, from one heel contact to the next

STANCE PHASE

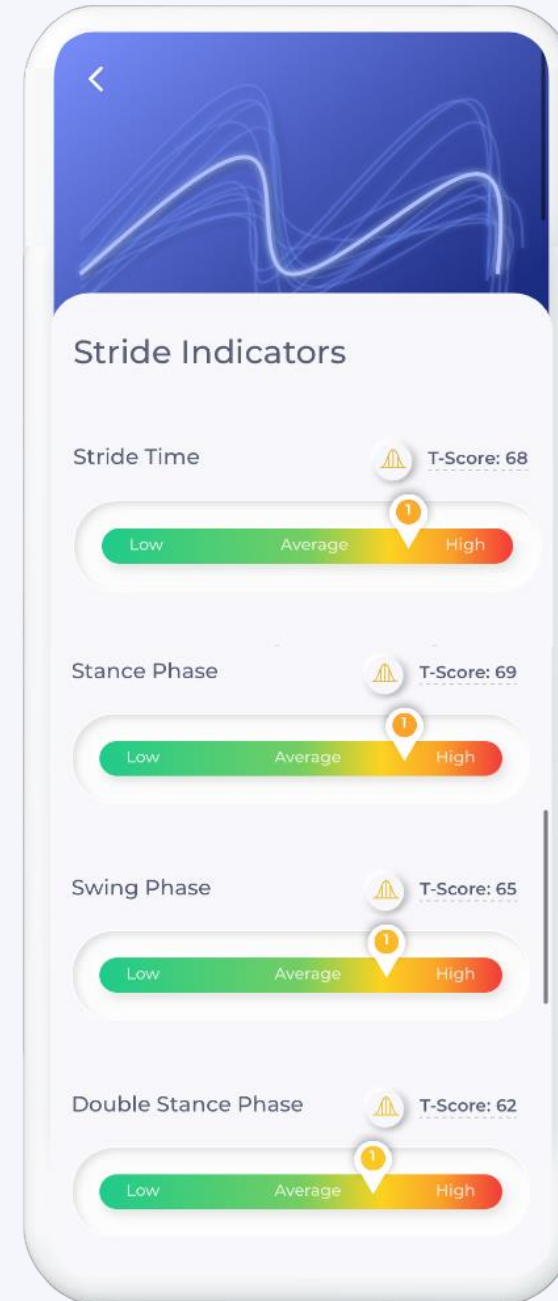
Begins when one foot first contacts the ground and ends when the same foot leaves the ground

SWING PHASE

Begins when one foot leaves the ground and ends when the same foot contacts the ground

DOUBLE STANCE PHASE

The amount of time that both feet are on the ground simultaneously while walking



GRAPH:

This graph shows your average stride cycle. The bright line indicates your average and the faint lines are your actual calculations.

Stability

Your ability to regulate balance control while walking. We display three distinct measurements:

SWAY (SIDE TO SIDE)

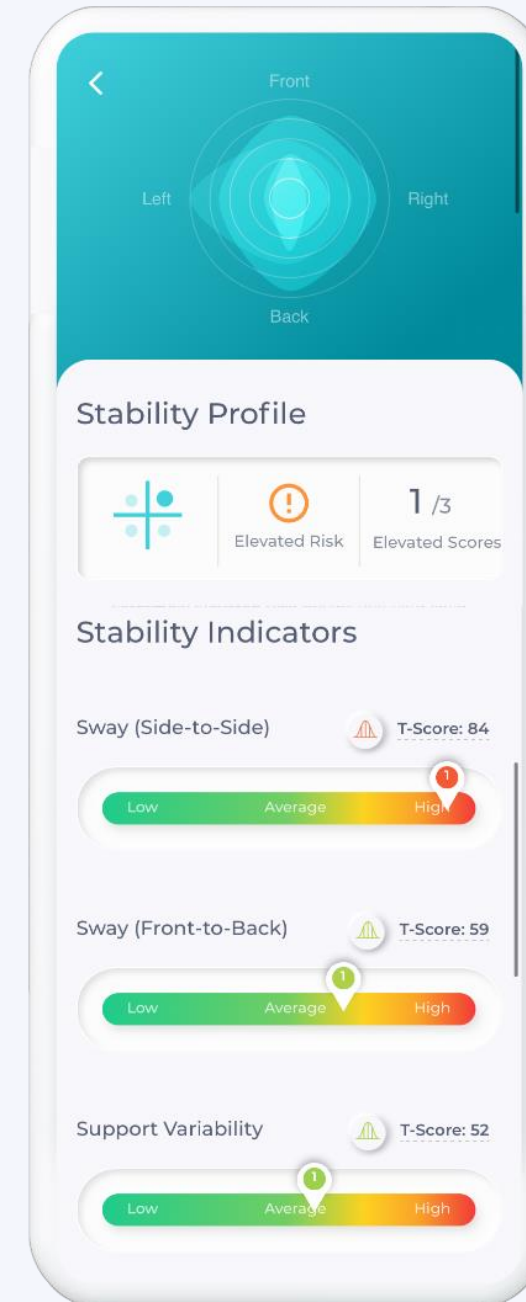
The average time to complete the full gait cycle on one side, from one heel contact to the next

SWAY (FRONT TO BACK)

Begins when one foot first contacts the ground and ends when the same foot leaves the ground

SUPPORT VARIABILITIES

Begins when one foot leaves the ground and ends when the same foot contacts the ground



GRAPH:

This graph shows the overhead view of your walk, indicating your stability as you walk.

Symmetry

Your ability to maintain regularity, consistency and evenness between your left and right side while walking.

POWER

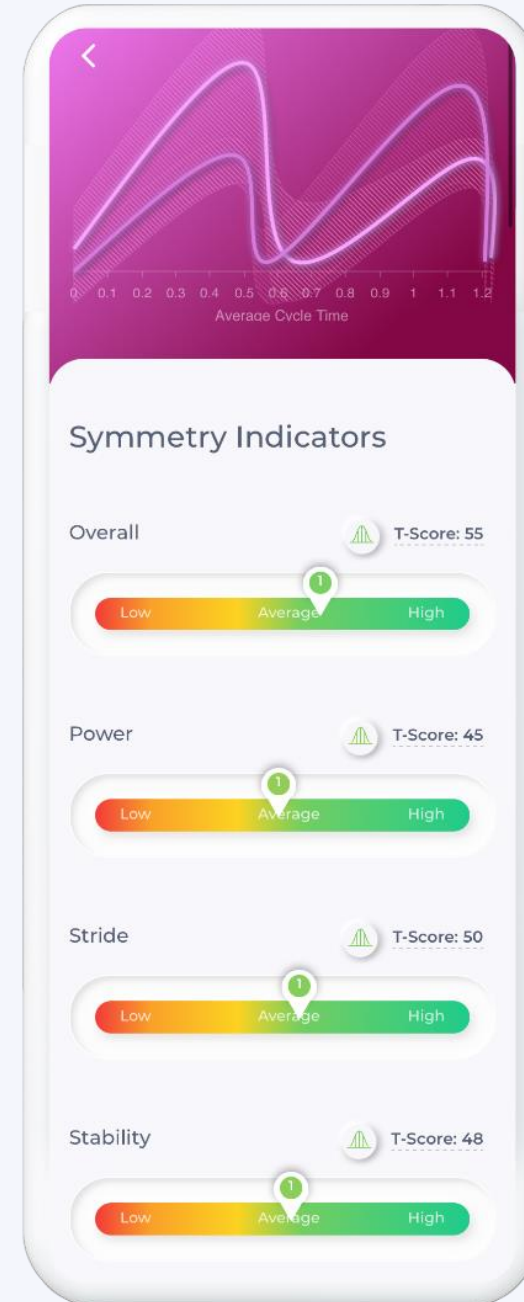
We measure if the force you exert while walking favors one side or another

STRIDE

We measure if your strides are equally uniform

STABILITY

We measure if you maintain balance or whether you favor one side or another



GRAPH:

This graph shows the differences in symmetry with your walk over time. The bright line is your left side and the darker one is your right side.

Try it Out!



Enter Login Code: RingsideDoc

- 2 weeks to download
- Free for the year



Conclusion

Concussion is a Clinical Decision

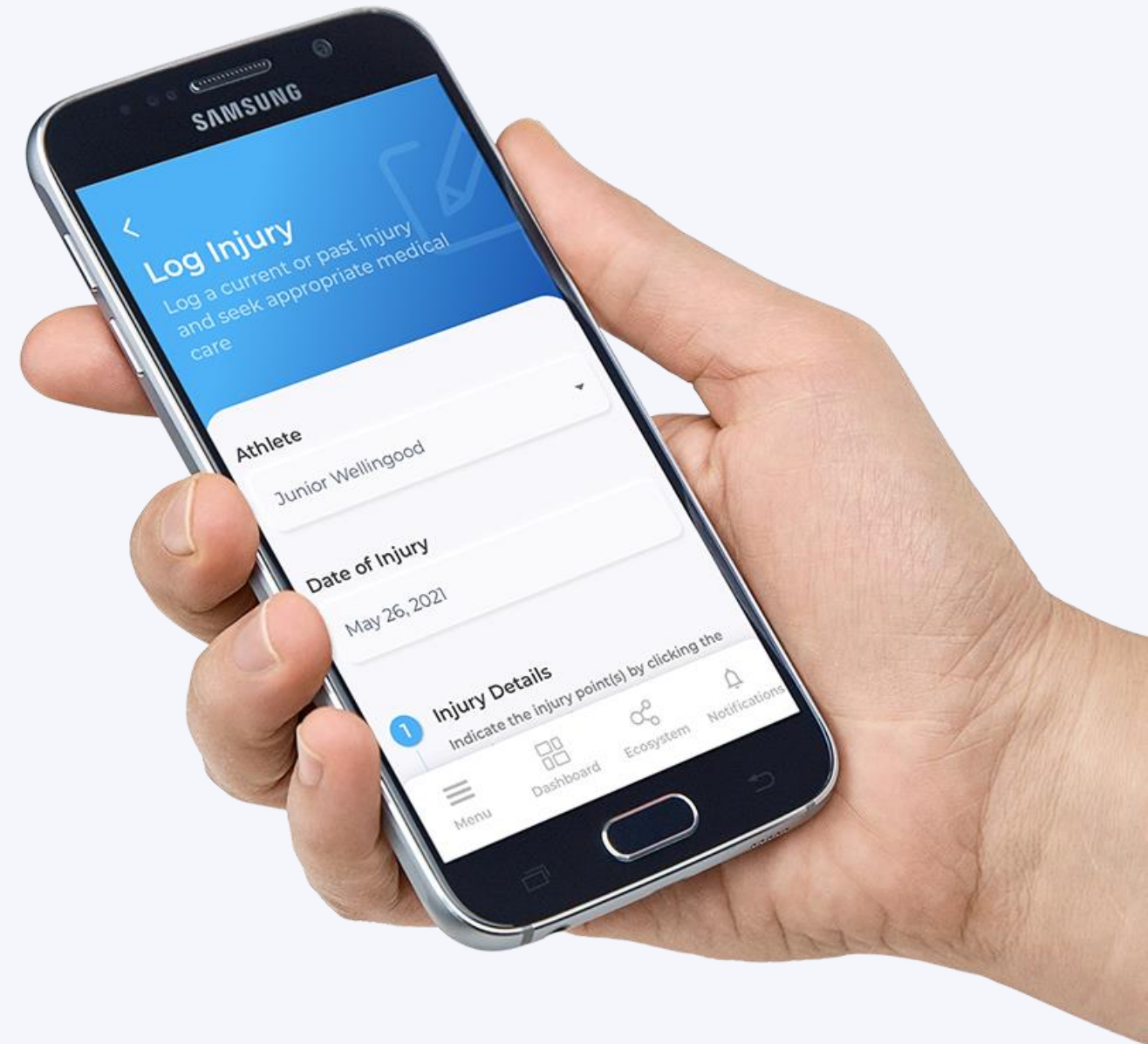
WITH AN ACCURATE TOOL LIKE SPORTGAIT YOU CAN

- Track if your health over time
- Track your recovery

BEING APP-BASED, YOU CAN TRACK RECOVERY REMOTELY

WITH SPORTGAIT

- Medical providers will get quick and accurate information from anywhere
- You will gain *peace of mind*





Preserving the game, while **making it safer.**

SportGait Platform Overview

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