



THE MATRIXX POWER SUIT Co. LLC

Presents

**Wearable Wellness Technology
That Improves Your
Health & Performance**

***Private Research Study
By Dr. Bijan Najafi PhD
Baylor College of Medicine***

Global Wellness Summit 2017

Baylor
College of
Medicine

MICHAEL E. DEBAKEY
DEPARTMENT OF
SURGERY

Private Research Study conducted by:

- **Dr. Bijan Najafi Ph.D.** Professor of Surgery, Director of Clinical Research, Division of Vascular Surgery and Endovascular Therapy, Director of Interdisciplinary Consortium on Advanced Motion Performance (iCAMP), Michael E. DeBakey Department of Surgery **Baylor College of Medicine**

Dr. Najafi is currently conducting an in-house study at **Baylor** with **Matrixx technology**. He is using game-based exercise combined with Matrixx technology to magnify benefits of several interactive and personalized Balance training interventions for in-hospital, in-clinic, and in-home body and mind exercises for Diabetes Patients with pain, balance problems and lost feeling in the feet and ankles.



“Demography is destiny”

August Comte, 1798-1857

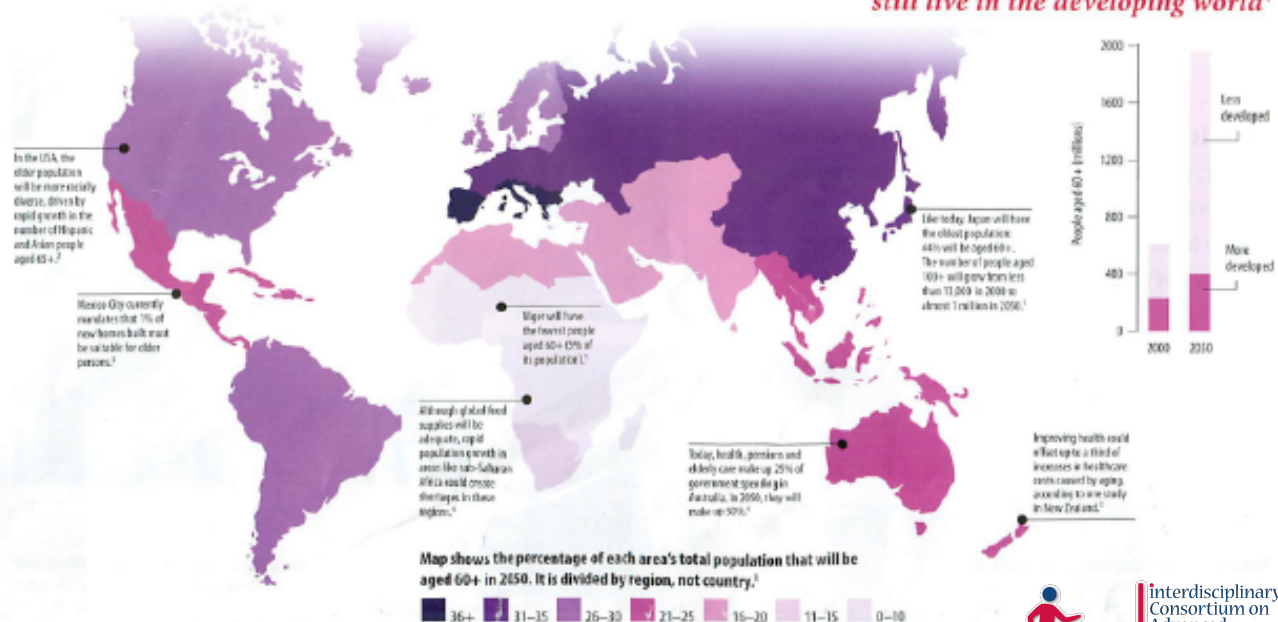
- *By 2015, one in five people will be aged 60+ in the world, they will outnumber people under 14!*

The World in 2050

The next four decades will see dramatic changes in the age structure of the global population. How big those changes will be, when they will happen and where they will be most felt are subjects of much concern. We take a look at some of the projections.

In general, developed countries will have older populations...

...but most people aged 60+ will still live in the developing world?



Statistics: Elderly Population

Every second, an older adult falls in US



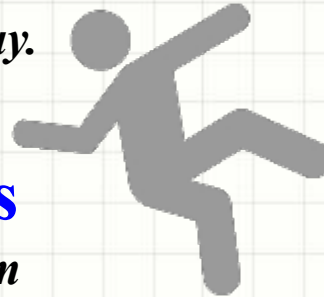
Every **1 second**
*An older adult falls
every second of every day.*



Every **20 minutes**
*an older adults dies from
a fall in the US.
Many more are injured.*



1 in 4
*One in four older adults
reported a fall in 2014.*



\$31 billion
*Annual direct medical
Expenses for older
adult falls cost over
\$31 billion, these costs
Will surge unless
preventive measures
are adopted.*



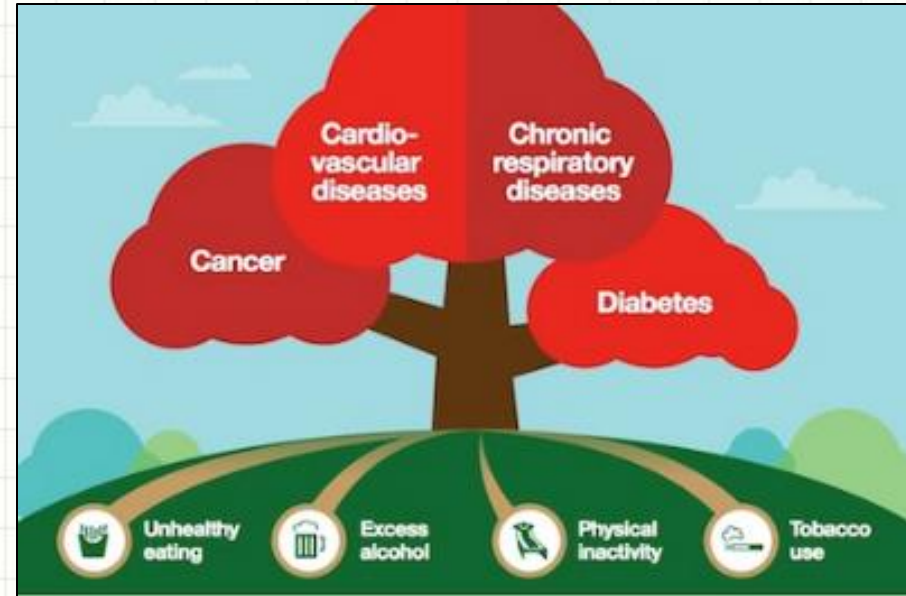
#1
*Falls are the # cause
of hip fractures.*

Non-communicable disease (NCDs)

Cancer, diabetes, CVD/PAD, and COPD

@ 2009

For the first time in
the history of
humankind:



Non-communicable diseases (NCDs) have
become the leading cause of global mortality
(60%).

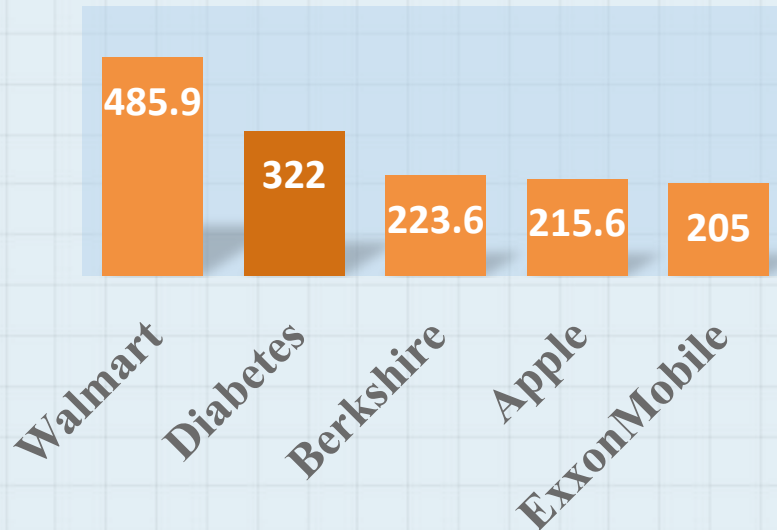
*Zarocostas J. Non-communicable diseases must have greater priority,
says WHO [news].*

BMJ 2009;339:b2857. doi:10.1136/bmj.b2857

Cost of diabetes

Annual cost of Diabetes in USA is \$322b

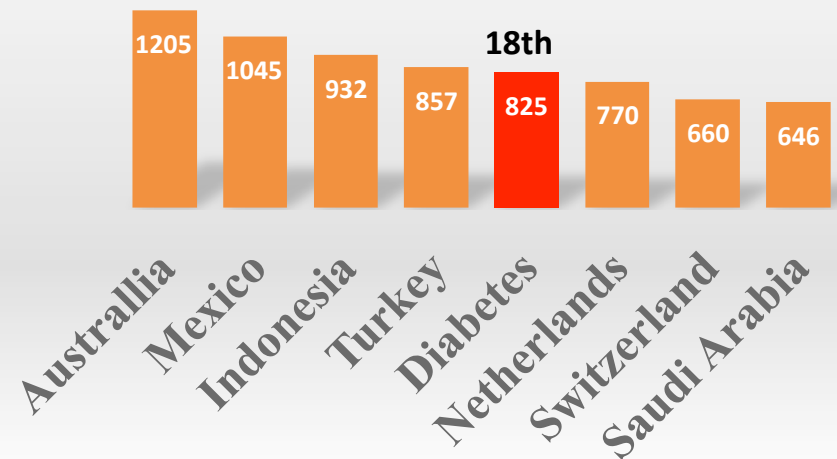
US\$ billions, 2015



Sanofi

Global Direct cost of Diabetes (2016)

Cost of Diabetes Compared to
National Economies
US\$ billions



Harvard T.H. Chan School of Public Health

Diabetes increases risk of falling

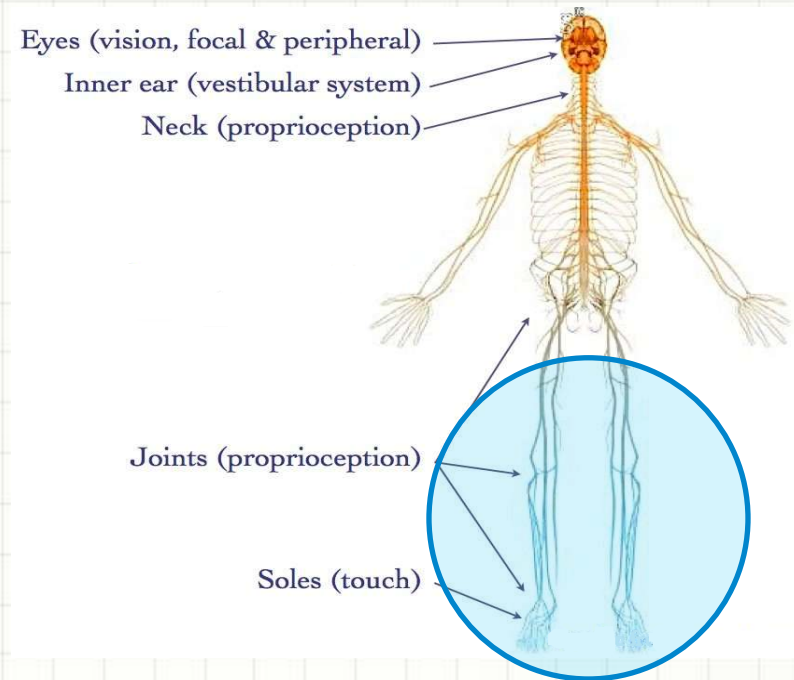
- **Individuals with diabetes are prone to fall** for reasons such as decreased sensorimotor function, musculoskeletal/neuromuscular deficits, foot and body pain, pharmacological complications, and specialty (offloading) footwear devices
- **High risk of fall** in the diabetic peripheral neuropathy (DPN) population, with an overall incidence of **1.25 fall/person-year, 5-12 times higher than general older adults**
- Over 70% of adults, age 65+ with diabetes reported a **mobility limitation**, which will limit their ability to treatment management like wearing offloading for the purpose of wound healing



How to explain poor balance in diabetes patients

How underlying balance mechanism alters with diabetes based on dependency on sensory feedback?

- **Central-control:** Central mechanism in longer intervals of body sway by recruiting sensory feedback from visual, vestibular and/or somatosensory systems
- **Local-control:** local postural muscle control works without recruiting sensory feedback by setting an activity level required for postural muscles to control the short-term body fluctuations



The Art of Motor Learning



By practice, **our Brain learns** how to deftly and robustly command motor activation patterns that allow us to talk and sing; sit and stand; run and jump; and throw and catch - **often without even paying attention or receiving any information from sensory feedback.**

Balance Training

~ Conventional Methods

□ Physiotherapy

Aerobic exercise, Resistance exercise, and Flexibility exercise



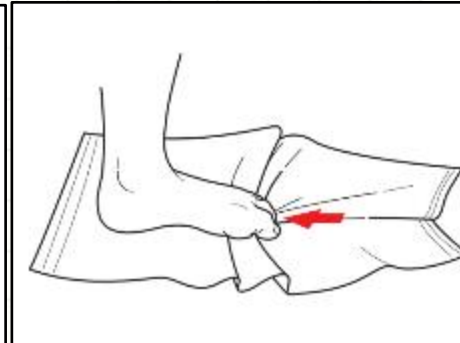
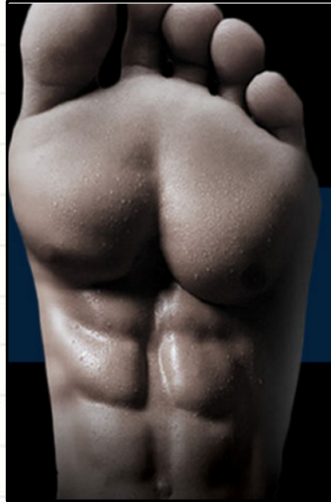
- The major gap in conventional exercise programs is lack of **brain exercise**
- *The conventional exercise programs do not provide interactive motor-error information to assist the patient to compensate motor-deficit via perception of errors in particular among those with sensory deficits (e.g. diabetes with neuropathy complication)*

Najafi, Patel, Armstrong (2017), Contemporary Diabetes (Series Ed.: A. Veves)
“Exercise Programs to Improve Quality of Life and Reduce Fall Risk in Diabetic Patients with Lower Extremity Disease”

Balance Training

~ Conventional Methods

□ Foot & Ankle Exercises



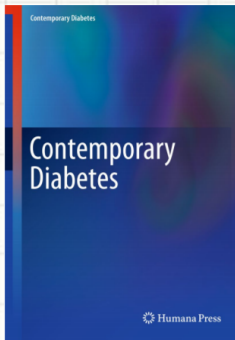
- While these exercises are effective and suitable for those with poor balance, it lacks of **brain exercise**

Balance Training

~ Conventional Methods

❑ Motor-Cognitive Exercises

Tai-Chi, Yoga, Pilates exercise, etc...



- These exercises include cognitive exercise and has been demonstrated to be more effective than conventional exercise in patients with cognitive problems (e.g. Stroke, diabetes, etc...). But they are not suitable for frail patients and in-home applications.

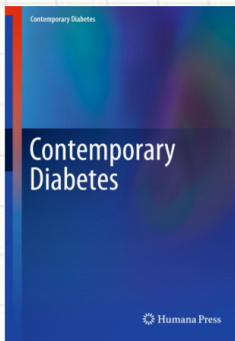
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Balance Training

~ Conventional Methods

❑ Instrumental Exercises

Weight Shifting, Virtual Reality Walking,

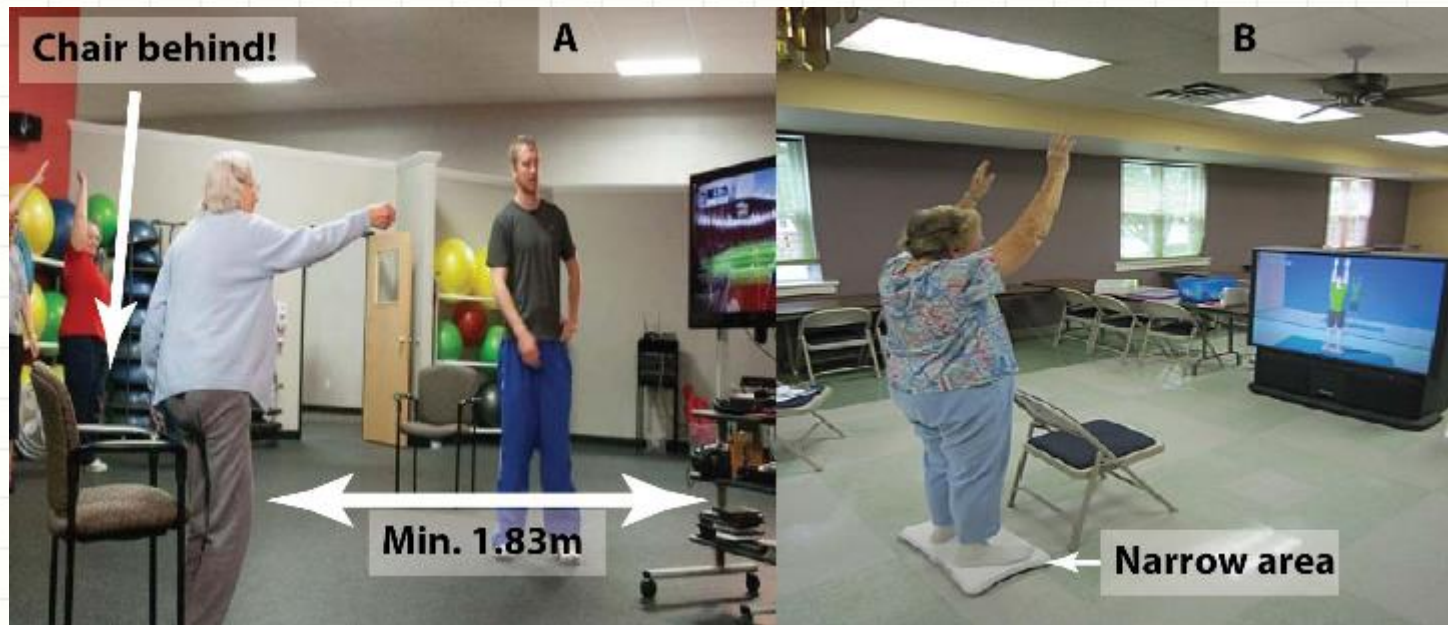


- Recent advances in technologies open new doors for designing personalized and game-based exercise programs, which include both body and mind exercises. But they are expensive and unsuitable for home-based exercise programs

Najafi, Patel, Armstrong (2017), Contemporary Diabetes (Series Ed.: A. Veves)
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New Horizon ~ Exergaming

- ☐ Entertainment & Engagement
- ☐ Perception of motor-error
- ☐ Motor-Cognitive Exercise
- ☐ Personalized Exercise – Game Level



Conventional game-system may not be safe for frail patients

Sensor-based (wearable) balance training could be the future of home-based personalized exercise programs



Gerontology

Regenerative and Technological Section / Original Paper

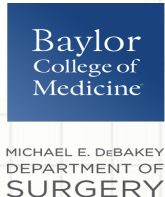
Gerontology
DOI: 10.1159/000371846

Received: August 18, 2014
Accepted: January 5, 2015
Published online: February 19, 2015

Sensor-Based Interactive Balance Training with Visual Joint Movement Feedback for Improving Postural Stability in Diabetics with Peripheral Neuropathy: A Randomized Controlled Trial

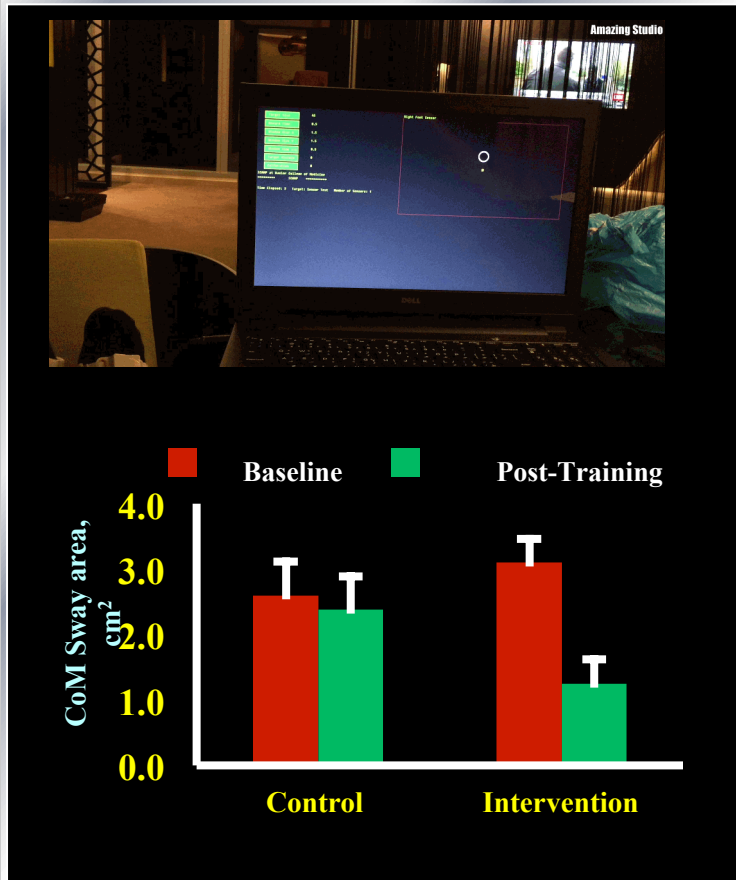
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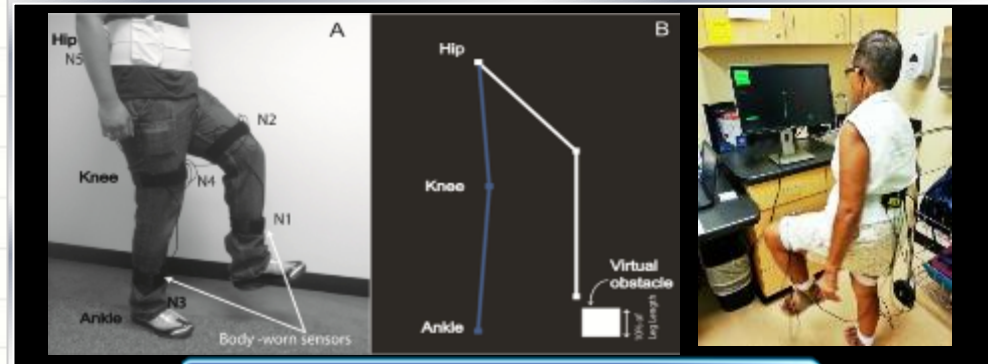


Using game-based exercise to improve motor-cognitive performance

Game-based foot and ankle exercise programs are effective to improve balance in people with diabetes



Grewal , ... , Najafi (2015), Gerontology



Patient Testimony



Baylor
College of
Medicine

Filling the gap by Matrixx Wearable Wellness Technology



- While recent advances in wearable and gamification have opened new avenues to deliver body and mind exercise, they lack an important exercise component: **Resistive-Exercise**
- **Matrixx technology** could be used in verities of game-based exercise to magnify benefit of these interactive and personalized balance training interventions for in-hospital, in-clinic, and in-home body and mind exercises



***Ongoing study at the Baylor College of Medicine, Houston, Texas*

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