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Cutting-Edge Real-time Biomechanics Software Released Today

New Platform Facilitates Hybrid Motion Capture, Extensive Real-Time Capabilities and Support for Translational Research

Chicago, IL USA- April 12, 2018- Innovative Sports Training, Inc. creator of The MotionMonitor, an advanced acquisition, analysis and visualization software for tracking and analyzing 3D human movement, announced today the release of a cutting-edge software platform, **The MotionMonitor xGen**. The platform features extensive real-time capabilities, facilitates innovative research methods, and provides a platform to translate research methods to new commercial products.

“Today is an exciting time in our company’s history,” stated Mona Bhuta, President of Innovative Sports Training. “**The MotionMonitor xGen** is truly revolutionary in what it provides. It facilitates new research capabilities like hybrid motion capture systems and complex biofeedback routines, all while providing powerful, comprehensive analysis capabilities, like multivariate analysis. This system allows our users to push the boundaries and dive deeper into their understanding of human movement. The mix and level of these capabilities truly differ from anything commercially available.”

The MotionMonitor team first introduced the concept of hybrid motion capture systems in 2013, combining electromagnetic and optical tracking for real-time, synchronous data collection of fine motor control movements. **The MotionMonitor xGen** expands these capabilities to any of the kinematic technologies supported by the system: Inertial Sensors (IMUs), electromagnetic trackers or camera-based optical systems. Hybrid motion capture combines the benefits of two different kinematic tracking technologies in a single application.

“We’re excited about the capabilities **The MotionMonitor xGen** provides to reach new markets,” said Meredith Evans, Vice President of Market and Client Development. “This platform supports customization of an icon-driven interface, providing the ability to translate research-driven protocols into unique clinical, teaching, ergonomic and sports applications. We now have the opportunity to offer solutions for new industries, including professional sports, clinical settings, and commercial environments.”

About The MotionMonitor:

The MotionMonitor was first released in 1994. The platform is used by researchers, clinicians and professionals in the fields of neuroscience, athletic training, physical therapy, kinesiology, orthopaedics, and exercise science, world-wide, with installations on 6 of the 7 continents. The MotionMonitor integrates the broadest range of hardware in the market, including over 14 motion capture technologies, and numerous EMG systems, force plates, EEG systems, eye-tracking systems, haptics, virtual reality platforms and standard and high-speed digital video.

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For more information, visit www.TheMotionMonitor.com.