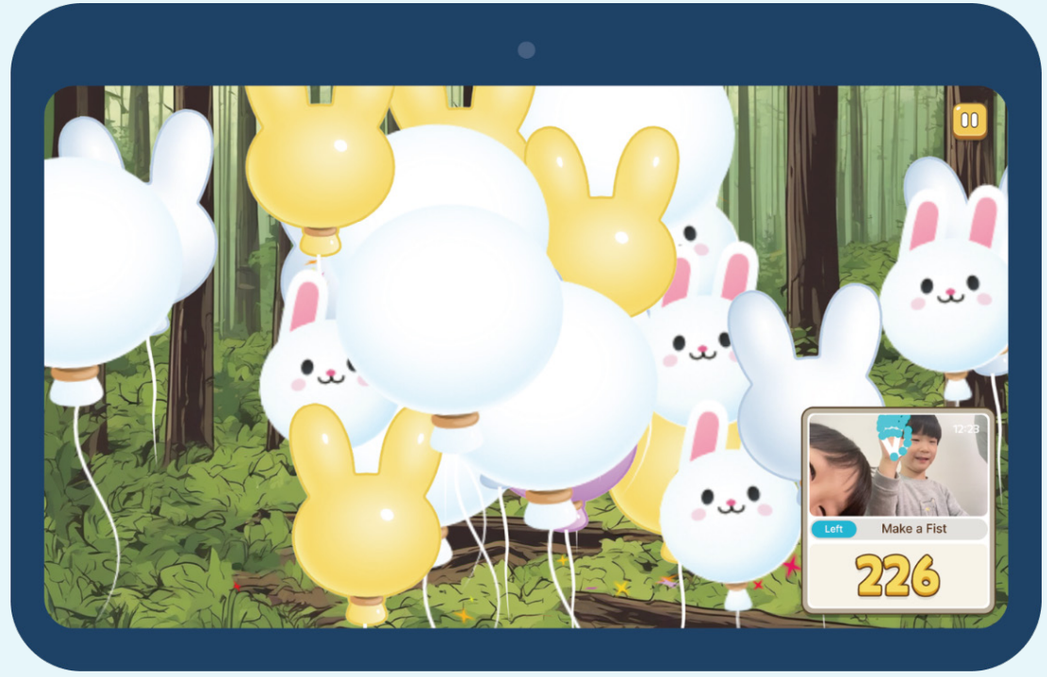
Make movement feel like play.

Choose the hand movements you want the child to practise. GemGem400 uses the tablet camera to detect them, and the game responds with visual and sound rewards.

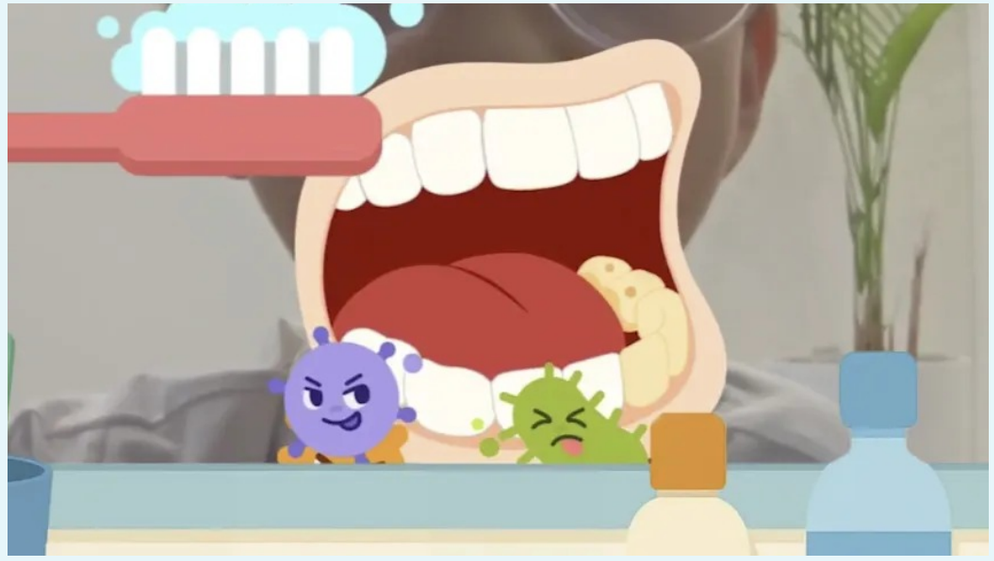


Camera-based

Set per child

Activity reports


로켓을 타고
날아보자~!
오른손
주먹 쥐기
328






내일 또 만나

8 hand movements



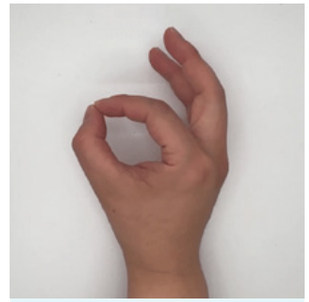
Wrist extension



Making a fist



Thumb extension



Pinch



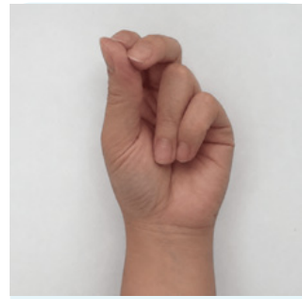
Open hand



Supination



Pronation

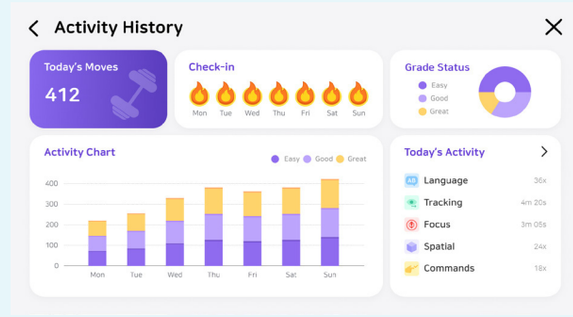


3-point pinch

1 Select movements

2 Adjust the difficulty

3 Review the session



We don't save camera video.

The camera detects the child's hand movements. We store those movements as skeleton point coordinates (X, Y, Z). We don't store video, images of the child's face, or images of the background.

What appears in the game



Not stored

What we store



X Y Z

XYZ coordinates only

An 8-week home study

The randomized study included 45 children with cerebral palsy. The program group practised at home for eight weeks, with three 15-minute sessions each week.

Changes in manual dexterity (Box and Block Test) and palmar pinch strength differed significantly between the program and control groups, in both hands ($p < 0.05$).

91.9%

Mean program adherence

The program complements professional care. Better hand function alone does not establish better performance in everyday activities or suitability for every child.

Kim S, Yoon IJ, Cha S, Lee SH, Kim JJ, Ko EJ. Disability and Rehabilitation. Published online 23 September 2026.
A novel real-time computer vision and artificial intelligence based hand function rehabilitation program for children with cerebral palsy.

doi: 10.1080/09638288.2026.2735445

Read the paper

We're looking for partner clinics.

1. Send a short trial request.
2. Sign the free trial & feedback agreement.
3. Use GemGem400 free for 30 days from account activation.
4. Share your feedback in a 15-minute Zoom call afterward.

Jeklin Kim

Discuss a partner trial
Contact our team

gemgem400.com/cp/