



Health and wellness on the beat.

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**Address :** 630 avenue du professeur Émile Jeanbrau, 34090 Montpellier, France

**Website :** <https://www.beathealth.eu>

Social Media (French) :

- LinkedIn : <https://www.linkedin.com/company/beathealth>
- Twitter : [https://www.twitter.com/beat\\_health](https://www.twitter.com/beat_health)
- Youtube : <https://www.youtube.com/@beathealth>

## Public Relations

**Hugo Alonso** - *Communication Manager*

mail : [hugo.alonso@beathealth.eu](mailto:hugo.alonso@beathealth.eu)

LinkedIn : <https://www.linkedin.com/in/hugomontpellier>

## Founder

- (CEO) Guillaume TALLON, Ph D. in Movement Science
- (CTO) Loïc DAMM, Ph D. in Neuroscience
- Benoît BARDY, Ph D. in Movement Science, Founder of EuroMov
- Valérie COCHEN DE COCK, MD, Ph D. in Neuroscience
- Simone DALLA BELLA, Ph D. in Neuroscience
- Charles-Étienne BENOIT, Ph D. in Psychology
- Antoine SEILLES, Ph D. in Computer Science

## BeatHealth in a nutshell

Founded by 7 doctors in Neurosciences, Movement Sciences, Medicine and Computer Sciences, beatHealth places rhythm at the heart of its Health and Well-being projects. We develop an ecosystem of rhythm-based applications to assess and train rhythmic abilities.

Rhythm is at the root of all our projects. Neurosciences have improved our understanding of the perception and motor production of rhythms, as well as their influence on the brain. As the cerebral structures that allow us perceive rhythms are also those that enable us to move, a therapeutic opportunity opens up. The use of adapted rhythms can indeed counteract the effects of certain pathologies as well as those of aging which alter our motor skills. beatHealth develops technologies that restore motor skills by training rhythmic abilities.

# Our Applications

- La **BAASTA** (stands for Battery for the Assessment of Auditory Sensorimotor and Timing Abilities) is a battery of mobile tests allowing the evaluation of perceptual and sensorimotor rhythmic abilities.  
It is used to detect deficits in rhythmic abilities using patented measurement methods and is intended for researchers and caregivers to assess the motor synchronization of their subjects/patients.
- **Beat Workers** is a premium rhythmgame, on Android and iOS.  
Beat Workers is set in a futuristic world where most of the work is done by robots. You're put in the shoes of the Great Architect, one of the last employed human beings. Your job ? Rebuilding monuments from the Great Country's past to offer some more distraction to the mostly idle Great People.  
In order to do that, you need to synchronize builder robots by tapping to the beat of the awesome tracks composed specially for the game.
- **RhythmWorkers** is a clinical version of Beat Workers and is used in research to show the impact of rhythm rehabilitation on health.
- **beatMove** is an assistive musical walking application for people suffering from walking disorders.  
At the moment, our scientific studies mostly concern Parkinson's disease. They show a real contribution of music on:
  - The walking quality of individuals
  - The patients' fear of falling which is greatly reduced
  - Enhanced motivation to practice physical activity