

WHAT A NEW STUDY OF 403 High School Athletes Found

SWAY VS IMPACT

SWAY RESEARCH BRIEF

A newly published study compared Sway and ImPACT performance in high school athletes, examining how results from the two concussion assessment systems relate at baseline and following concussion.

The findings provide preliminary evidence about how Sway may perform alongside an established computerized concussion assessment tool.

WHAT DID THEY FIND?

• DIFFERENT TESTS. DIFFERENT MEASURES.

Correlations between most Sway and ImPACT measures were small. Researchers noted that this suggests the two systems may assess different neurocognitive constructs, rather than simply measuring the same abilities in different ways.

• SAME OVERALL POST-INJURY DECISIONS

Among athletes with both baseline and acute post-injury data available, the overall post-injury decisions were the same whether researchers used Sway or ImPACT.

• SIMILAR PRELIMINARY UTILITY

The researchers concluded that Sway demonstrated overall similar utility to ImPACT in the acute post-concussion setting.

↗ 403 ATHLETES

Completed both Sway and ImPACT baseline testing

↗ SMALL CORRELATIONS

Most measures appeared to assess different constructs

↗ SAME OVERALL DECISIONS

In the acute post-injury sample

WHAT COULD THIS MEAN FOR ATHLETIC TRAINERS?

Concussion assessment should never come down to a single test or score. Athletic Trainers consider symptoms, clinical examination, history, balance, cognitive performance, baseline data, and other clinical information when evaluating an athlete.

This study adds preliminary evidence for ATs to consider when evaluating the role of mobile concussion assessment.



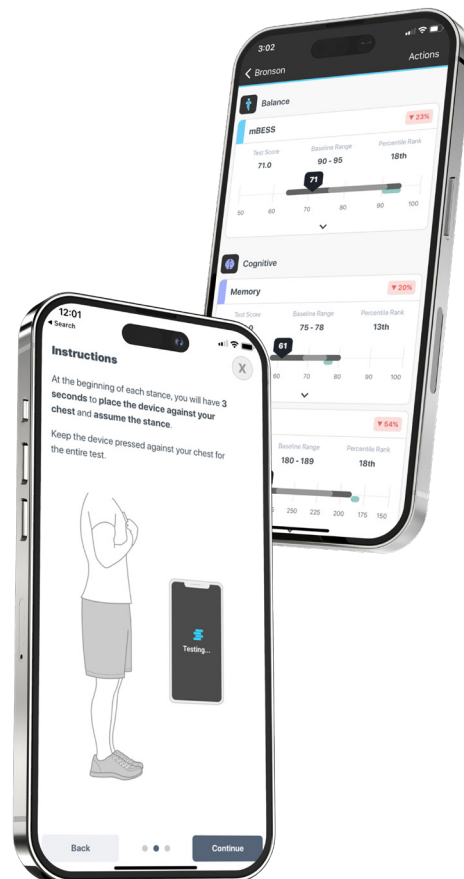
Mobile assessment can provide meaningful information.

Sway and ImPACT take different approaches to assessment, yet researchers found similar overall utility between the systems in the acute post-concussion setting studied.



The systems may tell us different things.

The generally small correlations between Sway and ImPACT measures suggest the systems may assess different neurocognitive constructs.



Similar clinical utility does not necessarily mean two assessment tools are measuring exactly the same thing.

AN IMPORTANT LIMITATION

The researchers specifically noted that additional research with a larger post-injury sample is needed.

403
ATHLETES

Were included in a baseline comparison

— ONLY —

10
ATHLETES

Had both baseline and acute post-injury data available for the direct post-concussion comparison.

These findings are preliminary, but they provide an important foundation for continued research comparing mobile concussion assessment with established testing approaches.

AND THEN THERE'S THE REAL-WORLD WORKFLOW

The research looked at assessment performance.

But for Athletic Trainers choosing and implementing a concussion testing system, how testing fits into the real world matters too.

When preliminary research suggests similar overall utility, factors such as devices, testing location, staffing, and the ability to test athletes simultaneously become important parts of the conversation.



Computer-Based Testing

- ✗ Desktop or laptop access
- ✗ Testing schedules and locations to coordinate
- ✗ Simultaneous testing may depend on available devices
- ✗ Remote testing may also be available



Sway Mobile Baseline Testing

- Athletes can use compatible iOS or Android devices
- Multiple athletes can test simultaneously
- Testing can take place in a gym, classroom, Athletic Training facility, or remotely
- Athletic Trainers can monitor baseline testing as it happens

WHAT CAN THAT LOOK LIKE?

400–500 Baselines in a few hours

Previously, baseline testing for more than 500 athletes required additional Athletic Trainers, scheduled testing sessions, and individual devices.

When hundreds of athletes need baseline testing, the testing workflow can matter just as much as the technology itself.

Hautmann, A., et al. (2026). Preliminary Comparison of Sway and ImPACT as a Concussion Assessment Tool. Archives of Clinical Neuropsychology, 41(Supplement 1), i13.

Customer workflow examples: Southeast Iowa Regional Medical Center and Bettendorf High School Sway customer stories.

- One Sway customer reported completing **400–500 preseason baseline tests** across multiple teams in just a few hours.



- At Bettendorf High School, one Athletic Trainer reported completing and verifying baseline tests for **30 basketball players in 30 minutes using Sway.**

