Virtual Rehab

PITCH DECK

Virtual Rehab

COMPANY PURPOSE

Evidence-Based Solution Using Virtual Reality, Artificial Intelligence, & Block chain Technology for Pain Management, Prevention of Substance Use Disorders, and Rehabilitation of Repeat Offenders.

Global Problem

Alcohol and Substance Use account for 5.4% of world's total percentage of disease

Globally, 39 deaths per 100 000 population are attributable to Alcohol and illicit Drug use

Drug & Alcohol relapse statistics may reach up to 90% following a period of recovery

In the U.S. alone, 116 million adults struggle with chronic pain at a cost of $635 billion in lost productivity and treatment

In 2012, healthcare providers wrote 259 million prescriptions for painkillers. Note that 100 people die every day due to opioid drug overdoses

In the U.S. alone, 66% of released offenders recidivize within 3 years and 77% within 5 years

Lack of focus on mental health & psychological well-being

Research Results

Among 244 children (2-16 yrs. old) receiving vaccination, using VR resulted in 45% to 74% decrease in pain [1]

Burn patients reported a 35% to 50% decrease in perceived pain when using VR with standard pharmacologic treatment [1]

Researchers at Duke University are showing that when recovering people develop strategies to avoid relapse in a virtual world, they are able to take those strategies and use them in real-world situations [2]

VR significantly reduced the amount of opioid medication administered during painful wound care procedures [3]

VR can be used as a treatment tool for enhancing behavior modification goals to support healthy eating habits by reinforcing these goals in life–like situations [4]

1 https://www.ncbi.nlm.nih.gov/pmc/articles/PMC5729140/
2 https://teens.drugabuse.gov/blog/post/virtual-reality-and-drug-abuse-treatment
3 https://www.ncbi.nlm.nih.gov/pubmed/28570305
4 https://www.ncbi.nlm.nih.gov/pmc/articles/PMC3125915/

Solution

A Comprehensive Prevention And Treatment Program

Virtual Reality

A virtual simulation of the real world using cognitive behavior and exposure therapy to trigger and to cope with temptations

Artificial Intelligence

A unique expert system to identify areas of risk, to make treatment recommendations, and to predict post-therapy behavior

Blockchain

A secure network to ensure privacy and decentralization of all data and all information relevant to vulnerable populations

VRH Token

An ERC-20 utility token that empowers users to purchase services and to be rewarded for seeking help through Virtual Rehab's online portal

Why Now

$ 80 Billion

$ 5.1 Billion

73%

Virtual and Augmented Reality Projected Revenues by 2025 [1]

Worldwide Market for Virtual and Augmented Reality in Healthcare by 2025 [2]

CAGR in Healthcare Driven by Training and Simulation Apps & Services [3]

Use Cases

Diagnostics & Planning

Training

Treatment

Rehabilitation

1 According to Goldman Sachs (2016)

2 According to Global Industry Analysts (2016)

3 According to Allied Market Research (2016)

Market Size

Size

261 Million +

Global Substance
Use Addiction

175 Million

Prevention &
Treatment Patients

Cap

$136 Billion +

Global Spend on
Prevention & Treatment

$90 Billion

Global Spend on
Virtual Rehab Market

Competition

	Dr. Phil's Path to Recovery	appliedVR	NEOFECT	Virtual Rehab
VR	✓	✓	✓	✓
AI	✗	✗	✗	✓
Blockchain	✗	✗	✗	✓
B2C	✗	✗	✓	✓

Competitive Advantage

First Mover Advantage (Addiction & Corrections)

Market Leader Status

Strong Brand Recognition

Unique Expert System (Identifies Areas of Risk, Makes Treatment Recommendations in Addition to Any Prescribed Medication, Predicts Future Behavior)

$VRH Token to Incentivize Patients to Seek Help & Counseling

Product

	ASSESSMENT	PROCESS	TREATMENT
INPUT	CBT & Exposure Therapy Scenarios	Physiological Metrics, BCI, Eye-Tracking, User actions, time intervals, etc.	Gathered Data from Assessment & Predictive Analysis
MACHINE LEARNING	Curriculum Rules Engine	Coursework results, stimuli / response dynamics, therapist and patient feedback	Adaptive course work recommendations
ARTIFICIAL INTELLIGENCE	Analysis of individual and group behavior patterns, identifies areas of deeper therapeutic focus	Single and multi-point blind, data set derived from metrics sampling	Predict area of risk and refine treatment options and recommendations
OUTPUT	Data Points Based on Action & Reactions	Extensive Data Points Allowing Prediction of Future Behavior	Tailored Treatment Programs & Medication

Business Model

B2B

B2C

License Fee

+

Subscription-Based Fee
(Monthly/Annual)

+

Development & Support

+

$VRH Token
(Programs Order & Download +
Further Analysis +
$VRH Incentive)

+

Virtual Rehab Center
(Per Visit Charge / Weekly / Monthly /
Annual Membership)

10

Team

LEADERSHIP

Dr. Raji Wahidy
Founder & CEO
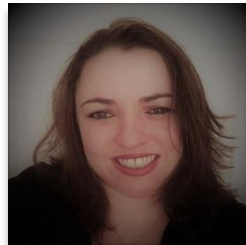
Amal Azzeh
Co-Founder & CFO

Jean Speville
Chief Mind Technologist

ADVISORY BOARD

Donald Cox

Karen Hurst

Dr. Bobbie Ticknor

Dr. Larry Wray

Dr. Jeffrey Pfeifer

Philip Fasano

Paul Mears

Binod Nirvan

Ethan Gilmore

Recognition & Awards

➢ Evidence-based solution with proven efficacy results approved by physicians, psychologists, and therapists

➢ 87% of participating patients have shown an overall improvement across various metrics

➢ Described by US Digital Government Head as a "capability that is very very promising for public services"

➢ Only VR/AI company included in the US Department of Justice, Institute of Corrections Environmental Scan report

➢ Partnership agreements in-place across the North America, Europe, Middle East, and APAC regions

➢ Only company to represent Canada as part of the Canadian Delegation to Arab Health

➢ Selected as one of Canada's most promising high-growth life sciences companies (Dose of the Valley, CA)

➢ Featured by Microsoft's leadership team at the Microsoft Inspire Innovation Session

➢ Nominated by The Wall Street Journal for the WSJ D.LIVE Startup Showcase (Laguna Beach, CA)

➢ Ranked by Spanish media as the first option for training correctional officers and rehabilitation of offenders using virtual reality

➢ Featured by the media across 28 countries worldwide

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THANKS