

Virtual Rehab Pitch Deck



Company Purpose

Virtual Rehab

Evidence-Based Solution Using Virtual Reality, Artificial Intelligence, & Blockchain 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 and psychological well-being

1 According to the World Health Organization (2012)

2 According to the World Health Organization – ATLAS on Substance Use (2010)

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/>

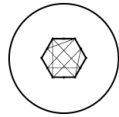
Solution

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



Blockchain

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



Artificial Intelligence

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



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

Virtual and Augmented Reality
Projected Revenues by 2025 ¹



\$5.1 Billion

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



73%

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

Use Cases

Diagnostics
& Planning

Training

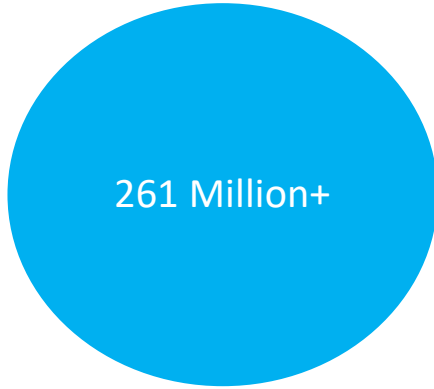
Treatment

Rehabilitation

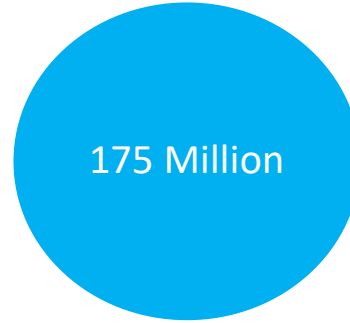
¹ According to Goldman Sachs (2016)
² According to Global Industry Analysts (2016)
³ According to Allied Market Research (2016)

Market Size

Size

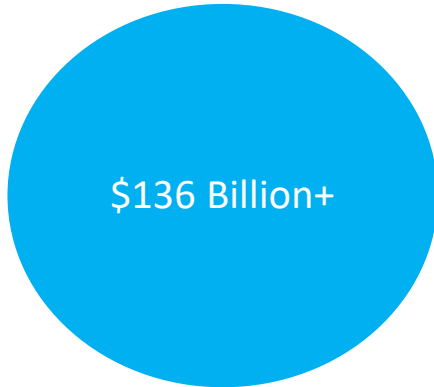


Global Substance Use Addiction

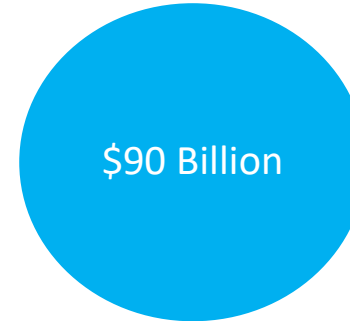


Prevention & Treatment Patients

Cap



Global Spend on Prevention & Treatment



Global Spend on Virtual Rehab Market

1 According to the International Centre for Prison Studies (October 2016) 2 According to the U.S. Department of Justice FY 2016 Budget Request
3 According to the Surgeon General's Report on Alcohol, Drugs, and Health (2016) 4 According to the National Institute on Drug Abuse – Healthcare Costs Only (2016)
5 According to the Society for the Study of Addiction (SSA) 6 According to Reuters (2015)

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 along with Medication, Predicts Future Behavior)

\$VRH Token to Incentivize Patients to Seek Help & Counseling

Product

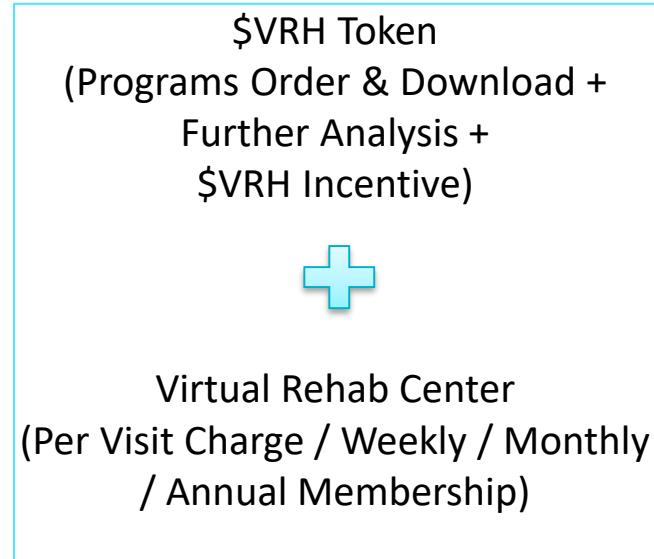
| | Assessment | Process | Treatment |
|-------------------------|--|---|---|
| Input | CBT & Exposure Therapy Scenarios | Physiological Metrics, BCI, Eye-Tracking, User actions, time intervals, etc. | Gathered Data from Assessment & Predictive Analysis |
| Machine Learning | Curriculum Rules Engine | 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



Team

Founders



Dr. Raji Wahidy

Founder & CEO



Amal Azzeh

Co-Founder & CFO

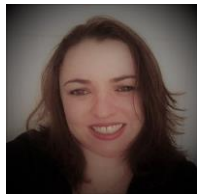
Advisory Board



Donald Cox



Karen Hurst



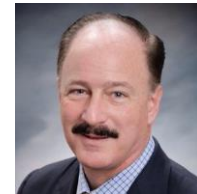
Dr. Bobbie Ticknor



Dr. Larry Wray



Dr. Jeffrey Pfeifer



Philip Fasano

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

Thank You

