

phase space

Harnessing the power of VR
to relieve stress and anxiety
in 7 minutes.



Students at City University
using Phase Space before exams
April 2024

Phase Space is an early intervention to improve the mental health of students and young people.

A viable, scalable solution using virtual reality to deliver evidence-based, effective, effortless relief from stress and anxiety in 7 minutes.



First aid content providing instant relief from acute anxiety and specific conditions



Building coping skills to manage stressful situations and life events



Increasing confidence and motivation to help young people reach their potential

**Faster, easier
stress reduction**



Our Mindset Journey From MVP to RCT and in-market pilots in 9 months

May 2023

Phase Space receives Innovate UK funding for further R&D

June - September 2023

Design research and usability testing at St George's, University of London (SGUL)

34 participants
3 rounds of user testing, feedback and iteration
6 new content modules created

November 2023

Randomised controlled trial conducted with SGUL

100 participants
Preliminary results announced

November 23 - January 2024

Pilots/evaluations in-market with customers

200+ participants across schools, universities, workplaces and healthcare

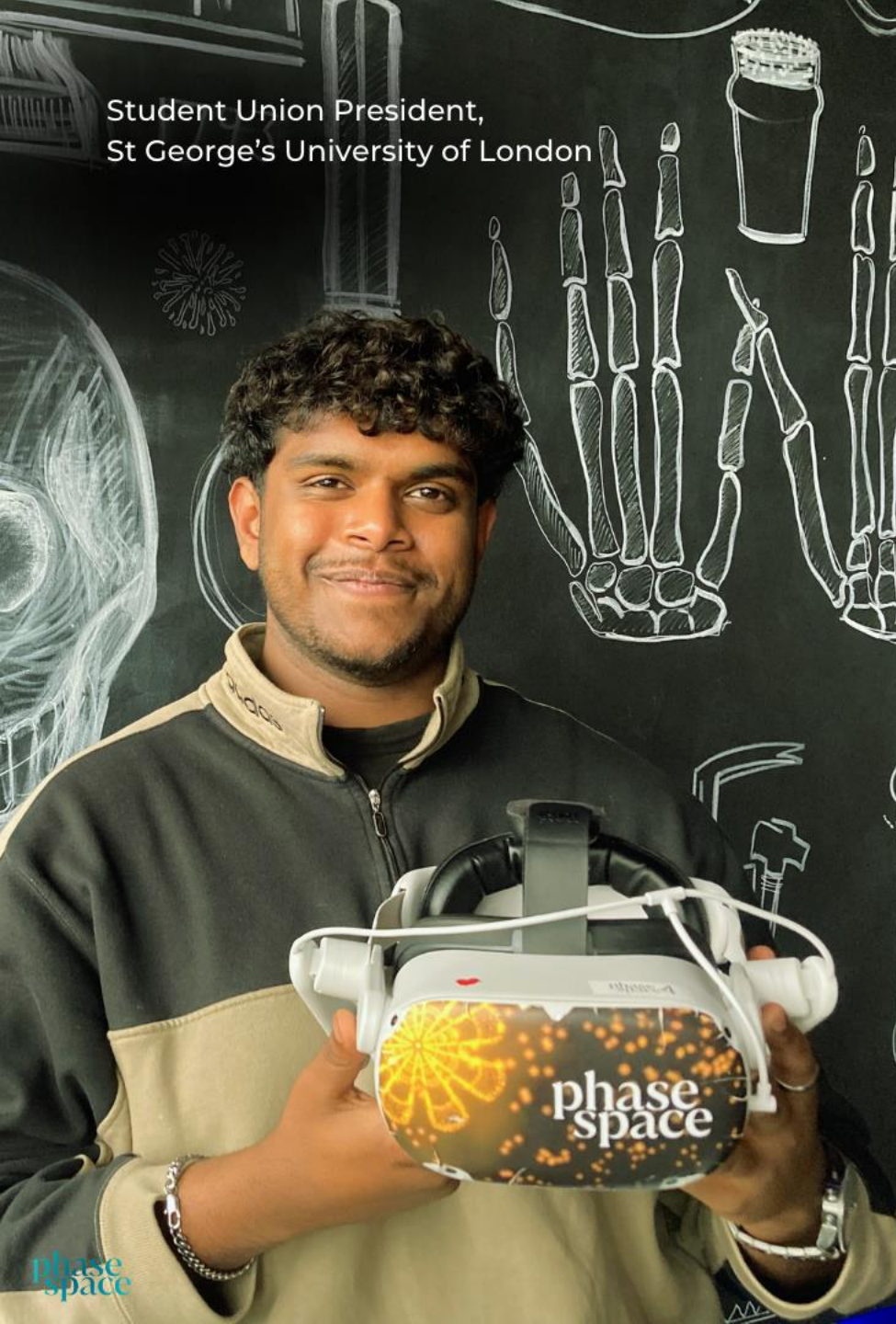
February - June 2024

500+ participants have trialled Phase Space.

Early access programme launched June '24 with customers at schools, universities and workplaces

Mindset Project Duration

Student Union President,
St George's University of London



Creating opportunities to learn from users and build our evidence base at every stage

- **Clinical evidence**
 - Formal trials and evaluations
 - Identifying pathways and points of intervention
 - Regulatory compliance
- **UX research**
 - Co-designed with target audience
 - Real world data to support design decisions
- **Commercial viability**
 - Pricing, business model and commercial strategy
 - Adoption and implementation challenges
 - Cost benefit and ROI

What's next?

A trailblazing new product, platform and model for immersive mental health



Our early access partner programme is live



Evolving relationships, deeper collaboration



New content, new platforms, new pipelines

A woman with long dark hair is smiling and looking at the camera while wearing a white VR headset. Another person's hands are visible adjusting the headset on her head. She is wearing a dark blue t-shirt and a blue lanyard with 'NHS' printed on it. The background is a dimly lit event space with other people and purple lighting.

phase space

Contact us:

katie@phasespace.co.uk

zillah@phasespace.co.uk

www.phasespace.co.uk