



#### Introducing the Team



London-based Mativision Limited develops and delivers award-winning immersive content and applications

20 YEARS

Building immersive experiences

7
World's firsts

from live-streaming to medical experiences

15+ awards

Including 5G & HR innovation awards





mativision



In November 2019, Mativision received the **Digital Catapult Platinum Award** which

celebrates the eight companies, chosen among more than 250, judged to best demonstrate the diversity and richness of the UK's tech ecosystem.















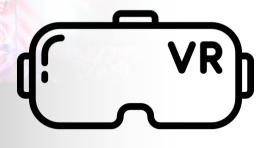




Mativision has produced VR, AR and METAVERSE applications for global customers



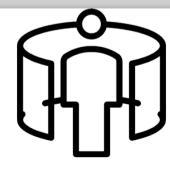
Watch this short introduction video



Virtual Reality



**Augmented Reality** 

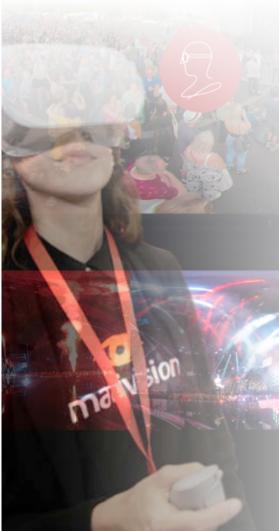


Mixed Reality









#### More than a hundred successful immersive projects:

**Immersive Medical Training** 

First-Person Experiences (Simulation of medical conditions)

Simulations of Medical Environments & Experiences

Path-way Visualisation & facilities' VR-tours

Diverse HR tasks & processes (H&S, Onboarding, Induction)

Stress relaxation, mindfulness and full-body-scan meditation.



# The Problem we are trying To solve: STRESS IN PATIENTS



#### **Key fact:**

Stress in Patients affects not only their mental state but also the effectiveness of treatment.

"Stress has a profound impact on how your body's systems function" *Lorenzo Cohen, Ph.D.* 

"Chronic stress can help cancer grow and spread," **Anil K. Sood, M.D.**, professor of Gynecologic Oncology and Reproductive Medicine at MD Anderson Cancer Centre- Univ. of Texas.



# The Solution: ESCAPEVR ®TM





ESCAPEVR em is Mativision's turn-key VR-based solution for stress relief, relaxation and mindfulness in diverse healthcare settings.



## The Solution: Who is it for?





**ESC\PEVR**<sup>®™</sup> can be used in a wide range of healthcare settings:

Chemotherapy Infusion Wards can offer their patients a means to escape to relaxing and non-stressful environment during infusions,

**Pre-Op & Pre-Test.** Healthcare facilities can help patients reduce their stress and anxiety while waiting to undergo testing or operations,

Healthcare Staff can considerably reduce their stress during short breaks, by virtually escaping to relaxing environments.



# The Solution: Description of parts





#### **ESCAPEVR**<sup>®™</sup> is a **turn-key VR** solution including:

- one or more specially selected VR Headsets pre-loaded with the **ESCAPEVR** ®™ application ,
- A library of curated high-quality relaxing 360-video content, produced on-purpose by Mativision,
- A number of VR Fun & Relaxing Games for distraction,
- A purpose-produced Immersive Full Body-Scan Meditation Module,
- Additional immersive tours of selected destinations (option).



## The Solution: How it is used





The user, while seated, wears a comfortable **VR Headset** which isolates them from their surroundings and immerses them in the virtual environment of their choice.

Through the VR Headset and the **ESCAPEVR** <sup>®™</sup> application, the user «escapes» to a relaxing, calm natural setting.

The environments are carefully selected and are presented through high-quality 360-degree videos which create an experience surrounding the user.

The user can look around simply by turning their head, as they would do, naturally, if they where physically in the actual location they are immersed in.



## The Solution: User Friendliness



A simple and friendly menu structure helps the user navigate the immersive content, make selections and enjoy the experiences and games.



Watch the video



# **Key Learnings So Far: Field Tested and Proven**



Statistics following two years of Escape VR used in a number of large hospitals in UK, Europe & USA



#### **Key Learnings So Far:** Field Tested and Proven



Statistics following two years of **ESCAPEVR** ®™ used in hospitals in UK, Europe & USA.

Patients have used ESCAPEVR ®TM

Hospital Installations

50+ 300+

**VR Headsets** Content Minutes

80% Were more relaxed

65%

Enjoyed a positive Experience 96%

Would recommend the experience to others



### **Key Learnings So Far: Field Tested and Proven**





The average **reduction of anxiety in patients when using VR** during chemotherapy
treatment is

65%



### Key learnings So Far: Field Tested and Proven (most recent — Q2/Q3 2024)



### Trial run over three weeks within Ambulatory Clinic and Pre-Theatre setting CORK UNIVERSITY MATERNITY HOSPITAL, Wilton, Cork, Ireland

ASSESSMENT QUESTION	Not at all	Slightly	Somewhat	Mostly	Constantly	Did not answer
Did you feel distressed?	57%. (15)	11.5%. (3)	11.5 % (3)	11.5% (3)	3.8% (1)	3.8% (1)
Did you feel pain?	7.7% (2)	42.3% (11)	34.6% (9)	15.4% (4)	0% (0)	0% (0)
Did you feel in control?	3.8% (1)	11.5% (3)	11.5% (3)	19.2% (5)	42.3% (11)	11.5% (3)
Did you feel embarrassed?	61.5% (16)	23% (6)	7.7% (2)	3.8% (1)	0% (0)	3.8% (1)
Did you feel anxious?	50% (13)	26.9% (7)	11.5% (3)	7.7% (2)	3.8% (1)	0% (0)
Did you feel faint?	26.9% (7)	7.7% (2)	3.8% (1)	0% (0)	0% (0)	53.8% (14)

			Neither good				
ASSESSMENT QUESTION	Very good	Good	nor poor	Very poor	Don't know		
Overall, how was your experience of VR?	73% (19)	26.9% (7)	0% (0)	0% (0)	0% (0)		
	Neither agree						
ASSESSMENT QUESTION	Strongly Agree	Agree	nor disagree	Disagree	Strongly disagree		
I would choose this way of having a procedure if I were in							
the same situation again.	69.2% (18)	23% (6)	3.8% (1)	3.8% (1)	0% (0)		





## Commercialization: Flexible Rental Model

**ESCAPEVR**<sup>®™</sup> is available via a flexible **Rental service**.

The product is available for rental in bundles of 3, 5, 10 or more VR Headset units.

Customers receive an all-inclusive, turn-key solution which includes everything and is ready to go.

For all bundles, there is an all-inclusive monthly rental cost with a minimum committed period of 3, 6 or 12 months.

The monthly cost per unit becomes more favourable with bundles of more units (5, 10 or more) and longer rental periods (6 or 12 months).



# Market Traction: EscapeVR Users





### Greece several locations

Use EscapeVR at the core of a twoyear-long, nationwide campaign involving several large hospitals in Greece, supporting women during their chemotherapy treatments





Use multiple

EscapeVR units to provide relaxation, stress relief and immersive mindfulness to Chemotherapy patients



#### Chicago/USA

Use multiple

EscapeVR units to provide relaxation, stress relief and immersive mindfulness to patients across their 11 medical facilities



#### Baltimore/USA

Use multiple

EscapeVR units to provide relaxation, to patients in the Chemotherapy Infusion centre and evaluate the merits of VR in mental health and wellbeing of patients and staff



#### Market Traction: Customer Testimonials



"The EscapeVR is a wonderful way to help relieve the anxieties of treatment or procedures, whether you are transported to a sunny beach or playing one of the games, our patients really love it."

Jo Dean, Hospital Director at Spire Healthcare Group plc.

"We've just begun our EscapeVR efforts, but the setup was easy and early feedback is positive from our nurses that this reduces stress."

Kali Arduini, Director, Innovation at Northwestern Medicine, Chicago, USA.

'We introduced the Mativision VR headsets with EscapeVR software to our chemotherapy unit to provide escapism for our patients receiving cancer treatment. The feedback has been vastly positive, particularly among the patients who use scalp cooling – with the headsets providing a much-needed distraction during the cooling process.'

Katherine Coy, Chemotherapy Lead Nurse, at Spire Hartswood Hospital, Spire Healthcare Group plc, UK.



#### The Support We need:



We seek to further commercialise ESCAPEVR ®™ initially across the UK Healthcare sector, both NHS and Private care.

Introduction to potential customers (hospitals, institutions, Healthcare organisations)

Support to properly promote and advertise the product

Investment support to acquire the necessary equipment and infrastructure to enable the launch of a nation-wide rental service.

Support to enable further development and adaptation of the product to specific settings (Children, Mental health, Rehabilitation)

