

# PSYC REALITY

Enabling people achieve better **mental health** and **wellbeing** through  
**technology, education & scientific research**

# Product

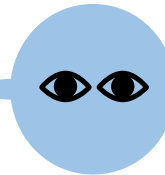
To be developed

In Testing



## Virtual Reality

Uses VR to stimulate reactions to life-like scenarios



## Augmented Reality

Future iterations to be developed with AR to convey the visual effects of the stimuli more realistically



## 360-degree real videos

Uses 360-degree real videos (volumetric technology) to ensure the stimuli are more life-like



## Brain monitoring and

## Haptic Technology

These features will be used to enable a somatosensory sensation and psychologists shall be able to monitor the patient's reaction in real-time using an EEG device.



## Research

Future iterations will have more features based on feedback gathered by the continuous research being undertaken.

# Process –a patient's view



## Step 1

A patient provides his/her details for registration. An appointment is scheduled for the patient.



## Step 2

In the initial meetings with the psychologist, the patient is diagnosed through offline channels (dialogue and questionnaires).



## Step 3

Prior to the treatment session, the patient is connected to biosensors and his/her vital parameters are noted by the psychologist.



## Step 4

The patient puts on the VR goggles



## Step 5

The VR displays the fear-inducing stimuli and the patient is treated using VRET.

# Projected Financials

