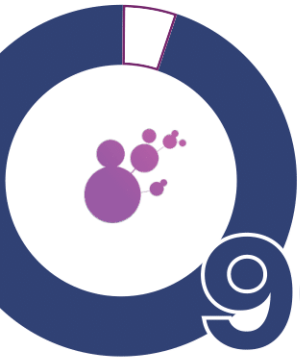
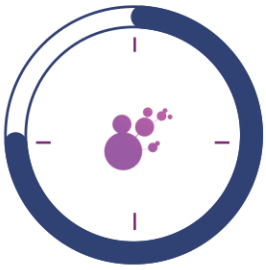
SPARSHMIND INNOVATIONS



Percentage of people who experienced no side effects of Immersive VR Therapy.

90%

Feasibility and safety of an immersive virtual reality training device (ReMind) in post stroke rehabilitation, Manuscript in progress, All India Institute of Medical Sciences, New Delhi, 2024.



Average usage time of **45 minutes per session.**

Feasibility and safety of an immersive virtual reality training device (ReMind) in post stroke rehabilitation, Manuscript in progress, All India Institute of Medical Sciences, New Delhi, 2024.

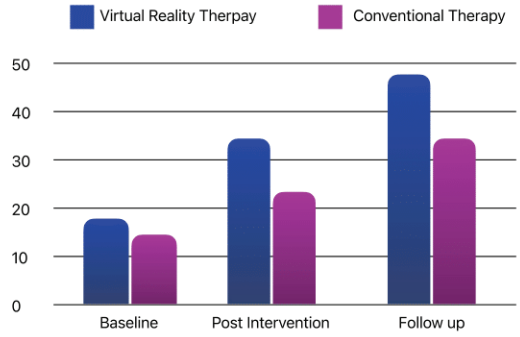
VR therapy has been associated with **accelerated recovery times**, allowing patients to **regain function more quickly** than with traditional rehabilitation methods.

Aguilera-Rubio, Ángela et al. "Feasibility and Efficacy of a Virtual Reality Game-Based Upper Extremity Motor Function Rehabilitation Therapy in Patients with Chronic Stroke: A Pilot Study." International journal of environmental research and public health vol. 19,6 3381. 13 Mar. 2022, doi:10.3390/ijerph19063381

VR Therapy showed 37% greater results when compared to conventional therapy methods.

37%

Huang, Qianqian et al. "Immersive virtual reality-based rehabilitation for subacute stroke: a randomized controlled trial." Journal of neurologyvol. 271,3 (2024): 1256-1266. doi:10.1007/s00415-023-12060-y



FMA-UE comparative results of Virtual Reality and Conventional Therapy over 12 weeks

Huang, Qianqian et al. "Immersive virtual reality-based rehabilitation for subacute stroke: a randomized controlled trial." Journal of neurologyvol. 271,3 (2024): 1256-1266. doi:10.1007/s00415-023-12060-y

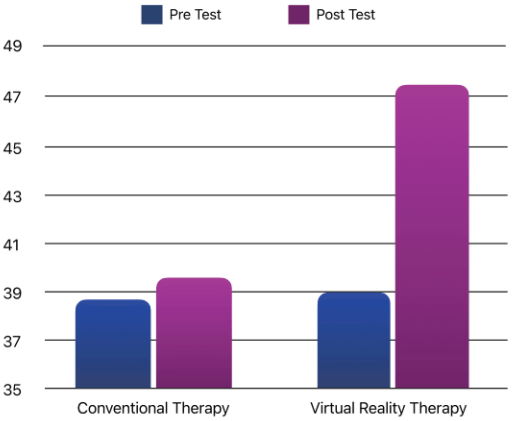
Immersive VR therapy resulted in a mean difference in overall function as measured by the **Fugl-Meyer Assessment** of **+6.33**, indicating a substantial improvement in motor function.

Kiper, Pawel et al. "Effects of Immersive Virtual Reality on Upper-Extremity Stroke Rehabilitation: A Systematic Review with Meta-Analysis." Journal of clinical medicine vol. 13,1 146. 27 Dec. 2023, doi:10.3390/jcm13010146

Patient satisfaction rate of immersive VR Therapy for stroke patients.

81%

Fregna, Giulia et al. "A novel immersive virtual reality environment for the motor rehabilitation of stroke patients: A feasibility study." Frontiers in robotics and AI vol. 9 906424. 29 Aug. 2022.



Wrist Extension Comparative Results FMA-UE

Huang, Chien-Yu et al. "Effects of virtual reality-based motor control training on inflammation, oxidative stress, neuroplasticity and upper limb motor function in patients with chronic stroke: a randomized controlled trial." BMC neurology vol. 22,1 21. 11 Jan. 2022, doi:10.1186/s12883-021-02547-4

VR therapy has shown **significant improvements** in upper-limb function and **activities of daily living** (ADLs) for chronic stroke patients.

Al-Whaibi RM, Al-Jadid MS, ElSerougy HR, Badawy WM. Effectiveness of virtual reality-based rehabilitation versus conventional therapy on upper limb motor function of chronic stroke patients: a systematic review and meta-analysis of randomized controlled trials. Physiother Theory Pract. 2022;38(13):2402-2416.

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FAQ

1 Is Immersive Virtual Reality rehabilitation better than display based VR gamification?

Immersive Virtual Reality rehabilitation gives experience through a patient's perspective which is more realistic and proven to have better outcomes. Isolated immersive environments also lead to better focus on therapy and patients can engage in activities more naturally than display based gamifications.

2 Will it cause dizziness and nausea for the patients or any other issues?

ReMind's fully Immersive activities are meticulously designed for avoiding issues like dizziness and nausea. With a clinical study validation on over 30 patients.

3 What are the contra-indications?

Patients with photosensitive epilepsy, cerebral edema, active head ulceration, cranial implants, significant visual impairments (e.g., blindness), or active head and neck injuries are advised to avoid the use of head-mounted devices.

4 Can a regular VR Headsets be used for treatment purposes?

No, the regular VR headsets are not developed for rehabilitation. The content has to be built clinically relevant to ensure therapeutic effects. ReMind therapy activities are designed specifically for treatment purposes and have hardware add-ons to make it usable for patients.

5 What is the difference between regular video games and ReMind therapy activities?

Aspects	ReMind Therapy	Regular VR Games
Clinical & Scientific Focus	Targeted, evidence-based rehabilitation protocols for neuroplasticity and motor recovery. Clinically validated with research supporting efficacy	Primarily for entertainment with no therapeutic focus
Customization & Objective Data Tracking	Therapeutic activities are customized based on patient needs and progress with advanced data tracking for progress assessment.	Generic gaming scenarios, not designed for rehabilitation
Usability for Professionals	Designed for use by trained professional in therapeutic settings with usability in mind	Not designed for usability at clinics
Safety Standards	Adheres to stringent safety of content and efficacy standards for medical use	Not designed specifically for therapeutic use