

## [119] SENSERUM - VR FOR CLINICAL USE

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- **Investment Rational**

SENSERUM develops virtual reality applications for clinical use, currently focusing on Autism, CP/MSD and general Physiotherapy.

VR for clinical use has been around for decades, only recently, when the technology became cheaper, an opportunity has opened up, in implementing VR systems at every hospital and clinic.

SENSERUM's team has more than 40 years of experience in VR for clinical use

- **Business Strategy**

SENSERUM provide a full turn-key package which includes all hardware components and variety of VR immersive applications. Revenues are generated via direct sell of the system (Hardware), VR scenarios for specific clinical conditions and support-and-maintenance contracts.

- **Core Technology**

SENSERUM utilize off-the-shelf VR hardware: HTC VIVE system (HMD, controllers, trackers and wireless adapters), Leap-Motion controller etc.

Our developments are specific per clinical condition, making every VR scenario a unique and best efficient for the patient, thus, helping the therapist get the most out of every treatment session.

- **Product Profile/Pipeline**

SENSERUM offers a VR scenario of a playground. Target populations are children with Autism/SMD/SPD. This scenario was implemented in a private clinic specializing in Autism.

Other sets contain different environments, presenting tasks for full body, lower and upper extremities. It was implemented in a pediatric rehabilitation hospital and is being used and tested by physiotherapists and occupational therapists.

- **What's Next?**

In regards for the current VR scenarios, we intend to finish first phase of clinical and beta testing. Following is additional development according to tests results and finalizing the scenario including all functionalities and gamification aspects.

Senserum intends to approach the 3<sup>rd</sup> age market, via nursing homes and geriatric hospitals/clinics/departments.