



# Curest VR

[www.curest.se](http://www.curest.se)

Emil Lilja - [emil@curest.se](mailto:emil@curest.se)



# Physical Therapy - today

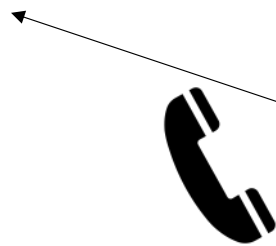
- Time consuming
- Low accessibility
- Difficult to carry out exercises
- Few patients per physio - avg 10 per day.
- Difficult to measure progress

# Curest VR

- Fun & motivating
- Easier rehab
- Rehabilitate anywhere – stay connected
- Measurable & direct feedback



# Curest VR



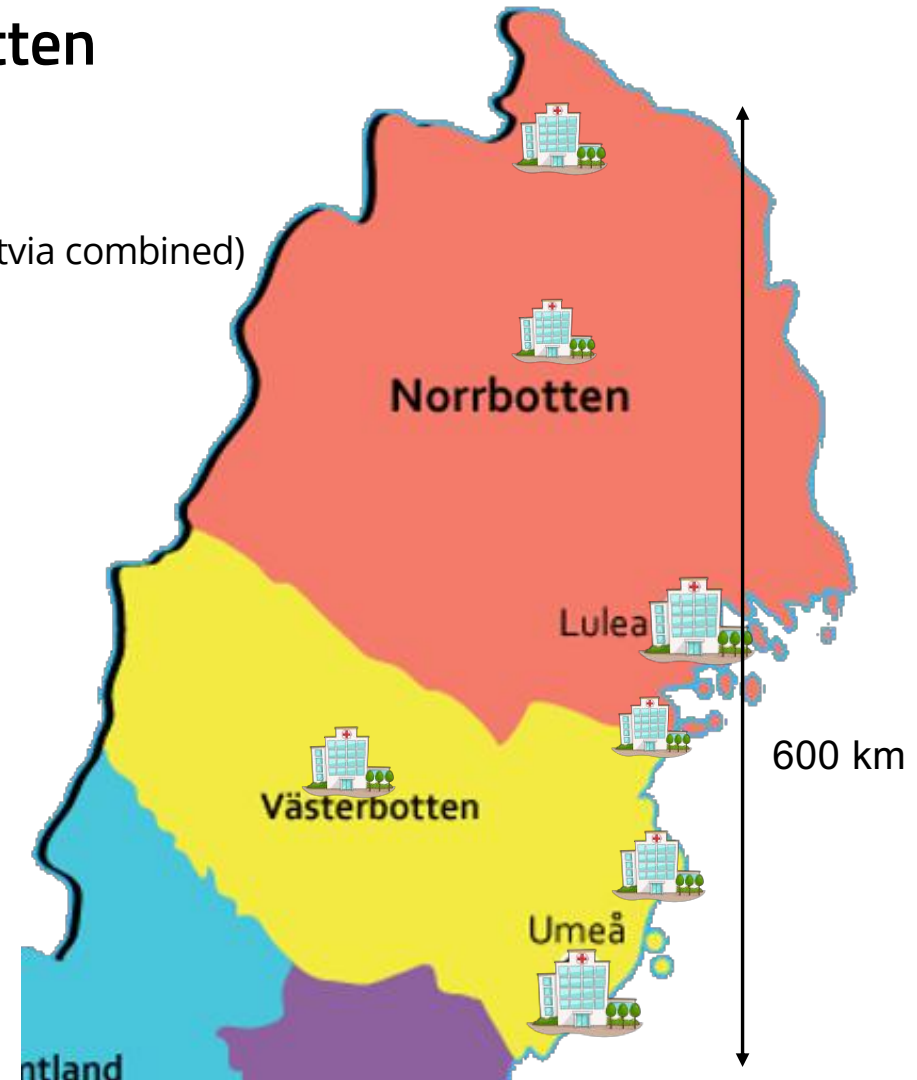


# User Case: Region Norrbotten & Västerbotten

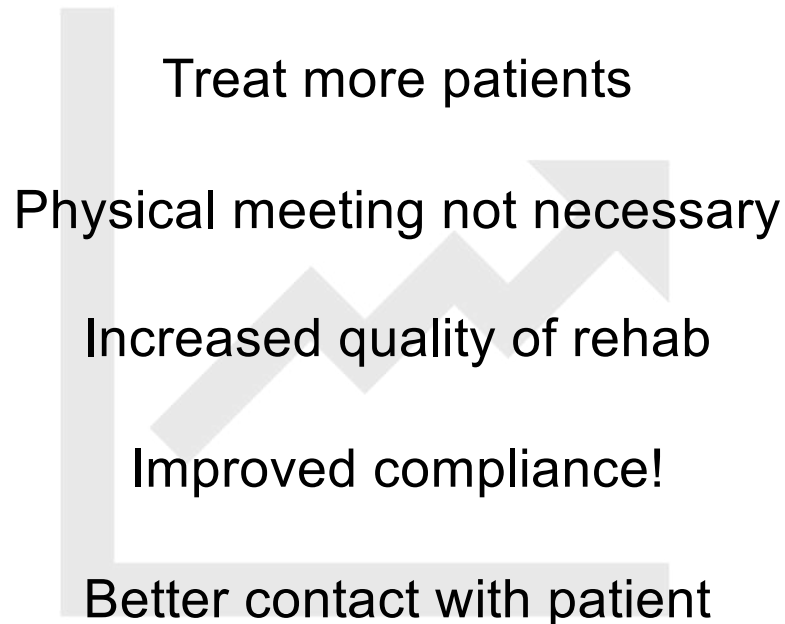
520 000 inhabitants (5% of Swedish population)

Area: 38 % of Sweden (roughly the size of Estonia, Lithuania & Latvia combined)

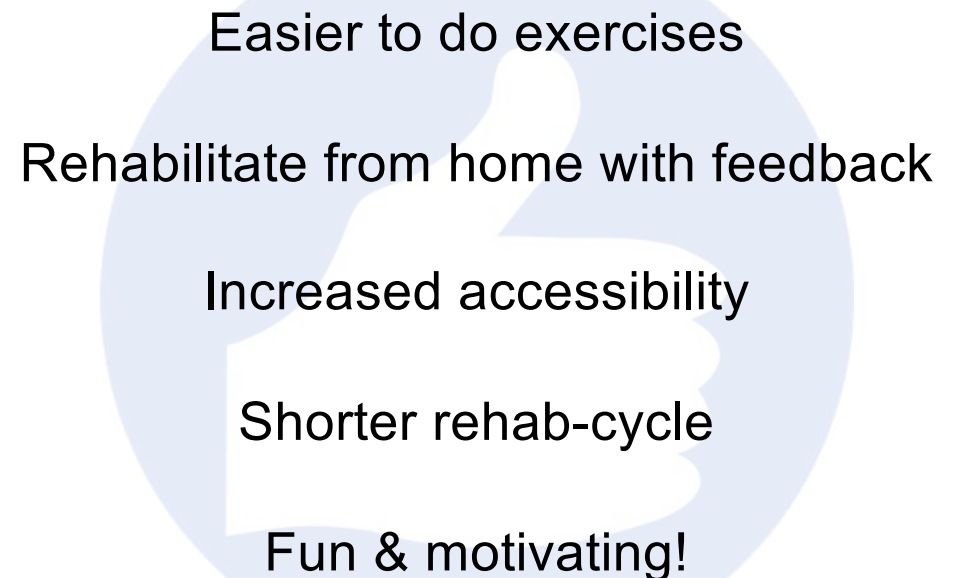
- Rehabilitate from home – PRIO!
- VR-headsets at strategic locations
- "Drop-In" rehab at clinic
- Group sessions at clinic



## Healthcare provider



## Patient





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