



EXPAND REAL WORLD
WITH ARTIFICIAL EXPERIENCE

EMPATHY / SOCIAL EXCLUSION
EDUCATION
WORKSHOPS

IMPROVE REAL WORLD

REHABILITATION, RECOVERY & THERAPY
MOTOR SKILLS
NEUROLOGICAL TREATMENT
RELAXATION

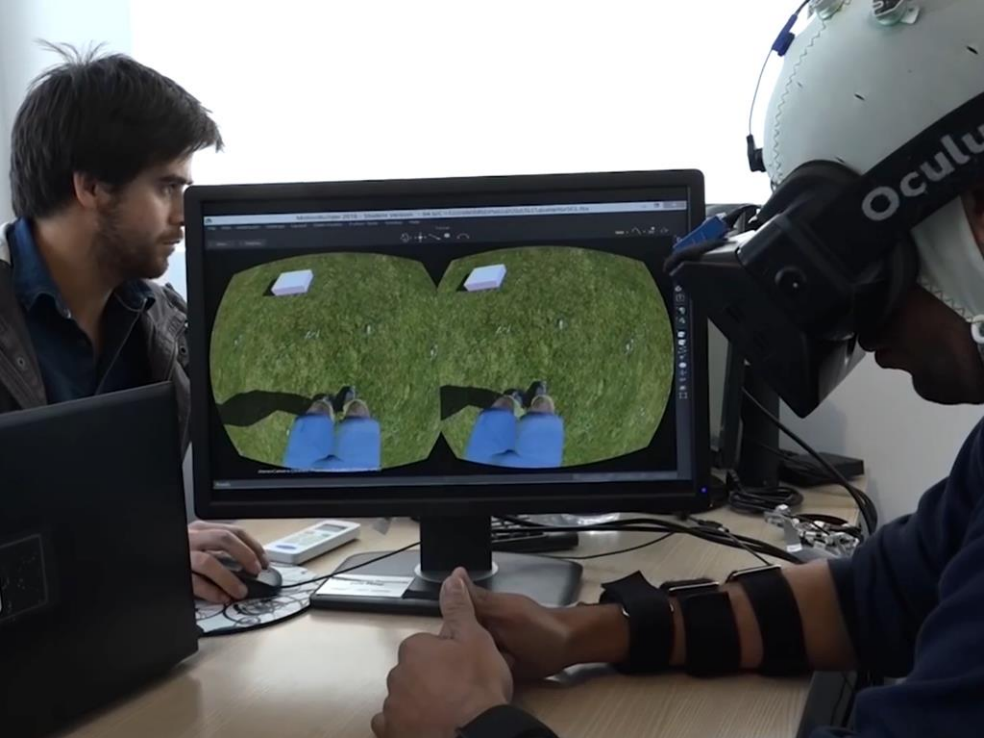
ESCAPE REAL WORLD
FROM DIFFICULT REALITY

RELIEF
MOTIVATION
PAIN TREATMENT



by **IMMERSION**

• LEVEL OF REAL FEELINGS DEVELOPED BY ARTIFICIAL WORLD



ACROPHOBIA



CLAUSTROPHOBIA



ARACHNOPHOBIA

FEAR OF SPIDERS



TRYPANOPHOBIA

FEAR OF NEEDLES / INJECTIONS



PTEROMERHANOPHOBIA

FEAR OF FLYING



SOCIAL PHOBIAS

FEAR OF PEOPLE / TALKING / CROWDS













Music: <https://www.bensound.com>

virtual **dream**
WWW.VIRTUAL-DEAM.ORG

Virtual Dream in the biggest clinic at middle-east: Sheba Medical Center in Tel Awiw, Israel.

- Cooperation with "Friend of Sheba" Foundation from USA.
- Coordination of 5 GearVR VR headsets sponsorship.
- 360 experiences and videos implementation
- Virtual Dream implementation
- Training and Lectures for 30+ professors and doctors of Sheba Medical Center – Hematologists, Oncologists and other specialties.

Lecture: "Technology for Human – Virtual Reality risks and potential in medical, humanitarian and social projects"

- What is Virtual Reality / Augmented Reality / Mixed Reality
- VR potential segments
- VR in Expanding Real World: Education, Art, History, Trainings, Behavioral Memory, Reflex, Risk Lowering, Serious Games,
- VR Humanitarian support – Cooperation with United Nations, UNOCHA, International Committee of Red Cross, GICHD etc.
- VR in Improving Real World: Rehabilitation of Paraplegics, Stimulating Neuroconnectors reconstruction, Exposure Therapy, PTSD therapy, Support for Autistic patients
- VR in Escaping Real World: Risks of anti-social behavior, Escapism, Depression, Alter-ego, Real World Substitute. Risk of addiction (gaming, porn, gambling etc.). Potential in suicide prevention, pain relief, pain management, distraction, motivation.
- VR in the future development –risks and potential.
- Virtual Dream – Case Study, summary.

- Training and lecturing group of volunteers
- Consultation of minimizing risk of seizures and uncomfortable sensations during VR experiences.
- Preparation of feedback forms for "soft" validation
- Start of Phase One of the long-term co-operation.



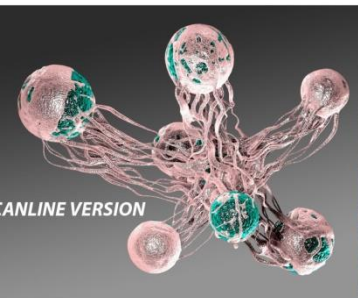








HeroTherapy - visualisation of **destroying cancer** thanks to chemotherapy "superpowers"



The plan is to...

Consult with oncologists/therapists and finish development of game in Q1 2018.

Create Subscription Plan for gaming VR headsets chemo-stations at pediatric hospitals/ oncology clinics

Cooperate with major movie/superhero brand to let children become their favorite superhero of choice and thanks to chemotherapy(superpower) destroy cancer cells in specific part of body.

Imagine that ONLY during chemotherapy, little patients can become Iron Man, their body and hand are developing armor and guns to shoot cancer cells!

This is the way to develop desire of "charging" weapons at chemotherapy station and to create understanding of that treatment importance.







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dziękuję.



LojKe.pl

VR, VIDEO360, DESIGN,
SOCIAL MEDIA, STARTUP, EVENTS

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virtual  dream

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