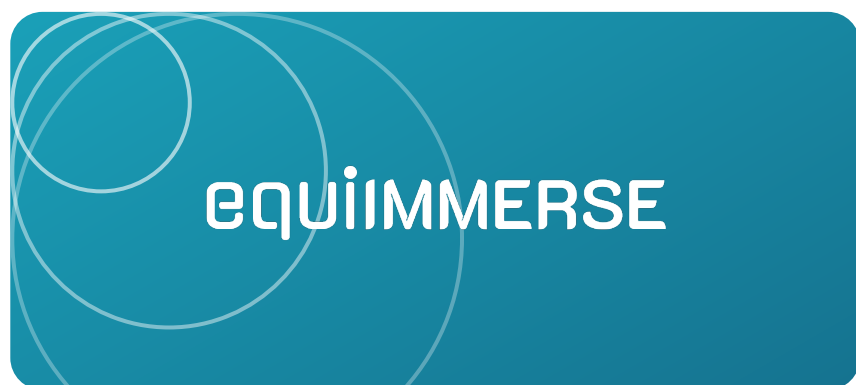


Recreate the trigger. Control the dose. Win the game.

Immersive, gamified rehabilitation for the triggers that matter — heights, optic flow, motion and gaze stability.



-  Real triggers, safely
-  Gamified adherence
-  Graded dosing
-  Broad coverage

WHY EQUIIMMERSE



Real triggers, safely

VR recreates heights, optic flow and vehicle motion in a controlled space.



Gamified adherence

Active gameplay turns tedious rehab into purposeful, repeatable practice.



Graded dosing

Exposure intensity is titrated to each patient's tolerance.



Broad coverage

One platform for heights, optic flow, neck mobility and motion sickness.

TWELVE GAMES. ONE PLATFORM.

1

Airplane Phobia

Graded cabin, take-off and turbulence exposure.

2

Roller Coaster

Motion-tolerance training and sensory adaptation.

3

Soccer Challenge

Cervical proprioception via purposeful head movement.

4

OKN — Active & Passive

Optokinetic desensitisation and gaze stabilisation.

5

Car Ride

Motion-sickness habituation and motorist disorientation.

6

Archery

Hand-eye coordination and gaze stability.

7

Elevator & Escalator

Acrophobia desensitisation via vertical motion.

8

Whack the Bear

Dynamic balance, weight shifting and reach.

9

Walk the Plank

Acrophobia with balance-under-stress demands.

10

Super Market

Functional cognition and IADL training.

11

Escape Room

Claustrophobia desensitisation with problem-solving.

12

Mall Walking

Endurance and crowd-tolerance gait training.