

xplorero[®]



Accelerated by:

KidsX

 **1501
health**
HEALTHWORX | LIFEBRIDGE HEALTH

PLUGANDPLAY



The problem

Anxious patients are expensive patients and lack of **age-appropriate patient information** leads to:

- increased **anxiety**
- poorer **clinical outcomes**
- increased **appointment times**
- more **repeat procedures**
- more **pre-procedural sedation**
- reduced **adherence**
- more **missed appointments**
- **behavioural problems** at home
- lower **patient satisfaction**
- poorer **long-term engagement** with health services



The problem



The problem

91%

Of patients reported
high levels of anxiety

“Errors in imaging patients in the emergency setting”
Pinto et al, 2016

The problem

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high levels of anxiety



20%

Of patients moved

“Toward quantifying the prevalence, severity, and cost associated
with patient motion during clinical MR examinations”
Andre et al, 2015

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\$115k

Cost / scanner / year

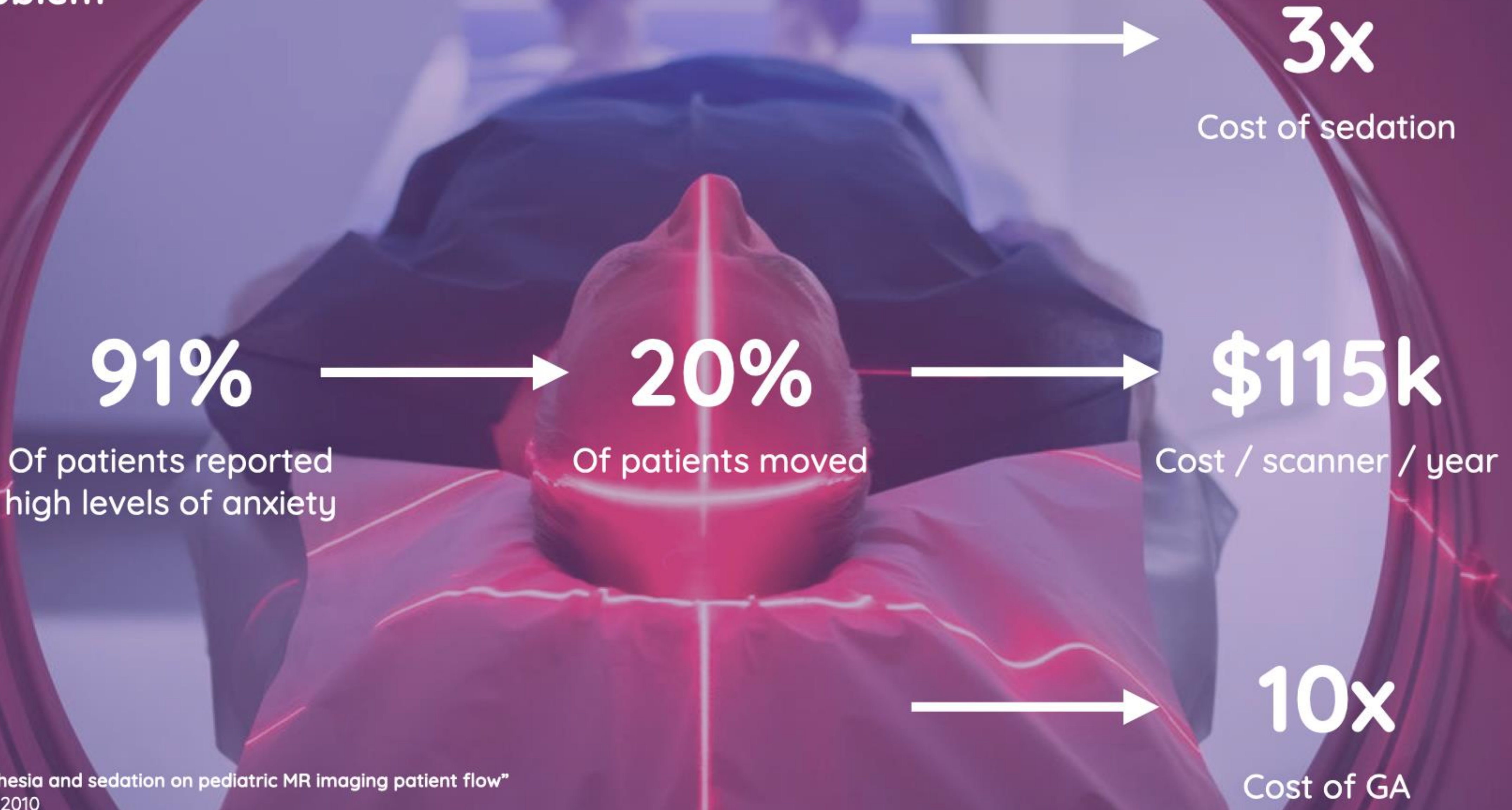
“Toward quantifying the prevalence, severity, and cost associated
with patient motion during clinical MR examinations”
Andre et al, 2015

The problem



“Effect of anesthesia and sedation on pediatric MR imaging patient flow”
Vanderby et al, 2010

The problem



“Effect of anesthesia and sedation on pediatric MR imaging patient flow”
Vanderby et al, 2010

The solution

Xploro: a disease-agnostic, patient engagement platform that uses **augmented reality, artificial intelligence** and **gameplay** to deliver health information to young patients; **reducing anxiety** and improving **procedural efficiency**.

We started with children with cancer... but we're building a platform for **any patient, any age, any condition, anywhere**.





Big Al's Tussle



Key points

- Target age **6-14 years**



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- **Human-centered design**



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- **Diversity, equity & inclusion**



But first, could you help me choose my look?

Customize my look

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Xploro® is proud to support...

World Child Cancer
No child should suffer.



Key points

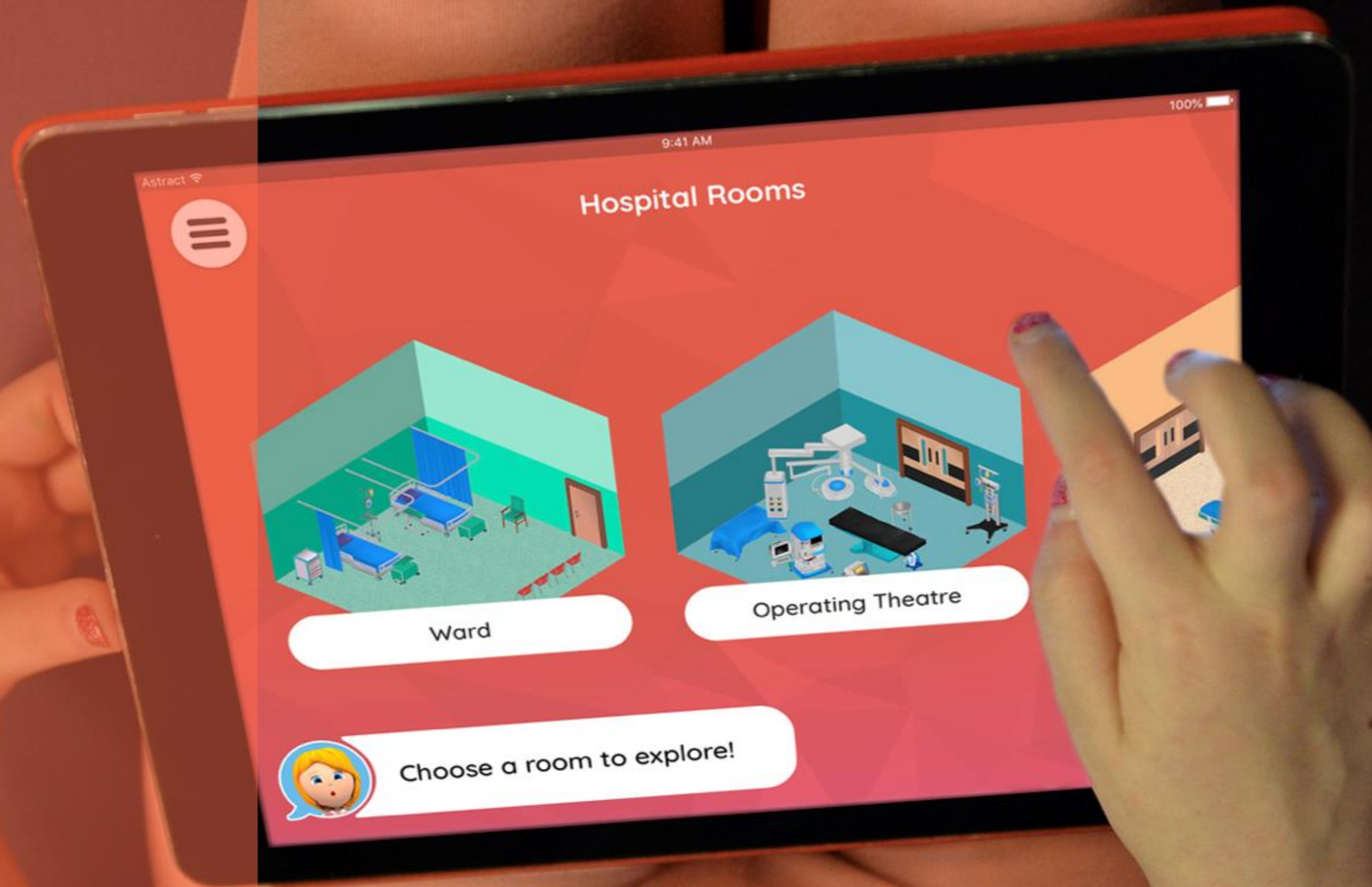
- Target age **6-14 years**
- **Human-centered design**
- **Expert advisory board**
- **Diversity, equity & inclusion**
- Accessed via **own device**
several days prior to procedure



“Preoperative preparation in children: a cross-sectional study”
Kain et al, 1996

Key points

- Target age **6-14 years**
- **Human-centered design**
- **Expert advisory board**
- **Diversity, equity & inclusion**
- Accessed via **own device** several days prior to procedure
- **Education** not **distraction**



“Providing preoperative information for children undergoing surgery: a randomized study testing different types of educational material to reduce children’s preoperative worries.”
Fernandes et al, 2014

Clinical validation

research study (n=80) at UK's biggest children's hospital demonstrated that children using **Xploro**[®] showed:

- Statistically significant (P=0.008) reductions in **procedural anxiety**
- Statistically significant (P=0.001) increases in **procedural knowledge**
- Statistically significant (P=0.03) increases in **patient satisfaction**

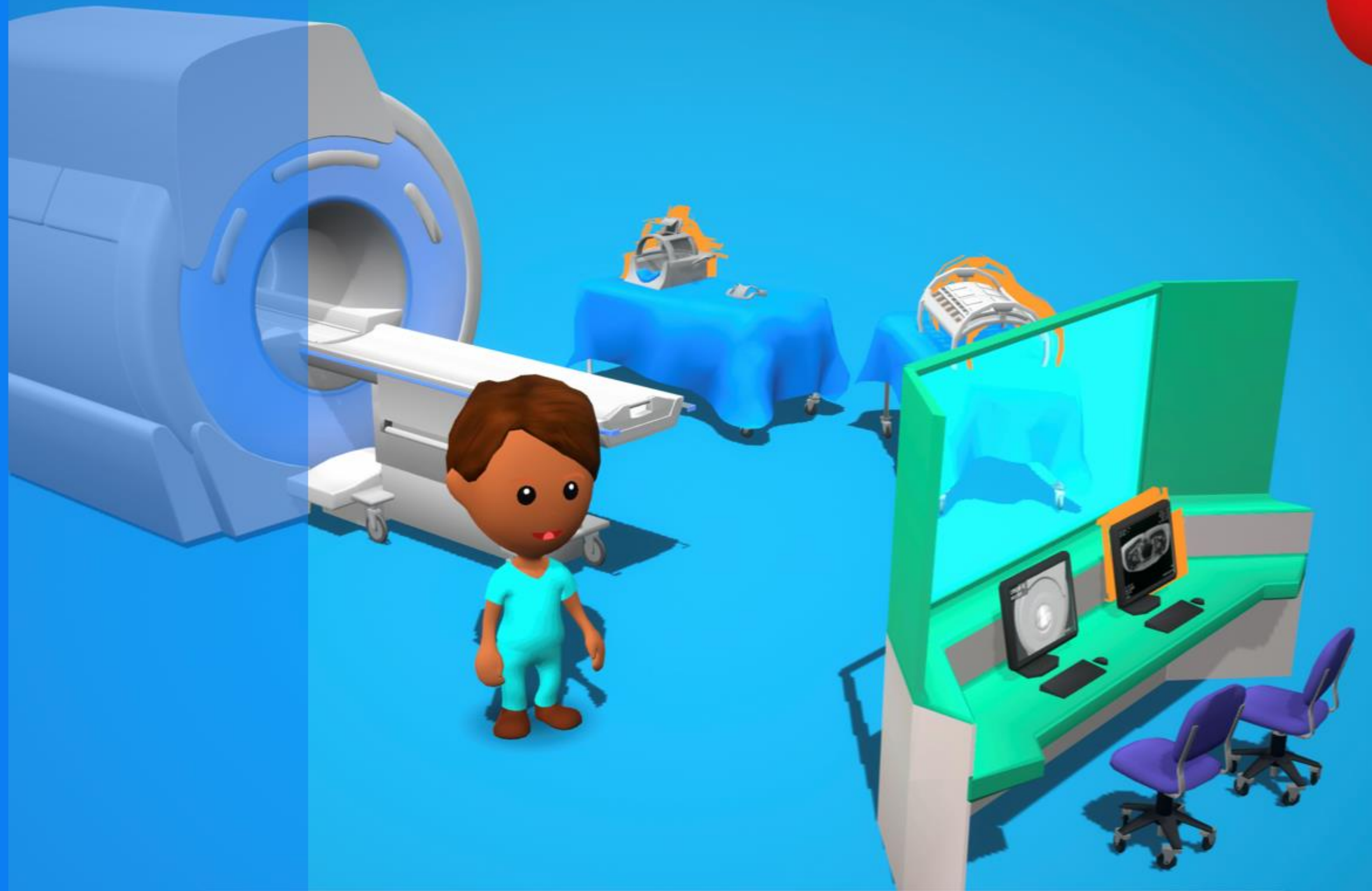


Published in the [Journal of Medical Internet Research](#)



Case studies

- Boston Children's Hospital



The control room is where the MRI pictures can be seen.



Case studies

- Boston Children's
- OHSU Doernbecher Children's



Case studies

- Boston Children's
- OHSU Doernbecher Children's
- Rainbow Babies & Children's



Case studies

- Boston Children's
- OHSU Doernbecher Children's
- Rainbow Babies & Children's
- The Christie NHS Trust



“Xploro deeply engaged him from the moment he entered the experience. He laughed and laughed when picking his avatar’s name, and loved that he could keep it bald to match his own head. He learned about so many of the different procedures and machines that he’d already experienced, and truthfully until we saw him use the app we didn’t realize that there was still so much curiosity and anxiety about what’s happening in his body. **The very next day, in his fourth round of chemo, he shared with his nurse that he finally gets what this medicine is doing to his body (thanks to a game he played on the app the night before). It was amazing. He was encouraged, and for the first time in months there was a lightness about him.** The app cleared the fog and it gave him information in the perfect way. We’re thankful to have found something that keeps our fighter encouraged, engaged, and informed.”

Caregiver of 12 year old child, receiving treatment for Osteosarcoma

Interested?

Contact Dom Raban, CEO & Co-founder

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