



# Press Kit



# About Amelia



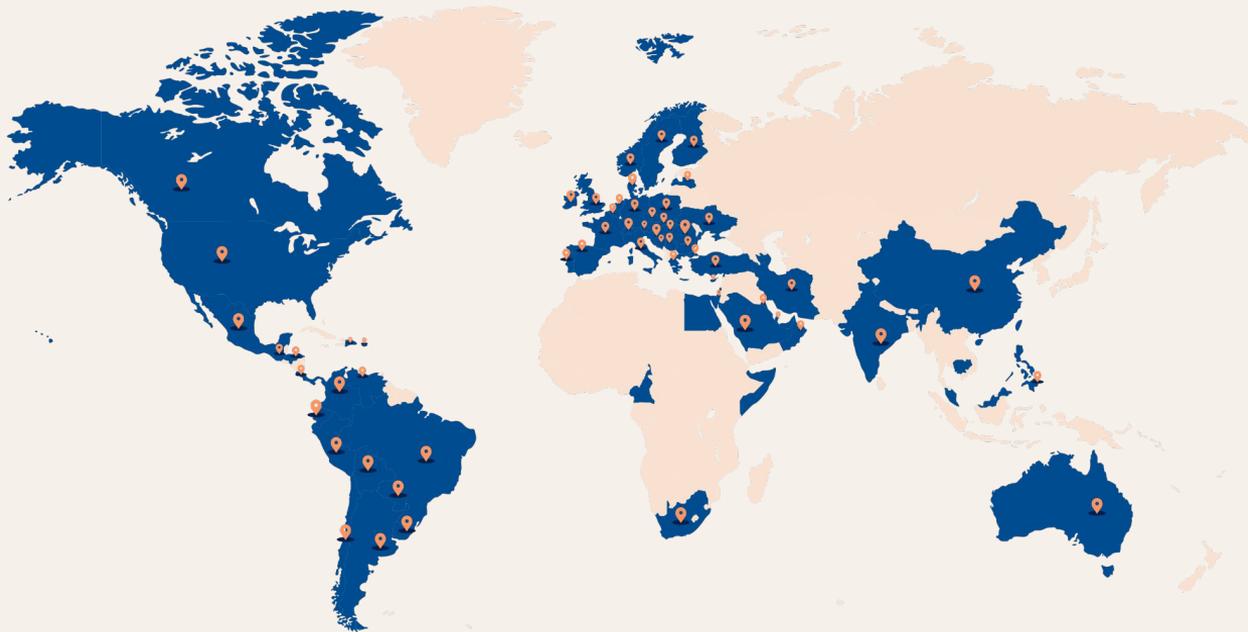
The Amelia Platform is **easy to use**, fast, and **affordable**.

Amelia Virtual Care provides a **virtual reality platform** used by therapists who perform **mental health assessments** and **interventions**.

We support mental health professionals through innovation and new technology



# Where We Are



**Born in 2014, Amelia is a pioneer and a global leader in virtual reality solutions for mental health professionals:**

2000+ clients (therapists)

20,000+ patients have tried Amelia's VR

160,000+ VR sessions realized

70+ countries

## Our Mission

To improve mental health through the use of science-based new technologies.

## Our Vision

To become the world leader of virtual reality in healthcare.



## Our Values

- Positive social impact
- Global mindset
- Entrepreneurship
- Passion & empathy

# Product

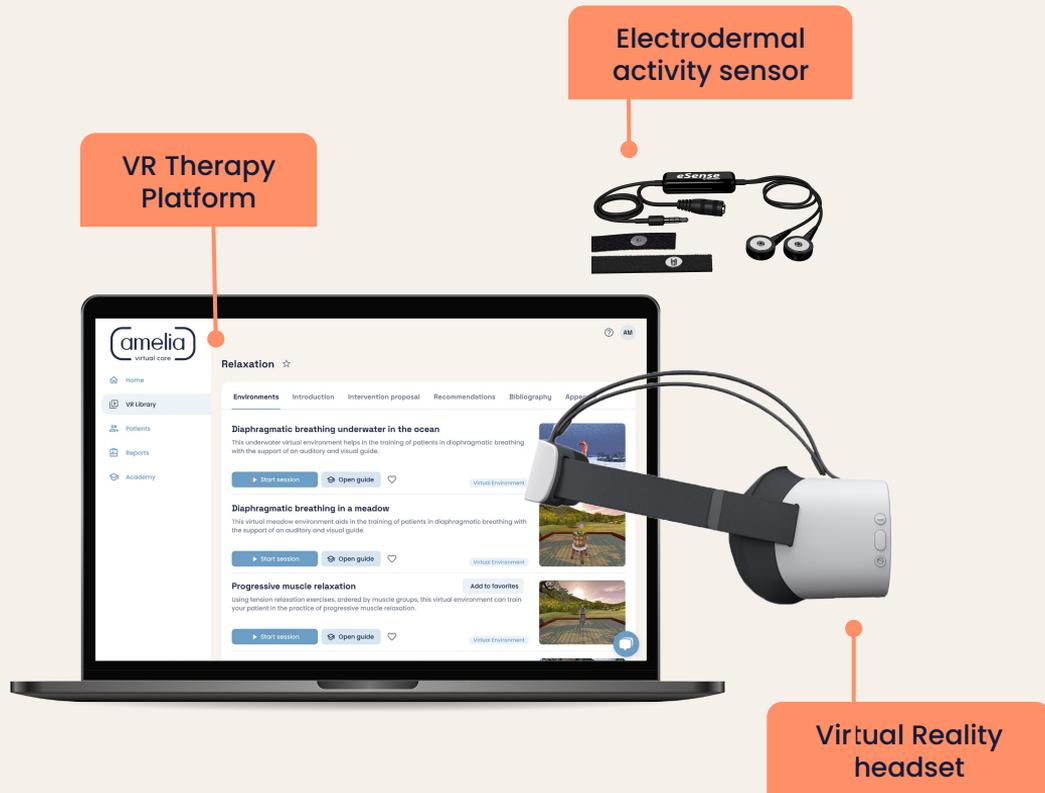


A flexible and easy to use VR platform.

More than 70 virtual environments and dozens of functionalities to make the application of virtual reality to professional practice easier for clinicians.

Multiple work configurations specially designed for psychotherapists, and a simple control panel available for use. The platform lets you plan and control your sessions seamlessly.

- Work with a variety of content
- Take control of sessions
- Receive real-time responses
- Enjoy reporting all in one place
- Work remotely with patients



# More Than 70 Virtual Environments



Mindfulness



Relaxation



Exposure tools -  
Worrying



Exposure tools -  
Social situations



Exposure tools -  
High places



Exposure tools -  
Crowded spaces



Exposure tools -  
Tight spaces



Exposure tools -  
Animals



Exposure tools -  
Driving



Exposure tools -  
Flying



Exposure tools -  
Sleep and Darkness



Exposure tools -  
Medical appointments



Exposure tools -  
Attention Training



Exposure tools -  
Public Speaking



Exposure tools -  
Moods



Exposure tools -  
Eating



Exposure tools -  
Cleanliness



Exposure tools -  
Moving dots



Exposure tools -  
Exams



Exposure tools -  
School



Education

# Main benefits of VR for mental health



Virtual reality offers mental health professionals the opportunity to reproduce real-life scenarios and even adapt and control these environments to meet clients' individual needs.

This technology supports professionals to evaluate and identify their clients' needs within the safe comfort of a consultation room. The VR solution is easy to use and supports evaluations and interventions in mental health.

Built upon scientific evidence

Preferred by patients

Personalized Interventions  
with greater control

Beyond reality and with  
more privacy

Self-training

Reduce  
dropouts

## For mental health professional

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VRE provides a safe and controlled environment for the patients in which they are able to engage with specific feared stimuli, in order to most effectively and efficiently generate changes in conditioned fear responses and maladaptive patterns of thoughts and feelings.

In students suffering from fear of spiders, 81–89 % chose VR exposure over in vivo exposure in a study comparing VR exposure vs. in vivo exposure in specific phobias showed that 76 % of the patients chose VR exposure over in vivo exposure VR sessions are 50% less costly.

Findings suggest that patients report satisfaction with VR based therapy and may find it more acceptable than traditional approaches.

## For patients

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Virtual reality has emerged as a viable tool to help in a number of different disorders, with the most strength of evidence for use in exposure therapy for patients with anxiety disorders, cue exposure therapy for patients with substance use disorders, and distraction for patients with acute pain requiring painful procedures.

Psychological and cognitive benefits reported when the VR device is adapted to the patient, include improvement in attention, or memory stimulation and decrease in depression symptomatology in elderly participants. Therefore, VR devices could be used as effective tool to motivate patients and to improve emotional aspects related to functionality. Additional benefits of using VR environments in neurological rehabilitation were also reported as safety/security, multitask possibilities, and patient's adherence.

# Team



**Afsana Akhter**  
CEO



**Xavier Palomer**  
Founder & Exec Chairman



**Tania Sagaste**  
COO (Ops, Data, Finance)



**Joan Miquel Gelabert**  
Senior Clinical Officer



**Xavi H. Oromí**  
Head of Product



**Ricard Bea**  
Head of Sales



**Anna Bargalló**  
Head of Customer success



**Iris Stracke**  
Head of Clinical &  
Regulatory Affairs



**Francisco Palomares**  
CTO



**Rafal Szota**  
Head of Data & Analytics



**Xavier Palomer**  
Founder

## About our Founder

Xavier Palomer Ripoll was born in Barcelona in 1982. In 2007, he graduated in physics from the Universitat de Barcelona (UB), and in 2010 he graduated in electrical engineering also at UB. During his undergraduate studies, he was awarded two summer school fellowships, one in HMI Research Institut for Materials and Energies in Berlin and another with Community of Arianne Cities summer school fellowship Heilbronn University in Germany.

In his professional working experience, he worked as an electrophysiologist at IDIBAPS – Hospital Clínic de Barcelona, developing multichannel recording systems and electric field stimulation devices, in collaboration with hardware companies in Barcelona.

In 2010, Xavier was awarded a Balsells Fellowship for pursuing a Master of Science in electrical engineering at the University of Colorado Boulder where he conducted his MSc thesis with the title: “Electrical Properties of Human Tissues Applied to Wearable Antenna Design”. After graduating, he became a PhD candidate in the same topic. A few months later, he decided to quit the Ph.D. program and start Amelia, his personal venture.

Ever since then, Xavier has become the CEO of Amelia, the company he started with his college friend Dani Roig. At Amelia, he has enjoyed the learning process of becoming an entrepreneur learning from finances to managing teams, from 3D design to UX. He has demonstrated the company can achieve an incredible level of excellence with different awards like Hitlab Innovators Summit World Cup, where Amelia was recognized as one of the most innovative companies in the world.

# Thought Leadership



Forbes | Billionaires | Innovation | Leadership | Money | Business

2257 views | Jul 2, 2020, 11:32am EDT

## Meet The Companies Using VR To Treat Coronavirus-Related Stress And Anxiety



Simon Chandler Contributor @ AI

I'm a journalist covering emerging tech and its effects on society.



CNN BUSINESS Markets Tech Media Success Video

## Afraid of spiders? Try virtual reality

by Heather Kelly @heatherkelly

April 29, 2015, 7:45 AM ET



## europapress / catalunya Psotigora recibe el premio a 'Startup' del Año otorgado por BStartup y Esade Alumni



**THE WALL STREET JOURNAL**

### Virtual Reality as a Therapy Tool

**Incentive for patients?**

The use of immersive virtual reality as a treatment for anxiety disorders is gaining momentum. In a new study, researchers found that patients who used VR to treat their anxiety showed significantly greater improvement than those who received traditional therapy. The study, published in the journal *Journal of Anxiety Disorders*, involved 40 patients who were randomly assigned to either a VR-based treatment or a traditional cognitive-behavioral therapy (CBT) program. The VR treatment consisted of a series of virtual environments designed to simulate common anxiety triggers, such as public speaking, social situations, and crowded spaces. Patients in the VR group spent 15 minutes per session using the VR program, while those in the CBT group received 45 minutes of traditional therapy. After 10 sessions, the VR group showed significantly greater improvement in anxiety symptoms compared to the CBT group. The researchers concluded that VR-based treatment may be a more effective and engaging way to treat anxiety disorders.

**Virtual reality headsets have long been thought of as the ultimate gaming accessory. Now, the technology is being used to help patients with anxiety disorders. In a new study, researchers found that patients who used VR to treat their anxiety showed significantly greater improvement than those who received traditional therapy. The study, published in the journal *Journal of Anxiety Disorders*, involved 40 patients who were randomly assigned to either a VR-based treatment or a traditional cognitive-behavioral therapy (CBT) program. The VR treatment consisted of a series of virtual environments designed to simulate common anxiety triggers, such as public speaking, social situations, and crowded spaces. Patients in the VR group spent 15 minutes per session using the VR program, while those in the CBT group received 45 minutes of traditional therapy. After 10 sessions, the VR group showed significantly greater improvement in anxiety symptoms compared to the CBT group. The researchers concluded that VR-based treatment may be a more effective and engaging way to treat anxiety disorders.**

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