



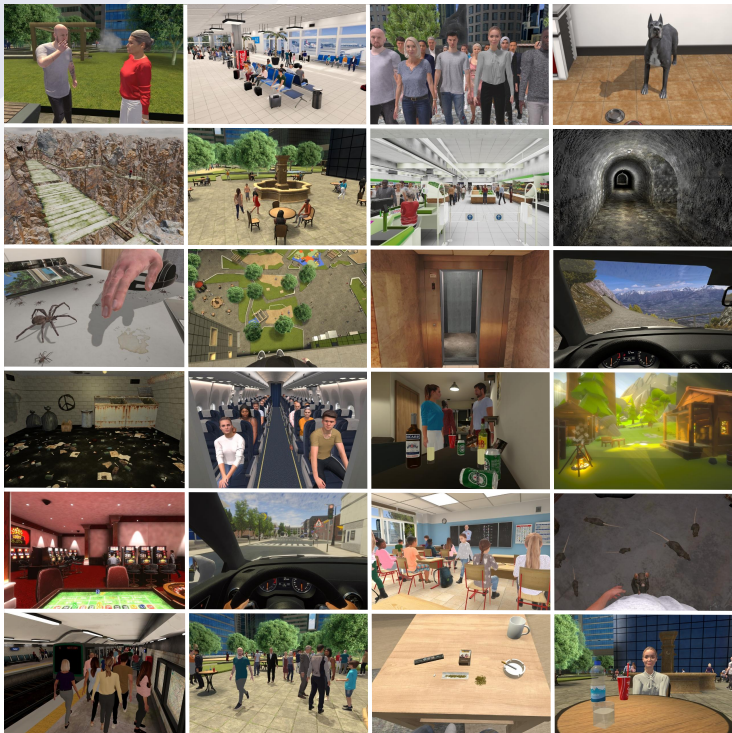
Update your mental well-being

C2Care is revolutionizing mental well-being by combining artificial intelligence with virtual reality

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INTRODUCTION



At C2Care, we offer a tool that combines virtual reality and artificial intelligence **to provide professionals with an innovative solution for supporting patients in managing emotional challenges** such as specific phobias, anxiety, addictions, or social phobia. Our solution is based on Cognitive Behavioral Therapy (CBT), a brief and scientifically proven therapeutic approach.

Patients can confront their fears **in situations that are difficult to replicate in a clinical setting**, benefiting from an immersive and interactive tool that enables personalized and engaging therapeutic work.

KEY FIGURES

350+

Facilities Equipped

University, Clinics, Hospitals, IRF

700+

Independent Practitioners

trained and onboarded

10+

Years of Expertise

dedicated to mental well-being

25+

Countries

have adopted our solution

With years of collaboration alongside university hospitals and clinics, we continuously enhance our software to address the evolving needs of both professionals and patients. By staying in step with technological and scientific advancements, we ensure our solutions remain cutting-edge, offering high-performance tools for effective and personalized mental health support.

OUR TOPICS



SPECIFIC PHOBIAS



SOCIAL PHOBIA



ADDICTIVE BEHAVIORS



GENERALIZED ANXIETY

SPECIFIC PHOBIAS

Virtual reality has been used for over 30 years by psychologists and psychiatrists to expose patients to their phobias. It offers a way to overcome the logistical challenges of in vivo exposure while maintaining the effectiveness of this therapeutic approach. With this tool, you can support patients as they work through deep-seated fears.

Through gradual and adjustable exposure tailored to the user's anxiety level, patients can progress at their own pace and develop new responses to the object of their phobia. Additionally, thanks to artificial intelligence, each exposure is made even more realistic and immersive.



OUR ENVIRONMENTS

- Driving a Car
- Flying
- Metro
- Acrophobia
- Agoraphobia
- Claustrophobia
- Hospital
- Dogs
- Wasps
- Rats
- OCD
- ...

SOCIAL PHOBIA

Social phobia can have a significant impact on a patient's daily life, often leading to numerous avoidance behaviors. **To meet each individual's unique needs, our virtual environments simulate a wide range of realistic and specific scenarios:** speaking in a work meeting, being in a classroom or lecture hall, attending a job interview, going on a date, socializing with friends, or having a conversation with a stranger.

Moreover, thanks to AI-powered avatars, patients **can interact with each character they encounter in the environment.** This provides a unique opportunity to practice engaging with others in a realistic and supportive setting, helping them confront their fear of judgment and gradually rebuild self-confidence.



OUR ENVIRONMENTS

- Public Speaking
- Public Places
- Fear of School
- Socializing with Friends
- Dancing with Strangers
- Romantic Date
- Street Conversation
- Speaking with a Salesperson
- Singing at Karaoke
- ...

ADDICTIVE BEHAVIORS

Our immersive environments recreate **everyday situations in which patients typically engage in substance use or addictive behaviors**. These scenarios are designed to include specific triggers, enabling targeted work on the automatic thoughts and behavioral patterns associated with the addiction. Virtual reality thus offers a controlled and safe form of exposure.

In addition, by interacting directly with characters involved in the addictive context, such as a group of people smoking or two friends discussing a night of heavy drinking, the patient can confront the social dimension of their addiction. **This allows them to gradually face real-life situations in a realistic and supportive setting.**



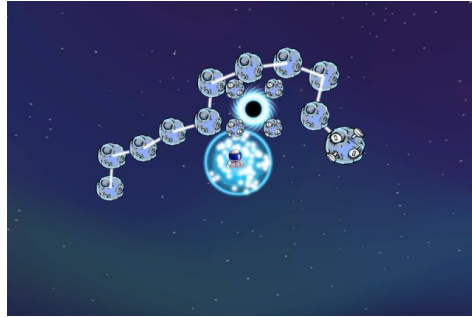
OUR ENVIRONMENTS

- Alcohol Consumption at a Party
- Smoking Break at Work
- Cannabinoid Use in the Living Room
- Substance Use via Snorting
- Gambling in a Casino
- ...

GENERALIZED ANXIETY

Anxiety can be triggered by very different contexts from one person to another. **It is therefore essential to offer a wide range of situations to tailor exposure to each individual's needs.** That's why our application provides a broad selection of environments designed to address various dimensions of anxiety.

Numerous social situations are recreated through **fully interactive exposure scenarios**. In addition, calming natural landscapes, such as a sunny beach, a quiet forest, or a fireplace setting, create a multisensory space conducive to relaxation and mindfulness. Finally, environments that stimulate cognitive abilities help users work on concentration and mental flexibility.



OUR ENVIRONMENTS

- Scuba Diving
- Forest Walk
- Northern Lights
- Asian Garden
- Seaside
- Movie Night
- Hot Air Balloon Ride
- Outdoor Café
- Memory game
- ...

WHAT MAKES IT SO EFFECTIVE ?

1

Immersive environments

The user is immersed in virtual environments designed to work on the emotions experienced in everyday situations.

2

Repetition of exposures

With regular exposure, the new reactions developed in these contexts will become quickly and durably embedded in their mental processes.

3

Progressive increase in difficulty

The gradual increase in the difficulty of the environment allows the user to become desensitized to the anxiety felt and to regain confidence in their abilities.

4

Personalized exposures

The environments adapt to each individual's needs, thanks to adjustable settings, unique interactions with avatars.

5

Engaging interactive experiences

The use of technologies such as virtual reality and artificial intelligence makes the work more enjoyable and significantly increases user motivation to engage in the exercises.

SOFTWARE FUNCTIONALITY



Step 1

I position the patient comfortably and fit the headset on

Step 2

I select an environment on the controller and start the exposure

Step 3

I monitor the patient's progress within the environment and adjust the scene based on their needs

THE PACKAGE

Application

Access to the full range of themes offered by the C2Care software, including over 120 immersive environments and unlimited use of artificial intelligence.

Equipment

You will need to equip yourself with a VR headset. Our software is compatible with **PICO headsets: NEO 3 Pro, 4 Enterprise, 4 Ultra Enterprise, and META QUEST devices: 2, 3, 3S, and Pro.**

The tablet

from which you connect to the controller, an online platform that allows you to take control of one or more headsets and follow what the patient is seeing.

Support

The initial setup

with a member of our team and a clinical psychologist to launch the software for the first time and integrate it into your practice.

Technical support

available every day (excluding weekends and public holidays) directly from your controller.

PLANS

Standard Plan

With a 12, 24, or 36 month subscription, including un unlimited access to our application, and to C2Care support.

Gold Plan

Customize exposures by fully configuring the behavior of each virtual character based on the patient's needs.

A job interview scenario can thus be transformed into an oral exam for a student, or even a dismissal interview.

Platinum Plan

Enjoy the same services as the Gold plan, along with up to 50 days of collaboration with our development team to integrate project-specific elements into our application.

KEY PARTNERS



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