## WHEN VR BECOMES KEY TO TREAT SCHIZOPHRENIA

The Challenge project







## 30 %

hear malevolent voices despite medical and psychological intervention



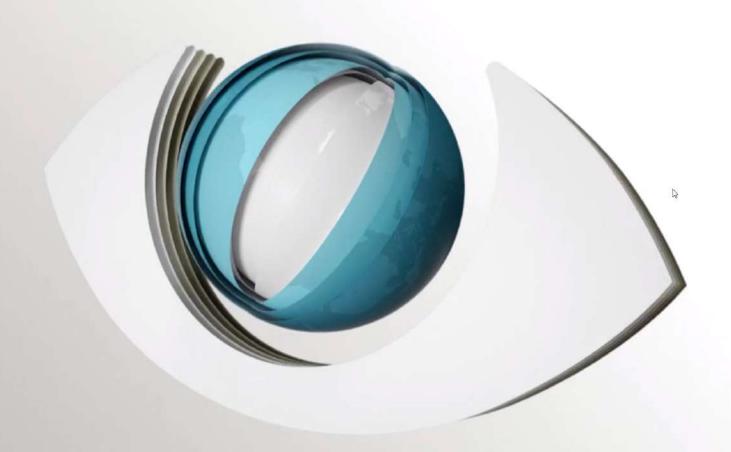


#### THE

### CHALLENGE

**PROGRAM** 







Main Basic Face Features Therapist Voice Session

### Challenge

Fighting malevolent voices in VR

Please press New treatment to start avatar creation or click Resume treatment to enter avatar key

New treatment

Resume treatment

13

Exit

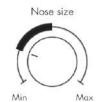


Face

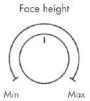


Basic







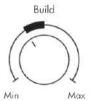


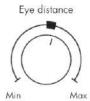
Voice

Session

Therapist

Features













Face

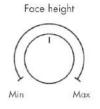
Basic

#### **Features**

Features







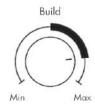
Voice

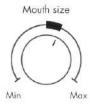
Session

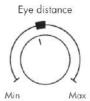
Therapist

















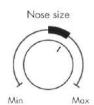


Face

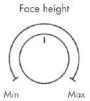
Basic









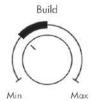


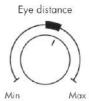
Voice

Session

Therapist

Features













Face

Basic

Main











Face height

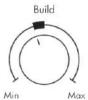
Voice

Session

Therapist

Features

Min Max



Eye distance





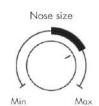


Face

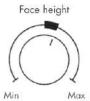


Basic







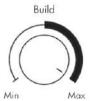


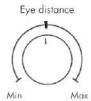
Voice

Session

Therapist

Features



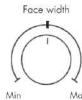








Face

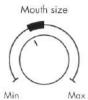


Basic





Min Max



Face height

Therapist

Features



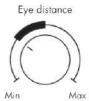
Voice

Session

Min Max



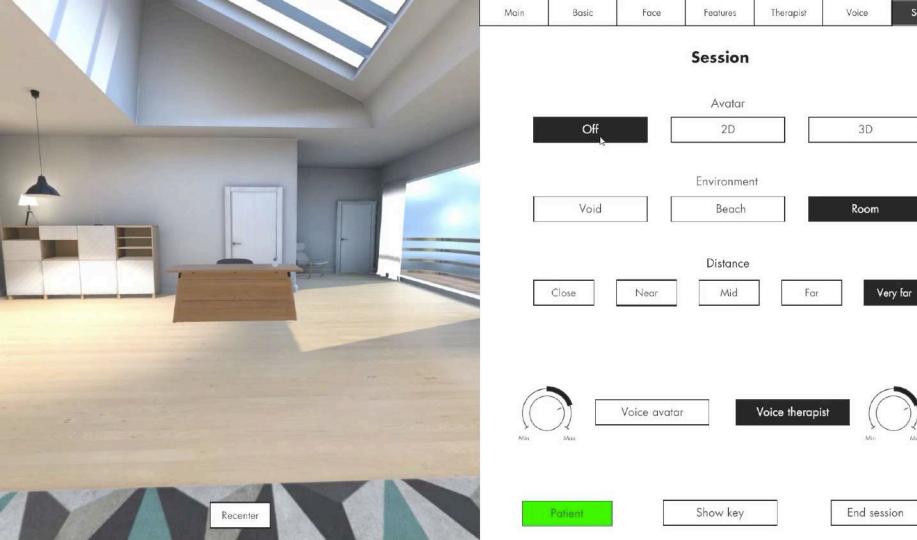
Min Max











Session



## SKILLSET OF PRACTIONERS

Technology as a barrier or carrier of therapy







# REAL PEOPLE REAL PROBLEMS



### QUESTIONS

#### **NICOLE FRONC DUMANSKI**

nicole@khora.com

+45 25 30 60 55 www.khora.com/challenge-project

