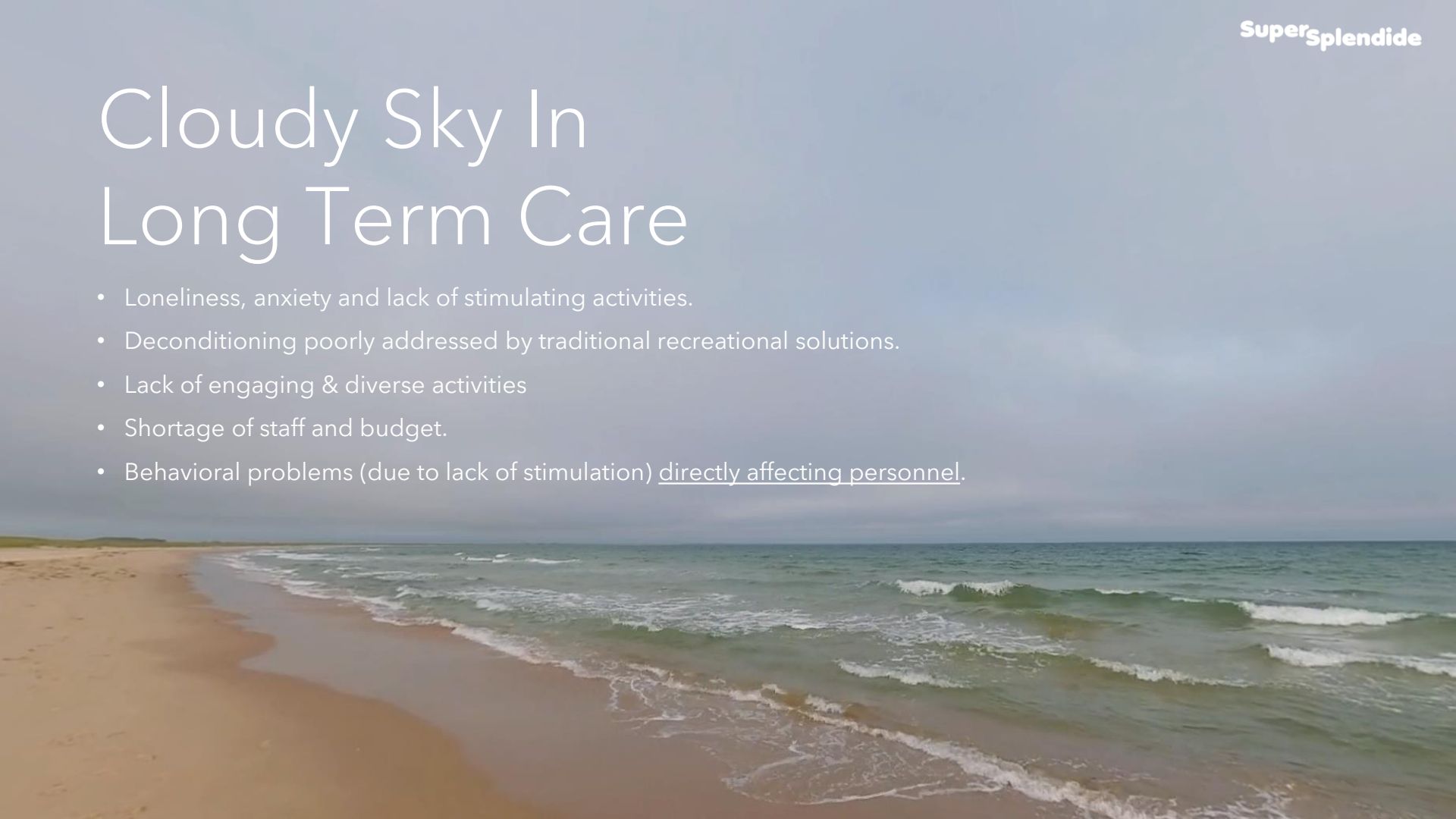
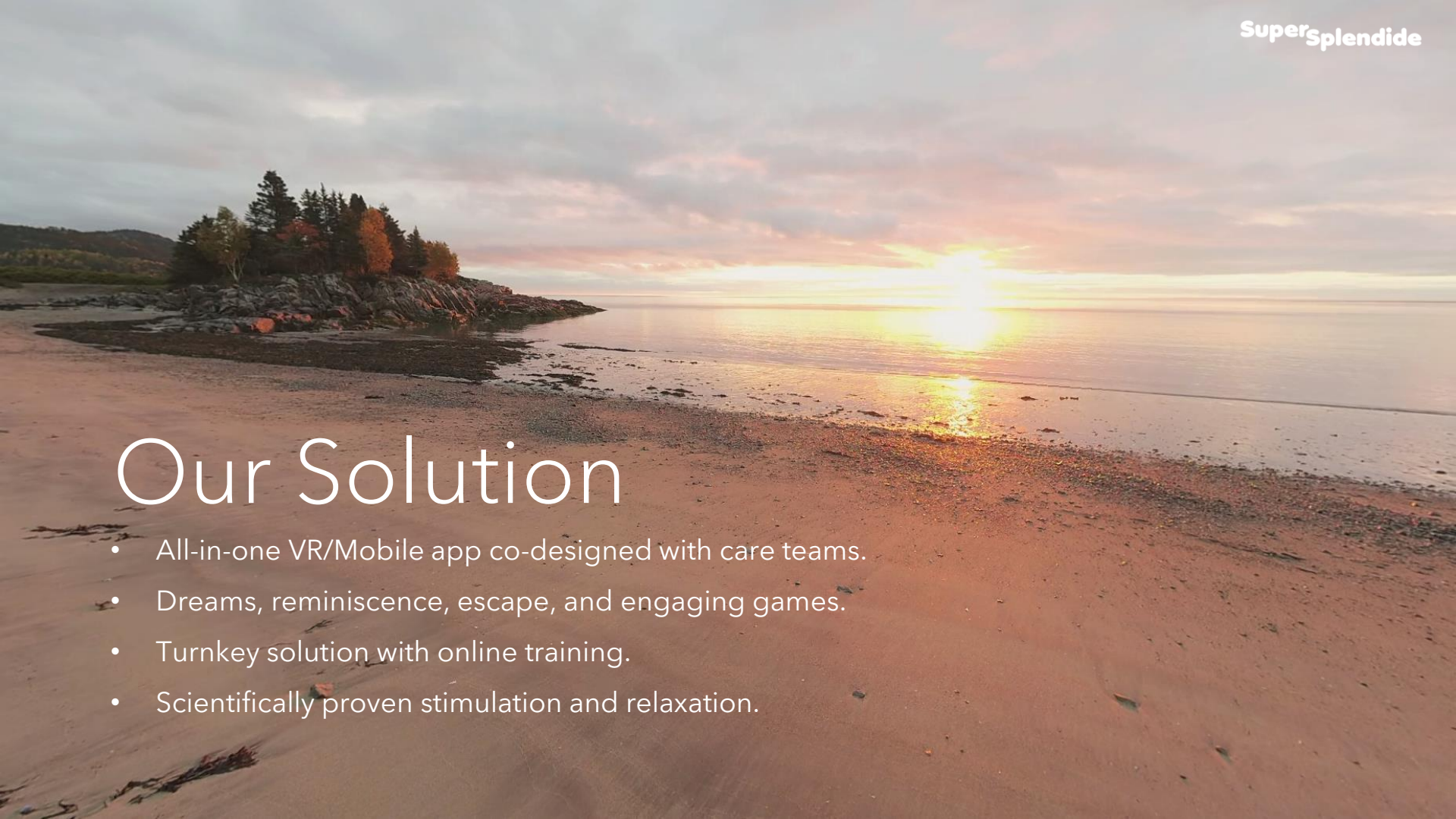

SuperSplendide
Wonders of the world
for autonomy challenges

SuperSplendide

# Cloudy Sky In Long Term Care

- Loneliness, anxiety and lack of stimulating activities.
- Deconditioning poorly addressed by traditional recreational solutions.
- Lack of engaging & diverse activities
- Shortage of staff and budget.
- Behavioral problems (due to lack of stimulation) directly affecting personnel.





SuperSplendide

# Our Solution

- All-in-one VR/Mobile app co-designed with care teams.
- Dreams, reminiscence, escape, and engaging games.
- Turnkey solution with online training.
- Scientifically proven stimulation and relaxation.

# Vast Opportunities

- 65+ population: **22% (2025) → 27% (2030)**
- Healthcare VR: **$5.6B (2024) → $9.9B (2026)**
- Strong need for **Alzheimer care innovation**
- Families demand **dignity & engagement**
- Budget pressures push **versatile solutions**

OUR TRACTION SPEAKS FOR ITSELF

# Already 90+ Client Institutions

LTC | Palliative Care | Senior Homes | Oncology | Mental Health











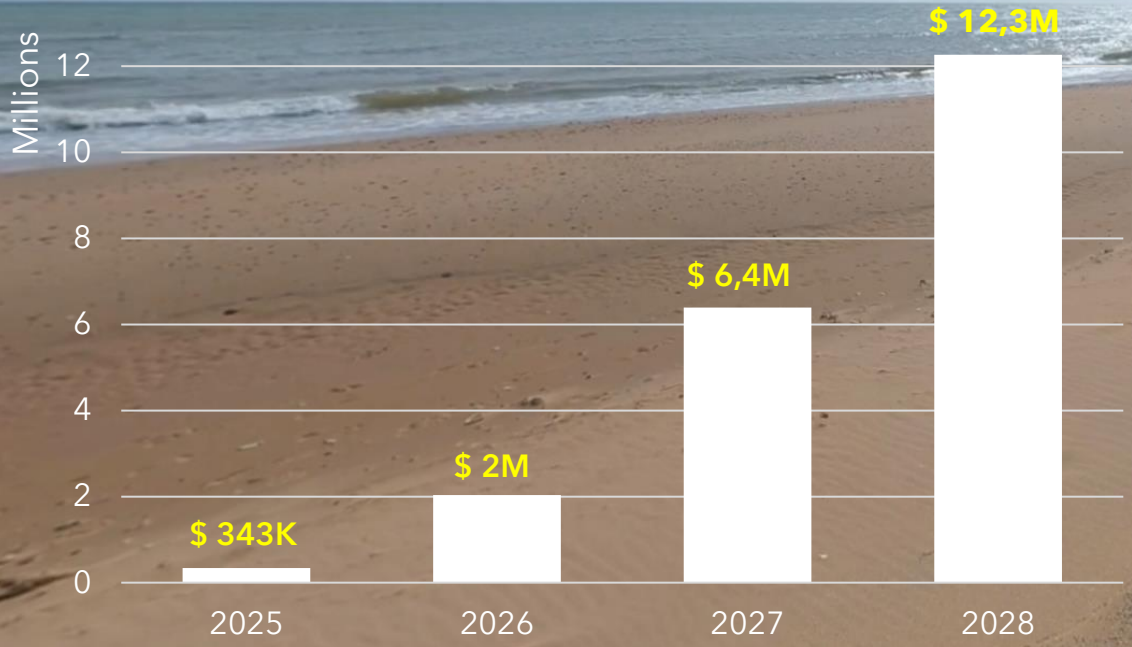









# SALES READY FOR TAKEOFF




2025 : QC-Canada

2026-2028 : Americas / Europe

2029-2030 : +Asia

SuperSplendide

# A Revenue Model Modeled For Budgets

## B2B SaaS

Subscription

$40 - $120 /mo

Deployment Services

$800 - $3,000

Equipment

~$1,100

## B2C Freemium

Subscription

$4,99 - $9,99 /mo

Add-Ons

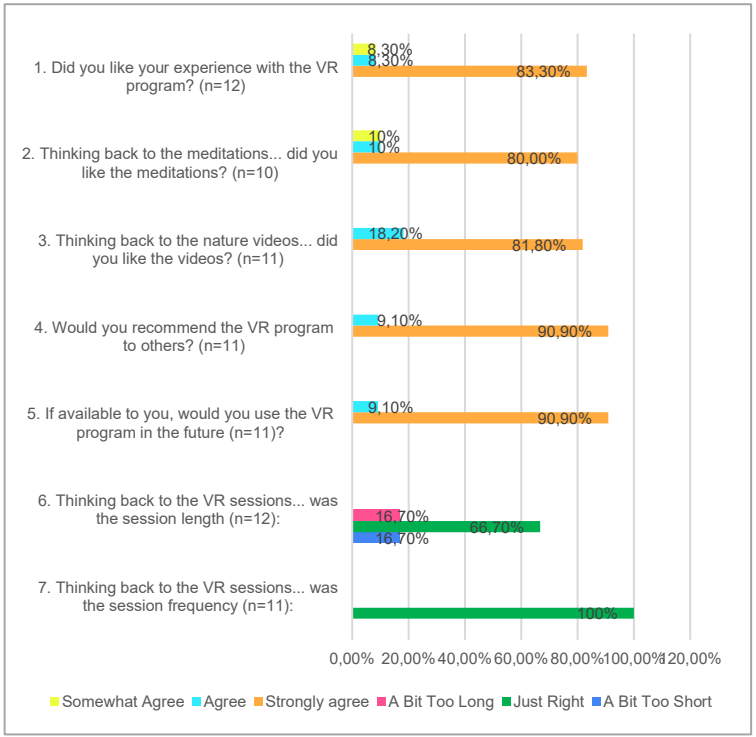
$0,99 - $9,99

Ads

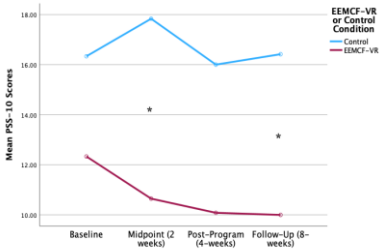
$$$

# Scientifically Proven Impacts

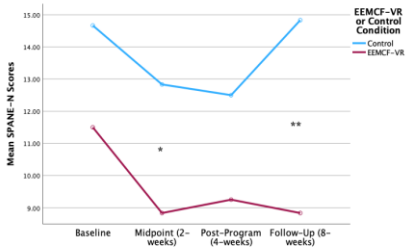
Excerpts from "A Novel Virtual Reality-Based Nature Meditation Program for Older Adults Mental Health Results from a Pilot Randomized Controlled Trial", *The Clinical Gerontologist*, I. Sadowsky (2025)



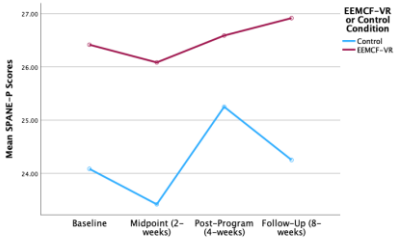

**Change in stress scores over time**



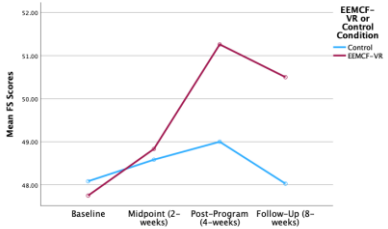

**Change in negative emotion scores over time**




**Change in positive emotion scores over time**




**Change in psychosocial well-being scores over time**



# 10 Active Scientific Collaborations










## CIUSSS CSMTL Day Center + Alzheimer

**65%** Users compatible with technology

**54%** Users improved their attention span (**45min average**)

**100%** Satisfaction from loved-ones

Conclusion : Deployment recommendation for all Day Centers of the CIUSSS

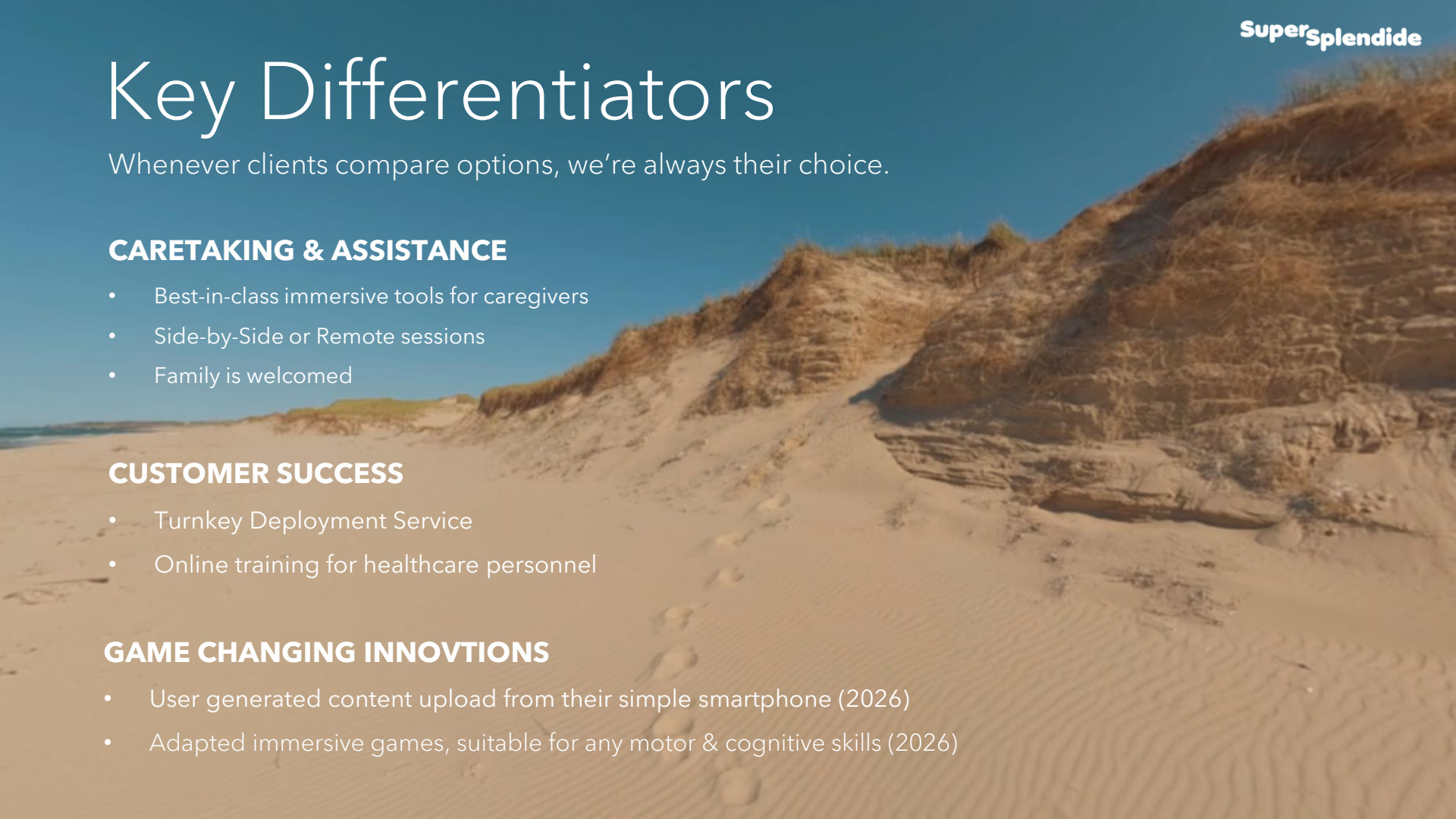

## 4 to 8 y o Youth Center With Trauma

**62%** Decrease in restraint and seclusion incidents per youth.

**100%** Decrease in expressed anger.

**25%** Increase in staff's self-reported emotional presence (**59% → 74%**)

Conclusion : Deployment recommendation for all early-age Youth Centers



# Key Differentiators

Whenever clients compare options, we're always their choice.

## CARETAKING & ASSISTANCE

- Best-in-class immersive tools for caregivers
- Side-by-Side or Remote sessions
- Family is welcomed

## CUSTOMER SUCCESS

- Turnkey Deployment Service
- Online training for healthcare personnel

## GAME CHANGING INNOVTIONS

- User generated content upload from their simple smartphone (2026)
- Adapted immersive games, suitable for any motor & cognitive skills (2026)

# An Easy way in

- $ 500K Round
- 125K $ Raised
- **ASK : 375K $**

↓

Investing in sales

- Organic Revenue 2022-2024 : 330K $
- Projected Revenue 2028 : 12.3M $
- 2M $ already invested (non-dilutive)
- Distribution partnerships in discussion

SuperSplendide

jfm@supersplendide.com