

# SuperSplendide

From Care to Dignity

Virtual Reality Solutions for Healthcare

VR... Really?



OUR TRACTION SPEAKS FOR US

# Already 100+ client institutions

LTC | Palliative Care | Senior Homes | Mental Health | Youth Centers



# A COMMON & DEVASTATING ISSUE

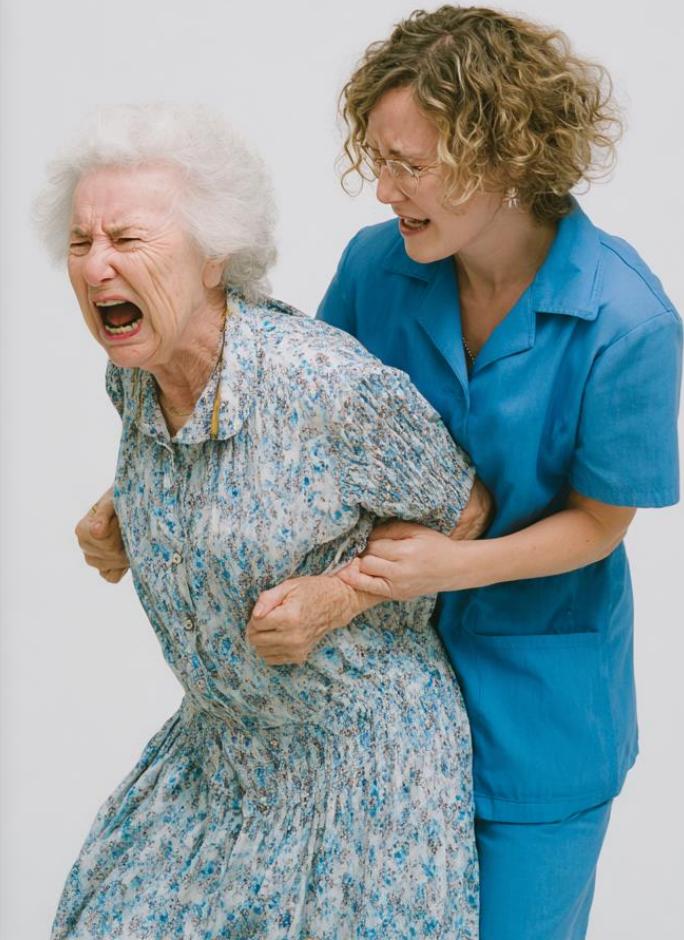
Agitation / Wandering / Sundowning



Difficult behavior



Care challenges



# CONSEQUENCES ON RESIDENTS & STAFF

- Tension and chaos
- Loss of efficiency
- Staff turnover & leave
- Hurried & incomplete care
- Increased use of pharmacology
- Increased use of contention
- Dissatisfied families



# DREAM SITUATION

Appeasing agitation



Extended attention span



Patient cooperation in care



Increased emotional availability of staff



That's what we do.  
Demonstrated and measured results  
thanks to our app



# Toujours Dimanche

Par SuperSplendide

The beauty of  
the world where  
it's needed most

Long Term Care

Palliative Care

Senior Homes

Day Centers

Respite Homes

Youth Centers

OUR SOLUTION

SuperSplendide

# Toujours Dimanche

Par SuperSplendide



Stimulation  
&  
Appeasement

For  
residents & family

Easy  
&  
Efficient

For  
Caretakers

Beyond Recreational

# Making caretakers' work easier by improving residents' quality of life

## Benefits for Residents

Stimulation

Appeasing Anxiety

Appeasing Agitation

Wandering reduction

Reminiscence

Deconditioning Prevention

Less chaotic work shifts

Dreams Fulfilment

Contention & Pharma Reduction

Smiling Residents

## Benefit for Caretakers

# Toujours Dimanche

Par SuperSplendide

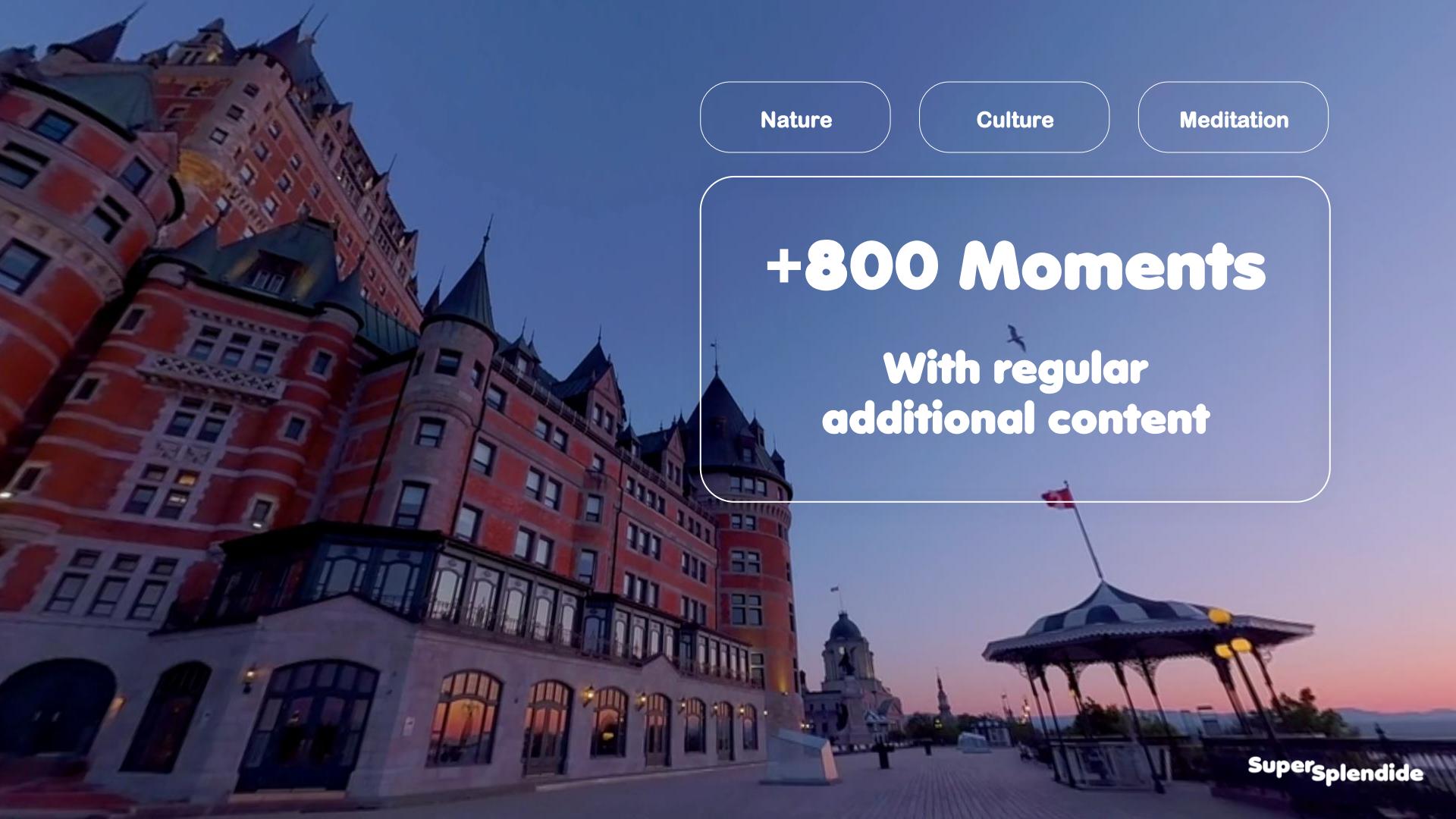


All-in-One  
B2B  
Solution

Opening the  
B2C  
Sector

- Travel
- Nature
- Culture
- Meditation
- 3Dscapes
- Immersive Games
- Artificial Presences
- Personal content
- Shared experience
- Remote control & play
- Robust connection
- Backed by science
- Turnkey service

- 130M users
- Untapped
- Demand towards B2B
- Easing up on Staff



Nature

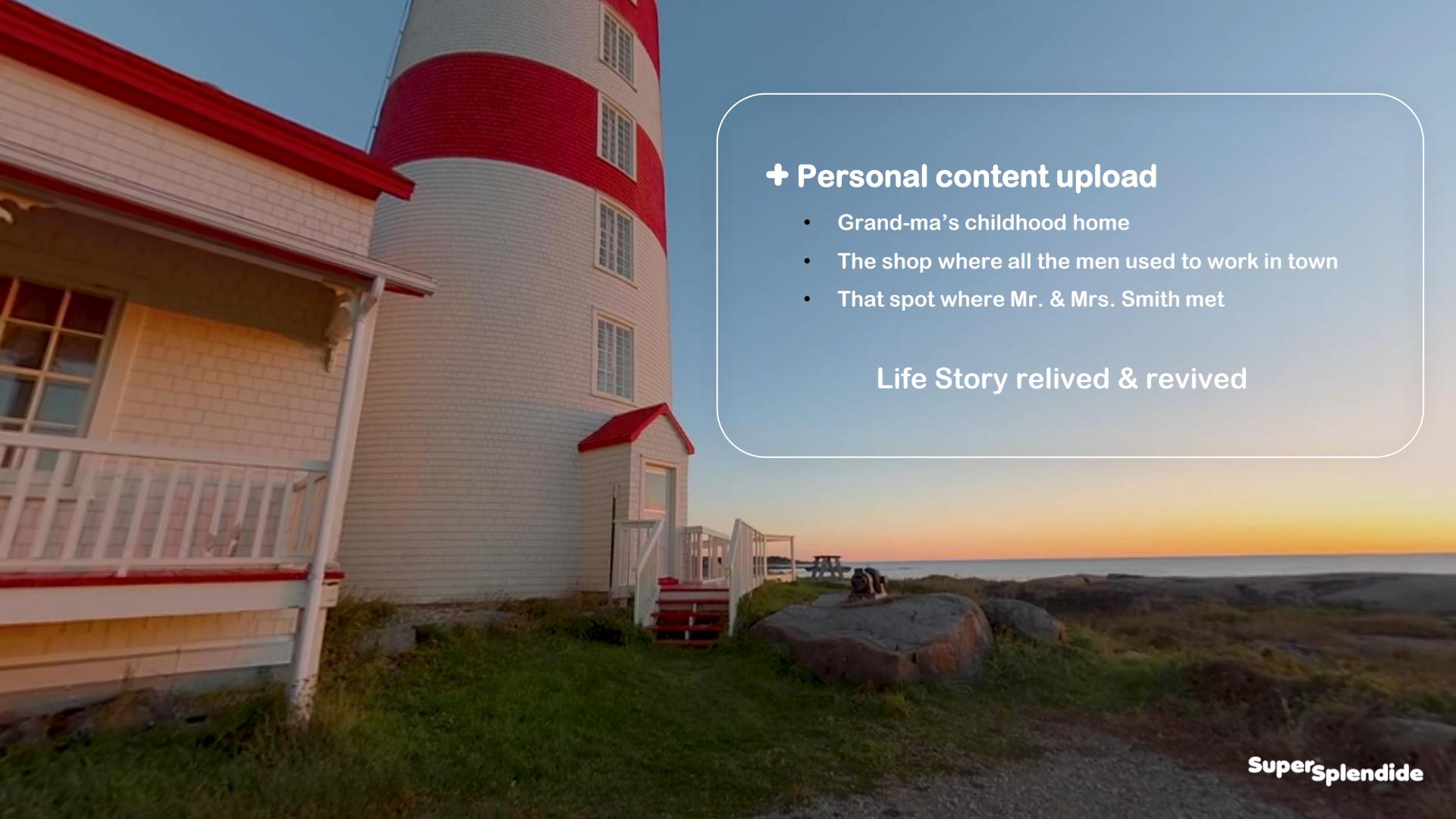
Culture

Meditation

**+800 Moments**

With regular  
additional content

**SuperSplendide**



## ⊕ Personal content upload

- Grand-ma's childhood home
- The shop where all the men used to work in town
- That spot where Mr. & Mrs. Smith met

Life Story relived & revived

## OUR BUSINESS MODEL :

1 platform



2 SaaS products

Super Splendide has developed an immersive technology platform

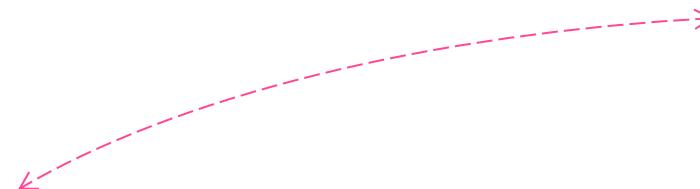


From this platform, we derived  
2 SaaS VR products  
we offer in healthcare



# OUR PLATFORM

Immersive **RV / Mobile** platform  
including caretaking tools for  
professionals & loved ones.



iOS



android



Meta Quest



We customised our platform development with the healthcare sector, as well as assisted living, palliative care & mental health organisations.



Side by Side



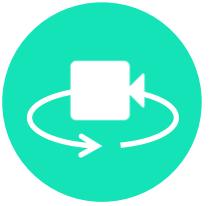
Remote



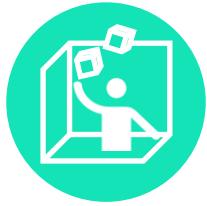
Solo / Groups



Cybersecurity



360 VR  
Video



Real-time 3D  
interactive



Upload your own  
personal content

# 1 platform —→ 2 Products

- Recreational VR app for Assisted Living (B2B) & Caregiving (B2C)
- Clinical VR app for Mental Health Therapy



# PRODUCT 1

The beauty of  
the world where  
it's needed most

Long Term Care

Palliative Care

Senior Homes

Day Centers

Respite Homes

Youth Centers

1 platform  
↓  
2 products

Makes work easier for staff by  
improving residents' quality of life.  
B2B / B2C

# PRODUCT 2

A secure setting  
for empowerment  
in tough situations

Mental Health & Psychiatry

Training

Readaptation

Pain Management

Fosters new behavior by facing  
real life situation without the risk.  
B2B

# ASSISTED LIVING : SaaS + Add-Ons

## B2B SaaS

### Subscription

\$40 - \$120 /mo.

### Turnkey Service

\$800 - 3,000 \$

### Equipment

~\$1,100

## B2C at Home

### Subscription

\$4,99 - \$9,99 /mo.

### Add-Ons

\$0,99 - 9,99 \$

### Ads

\$\$\$

Q3 2026

# MENTAL HEALTH

## B2B SaaS

Subscription per headset

\$95 - \$150 /mo.

Turnkey Service

\$800 - 2,000 \$

Equipment

~\$1,100 / Headset

# Opportunité de 100M \$

- Ageing Population : +65yo = **22%** in 2025 → **27%** in 2030.
- Mental Health: **95G \$** spent in 2025 → **113G\$** projected in 2030
- VR adoption in Healthcare : **5.6G\$** spent in 2024 → **9.9G\$** projected in 2026.

B2B  
Assisted Living  
Market

TAM : 625M \$  
SAM : 62.5 M \$  
SOM : 20M \$

6800 Residencies  
x 36 months

B2C  
At Home  
Market

TAM : 2.6 G \$  
SAM : 130 M \$  
SOM : 50M \$

250K Subscriptions  
x 24 months

B2B  
Mental Health  
Clinics Market

TAM : 998 M \$  
SAM : 99.8 M \$  
SOM : 30M \$

2700 clinics  
x 2 licences x 36 months

# SET TO TAKE THE MARKET

	Super Splendide	Assisted Living		Mental Health	
		Rendever	Lumeen	XRhealth	C2 Care
100% Multiplatform (VR, iOS, Android)	✓				
Side-by-side Multi-User Session	✓	✓	✓	✓	✓
Remote Multi-User Session	✓				
Online Training App	✓	✓		✓	
User Generated Content Upload	✓	✓			
Game Changer → Cell phone-To-App User Content Capture	✓				
Game Changer → Immersive games & activities	✓				
B2B Licences	✓	✓	✓	✓	✓
Game Changer → B2C At Home Freemium	✓				

# WE ARE READY TO SCALE



# The Splendids

200+ Hours  
assisting patients in  
Palliative Care



**Félix Rondeau**  
Client Success



**Gabriel Pelland**  
Cloud Dev

Worked in  
LTC



**Nicholas Di Iorio**  
Dev Architect

Lost his sister to  
cancer at age 8.



**Étienne Primeau**  
R&D Dev

300+ Hours  
assisting patients  
in Palliative Care & LTC



**JF Malouin**  
Founding CEO  
Creative Director  
Near 30 years experience in  
digital creation & entrepreneurship

Our Products' Impact  
measured scientifically

# We Work With Science. A lot



VR + Mindfulness: Impacts on mood & mental health of older adults

Published



Obstacles to VR in LTC



VR & Dementia: Reducing agitation for easier caretaking



VR physical activity during Dialysis



VR physical activity during Dialysis



VR & Dementia: Increasing residents' cooperation in caretaking



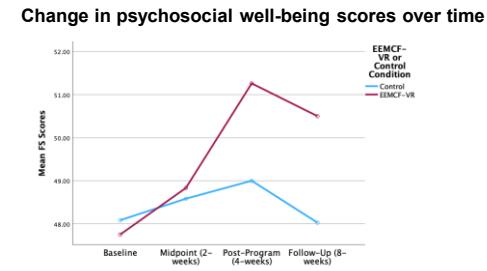
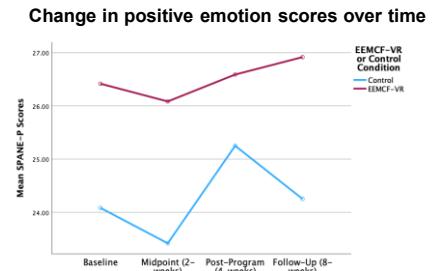
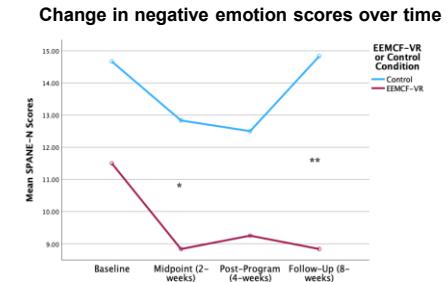
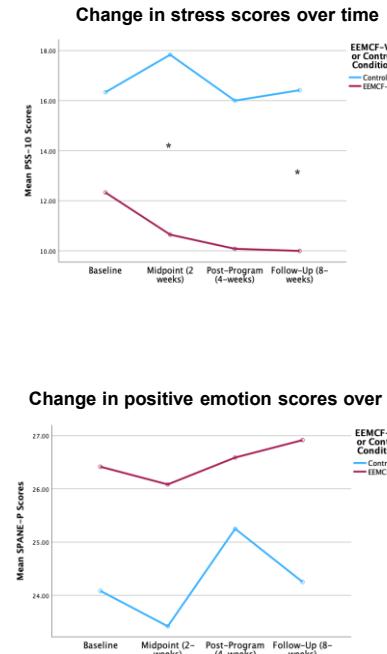
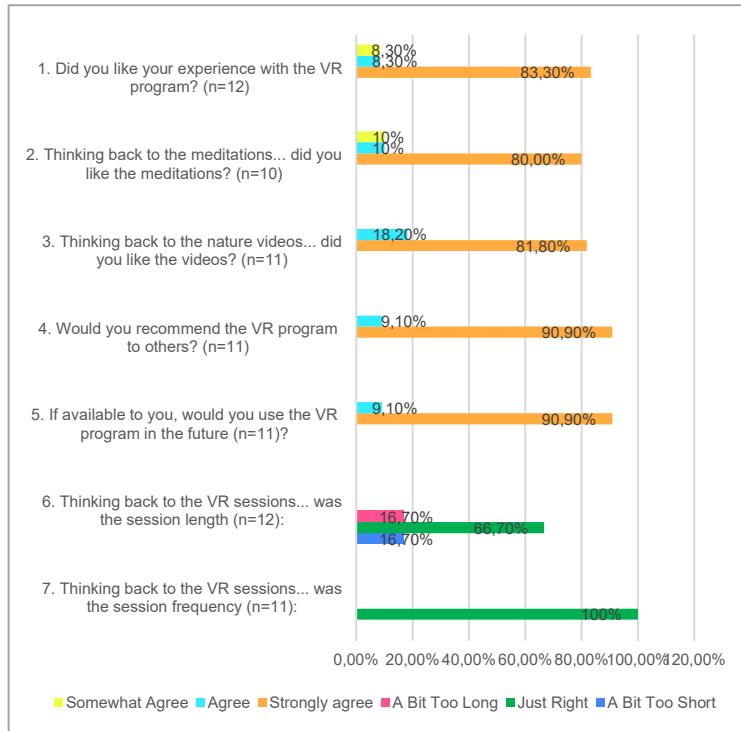
- Pilot project in Youth Centers  
- Pilot project in NCD Day Centers

Published

# Scientific Data About Our Apps

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)

- Study made with our app Toujours Dimanche -



2025 Pilot Project Results  
Montreal CIUSSS Day Centers  
+ Alzheimer

65% User compatibility

54% Users increased their attention span (up to 45min)

100% Satisfaction among family

Conclusion : Deployment recommended in all the CIUSSS Day Centers

2025 Pilot Project Results  
Montreal Youth Center  
+ psychological trauma

62% Contention reduction

100% Anger reduction

25% Emotional availability among staff (59% → 74%)

Conclusion : Deployment recommended in all the Youth Centers

# UNDERGOING CLINICAL TRIALS IN MENTAL HEALTH



- Psychiatry
- First Nations Psychiatric Patients
- VR & psychosis

*Centre intégré  
de santé  
et de services sociaux  
de Laval*



- Psychiatry External Clinic
- Youth Mental Health
- Social Anxiety

*Centre intégré  
de santé  
et de services sociaux  
de Lanaudière*



- Nursing Staff Training against elder patients' mistreatment

**HMR**  
Hôpital Maisonneuve-Rosemont  
Centre affilié à l'Université de Montréal

- VR + Hypnosis Pain Management
- Oncology & Intensive Care

# Testimonies (in French)



VR for Alzheimer Day Center



VR Nature for Youth Center

Other testimonies available

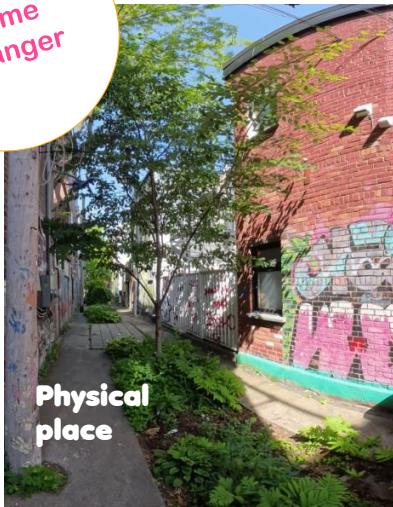
On our Web Site

# Ongoing Innovation

## 3Dscapes Capture

- Turn any **physical place** into real-time 3D scenes
- Transform any **person** into a realistic 3D avatar

Game  
Changer



Mobile  
(video)

Ai



Supported by a 200K \$ R&D grant  
from the National Research  
Council of Canada

Canada  
NRC-CNR

# Innovation in Progress

SuperSplendide

## Adapted Immersive Games



Debout



Assis



couché



Mains



Pieds



Regard



Voix

- Multiplayer (VR / Mobile)
- Intense / Calm / Musical / Occupational...

Game  
Changer



# Innovation in Progress

SuperSplendide

## ARTIFICIAL PRESENCE

Realistic Avatar Capture  
in just 2 minutes (Cell Phone)  
+  
Automatic Animation (Ai)

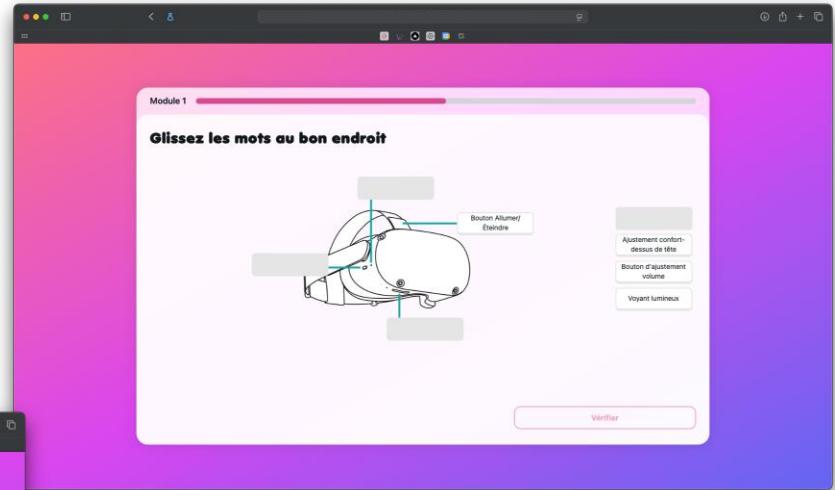
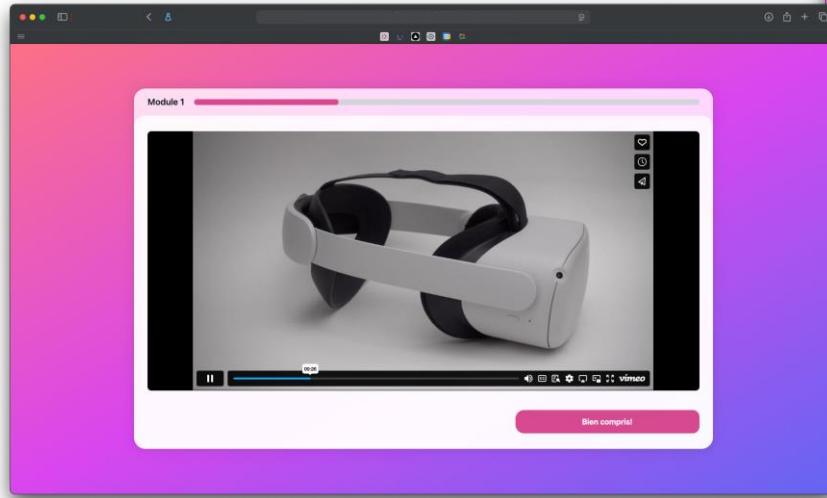
Game  
Changer



Unequaled  
Service

# Online VR Training for Staff

- Unlimited access
- 3h Total duration Split in 10-15 minutes learning units
- Beginner to advanced level
- Video tutorials + Interactive exercices
- For Mobile & Desktop



4 modules :

- Technology handling
- Security & Comfort
- Practice
- Patient care & Human aspects

**+300** Healthcare Professionals  
trained to this day

# Turnkey Service



Needs  
Assessment



Turnkey  
Equipment

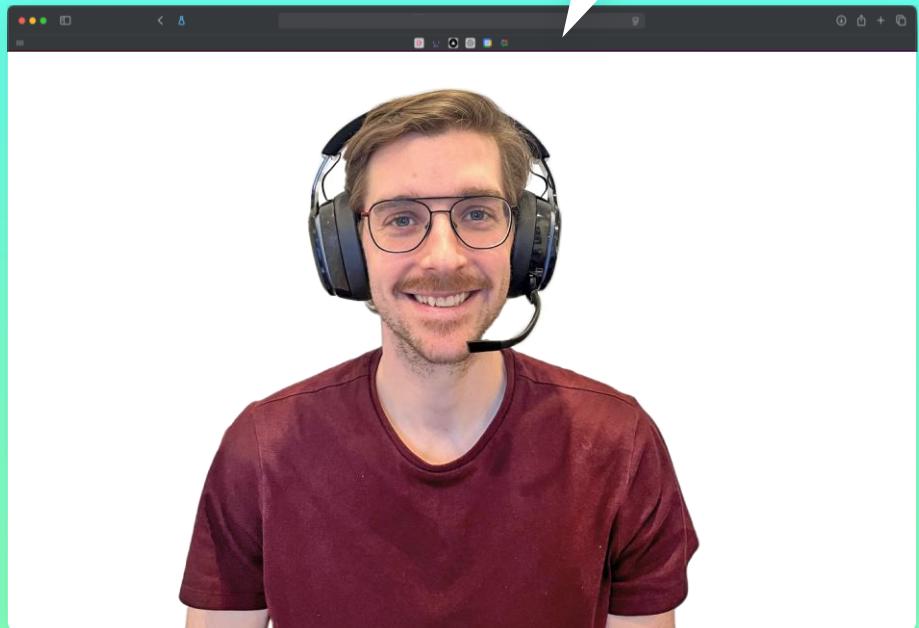


Unlimited Online Training  
Techno / Security / Comfort



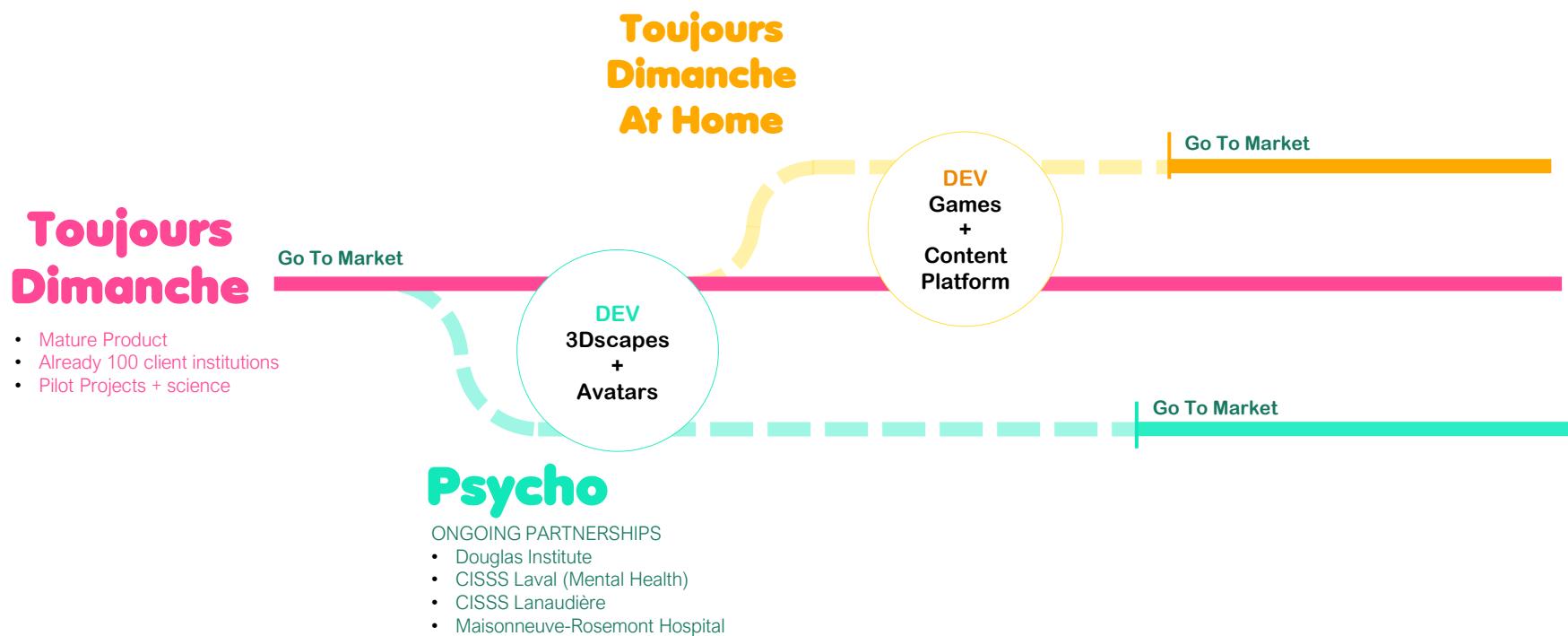
Technical  
Support

94%  
Satisfaction  
Rate



# A Roadmap Made for Scaling

# Roadmap



Easy Buy-in

**\$ 500K**

Investissement

- \$ 100M Opportunity
- International Market
- **READY TO SCALE: NEED \$\$**

**IQ will x2**

**Additional 500K \$** to be added via  
Investissement Quebec Match Fund

FUNDS WILL BE PUT TO:

- Boosting Sales
- Wrapping 2 Game Changers
- Opening the Untapped B2C  
At-Home Caregiving Market

## ADDITIONAL FUNDING

- \$ 200K from NRCC-IRAP for R&D
- \$ 400K \$ over 3 years from MEI, for a scientific partner to further demonstrate the effects of our app

A photograph of a coastal landscape at sunset. In the foreground, a wooden bench sits on a grassy cliff. A person stands on the cliff edge, looking out at the sea. The sky is a gradient of orange, pink, and blue. The water is calm and reflects the colors of the sky.

# SuperSplendide

From Care to Dignity

[jfm@supersplendide.com](mailto:jfm@supersplendide.com)

Virtual Reality Solutions for Healthcare