

The background of the slide is a wide-angle photograph of a coastal landscape during the 'blue hour'. In the foreground, a grassy hill slopes down towards the right. A wooden bench sits on the left side of the hill. A person, seen from behind, stands on the crest of the hill, looking out over a calm body of water. The horizon is marked by a soft, glowing line of orange and pink light from the setting or rising sun. The sky transitions from a deep blue at the top to a lighter blue near the horizon. The overall mood is peaceful and contemplative.

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

SuperSplendide



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

SuperSplendide



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

Dignity
&
Humanity



OUR SOLUTION

SuperSplendide

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

Reminiscence

Dreams Fulfilment

Benefit for Caretakers

Appeasing Agitation

Wandering reduction

Deconditioning Prevention

Less chaotic work shifts

Contention & Pharma Reduction

Smiling Residents

NOTRE SOLUTION

SuperSplendide

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

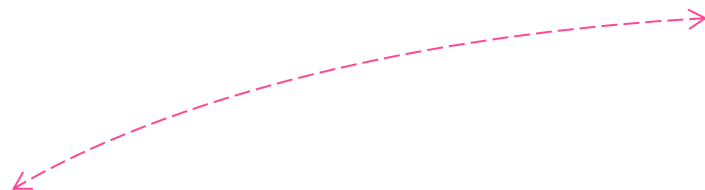


From this platform, we derived
2 SaaS VR products
we offer in healthcare



OUR PLATFORM

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



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



Side by Side



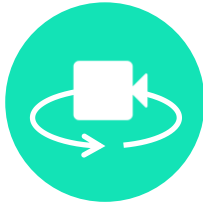
Remote



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

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

Q3 2026

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

\$\$\$

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

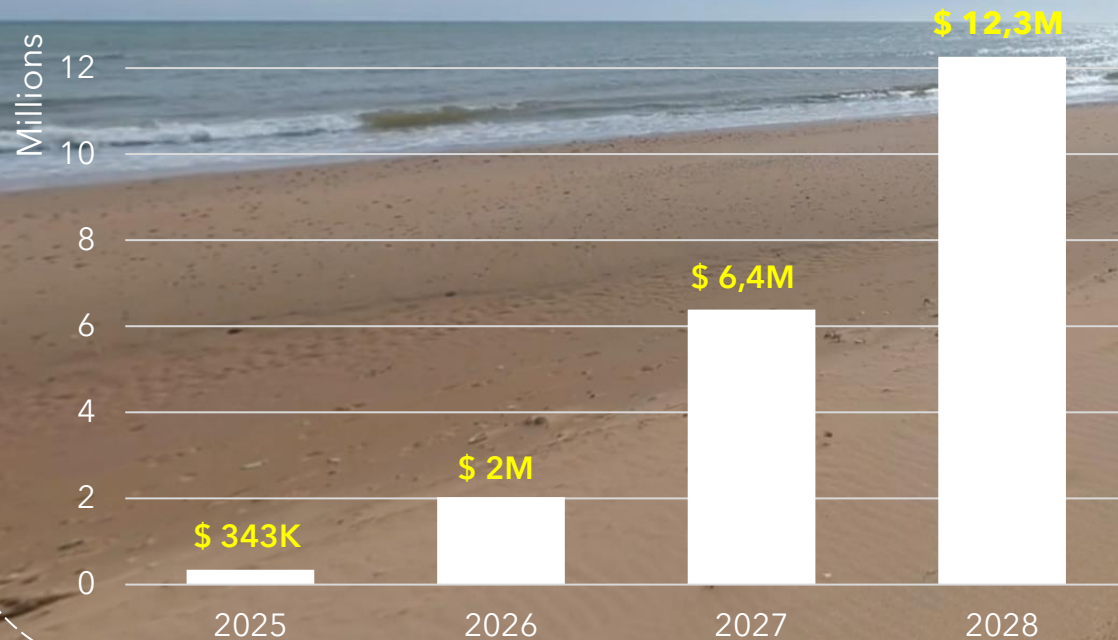
TAM : 998 M \$
SAM : 99.8 M \$
SOM : 30M \$

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



(2022-2024 organic sales : 330K \$)

2026 : QC-Canada

2026-2028 : Americas / Europe

2029-2030 : +Asia

The Splendids

200+ Hours
assisting patients in
Palliative Care

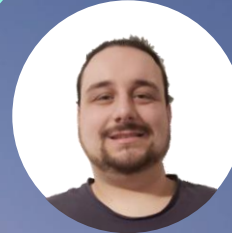


Félix Rondeau
Client Success



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



Université de Sherbrooke

Obstacles to VR in LTC



VR & Dementia: Reducing agitation for easier caretaking



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

VR+Hypnosis for pain management in oncology & intensive care

3 publications already



VR physical activity during Dialysis



VR & Dementia: Increasing residents' cooperation in caretaking



VR physical activity during Dialysis



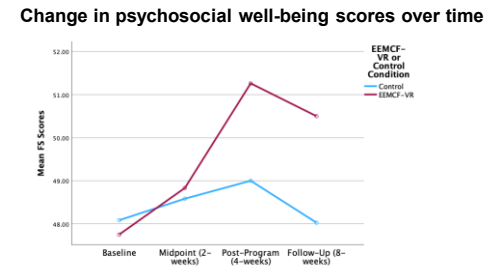
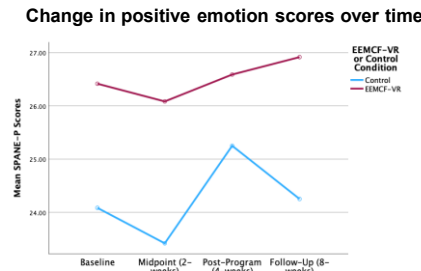
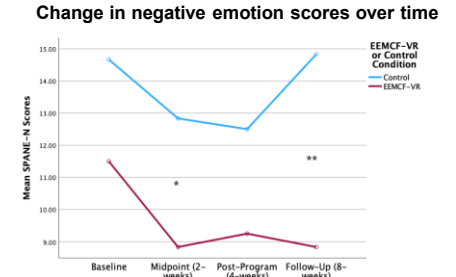
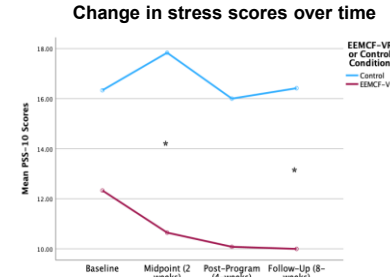
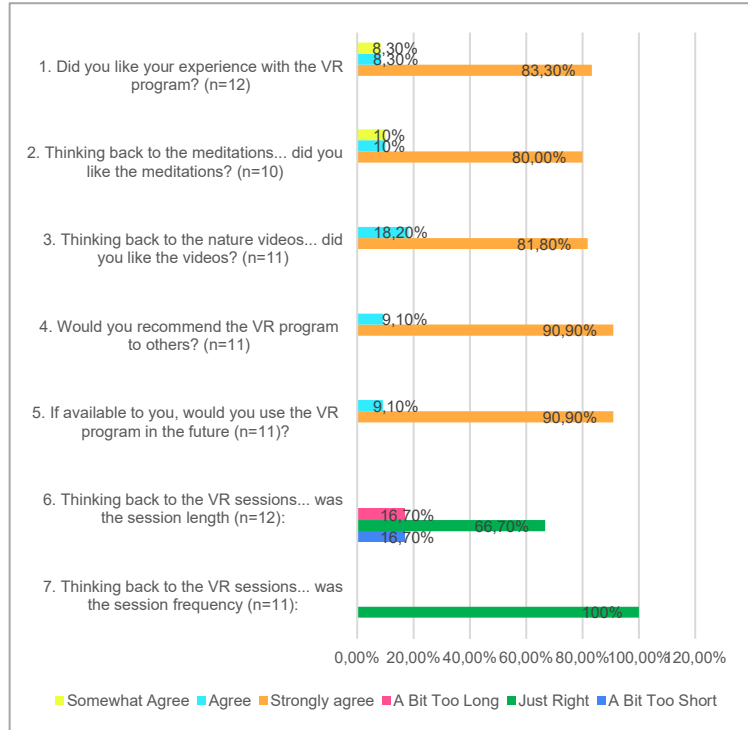
- Pilot project in Youth Centers
- Pilot project in NCD Day Centers

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*

Québec



- Psychiatry External Clinic
- Youth Mental Health
- Social Anxiety

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

Québec



- Nursing Staff Training against elder patients' mistreatment



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

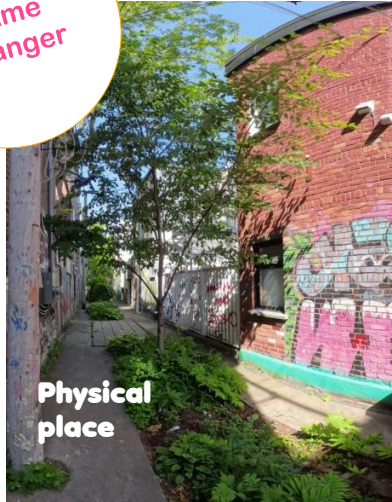
On our Web Site

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

Innovation
in Progress

SuperSplendide

Adapted Immersive Games



Debout



Assis



couché



Mains



Pieds



Regard



Voix

Game
Changer

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



ARTIFICIAL PRESENCE

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

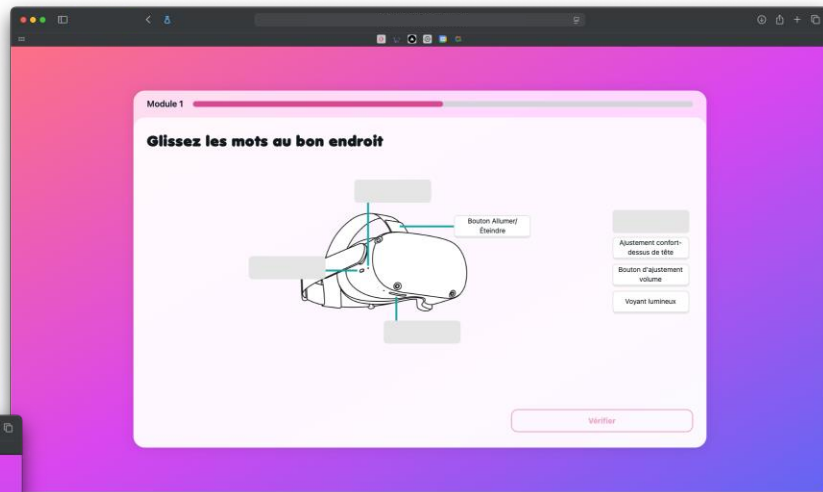
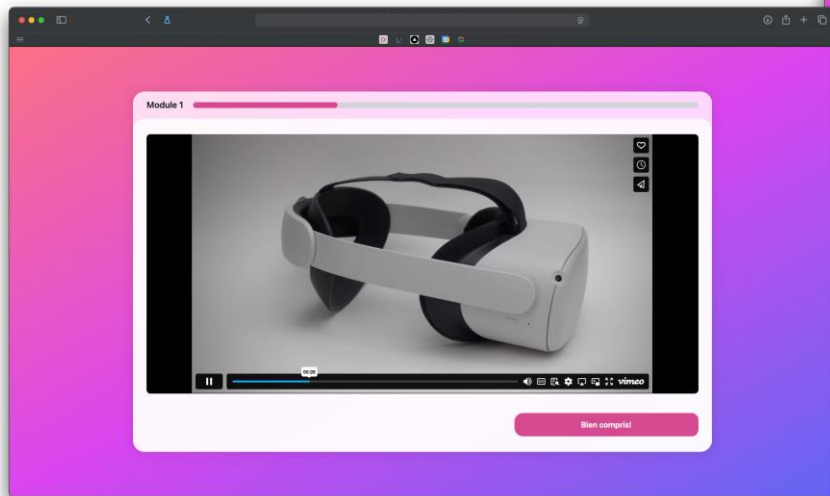
Game
Changer



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 exercises
- 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

Félix here,
How may I help you?



A Roadmap Made for Scaling

Roadmap

2025

2026

2027

Toujours Dimanche

- Mature Product
- Already 100 client institutions
- Pilot Projects + science

Go To Market

Toujours Dimanche At Home

DEV
3Dscapes
+
Avatars

DEV
Games
+
Content
Platform

Go To Market

Go To Market

Psycho

ONGOING PARTNERSHIPS

- Douglas Institute
- CISSS Laval (Mental Health)
- CISSS Lanaudière
- Maisonneuve-Rosemont Hospital

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

The background of the slide is a photograph of a coastal landscape during the 'blue hour'. A person is standing on a grassy hill, looking out over a calm body of water towards a distant shoreline. The sky is a mix of deep blue and soft pink from the setting or rising sun. In the foreground, there is a wooden bench on the left and some tall grass on the right.

Supersplendide

From Care to Dignity

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Virtual Reality Solutions for Healthcare