
LIVE+

VR device that makes you live Longer, and Happier

— Proudly Presented by Andy, Satomi, —
Sharon & Tommy 's limited company

LIVE+

LIVE+ is a portable VR device system providing **real time** images and videos to users.

We aim to improve people's long term **mental health** by stimulating the senses of **sight**, **hearing** and **smell**.

Ultimate goal is to **extend human longevity** through improved **mental health**.



Travel with LIVE+

-**LIVE+** is a completed system as a combination of **internal real time multifunctional recorders** and **external recorders** installed in different places all around the world.

-When users connect to **LIVE+**, they can choose a “destination” and the live video of that place will be shown on their screen.

-**Smells** of the chosen places will be analysed by the recorders and regenerated in the device.





VR Gathering with **LIVE+**

Imagine the VR version of Skype or Facetime, this is what **LIVE+** can do.

No matter if you are on trips or at work, **LIVE+** can help you to contact your **business partners**, **friends**, and **family** immediately with **highly realistic perception**.

With **LIVE+**, never worry about nostalgia and “long-D”!

Exploring the nature anytime with **LIVE+**

Explore jungles, beaches, mountains, volcanoes, or the icy poles during your office lunch break!

Experience the aurora and starry nights before you go to bed!

Having simulated wanders on the Sahara Desert when you are on the MTR!

Don't miss your station!



Advantages of LIVE+

Low in Selling Price

Improves Living Quality

Variety of Scenes Available

Enhances Mental Health

+Super Portable



Mental Health on Longevity?

Mental Health (World Health Organization)

"Subjective well-being, perceived self-image, autonomy, competence, and emotional."

National Association of State Mental Health Program Directors

Adults with serious mental illness like schizophrenia die about **25 years** earlier than the general population.

older people were up to **35 percent** less likely to die if they reported feeling happy, excited, and content in normal days.

Mental Health on Longevity?

Scientific evidence in terms of telomeres
professor of psychiatry at San Francisco

Shortened telomeres = shorter lifespan

A study with 20 participants,

10 (poor mental health condition like depression)

results in shorter telomere length compared to

control group.

Lifestyle Changes May Lengthen Telomeres

A small UCSF pilot study shows for the first time that changes in diet, exercise, stress management and social support can result in longer telomeres, the parts of chromosomes that affect aging.

Here are some lifestyle changes undertaken by study participants:

1 DIET



High in whole foods, plant-based protein, fruits, vegetables; Low in fat (10% of calories) and refined carbohydrates

2 EXERCISE



Moderate aerobic exercise – walking 30 minutes per day for six days a week

3 STRESS MANAGEMENT



Gentle, yoga-based stretching, breathing or meditation for 60 minutes daily

4 INCREASED SOCIAL SUPPORT



Weekly support group sessions that included moderate exercise, stress management training and counseling

Significance of VR in Mental Health

MEDE 3010 Integrated Project Report - Group 5 2018 1st Semester

Hypothesis: Watching roller coaster VR video has a higher increment in heart rate than watching without VR

Outcome: Participants who watched VR version video had a higher increment in heart rate than the 2D control group the fear during the ride (Difference: Mean: 5.6 bpm)

Explanation:

VR: having a higher immersion level  level of fear created increased, stimulation of adrenaline increased  leading to higher heart rates in participants. **VR is more realistic compared with 2D videos.**  **VR > videos in mental health** 

Strong Association Between VR and Mental Health

Increased medical use of VR!

1. Applied VR (The first VR platform designed for healthcare)
 - Uses the mobile Samsung GearVR to treat hospital patients
 - Effectiveness: Games **reduce pain** in young patients **by 24%** a recent trial.

<https://www.forbes.com/sites/charliefink/2017/10/25/vr-brings-dramatic-change-to-mental-health-care/#48fc22184361>

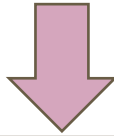
<https://appliedvr.io/>

Strong Association Between VR and Mental Health

2. USC Institute for Creative Technologies and the U.S. Army

Name of the system: "Bravemind"

recreate an inciting incident in a war zone to activate "extinction learning" and thus relieve fear and anxiety.



Treat soldiers' Post-Traumatic Stress Disorder

***Extinction learning refers to the gradual decrease in response to a conditioned stimulus that occurs when the stimulus is presented without reinforcement.

Target population

People who have limited mobility
E.g the disabled, the elderly



Working class & office workers
who do not have time to relax



Potential risk

1. **Virtual reality sickness** (similar to motion sickness)
 - Symptoms such as dizziness, nausea, and headaches

***** Only occurs in prolonged use of VR**

2. Safty concern

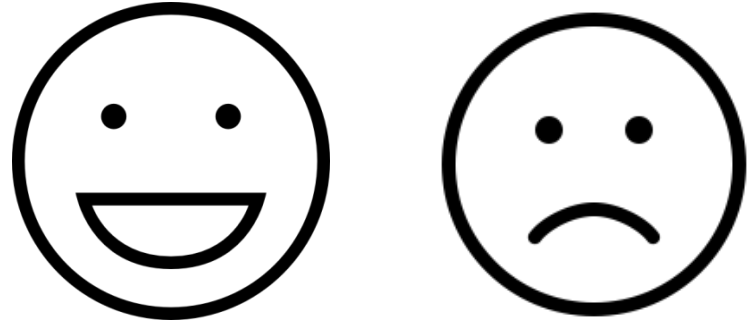
- Trip-and-fall?

***** Advice to product users: Only use in open spaces**



Potential Concern

Fake happiness?



**** As long as the brain of the user is stimulated,
the mental health will be enhanced!**

Potential competitor

Companies with the VR technology in the healthcare Industry

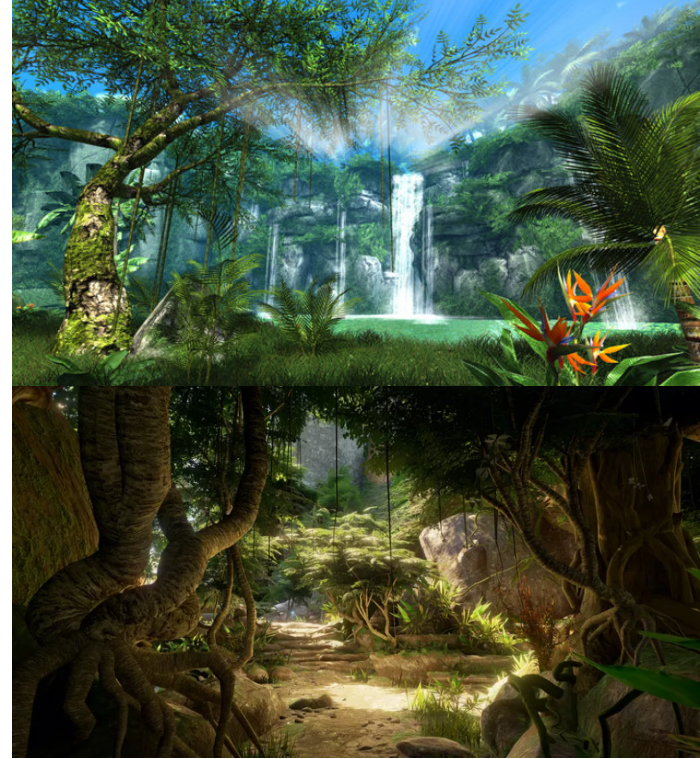
- **E.g Applied VR :** The first VR platform designed for healthcare
- **Content:** Games and guided relaxation to nature experiences and education.



Potential competitor

Companies with the VR technology in the healthcare Industry

- **E.g DEEP** : A special meditative VR game where the player walks through a beautiful underwater environment.
- **Cubicle Ninja's Guided Meditation VR**: provides a quartet of soothing, deeply engaging environments to experience.



Potential competitor



Other VR products like Daydream View by Google and Sony Playstation VR aim to bring VR experiences to games

How can **Live+** outweigh them:

- Not just for fun, but also good for health
- Suitable for everyone, even elderly and the disabled
- Easy to use
- Affordable price



Portable VR Device



What is Live+?

Live+ is a portable VR device provides **real time** images and videos to users.

We aim to improve people's long term **mental health** by stimulating the senses of **sight, hearing and smell**.

- ✓ "Travel" to anywhere you like with Live+: choose your destination, enjoy the beautiful scenery or embrace nature!
- ✓ Meet your family members at anytime and anywhere!

Why Should I buy it?

VR plays a significant role in enhancing our mental health!

- ✓ Studies show that when enjoying VR, we have higher increment in hear rate than watching 2D videos
- ✓ VR technology has been widely used in alleviating the pain suffered by hospital patients
- ✓ VR stimulates our brains to boost our level of happiness, resulting in better mental health

Who Should buy it?

Working class: Make good use of Live+ to take a quality break and relieve your stress!

The disabled and the elderly: tired of staying at home? With Live+, you can be active and energetic again!

Is there any risk?

- Virtual reality sickness (e.g. dizziness, nausea and headaches) will only occur in prolonged and extreme use of VR. No worries if you follow our instructions when enjoying Live+ !
- Make sure you use Live+ in open and spacious areas. Otherwise, your body movements hurt people nearby, or even trip yourself!

Compared with other VR products...

- AppliedVR is mainly for patients, but Live+ is for everyone!
- PlayStation VR is pricy, but Live+ is affordable for everyone!

Thank You!