



**VR PLATFORM FOR SUPPORTING PSYCHOLOGICAL
INTERVENTIONS FOR PEOPLE AFFECTED BY THE WAR**

Problem Statement



Limited access to
qualified
psychological care



High barrier to first
seeking help



Rapidly growing
demand for
psychological
support



Shortage of
specialists in
the regions



The Idea: Asymmetric Tele-Psychology Model

Immersion in a guided,
relaxing
VR environment

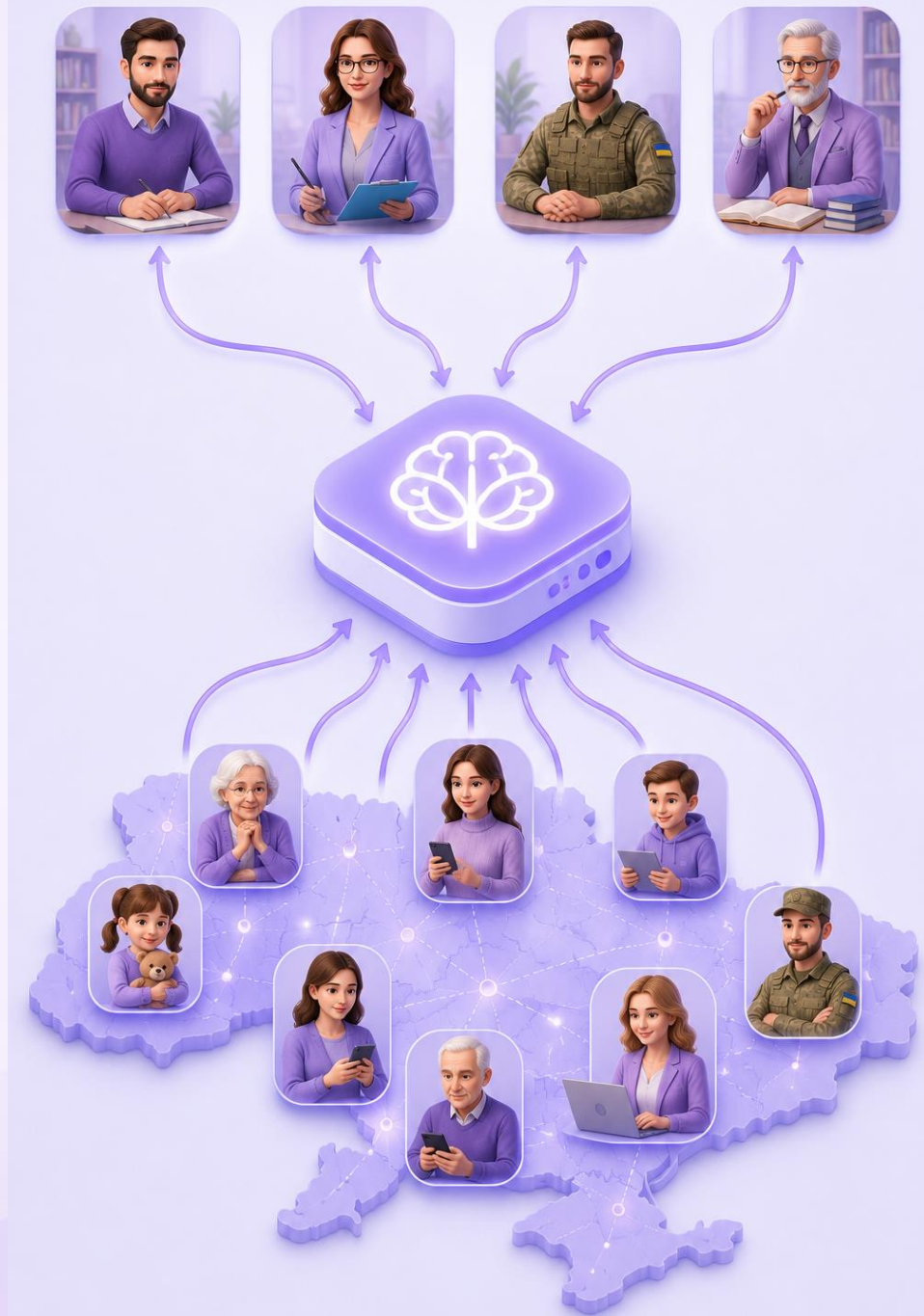
Ability to
independently
choose the location
and the visual
appearance of the
interlocutor

Avatar-mediated
interaction lowers the
barrier
to discussing
sensitive topics.

Remote technology
overcomes the
shortage of specialists

Purpose of the Platform

- ✓ Remote and border communities without physical access to specialists.
- ✓ Remote support for service members, veterans, IDPs, and affected civilians in high-risk areas.
- ✓ A client's initial contact with the psychological care system, when anxiety about an in-person psychotherapist is high.
- ✓ Work with shame, trauma, or stigmatized topics.



Existing Base

A functional prototype
of the VR environment



A cloud server core



A functional prototype of the
psychologist's mobile
application





Project Objectives

- Improve the VR platform's software solutions to enable wide-scale piloting.
- Expand the library of VR locations.
- Expand the avatar library.
- Select and train psychologists participating in the project.
- Pilot implementation of the VR platform.
- Survey clients to assess the effectiveness of the VR platform.
- Methodological recommendations for psychologists on working remotely with clients in VR.



Target Groups. Project Scale



5 community VR hubs



10 psychologists



10 VR headsets with accessories



300+ unique clients



1,000+ immersive sessions

