



How To Get Started

With the RelieVRx[®] Program



The RelieVRx program is an FDA authorized, clinically validated 56 session virtual reality therapy program that will help change how you think, feel, and react to your chronic lower back pain.¹ Taking control of your pain shouldn't be complicated. That's why we've made the process as simple as possible.



Plan for Success:

It's important to know that relief won't necessarily be immediate, but those who commit to the RelieVRx program will learn new skills and form new habits for long-lasting relief. **Making time in your schedule for the therapeutic sessions** (which average 6 minutes a day) will help you get the most out of the program.



Contact Your Doctor:

Call or email your healthcare provider's office and tell them you are interested in the new RelieVRx program. Some doctors also have an online patient portal you can use to **start the conversation**. If you are not sure what to say, you can copy the sample message to the right, and paste it into your note to your doctor!

Sample message:

I am interested in trying a new treatment option for my chronic lower back pain. I recently learned about the RelieVRx program, an FDA-authorized virtual reality therapy for chronic lower back pain. This seems like a promising and potentially helpful treatment for my condition. More information on the therapy can be found on their website:

www.RelieVRx.com

Would it be possible to schedule an appointment soon to talk about it as an option?



Review the Benefits:

Tell your doctor the **reasons why you think the RelieVRx program is a good choice** to treat your chronic lower back pain. If they agree and it fits into your treatment plan, they will prescribe the RelieVRx program for you.

Need help? We are available every step of the way. Call us at **844-728-4487**
Monday-Friday, 9am - 7pm ET
Online Help Center: support.avrpathway.com

Learn more at
RelieVRx.com



That's it! Start your journey towards unlocking the power of VR.

1. "Device Classification under Section 513(F)(2)(De Novo)." Accessdata.fda.gov, <https://www.accessdata.fda.gov/scripts/cdrh/cfdocs/cfpmn/denovo.cfm?id=DEN210014>. Copyright 2024. All rights reserved. AppliedVR and RelieVRx are trademarks of AppliedVR, Inc. MKT1251 Rev A, MAY2024

1. Complete this form.
2. Confirm coverage criteria and medical necessity documentation requirements are met/filled out.
3. Fax this form with the patient's **medical chart face sheet**, recent **visit notes** and **medical necessity documentation** to: 1 (877) 552-1753.

Patient Information

Patient First Name _____ Patient Last Name _____

Address _____

City _____ State _____ Zip Code _____

Date of Birth (MM/DD/YYYY) _____ Gender: ☐ Female ☐ Male ☐ Non-binary

Phone Number _____ Email _____

Emergency Contact _____ Emergency Contact Phone: _____

Prescriber Information

Prescriber First Name _____ Prescriber Last Name _____

NPI Number _____ Prescriber Email _____

Location Address _____

City _____ State _____ Zip Code _____

Phone Number _____ Fax Number _____

Prescription

Diagnosis Code: ☐ **M54.50** (Low Back Pain, Unspecified) ☐ **M54.51** (Vertebrogenic Low Back Pain) ☐ **M54.59** (Other Low Back Pain) ☐ _____ Other

Notes: _____

Prescribing Information

Item To Dispense: RelieVRx

Dispense: One VR Device. Dispense As Written.

Length Of Need: 3 Months

Frequency Of Use: 1 Session Daily

Prescriber Authorization

I certify that the patient's record contains supporting documentation which substantiates the utilization and medical necessity of RelieVRx.
I understand the indications for use and associated warnings and precautions of the RelieVRx product I have prescribed herein.

Prescriber Signature _____ Date _____



Take control of your pain

The first FDA-authorized virtual reality (VR) treatment clinically proven to significantly reduce chronic lower back pain (CLBP).¹



Easy, in-home therapy reduces pain intensity and interference with daily activities.^{2,3}

VR Treatment that is a self-guided, in-home program

- The RelieVRx® program helps you change how you think, feel, and react to pain.^{2,4}
- It is easy to use, and because it is not a medicine, there are minimal side effects, it can also be used while you're on other medications for pain.^{2,3}

Daily sessions incorporate clinically validated pain management techniques,² including:



Deep Breathing



Relaxation /
Interoceptive

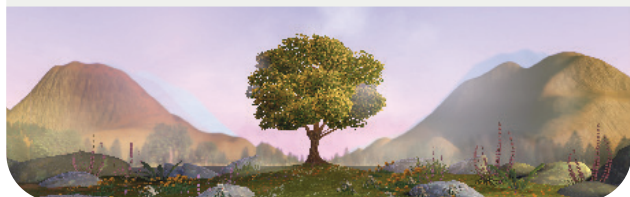


Pain Education



Mindful Escapes

The image below is an example of one of the virtual environments you will explore during the program. Visit RelieVRx.com to learn more.



Indication for Use:

The RelieVRx program is a prescription-use immersive virtual reality system intended to provide adjunctive treatment based on cognitive behavioral therapy skills and other evidence-based behavioral methods for patients (age 18 and older) with a diagnosis of chronic lower back pain (defined as moderate to severe pain lasting longer than three months). The device is intended for in-home use for the reduction of pain and pain interference associated with chronic lower back pain.

The AVR Pathway® support team serves as the primary point of contact for technical and non-medical related questions.

The RelieVRx Journey



The AVR Pathway support team will contact you to verify your benefits, coordinate device delivery, and address any non-medical therapy questions you may have.



The RelieVRx device is shipped directly to your home, and will include simple instructions to turn it on, connect to WiFi, and begin your therapy.



Complete the 56 daily sessions averaging just 6 minutes each.



When your therapy is complete, simply return the device in its original shipping box using the prepaid label.

AVR Pathway

1+(844) PATH4VR (844-728-4487)
support@avrpathway.com



Learn more now:

RelieVRx.com

Follow us: @RelieVRx



powered by:

AppliedVR

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People using the RelieVRx program may or may not experience motion sickness, dizziness, headache, or eye strain when using the device. If these experiences occur, please stop use of the device and resume therapy per your doctor's advice.

The RelieVRx[®] program guides you through engaging experiences to retrain your brain²



Chapter 8

Journey To Wellness

Chapter 7

Moving Forward

Chapter 6

Notice The Body

Chapter 5

Shaping the Nervous System Toward Relief

Chapter 4

Relaxation

Chapter 3

Attention & Distraction

Chapter 2

The Mind & Pain Relief

Chapter 1

Breath & Pain



By engaging in regular practice and completing the **56 experiences**, the RelieVRx program builds a foundation for alleviating chronic lower back pain.

Proven chronic lower back pain relief that lasts⁵

In a clinical trial, results showed a significant reduction in pain and the impact it has on patients' daily lives.*²

↓ **43%**

Reduction In Pain Intensity



↓ **52%**

Reduction In Interference With Activity



↓ **54%**

Reduction In Interference With Sleep



↓ **56%**

Reduction In Interference With Mood



↓ **60%**

Reduction In Interference With Stress



At 2 years the RelieVRx program continued to deliver clinically meaningful results.*⁵

*≥30% reduction in pain intensity.

References: 1. "Device Classification under Section 513(F)(2)(De Novo)." Accessdata.fda.gov, <https://www.accessdata.fda.gov/scripts/cdrh/cfdocs/cfpmn/deno-vo.cfm?id=DEN210014>. 2. Garcia LM, Birkhead BJ, Krishnamurthy P, et al. An 8-week self-administered at-home behavioral skills-based virtual reality program for chronic low back pain: double-blind, randomized, placebo-controlled trial conducted during COVID-19. J Med Internet Res. 2021;23(2):e26292. 3. Maddox, T., Oldstone, L., Sparks, C., Sackman, J., Oyao, A., Garcia, L., Maddox, R., Ffrench, K., Garcia, H., Irvin, A., Maislin, D., Keenan, B., Bonakdar, R., & Darnall, BD (2023). At-home virtual reality program for chronic lower back pain: A randomized sham-controlled effectiveness trial in a clinically severe and diverse sample. Mayo Clinic Proceedings: Digital Medicine, 2023;1(4):563-573. 4. Hoffman HG, Richards TL, Coda B, et al. Modulation of thermal pain-related brain activity with virtual reality: evidence from fMRI. Neuroreport. 2004;15(8):1245-1248. 5. Maddox, T., Sparks, C., Oldstone, L., Maddox, R., Ffrench, K., Garcia, H., Krishnamurthy, P., Okhotin, D., Garcia, L., Birkhead, B, Sackman, J., Mackey, I., Louis, R., Salmasi, V., Oyao, A., & Darnall, BD (2023). Durable chronic low back pain reductions to 24-months post-treatment for an accessible, 8-week, in-home behavioral skills-based virtual reality program: A randomized controlled trial. Pain Medicine, in press.

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