



# healthentia

Platform for chronic disease patients' management  
integrated with **COMFORTage**

Aristodemos Pnevmatikakis  
Innovation Sprint, R&D Director

# Impact of chronic diseases

Chronic diseases account for >75% of deaths.

40% are premature & Lifestyle is the main cause of it.

\* according to WHO, CDC, NCI, IDF, AHA



## Population

50% live with a chronic disease  
40% of which have >2



## Medical Costs

47 trillion \$ total cost of care by  
2030



## Care Burden

81% of hospital admissions  
76% of all physical visits

**Root-cause of the problem:** lifestyle & risky behaviors that are *modifiable* – but telemonitoring solutions ignore that.

# Addressing the root-cause

Healthentia is a certified SaMD (RPM / DTx) changing chronic disease patients' daily life.

## What makes us different

The use of a proprietary AI-driven Behavioral Change Framework for a healthier Lifestyle.

## Traction



Trusted by 46+ hospitals



Over 4,500 patients engaged



Stickiness: <1% drop-out rate



Deployed in 10 countries



Generating €1M revenue



Class IIa MDR



# Companion App

- Customizable for different therapeutics & clinical pathways



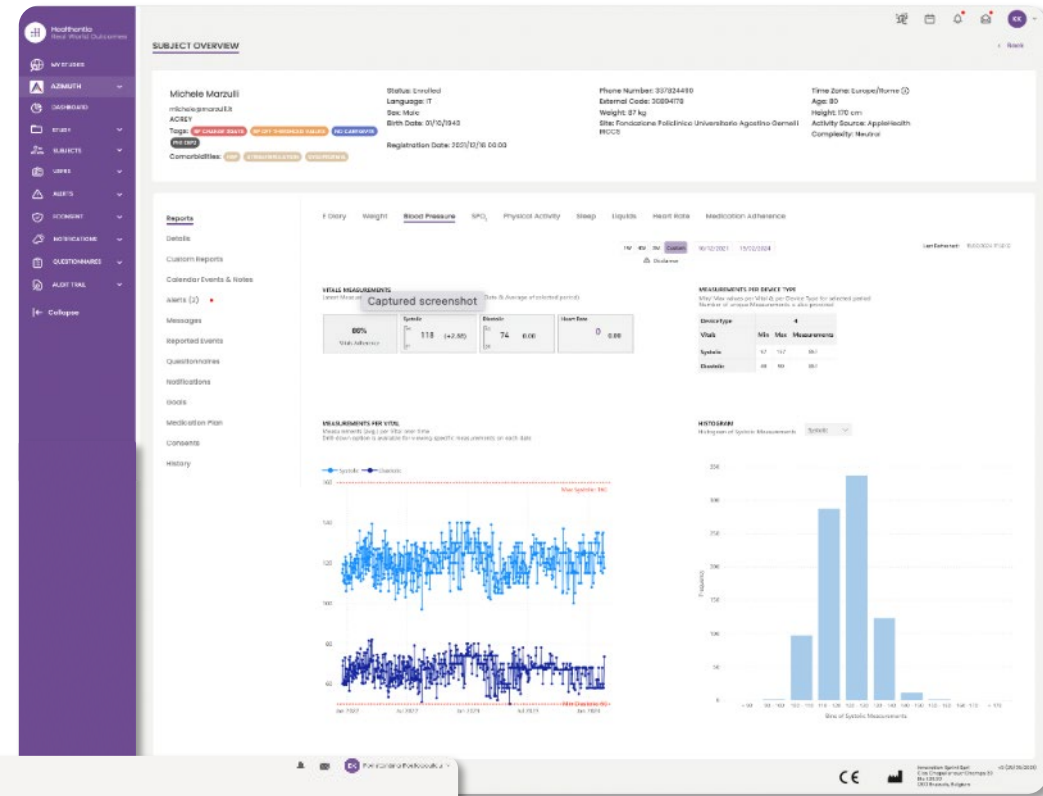
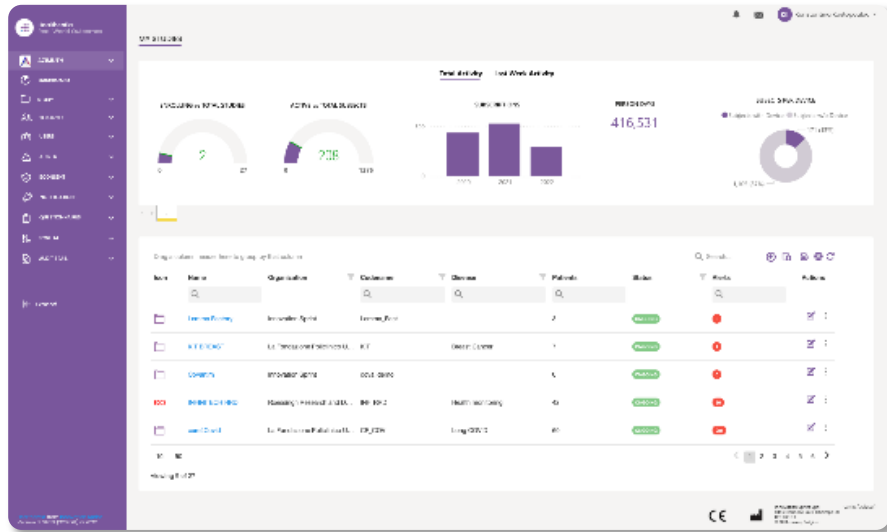
Questionnaires

Virtual Coaching

Measurement Widgets

# Clinical Dashboard










- For healthcare professionals



This screenshot shows a 'SUBJECT LIST' table with a purple sidebar. The table has columns for SUBJECT ID, NUMBER OF DAYS, OPERATIONS, OPERATIONS, TIME, and STATUS. The table lists several patients with their respective details.

SUBJECT ID	NUMBER OF DAYS	OPERATIONS	OPERATIONS	TIME	STATUS
...	...	...	...	...	...
...	...	...	...	...	...
...	...	...	...	...	...
...	...	...	...	...	...
...	...	...	...	...	...

# Healthentia in COMFORTage

-  **Support** individuals at risk or with cognitive decline/frailty through cognitive and motor kinetic **stimulations**
-  **Monitor** progress and daily life
-  Provide personalized **recommendations** from a smart **digital twin** using what-if health trajectory scenarios
-  Act as a **gateway** to other platforms:
  -  *Eligence* for serious games
  -  *Training Educational Toolkit* for tutorials and educational content
-  **Gamify** the experience with **engagement** and **adherence scores**
-  **Evaluate** the impact of technology and interventions on **slowing decline**
-  **Assess** how collected data improves **decision support** for changes in the care plan

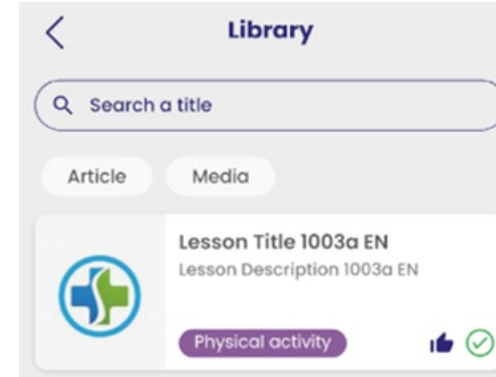
# Gamify experience

## Library Widget

*Behavioral Domain: Ownership & Possession, Scarcity & Impatience*

 **Recommended material** from the Training Educational Toolkit


 **Gateway to serious games** via *Eligence*



## Streaks and Points System

*Behavioral Domain: Development & Accomplishment, Loss & Avoidance*

 **Gaining Streaks** for daily engagement

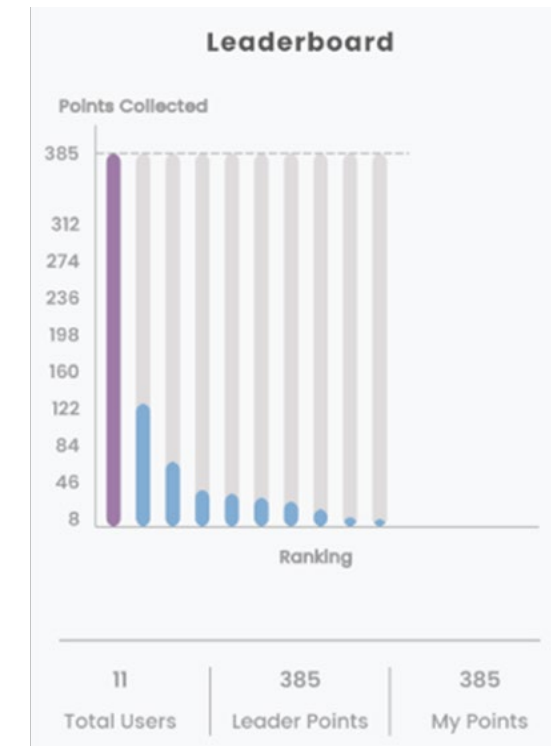
 **Point rewards** for accomplishments, shaping the **Leaderboard**



## Leaderboard

*Behavioral Domain: Social Influence & Relatedness*

 **Internal ranking leaderboard** showing anonymized participants per pilot



# Integration

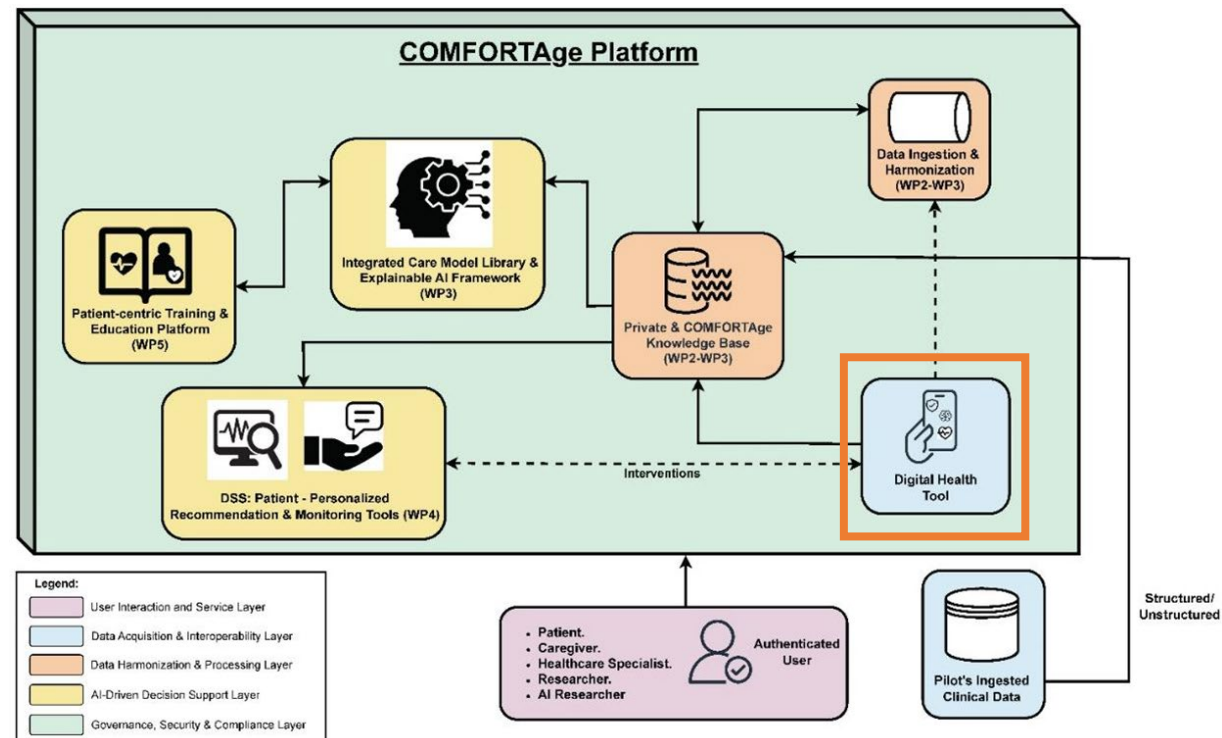
 Healthentia acts as a **gateway**, enabling integration with 3rd-party platforms

 Streams data from connected platforms into **Healthentia widgets**

 The **Games widget** is populated with **session data** from *Eligence*

 The **Library widget** receives **personalized content** from the *Training Educational Toolkit*

 Streams data from **Healthentia widgets** to the **Virtual Health Platform**







# Thank you!

Aristodemos Pnevmatikakis  
Innovation Sprint, R&D Director