SENSIKS B.V.

Performance Recovery Infrastructure

Annex B — Platform Evidence Base

14 independent research projects and deployments validating the Sensory Reality Platform

April 2026

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Accompanying document to the Series A Investor Memorandum (April 2026).

B.1 Purpose of this Annex

This annex consolidates 14 independent research projects, clinical studies and institutional deployments in which the SENSIKS Sensory Reality Platform has been used as the core multisensory infrastructure. It is provided to investors as a single-view evidence base supporting the Section 6 (Science & Evidence) and Section 8 (Differentiators & Moat) claims in the main Series A Investor Memorandum.

Across these 14 projects, the same platform building-blocks — pods, modular sensory actuators, content, biosensing, and SDKs — appear in both preventive and curative digital-health applications and across four distinct research domains. Three observations matter to investors:

- The platform thesis is not dependent on any single use case or clinical indication.
- Independent academic institutions have used (and paid to use) SENSIKS infrastructure for research that SENSIKS itself did not initiate — demonstrating pull rather than push.
- The same technology stack underpins clinical, preventive, training, and research applications, giving the Series A fundraise multiple defensible paths to revenue and regulatory leverage.

One-line summary

SENSIKS is the multisensory operating system that 14 independent research groups and institutions across Europe and North America have chosen to build on — not a single-use therapeutic device, but a reproducible infrastructure layer for immersive, biometric-adaptive care and research.

B.2 Overview — the 14 Projects

The table below summarizes the 14 projects: domain and population, the specific role of the SENSIKS platform, the principal outcome, and the strategic conclusion each study or deployment supports.

#	Project / Study	Domain & Population	Role of SENSIKS	Principal Outcome	Strategic Conclusion
1	Memrec — brief treatment for veterans with PTSD	Clinical PTSD, veterans	Multisensory war scenarios in pod; tailored content triggering reconsolidation	4 of 7 veterans lost the PTSD diagnosis; strong symptom reduction in 1–2 sessions	Multisensory re-exposure enables ultra-short reconsolidation treatment
2	New treatment for traumatized healthcare workers (COVID-19)	PTSD-like complaints in healthcare professionals	Pod and SDK as multisensory trigger environment for a Memrec-style protocol	Position paper; target of rapid symptom reduction within one session	SENSIKS provides scalable infrastructure for extension into new populations
3	Environmental Enrichment RCT in alcohol use disorder	AUD, clinical detox patients	Pod as core of a multisensory EE program with nature, bar and stress scenes	Trial targets 25% reduction in relapse	SENSIKS operationalizes environmental enrichment in a clinical trial design
4	Nat(UR)e pilot	Stress reduction, healthy participants	Pod combining audio, video, scent, wind, heat and vibroacoustic stimulation	Multisensory conditions produced significantly greater relaxation than audio-visual alone	Multisensory nature-VR is more powerful than standard VR for relaxation
5	Poitiers iVR thesis (tobacco prevention)	Prevention, behavior change	Pod and SDK as realistic street environment with custom campaign content	Negatively framed posters more effective; context mediates impact	SENSIKS provides a highly ecological testbed for prevention and communication research
6	VR-STRESS	Training & stress-coping for healthcare personnel	Pod and sensor stack inside adaptive XR training with biosensing	Goal: improved stress-coping, reduced dropout, AI-driven bioadaptive training	SENSIKS supplies the multisensory interface and physiological data layer in a training platform
7	PROMYSS	Psychedelic-assisted therapy research; set & setting	Sensory Reality as co-funder and technology partner for set-and-setting pods and monitoring	Pre-proposal positioning the Netherlands as frontrunner	SENSIKS is positioned as infrastructure for safe, controllable set & setting
8	Grasping Temperature	Telepresence and robotics	Pod with heaters; SDK links robot IR sensors to thermal perception in VR	Operators distinguish warm/cold and report improved situational awareness	SENSIKS adds tangible thermal and presence cues to teleoperation
9	ANA Avatar XPRIZE — i-Botics	Avatar and telepresence	SENSIKS ecosystem used as multisensory operator environment	Team reached the world final and achieved top-tier placement	Pod demonstrates value as a high-end operator station in extreme telepresence
10	De Jesus Junior PhD	Clinical PTSD; Quality of Experience and trial	QoE pilot and clinical translation fully inside the SENSIKS pod	More senses → more presence/immersion; decreases in PCL-5, CAPS-5, depression and dissociation	Strong evidence base for multisensory nature-VR as a PTSD intervention

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11	Tailored Immersion	Theoretical framework for VRET with veterans	Case experiences in SENSIKS pod with personalized music and photography	Four design pillars formalized: system, sensory cues, narrative, challenge	SENSIKS pod becomes the reference platform for tailored immersion
12	MVR-IRT — From Nightmares to restful sleep	Military / veterans with PTSD	SENSIKS cabins and SDK generate personalized dream scenes with AI imagery, audio, scent and temperature	Grant awarded; SCED design with sleep EEG and HRV as objective endpoints	SENSIKS becomes a core component of a next-generation nightmare treatment
13	Philadelphia — experience cabin	Long-term care, intellectual disability	Pod deployed in residential facilities with nature and music content	Environments rated convincing; tension decreased, relaxation and happiness increased	Pod is feasible and meaningful for quality-of-life and daily-activity programs
14	IMMERSE — VR trauma treatment in the SENSIKS pod	PTSD patients, largely military / veterans	Complete treatment inside the pod with VR content and experience questionnaires	Reductions in PTSD and depression; increased wellbeing; 4.1/5 satisfaction; low cybersickness	Intensive VR trauma treatment in the pod is feasible, acceptable and promising

B.3 Value by Research Area

The 14 projects fall into four research areas. Each demonstrates a distinct type of platform value; together they describe the range of defensible markets that the Sensory Reality Platform can serve.

B.3.1 PTSD, Trauma and Nightmares

Across the trauma-focused studies (Memrec, COVID healthcare workers, De Jesus, Tailored Immersion, MVR-IRT, IMMERSE), the pod's contribution is to create a controlled, sensorially rich and personalized context in which memories, emotional content or regulating nature experiences can be evoked more strongly than in standard audio-visual interventions.

Clinical relevance is consistent across studies: rapid symptom reduction, strong patient engagement, low cybersickness, and the ability to pair subjective endpoints with objective biomarkers such as EEG, HRV and sleep architecture.

Why this matters for curative digital health

SENSIKS does not add a cosmetic layer of immersion — it appears to play a mechanistic role. The additional sensory cues strengthen therapeutic processes such as reconsolidation, exposure, affect regulation and sleep-related reconditioning. This positions the platform for specialist mental-health services, defense and veterans' care, and more broadly for trauma- and stress-related populations.

B.3.2 Stress, Wellbeing and Prevention

In Nat(UR)e, Philadelphia, Poitiers iVR and VR-STRESS the pod functions primarily as a preventive and wellbeing-enhancing environment in which relaxation, calm, attention and behavioral responses can be tested or cultivated in a highly realistic context.

These studies show that multisensory enrichment is not only subjectively more pleasant but also produces measurable effects on relaxation-related signals, tension, happiness and engagement.

Why this matters for preventive digital health

SENSIKS is deployable for stress management, mental fitness, communications research, behavior change and quality of life in non-acute care contexts. This creates a commercially and societally relevant profile well outside the clinical PTSD niche — serving employers, healthcare institutions and structured wellbeing programs.

B.3.3 Addiction and Behavioral Intervention

The Environmental Enrichment RCT uses the pod to translate a pre-clinical concept — multimodal environmental enrichment — into a human treatment setting. This is strategically important because it demonstrates that SENSIKS does not merely support existing therapies: it makes new treatment concepts executable in a reproducible trial format.

The Poitiers anti-smoking study further establishes the pod as an ecologically valid behavioral laboratory where context, message and experience converge. This opens adjacent markets: prevention campaigns, public-health research, habit-reversal interventions and studies of how environment shapes behavior.

B.3.4 Immersion, Telepresence and Set-and-Setting

In Grasping Temperature, ANA Avatar XPRIZE, Tailored Immersion and PROMYSS, the platform's value shifts from primarily therapeutic to infrastructure- and platform-level value. These projects show that the technology is not limited to care interventions: it supports presence optimization, operator support, safe set-and-setting for clinical psychedelic research, and theoretical modeling of immersion itself.

Why this matters for long-term upside

These deployments demonstrate that pods, modular hardware, content and SDKs together constitute a generic multisensory operating system for immersive care and human-centered experience design. This broadens SENSIKS' relevance into research partnerships, medtech, digital therapeutics and next-generation care environments — the same stack reaches beyond mental health into teleoperation, psychedelic-assisted therapy, and XR-based training.

B.4 Five Cross-Cutting Patterns

Across the full portfolio of 14 projects, five patterns recur consistently. These patterns collectively form the evidence base for the platform narrative used in the main memorandum.

- Presence and engagement without cybersickness. Multisensory cues reliably increase presence and engagement across studies, typically without an accompanying increase in simulator-sickness — a known bottleneck for single-modality VR therapeutics.
- Preventive and curative applicability. The platform supports both preventive use cases (stress reduction, wellbeing, behavioral research) and curative indications (PTSD treatment, nightmare therapy, addiction intervention) with the same underlying hardware stack.
- Biosensor-ready infrastructure. Multiple studies integrate the platform with objective physiological monitoring — EEG, HRV, EDA and sleep measures — making outcome measurement possible at the protocol level, not just the self-report level.
- Personalization across the full intervention. SENSIKS enables personalization at the level of scenario, sensory cue, content and therapeutic or training trajectory, not just in a single dimension.
- Deployment across heterogeneous settings. The platform has been used in academic research, clinical trials, residential care, defense contexts and telepresence installations — evidence that the same infrastructure tolerates very different deployment environments.

The unified thesis

These five patterns collectively support the core investor thesis: the SENSIKS Sensory Reality Platform is a relevant and scalable technology platform for strengthening digital health — preventively and curatively. Its value lies in combining immersion, multisensory stimulation, personalization and measurability within a single deployable infrastructure.

B.5 Strategic Implications

For customers, investors, researchers and care partners, the decisive point is that the platform does not depend on a single use case. The 14 projects demonstrate that the same technological building blocks — pods, parts, content and SDKs — recur across multiple value chains: treatment, training, prevention, experience research and care innovation.

This produces strategic leverage on three distinct levels.

B.5.1 Product Level

The platform can be offered modularly as a pod, a sensory extension, a content layer, or via SDK integration — depending on the customer's need and channel. This allows differentiated pricing, staged deployment, and third-party content development on the same core stack.

B.5.2 Clinical Level

The platform supports interventions that can improve adherence, emotional activation, relaxation and outcome monitoring. Combined with the biosensor integration demonstrated across the studies, this enables clinical claims anchored in objective endpoints rather than self-report alone — the foundation for future reimbursement pathways.

B.5.3 Ecosystem Level

SENSIKS can function as enabling technology for consortia, research programs and new digital treatment concepts — as already evidenced by VR-STRESS, PROMYSS, MVR-IRT, ANA Avatar XPRIZE, IMMERSE and the Tailored Immersion framework. This positions the company as the infrastructure layer for multimodal research, not a single therapeutic vendor.

Positioning conclusion

This portfolio positions SENSIKS as a developer of multisensory care infrastructure — not solely a supplier of immersive hardware. The combination of clinical relevance and platform-level applicability across 14 independent validations is what makes the Sensory Reality Platform durable in a field where single-use-case VR and wearable products have struggled to scale.

B.6 Link to the Series A Investment Case

This annex underwrites three specific claims made in the main Series A Investor Memorandum.

Memorandum Claim	Supported by this Annex
Section 6 — Scientifically informed, used by leading institutions	14 independent projects across ARQ, LUMC, TNO, Twente, Charité, Poitiers, Philadelphia Zorg, Dutch MoD / MGGZ, INRS/UQO and the VR-STRESS consortium confirm sustained institutional demand for the platform.
Section 8 — Differentiators & moat	The same SENSIKS hardware, content and SDK stack appears in clinical, preventive, training, research and telepresence contexts. Breadth of validated use demonstrates infrastructure moat, not single-product risk.
Section 19 — Why €27M pre-money is defensible	Independent institutions have paid to use the SENSIKS platform for their own research — the inverse of the typical startup pattern of paying for validation. A 10-year head start in the fast-emerging multimodal-research field is grounded in this evidence base.

The combination of 14 validated deployments, five cross-cutting patterns, and three distinct strategic levers gives Series A investors a diversified evidence base — as opposed to a single clinical bet. It is this breadth, paired with the commercial traction documented in the main memorandum (NHS permanent purchase, €1.9M generated turnover, Fortune 500 endorsements), that supports the thesis of SENSIKS as the multisensory operating system for preventive and curative digital health.

Annex B in one paragraph

14 independent research projects and deployments — spanning PTSD treatment, stress regulation, addiction therapy, behavioral prevention, telepresence, psychedelic set-and-setting, long-term care and nightmare treatment — have all been built on the same SENSIKS Sensory Reality Platform. The platform combines immersion, multisensory stimulation, personalization and measurability in one deployable infrastructure. The breadth of validated use, not any single indication, is the investor-relevant insight: this is a platform with a decade of institutional pull, not a single-indication product.