

# BENEFITS OF VR



VR “Virtual Reality” can effectively reduce fear and stress during difficult situations by more than 50%

(Systematic reviews of pediatric VR interventions, 2019–2023)



Students are far more engaged with immersive tools for support and learning. (Radianti et al., Computers & Education, 2020 review of immersive learning research)



Nearly all youth want to use VR again.

In a clinical pediatric study, 97% of children said they would recommend the VR experience after participating in a therapeutic session. (Gold et al., Journal of Pediatric Orthopaedics, 2022)



“Clinical research shows immersive therapy can reduce student anxiety by 30–60% while dramatically increasing engagement, giving counselors a practical way to help students practice coping skills in a safe, interactive environment.”



## Parent

of a child navigating ADHD

Joe continues to benefit from PMR (Progressive Muscle Relaxation) in VR to help when overly distracted or hyperactivity occurs.



## Student

Navigating Stress + Anxiety

VR Helped alot with actually calming down while studying.



## Bree

Pediatric Cancer Patient and Survivor

VR helps me when I feel really sad, upset, or angry. It is so calming and allows me to just relax and forget all the sadness and anger while I drift away.



## Student

Navigating ADHD

VR helped me center my thoughts so I could think clearly.



## Pediatric Patient

Navigating Pediatric Cancer

VR let me escape to a world I'd never be able to imagine.



## Parent

of a child navigating stress + anxiety

Using VR reduced stress and irritability.



## Immersive Programming Clinically-Designed to:

## SUPPORT EMOTIONAL AND BEHAVIORAL RESILIENCE

## For:

## School, Clinic, and Youth Communities

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**XR IMPACT**  
NETWORK

# WHAT WE DO

**PARTNER** with industry experts to improve the lives of children in school, community, and clinical settings.

**ACTIVATE** proven VR programs, including software developed at Stanford and deployed at leading pediatric hospitals globally, by partnering with trusted community and VR leaders.

**EQUIP** youth and school counselors with practical, engaging tools to manage stress and anxiety **and** to build resilience.

**DELIVER** a unique library of applications, based on proven clinical methods—including Cognitive Behavioral Therapy, mindfulness & regulation (breathing, grounding, Progressive Muscle Relaxation), and solution-focused strategies—in immersive environments shown to enhance engagement and neuroplasticity.



## WHY NOW?

- ✕ The demand for student mental health support services far exceed available care.
- ✕ Only 14% of school districts met the recommended counselor-to-student ratio during the 2023–24 school year (KFF: 2025).
- ✕ 69% of public schools reported an increase in mental health concerns among their students (NCES: 2022).
- ✕ Counselors need solutions and support. “Kids can’t plan a crisis or anticipate those extra hard days.” “When you have five or ten kids needing support, there’s not enough of me to go around and meet those needs of every single student immediately.”

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# PROVEN RESULTS

Learn how we are delivering effective, High-Impact VR Programs for youth that are achieving state-wide recognition as “Notable Leaders in Healthcare Technology.” In its 4<sup>th</sup> year, the VR 4 Kids Program at **Maggie’s Wigs 4 Kids** has successfully supported children navigating chronic illness, referred from 9 pediatric hospitals across 58 Michigan counties.

## VR 4 KIDS PROGRAM IMPACT SUMMARY DETAIL

- 1. PARTICIPANTS**  
50+ Pediatric VR Recipients Served
- 2. SUPPORT DELIVERED**  
1K+ moments of comfort and care through VR
- 3. CLIENT LEADERSHIP RECOGNITION**  
Awarded “Notable Leader in Healthcare Technology” in 2025
- 4. VR PARTNERS**  
11 Uniquely Valuable XR Content and Solution Partners
- 5. VR HEADSETS**  
28 Total Number of VR Headsets Donated to Program
- 6. SAFETY MEASURES: DEVICE HYGIENE**  
Clinical-grade cleaning protects immune-compromised children.
- 7. SAFETY MEASURES: CONTENT CONTROL**  
Access limited to curated content specific to the program
- 8. DOCUMENTATION**  
Implementation-ready documentation saves time and money.
- 9. ASSESSMENTS**  
590+ Pediatric VR Insights Achieved
- 10. AWARENESS**  
165+ social media assets elevating visibility of our program’s impact
- 11. FEEDBACK**  
Overwhelmingly, kids report finding VR helpful + empowering
- 12. COLLABORATION**  
Our growing collaborations expand opportunities for all