

CONGRESSO NAZIONALE  
**78**  
FIMMG-METIS 2021

# MEDICINA GENERALE CONVENZIONATA, DIRITTO DELL'INDIVIDUO.

**RESIDENZIALE  
E VIDEOCONFERENZA**  
4 OTTOBRE 2021  
9 OTTOBRE 2021

**FAD ASINCRONE**  
12 OTTOBRE 2021  
15 NOVEMBRE 2021



SCelta FIDUCIARIA  
PROSSIMITÀ  
DOMICILIARITÀ

**FIMMG**<sup>®</sup>  
Federazione Italiana Medici di Famiglia

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SOCIETÀ SCIENTIFICA DEI MEDICI  
DI MEDICINA GENERALE



# La transizione assistenziale: La gestione da remoto del paziente anziano con dolore

Roberto Ascione



**Roberto Ascione**  
**CEO, Healthware Group**



Chairman



Past President



Founding Advisor



10 Years Award  
'Decade's most influential  
Digital Health leader'



Author of the book *Il Futuro della Salute* [The Future of Health]



Transformational Leader 2017



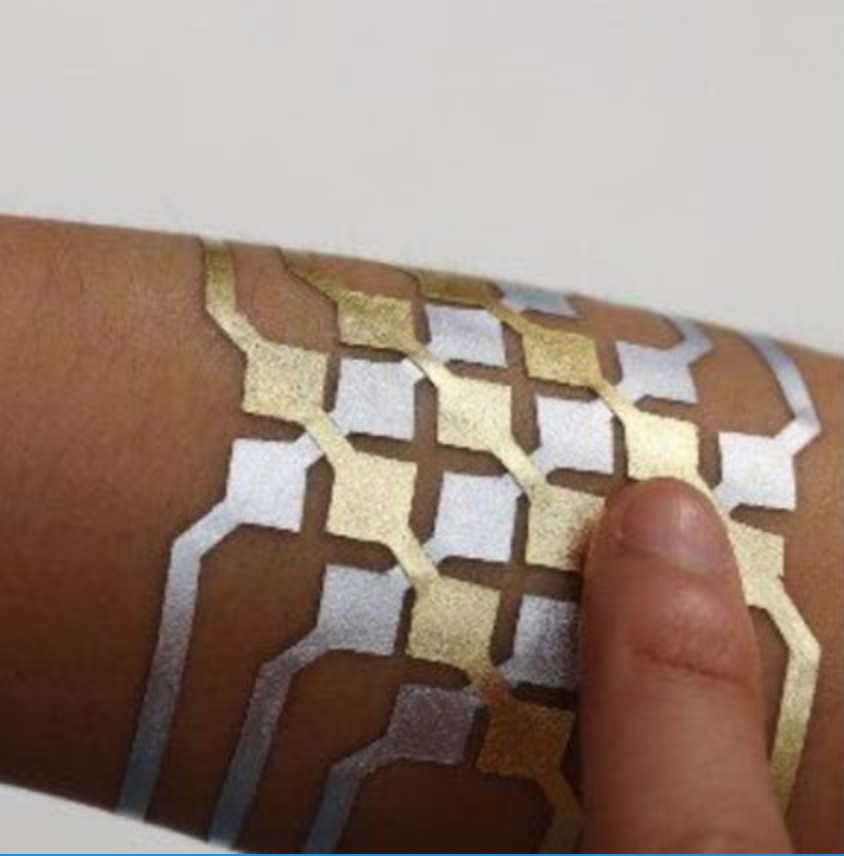
Most Inspiring People 2017

# **DRIVERS OF RADICAL CHANGE IN HEALTH**

# DEMOGRAPHIC AND EPIDEMIOLOGICAL CHANGES

Aging population with an  
increased burden of chronic  
diseases and impact of  
COVID-19





# SCIENTIFIC AND TECH INNOVATION

Evermore connected, minituarizable, integrated, interoperable, data-driven, smart, human-centered technologies; advance biopharma and genomics

# POLICY & REGULATIONS

Rising pricing & accessibility pressure, regulatory recognition and reimbursement of digital health solutions and services

FDA NEWS RELEASE

## FDA Permits Marketing of First Game-Based Digital Therapeutic to Improve Attention Function in Children with ADHD

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**For Immediate Release:** June 15, 2020

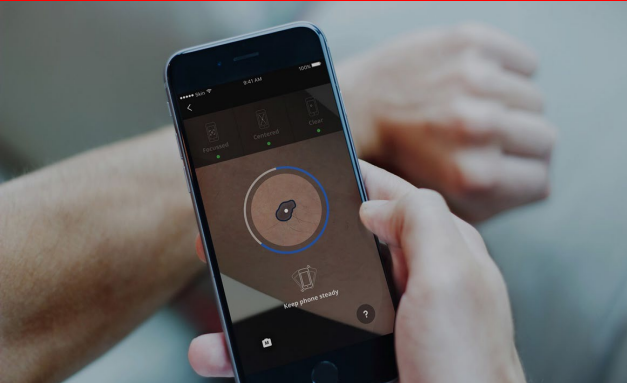
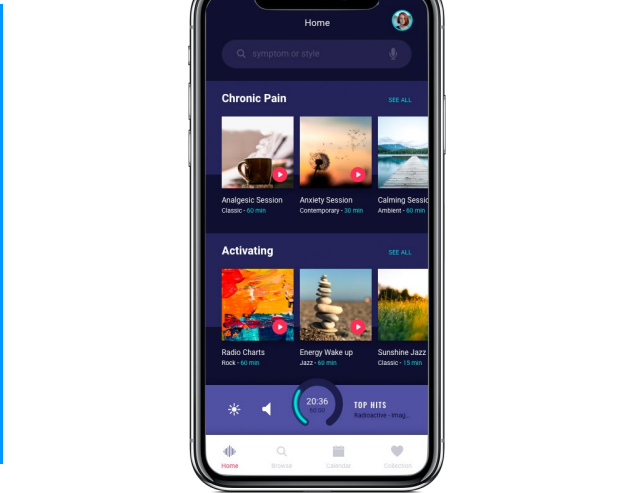
[Español](#)

Today, the U.S. Food and Drug Administration (FDA) permitted marketing of the first game-based digital therapeutic device to improve attention function in children with attention deficit hyperactivity disorder (ADHD). The prescription-only game-based device, called EndeavorRx, is indicated for pediatric patients ages 8 to 12 years old with primarily inattentive or combined-type ADHD who have demonstrated an attention issue. EndeavorRx is indicated to improve attention function as measured by computer-based testing and is the first digital therapeutic intended to improve symptoms associated with ADHD, as well as the first game-based therapeutic granted marketing authorization by the FDA for any type of condition. The device is intended for use as part of a therapeutic program that may include clinician-directed therapy, medication, and/or educational programs, which further address symptoms of the disorder.

Active prevention leading to timely and meaningful access to doctors



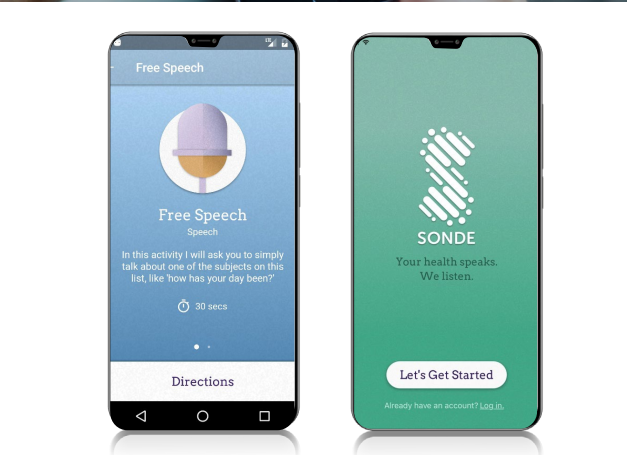
Digital Health platforms empowering physicians and connecting patients



Large amount of real world data + machine learning are enabling predictive Digital Biomarkers



Solutions fostering and actively supporting healthy life-styles and fully validated and prescribed Digital Therapeutics



Very early detection through new class of signals

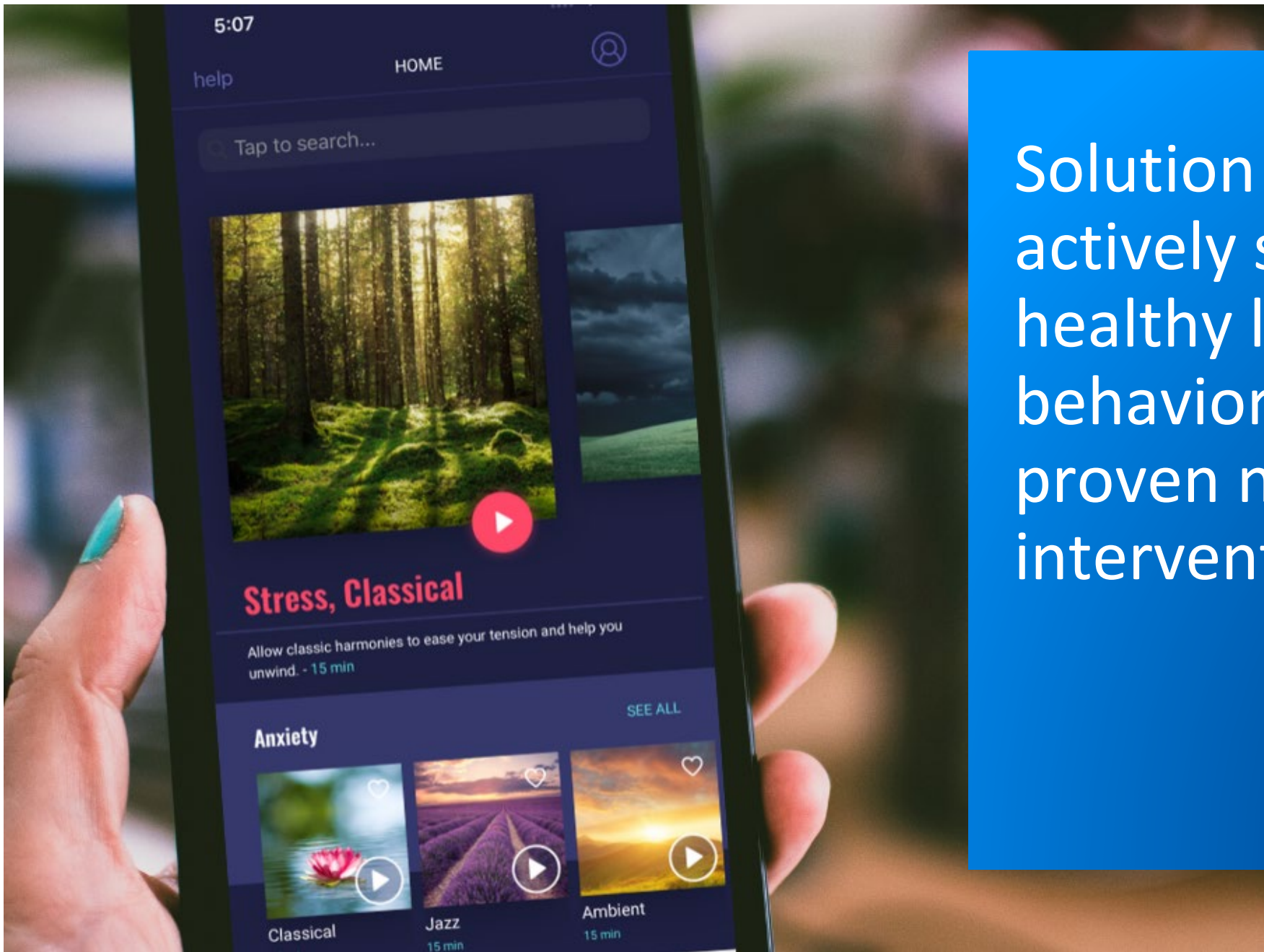


Chronic disease mgmt. through connected devices



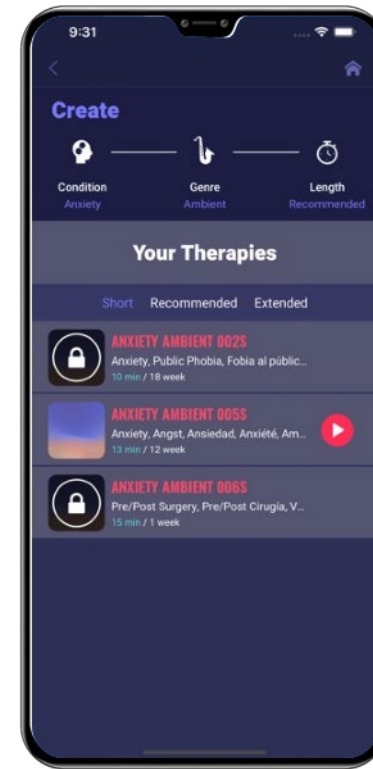
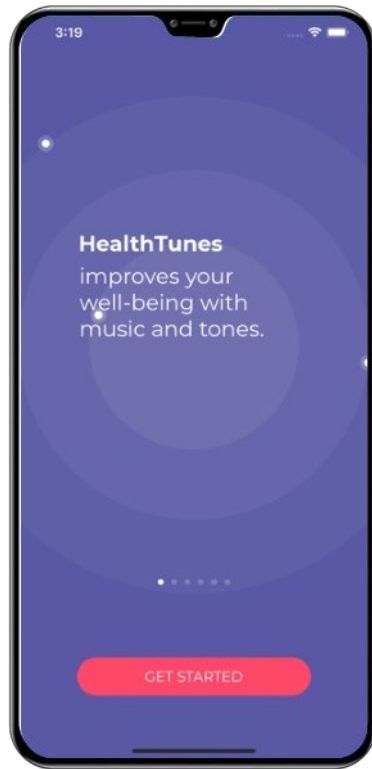
# Health Tunes (HWT-004)






Solution fostering and actively supporting healthy life-styles, behavioral guidelines or proven non-medicinal interventions

# Health Tunes for Pain Management



A woman with short blonde hair is wearing a black VR headset and smiling. She is wearing a light blue denim shirt. The background is a blurred clinical or hospital setting with white panels and equipment. A blue rectangular box is overlaid on the left side of the image, containing white text.

# **VR for Pain (ODD-403 by Orion Pharma)**

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Orion has developed a proprietary software, ODD-403, that is based on an ‘embodied’ theory of the psychology of physical sensations.<sup>2,3</sup>

<sup>1</sup>Williams ACDC, Eccleston C, Morley S. Psychological therapies for the management of chronic pain (excluding headache) in adults. Cochrane Database of Systematic Reviews 2012, Issue 11.

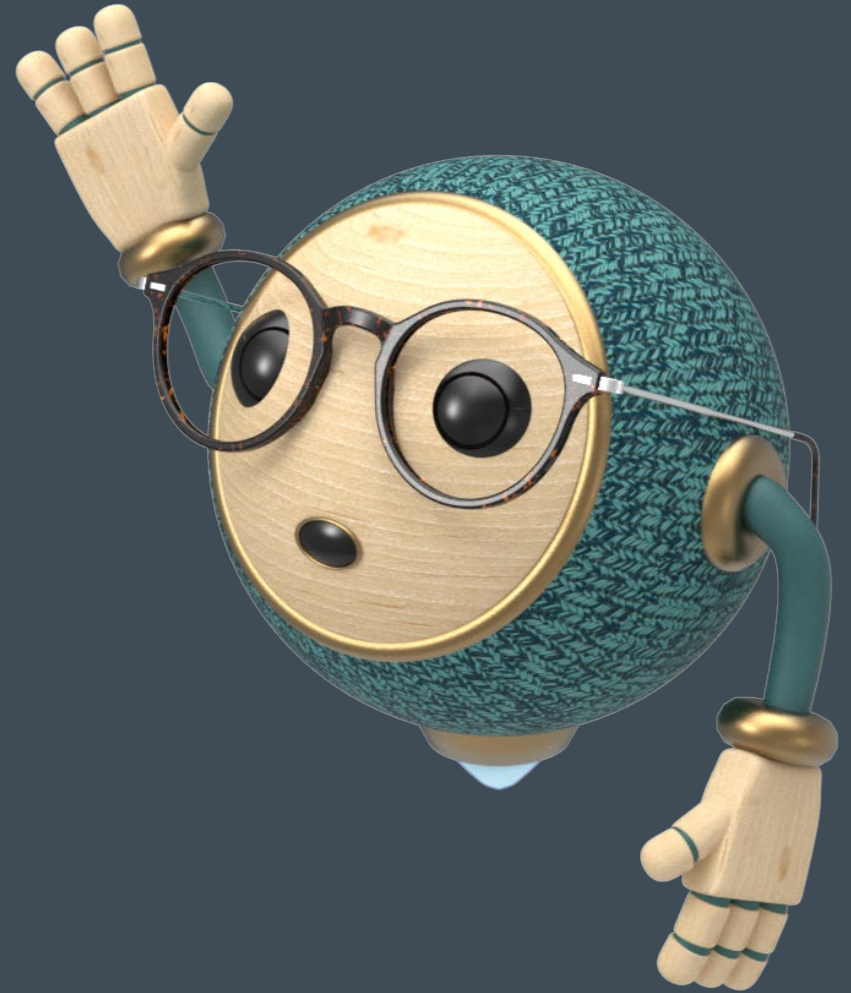
<sup>2</sup>Eccleston C (2016) Embodied: the psychology of physical sensation. Oxford University Press, Oxford. ISBN: 9780198727903. e-ISBN: 9780191814099.

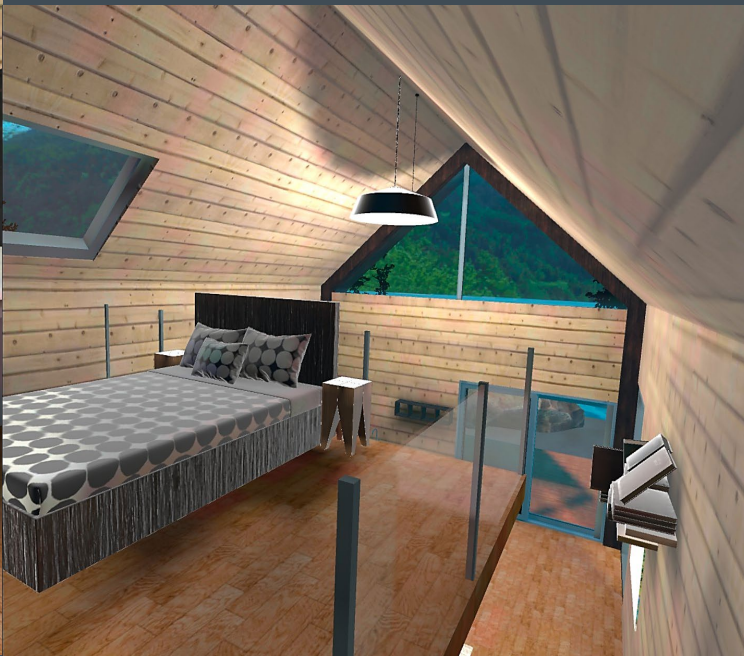
<sup>3</sup>Eccleston C et al. (2017) Advancing psychological therapies for chronic pain. F1000Res. 6: 461.

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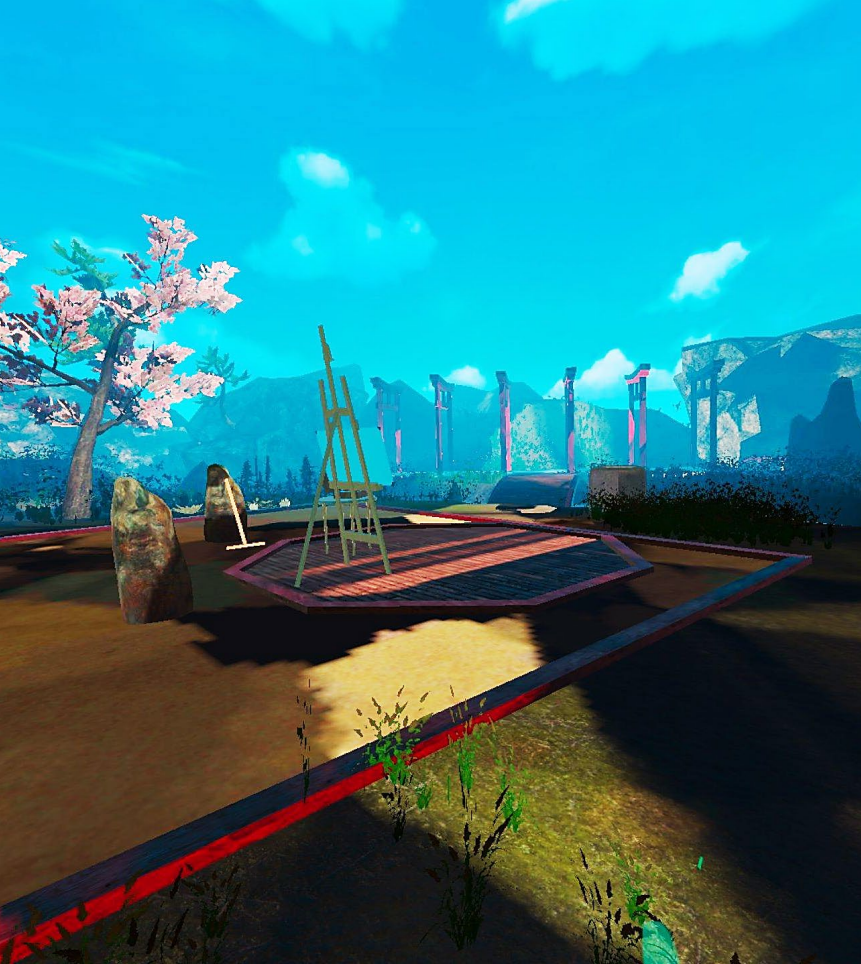
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# CABIN – the home base

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## ACTIVITY ENVIRONMENTS

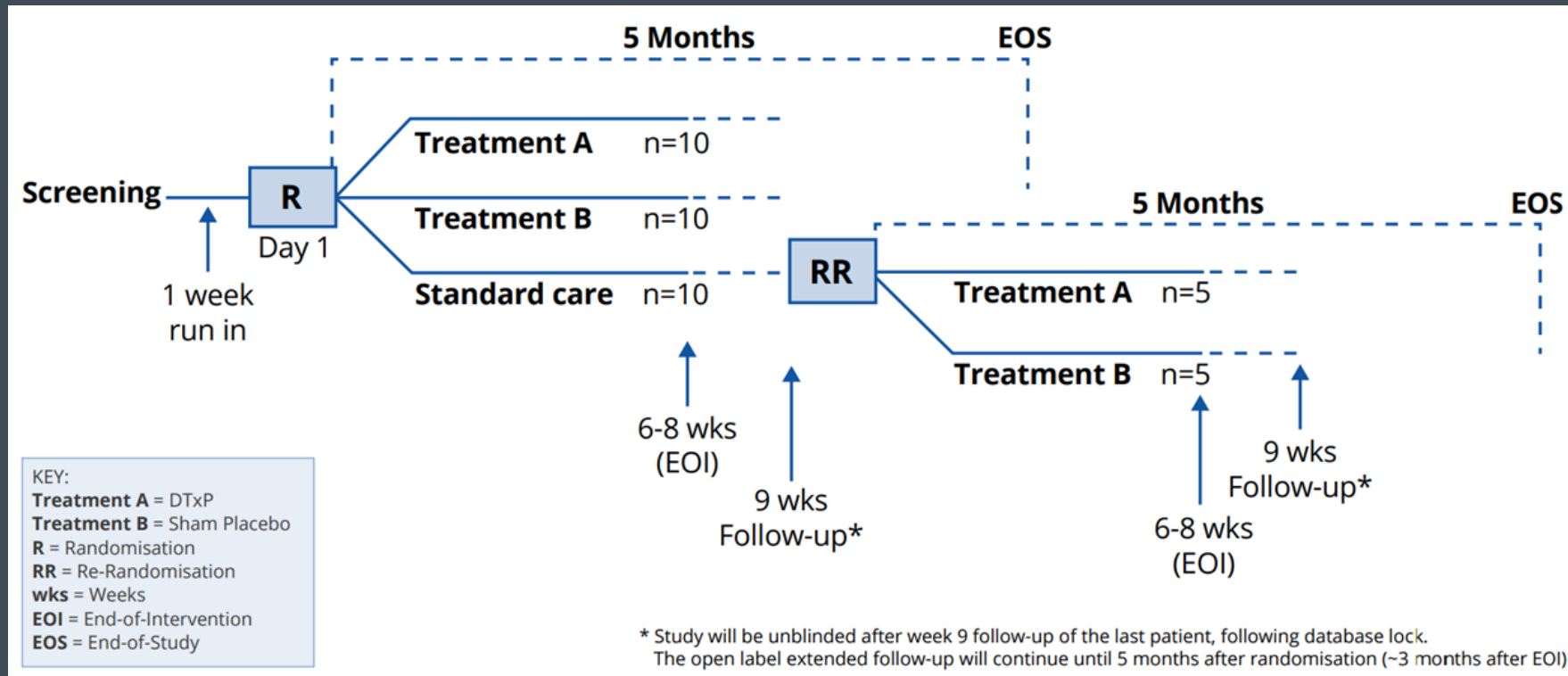
**Creativity Garden, Fabrication Forest, and Power Mountain** are the three different activity spaces, where the user can do painting, picking task, memory game, 3D puzzle, move giant objects, and track moving objects.





# Clinical Evidence: VIRPI Pilot Study - Design

- Randomized, sham-controlled, double-blinded study in chronic low back pain (CLBP)
- The fully remote study was carried out by Orion's Clinical Pharmacology Unit during the Covid lock-down





# Clinical Evidence: VIRPI Pilot Study – Key Results

- Tampa Scale of Kinesiophobia (TSK) shows less fear-of-movement at the end of intervention (6-8 weeks) and 3 weeks after the intervention (9 weeks) in the group that received DTxP treatment in comparison to Passive Control and Standard Care groups
- Patient Global clinical Impression of Change (PGIC) scale shows that subjects reported improvement in their condition in DTxP group in comparison to Passive Control and Standard Care groups
- Patients treated with DTxP show signs of an increased physical activity from week 5 to week 8 in comparison to Passive Control and Standard Care groups
- Patients treated with DTxP have improved Quality of Life in comparison to Passive Control and Standard Care groups using EQ-5D-5L

Figure 2: Changes in Tampa Scale for Kinesiophobia (TSK) Total Score

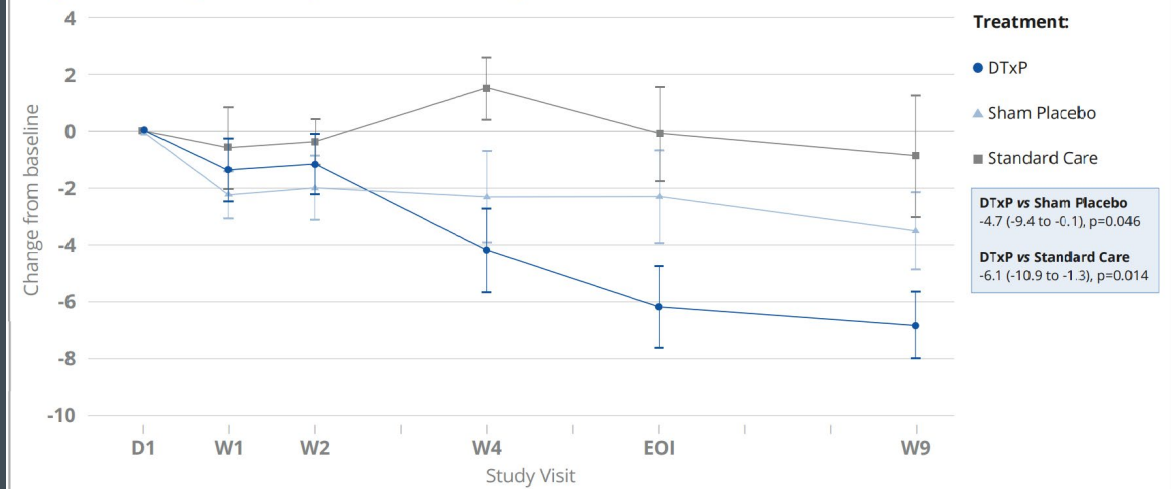


Figure 4: Patient Global Clinical Impression of Change (PGIC)





GRAZIE  
PER L'ATTENZIONE

