Digital therapeutics (DTx) -Case examples from novel treatment modalities

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Connected Easyhaler - DTx for Asthma / COPD -



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- Manufactured by Propeller Health (US)
- Add-on sensor monitors patient's use of Easyhaler device
- Phase IV clinical study (eMOFEE) on-going in Germany.
 - Measuring the effects of Connected Easyhaler[®] on adherence in patients with asthma
- Commercial pilots in FI, SE and ES starting in 2022





ODD-402 - DTx for Parkinson's Disease -



To give people living with Parkinson's Disease what they seek most - ways to better cope with day-to-day physical and emotional challenges, optimized treatment, and living a normal life.



To save time for HCPs and offer savings by reducing hospitalization and inpatient costs compared to all other treatments and best supportive care.



Primary focus now on physical rehabilitation & Speech Therapy

PHYSICAL EXERCISE / REHABILITATION PROGRAM

PD specific personalized physical exercise program for the different stages of PD. Enables individual motor data collection, critical for ODD-402's algorithm design.

PSYCHOLOGY SUPPORT

A critical unmet PD need in all markets. Data collected from digital interventions will measure for improvements in PD medications' neuropsychiatric side-effects such as anxiety, sleep disorders, nightmares, amongst others





MVP DATA DISPLAY

Patients and HCPs will have access to the data collected in the MVP stage to monitor patients' condition



OVERALL WELLBEING

Music, yoga, meditation have all been mentioned by experts and Patients as important wellness tools. Data collected will help determine potential therapeutic benefits for further study

SPEECH THERAPY

Speech difficulties are a social stigma for PD patients and 90% have no access to speech therapy. The service will help collect baseline speech data for future study on medical therapy adjustments, and how speech therapy and medical therapy can be better orchestrated to control speech issues



ODD-403 - DTx for chronic pain-





Science Behind

Science

Psychological interventions such as cognitive behavioural therapy (CBT) can reduce pain, disability, psychological distress and catastrophic ways of thinking about pain.¹ **Idea**

Technological advances in virtual and augmented reality provide opportunities to extend and reinvent behavioural interventions for the management of long-term physical health conditions. Solution Orion has developed a proprietary software, ODD-403, that is based on an 'embodied' theory of the psychology of

physical sensations.^{2,3}

¹Williams 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. ²Eccleston C (2016) Embodied: the psychology of physical sensation. Oxford University Press, Oxford. ISBN: 9780198727903. e-ISBN: 9780191814099. ³Eccleston C et al. (2017) Advancing psychological therapies for chronic pain. F1000Res. 6: 461.



■ Clinical Evidence: VIRPI Pilot Study – Key Results

- Tampa Scale of Kinesiophobia (TSK) shows less fear-ofmovement 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
- Game experience questionnaire (GEQ) showed that DTxP solution was interesting and engaging until the end of intervention whereas Passive Control solution (also based on VR) was not
- Adverse events are mainly indication related issues and show similar patterns across different groups



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





CABIN – the home base

The user enters the virtual world through the cabin. It is a safe space, where one can plan where they want to go and what they want to do.