

Turn therapy into play — and free up 40–60% more time!

Sessions often lose momentum — children disengage, parents get frustrated, and therapists spend precious time trying to bring focus back.



Product Demo



Calm Quest: Fun. Immersive. Efficient.

Calm Quest is an immersive virtual reality (VR) game designed to help children manage anxiety through engaging, biofeedback-driven gameplay. Developed by Acute XR, Calm Quest integrates evidence-based relaxation techniques into an interactive environment that empowers young users to regulate their emotions in real time.

Key Benefits for Therapists & Clinics:

Instant engagement -> Up to 40–60% more effective session time

Seamless integration -> Fits into your existing workflow

Differentiation -> Attract new clients with an experience no one else offers

Motivation -> Kids look forward to therapy, parents see real participation

Startup Culture -> Your feedback is our next feature

How It Works

- 1) Child plays Calm Quest in a VR headset, guided by therapist.
- 2) Biofeedback sensors track RR values to determine HRV rates.
- 3) Game adapts in real time to reinforce relaxation techniques.
- 4) Therapist adjusts difficulty in real time and guides the therapy session.
- 5) Therapist reviews session data to inform treatment.

By making therapy fun, effective, and immersive, Calm Quest enhances traditional mental health treatments and provides children with lasting tools for emotional regulation.

Early adopters report smoother sessions, happier parents, and more patients served — with efficiency gains of up to 60%.

Let's empower kids through play. Learn more today!

Teaser Trailer

