# STEEPV

Temporal Reach

# PHYGITAL FUTURES

The Healthcare Ecosystem in the Metaverse

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## **DYNAMIC DEFINITION:**

**ENABLED BY THE METAVERSE THE HEALTHCARE** INDUSTRY WILL BECOME A DIGITAL ECOSYSTEM COMPRISING HEALTH INSURANCE COMPANIES, PROVIDERS, TECH COMPANIES, IOMD (INTERNET OF MEDICAL DEVICES) AND MORE. THIS WILL LEAD TO MORE PERSONALIZED CARE FOR AN EMPOWERED PATIENT.

#### **Health Care Providers & Insurance Companies**

A growing health care provider shortage and rising costs of care means technological and digital innovations could lessen the work burden. Digital workspaces and Telemedicine will lessen geographical ties to specific locations allowing patients to receive care from providers located around the globe.

# **PATIENTS**

Patients are increasingly knowledgable about their health and healthcare options. A growing digital literacy and IoT is making consumers more comfortable with collecting and monitoring their own health data through a growing product market and wearable health technology.

# **TECHNOLOGY**

Digital twins show tremendous promise in making it easier to unique genetic makeup, anatomy, behavior, and other researchers are starting to call on the medical community to collaborate on scaling digital mass personalization

# **COMPANIES**

Apple

### **FASHION**

includes electronic devices that and smartwatches, and are designed to collect the data of users' personal health and exercise. These devices can even send a user's health information to a doctor or other healthcare professional in real time. Demand for wearables is projected to jump in the next few vears as mo sharing their wearable data with their providers and insurers.

# **PRODUCTS**

The product matrix for both medical devices and fashionable, wearable health technologies will expand as consumer/patient demand increases and more funding pours into R&D. Products such as: FitBit, BioSensor, HeartGuide, Move, **MotiveRing**, etc are already on the commercial

market.



Microsoft Omron Withings Oculus Phillips





**Increased** 

tele-health

usage due to

the COVID19

pandemic.

**Greater need** 

for virtual

**Health and** fitness goes virtual. **Exercising has** entered virtual spaces via online games and platforms.

**Meta invests** billions into metaverse development.



Increased use of wearable health devices. These devices are also being prescribed by doctors for symptom monitoring.



**Backlash against** accessibility of metaverse healthcare mainly in financial terms. **Advocates push** for affordable devices and health plan coverage.

**Partially** interoperable healthcare platforms are being developed. First steps towards patient-centered care.



# Social

As the population of senior citizens increases, access to healthcare will be challenged and new solutions will need to be found.

The healthy lifestyle trend is one of the biggest trends among generation X and Millennials who like to selfmonitor their health data.

# **Technological**

The VR and Augmented Reality related technology will become more accessible. Better infrastructures are set with 5G.

Al technology can be used to make sense of vitals and possibly suggest treatment.

# **Economical**

Insurance companies will need to cover expenses.

New jobs related to technology will be created but also with the implementation of Al some jobs in the healthcare industry will be lost.

# **Ecological**

There are unpredictable health threats in the future due to Climate Change. Technology can help by predicting these conditions.

The increased use of technology means more energy consumption and more carbon emission.

# **Political**

Mistrust in authorities after COVID19 when it comes to health. At the same time confidence in digital health services (especially during COVID 19) New privacy regulations and a new code of conduct for healthcare professionals will be needed.

# **Values**

Social gathering and being connected has become very important this will continue on with virtual spaces

