

Reference:	FOI.17776.25
Subject:	Extended Reality (XR) technology
Date of Request:	10 July 2025

Requested:

Background

Extended Reality (XR) is a broad term encompassing various technologies that blend virtual and real environments. It includes Augmented Reality (AR), Virtual Reality (VR), and Mixed Reality (MR) which can be used for many purposes and conditions related to physical and mental health within healthcare. We recognise that increasingly the definition of XR is becoming more fluid - if you are utilising other interactive media within a therapeutic context that you believe sits on the edges of this definition, we invite you to also share those details.

1. Organisation's name
2. Under the Freedom of Information Act, will you be reporting the use, research, purchase, development, or otherwise of an XR technology within your organisation?
 - Yes
 - No, there are no XR products to report in my organisation
3. Does your organisation have an established XR Technology Lab or Centre of Excellence for XR Technology?
 - Yes
 - No
 - Other
4. Please select the type of organisation that you represent:
 - Academic Institution/ University
 - NHS Acute Trust (Hospital Trust)
 - NHS Mental Health Trust
 - NHS Ambulance Services Trust
 - NHS Community Health Trust
 - NHS Foundation Trust
 - NHS Specialist/Integrated Trust
 - Health Board (Scotland/Wales)
 - Health and Social Care Trust (NI)
 - Other
5. Please select the nature of your organisation's involvement with XR health products (please select all that are applicable)
 - We are using free XR products
 - We are using XR products that we have purchased
 - We are researching XR products
 - We are developing XR products
 - Other
6. Please state the name of the product(s)

7. Please provide a brief description of the product(s)
8. Please highlight any unique features of the product(s)
9. Please provide a link to the product website(s) if available
10. Please select the most relevant categories for the product(s) being developed or deployed:
 - Mental Wellbeing and Therapy
 - Physiotherapy and Rehabilitation
 - Pain Management
 - Clinical & Surgical
 - Patient Education and Training
 - Workforce Education and Training
 - Healthy Lifestyle and Fitness
 - Other
11. Please select how these product(s) are being or will be adopted:
 - Free to patients/staff
 - Paid for by patients/staff
 - Free to NHS
 - Paid for by NHS
 - Unknown
 - Other
12. Please select the level of maturity of the product(s)
 - Proof of concept
 - Minimum Viable Product
 - Early Adoption
 - Growing Integration
 - Established Practice
 - Unknown
 - Other
13. Approximately what date/year was the XR product(s) first deployed within your organisation?
14. Where and/or in how many locations is the product(s) currently offered?
15. How is the product(s) currently distributed?
 - Home use by patients
 - Home use by staff
 - NHS site by patients
 - NHS site by staff
 - Unknown
 - Other
16. Please select the hardware that is used in your organisation (select all that apply):
 - Meta Quest 2
 - Meta Quest 3

- Meta Quest Pro
- Pico 4
- Pico Neo 3 Pro / Eye
- HTC Vive XR Elite
- Lenovo ThinkReality XVR
- Valve Index
- Apple Vision Pro
- HTC VivePro 2
- Pimax Crystal
- Sony Playstation VR2
- Vive Focus 3
- Unknown
- Other

17. If your organisation is involved in the development of XR products, please select the development software that is used (please select all that apply):

- Unity
- Unreal Engine
- Godot
- Open XR
- XR Interaction Toolkit
- SteamVR Plugin
- Meta XR SDK
- Vive Wave SDK
- Varjo SDK
- WebXR
- Mixed Reality Toolkit
- Ultraleap Hand Tracking
- Unknown
- Other

18. Please provide details of external organisations such as development partners that are involved

19. Please provide any further details

Response:

Hywel Dda University Health Board (UHB) regrets to inform you that it does not hold the requested information, as it does not use XR technology.