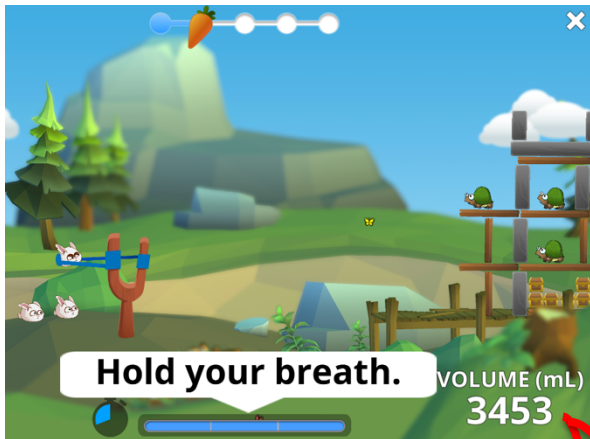


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Incentive Spirometry Video Games

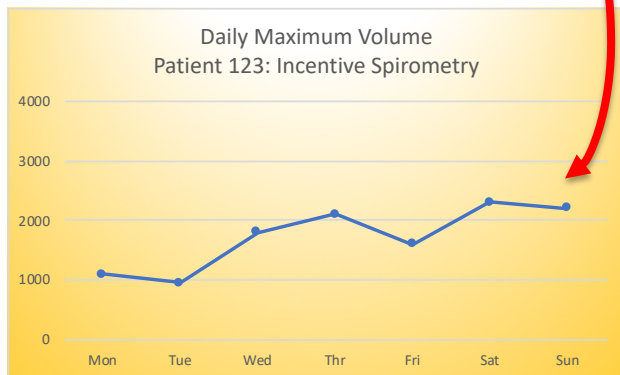
Healthier patients through deep breaths



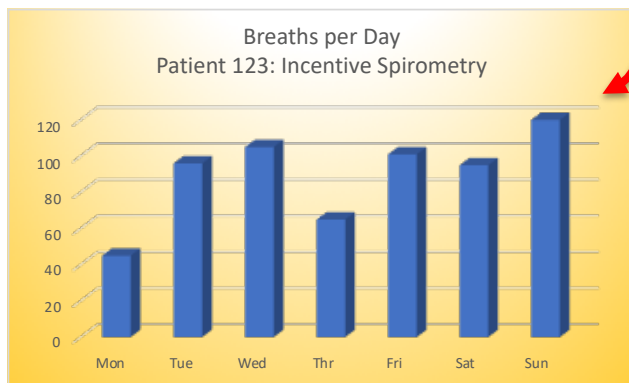
Grumpy Bunnies



- Increase patient compliance as much as 20x!
- Healthier patients reduces length of stay and likelihood of re-admission
- Data pushed to EHR



Records every breath & volume



Positive Distraction increases compliance

Published Medical Literature

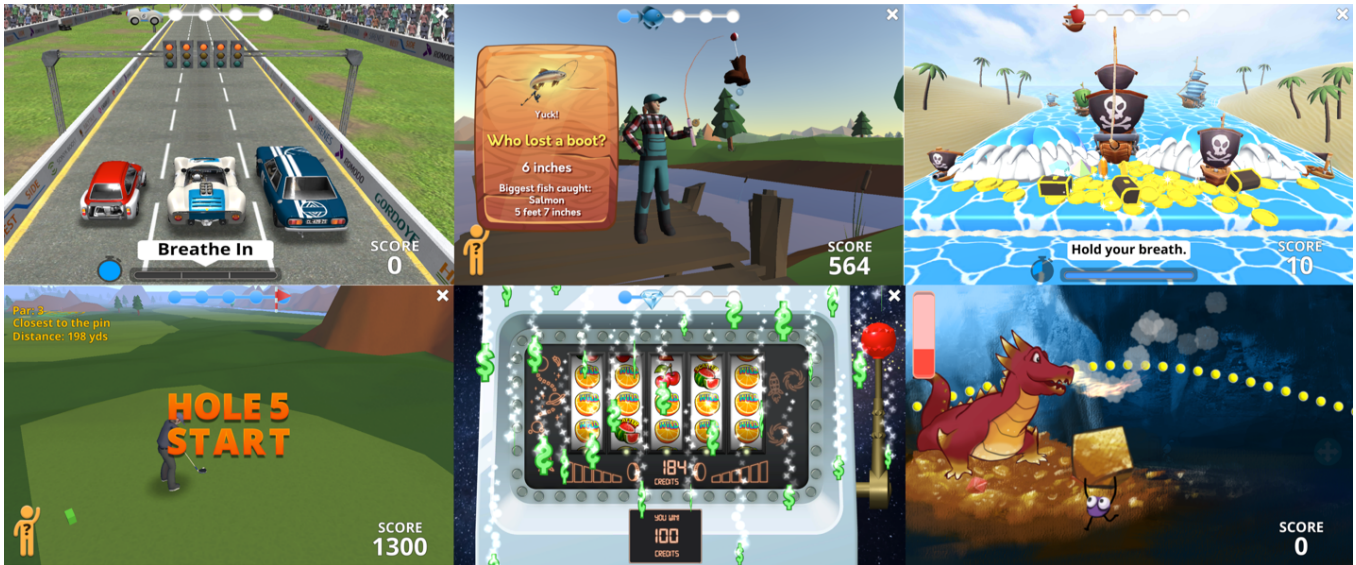
1. Each case of Hospital Acquired Pneumonia (HAP) increases Length of Stay by 5 – 7 days, adds \$25,000 - \$30,000 of cost and incurs a 15-17% mortality [Baker & Quinn, American Journal of Infection Control, 2018](#)
2. When patients follow the prescribed standard of care (ten breaths per hour) incidence of HAP can be reduced as much as 81%. [Wren, et. al. Journal of the American College of Surgeons, 2010](#)
3. With hourly reminders Incentive Spirometry can decrease incidence of atelectasis and decrease length of stay. [Elorai & Baird, American Medical Association, Jama Surgery, 2019](#)

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Games for all ages and demographics



FEATURES

- For all ages and demographics
- Positive distraction increases pain tolerance for increased usage
- Reminder alarm
- Every breath & volume recorded
- Results pushed to patient's Electronic Health Record
- FDA clearance, K072979



Highly accurate and tested
against international
standards
ISO 26782, ISO 23747,
ATS/ERS 2005

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