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Information provided in today’s talk is not to be regarded as legal advice. Today’s talk is purely for informational purposes.

Always consult with legal counsel.
Resources

www.setrc.us
www.telehealthresourcecenter.org
ww.cchpca.org
https://www.americantelemed.org/
Federal PHE Extended

- **PHE Extended**
- **End of PHE**
- **March 12, 2023**
- **January 11, 2023**
- **April 11, 2023**
- **HHS 60-day notice of end to PHE**
Preparing for the PHE End
Telehealth Key Dates

Provider Communication

https://telehealthresourcecenter.org/news/preparing-for-the-end-of-the-phe-provider-communication/
You’ll often hear **Telehealth** and **Telemedicine**. These terms are sometimes used interchangeably. What’s the difference?

- **Telehealth**: Telehealth is an umbrella term, which includes telemedicine and other modalities of communication. It encompasses a broader spectrum of healthcare delivery.

- **Telemedicine**: Telemedicine is direct clinical care provided from a distance using electronic communication to provide/support clinical care.

- **Other Terms**: You may hear other terms frequently used when discussing telehealth such as eHealth, mHealth, digital care, etc. We will focus on the terms, “telehealth” and “telemedicine”.

**Terminology**
Direct-to-patient
- Built out of an existing practice
- Established relationship
- Established billing system in place
- Not as big of a need to market

Direct-to-consumer
- No insurance payers involved
- No brick and mortar
- Need for marketing
Improved access to care (especially specialty care)

Addresses health care provider shortage

Reduce unnecessary trips to the ER

Reduces provider and patient travel time and costs

Patients can receive healthcare locally, especially in rural/heavily populated areas
Key Considerations

- Telemedicine is healthcare
- Telemedicine will not replace doctors
- The practice of telemedicine is governed at state level
- Technology drives everything we do
- We are not there yet, but we are getting there
New and Innovative Telehealth Uses VR

Virtual reality allows the user to be immersed in a computer-generated environment.

By 2030, IDTechEx predicts the augmented, virtual and mixed reality market to be over $308bn. With COVID limiting physical interaction, virtual communication and interaction will be the normal for many years to come. Although seen as futuristic by some, augmented, virtual and mixed reality devices have shown that they have an important part to play in many different industries. They are truly the technology of the future, today.

The beauty of gaming is the versatility of consoles (Wii, Xbox, Nintendo Switch, Playstation, tablets, and so on), the different games themselves, and the ability to grade a game based on difficulty level or content. Gaming requires a multitude of cognitive, physical and social demands that can all be simultaneously improved during treatment sessions when gaming is correctly and purposefully implemented in therapy.
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