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(54) **SYSTEM AND METHOD FOR COMPUTER-CONTROLLED ADAPTABLE AUDIO-VISUAL THERAPEUTIC TREATMENT**

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(57) **ABSTRACT**

A system and method for computer-controlled adaptable audio/visual therapeutic treatment includes receiving user (or patient) data from a user indicative of the user's medical condition and personal characteristics, determining sensory components of an audio/visual treatment experience output file based on the user data, combining the sensory components to create treatment step files of the audio/visual treatment experience file, combining the treatment step files in a predetermined way to create the digital treatment experience file, and providing the digital treatment experience file to an audio/visual device for listening and/or viewing by the user/patient. Also, a graphical user interface may be provided which displays graphics in the digital experience file associated with the digital treatment experience.

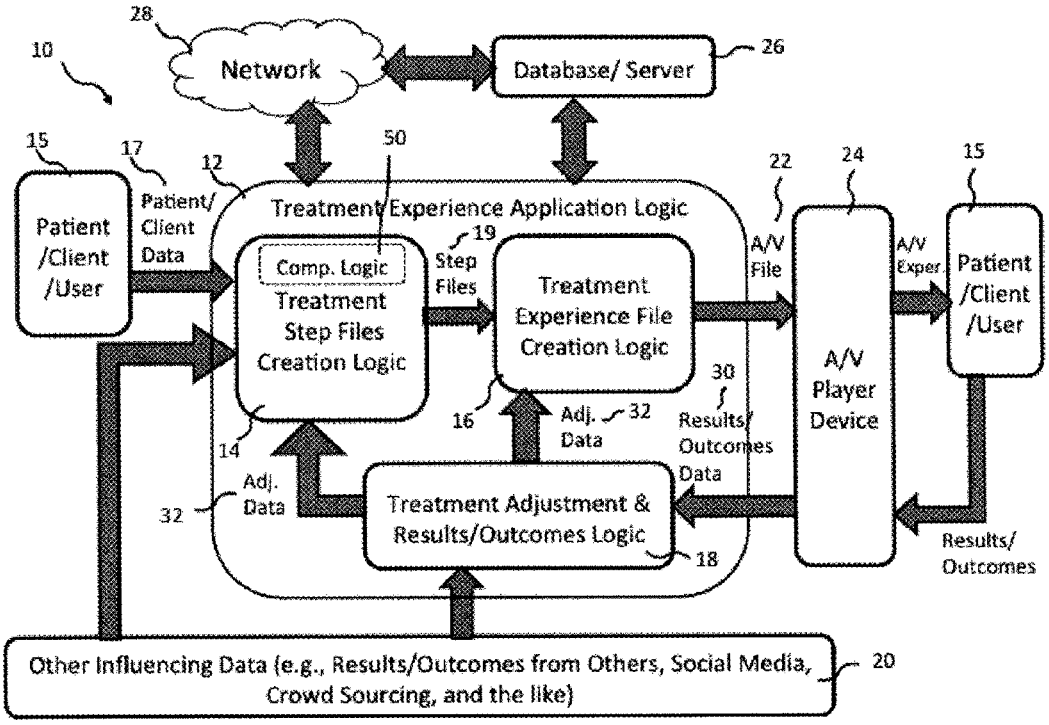


Fig. 1

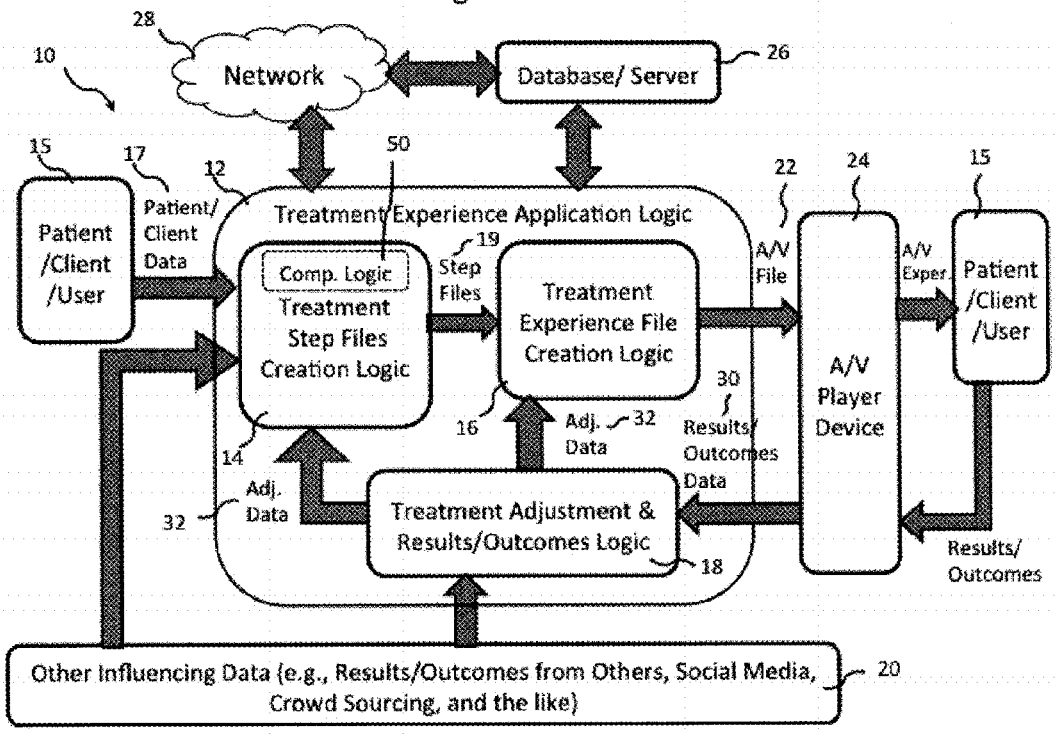

28
Network
Database/ Server
26
10
15
17
12
50
22
24
15
Patient /Client /User
Patient/ Client Data
Treatment Experience Application Logic
19
Comp. Logic
Treatment Step Files Creation Logic
Step Files
Treatment Experience File Creation Logic
A/V File
A/V Player Device
A/V Exper
Patient /Client /User
30
Results/ Outcomes Data
16
Adj. Data
32
14
Adj. Data
32
Treatment Adjustment & Results/Outcomes Logic
18
Results/ Outcomes
Other Influencing Data (e.g., Results/Outcomes from Others, Social Media, Crowd Sourcing, and the like)
20

Fig. 1A

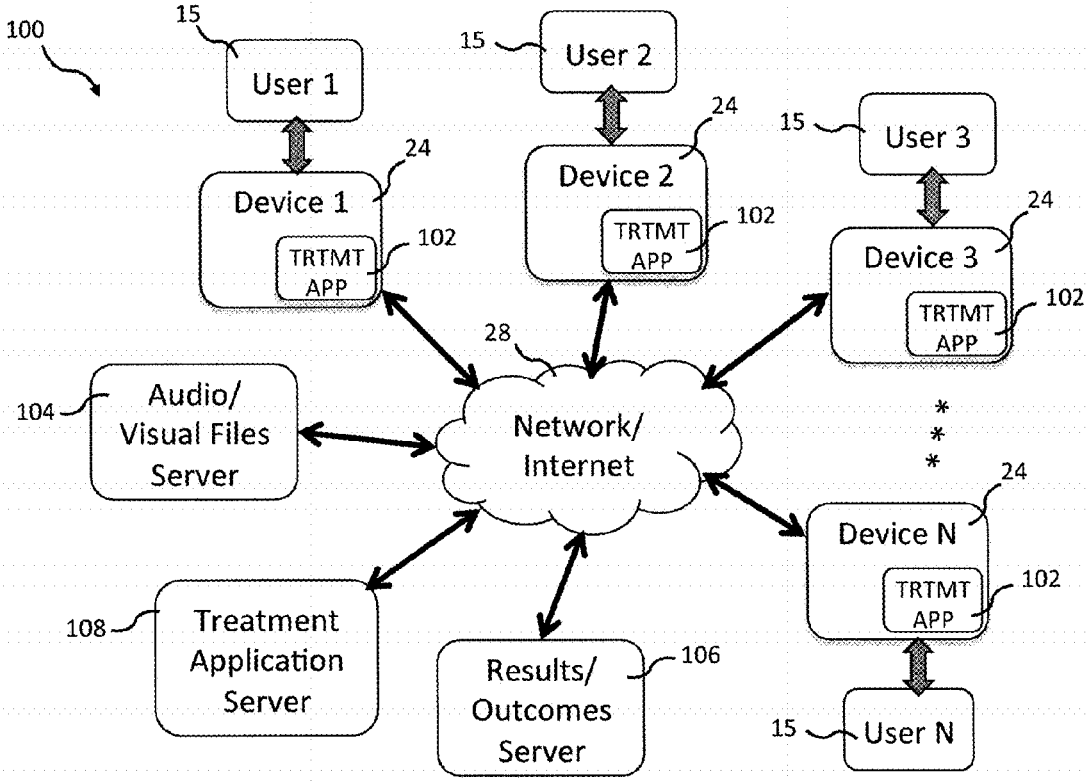

100
15
User 1
15
User 2
15
User 3
24
Device 1
TRTMT APP
102
24
Device 2
TRTMT APP
102
24
Device 3
TRTMT APP
102
28
Network/ Internet
104
Audio/ Visual Files Server
108
Treatment Application Server
Results/ Outcomes Server
106
24
Device N
TRTMT APP
102
15
User N

Fig. 2

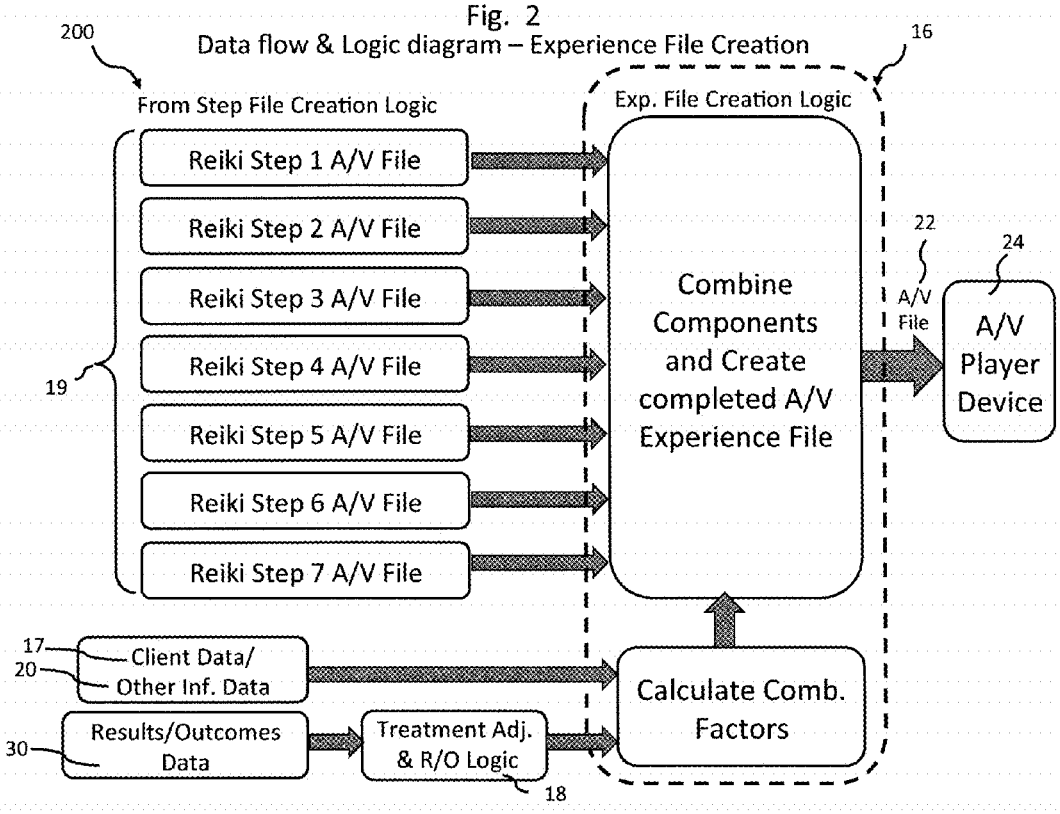
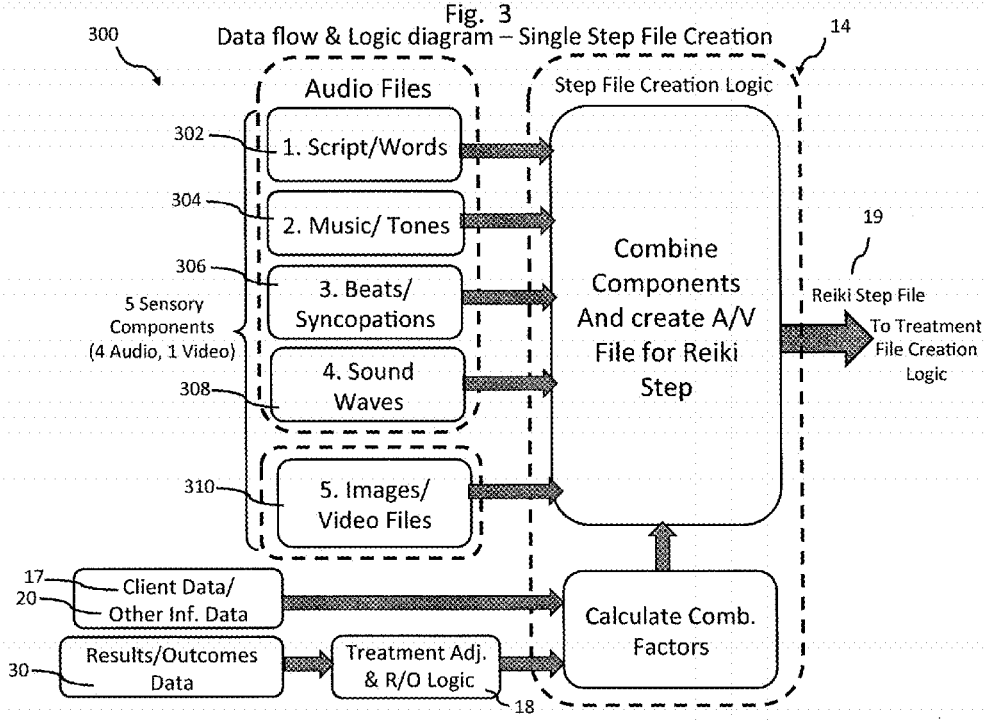
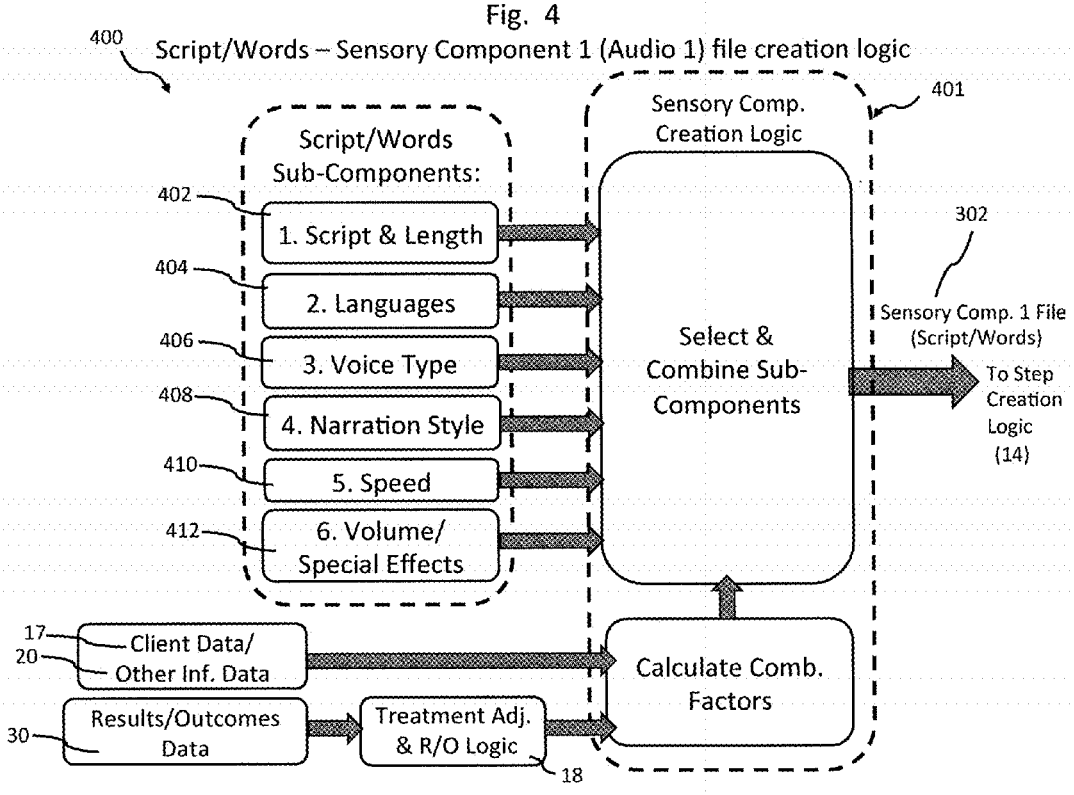

Data flow & Logic diagram – Experience File Creation
200
16
From Step File Creation Logic
Exp. File Creation Logic
Reiki Step 1 A/V File
Reiki Step 2 A/V File
Reiki Step 3 A/V File
Reiki Step 4 A/V File
Reiki Step 5 A/V File
Reiki Step 6 A/V File
Reiki Step 7 A/V File
19
Combine Components and Create completed A/V Experience File
22
A/V File
24
A/V Player Device
17
20
Client Data/ Other Inf. Data
30
Results/Outcomes Data
Treatment Adj. & R/O Logic
18
Calculate Comb. Factors

Fig. 3
Data flow & Logic diagram – Single Step File Creation



8459-0001-1

Fig. 4


400
Script/Words – Sensory Component 1 (Audio 1) file creation logic
401
Sensory Comp. Creation Logic
Script/Words Sub-Components:
402
1. Script & Length
404
2. Languages
406
3. Voice Type
408
4. Narration Style
410
5. Speed
412
6. Volume/ Special Effects
Select & Combine Sub-Components
302
Sensory Comp. 1 File (Script/Words)
To Step Creation Logic (14)
17
Client Data/
20
Other Inf. Data
Calculate Comb. Factors
30
Results/Outcomes Data
Treatment Adj. & R/O Logic
18

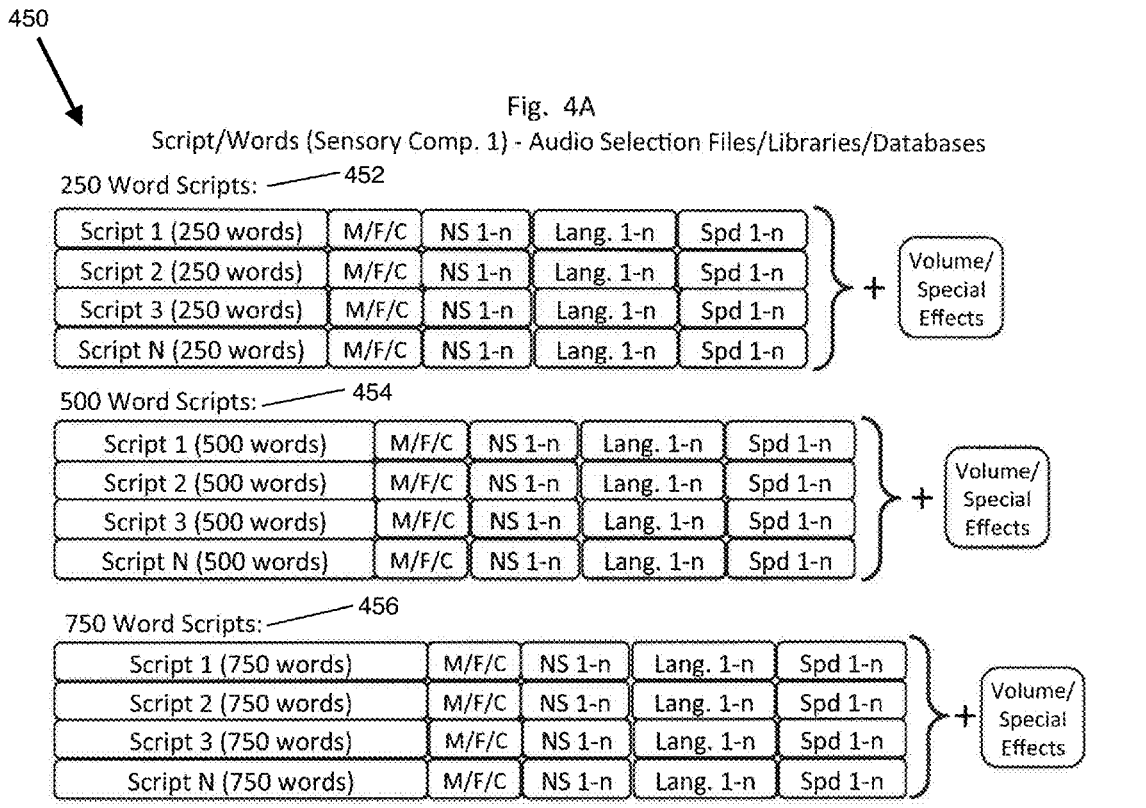
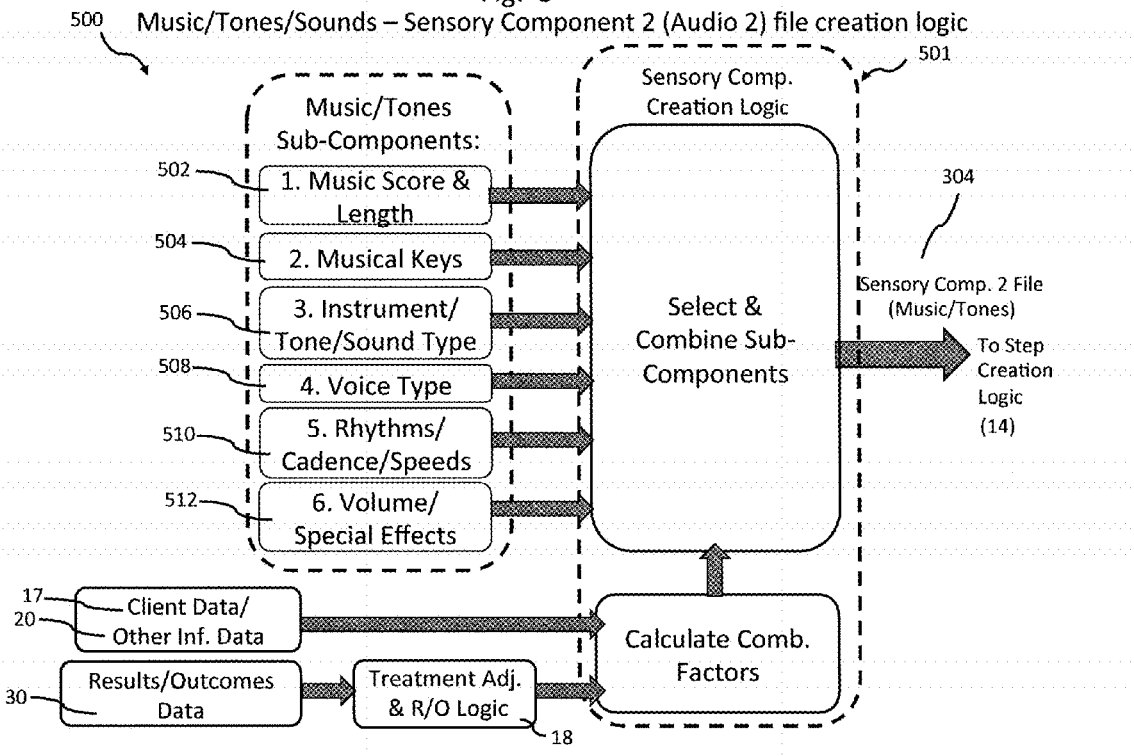

450
Script/Words (Sensory Comp. 1) - Audio Selection Files/Libraries/Databases
250 Word Scripts:
452
Script 1 (250 words) M/F/C NS 1-n Lang. 1-n Spd 1-n
Script 2 (250 words) M/F/C NS 1-n Lang. 1-n Spd 1-n
Script 3 (250 words) M/F/C NS 1-n Lang. 1-n Spd 1-n
Script N (250 words) M/F/C NS 1-n Lang. 1-n Spd 1-n
+ Volume/ Special Effects
500 Word Scripts:
454
Script 1 (500 words) M/F/C NS 1-n Lang. 1-n Spd 1-n
Script 2 (500 words) M/F/C NS 1-n Lang. 1-n Spd 1-n
Script 3 (500 words) M/F/C NS 1-n Lang. 1-n Spd 1-n
Script N (500 words) M/F/C NS 1-n Lang. 1-n Spd 1-n
+ Volume/ Special Effects
750 Word Scripts:
456
Script 1 (750 words) M/F/C NS 1-n Lang. 1-n Spd 1-n
Script 2 (750 words) M/F/C NS 1-n Lang. 1-n Spd 1-n
Script 3 (750 words) M/F/C NS 1-n Lang. 1-n Spd 1-n
Script N (750 words) M/F/C NS 1-n Lang. 1-n Spd 1-n
+ Volume/ Special Effects

Fig. 4A

Fig. 5


500
Music/Tones/Sounds – Sensory Component 2 (Audio 2) file creation logic
501
Sensory Comp. Creation Logic
Music/Tones Sub-Components:
502
1. Music Score & Length
504
2. Musical Keys
506
3. Instrument/ Tone/Sound Type
508
4. Voice Type
510
5. Rhythms/ Cadence/Speeds
512
6. Volume/ Special Effects
Select & Combine Sub-Components
304
Sensory Comp. 2 File (Music/Tones)
To Step Creation Logic (14)
17
20
Client Data/ Other Inf. Data
30
Results/Outcomes Data
Treatment Adj. & R/O Logic
18
Calculate Comb. Factors

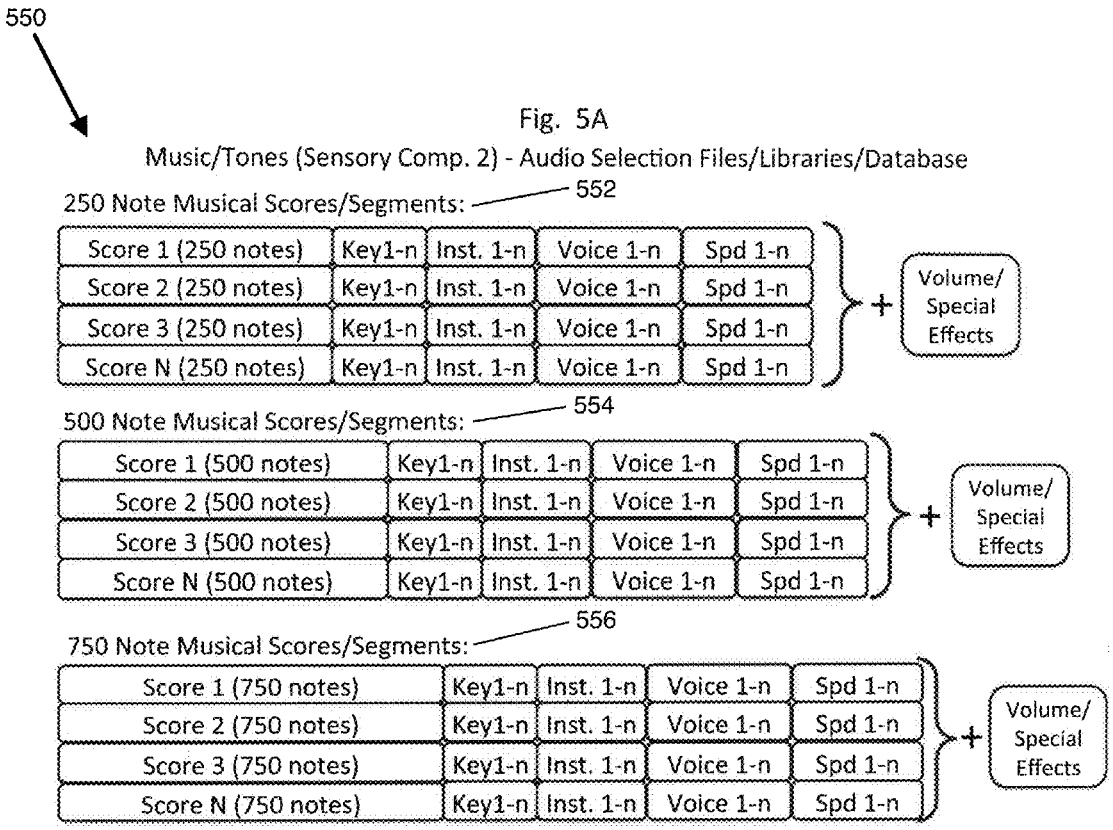
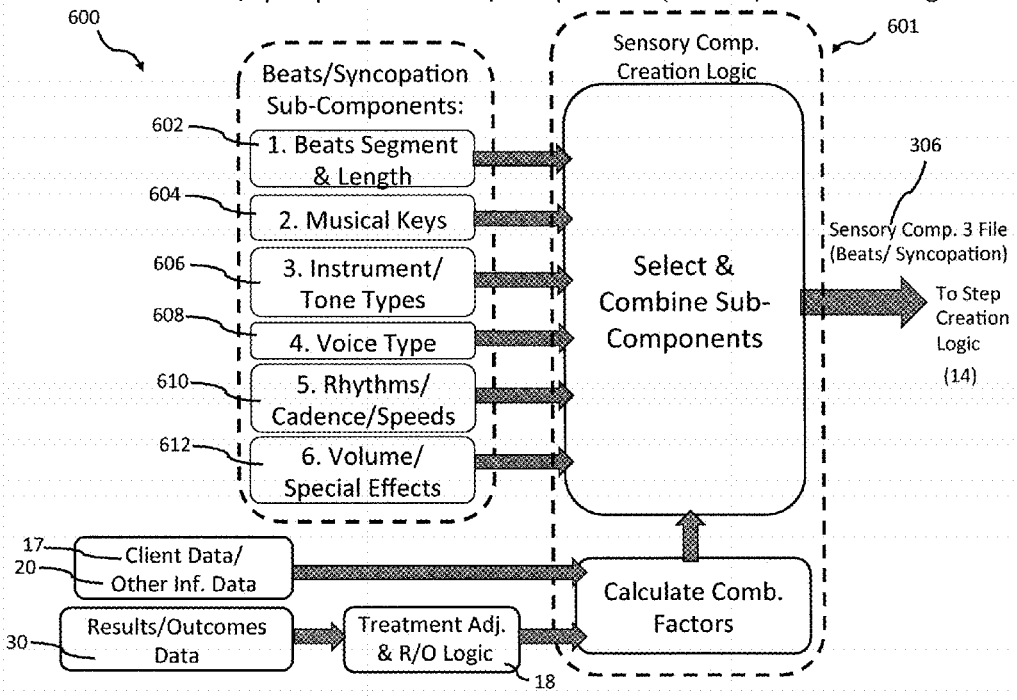

550
Music/Tones (Sensory Comp. 2) - Audio Selection Files/Libraries/Database
250 Note Musical Scores/Segments:
552
Score 1 (250 notes) Key1-n Inst. 1-n Voice 1-n Spd 1-n
Score 2 (250 notes) Key1-n Inst. 1-n Voice 1-n Spd 1-n
Score 3 (250 notes) Key1-n Inst. 1-n Voice 1-n Spd 1-n
Score N (250 notes) Key1-n Inst. 1-n Voice 1-n Spd 1-n
+ Volume/ Special Effects
500 Note Musical Scores/Segments:
554
Score 1 (500 notes) Key1-n Inst. 1-n Voice 1-n Spd 1-n
Score 2 (500 notes) Key1-n Inst. 1-n Voice 1-n Spd 1-n
Score 3 (500 notes) Key1-n Inst. 1-n Voice 1-n Spd 1-n
Score N (500 notes) Key1-n Inst. 1-n Voice 1-n Spd 1-n
+ Volume/ Special Effects
750 Note Musical Scores/Segments:
556
Score 1 (750 notes) Key1-n Inst. 1-n Voice 1-n Spd 1-n
Score 2 (750 notes) Key1-n Inst. 1-n Voice 1-n Spd 1-n
Score 3 (750 notes) Key1-n Inst. 1-n Voice 1-n Spd 1-n
Score N (750 notes) Key1-n Inst. 1-n Voice 1-n Spd 1-n
+ Volume/ Special Effects

Fig. 5A

Fig. 6

Binaural Beats/Syncopation – Sensory Component 3 (Audio 3) file creation logic



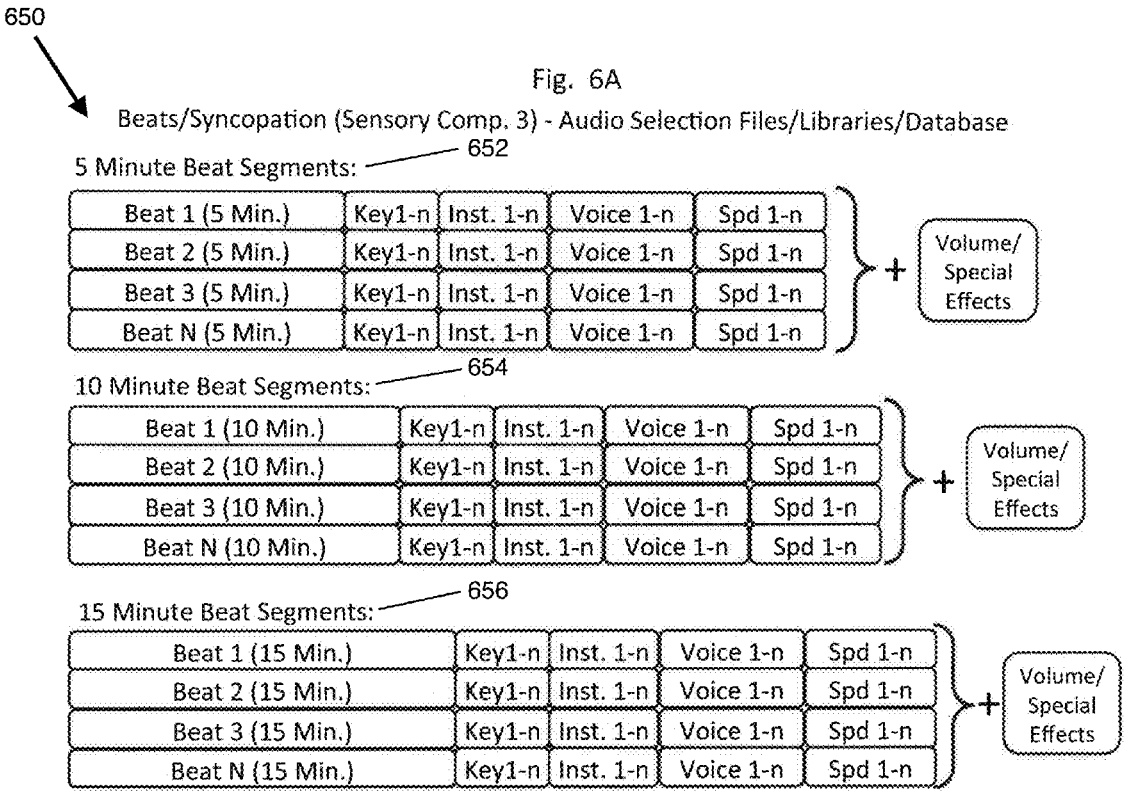
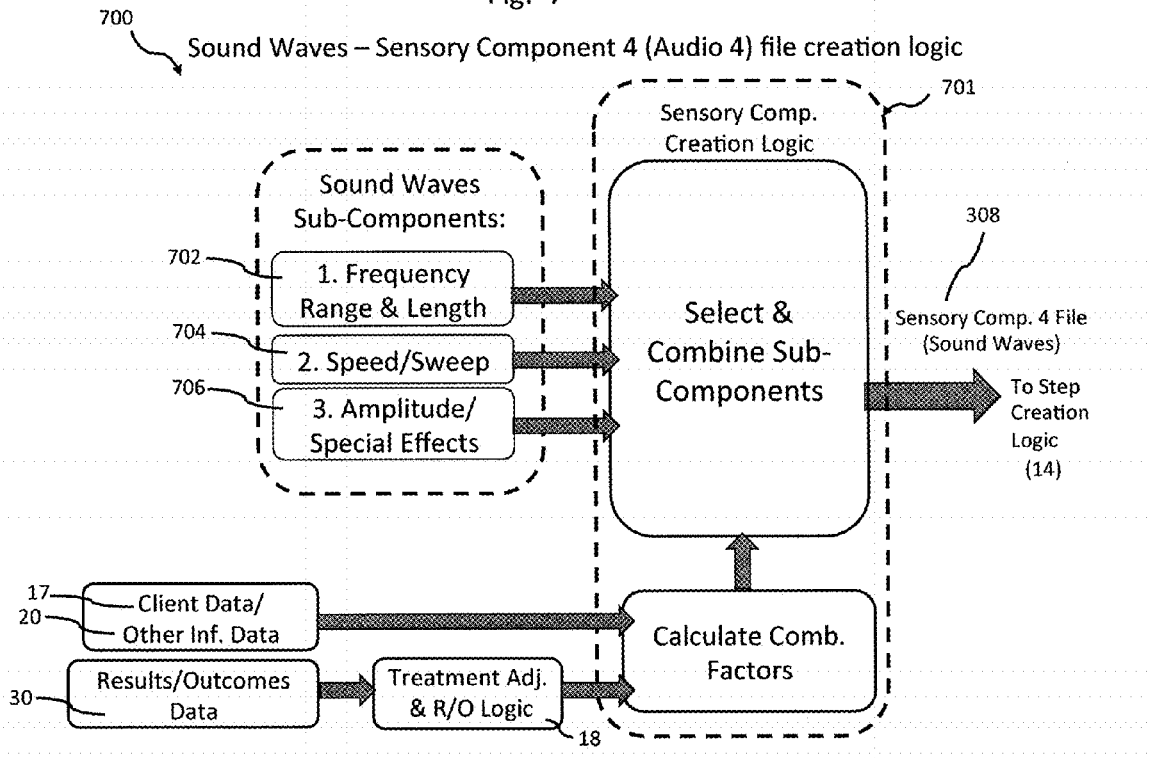

650
Beats/Syncopation (Sensory Comp. 3) - Audio Selection Files/Libraries/Database
5 Minute Beat Segments:
652
Beat 1 (5 Min.) Key1-n Inst. 1-n Voice 1-n Spd 1-n
Beat 2 (5 Min.) Key1-n Inst. 1-n Voice 1-n Spd 1-n
Beat 3 (5 Min.) Key1-n Inst. 1-n Voice 1-n Spd 1-n
Beat N (5 Min.) Key1-n Inst. 1-n Voice 1-n Spd 1-n
+
Volume/ Special Effects
10 Minute Beat Segments:
654
Beat 1 (10 Min.) Key1-n Inst. 1-n Voice 1-n Spd 1-n
Beat 2 (10 Min.) Key1-n Inst. 1-n Voice 1-n Spd 1-n
Beat 3 (10 Min.) Key1-n Inst. 1-n Voice 1-n Spd 1-n
Beat N (10 Min.) Key1-n Inst. 1-n Voice 1-n Spd 1-n
+
Volume/ Special Effects
15 Minute Beat Segments:
656
Beat 1 (15 Min.) Key1-n Inst. 1-n Voice 1-n Spd 1-n
Beat 2 (15 Min.) Key1-n Inst. 1-n Voice 1-n Spd 1-n
Beat 3 (15 Min.) Key1-n Inst. 1-n Voice 1-n Spd 1-n
Beat N (15 Min.) Key1-n Inst. 1-n Voice 1-n Spd 1-n
+
Volume/ Special Effects

Fig. 6A

Fig. 7


700
Sound Waves – Sensory Component 4 (Audio 4) file creation logic
701
Sensory Comp. Creation Logic
Sound Waves Sub-Components:
702
1. Frequency Range & Length
704
2. Speed/Sweep
706
3. Amplitude/ Special Effects
Select & Combine Sub-Components
308
Sensory Comp. 4 File (Sound Waves)
To Step Creation Logic (14)
17
20
Client Data/ Other Inf. Data
30
Results/Outcomes Data
Treatment Adj. & R/O Logic
18
Calculate Comb. Factors

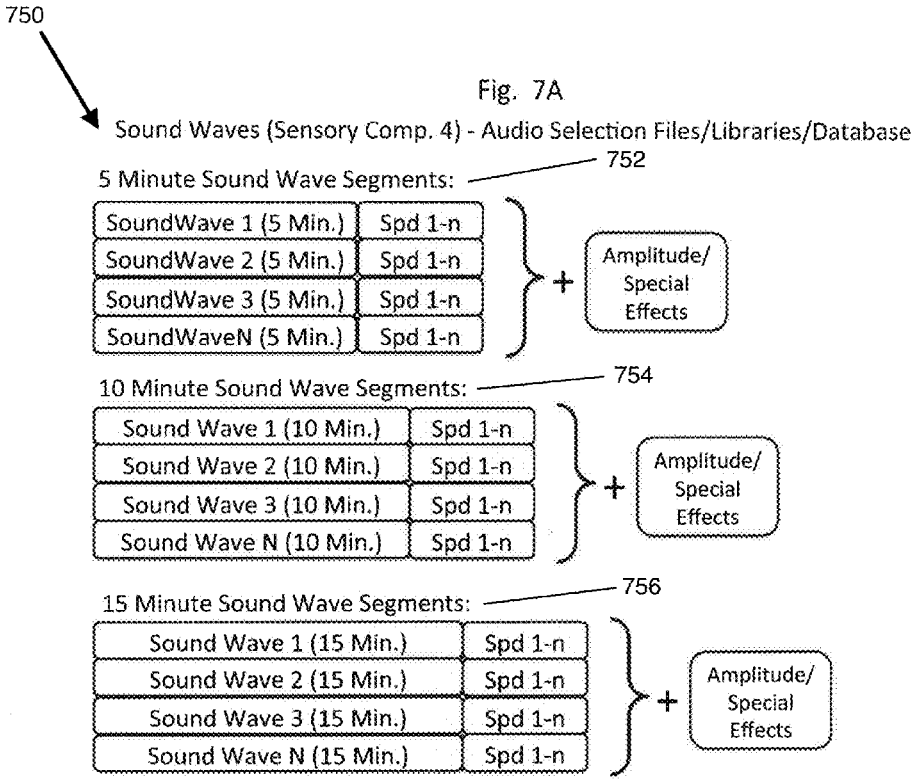
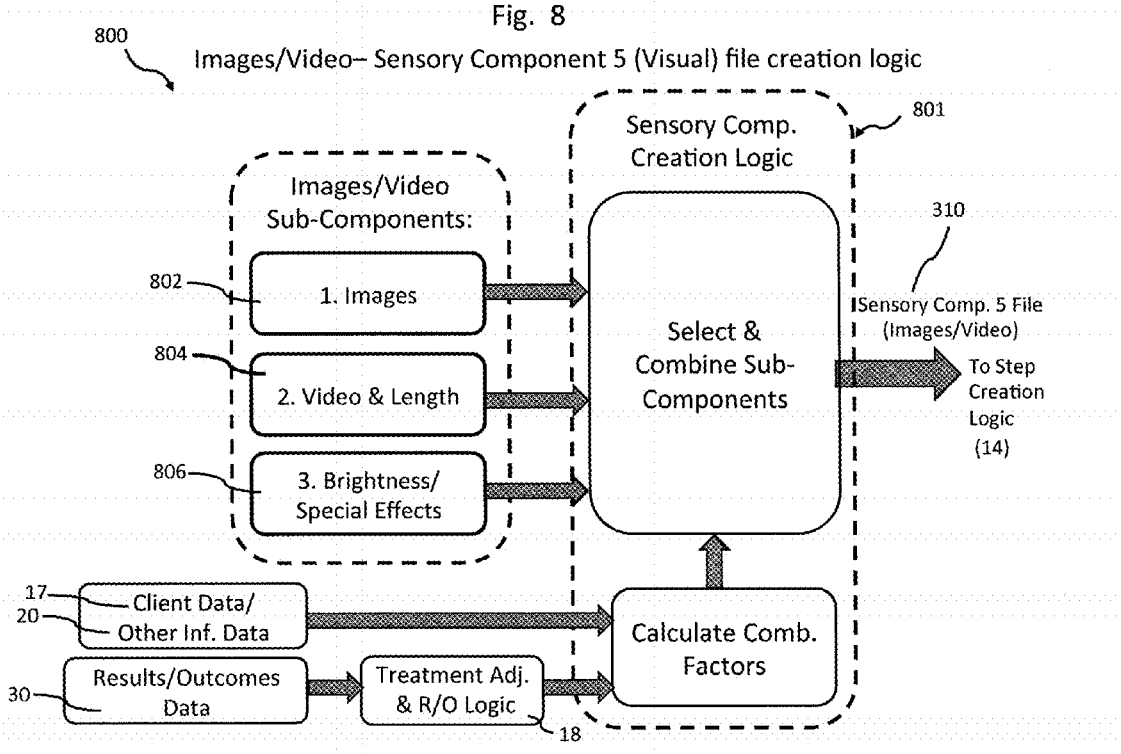

750
Sound Waves (Sensory Comp. 4) - Audio Selection Files/Libraries/Database
5 Minute Sound Wave Segments:
752
SoundWave 1 (5 Min.)
Spd 1-n
SoundWave 2 (5 Min.)
Spd 1-n
SoundWave 3 (5 Min.)
Spd 1-n
SoundWaveN (5 Min.)
Spd 1-n
+
Amplitude/ Special Effects
10 Minute Sound Wave Segments:
754
Sound Wave 1 (10 Min.)
Spd 1-n
Sound Wave 2 (10 Min.)
Spd 1-n
Sound Wave 3 (10 Min.)
Spd 1-n
Sound Wave N (10 Min.)
Spd 1-n
+
Amplitude/ Special Effects
15 Minute Sound Wave Segments:
756
Sound Wave 1 (15 Min.)
Spd 1-n
Sound Wave 2 (15 Min.)
Spd 1-n
Sound Wave 3 (15 Min.)
Spd 1-n
Sound Wave N (15 Min.)
Spd 1-n
+
Amplitude/ Special Effects

Fig. 7A

Fig. 8


800
Images/Video– Sensory Component 5 (Visual) file creation logic
801
Sensory Comp. Creation Logic
Images/Video Sub-Components:
802
1. Images
804
2. Video & Length
806
3. Brightness/ Special Effects
Select & Combine Sub-Components
310
Sensory Comp. 5 File (Images/Video)
To Step Creation Logic (14)
17
20
Client Data/ Other Inf. Data
30
Results/Outcomes Data
Treatment Adj. & R/O Logic
18
Calculate Comb. Factors

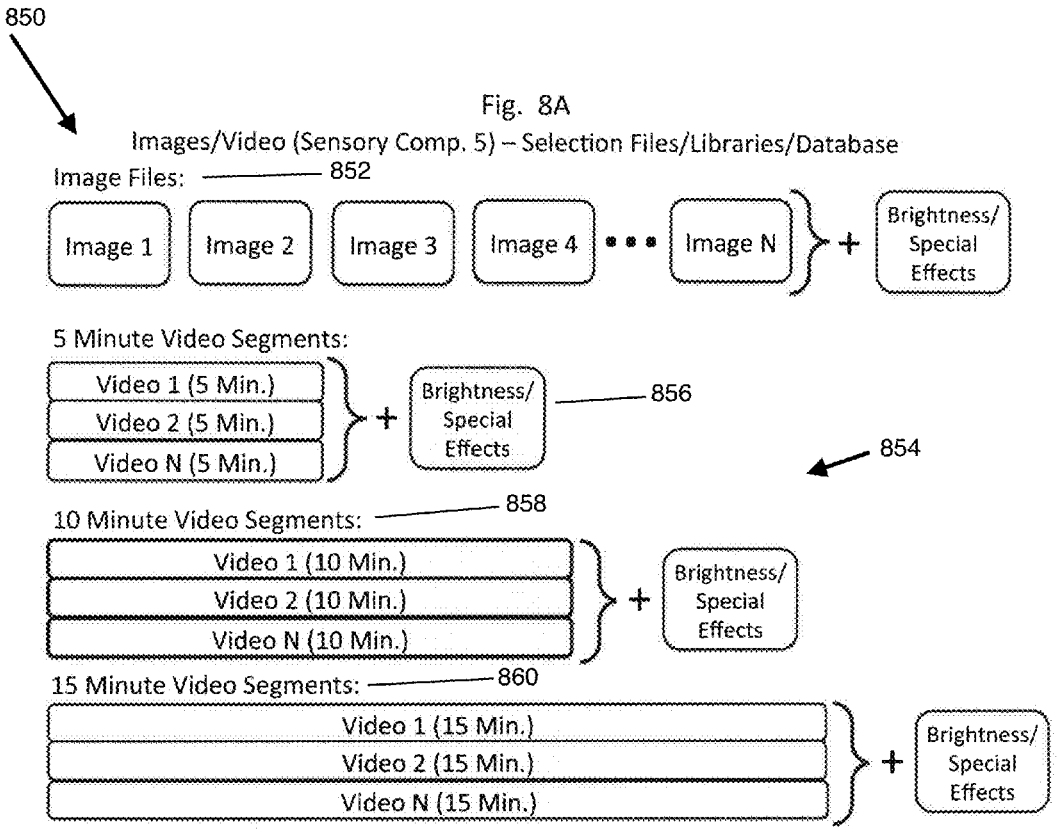

850
Images/Video (Sensory Comp. 5) – Selection Files/Libraries/Database
Image Files:
852
Image 1
Image 2
Image 3
Image 4
Image N
Brightness/ Special Effects
5 Minute Video Segments:
Video 1 (5 Min.)
Video 2 (5 Min.)
Video N (5 Min.)
Brightness/ Special Effects
856
854
10 Minute Video Segments:
858
Video 1 (10 Min.)
Video 2 (10 Min.)
Video N (10 Min.)
Brightness/ Special Effects
15 Minute Video Segments:
860
Video 1 (15 Min.)
Video 2 (15 Min.)
Video N (15 Min.)
Brightness/ Special Effects

Fig. 8A

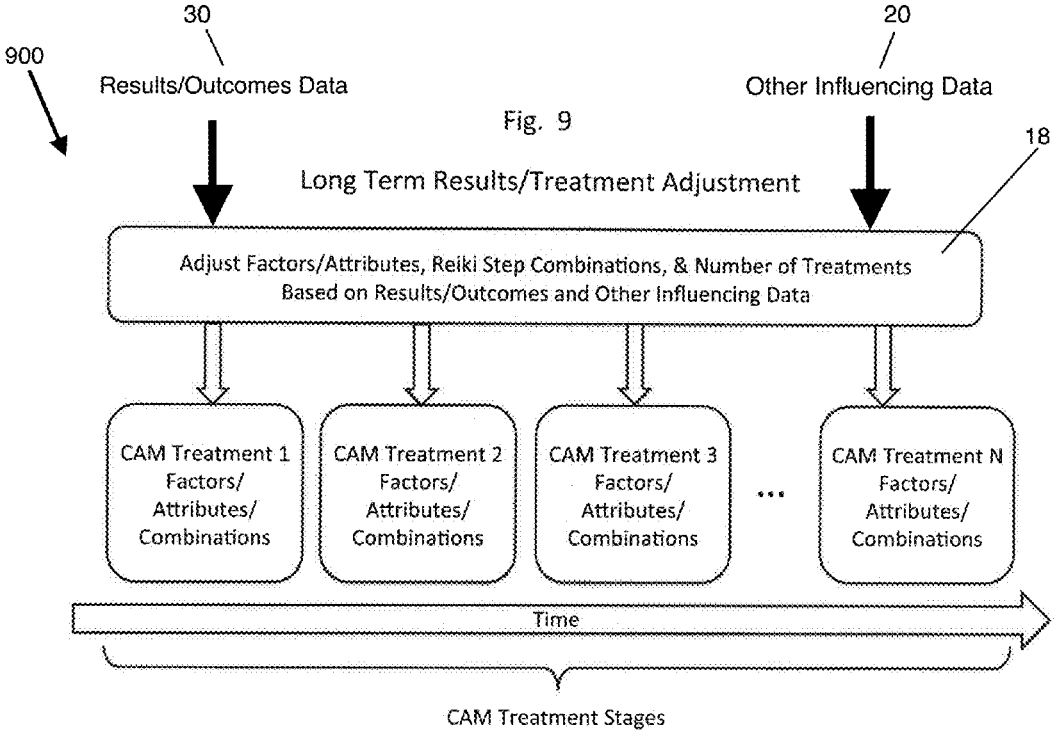

900
30
Results/Outcomes Data
20
Other Influencing Data
Long Term Results/Treatment Adjustment
18
Adjust Factors/Attributes, Reiki Step Combinations, & Number of Treatments Based on Results/Outcomes and Other Influencing Data
CAM Treatment 1 Factors/ Attributes/ Combinations
CAM Treatment 2 Factors/ Attributes/ Combinations
CAM Treatment 3 Factors/ Attributes/ Combinations
...
CAM Treatment N Factors/ Attributes/ Combinations
Time
CAM Treatment Stages

Fig. 9

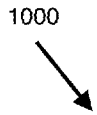


Fig. 10A

Top Level Layout (with single time segment)

Reiki Step 1 Layout	
Sensory Components	Selections
Script/Words	SCRIPT/WORDS
Music/Tones	MUSIC
Beats/Syncopation	BEATS
Sound Waves	SOUND WAVES
Images/Video	VIDEO

Reiki Step 2 Layout	
Sensory Components	Selections
Script/Words	SCRIPT/WORDS
Music/Tones	MUSIC
Beats/Syncopation	(none)
Sound Waves	(none)
Images/Video	VIDEO

Reiki Step 3 Layout	
Sensory Components	Selections
Script/Words	SCRIPT/WORDS
Music/Tones	MUSIC
Beats/Syncopation	(none)
Sound Waves	(none)
Images/Video	IMAGES

Reiki Step 4 Layout	
Sensory Components	Selections
Script/Words	SCRIPT/WORDS
Music/Tones	(none)
Beats/Syncopation	(none)
Sound Waves	(none)
Images/Video	VIDEO

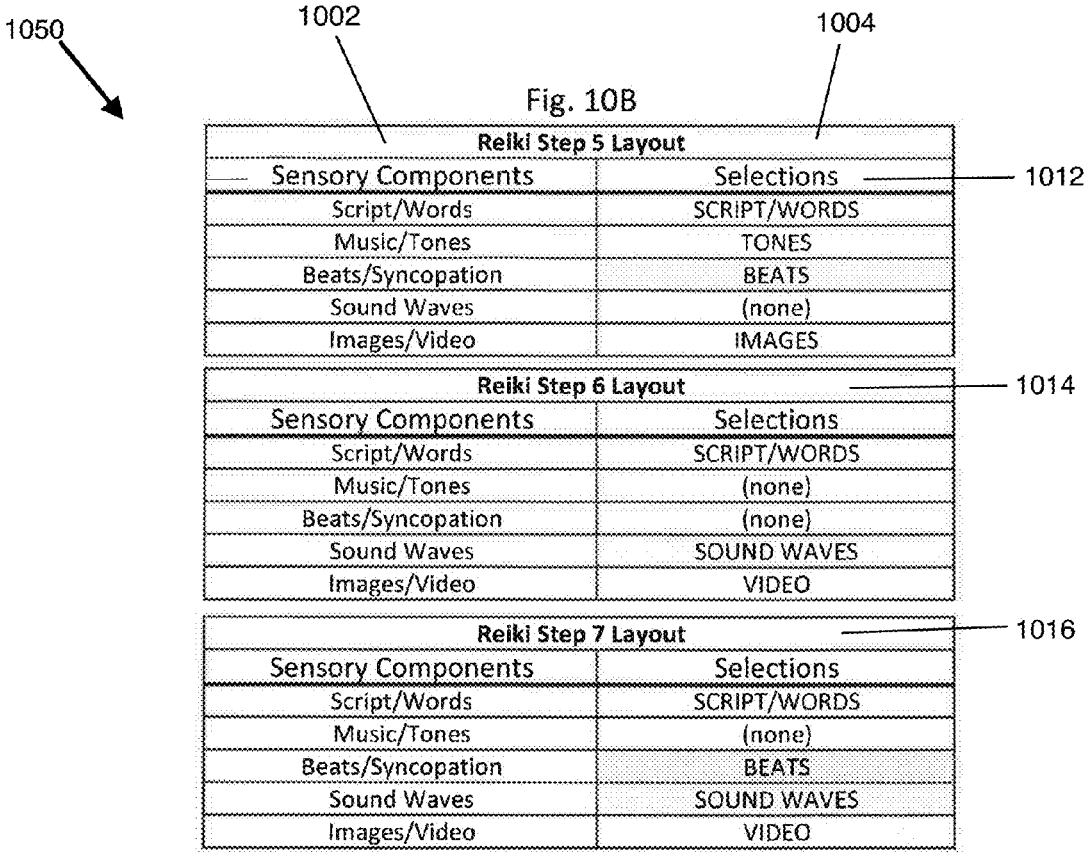

1050
1002
1004
Reiki Step 5 Layout
Sensory Components
Selections
1012
Script/Words
SCRIPT/WORDS
Music/Tones
TONES
Beats/Syncopation
BEATS
Sound Waves
(none)
Images/Video
IMAGES
Reiki Step 6 Layout
1014
Sensory Components
Selections
Script/Words
SCRIPT/WORDS
Music/Tones
(none)
Beats/Syncopation
(none)
Sound Waves
SOUND WAVES
Images/Video
VIDEO
Reiki Step 7 Layout
1016
Sensory Components
Selections
Script/Words
SCRIPT/WORDS
Music/Tones
(none)
Beats/Syncopation
BEATS
Sound Waves
SOUND WAVES
Images/Video
VIDEO

Fig. 10B

1080

Fig. 10C

Step 1 Layout Detail (with single time segment)

Components / Sub-Components	Factors/Attributes Selection (for a given patient/client data)
Script/Words ——— 302	
Script Text (specific words) & Length (# Words)	Script 1, 250 Words (code S1250)
Language (English, Spanish, French, Russian, other)	English
Voice Type (Male/Female/Child)	Male
Narrator/Linguistic Style/Accent (UK, Australia, Asian, Indian, Spanish/Latino, Southern US, Central US, North US, other)	UK
Speed (1-10) 1= slowest; 10 = fastest; 5 = average	5
Volume (0-10) 0=No Sound	5
Special Effects (reverb/echo, tremelo/wavering, other)	Echo
Music/Tones ——— 304	
Musical Score/Segment & Length	Score 3, 750 Notes (code M3750)
Musical Key (A, B, C, D, E, F, G; sharp, flat)	A sharp
Instrument/Tone Type (string (e.g., guitar, violin, viola, harp, piano, other), wind (e.g., saxophone, flute, clarinet, trumpet, tuba, other), percussion (e.g., timpani, bongos, chimes, marimba, crystal glass, ceramic, steel drum, drumb, other), combination)	Ceramic crystal
Voice Type (Male, Female, Child; alto, soprano, tenor, base, other, none)	None
Speed (1-10) 1= slowest; 10 = fastest; 5 = average	5
Volume (0-10) 0=No Sound	4
Special Effects (reverb/echo, tremelo/wavering, other)	None
Beats/ Syncopation ——— 306	
Beats Segment & Length	Beat 1, 5 Min (code B15)
Beats Key (A, B, C, D, E, F, G; sharp, flat)	C
Instrument/Tone Type (see Music/Tones)	Marimba
Voice Type (see Music/Tones)	None
Speed (1-10) 1= slowest; 10 = fastest; 5 = average	5
Volume (0-10) 0=No Sound	5
Special Effects (reverb/echo, tremelo/wavering, other)	None
Sound Waves ——— 308	
Sound Waves Segment & Length	SoundWave 1, 10 Min. (code SW110)
Amplitude (0-10) 0=No Amplitude	5
Special Effects	None
Images/Video ——— 310	
Images (select one or more or none)	None
Video & Length	Video 1, 10 min. (code V110)
Brightness (1-10; 0= darkness, 10=brightest, 5= average)	7
Special Effects Images (optical filter, zoom, stack/arrange multiple images, other)	None
Special Effects Video (HD, 3D, UHD, Slow motion, Fast motion, Regular motion, optical filter, other)	HD, Regular Motion

1100

Fig. 11A

Top Level Layout (with four time segments)

Reiki Step 1 Layout				
Components	Segment 1	Segment 2	Segment 3	Segment 4
Script/Words	SCRIPT/WORDS 1		SCRIPT/WORDS 2	SCRIPT/WORDS 3
Music/Tones	MUSIC/TONES 1	MUSIC/TONES 2		MUSIC/TONES 3
Beats/Syncopation	BEATS/SYNC			
Sound Waves	SOUNDWAVE 1		SOUNDWAVE 2	SOUNDWAVE 3
Images/Video	IMAGES 1	IMAGES 2	VIDEO 1	VIDEO 2

Reiki Step 2 Layout				
Components	Segment 1	Segment 2	Segment 3	Segment 4
Script/Words	SCRIPT/WORDS 1	SCRIPT/WORDS 2	SCRIPT/WORDS 3	
Music/Tones	MUSIC/TONES 1	MUSIC/TONES 2	MUSIC/TONES 3	
Beats/Syncopation				
Sound Waves	SOUNDWAVE 1			SOUNDWAVE 2
Images/Video	IMAGES 1	VIDEO 1	VIDEO 2	IMAGES 2

Reiki Step 3 Layout				
Components	Segment 1	Segment 2	Segment 3	Segment 4
Script/Words	SCRIPT/WORDS 1		SCRIPT/WORDS 2	SCRIPT/WORDS 3
Music/Tones	MUSIC/TONES 1	MUSIC/TONES 2	MUSIC/TONES 3	MUSIC/TONES 4
Beats/Syncopation				
Sound Waves		SOUNDWAVE 1	SOUNDWAVE 2	
Images/Video	IMAGES 1	IMAGES 2	VIDEO 1	VIDEO 2

Reiki Step 4 Layout				
Components	Segment 1	Segment 2	Segment 3	Segment 4
Script/Words	SCRIPT/WORDS 1		SCRIPT/WORDS 2	SCRIPT/WORDS 3
Music/Tones		MUSIC/TONES 1	MUSIC/TONES 2	
Beats/Syncopation				BEATS/SYNC
Sound Waves		SOUNDWAVE 1	SOUNDWAVE 2	
Images/Video	IMAGES 1	IMAGES 2	VIDEO 1	VIDEO 2

1150

Fig. 11B

Reiki Step 5 Layout				
Components	Segment 1	Segment 2	Segment 3	Segment 4
Script/Words	SCRIPT/WORDS 1	SCRIPT/WORDS 2		SCRIPT/WORDS 3
Music/Tones	MUSIC/TONES 1	MUSIC/TONES 2	MUSIC/TONES 3	
Beats/Syncopation	BEATS/SYNC			
Sound Waves		SOUNDWAVE 1	SOUNDWAVE 2	
Images/Video	IMAGES 1	IMAGES 2	VIDEO 1	VIDEO 2

Reiki Step 6 Layout				
Components	Segment 1	Segment 2	Segment 3	Segment 4
Script/Words	SCRIPT/WORDS 1	SCRIPT/WORDS 2	SCRIPT/WORDS 3	SCRIPT/WORDS 4
Music/Tones		MUSIC/TONES 1	MUSIC/TONES 2	MUSIC/TONES 3
Beats/Syncopation				
Sound Waves			SOUNDWAVE 1	SOUNDWAVE 2
Images/Video	VIDEO 1	VIDEO 2	VIDEO 3	VIDEO 4

Reiki Step 7 Layout				
Components	Segment 1	Segment 2	Segment 3	Segment 4
Script/Words	SCRIPT/WORDS 1	SCRIPT/WORDS 2		SCRIPT/WORDS 3
Music/Tones			MUSIC/TONES 1	MUSIC/TONES 2
Beats/Syncopation				BEATS/SYNC
Sound Waves			SOUNDWAVE 1	
Images/Video	IMAGES 1	VIDEO 1	VIDEO 2	VIDEO 3

1170

Fig. 11C

Step 1 Layout Detail- Sub-Components Factors/Attributes (with four time segments)

	Factors/Attributes Selection (for a given patient/client data set)			
Component / Sub-Components	**Segment 1**	**Segment 2**	**Segment 3**	**Segment 4**
Script/Words				
Script Text (specific words) & Length (# Words)	Script 1, 250 Words (code S1250)	None	Script 2, 750 Words (code S2750)	Script 2, 500 Words (code S2500)
Language (English, Spanish, French, Russian, other)	English	None	English	English
Voice Type (Male/Female/Child)	Male	None	Female	Female
Narrator/Linguistic Style/Accent (UK, Australia, Asian, Indian, Spanish/Latino, Southern US, Central US, North US, other)	UK	None	Central US	Southern US
Speed (1-10) 1= slowest; 10 = fastest; 5 = average	5	None	3	5
Volume (0-10) 0=No Sound	5	None	6	3
Special Effects (reverb/echo, tremelo/wavering, other)	Echo	None	None	Echo
Music/Tones				
Musical Score/Segment & Length	Score 2, 250 Notes (code M2250)	Score 3, 750 Notes (code M3750)	None	Score 1, 500 Notes (code M1500)
Musical Key (A, B, C, D, E, F, G; sharp, flat)	G	A sharp	None	B flat
Instrument/Tone Type (string (e.g., guitar, violin, viola, harp, piano, other), wind (e.g., saxophone, flute, clarinet, trumpet, tuba, other), percussion (e.g., timpani, bongos, chimes, marimba, crystal glass, ceramic, steel drum, drumb, other), combination)	Flute	Ceramic crystal	None	Harp
Voice Type (Male, Female, Child; alto, soprano, tenor, base, other, none)	None	None	None	Female, alto
Speed (1-10) 1= slowest; 10 = fastest; 5 = average	5	5	None	3
Volume (0-10) 0=No Sound	4	4	None	5
Special Effects (reverb/echo, tremelo/wavering, other)	None	None	None	None

1180

Fig. 11D

Step 1 Layout Detail- Sub-Components Factors/Attributes (with four time segments)

	Factors/Attributes Selection (for a given patient/client data set)			
Sub-Components	**Segment 1**	**Segment 2**	**Segment 3**	**Segment 4**
Beats/ Syncopation				
Beats Segment & Length	Beat 1, 10 Min. (code B110)	None	None	None
Beats Key (A, B, C, D, E, F, G; sharp, flat)	C	None	None	None
Instrument/Tone Type (string (e.g., guitar, violin, viola, harp, piano, other), wind (e.g., saxophone, flute, clarinet, trumpet, tuba, other), percussion (e.g., timpani, bongos, chimes, marimba, crystal glass, ceramic, steel drum, drumb, other), combination)	Marimba	None	None	None
Voice Type (Male, Female, Child; alto, soprano, tenor, base, other, none)	None	None	None	None
Speed (1-10) 1= slowest; 10 = fastest; 5 = average	5	None	None	None
Volume (0-10) 0=No Sound	5	None	None	None
Special Effects (reverb/echo, tremelo/wavering, other)	None	None	None	None
Sound Waves				
Sound Waves Segment & Length	SoundWave 1, 5 min. (code SW15)	None	SoundWave 3, 10 min. (code SW310)	SoundWave 2, 10 min. (code SW210)
Amplitude (0-10) 0=No Amplitude	4	None	6	4
Special Effects	None	None	None	None
Images/Video				
Images (select one or more or none)	4 Images	5 Images	None	None
Video & Length	None	None	Video 1, 10 min. (code V110)	Video 1, 5 min. (code V15)
Brightness (1-10; 0= darkness, 10=brightest, 5= average)	4	5	6	4
Special Effects Images (optical filter, zoom, stack/arrange multiple images, other)	1 sec. fade between images; Misty filter first 3 images	1 sec. fade between images; Misty filter first 3 images	None	None
Special Effects Video (HD, 3D, UHD, Slow motion, Fast motion, Regular motion, optical filter, other)	None	None	HD, Regular Motion	HD, Slow Motion

1200

Fig. 12
Patient/Client/User Data

"Hard" Facts:
Gender; Height; Weight
Date of Birth (DOB)/Age
Nationality/Country of Origin/Citizenship
Culture/Ethnicity
DNA Map/Markers (Y/N), if yes, provide link to map/markers (e.g., 23&Me)
Education Level/ I.Q. ; Profession
CAM treatment history (1st time?); If not first time, Positive prior response? (Y/N)

"Soft" Facts:
Suggestibility (Emotional, Physical, Intellectual) or Hypnotic Susceptibility
Teachability (Teachability index); Irritability ; Patience
Personality Traits (e.g., "Big 5" - openness to experience, conscientiousness, extraversion, agreeableness, neuroticism)
Personality Type (or Psychological Type) (e.g., Myers-Briggs type indicator (MBTI), 16 personality types - Extroversion/Introversion, Sensing/Intuition, Thinking/Feeling, Judging/Perceiving)

Medical Condition
Disease/Illness/Morbidity
Disorder/Habit/***Addiction*** (e.g., weight loss, drug/alcohol abuse, tobacco/smoking cessation, etc.)
Psychiatric condition/Personality disorder (anxiety disorders, depression, bipoloar disorder, schizophrenia)
Pain Type (Chronic, Acute), Location (body parts) & Severity (scale); (Pain Validation? Y/N)
Emotional state/situation (e.g., relationship issue – breakup, fight; test anxiety; death of family/friend; etc.)
First Time or Recurrence of condition?

Current Traditional Medical Treatment:
Chemo (type, duration, plan, stage, start/stop date)
Radiation (type, duration, plan, stage, start/stop date)
Surgeries (type, stage of recovery)
Other/Experimental (type, duration, plan, stage, start/stop date)

Current CAM Medical Treatment:
CAM Type, Treatment plan, Stage of Treatment, Start/stop date

Environment:
Date & Time of day
Geographic location (address, latitude/longitude)

Requirements/Desired Outcome(s)
Time Constraints (e.g., only have 20 min for treatment)
Reduce Pain
Heal/Improve Disease State
Correct/Improve Disorder

Other Influencers
Social Media - Trending results data- Facebook, Twitter and the like
Crowd sourcing
Territory (local, country, world)
Response/Outcomes of similar patients/clients to similar CAM treatment

1300

Fig. 13

Data to Components Top Level Factors/Attributes Map

	Sensory Components Factors Map for Reiki Step 1					Sensory Components Factors Map for Reiki Step 2					Other Reiki Steps 3-7...
Patient/Client Data	Script/ Words	Music/ Tones	Beats/ Sync	Sound Waves	Image/ Video	Script/ Words	Music/ Tones	Beats/ Sync	Sound Waves	Image/ Video	...
"Hard" Facts											
Gender: Male	x	x		x	x		x		x	x	
Gender: Female	x		x	x		x		x	x		
Age range 1 (under 25 yrs)	x	x					x				
Age range 2 (26-50 yrs)			x	x	x	x		x	x	x	
Age range 3 (50-75 yrs)			x		x	x					
Age range 4 (over 75 yrs)	x	x			x		x			x	
Height range 1 (under 5 ft)	x	x		x			x	x	x		
Height range 2 (over 5 ft)	x	x	x	x			x		x		
Weight range 1 (under 150 lbs)			x		x	x		x		x	
Weight range 2 (150-250 lbs)			x	x	x	x			x		
Weight range 3 (over 250 lbs)	x	x			x		x			x	
Citizenship/Born in: US	x	x	x	x		x	x	x	x		
Citizenship/Born in: Mexico	x	x				x	x			x	
Citizenship/Born in: Europe	x		x	x				x	x		
Culture/Ethnicity: African Amer.			x	x	x			x	x	x	
Culture/Ethnicity: European	x			x	x	x	x		x	x	
Culture/Ethnicity: Latino	x	x			x	x				x	
... Other Hard Facts ...											
"Soft" Facts											
Suggestability Low	x	x		x		x	x		x		
Suggestability High	x		x	x		x		x	x		
Personality Trait 1			x	x	x			x	x	x	
Personality Trait 2		x			x	x	x			x	
Peraonality Type 1 (MBTI 3)	x		x	x		x			x	x	
Peraonality Type 2 (MBTI 5)	x	x			x	x				x	
... Other Soft Facts...											
Medical Condition											
Disease 1: Breast Cancer	x	x		x		x	x		x		
Disease 2: Lymphoma	x		x	x				x	x		
Disease 3: Lung Cancer		x		x	x			x	x	x	
Disorder 1: Weight Loss/Obesity	x		x								
Disorder 2: Smoking Cessation		x			x	x		x		x	
Pain Type/Loc/Sev: Chronic/Back/8	x	x	x		x	x		x		x	
... Other Medical Conditions ...											
Current Medical Treatment											
Chemo treatment plan 1	x	x		x		x	x		x		
Chemo treatment plan 2	x		x	x				x	x		
Radiation treatment plan 1		x	x	x	x	x			x	x	
... Other Medical Conditions ...											
... Other Patient/Client Data ...											

1350

Fig. 13A

Data to Detailed Factors/Attributes Map (For Sensory Component 1)

	Sensory Component 1 (Script/Words) for Reiki Step 1						
Patient/Client Data	Script (Code)	Lang.	Voice Type	Nar. Style	Speed	Vol.	Specl. Effect
"Hard" Facts							
Gender: Male	S1250	Eng	M	UK	5	5	Echo
Gender: Female	S3500	Eng	F	S.US	4	6	None
Age range 1 (under 25 yrs)	S2250	Eng	F	Aust.	6	3	Echo
Age range 2 (26-50 yrs)	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Age range 3 (50-75 yrs)	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Age range 4 (over 75 yrs)	S1250	Eng	M	UK	5	5	Echo
Height range 1 (under 5 ft)	S3500	Eng	F	S.US	4	6	None
Height range 2 (over 5 ft)	S2250	Eng	F	Aust.	6	3	None
Weight range 1 (under 150 lbs)	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Weight range 2 (150-250 lbs)	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Weight range 3 (over 250 lbs)	S3500	Eng	F	S.US	4	6	None
Citizenship/Born in: US	S2250	Eng	F	Aust.	6	3	None
Citizenship/Born in: Mexico	S4250	Eng	M	Lat.	4	5	Trem
Citizenship/Born in: Europe	S2750	Eng	M	UK	4	5	Echo
Culture/Ethnicity: African Amer.	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Culture/Ethnicity: European	S3500	Eng	F	S.US	4	6	None
Culture/Ethnicity: Latino	S2250	Eng	F	Lat.	6	3	Echo
... Other Hard Facts ...							
"Soft" Facts							
Suggestability Low	S2250	Eng	F	Aust.	6	3	None
Suggestability High	S4250	Eng	M	UK	4	5	Trem
Personality Trait 1	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Personality Trait 2	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Peraonality Type 1 (MBTI 3)	S2750	Eng	M	UK	4	5	Trem
Peraonality Type 2 (MBTI 5)	S1250	Eng	M	UK	5	5	Echo
... Other Soft Facts...							
Medical Condition							
Disease 1: Breast Cancer	S3500	Eng	F	S.US	4	6	Echo
Disease 2: Lymphoma	S2250	Eng	F	Aust.	6	3	None
Disease 3: Lung Cancer	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Disorder 1: Weight Loss/Obesity	S2750	Eng	M	UK	4	5	Echo
Disorder 2: Smoking Cessation	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Pain Type/Loc/Sev: Chronic/Back/8	S2250	Eng	F	Aust.	6	3	Echo
... Other Medical Conditions ...							
Current Medical Treatment							
Chemo treatment plan 1	S2750	Eng	M	UK	4	5	Echo
Chemo treatment plan 2	S3500	Eng	F	S.US	4	6	None
Radiation treatment plan 1	n/a	n/a	n/a	n/a	n/a	n/a	n/a
... Other Medical Conditions ...							
... Other Patient/Client Data ...							

1380

Fig. 13B

Data to Detailed Factors/Attributes Map (For Sensory Component 2)

	Sensory Component 2 (Music/Tones) for Reiki Step 1						
Patient/Client Data	Score (Code)	Music Key	Instr/Tn Type	Voice Type	Speed	Vol.	Specl. Effect
"Hard" Facts							
Gender: Male	M3750	A shp	Ceram	None	5	4	None
Gender: Female	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Age range 1 (under 25 yrs)	M1250	G	Flute	None	4	6	Echo
Age range 2 (26-50 yrs)	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Age range 3 (50-75 yrs)	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Age range 4 (over 75 yrs)	M2750	C	Guitar	None	3	7	None
Height range 1 (under 5 ft)	M1500	A	Ceram	None	5	4	Echo
Height range 2 (over 5 ft)	M3250	G	None	F	5	5	None
Weight range 1 (under 150 lbs)	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Weight range 2 (150-250 lbs)	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Weight range 3 (over 250 lbs)	M3250	A	Harp	None	4	4	Trem
Citizenship/Born in: US	M2250	A	Ceram	None	7	5	None
Citizenship/Born in: Mexico	M2750	B flat	Piano	None	5	6	None
Citizenship/Born in: Europe	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Culture/Ethnicity: African Amer.	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Culture/Ethnicity: European	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Culture/Ethnicity: Latino	M1500	C	None	M	4	4	Echo
... Other Hard Facts ...							
"Soft" Facts							
Suggestability Low	M2250	A	Ceram	None	5	4	Echo
Suggestability High	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Personality Trait 1	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Personality Trait 2	M3750	G	None	F	5	4	None
Peraonality Type 1 (MBTI 3)	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Peraonality Type 2 (MBTI 5)	M3500	C	Harp	None	5	4	Echo
... Other Soft Facts...							
Medical Condition							
Disease 1: Breast Cancer	M3750	B	Viola	None	5	6	Echo
Disease 2: Lymphoma	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Disease 3: Lung Cancer	M2500	C	Ceram	None	6	4	None
Disorder 1: Weight Loss/Obesity	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Disorder 2: Smoking Cessation	M1250	D	Glass	None	6	7	Echo
Pain Type/Loc/Sev: Chronic/Back/8	M3750	A shp	Sax	None	5	3	None
... Other Medical Conditions ...							
Current Medical Treatment							
Chemo treatment plan 1	M2250	A	Ceram	None	5	4	None
Chemo treatment plan 2	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Radiation treatment plan 1	M3750	A shp	Timp	None	5	8	None
... Other Medical Conditions ...							
... Other Patient/Client Data ...							

Fig. 14

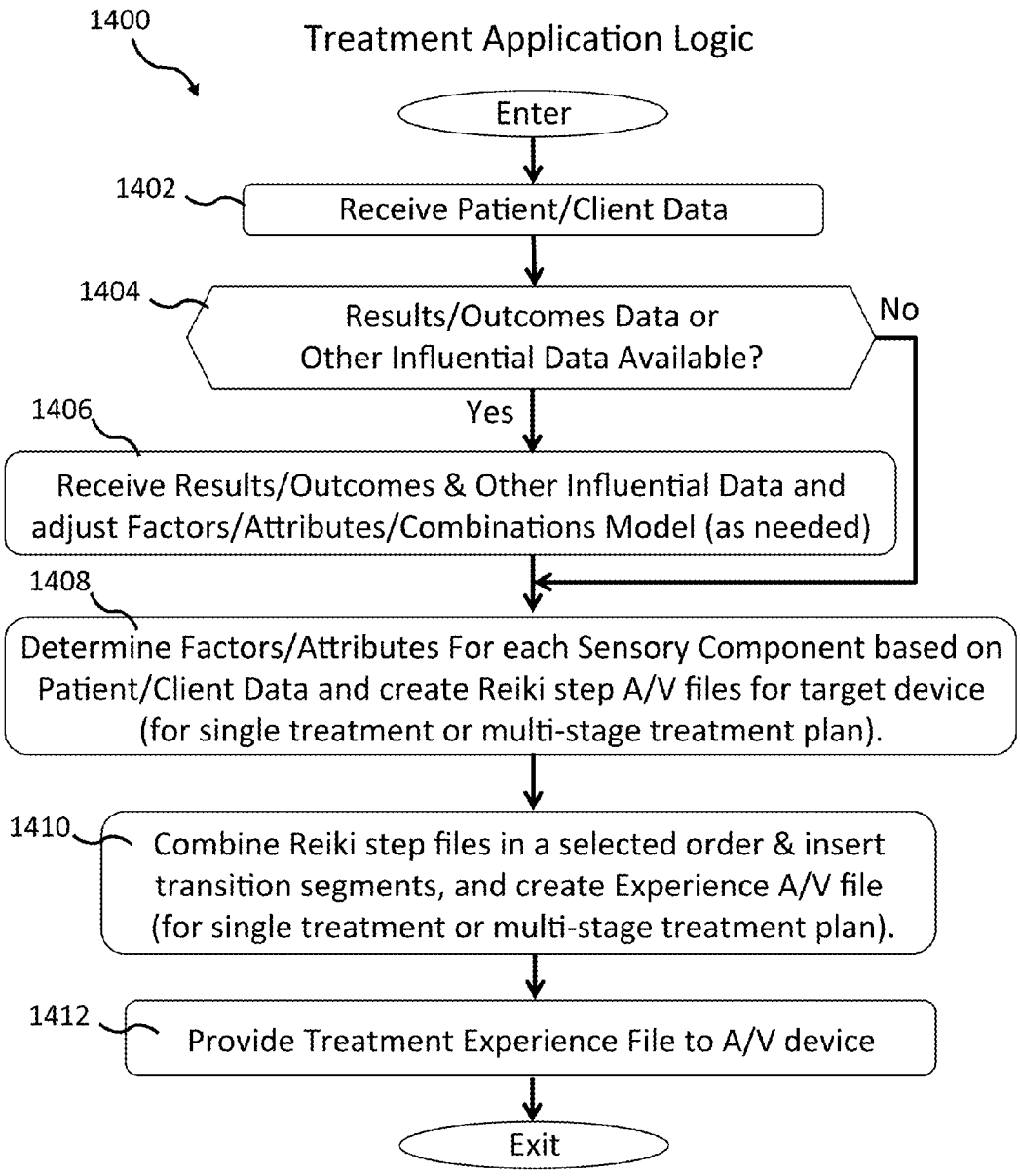

1400
Treatment Application Logic
Enter
1402
Receive Patient/Client Data
1404
Results/Outcomes Data or Other Influential Data Available?
No
Yes
1406
Receive Results/Outcomes & Other Influential Data and adjust Factors/Attributes/Combinations Model (as needed)
1408
Determine Factors/Attributes For each Sensory Component based on Patient/Client Data and create Reiki step A/V files for target device (for single treatment or multi-stage treatment plan).
1410
Combine Reiki step files in a selected order & insert transition segments, and create Experience A/V file (for single treatment or multi-stage treatment plan).
1412
Provide Treatment Experience File to A/V device
Exit

Fig. 15

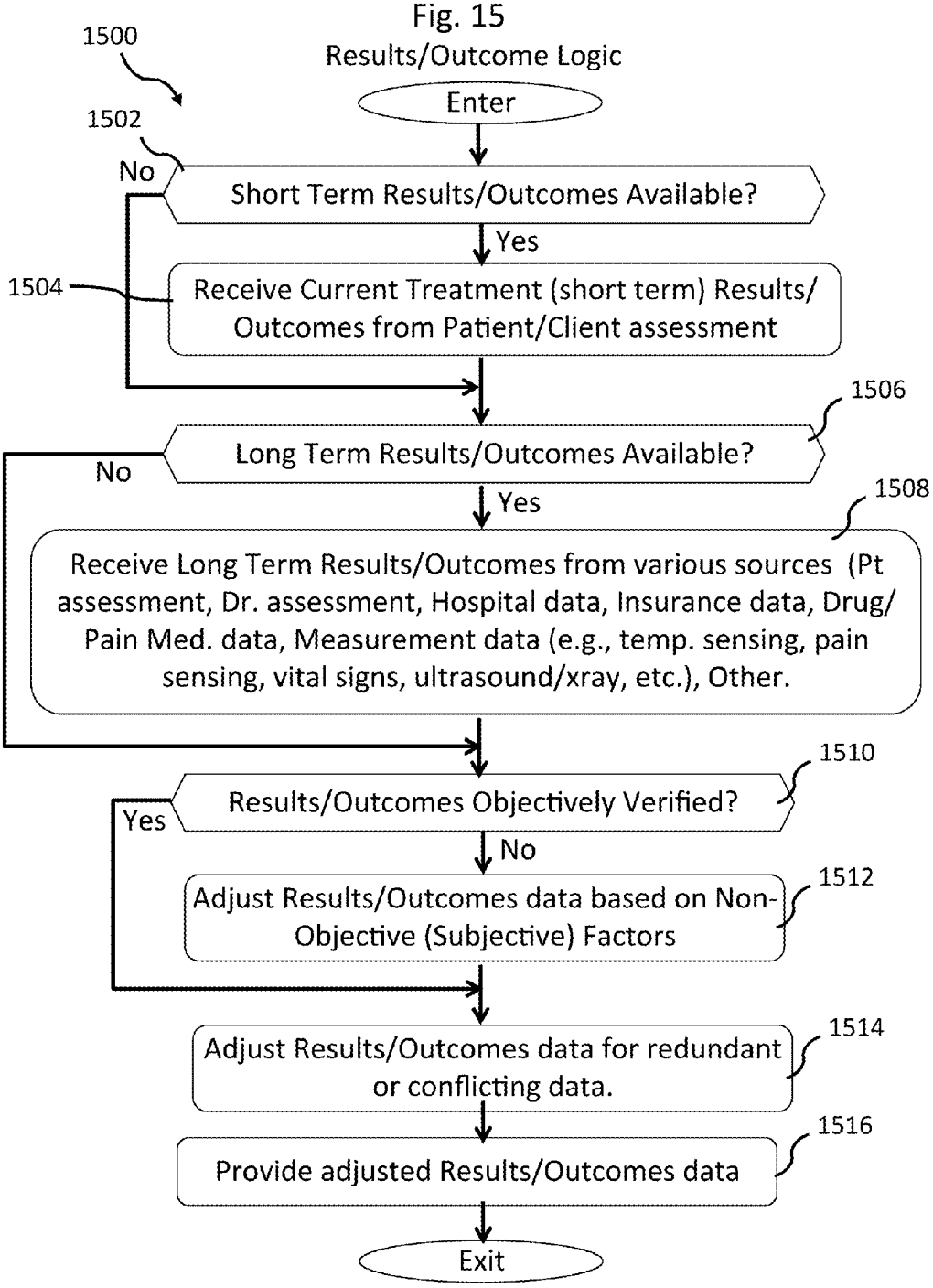
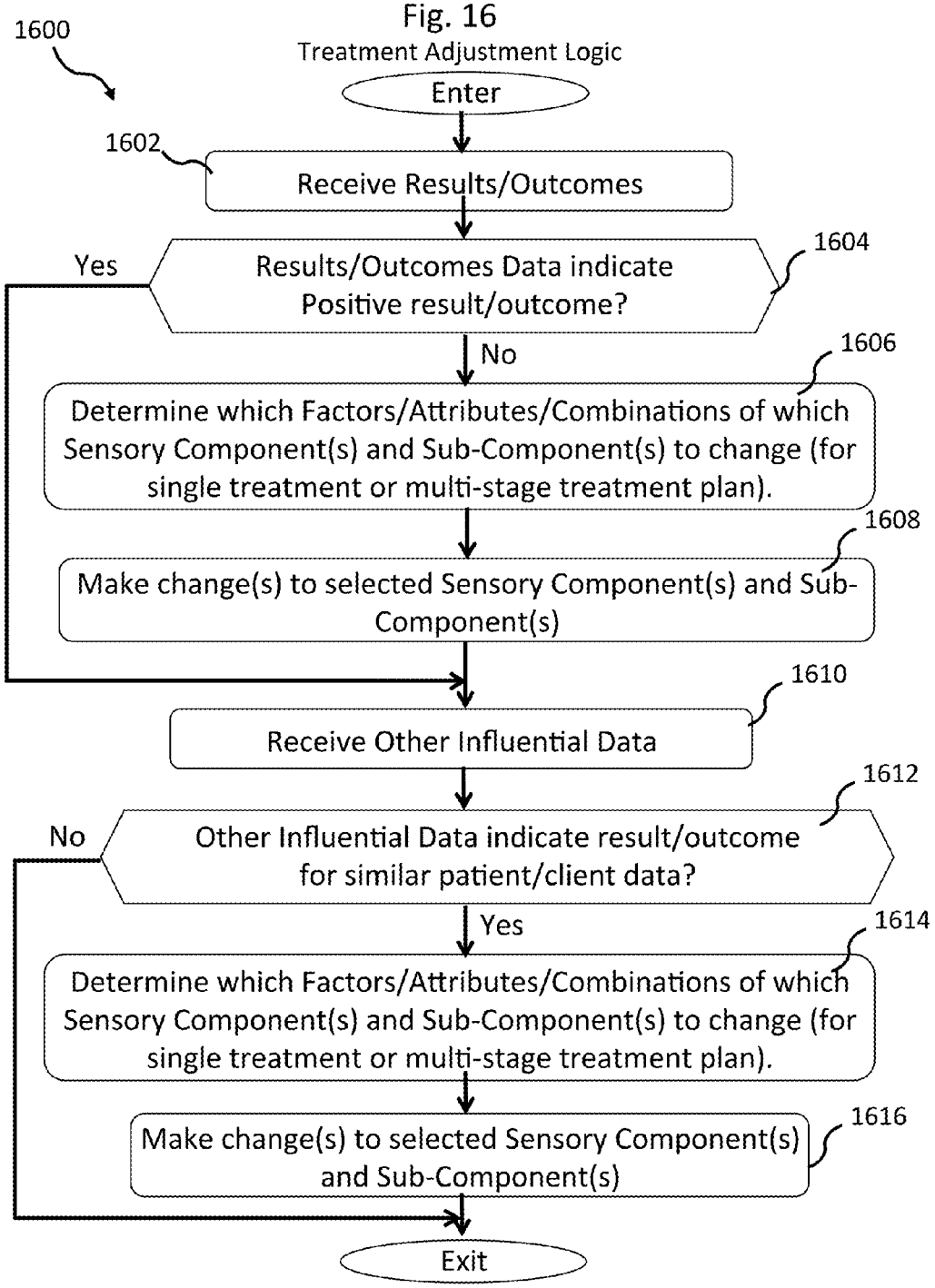

1500
Results/Outcome Logic
Enter
1502
No
Short Term Results/Outcomes Available?
Yes
1504
Receive Current Treatment (short term) Results/ Outcomes from Patient/Client assessment
1506
Long Term Results/Outcomes Available?
No
Yes
1508
Receive Long Term Results/Outcomes from various sources (Pt assessment, Dr. assessment, Hospital data, Insurance data, Drug/ Pain Med. data, Measurement data (e.g., temp. sensing, pain sensing, vital signs, ultrasound/xray, etc.), Other.
1510
Results/Outcomes Objectively Verified?
Yes
No
1512
Adjust Results/Outcomes data based on Non-Objective (Subjective) Factors
1514
Adjust Results/Outcomes data for redundant or conflicting data.
1516
Provide adjusted Results/Outcomes data
Exit

Fig. 16


1600
Treatment Adjustment Logic
Enter
1602
Receive Results/Outcomes
Yes
Results/Outcomes Data indicate Positive result/outcome?
1604
No
1606
Determine which Factors/Attributes/Combinations of which Sensory Component(s) and Sub-Component(s) to change (for single treatment or multi-stage treatment plan).
1608
Make change(s) to selected Sensory Component(s) and Sub-Component(s)
1610
Receive Other Influential Data
1612
No
Other Influential Data indicate result/outcome for similar patient/client data?
Yes
1614
Determine which Factors/Attributes/Combinations of which Sensory Component(s) and Sub-Component(s) to change (for single treatment or multi-stage treatment plan).
1616
Make change(s) to selected Sensory Component(s) and Sub-Component(s)
Exit

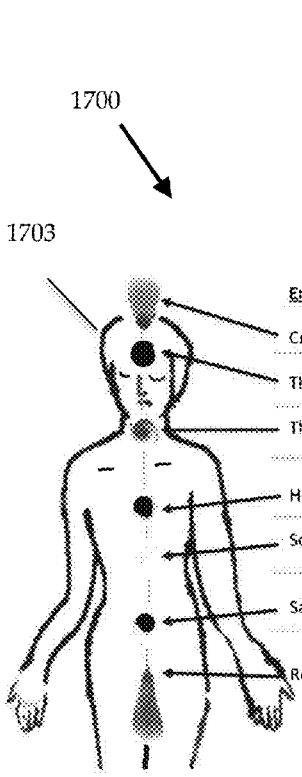


Fig. 17

Energy Center	Physical Ailment	Emotional Ailment
Crown (violet)	Pineal gland, upper brain and right eye	Ability to see things in their truest, purest form
Third Eye (indigo)	Pituitary gland, lower brain, left eye, ears, nose, all nerve tissues, headaches, insomnia	Intuition / Knowing
Throat (blue)	Thyroid gland, throat, respirations, vocal cords, and digestion and dental	Speaking your truth
Heart (green)	Thymus gland, heart, lower lungs, circulation, skin and hands	Relationship with self and others, compassion, empathy
Solar Plexus (gold)	Pancreas, liver, digestive tract, stomach, spleen, gall bladder, heartbeat and digestion	Personal power, velocity
Sacral (orange)	Prostate gland, reproductive system, spleen, and bladder	Sexual vitality
Root (crimson)	Adrenal glands, kidneys, spinal column, leg bones, feet, lower back	Sense of safety and security

1800

Fig. 18A

The Visual Experience
THE VIRTUAL REALITY EXPERIENCE OPENS WITH THE 10-SECOND SOUND TRADEMARK. (CLICK BELOW TRADEMARK ICON TO BEGIN SESSION/PROGRAM)

Opening Scene/Introduction
SOFT MUSIC BEGINS... (MUSIC/TONES COMPONENT) *SOUNDING GENTLE AND ALLURING.*

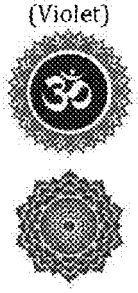
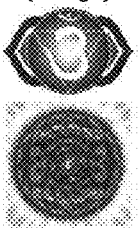
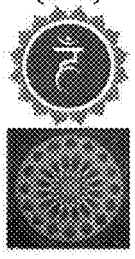
Images/Video:	**INTRODUCTION**
Light blue Mist, Mist fades to Silhouette Body Image (see below) with the seven Chakra colors that appear (at the body energy centers) for a moment, then disappear.	**Script/Words:** Welcome to the Solstice Reiki Express Experience. Find a quiet, serene place where you can relax and remain uninterrupted for 21 minutes. You may sit in a comfortable chair, on the floor or lay down. Be sure your arms and legs are uncrossed, resting gently. You may remove your shoes if you wish and place a blanket over your lap if you wish. Be sure any electronic devices around you are turned off completely. Now take a long deep breath in... Hold it.... And as you slowly release it, set your intention and simply say "I am ready to relax..."

IMAGE PROVIDES A VISUAL SENSE THAT THE USER IS FLOATING THROUGH THE AIR.

1810

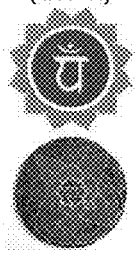
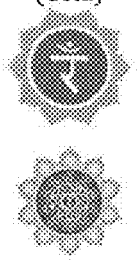
Fig. 18B

Images/Video & Script/Words for Seven (7) Reiki steps

Images/Video: (Violet) 	**Reiki Step 1 (1st Chakra)** **Script/Words:** Beginning at the top of your head, you see a deep violet sphere hovering just above your head. It begins as a small bud, but slowly blossoms. In the center of this flower is a beautiful symbol that represents your Crown Chakra. You begin to feel a relaxing sensation come over you, relaxing the top of your head. As white, universal healing light is infused into your Crown Chakra, you feel your connection to the Universe opening up, heightening your ability to see things in their truest, purest form. As the white healing light cleans, clears and balances your Crown Chakra, you have a new perspective on where you've been, the experiences you've had, and where you are today. You also have a greater sense of where you are on your journey, and what steps you are to take next for your soul to advance.
Images/Video: (Indigo) 	**Reiki Step 2 (2nd Chakra)** **Script/Words:** Moving to your forehead, you see a deep indigo sphere in the middle of your forehead. It begins as a small bud, but slowly opens and blossoms. In the center of this sphere is a beautiful symbol that represents your Third Eye Chakra. You begin to feel a relaxing sensation come over you, relaxing the your forehead and face. As white, universal healing light is infused into your Third Eye Chakra, you feel your intuitive ability opening up, heightening your ability to see, hear and know things that benefit your greatest good, and the greatest good of those who love you. As the white healing light cleans, clears and balances your Third Eye Chakra, any cloudiness in your judgment melts away. You feel a deeper connection to your Higher Self forming, your all-knowing Self that can guide you to make the best decisions for your joy and happiness.
Images/Video: (Blue) 	**Reiki Step 3 (3rd Chakra)** **Script/Words:** Moving to your throat, you see a beautiful blue sphere in the middle of your throat. It begins as a small bud, but slowly opens and blossoms. In the center of this sphere is a beautiful symbol that represents your Throat Chakra. You begin to feel a relaxing sensation come over you, relaxing your throat. As white, universal healing light is infused into your Throat Chakra, you feel your desire and ability to speak your truth opening up, heightening your ability say what is on your mind to your self and others without fear of rejection or hurt. As the white healing light cleans, clears and balances your Throat Eye Chakra, you feel relief knowing that whatever your truth is, you are infinitely supported by The Universe.

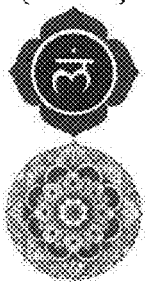
1820

Fig. 18C

Images/Video: (Green) 	**Reiki Step 4 (4th Chakra)** **Script/Words:** Moving to your heart, you see a beautiful green sphere hovering over your heart. It begins as a small bud, but slowly opens and blossoms. In the center of this sphere is a beautiful symbol that represents your Heart Chakra. You feel a relaxing sensation come over you, relaxing your heart and chest. As white, universal healing light is infused into your Heart Chakra, you become profoundly aware of your love of self. Your respect and honor for yourself grows, filling you with a sense of serenity. Your respect and honor for others in your life also grows. You feel the emotional and spiritual ties to yourself and all other beings strengthen. It is as if your heart beats in perfect synchronistic with all other hearts in the world. As the white healing light cleans, clears and balances your Heart Chakra, you feel at peace that you are not alone, and will never be because you are love, and are surrounded by love.
Images/Video: (Gold) 	**Reiki Step 5 (5th Chakra)** **Script/Words:** Moving to your solar plexus, you see a brilliant golden sphere on your stomach. It begins as a small bud, but slowly opens and blossoms. In the center of this sphere is a beautiful symbol that represents your Solar Plexus Chakra. You feel a relaxing sensation come over you, relaxing your stomach and lower back. As white, universal healing light is infused into your Solar Plexus Chakra, you feel a surge of personal power. You are infused with a strong knowing that you can achieve anything you set out to do. Regardless of the past, you see only victories in your future. If you dream it, say it and believe it, you can make whatever goals you set happen. As the white healing light cleans, clears and balances your Solar Plexus Chakra, you feel your mental, physical and emotional strength soar. You are an infinite powerful being, and you have now come into your own.
Images/Video: (Orange) 	**Reiki Step 6 (6th Chakra)** **Script/Words:** Moving to just below your navel, you see a beautiful orange sphere hovering over groin. It begins as a small bud, but slowly opens and blossoms. In the center of this sphere is a beautiful symbol that represents your Sacral Chakra. You feel a relaxing sensation come over you, relaxing your groin and buttocks. As white, universal healing light is infused into your Sacral Chakra, you feel vital life force run through you. Your sexuality and virility are strong and confident. You feel your sensuality at a cellular level. As the white healing light cleans, clears and balances your Sacral Chakra, you feel a deep energy, compassion and deep emotional stability.

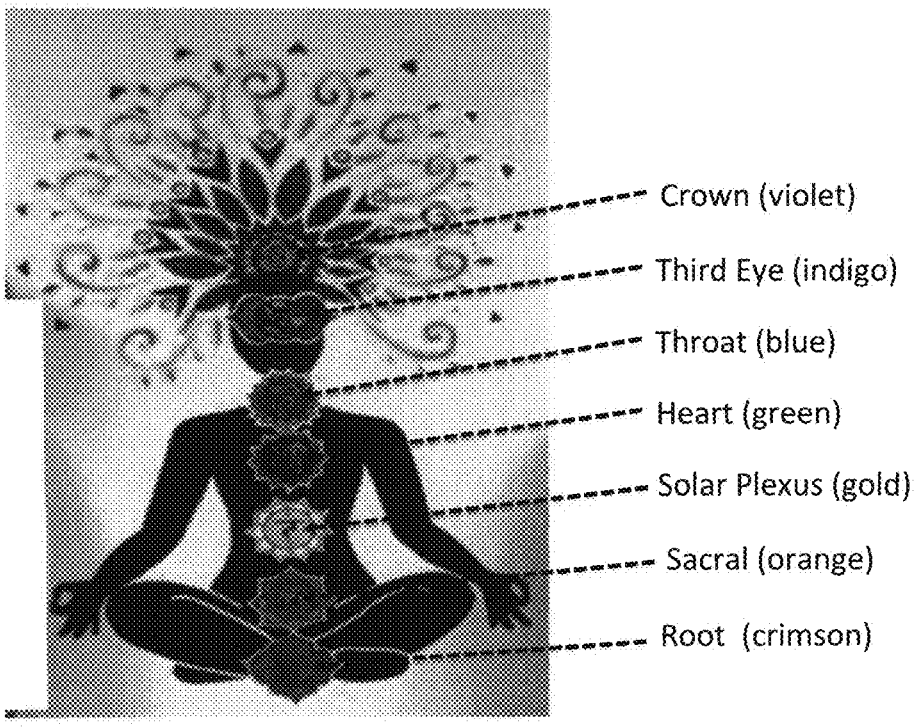
1830

Fig. 18D

Images/Video: (Crimson) 	**Reiki Step 6 (6th Chakra)** **Script/Words:** And now at the very base of your spine, you see a brilliant crimson sphere sitting at your base. It begins as a small bud, but slowly opens and blossoms. In the center of this sphere is a beautiful symbol that represents your Root Chakra. You feel a relaxing sensation come over you, your entire lower body. As white, universal healing light is infused into your Sacral Root, you feel grounded and tied to the earth. A deep sense of safety and security washes over you. You know on a soul level that you are protected from all harm, and supported by the ground beneath your feet at all times.
Images/Video: Light blue Mist, Mist fades to Silhouette Body Image (see below) with the seven Chakra colors, then entire image fades to white.	**OUTRO/ENDING** **Script/Words:** The mind-body connection is powerful and completely within your control. We all have the ability to self-heal and balance our own Chakras for mental, physical and emotional well-being. Give yourself a moment. When you are ready, you may arise. You are filled with self-love, joy and peace.

1900

Fig. 19


Crown (violet)
Third Eye (indigo)
Throat (blue)
Heart (green)
Solar Plexus (gold)
Sacral (orange)
Root (crimson)

SYSTEM AND METHOD FOR COMPUTER-CONTROLLED ADAPTABLE AUDIO-VISUAL THERAPEUTIC TREATMENT

CROSS REFERENCES TO RELATED APPLICATIONS

[0001] This application claims the benefit of U.S. Provisional Application No. 62/273,513, filed Dec. 31, 2015, the entire disclosure of which is incorporated herein by reference to the extent permitted by applicable law.

BACKGROUND

[0002] It is common practice to use Reiki, guided meditation, hypnosis, and/or other energy-based techniques to attempt to relax and/or heal the body. Such techniques are often referred to as "Complementary" and/or "Alternative" medicine, or "CAM" to differentiate it from "traditional" medicine practiced by licensed medical doctors, surgeons, nurses, and the like, in hospitals, medical offices, and other clinical settings. However, such techniques typically require a trained professional or practitioner to provide the service to the patient or client, which may limit access to such services for some people due to accessibility or cost of the service. Also, such techniques are often performed using a standard set of treatment steps for all patients, which can result in less-than-optimal or inconsistent outcomes or results for patients.

[0003] It is also becoming more common for hospitals to incorporate such CAM techniques and practices into the practice of traditional medical treatment, as it has been found that combining the traditional and CAM approaches to treatment can lead to improved patient outcomes, such as reduced pain and accelerated healing. When such hybrid approaches are effective, the resulting improved outcomes can greatly reduce hospital stay time, as well as re-admissions, thereby reducing overall health care costs.

[0004] However, such combined or hybrid treatment approaches are in their infancy and are often done as a standard/uniform "one-size-fits-all", or "bolt-on" supplement to existing traditional medical treatment. For example, hospitals may provide a general room or area for meditation or other alternative treatments for patients who wish to participate in CAM techniques; but not a coordinated approach to integrate or optimize the treatment approaches. Accordingly, such approaches can also result in inconsistent results for patients.

[0005] Thus, it would be desirable to have a system or method that improves the short-comings of existing techniques and that enables improved CAM techniques to provide better patient benefits and outcomes. It would also be desirable to have a system or method that improves hybrid CAM/traditional medical treatment approaches and outcomes.

BRIEF DESCRIPTION OF THE DRAWINGS

[0006] FIG. **1** is a top level block diagram of components of a system and method for computer-controlled adaptable audio/visual treatment, in accordance with embodiments of the present disclosure.

[0007] FIG. **1**A is a block diagram of various components of the system of FIG. **1**, connected via a network, in accordance with embodiments of the present disclosure

[0008] FIG. **2** is a top level block diagram showing certain components and flow of data, in accordance with embodiments of the present disclosure.

[0009] FIG. **3** is a top level block diagram showing certain components and flow of data, in accordance with embodiments of the present disclosure.

[0010] FIG. **4** is a top level block diagram showing certain components and flow of data, in accordance with embodiments of the present disclosure.

[0011] FIG. **5** is a top level block diagram showing certain components and flow of data, in accordance with embodiments of the present disclosure.

[0012] FIG. **6** is a top level block diagram showing certain components and flow of data, in accordance with embodiments of the present disclosure.

[0013] FIG. **7** is a top level block diagram showing certain components and flow of data, in accordance with embodiments of the present disclosure.

[0014] FIG. **8** is a top level block diagram showing certain components and flow of data, in accordance with embodiments of the present disclosure.

[0015] FIG. **4**A is an illustration of a digital word/file data structure for audio and video files, in accordance with embodiments of the present disclosure.

[0016] FIG. **5**A is an illustration of a digital word/file data structure for audio and video files, in accordance with embodiments of the present disclosure.

[0017] FIG. **6**A is an illustration of a digital word/file data structure for audio and video files, in accordance with embodiments of the present disclosure.

[0018] FIG. **7**A is an illustration of a digital word/file data structure for audio and video files, in accordance with embodiments of the present disclosure.

[0019] FIG. **8**A is an illustration of a digital word/file data structure for audio and video files, in accordance with embodiments of the present disclosure.

[0020] FIG. **9** is a block diagram showing a multi-stage CAM treatment plan and possible adjustments thereto, in accordance with embodiments of the present disclosure.

[0021] FIG. **10**A is a top-level component selection layout for Reiki steps 1-4, in accordance with embodiments of the present disclosure.

[0022] FIG. **10**B is a top-level component selection layout for Reiki steps 5-7, in accordance with embodiments of the present disclosure.

[0023] FIG. **10**C is a detail sub-component selection of factors/attributes for a single Reiki step where all the sensory components are present, in accordance with embodiments of the present disclosure.

[0024] FIG. **11**A is a top level component selection layout for Reiki steps 1-4, with four time segments, in accordance with embodiments of the present disclosure.

[0025] FIG. **11**B is a top level component selection layout for Reiki steps 5-7, with four time segments, in accordance with embodiments of the present disclosure.

[0026] FIG. **11**C is a detail sub-component selection of factors/attributes for sensory components 1-2 of a single step of a Reiki treatment session having four time segments, in accordance with embodiments of the present disclosure.

[0027] FIG. **11**D is a detail sub-component selection of factors/attributes for sensory components 3-5 of a single step of a Reiki treatment session having four time segments, in accordance with embodiments of the present disclosure.

[0028] FIG. **12** is a listing of various patient/client data that may be collected from a patient/client/user, in accordance with embodiments of the present disclosure.

[0029] FIG. **13** is a data-to-components top-level factors/attributes map, in accordance with embodiments of the present disclosure.

[0030] FIG. **13**A is a data-to-detailed sub-component factors/attributes map for a sensory component, in accordance with embodiments of the present disclosure.

[0031] FIG. **13**B, is a data-to-detailed sub-component factors/attributes map for another sensory component, in accordance with embodiments of the present disclosure.

[0032] FIG. **14** is a flow diagram of one of the components in FIG. **1**, in accordance with embodiments of the present disclosure.

[0033] FIG. **15** is a flow diagram of another of the components in FIG. **1**, in accordance with embodiments of the present disclosure.

[0034] FIG. **16** is a flow diagram of another of the components in FIG. **1**, in accordance with embodiments of the present disclosure.

[0035] FIG. **17** is an illustration of the various energy centers in the human body and default ailments associated therewith, in accordance with embodiments of the present disclosure.

[0036] FIG. **18**A is a portion of a script/words text file shown and corresponding GUI images for the Reiki steps, in accordance with embodiments of the present disclosure.

[0037] FIG. **18**B is another portion of a script/words text file shown and corresponding GUI images for the Reiki steps, in accordance with embodiments of the present disclosure.

[0038] FIG. **18**C is another portion of a script/words text file shown and corresponding GUI images for the Reiki steps, in accordance with embodiments of the present disclosure.

[0039] FIG. **18**D is another portion of a script/words text file shown and corresponding GUI images for the Reiki steps, in accordance with embodiments of the present disclosure.

[0040] FIG. **19** is as illustration of an image or graphic that may appear on a GUI as part of a treatment experience, in accordance with embodiments of the present disclosure.

DESCRIPTION

[0041] As discussed in more detail below, methods and systems of the present disclosure provide customizable and adaptable energy healing to the patient/client/user with an audio/visual experience that allows the user to customize, accelerate, and/or optimize their own physical and emotional wellness improvement and healing from many ailments and disorders, such as such as chronic pain, obesity, addiction, and stress management.

[0042] For example, the present disclosure enables a patient with chronic or severe pain to potentially reduce or eliminate the need for pain medications, such as opiates and the like, which can be highly addictive, thereby reducing the likelihood of long term addiction or the transition from prescription pain medication to illegal street drugs, such as heroin and the like.

[0043] It is known that the mind-body connection is powerful enough to enable the body to improve physical and emotional wellness and even to heal itself from the inside out. For example, many ailments or disorders may be overcome or managed through eastern energy medicine techniques, such as Reiki. In particular, energy medicine, such as Reiki, opens-up the mind-body connection and works with the "energy centers" (or "chakras") inside the body; however, each person responds differently to treatments and thus may require tailored or customized approaches to receive maximum benefit. It is also known that when these energy centers are blocked, people can suffer from physical and emotional ailments. Conversely, when these energy centers are cleared and balanced, people can actually improve their physical and emotional wellness and even heal themselves from the inside-out.

[0044] The present disclosure allows each patient to obtain the maximum benefit from energy medicine treatments or techniques, such as Reiki, by identifying what components work best for that person (or patient) and that particular condition being treated. The present disclosure uses digital file-based audio/video therapeutics to provide a treatment experience for patient, similar to a virtual reality experience or the like. The present disclosure also uses of analytics, "big data", real-time global data networking, and machine learning, to obtain the latest treatment successes and failures and correlate them to patient data to optimize treatments or provide more personalized treatment regimes or plans or experiences, which is customizable, selectable and adaptable (continuously in real-time) and which adjusts and improves (continuously in real-time) the treatment experience for the current patient and other patients.

[0045] FIG. **1** illustrates various components (or devices or logic) of a computer-controlled adaptable audio/visual therapeutic treatment system **10** (or CAM treatment system) of the present disclosure, which includes Treatment Experience Application Logic **12** (or Treatment Application Logic or TRTMT App or Virtual Energy Medicine App) having various logics for performing the functions of the present disclosure including Treatment Step File Creation Logic (or Step Creation Logic) **14**, Treatment Experience File Creation Logic **16** and Treatment Adjustment & Results/Outcomes Logic **18**. The Treatment Application Logic **12** receives data **17** from a patient or client or user **15**, indicative of the user's medical condition and various personal attributes and characteristics of the user **15**. More details about the patient/client data **17** are described and shown hereinafter. The patient/client data **17** is fed to the Treatment Step Files Creation Logic **14** which determines factors and/or attributes for individual Sensory Components (discussed more hereinafter) and creates digital audio/visual (NV) Reiki (or energy medicine) treatment step files related to each treatment step to be used in a complete energy medicine treatment session experience.

[0046] The Treatment Step Files Creation Logic **14** also receives input data from other influencing (or influential) data sources **20** (such as outcomes/results from others, social media, crowd sourcing, and/or other sources), as discussed more hereinafter. The Treatment Step Files Creation Logic **14** also receives input data from Treatment Adjustment & Results/Outcomes Logic **18** and adjusts certain factors or attributes related to creating the treatment step files in response to the data received from the Treatment Adjustment & Results/Outcomes Logic **18**, as discussed more hereinafter.

[0047] The Treatment Step Files Creation Logic **14** may also have Sensory Component File Creation Logic **50** (as a portion of the overall Logic **14**) which receives the patient/

client data **17**, other influencing (or influential) data **20** and adjustment data **32** and creates the individual Sensory Component files which may be used by another portion of the Step Creation Logic **14** to create the digital A/V Reiki step files.

[0048] The Treatment Step Files Creation Logic **14** provides digital treatment step files **19** (discussed more hereinafter) to digital Treatment Experience File Creation Logic **16**, which combines a predetermined number of the treatment step files **19** in a predetermined order together with other optional treatment session packaging files, features or data, and creates a complete digital audio/visual (NV) energy medicine treatment session experience file **22**. The treatment session experience file **22** is provided to an audio/visual player device **24**, which plays the digital treatment session experience file **22** for the patient or client or user **15** to experience the treatment session.

[0049] The A/V player device **24** may be any device capable of receiving and playing the A/V treatment session experience file and may be an audio-only device, such as an audio digital sound player, e.g., an iPod® or the like. Alternatively, the A/V player device **24** may be any device that provides both audio and video capability, such as any form of multi-media platform, gaming platform or virtual reality platform or headset (e.g., Samsung Gear VR®, Google Cardboard®, Occulus Rift®, HTC Vive®, Virtuix Omni™, Xbox®, OnePlus®, PlayStation VR®, Wii®, or the like), smart phone, Smart TV computer, laptop, tablet, personal e-reader, or the like. The audio data portion of the treatment session experience file may be any acceptable audio type/format, e.g., stereo, mono, surround sound, Dolby®, or any other suitable audio format, and the video portion of the treatment session experience file may be in any acceptable video type/format, such as High Definition (HD), Ultra-High Definition (UHD), 2D or 3D video, 1080p, 4K UDH (2160p) 8K UDH (4320p), 360 degrees, or any other suitable video type or format for the audio/video device playing the treatment session experience file. Any other audio/visual platform that provides the functions and performance described herein may be used if desired.

[0050] When the treatment session or experience is complete, the results or outcomes of the Reiki treatment session/experience are measured, obtained, received and/or collected from the patient/client/user **15** in the form of results/outcomes data **20**, which is provided to the Treatment Adjustment & Results/Outcomes Logic **18** and the Treatment Step Files Creation Logic **14** (discussed more hereinafter). The results data **20** may be collected by the same device that delivers the audio/visual treatment experience to the user. For example, if the player device **24** is a smart phone, or other interactive device, the user **15** may be asked one or more questions after the treatment session ends and the device may record/save the responses as Results/Outcomes data **30** and provide the data to the Treatment Application Logic **12**.

[0051] The Treatment Step Files Creation (TSFC) Logic **14** and Treatment Experience File Creation (TEFC) Logic **16** may also receive input data or files or commands from one or more databases or servers **26** either directly or through a network **28** to perform the functions described herein.

[0052] The Treatment Step Files Creation (TSFC) Logic **14** and Treatment Experience File Creation (TEFC) Logic **16** may also receive input data or files or commands from the Treatment Adjustment & Results/Outcomes (TARO) Logic **18**. Treatment Adjustment & Results/Outcomes (TARO) Logic **18** receives input data from the Other Influencing Data (discussed herein) **20** and Results/Outcomes data **30** from the AN Player Device (or AN Device) **24** and provides treatment adjustment data **32** to the TSFC or TEFC logics, respectively, which determine whether the TSFC Logic **14** or the TEFC Logic **16** needs adjustment to improve or optimize the treatment results/outcomes, or it may directly modify certain databases or servers **26** to adjust the files accessed by, or the results provided by, the TSFC Logic **14** or TEFC Logic **16**.

[0053] Referring to FIG. **1**A, a network block diagram **100** of various components of an embodiment of the computer-controlled adaptable treatment system of the present disclosure, includes a plurality of computer-based A/V devices (Device 1 to Device N) which may interact with each other and with respective users (User 1 to User N) (or patients or clients) each user being associated with one of the devices. Each of the computer-based devices **24** may include a respective local (or host) operating system running on the computers of the respective devices **24**. Each of the devices **24** includes a respective audio playing interface and audio drivers for playing an audio file and may also include a display screen that interacts with the operating system and any hardware or software applications, video drivers, interfaces, and the like, needed to play the desired audio content and display the desired visual content on the respective display. The users **15** interact with the respective devices **24** and may provide input data content to the devices **24** using the displays of the respective devices **24** (or other techniques) as described herein.

[0054] Each of the computer-based A/V devices may also include a local Treatment Experience application software **102** (or "Treatment App" or "TRTMT App" or "TE App"), running on, and interacting with, the respective operating system of the device **24**, which may receive inputs from the users **15**, and provides audio and video content to the respective speakers/headphones and displays of the devices. In some embodiments, the Treatment App **102** may reside on a remote server and communicate with the A/V device via the network **28**.

[0055] The A/V devices 1-N may be connected to or communicate with each other through the communications network **28**, such as a local area network (LAN), wide area network (WAN), virtual private network (VPN), peer-to-peer network, or the internet, by sending and receiving digital data over the communications network. If the devices are connected via a local or private or secured network, the devices may have a separate network connection to the internet for use by the device web browsers. The devices **24** may also each have a web browser to connect to or communicate with the internet to obtain desired content in a standard client-server based configuration, such as YouTube® or other audio/visual files, to obtain the Treatment App **102** and/or other needed files to execute the logic of the present disclosure. The devices **24** may also have local digital storage located in the device itself (or connected directly thereto, such as an external USB connected hard drive, thumb drive or the like) for storing data, images, audio/video, documents, and the like, which may be accessed by the Treatment App running on the A/V device.

[0056] In addition, the computer-based AN devices **24** may also communicate with a separate audio/video content

computer server **104** via the network **28**. The audio/video content server **104** may store the audio/video files (e.g., sensory component files, audio/visual experience files, audio or visual selection files, libraries, or databases, and the like) described herein or other content stored on the server desired to be used by the devices **24**. The devices **24** may also communicate with a results/outcomes computer server **106** via the network **28**, which may store the results/outcomes data from all the users **15** of the Treatment App **102**. The devices **24** may also communicate with a Treatment Application computer server **108** via the network **28**, which may store the latest version of the Treatment Application software **102** (and may also store user attributes and settings files for the Treatment App, and the like) for use by the users of the devices 1-N to run (or access) the Treatment App **102**. These servers **104-108** may be any type of computer server with the necessary software or hardware (including storage capability) for performing the functions described herein. Also, the servers **104-108** (or the functions performed thereby) may be located in a separate server on the network **28**, or may be located, in whole or in part, within one (or more) of the devices 1-N on the network **28**.

[0057] Referring to FIG. **2**, a data flow diagram **200** shows the treatment step files **202** created by the Step Files Creation Logic **14** (FIG. **1**) that are provided to the Treatment Experience File Creation Logic **16**, which receives the patient/client data **17**, the other influential data **20**, and the treatment adjustment data from the Treatment and Adjustment Logic **18** and uses the data to select, combine, and adjust (as needed) specific audio files and visual files from the digital treatment (or Reiki) step files **19** in a predetermined order (as discussed hereinafter) together with other optional treatment session packaging files, features or data, and creates the digital audio/visual (NV) treatment session experience file **22**.

[0058] Referring to FIG. **3**, a data flow diagram **300** shows the Treatment Step Files Creation (TSFC) Logic **14** (FIG. **1**) which receives the patient/client data **17**, the other influential data **20**, and the treatment adjustment data from the Treatment and Adjustment Logic **18** and uses the data to select, combine, and adjust (as needed) specific audio files and visual files from several "Sensory Components" files to create each digital treatment step file. The Treatment Step Files Creation Logic **14** provides the treatment step files **19** for each of the Reiki (or treatment) steps to be performed/delivered to the patient/client/user **15**.

[0059] In particular, there may be five (5) sensory components files **302-310**, comprising four (4) audio files **302-308** and one (1) video file **310**, all of which may be combined in a predetermined way to create each digital treatment step file **19**. The four (4) audio files **302-308** may be, e.g., script/words, music/tones, beats/syncopation (or binaural beats), and sound-wave therapy (or SWT or Sound Waves), and the video file **310**, may be, e.g., images/video. In particular, the script/words audio file **302** (Sensory Component 1) may be the scripted voice that is spoken to the patient/user **15** during the audio/visual treatment session experience. It may consist of a specific scripted spoken text or message made to obtain a desired experience or response from the user's body. The music/tones (or music/tones/sounds) audio file **304** (Sensory Component 2) may be a composition of music, tones and/or other types of sounds (e.g., nature sounds), made to obtain a desired experience or response from the user's body.

[0060] The binaural beats/syncopation file **306** (Sensory Component 3) may be an audio file that simultaneously provides a marginally different sound frequency (or tone) to each ear through headphones. Upon hearing the two tones, the brain interprets the tones sent to the left and right ears as one tone. The interpreted single tone is equal in measurement (Hertz) to the difference between the source tones. For example, if a 205 Hz sound frequency is sent to the left ear, and a 210 Hz sound frequency is sent to the right ear, the brain will process and interpret the two sounds as one 5 Hz frequency. The brain then follows along at the new frequency (5 Hz), producing brainwaves at the same rate (Hz). This is also known as the "frequency following response."

[0061] Binaural beats recreate brainwave states, and are able to bring the brain to different states, of which there are four (4) categories (or states):

[0062] (i) Beta (14-40 Hz) associated with concentration, arousal, alertness, cognition (higher levels associated with anxiety, disease, feelings of separation, fight, or flight);

[0063] (ii) Alpha (8-14 Hz) associated with relaxation, super-learning, relaxed focus, light trance, increased serotonin production, pre-sleep, pre-waking drowsiness, meditation, beginning of access to unconscious mind;

[0064] (iii) Theta (4-8 Hz) associated with dreaming sleep (REM sleep), increased production of catecholamine (related to learning and memory), increased creativity, integrative, emotional experiences, potential change in behavior, increased retention of learned material, hypnogogic imagery, trance, deep meditation, access to unconscious mind; and

[0065] (iv) Delta (1-4 Hz), associated with dreamless sleep, human growth hormone released, deep, trance-like, non-physical sate, loss of body awareness, access to unconscious and "collective unconscious" mind.

[0066] The Sound Waves or sound frequency therapy file **308** (Sensory Component 4) is an audio file that provides sound waves at audio frequencies which may be audible or inaudible to the human ear, but which provide therapeutic, relaxation or healing effects.

[0067] The audio frequencies may be stationary or swept across a predetermined frequency range at a given rate, with a given amplitude profile to optimize the effects of this sensory component. Any type of sound waves or audio frequencies and frequency ranges may be used if desired for Sensory Component 4, generally referred to herein as Sound Waves, depending on the type of disease or disorder being treated to obtain a desired experience or response from the body.

[0068] The Images/Video file **310** (Sensory Component 5) is a visual file that provides still images or videos (or moving images), having a specific length, which is made to obtain a desired experience or response from the user's body.

[0069] Other audio and video files may be used if desired. Also, other types and numbers of sensory components and sensory component files may be used if desired. Also, some of the sensory components may be combined into one sensory component or split-up to create more sensory components, if desired.

[0070] Referring to FIGS. **4-8**, for each of the Sensory Components (1-5) there may be corresponding separate Sensory Component File Creation Logics **401**,**501**,**601**,**701**, **801**, or a single Sensory Component File Creation Logic

(referred to collectively as **50** (FIG. **1**), which may be a portion of the Step Creation Logic **14** (FIG. **1**), receives the patient/client data **17**, the other influential data **20**, and the treatment adjustment data from the Treatment and Adjustment Logic **18** and uses the data to create the Sensory Component Files, which are provided to the Step Creation Logic **14** (or portion thereof). Also, each sensory component file(s) may be made up of several sub-components associated with that sensory component, as discussed hereinafter.

[0071] In particular, referring to FIG. **4**, a data flow and component block diagram **400** shows Sensory Component 1 Creation Logic **401**, which creates the Sensory Component 1 (Script/Words) File **302**, and may have six (6) sub-components, e.g., script text and length **402**, languages **404**, voice type **406**, narration style **408**, speed **410** and volume/special effects **412**. Other types and numbers of sub-components may be used for any of the Sensory Components 302-310, if desired.

[0072] Referring to FIG. **5**, a data flow and component block diagram **500** shows Sensory Component 2 Creation Logic **501**, which creates the Sensory Component 2 (Music/Tones or Music/Tones/Sounds) File **304** (FIG. **3**), and may have six (6) sub-components, e.g., musical score and length **502**, musical keys **504**, instrument/tone/sound types **506**, voice type **508**, rhythm/cadence/speed **510** and volume/special effects **512**. This sensory component may also include sounds in nature, such as the sounds of the ocean, animals (e.g., birds chirping, dogs barking, cats purring/meowing, and the like), or machines/man-made sounds (e.g., traffic, clock ticking, footsteps, phone ringtones, computer tones, cars, motorcycles, mechanical machinery, and the like) or any other sound. Multiple instrument/tone/sound types may be used in a given segment, e.g., singing voice with flute music and with ocean sound in the background.

[0073] Referring to FIG. **6**, a data flow and component block diagram **600** shows Sensory Component 3 Creation Logic **601**, which creates the Sensory Component 3 (Beats/Syncopation) File **306** (FIG. **3**), and may have six (6) sub-components, e.g., beats segment & length **602**, musical keys **604**, instrument/tone types **606**, voice type **608**, rhythm/cadence/speed **610** and volume/special effects **612**.

[0074] Referring to FIG. **7**, a data flow and component block diagram **700** shows Sensory Component 4 Creation Logic **701**, which creates the Sensory Component 4 (Sound Waves) File **308** (FIG. **3**), and may have three (3) sub-components, e.g., frequency range and segment time length **702**, speed (e.g., sweep rate or repetition rate) **704** and amplitude/special effects **706**.

[0075] Referring to FIG. **8**, a data flow and component block diagram **800** shows Sensory Component 5 Creation Logic **801**, which creates the Sensory Component 5 (Images/Video) File **310** (FIG. **3**), and may have three (3) sub-components, e.g., images **802**, video and length **804**, and brightness/special effects **806**.

[0076] Other types and numbers of sub-components may be used for any of Sensory Components 1-5, if desired.

[0077] FIGS. **4**A, **5**A, **6**A, **7**A, and **8**A, show digital word/file data structures for audio and video files that may be used with embodiments of the present disclosure.

[0078] Referring to FIG. **4**A, in particular, an illustration **450** of digital word/file data structures shows options for creating various audio files for the script/word Sensory Component 1 file, which show three (3) groupings, one group **452** for 250 word scripts, another group **454** for 500 word scripts, and a third group **456** for 750 word scripts. Each script length may be recorded and saved as a digital file having one or more of the attributes/sub-components, such as a voice type of Male, Female, or Child, and having a Narration Style 1 to n, spoken in a language 1 to n, at a speed 1 to n. Alternatively, the script/word files may be grouped by time duration or length (e.g., seconds, minutes, or hours) of the script/words segment (e.g., 5 min., 10 min., 15 min.). These files may be repeated for as many combinations of the attributes/sub-components as desired. The files may be stored in a library or database or server (local or via a network), e.g., in the audio/visual files server **104** (FIG. **1**A), that can be selected and accessed by the corresponding Sensory Component File Creation Logic **401** (FIG. **4**). After one or more of the audio script/words files are determined or selected with the desired attributes (based on the input data), the volume and special effects may be added to create the (script/words) Sensory Component 1 file **302** that is sent to or accessed by the Step File Creation Logic **14** (FIG. **3**).

[0079] Referring to FIG. **5**A, an illustration **550** of digital audio data file structures shows options for creating various audio files for the music/tones Sensory Component 2 files, which may have three (3) groupings, one group **552** for 250 notes musical score, another group **554** for 500 note score, and the third group **556** for 750 note score. Each musical score length is recorded and stored having one (or more) of the attributes/sub-components, such as a musical key 1 to n, instrument/tone 1 to n, voice type of Male, Female, or Child, and pitch/tone (e.g., alto, soprano, tenor, base, or other) and at a word speed 1 to n (e.g., how quickly the words are spoken and the duration of spaces between words). Alternatively, the musical score/segments files may be grouped by time duration or length (e.g., seconds, minutes, hours) of the musical score/segment (e.g., 5 min., 10 min., 15 min.). These files may be repeated for as many combinations of the attributes/sub-components as desired. The files may be stored in a library or database or server (local or via a network), e.g., in the audio/visual files server **104** (FIG. **1**A), that can be selected by the corresponding Sensory Component File Creation Logic **501** (FIG. **5**). After one or more of the audio music/tones files are determined or selected with the desired attributes, the volume and special effects can be added to create the Sensory Component 2 (music/tones) file **304** that is sent to or accessed by the Step Creation Logic **14**. Other segment lengths or groupings may be used if desired.

[0080] Referring to FIG. **6**A, an illustration **650** of digital audio data file structures shows options for creating various audio files for the binaural beats/syncopation Sensory Component 3 files **306** (FIG. **3**), which may have three (3) groupings based on segment time duration or length, one group **652** for 5 min. beat segment, another group **654** for 10 min. beat segment, and the third group **656** for 15 min. beat segment. Each beat segment length may be recorded having one of the attributes/sub-components, such as a musical key 1 to n, instrument/tone 1 to n, voice type of Male, Female, or Child, and pitch/tone (e.g., alto, soprano, tenor, base or other) and at a speed 1 to n. Alternatively, the binaural beat segments may be grouped by binaural beat frequency (or following frequency) (e.g., 5 Hz, 10 Hz, 15 Hz) of the beat segment or the frequencies provided to each ear, (e.g., 210 Hz/200 Hz, 350 Hz/340 Hz, 110 Hz/100 Hz). The files may be stored in a library or database or server (local or via a network), e.g., in the audio/visual files server **104** (FIG. **1**A), which can be selected by the Sensory Component File

Creation Logic. After one or more of the audio binaural beats files are determined or selected with the desired attributes, the volume and special effects can be added to create the Sensory Component 3 (binaural beats/syncopation) file **306** that is sent to or accessed by the Step Creation Logic **14**. Other segment lengths or groupings may be used if desired. Also, other beat frequency or syncopation techniques may be used for the Sensory Component 3 to create desired brain wave states.

[0081] Referring to FIG. **7**A, an illustration **750** of digital audio data file structures shows options for creating various audio files for the sound-wave Sensory Component 4 files **308** (FIG. **3**), where each Sound Wave segment length is recorded having a given combination of the attributes/sub-components, such as a particular frequency range, sweep rate, repeat rate, and the like (referred to simply as Sound Wave or SW 1-N) for different durations or lengths of time the segment lasts. For the sound wave, various sound wave segments may have three (3) groupings based on segment time duration or length, one group **752** for a 5 minute sound wave segment, another group **754** for 10 minute sound wave segment, and the third group **756** for 15 minute sound wave segment. These files may be repeated for as many combinations of the attributes/sub-components as desired. The files may be stored in a library or database or server (local or via a network), e.g., in the audio/visual files server **104** (FIG. **1**A), that can be selected by the Sensory Component File Creation Logic. After one or more of the audio sound-wave files are selected with the desired attributes, the amplitude and special effects may be added to create the Sensory Component 4 (sound-wave or sound wave) file **308** that is sent to or accessed by the Step Creation Logic **14**. Other segment lengths or groupings may be used if desired.

[0082] Referring to FIG. **8**A, an illustration **850** of digital video/image data file structures shows options for creating the various images/video files for the images/video Sensory Component 5 files **310** (FIG. **3**) are shown, where there may be two visual file formats: images **852** and videos **854**. For images **852**, there may be a library or database of images in a database or server (local or via a network), e.g., in the audio/visual files server **104** (FIG. **1**A) that can be selected by the corresponding Sensory Component File Creation Logic **801**. After one or more image files are selected, the brightness and special effects may be added to achieve the desired visual effect. For the video segments **854**, various video segments may have three (3) groupings based on segment time duration or length, one group **856** for a 5 minute video segment, another group **858** for 10 minute video segment, and the third group **860** for 15 minute video segment. Each video segment length may be recorded and saved having a given combination of the attributes/sub-components, such as a musical key 1 to n, instrument/tone 1 to n, voice type of Male, Female, or Child, and tone (alto, soprano, tenor, base) and at a speed 1 to n. These files may be repeated for as many combinations of the attributes/sub-components as desired. The files may be stored in a library or database or server (local or via a network), e.g., in the audio/visual files server **104** (FIG. **1**A), that can be selected by the corresponding Sensory Component File Creation Logic **801** (FIG. **8**). After one or more of the video files are determined or selected with the desired attributes (based on the input data), the brightness and special effects may be added to create the Sensory Component 5 (images/video) file **310** that is sent to or accessed by the Step Creation Logic **14** (FIG. **3**). Other segment lengths or groupings may be used if desired.

[0083] Referring to FIG. **9**, a block diagram **900** shows the treatment adjustment & results/outcomes logic **18** and how it may relate to a multi-stage CAM treatment plan and possible adjustments thereto. In particular, the outcomes/results data **30** (FIG. **1**) obtained from patients/clients/users **15** are assessed by the present system to identify whether a given CAM treatment program or plan having multiple CAM stages should be adjusted to optimize treatment results for a given patient/client/user. For example, additional treatments may be added if the results from this patient or other patients with similar conditions and other applicable attributes have benefited from such a change. The present system may be constantly learning from the results/outcome data **30** to improve or optimize a given treatment regimen, shown as CAM Treatments 1-N in FIG. **9**. Such learning or optimization may be done by known machine learning, expert systems, predictive analytics/modeling, pattern recognition, mathematical optimization, learning algorithms, neural networks or any other techniques and technology that enable the treatment experience AN files provided to the patient/client/user to improve the results/outcomes over time. In particular, the logic **18** may receive positive and negative results data from users, and use that data to train the logic **18** to identify what parameters work best for users with certain input characteristics. Such correlations, or predictions, or classifications may be learned over time by the logic of the present disclosure, using machine learning techniques and classifiers, such as support vector machines (SVMs), neural networks, decision tree classifiers, logistic regression, random forest, or any other machine learning or classification techniques that perform the functions of the present disclosure. This would also apply for the composition of a given single treatment session, and the make-up and number of the Sensory Components.

[0084] FIGS. **10**A and **10**B show a top-level component selection layout for seven Reiki steps, in accordance with embodiments of the present invention. Referring to FIGS. **10**A and **10**B, a top level layout **1000** for Reiki steps 1-4 (FIG. **10**A) **1006-1010** and a top level layout **1050** for Reiki steps 5-7 (FIG. **10**B) **1012-1014** are shown with the Sensory Components in a left column **1002** (each Reiki step having 5 possible sensory components, as discussed herein) and the top level selection in a right column **1004** showing whether or not a given component has been selected to be in each Reiki step. If the selection in column **1004** shows "(none)," then that sensory component is not included in that Reiki step. In particular, for example, for Reiki step 1 layout **1006**, all the Sensory Components 1-5 are included in that step. Further, for example, for Reiki step 2 layout **1008**, the Binaural Beats/Syncopation and Sound Waves Sensory Components are not included in that step (as indicated by the "none" in those fields); however, the remaining Sensory Components are all present. The remaining Reiki steps 3-7 are self explanatory from the FIGS. **10**A and **10**B.

[0085] Referring to FIG. **10**C, a detail layout **1080** showing sub-component selection of factors/attributes for a single step of a Reiki treatment session where all the sensory components are present, such as in Reiki step 1 of FIG. **10**A, is shown. In particular, the combination of all the sub-components shown in this example, may be a Reiki (treatment) Step 1 file provided by the Step Creation Logic **14**.

The selected factors/attributes (sub-components) are shown for those selected, and for those not present, it shows "None" in the factors/attributes column. In particular, for the Script/Words Component file **302**, there is a specific script of 250 words (Code S**1250**), in English, with a Male voice, a UK accent, having a speed of 5, a volume of 5, and an echo special effect on the voice. For the Music/Tones Component file **304**, there is a musical score having 750 notes, in the key of A sharp, played on ceramic crystal, with No voice, having a speed of 5, a volume of 4, and no special effects. The remaining sensory component files **306-310** in FIG. **10**C operate in a similar way, which should be understood in view of the discussion herein.

[0086] Referring to FIGS. **11**A and **11**B, a top level component selection layouts **1100** and **1150**, respectively, are shown for Reiki steps 1-4 (FIG. **11**A) and Reiki steps 5-7 (FIG. **11**B), with four (4) time segments (Segment1, Segement2, Segement3, Segment4) for each Reiki step and each Sensory Component. If the selection shows a blank, then that component is not included in that time segment. In particular, for Reiki step 1 layout, all the sensory components are included in the first time segment (Segment 1); only the Music/Tones and Images are included in Segment 2; only the Script/Words, Sound Wave, and Video are included in Segment 3; and all the components except for the Beats/Syncopation are included in Segment 4. Having multiple time segments in a given Reiki step provides the flexibility to have multiple different combinations of audio and/or visual experience in a given Reiki step. A similar approach is followed for Reiki steps 2-7 in FIGS. **11**A and **11**B.

[0087] Referring to FIGS. **11**C and **11**D, detailed layouts **1180** and **1190**, respectively, are shown having a detail sub-component selection of factors/attributes for components 1-2 (FIG. **11**C) and components 3-5 (FIG. **11**D) of a single step of a Reiki treatment session having four time segments, where all components are present, such as in Reiki step 1 of FIG. **11**A. Referring to FIGS. **11**C and **11**D, the combination of all the sub-components shown in this example, may be a Reiki (treatment) Step 1 file provided by the Step Creation Logic. The selected factors/attributes for the sub-components are shown for those selected, and for those not selected it shows "None" in the factors/attributes column. In particular, for the Script/Words Component file **302**, there is a specific script of 250 words, in English, with a Male voice, a UK accent, having a speed of 5, a volume of 5, and an echo special effect on the voice. For the Music/Tones Component file **304**, there is a musical score having 750 notes, in the key of G, played on the flute, with No voice, having a speed of 5, a volume of 4, and no special effects. The remaining sensory component files **306-310** in FIGS. **11**C and **11**D operate in a similar way, which should be understood in view of the discussion herein.

[0088] FIG. **12** shows a listing **1200** of various patient/client/user data **17** (FIG. **1**) that may be collected from the patient or client or user **15** of the system **10** of the present disclosure. The data **17** is segmented into groups or categories, such as "Hard" Facts (e.g., attributes or characteristics that do not change about a person), "Soft" Facts (e.g, attributes or characteristics that that may be subjective or based on testing data), Medical Condition (e.g., includes what the patient is currently requesting treatment for), Current Traditional Medical Treatment (e.g., what types of traditional medical treatment is the patient currently undergoing), Current CAM Medical Treatment (e.g., what type of CAM treatment is the patient currently undergoing), Environment (e.g., where is the patient from currently, and what time of day, date, and day of week is it), Requirements/Desired Outcome(s) (e.g., are there any time constraints on treatment, and what is the desired outcome of treatment), Other Influencers (e.g., any other influencing factors not covered by the other categories or groupings, such as social media activity or use, general territory information, other patient results/outcomes, and the like). More or less or different data may be used if desired. The patient/client data **15** (FIG. **1**) may be used along with other data to determine the appropriate factors and/or attributes for each Sensory Component to create each Reiki treatment step and to create the complete Reiki treatment session experience file, as described herein.

[0089] FIG. **13** is a data-to-components top-level factors/attributes map **1300** showing how given patient/client data **15** (e.g., like that shown in FIG. **12**) may be mapped (at a top-level) to whether or not a given sensory component will be used in a given Reiki step. In particular, in FIG. **13**, for a male (first item in "Hard" Facts), Reiki step 1 would include Script/Words, Music/Tones, Sound Waves and Images/Video components, but not include the Beats/Sync component; and Reiki step 2 would include Music/Tones, Sound Waves and Images/Video components, but not include Script/Words nor Beats/Sync components. This table may have values preset as a default parameters, and/or may be learned and updated over time, such as by the update logic **18** (FIG. **1**), using machine learning or the like as discussed herein.

[0090] Referring to FIGS. **13**A and **13**B, data-to-detailed sub-component factors/attributes maps **1350** and **1380**, respectively, are shown for Component 1 (FIG. **13**A) and Component 2 (FIG. **13**B), showing how given patient/client data may be mapped to the detailed sub-component factors to be used in a given Reiki step (e.g., Reiki step 1 in FIG. **13**). In particular, in FIG. **13**A, for a male (first item in "Hard" Facts), Sensory Component 1 (Script/Words) for Reiki step 1, would include Script S**1250** (Script#1, 250 words), in English, with a Male voice, having a UK accent, at a speed of 5, and volume of 5, and an echo special effect. Also, for Age range 2, as there was no Script/Words component for Reiki step 1 for Age range 2 in the top level map of FIG. **13**, the corresponding row in the detailed factors of FIG. **13**A shows "n/a" for all entries for the Scripts/Words Sensory Component 1. The remaining rows in the map in FIG. **13**A operate in a similar way, which should be understood in view of the discussion herein.

[0091] Referring to FIG. **13**B, for a male, Sensory Component 2 (Music/Tones) for Reiki step 1, would include musical score M3750 (Score#3, 750 notes), in key of A sharp, on a ceramic crystal, with no voice, a speed of 5 and a volume of 4, with no special effects. Also, for Gender-Female, as there was no Music/Tones component for Reiki step 1 for Gender-Female in the top level map of FIG. **13**, the corresponding row in the detailed factors of FIG. **13**B shows "n/a" for all entries for the Music/Tones Sensory Component 2. The remaining rows in the map in FIG. **13**B operate in a similar way, which should be understood in view of the discussion herein.

[0092] FIGS. **13**, **13**A and **13**B are two-dimensional maps indicating component and sub-component factors for a selected set of patient/client data. It should be understood

that a multi-dimensional map or matrix or table or database may be created which maps (or correlates) each combination of patient/client data collected to the respective Sensory Components and sub-components. For example, there may be a mapping line item that indicates a specific set of sensory components factors for a patient/client of: male, age 26-50, weight 150-250 lbs, having personality type 1, with Lung Cancer, undergoing chemotherapy treatment plan 1. Alternatively, there may be a priority order or scaling effect of the map, such that a baseline treatment map is generated for given gender, age range, weight range, and disease state, and the other input data may cause only slight adjustments (low weighting factors) to the baseline treatment plan. Any other mapping or algorithmic approach that determines, calculates, correlates, or maps the factors/attributes of sensory components for an audio/visual treatment experience file using patient/client data and outcomes/results data and other influencing data, may be used if desired.

[0093] In some embodiments, the Component File Creation Logic **50** (FIG. **1**, generally), or specifically the logics **401-801** (FIGS. **4-8**), may perform a correlation or cross-correlation of the results/outcomes data for a given treatment used with one or more other patients/clients (having similar patient/client data to the current patient/client) against the patient/client data for the current patient/client, and identify the most desirable sub-components for each of the Sensory Components 1-5, and the most desirable order and number of treatment steps, to provide a desired set of sub-component factors/attributes. In some embodiments, the logic **50** may use a weighted selection (or factors) process of each of the sub-component options to determine which set would be most likely to provide the best outcomes for the current patient/client. The logic can then obtain the A/V files corresponding most closely to the desired set of attributes to create the treatment experience file for delivery to the A/V Device for the current patient/client.

[0094] The term "code" used in FIGS. **10**C, **11**C, **11**D, **13**A and **13**B, is used herein as a pointer or file name or tag or label for a particular audio or video selection (or portion thereof) having a given combination of certain sub-components, that may be stored in a database, e.g., in the audio/visual files server **104** (FIG. **1**A), and may have a digital file data format such as that shown in FIGS. **4**A-**8**A. For example, a Code of S**1150** may be a tag for an audio file with Script#1 having 150 words. There may be additional or alternative tags for audio or visual files having all or a set number of sub-components.

[0095] Referring to FIG. **14**, a flow diagram **1400** illustrates one embodiment of a process or logic for implementing the Treatment Application Logic (or Treatment Experience Application Logic) **12** (FIG. **1**). The process **1400** begins at a block **1402** which receives patient/client data **17** (FIG. **1**). Next a box **1404** determines whether there is any result/outcomes data or other influential (or influencing) data available. If YES, the a block **1406** obtains the results/outcomes and other influential data and adjusts the factors/attributes/combinations model (as needed). Next, or if there is no results/outcomes and other influential data available, a block **1408** determines factors/attributes for each sensory component based on the patient/client data and creates the Reiki step files (as discussed hereinbefore) for the target A/V player device **24** (FIG. **1**). If the player device **24** only plays audio or if only audio files are available, then the image/video sensory component (Sensory Component 5) may not be included in the file creation, or it may be included in the file and ignored by the A/V device **24**. Also, the factors/attributes are determined for a single treatment or for a multi-stage treatment plan, such as that shown in FIG. **9**. Next, a block **1410** combines the Reiki step files in a selected order and inserts any desired transition segments. For example, for certain types of medical conditions or disorders, there may only be 3 Reiki steps (e.g., steps 1, 3 and 6). Also, for another condition, there may be 7 Reiki steps but not done in sequential numerical order (e.g., steps 2, 3, 5, 1, 7, 6, and 4). Further, there may be audio/visual transition segments that are placed at the beginning or end of any given Reiki step, such as an introduction (or INTRO) to the first Reiki step 1, or an "outro" (or exit transition) after the final Reiki step 7, or there may be a desired transition between certain steps to prepare the listener to the transition. Next, a block **1412** creates the audio/visual digital treatment session experience file and provides it to the player A/V device **24**. Alternatively, the logic may store the A/V experience file on a file server, e.g., the Treatment Application Server **108** (FIG. **1**A), which may be accessible by the player device **24** via the computer network **28**, such as the internet.

[0096] Referring to FIG. **15**, a flow diagram **1500** illustrates one embodiment of a process or logic for implementing the results/outcomes portion of the Treatment & Results/Outcome Logic **18** (FIG. **1**). The process **1500** begins at a block **1502**, which determines whether short-term results/outcomes are available. If YES, a block **1504** receives current treatment results/outcome data from the online patient/client assessment or from another source. Next, or if there is no short-term results/outcomes data, a block **1506** determines whether there is any long term results/outcomes data. If YES, a block **1508** receives the long term results/outcomes data from various sources, including patient assessment, doctor assessment, hospital admission/discharge/re-admission data, insurance claim data, drug/pain medication prescription data, measurement data (e.g., temperature sensing, pain sensing, vital signs, ultrasound/xray, etc). Next, or if there was no long term data, a block **1510** determines whether the result/outcomes data was objectively verified. If NO, the logic adjusts the results/outcomes data to account for the subjectivity or non-objective measures. Next, or if the results were objectively verified, a block **1514** adjusts the results/outcomes data for redundant or conflicting data. Next, a block **1516** provides the adjusted results/outcomes data, which may be used by the Treatment Adjustment & Results/Outcome Logic **18**.

[0097] Referring to FIG. **16**, a flow diagram **1600** illustrates one embodiment of a process or logic for implementing the treatment adjustment portion of the Treatment & Results/Outcome Logic **18** (FIG. **1**). The process **1600** begins at a block **1602**, which receives results/outcomes data **32** from the user **15**. Next, a block **1604** determines whether there result/outcomes data is positive, i.e., whether the current treatment AN files are providing the desired results. If NO, the treatment experience is adjusted and a block **1606** determines which factors/attributes/combinations of which sensory components and sub-components need to be changed in the digital files to improve the results (as discussed herein). This may be done for a single treatment session, or a multi-stage treatment plan such as that shown in FIG. **9**. Next, a block **1608** makes changes to the factors/attributes/combinations of the selected sensory components and sub-components in the digital files. Next, or if

there was positive result/outcomes, a block **1610** receives other influencing (or influential) data. Next, a block **1612** determines whether the other influential data indicates results/outcomes (positive or negative) for a similar patient/client data to the present patient/client being treated. Other influencing data may be data from global social media, crowd sourcing, and the like that may be analyzed for trending information or other information relating to treatment effectiveness or new treatment approaches that might influence how certain treatments should be performed or adjusted. The logic **1600** may also look at global results trends data through social media for certain common traits and flag them for immediate use or immediate discontinued use. For example, if separate patients/clients in Europe, China and India have tried a unique new set of tones or music that had particularly fast results, such information may be distributed to other users and incorporated (after verification) into a patient/client treatment with a similar condition and personal attributes in the US.

[0098] If the result of block **1610** is NO, no other influential data is available for a similar patient/condition, and the process exits. If YES, influencing data is available and a block **1614** determines which factors/attributes/combinations of which sensory components and sub-components to change in the digital experience files to improve the results/outcomes based on the other influential data. This may be done for a single treatment session or a multi-stage treatment plan such as that shown in FIG. **9**. Next a block **1616** makes changes to the factors/attributes/combinations of the selected sensory components and subcomponents and the logic exits. Such updates to digital treatment files may occur in real-time as global data and user analytics from other patients/clients/users is received (over internet or other network) and verified. In some embodiments, the blocks **1604** and **1612** may just receive other results/outcomes data and influential data, respectively, whether or not it is positive or for a similar patient/client data, so this data case be used to update other aspects of the treatment experience, for use on other patients or future patients. Other techniques for handling of other influential data or results/outcomes data may be used if desired, and may depend on verifiability of the data/results.

[0099] Referring to FIG. **17**, an illustration **1700** of a human body **1703** and corresponding table **1701** showing the various energy centers (column **1702**) in the human body **1701** and default physical ailments (column **1704**) and emotional ailments (column **1706**) currently known in energy medicine to be associated with each of the energy centers, as well as the colors associated with each energy center. The table **1700** may be viewed as a default table stored in a server or database, e.g., the Treatment Application Server **108**, for use by the systems and methods of the present disclosure, and may be updated by the system **10** as the system learns which energy areas are most effective for certain type of patients with certain types of illnesses or disorders.

[0100] The Sensory Components may be viewed as "layers" that make up the treatment session experience file. Also, each Reiki step may be referred to as a "chakra" or energy center. An example of an embodiment of the Sensory Components (or layers) of a given treatment session experience file is shown below:

[0101] 1) Script/Word—Sensory Component 1. A voiceover script describing the experience, e.g., approximately 3 minutes per chakra (or Reiki step or energy center) for a total treatment session length of, e.g., 21 minutes. Other time lengths may be used if desired.

[0102] 2) Music/Tones—Sensory Component 2. Original musical composition that may modulate across seven (7) musical keys, each key resonating with a specific energy center in the body. For example, the key of G is said to be grounding which works with the root Charka. Modulating then into the key of E for the sacral Charka, the composition would move next to the key of F, and so on. Other keys may be used if desired.

[0103] 3) Beats/Syncopation—Sensory Component 3. Binaural beats are generated that bring the user's brain waves from its active Beta state (13-60 pulses per second) to a mental and physical relaxed Alpha state (7-13 pulses per second). There will be a frequency differentiation to create this experience. If the system transmits 22 hertz in the left ear and 30 hertz in the right ear, the brain interprets this to be 8 hertz.

[0104] 4) Sound Waves—Sensory Component 4. Sound Wave waves are provided or generated which may be audible or inaudible to the human ear and provide therapeutic, relaxation or healing effects in the body. Any sound wave frequencies that provide the desired effects on the body may be used if desired.

[0105] 5) Images/Video—Sensory Component 5. A visual experience using an image, painting or mural, such as the graphic **1900** shown in FIG. **19**, may appear on the GUI of the device **24**, e.g., having seven (7) colors and seven (7) ancient Sanskrit symbols and then animating the colors and symbols in the image to enhance the visual experience in synchronization with the energy center being described in the script. For example, when the script is on the "crown" energy center (or chakra or Reiki step) the violet image of the Sanskrit symbol (or other violet image) may get brighter, or larger or pulsate in size and/or brightness, attracting and focusing the user on that energy center for greater depth of focus and concentration.

[0106] Other scripts, music/sounds, beats, sound waves, and images/video may be used if desired, provided it provides the functions described herein.

[0107] Referring to FIGS. **18**A,**18**B,**18**C, and **18**D, collectively is an example scripts/words text and corresponding example GUI images file (with description) **1800**,**1810**, **1820**,**1830**, respectively, for each of the Reiki steps (or chakras or energy centers). It also includes an introduction or "intro" portion and an "outro" or exit portion with corresponding images that may be used, if desired. In particular, FIGS. **18**A-**18**D show an Introduction (FIG. **18**A), Reiki steps 1-3 (FIG. **18**B), Reiki steps 4-6 (FIG. **18**C), and Reiki step 7 and Outro/Ending (FIG. **18**D). The text associated with each step is an example of scripts that may be spoken as part of the sensory component 1 (script/words) for each Reiki step. The associated image(s), is an example of images that may be displayed on the display of the device **24** to the patient/user for each Reiki step (and an Introduction and an Outro/Ending).

[0108] In some embodiments, the visual experience may start with a violet Sanskrit (such as that shown in FIGS. **18**A-**18**D), or other violet-colored image and then zoom into an animation of the human body and which shows how the energy center connects to or affects the body. In some embodiments, the visualization may show an example of the

disease state in the body being attacked by the energy center for healing purposes. In that case, the visualization may show what is happening (or what is desired to be happening) in the body at a cellular and/or vascular level. For example, the visualization may show the user travelling through, along and/or into veins, blood vessels, blood cells, nerves, skin, muscles, tendons, ligaments, organs, valves, bones, joints, cartilage, bone marrow, fluids, neurons, synapses, or any other area of the body affected by the disease or disorder desired to be treated and using various energy medicine techniques to remove or reduce or minimize it. Any other colors or visualizations may be used if desired to obtain the desires response or results from the patient/client/user.

[0109] In some embodiments, Treatment App **12** (FIG. **1**) may be located on a remote server and the A/V device, e.g., a smartphone or tablet or the like, may have a corresponding Device Treatment App **102** loaded on the device/smartphone **24** that may act as a "front end" interface with the user, that receives the input data from the patient/client/user and sends the input data to the Treatment App **12** located on a remote network server, e.g., the Treatment Application Server **108** (FIG. **1**A). The Treatment App **12** may then perform the calculations using the data received from the device/smartphone **24**, create the digital A/V treatment experience file (as described herein) and send it to the A/V device/smartphone Device Treatment App **102** for viewing by the patient/client/user. In some embodiments, the Treatment App **12** may be located on a remote server and the user logs into a website, enters the user's information and launches the treatment session, which is sent to the desired A/V device specified by the user, or it sends the user an email with a link to launch the treatment session from the desired AN device when the user is ready.

[0110] Instead of sending the full treatment experience file from the Treatment App **12** to the A/V device **24** to be played or displayed, the digital A/V treatment file **22** could be run on a remote server (or cloud server), e.g., the Treatment Application Server **108** or other sever, and the digital A/V content streamed in real-time on-line over the internet (or other network) to the A/V device **24**. In some embodiments, the Treatment App **12** could send pointers, labels or addresses to the A/V device **24** of the treatment file (or files) to be uploaded (or streamed in parts or segments) and played as part of the treatment experience. When audio/video streaming is used, the present disclosure may be used with any form of audio/video content streaming technology, streaming TV or media players, such as Roku®, Apple TV®, Google/Android TV® (Nvidia® shield), Amazon Fire® TV stick, and the like, or may be streamed to smartphones, tablets, PCs, laptops, e-readers, or virtual reality or gaming platforms (as discussed herein), or device that provides similar functions.

[0111] The user may obtain the Device Treatment App **102** for the user's smartphone or other AN device **24** from an on-line App store or the like. The Treatment App **12** may allow the user to customize the local App **102** settings and options, such as brightness, sound levels, to optimize the audio/visual treatment experience. The service may be paid for electronically on-line by the user at the time of purchasing the Treatment Application **12** or the user may pay electronically a monthly or annual subscription fee or a use-based access fee for each time a treatment session is provided to the user.

[0112] The Treatment App **12** may also provide data to the user's doctor(s) or health insurance company, or other service provider or vendor, regarding the use of the Treatment App (e.g., when and how often treatment is provided to the user) and the results/outcomes data regarding the results or outcomes of the treatment for doctor follow-up purposes, insurance claim collection, insurance premium calculations/discounts, or other medical/insurance purposes.

[0113] The Treatment App **12** may also prompt the patient/client/user for results/outcomes data over a predetermined period of time after a given treatment session has ended, to continue to collect results/outcomes data from the patient/client/user. This may be done by e-mail, text, automated call, or other digital communications or alerts platforms. Also, the Treatment App may have scheduling features that automatically creates a schedule of treatment sessions (or appointments) for the user (or allows the user to create his/her own schedule within certain required parameters), and corresponding digital email, text, or automated call reminders or alerts. The Treatment App **12** may be launched automatically, e.g., when a scheduled treatment session is scheduled to occur, or on demand by the user. It may also provide a grace (or snooze) period within which the treatments should be held to maintain the proper treatment results/outcome schedule, e.g., it may provide an alert which tells the user a predetermined time (e.g., 15 min.) in advance of a treatment session start time, and that the user should be ready to start a session in that time frame (e.g., 15 min.).

[0114] Also, although the disclosure has been described as being used for Reiki, the present disclosure maybe used with any form of energy healing, guided meditation, hypnosis treatment, or other types of CAM (Complementary and Alternative Medicine) treatments capable of being delivered via an audio/visual experience.

[0115] The Treatment Experience App (or Treatment App or Virtual Energy Medicine app) **12**, including the corresponding Device Treatment App **102** in the A/V Device/smartphone **24** that interacts with the Treatment Experience App **12**, of the present disclosure, provides an energy medicine experience that can be self-administered and digitally delivered anytime, anywhere, by people who are in pain or otherwise need treatment for a disease or disorder. It may be delivered through any electronic medium that provides the functions described herein. It empowers the patient/client/user to play a proactive role in his/her own recovery and complements western or traditional medicine approaches/treatment. In addition, it learns and adapts the treatment to the patient based on results/outcomes from the current patient and other patients around the world, and can be updated in real-time. It allows the user to select their physical and emotional ailments and the application automatically modifies the treatment file or program to give more attention to area(s) of need, and less attention to others, as appropriate. It also captures and saves data from the users to build a "big data" database of results/outcomes to enhance and optimize treatment adjustment decisions.

[0116] The system described herein may be a computer-controlled device having the necessary electronics, computer processing power, interfaces, memory, hardware, software, firmware, logic/state machines, databases, microprocessors, communication links, displays or other visual or audio user interfaces, printing devices, and any other input/output interfaces, to provide the functions or achieve the results described herein. Except as otherwise

explicitly or implicitly indicated herein, process or method steps described herein are implemented within software modules (or computer programs) executed on one or more general purpose computers. Specially designed hardware may alternatively be used to perform certain operations. In addition, computers or computer-based devices described herein may include any number of computing devices capable of performing the functions described herein, including but not limited to: tablets, laptop computers, desktop computers and the like.

[0117] Although the disclosure has been described herein using exemplary techniques, algorithms, or processes for implementing the present disclosure, it should be understood by those skilled in the art that other techniques, algorithms and processes or other combinations and sequences of the techniques, algorithms and processes described herein may be used or performed that achieve the same function(s) and result(s) described herein and which are included within the scope of the present disclosure.

[0118] Any process descriptions, steps, or blocks in process flow diagrams provided herein indicate one potential implementation, and alternate implementations are included within the scope of the preferred embodiments of the systems and methods described herein in which functions or steps may be deleted or performed out of order from that shown or discussed, including substantially concurrently or in reverse order, depending on the functionality involved, as would be understood by those reasonably skilled in the art.

[0119] It should be understood that, unless otherwise explicitly or implicitly indicated herein, any of the features, characteristics, alternatives or modifications described regarding a particular embodiment herein may also be applied, used, or incorporated with any other embodiment described herein. Also, the drawings herein are not drawn to scale, unless indicated otherwise.

[0120] Conditional language, such as, among others, "can," "could," "might," or "may," unless specifically stated otherwise, or otherwise understood within the context as used, is generally intended to convey that certain embodiments could include, but do not require, certain features, elements, or steps. Thus, such conditional language is not generally intended to imply that features, elements, or steps are in any way required for one or more embodiments or that one or more embodiments necessarily include logic for deciding, with or without user input or prompting, whether these features, elements, or steps are included or are to be performed in any particular embodiment.

[0121] Although the invention has been described and illustrated with respect to exemplary embodiments thereof, the foregoing and various other additions and omissions may be made therein and thereto without departing from the spirit and scope of the present disclosure.

At least the following is claimed:

1. A multimedia computer-based method for providing complementary and alternative medicine (CAM) treatment to a user, comprising:

receiving user data from a user indicative of the user's medical condition and personal characteristics;

determining sensory components of an audio/visual treatment experience output file based on the user data;

combining the sensory components to create treatment step files of the audio/visual treatment experience file;

combining the treatment step files in a predetermined way to create the treatment experience file; and

providing the treatment experience file to an audio/visual device for listening and viewing by the user.

2. The method of claim **1**, further comprising receiving results/outcomes data and determining the sensory components and combining the sensory components based on the results/outcomes data.

3. The method of claim **1**, further comprising receiving other influencing data and determining the sensory components and combining the sensory components based on the results/outcomes data.

4. The method of claim **1**, wherein the sensory components comprises at least one of: script/words audio file, music/tones/sounds audio file, binaural beats/syncopation audio file, sound wave audio file, and images/video file.

5. The method of claim **1**, wherein the CAM treatment comprises an energy medicine treatment.

6. The method of claim **1**, further comprising providing an graphic user interface showing at least graphic associated with at least one Reiki step.

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