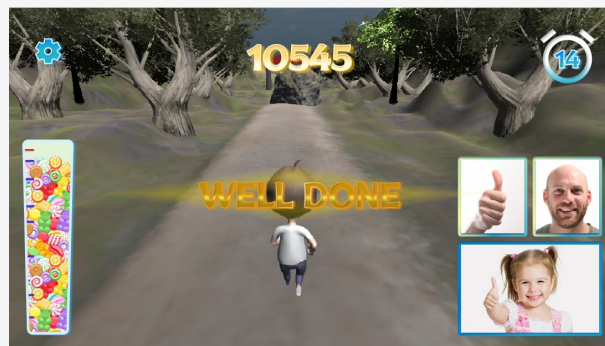


GAMIFICATION OF NON-VERBAL COMMUNICATION SKILLS



The Problem

- Autistic people have difficulty expressing emotions and body language, which causes frustration and difficulty with social interaction
- Current treatment options are time-consuming and costly, not only to parents and caregivers, but also to local governments

The Solution

- Improving the non-verbal communication skills of autistic children with AI-based computer gaming
- Time and cost efficient compared to frontal treatments alone

Our Vision

- To empower the ability of autistic children
- More fulfilled and productive future adults
- Increase parental involvement in the child's development process
- Integrating cutting-edge technology with the therapeutic process
- Providing opportunities through enhanced skills education for all

The Team



Ron Liraz, CEO

- Specialist in AI and computer vision tech
- 13 years of experience
- IDF Technology Unit 81
- M.Sc EE (Technion)
- B.Sc EE, Physics, Chemistry (Technion)



Moran Fuchs, CMO

- 9 years of experience in design and validation in the hardware sector
- Owns a Well-being treatment clinic
- Mother of child with autism
- B.Sc EE (Technion)

Added Value & Technology

- Increasing engagement for children by Gamification
- Imitating and practicing facial expressions, gestures and body language
- Automatic feedback and personalized content generated by proprietary Artificial Intelligence
- Remote treatment and monitoring
- Strengthening social circles with a multiplayer game option
- Building user self-confidence
- Reducing psychological barriers by displaying a simulated image of the child expressing feelings
- User-friendly interface for child, therapists & parents
- Real-time tracking for parents, teachers and all relevant therapists
- Machine learning technology to continually improve content and methodology

The Market

Current situation:

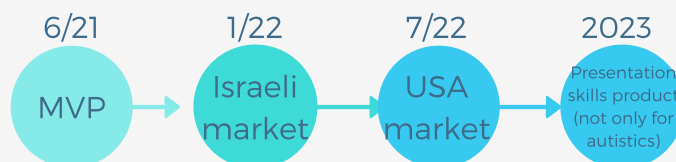
- \$60,000 in therapy costs, per child, per year
- The cost of an average hour of treatment - \$120
- Target users: 100,000 children (only in USA)

With 3DSpectrum:

- Treatment time doubled or even tripled by the addition of home practice (equivalent to ~\$5000 of therapy hours per child per year)
- Empowering children's abilities - reduce governmental and family support expenses by ~\$0.5M - \$1M (over lifetime)

Business Model

- Beta version: Free trial for early adopters - parents & NPOs
- Short term: B2C/B2B - Parents and private therapists
- Long term: B2G/B2B - HMOs, caregivers' associations and special education schools
- Ultimate vision: Additional product for adults (not only autists) for presentation, interpersonal and body language development



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