

Let's play to heal.

SMB Virtual meetup 27th January 2022

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1931

Let's play to heal.



3D Rudder

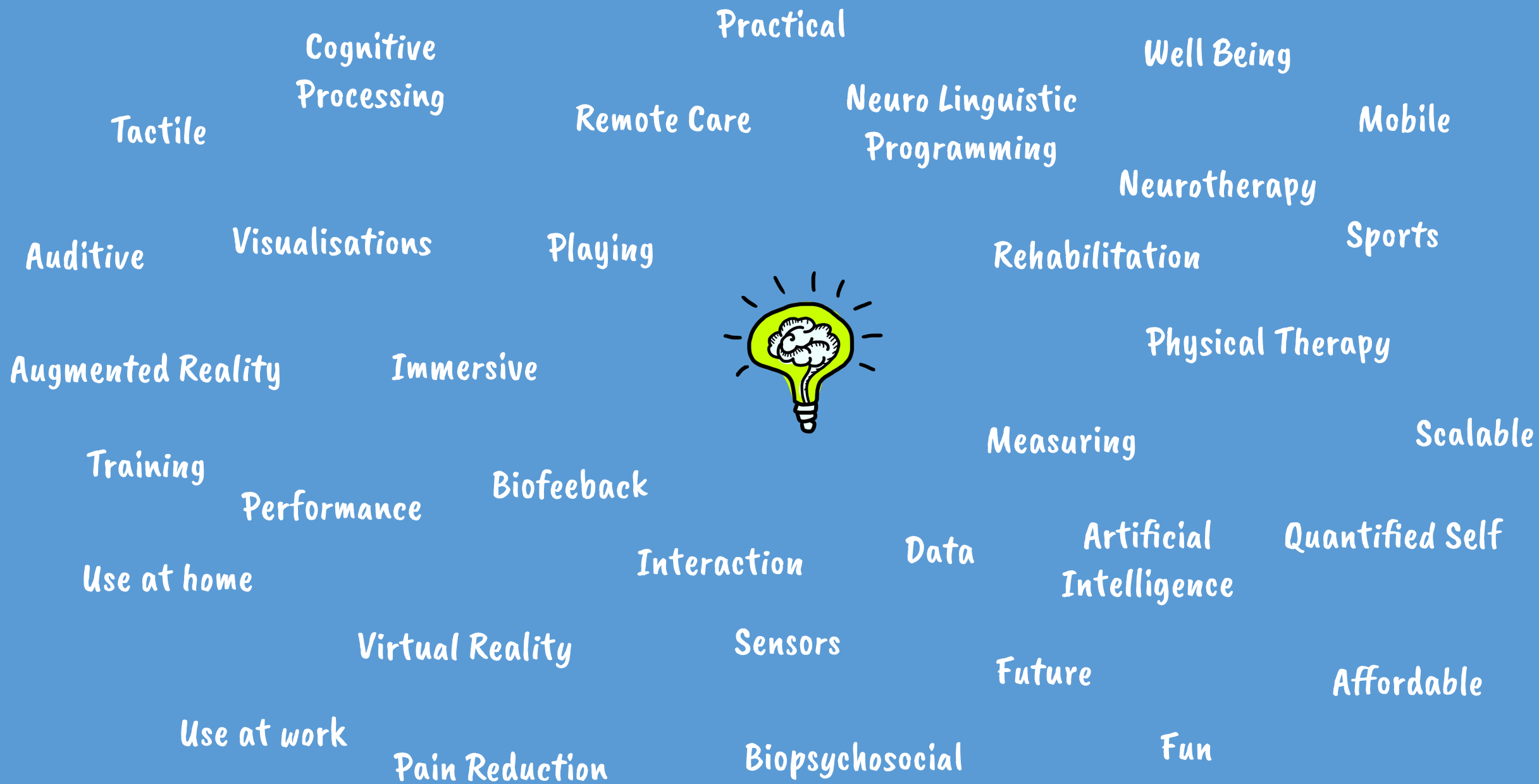


Xsens DOT



Standardized Biofeedback

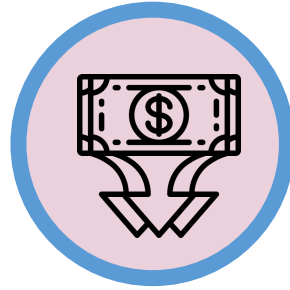




Opportunities in healthcare



Dr. Google



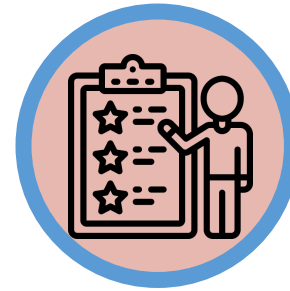
Costs



Sensors



Access



Quality



Efficiency

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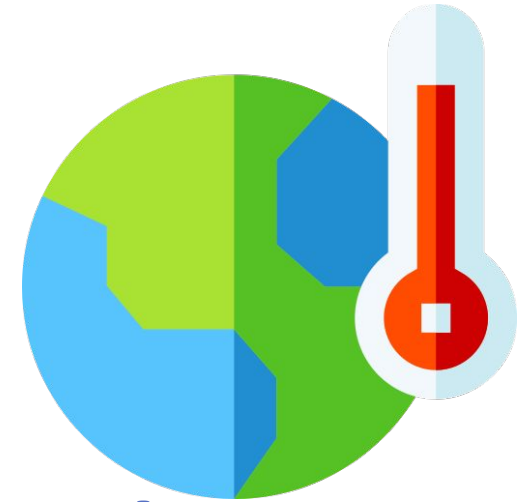
Major global trends



Ageing



Access



Climate

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Gamification

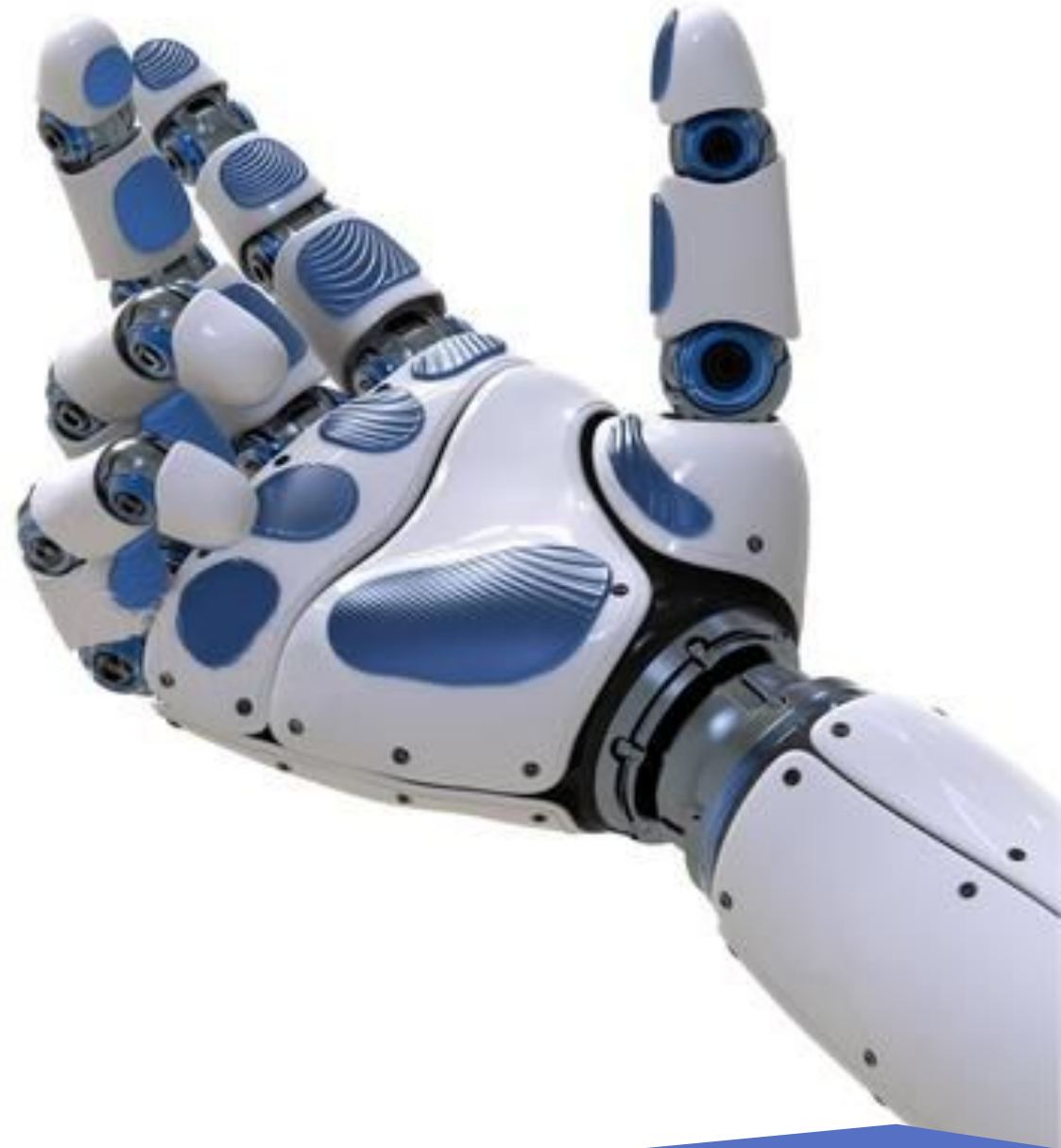
- Increase engagement
- Game design principles
- Influence cognitive perception



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Work together

- R&D Funding
- Hardware partners
- Domain experts
- Business model



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A group of people are in a virtual meeting. Three people are seated at a long yellow table, wearing VR headsets. In the background, a large screen displays a virtual meeting interface with five participants' avatars. One participant, a man in a black shirt, is standing and gesturing. To the right, another large screen shows a presentation slide titled 'Issues with telepresence on mobile / web' with illustrations of people using mobile devices. The room has large windows with a grid pattern and a potted plant on the left.

MetaVerse

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Thank you!

Gert-Jan Brok
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