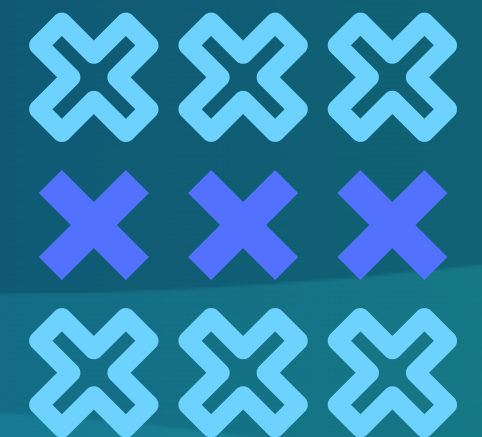


Digital Therapeutics

UNLIMITICS™

FIRST GENERATIVE AI-POWERED SCHOOL
SIMULATION GAME - OPTIMISE STUDENTS'
EXECUTIVE FUNCTIONING SKILLS





● WELCOME MESSAGE

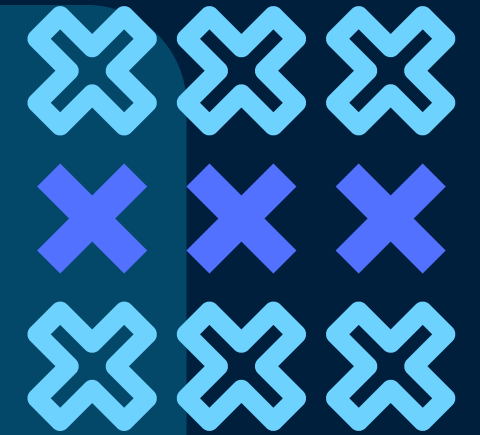
● UNLIMITICS & DTX

● CURRENT MARKET

● TECHNOLOGY HIGHLIGHTS

● DEMO: QUEST 1

● NEXT STEP



WELCOME

WHAT IS UNLIMITICS™?

Specifically designed to advance the Executive Functioning Skills of Grade 1 to Grade 8 students, Unimitics generates AI-calibrated scenarios based on real-time input from teachers, clinicians, and guardians. Children can relive a particular moment from their school life for do-overs.



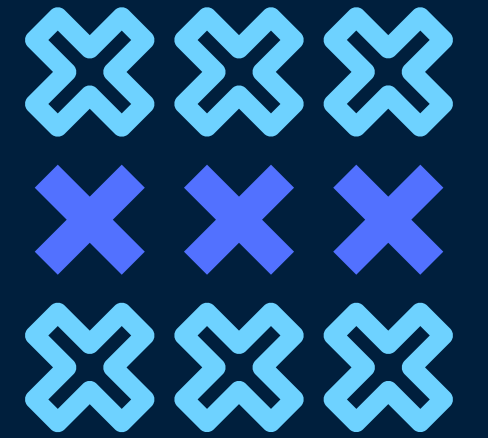
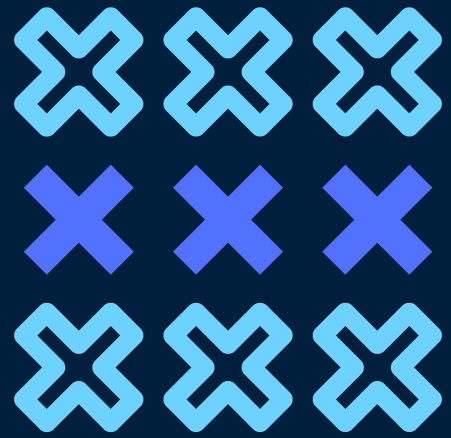


WHAT'S DTX?

“

Digital therapeutics deliver evidence-based therapeutic interventions to patients that are driven by high quality software programs to prevent, manage, or treat a medical disorder or disease. They are used independently or in concert with medications, devices, or other therapies to optimize patient care and health outcomes.

”

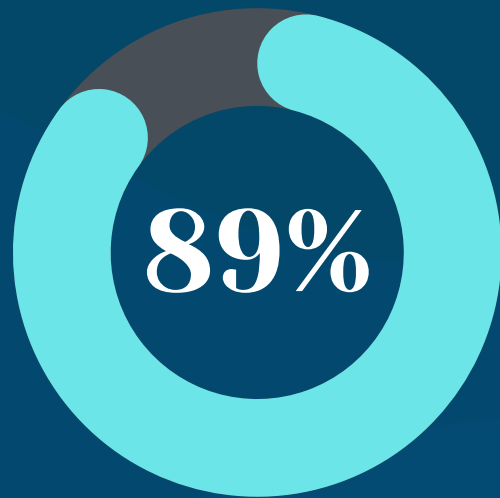
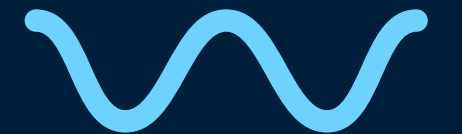


HOW'S THE MARKET?

Amongst participants with ADHD



Psychostimulant Medication?

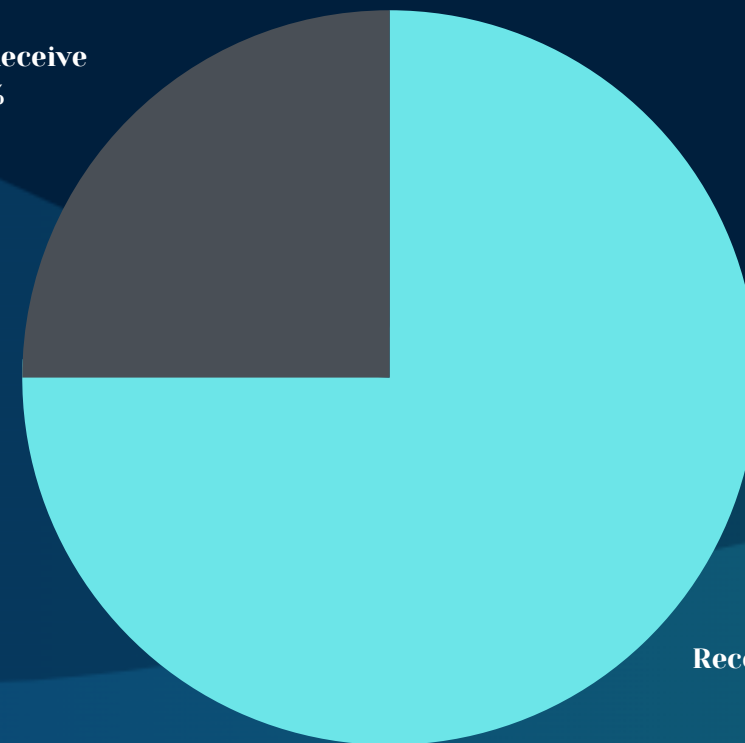


89%

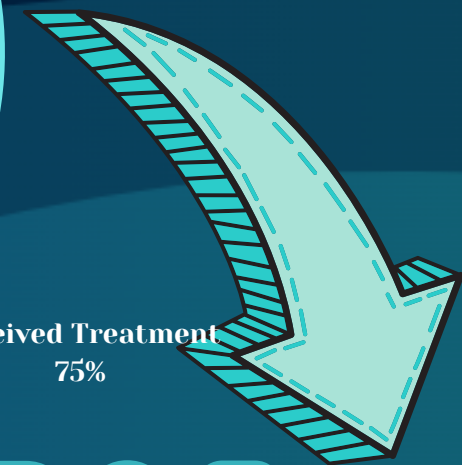
DEFICITS IN AT LEAST 1 EXECUTIVE FUNCTION



Did Not Receive
25%

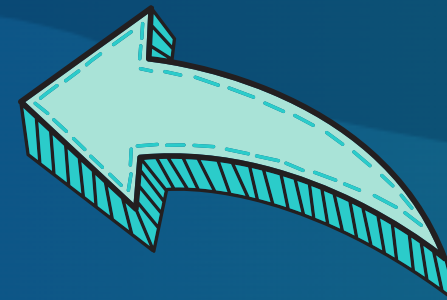


Received Treatment
75%



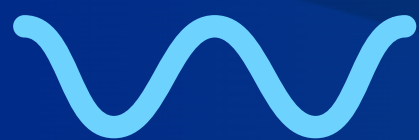
48%

ADVERSE EFFECTS



62%

ON PSYCHOSTIMULANT MEDICATION





PSYCHOSOCIAL TREATMENT?

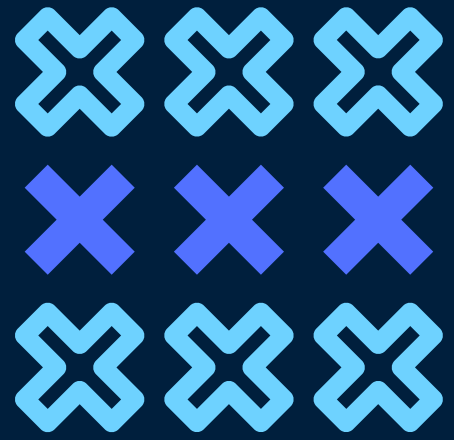


**INCENTIVE
ON PSYCHOSOCIAL TREATMENTS**

ACCESSIBILITY

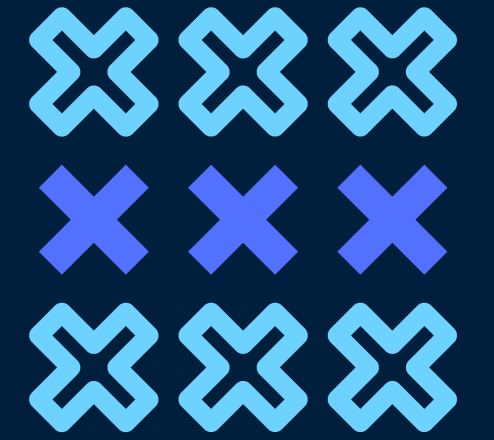
EFFICACY





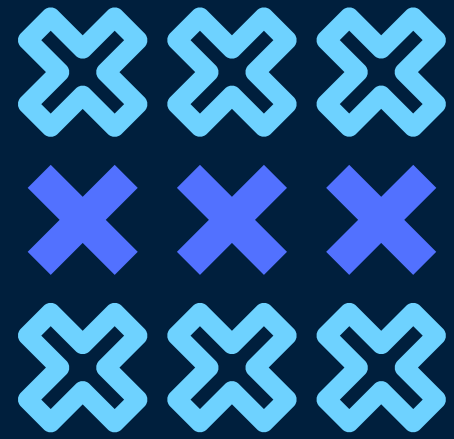
U Unlimitics

IS THE CHOICE

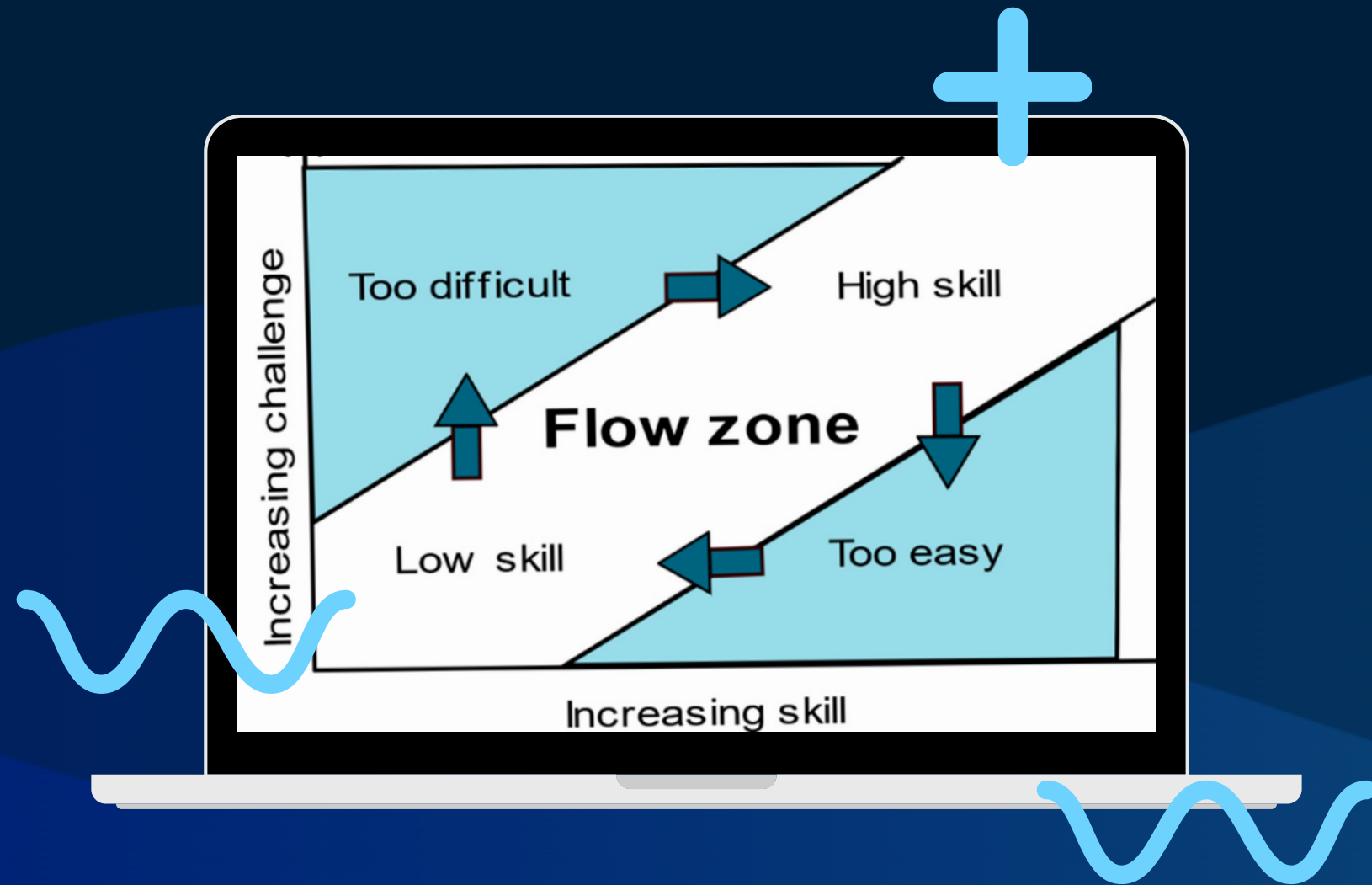


+ **DTX**





DYNAMIC DIFFICULTY ADJUSTMENT (DDA)



IT ADJUSTS

...

THE GAME'S **PARAMETERS AND COMPONENTS** IN REAL-TIME

THE GAME'S DIFFICULTY TO THE PLAYER'S **SKILL LEVEL**



PLAYERS INTERACTION DATA

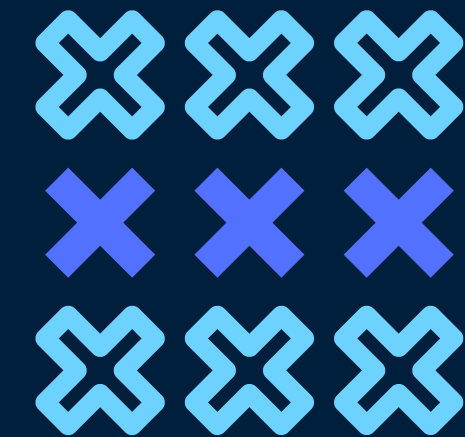
INITIAL DATA FROM THE
CHARACTER DESIGN FOR
TAILOR GAMIFICATION

TIME ELAPSED
ON THE QUEST

BEHAVIOURAL
PATTERN OF PLAYERS

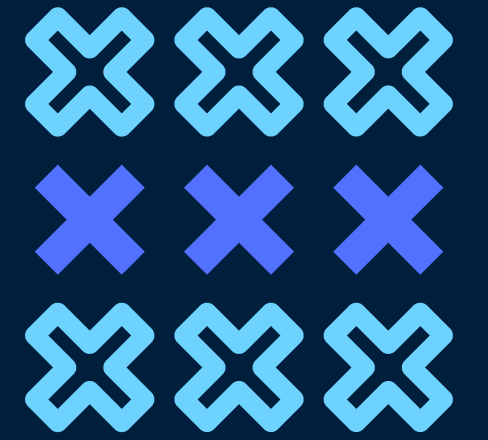
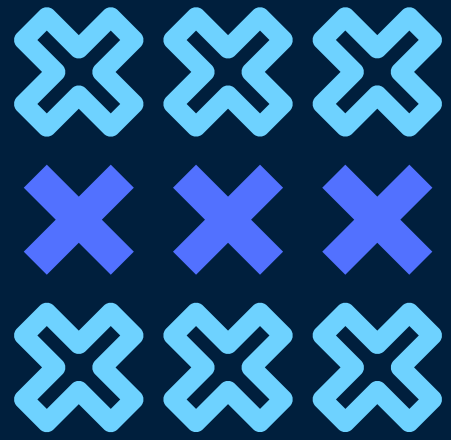


CREATE YOUR OWN CHARACTER



At Personality Panel, players can choose a name, physical ability, social skills, clothing, accessories.

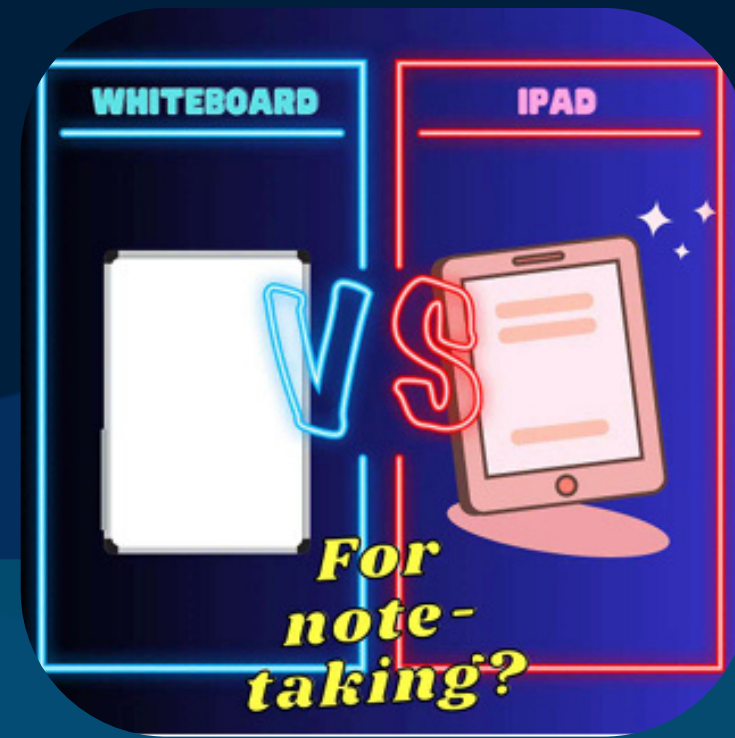




OUR BEST TEAM



Reinforcers



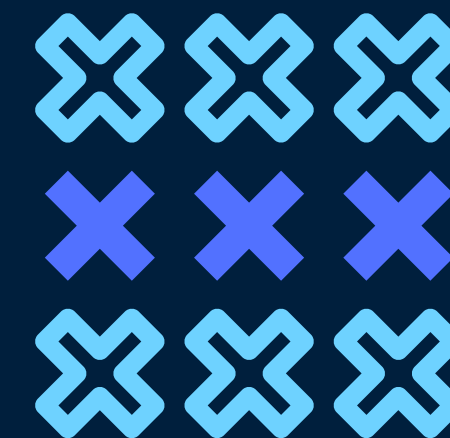
Preferable self-management Style



Common Distractions



COMMERCIALISATION MODEL



01.

MICRO-LEVEL

Children with ADHD,
Primary Care Providers,
Parents & Guardians

02.

MESO-LEVEL

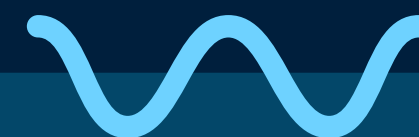
Teachers, Special Education
Needs (SEN) Departments,
Mental Health Professionals,
Community Members



03.

MACRO-LEVEL

Education Bureau of Hong
Kong, NGOs, Formulary
Decision-makers

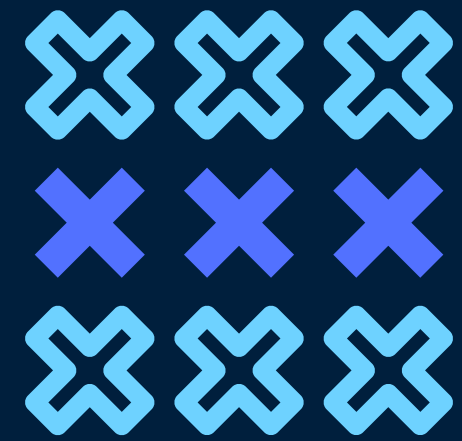


04.

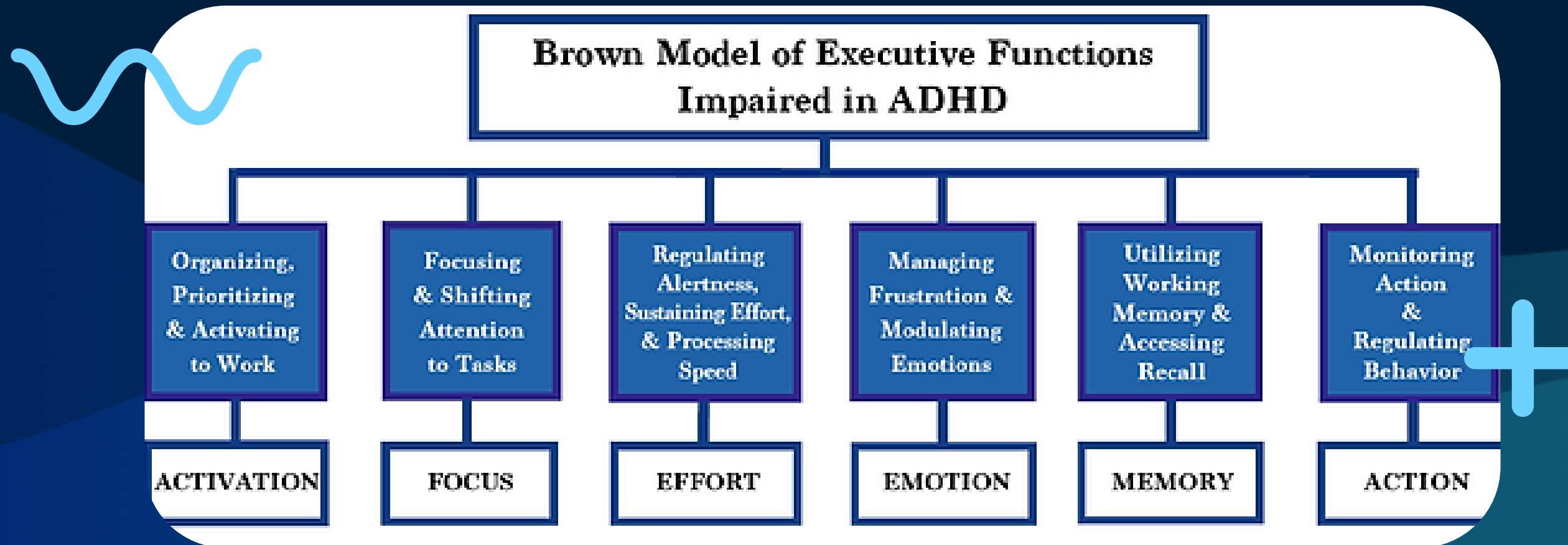
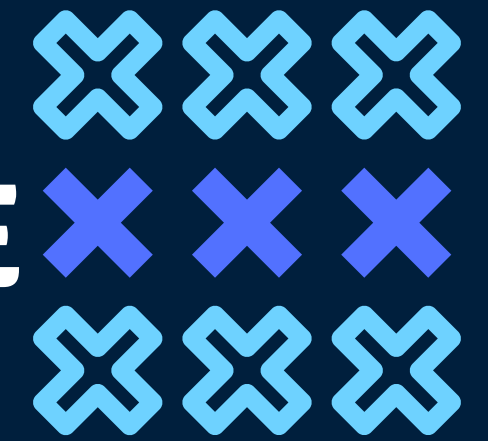
INTERNATIONAL

Markets other than local
Hong Kong - PRC, APEC





SCENARIO-BASED LEARNING: THE BROWN MODEL OF EXECUTIVE FUNCTIONS



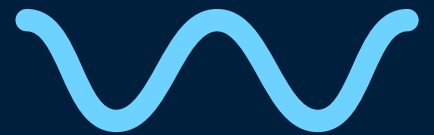
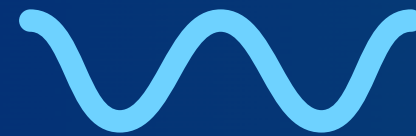
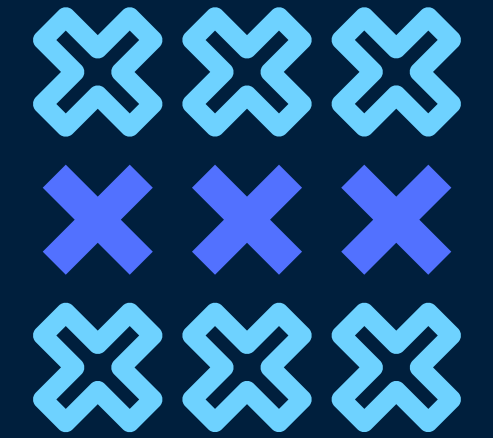
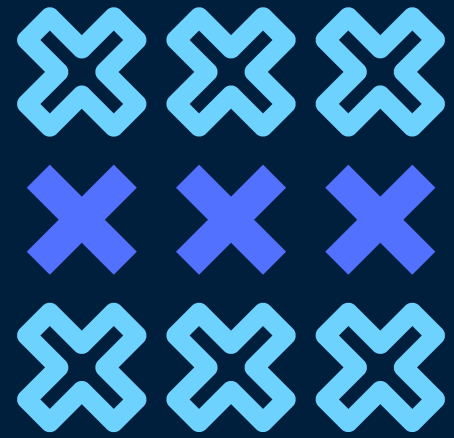
ACTIVATION

You came back home with three homework assignments:

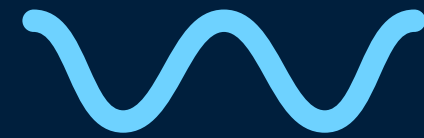
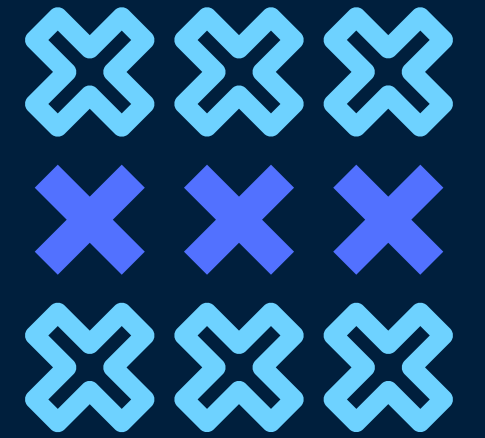
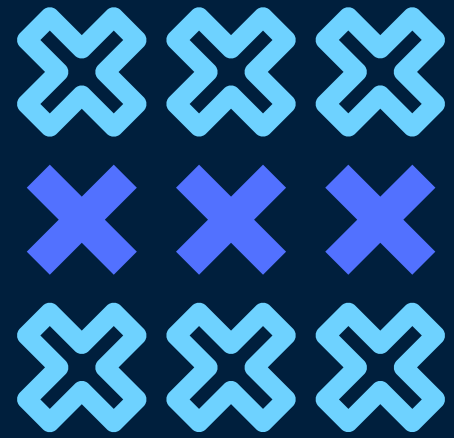
- (1) Compose a 15-second audio clip with your musical instrument using GarageBand**
- (2) Draw a charcoal self-portrait**
- (3) Write one paragraph using at least three descriptive devices**

As soon as you turn on the computer to work on the music homework, You aren't quite sure what to include in the 15-second clip. You start to google random things online.

However, you need to finish the task before your mum comes back, or else you will lose your weekend computer time.



STAGE 1 OBSTACLES IDENTIFICATION & STAGE 2 OPTIONS EXPLORATION



COMMON OBSTACLES

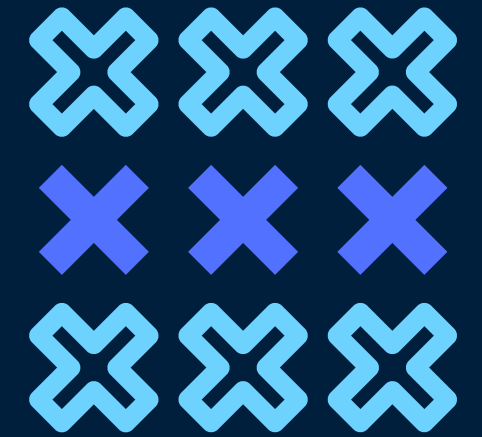
I'm not sure where to start	I can't find my materials	I'm distracted
I can't decide on a topic	I need a break	It is something else.

YOU **AREN'T QUITE** SURE WHAT TO INCLUDE IN THE 15-SECOND CLIP.

- F**OCUS
- A**CTIVATION
- A**TENTION
- M**EMORY
- E**FFORT
- E**MOTION

- 1** GOOGLE "MAKE A SHORT PIANO SONG IN GARAGEBAND" TO GET NEW IDEAS
EXTERNAL SUPPORT
GOOGLE IS GENIUS
- 2** WRITE DOWN HOW MANY STEPS NEEDED TO COMPOSE A 15-SECOND AUDIO CLIP
PLANNING
BREAK IT DOWN
- 3** ASK CLASSMATES WHO ARE ONLINE NOW ON DISCORD ABOUT THE ASSIGNMENT
EXTERNAL SUPPORT
ASK FOR HELP

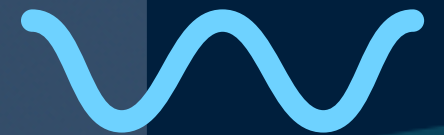
BEFORE THE DEBUT

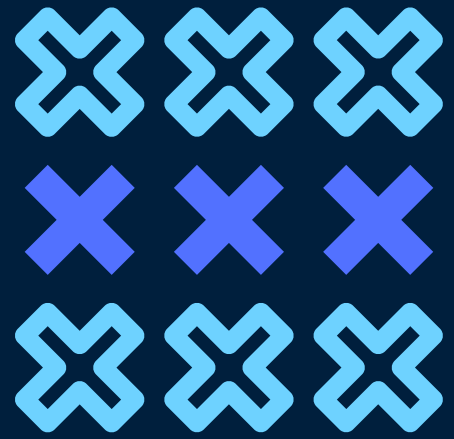


ARTIFICIAL INTELLIGENCE/MACHINE LEARNING (AI/ML)-BASED SOFTWARE AS A MEDICAL DEVICE (SAMd) AND PREDETERMINED CHANGE CONTROL PLAN

GOOD MACHINE LEARNING PRACTICE

REAL-WORLD PERFORMANCE





THANK YOU

