

A healthy & happy elderly life without the worry of dementia

SENIOR

DIGITAL HEALTHCARE BY USING VR



BT:CARE Solutions

Senior-Friendly VR Solutions

Continuous, preventative treatment is the only way to fight dementia, and BT:CARE offers easy, exciting VR game treatments that help keep users happy, healthy and dementia-free!

Exciting VR Games

A whole new way of training the brain, BT:CARE's VR Games will give you a fully immersive and realistic experience that keeps your brain ready and alert.

Safe For Everyone!

Tested and proven in over 1,000 cases. In a customer satisfaction poll 98% of users were excited to use it again.

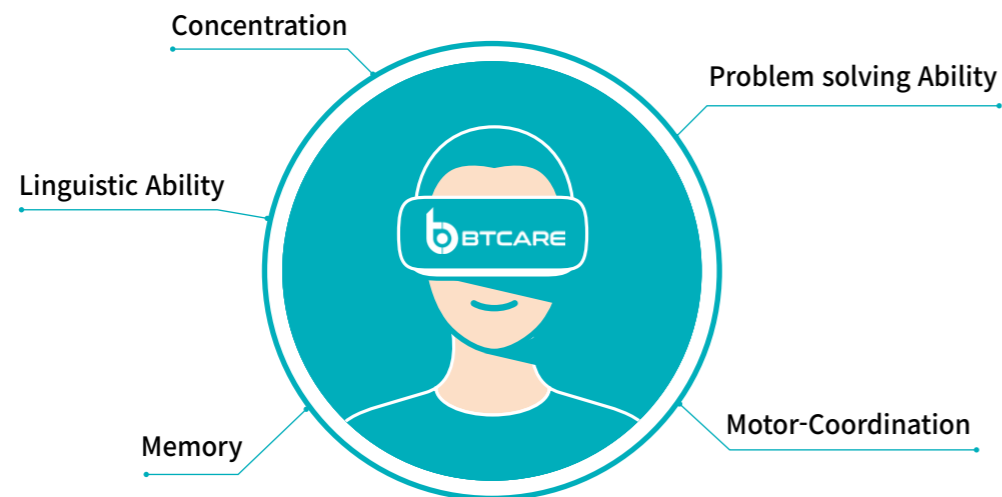
Senior-Friendly

BT:CARE's preinstalled VR games include senior-friendly settings and objectives that help users feel comfortable while they enjoy interacting with new technologies.

Innovative

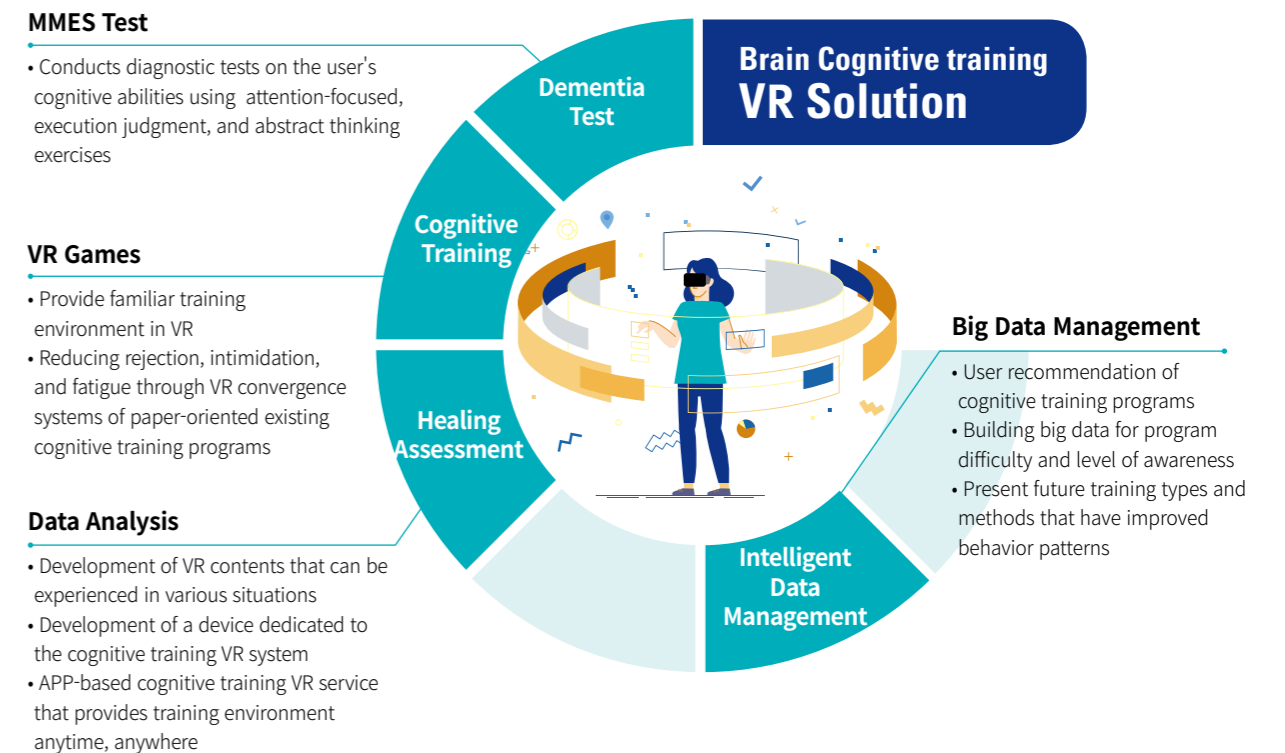
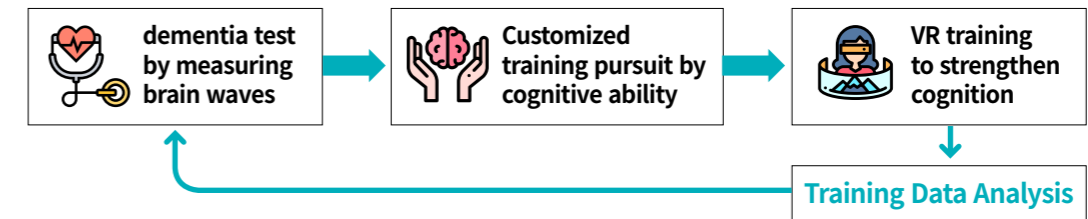
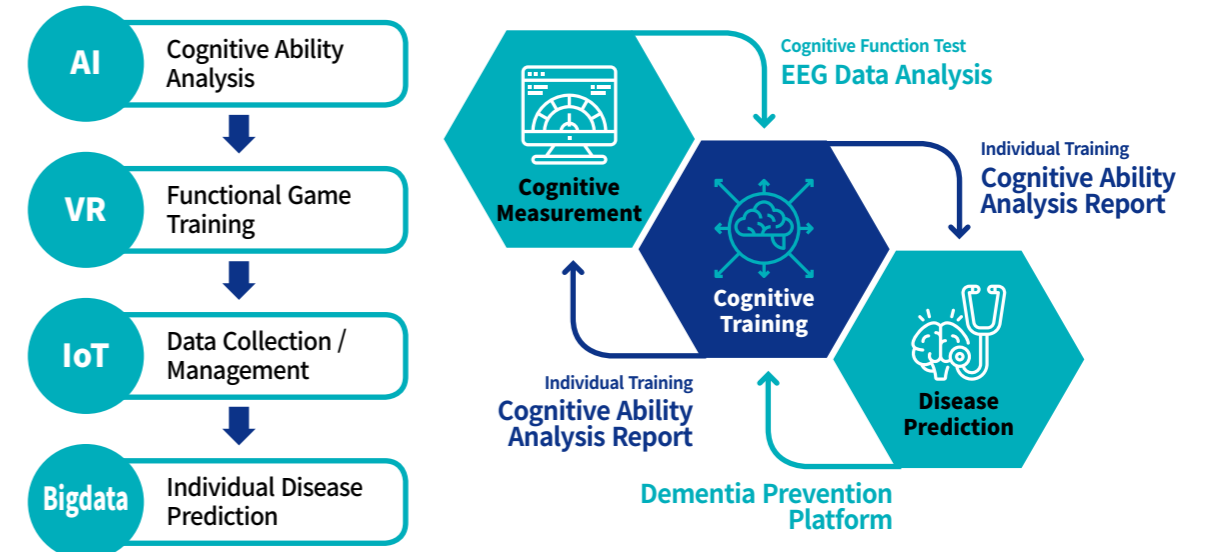
BT:CARE's intuitive game were developed by neurologists, brain rehabilitation experts, and senior care professionals.

VR Cognitive Enhancement Training



Cognitive enhancement training system that maximizes **realism** and **immersion**.

Process & Application



Product Components and Services

Type 1 Kiosk-type for cognitive reinforcement program

Basic components

Kiosk, HMD1 set, 8 training contents



Expansion components

Brain wave measuring instrument for objective cognitive measurement



Up to 10 HMDs for group training



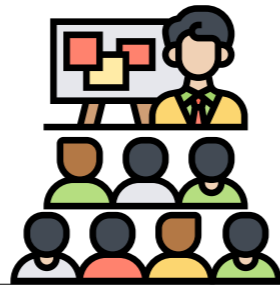
Rhythm Training Content & Dedicated Controllers



Group training

Up to 10 people can be trained

at the same time providing cooperative/competitive VR training simplify trainee management with screen segmentation.



Type 2 Backpack-type for caregiver services

Basic components

Backpack, tablet, HMD1 set, 8 training contents



Expansion components

Brain wave measuring instrument for objective cognitive measurement

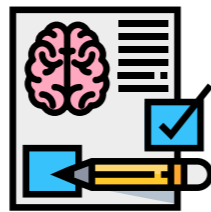


Rhythm Training Content & Dedicated Controllers



Cognitive Training

Providing home programs and cognitive training curriculum



➔ Social distance training model

Market Applicability



B2G

SENIOR WELFARE CENTERS
DEMENTIA CARE CENTERS



B2B

CARE HOMES
GERIATRIC HOSPITALS



B2C

CAREGIVER SERVICES
PRIVATE CUSTOMER USE

Cognitive Strengthening Curriculum Included



Cognitive Training Games Included :

Concentration

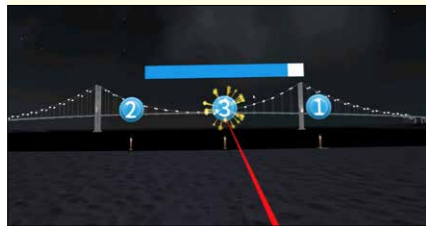


Bird Hunt

Bird Hunt is a hand-eye coordination game where the player protects seagulls from aggressive crows at the beach.

Bird Hunt stimulates the frontal lobe through selective judgments and fast shape/color identification, the game improves a player's attention to detail. By supporting cerebral function, Bird Hunt improves body motor control by utilizing both muscle learning and cerebellum activation.

Memory



Fireworks

Fireworks is a brain training program that asks the player to watch, remember and reproduce the sequences of fireworks launched from the Diamond Bridge in South Korea.

Fireworks stimulates the hippocampus, the area of the brain responsible for short and long-term learning and memory, the goal of Fireworks is to encourage and improve player memory consolidation.



Tidy Up

Tidy Up is a game that gives players a few moments to remember the location of items around a room, then an event occurs during which the items fall down and need to be reorganized back into their correct locations. The player then needs to identify

what changed and put each item back in its original location.

Tidy Up stimulates the hippocampus, the area of the brain responsible for short and long-term memory the goal of Tidy Up is to improve player memory consolidation and spatial awareness.

Executive Function



Banking

Banking is a training program that is used to practice daily activities for players (like using an ATM at the bank) but in the safety of virtual reality.

Banking stimulates the memory areas of the temporal lobe, frontal lobe and prefrontal cortex by requiring planned, complex movements and improving cognitive abilities to solve problems, thereby improving executive function.

Cognitive Training Games Included :



Grocery Shopping

Grocery Shopping is a daily activity training program where the player's objective is to buy ingredients for home cooking at the grocery store.

Grocery Shopping stimulates the memory areas of the temporal lobe, frontal lobe and prefrontal cortex by requiring planned, complex movements and improving cognitive abilities to solve problems, thereby improving executive function.

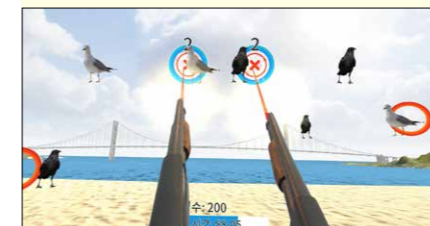


Cocktails on the Hill

Cocktails on the Hill is a training game where players make fruit cocktails by first memorizing drink ingredients, second gathering the ingredients and finally shaking the ingredients together to make a fruit cocktail.

Cocktails on the Hill specifically stimulates the temporal lobe which is directly responsible for memory function, and the frontal lobe which is responsible for problem-solving. This specific stimulation of the cerebral functions in the cerebellum allows players to complete complex movements, thus supporting improvement of player motor control skills.

Physical Intelligence



Double Bird Hunt

Double Bird Hunt is an attention and response control training program where which aggressive birds are shot in pairs during co-op play.

By receiving visual information and sensory signals, Double Bird Hunt stimulates the occipital and parietal lobes, thereby incentivizing the frontal lobe to focus its premotor and primary motor cortexes to regulate and improve motor control abilities, like eye-hand coordination, in tandem with the cerebellum.



Avoid the Bird Poop

Avoid the Bird Poop is a training game where players need to shoot down aggressive crows while avoiding bird droppings or blocking them with a shield.

The aim of Avoid the Bird Poop is to stimulate the occipital and parietal lobes, thereby incentivizing the frontal lobe to focus its premotor and primary motor cortexes to regulate and improve motor control abilities, like eye-hand coordination, in tandem with the cerebellum to accomplish the task at hand.

BT:CARE TESTIMONIALS

Mrs. Lee
78 Years Old Busan, Korea

“It keeps my brain sharp and keeps my nerves firing. I was so depressed that I just wanted to end my own life when I found out I had dementia... but this game brought me back from the brink and back to the world. Thank you so much BT:CARE.” healthy and dementia-free!

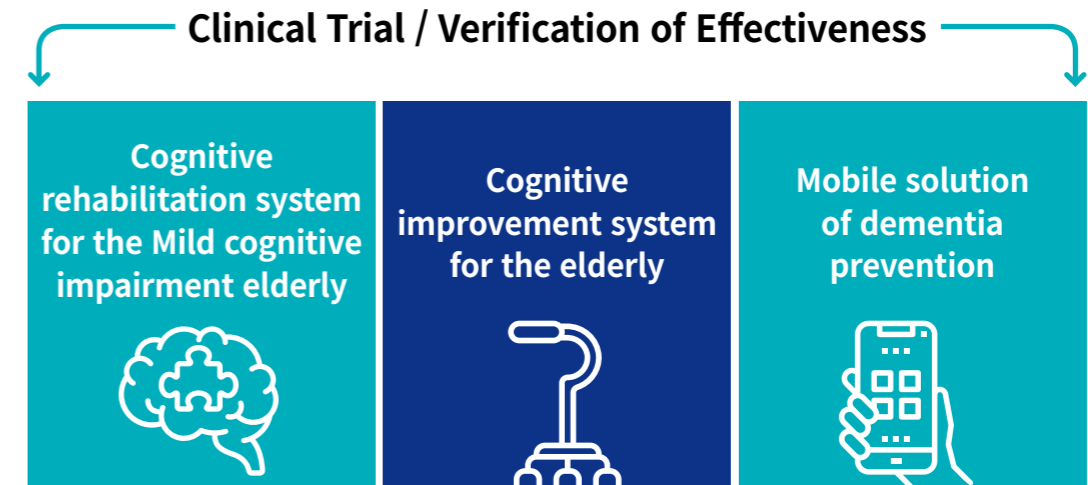


Mrs. Jung
75 Years Old Busan, Korea

“I used to feel so lonely and isolated. I had no desire to do anything but stare at the TV screen with empty eyes. But, after I played BT:CARE’s VR games my brain fog disappeared and I started to wake up again. I am so thankful to this program for changing my life and helping me to find the joy of being alive again.”



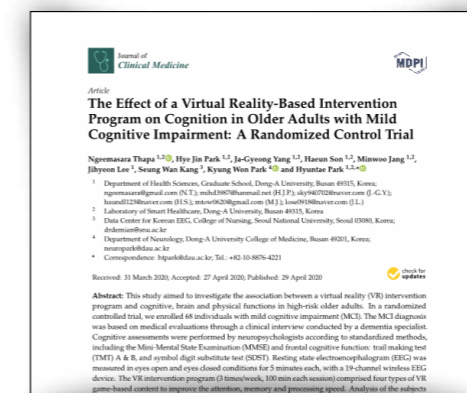
BT:CARE Solutions Proven Reliability



Clinical trial results published in medical & public health journals

Validation of VR Solution Effectiveness to Strengthen the Perception of the Elderly

Journal of Clinical Medicine, 2020
 < The Effect of a Virtual Reality-Based Intervention Program on Cognition in Older Adults with Mild Cognitive Impairment: A Randomized Control Trial >



Conductis a cerebral cortex test
 Improved executive function (frontal lobe), walking speed (electronic, nervous system), and physical function.

Validation of the Effectiveness of VR Solutions on Traditional Cultural Contents for Patients with mild cognitive impairment

International Journal of Environmental Research and Public Health, 2020
 < Feasibility and Tolerability of a Culture-Based Virtual Reality (VR) Training Program in Patients with Mild Cognitive Impairment: A Randomized Controlled Pilot Study >

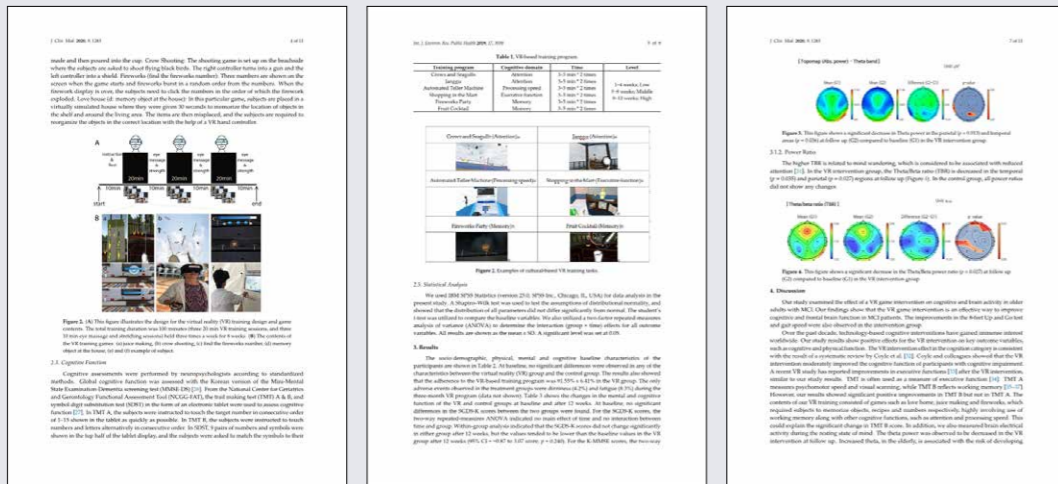


VR training that uses traditional culture to better integrate BT:CARE training and methodology to elderly patients
 Compliance, adherence 91.55% ± 6.41%

Studies and Patents

Studies

The BT:CARE system was studied in a randomized control trial, the results of which were published in the research paper: The Effects of a Virtual Reality-based Intervention Program on Cognition In Older Adults With Mild Cognitive Impairment.



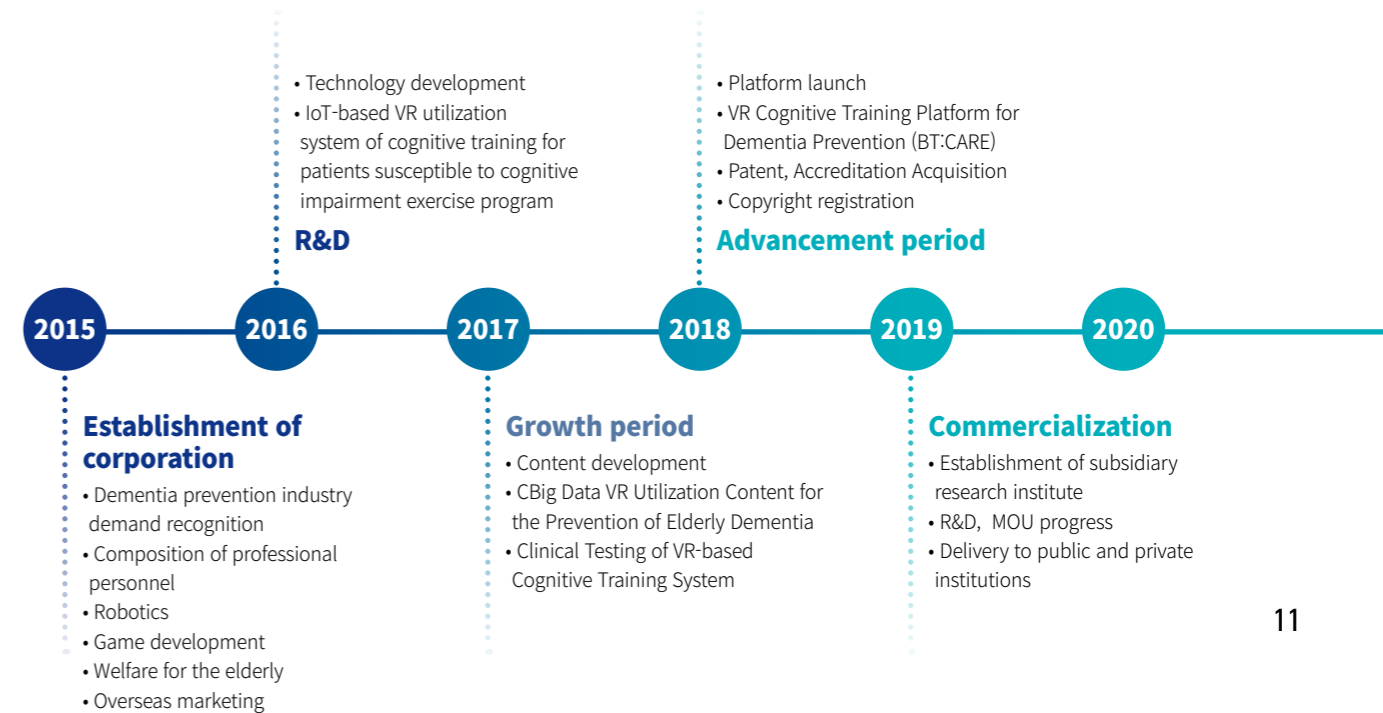
Patents

BT:CARE's patented VR cognitive rehabilitation training method & system has 12 Korean and international patents.



Company History

SYINOTECH Inc.



Partnerships





BT:CARE by SYINOTECH Inc.

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