LYNXVERSE

don't worry you are not alone, we are here for you

LET'S START

Introduction

The world is constantly changing, and the age of globalization and economic inclusion has brought with it, higher rates of mental distress among different generations and cultures.

nearly **1 billion people** live with a **mental disorder** and in **low-income countries**, more than **75% of people** with the disorder **do not receive treatment**. Every year, close to **3 million people die** due to **substance abuse**. Every **40 seconds,** a person **dies by suicide**. About **50%** of mental health disorders **start by the age of 14**. Also **35% of adults** have gone **online to self-diagnose.**

Source: https://blogs.worldbank.org/health/mental-health-lessons-learned-2020-2021-and-forward

Problem

Accessibility

01

With so many misconceptions and stigma about mental health, affected individuals might feel shame and discomfort about what they're going through. The lack of knowledge and education around mental health hinders people from realizing that they are not alone in what they are going through, and that they are not 'abnormal'. Pair this with a lack of clear referral pathways in most countries, most individuals won't know where to go or who to approach for help.

Affordability

02

Mental health treatments tend to be expensive as most individuals wouldn't seek expert help until the point of crisis. By this time, the issues are sometimes so compounded and would require intensive therapy over a period of time, causing the cost to be a big issue to some individuals (and further creating stress which affects their mental health).

Anonimity

03

Due to the stigma and misconceptions mentioned previously, there's a big concern over identity and privacy; for the individual affected as well as their family and friends. A number of people reported feeling uncomfortable attending mental health facilities in person, as they worry about the disclosure of mental health issues/diagnosis.

The WHO estimates mental health issues

1 IN 5

The WHO estimates mental health issues in one of every five children and adolescents....
Source : WHO

1 IN 4

...and 1 in every four adult humans. Source : WHO

We've built a way to solve this issues and unlock a market **worth $400+ Billion** in **2021**

The Solution

The solution at **lynxverse are bringing to the world is a metaverse game with scenarios constructed to run remote cognitive behavioral therapy sessions.** These sessions will utilize industry experience to create gameplay events that help the patient address their illness in a safe, secure manner without the need for constant human interaction.

NEXT

LYNXVERSE

Solution

01

Anonymous game on the metaverse

Users are able to play the game scenarios constructed to without giving away any personal information.

02

Scenario-based dynamic gameplay

Scenarios are scientifically constructed to target specific mental health issues and can be targeted towards key groups.

03

Learn to earn – Play to earn – Share to earn

The ecosystem rewards those who learn more about mental health to spread awareness and to those who actively try to get the help they need through the game reward mechanics. **The reward is $stable coin.**

04

Digital Marketplace

The ecosystem also promotes the creation and distribution of digital media that help tackle mental health issues such as meditation music, yoga guides, etc. It will also make links to associated therapists and their services which can be offered online or in person. The marketplace payment transaction will use $stable coin.

What Makes Us Different ?

1st MENTAL HEALTH GAME

Lynxverse is the first game on the blockchain that focuses on mental health and emotional well-being and ties in industry experts to make this a reality.

FREE TO PLAY

The Lynxverse game scenarios are free-to-play and users may visit our physical centers to get the full equipment experience at no real cost!

USING MACHINE LEARNING

Lynxverse is creating specific scenarios to help combat mental health illnesses by using machine learning data structures and AI assistants. The scenarios would be made to adapt to each user and make the experience customized for each patient.

UNIQUE ECONOMIC MARKET

The ecosystem fosters a unique economic market where users can create and sell NFT assets that would help with mental health exercises (such as meditation music or guided yoga sessions) which enriches the resources available for the users.
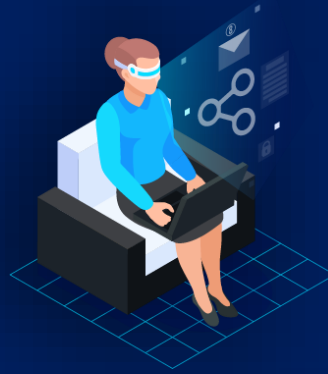
Ways To Earn Income On Lynxverse

Share to earn

Users are encouraged to share their mental health endeavors and to talk more about the issues they face. Upon doing so, the platform rewards them with the stable coin USDT / USBC / BUSD.

Learn to earn

Users can also explore various scenarios that spread awareness of mental health issues and teaches more about the illnesses. Users who participate are rewarded stable coin USDT/ USBC/ BUSD!.

Play to earn

Users are rewarded in stable coin USDT/ USBC/ BUSD for their activity on the gamified CBT scenarios awarding them for their time spent.
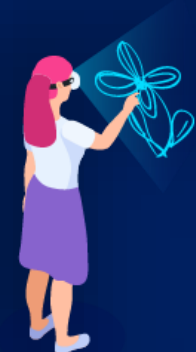
Digital Media Marketplace

Users are rewarded in stable coin USDT/ USBC/ BUSD for their activity on the gamified CBT scenarios awarding them for their time spent.

Metaverse centers

USDT/ USBC/ BUSD for their activity on the gamified CBT scenarios awarding them for their time spent.

How Does the Game Works

Register

user register and connect wallet, then user can display themselves as a human, animal, anime, etc whatever they prefer

Go to Clinics

Users go to clinics in the metaverse, user can pick the form of the virtual therapy (animal, human, etc) whatever makes the user comfortable

Answer Question

If the user is not sure what issues they need addressed, they will need to answer several questions for the machine learning system.

Choose the Scenario

Users will have several scenarios to choose from. They will select the scenario most suitable for their issue.

How Does the Game Works

Use CBT Data

Every scenario will use CBT data from patients from clinics, universities, and hospitals we are partnering with in addition to professional guidelines.

Assist the User

The Machine Learning is designed to make the scenario easy to follow all the way to the final stage of the experience.
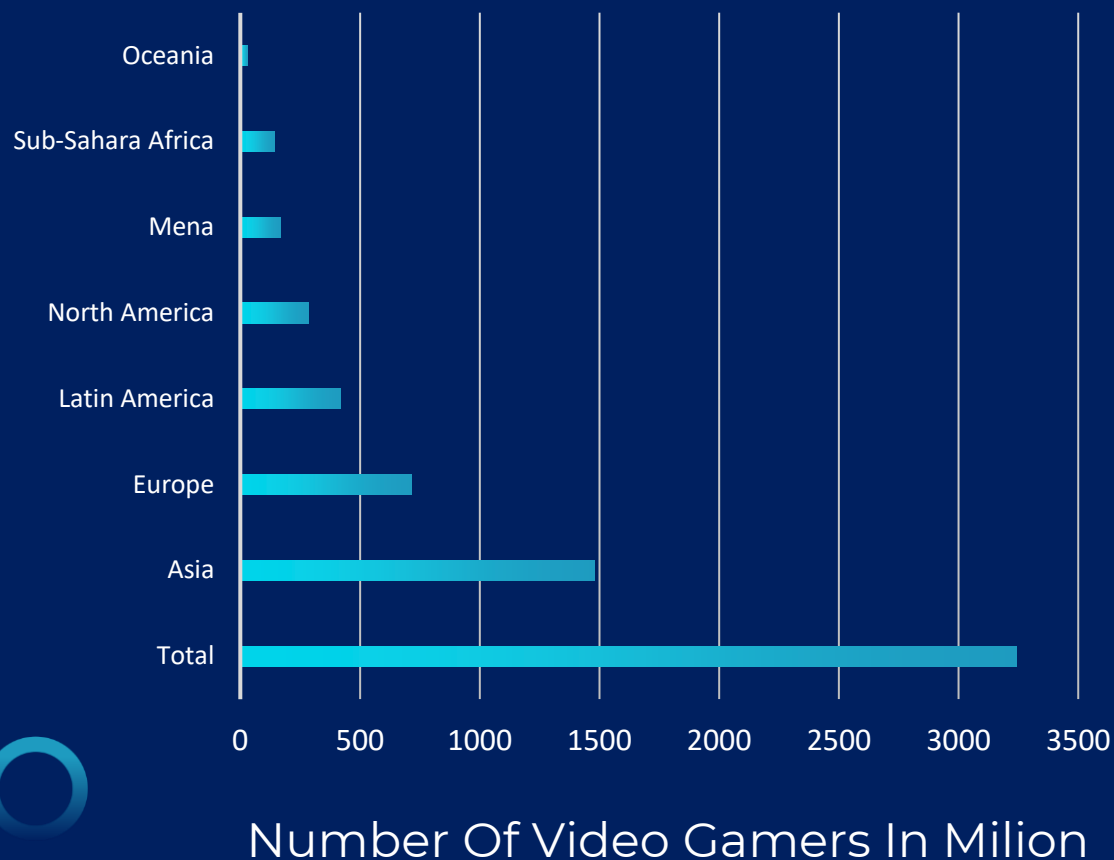
Connect to Real World

if user feels like there is need to meet the real psychology, Lynxverse will connect them thru the real world clinics or real psychology who are partners with us in the metaverse.

A Wide Market Audience

3.243,3

Total number of video gamers worldwide in 2021, by region

Video gaming is a hobby enjoyed by young and old across the globe. In 2021, there were almost **1.48 billion gamers** across Asia, making it the largest market for video gaming worldwide, with Europe coming in second place with **a gaming audiences of 715 million**. In total, there were an estimated **3.24 billion gamers** across the globe. Based on Statistica.com

Number Of Video Gamers In Milion

Oceania
Sub-Sahara Africa
Mena
North America
Latin America
Europe
Asia
Total

0   500   1000   1500   2000   2500   3000   3500

A Booming Industry

With companies investing billions into the expansion and development of metaverses, it is no surprise that the global metaverse market is expected to reach
~750 billion USD by 2026!

Global Metaverse Market to Reach US$758.6 Billion by the Year 2026

Global Metaverse Market to Reach US$758.6 Billion by the Year 2026

Abstract: What`s New for 2022? -Global competitiveness and key competitor percentage market shares. -Market presence across multiple geographies - Strong/Active/Niche/Trivial.

February 22, 2022 05:29 ET | Source: ReportLinker

Business Model

B2B 💰 B2C

Rent your metaverse buildings to clinics/hospital/psychology to **recreate the economics from the real world!**

Create custom scenarios and tools for corporate/military/government/research institutes for **fixed costs ranging from USD 50,000 per scenario creation.**

1% of all marketplace revenue for selling digital media pieces **will be collected** by the Lynxverse ecosystem

10% royalty from all therapy sessions priced **using our scenarios** or tools by third parties.

Achieved so far

Smart contract running
based on rust and solidity

Started collaboration with
the first clinic

Secured significant
partnership

WeFund

Maja Healing

PREXENZ

Finished to create first
scenario of the game

Started collaboration with
the first lab

Our Team

Ika Afifah

Founder

in

Andrea Bello

CTO

in

Achuth Chandran

CFO

in

Dr. Laura Widyanto, CHt.

Ahead of Operational and Development

in

Rizki Edmi Edison, M.D, Ph.D

Ahead of Operational and Development

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Marko Vitez

Smart Contract & Back-End Dev

Hardin Zuhdi

Front End Dev

Thanks !

Does anyone have any questions?

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🐦 **@play_lynxverse**

🌐 **lynxverse.io**

APPENDIX

Lab   Our lab in Jakarta, Indonesia

Demo Game   https://drive.google.com/file/d/1VN65z
                   QaRZOjgZqFlEY14c_ZF-
                   X2exkcm/view?usp=drivesdk

**Sample
Previous
Project**
- HTC Vive Modified With Neurable Reads
  Your Mind At SIGGRAPH, **click here**
- Landscape sample, **click here**
- Temple of Diana Merida, **click here**