

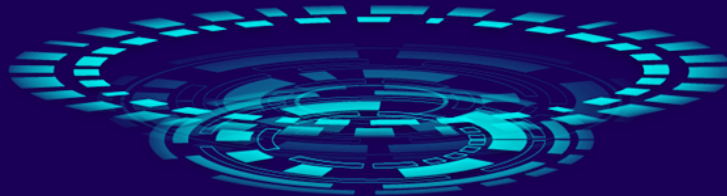


YOU NEVER HAVE TO BE ALONE WHEN YOU'RE WITH LYNXVERSE



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. These mental health issues are often overlooked due to many factors in the space:



PROBLEM

01

EXPENSIVENESS

Treatment tends to require specific skills from a shrinking professional space resulting in therapy being expensive sessions that people may not be able to afford.

02

UNTREATED

Often seen as a sign of shame, mental illnesses tend to go untreated and thus evolve into permanent sources of stress for many affected individuals.

03

STIGMA

Privacy concerns over the disclosure of mental illnesses coupled with the stigma behind being openly diagnosed with any such illnesses makes good mental health treatments a challenge for the world.

1 IN 5

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

1 IN 4

....and 1 in every four adult humans.





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.

CONTINUE.....



01

Anonymous game on the metaverse

Users can play the game scenarios constructed for soothing mental ailments without giving away any information on themselves

02

Scenario-based dynamic gameplay

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

03

Learn to earn - Play 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.

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.

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.

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.

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!

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 UST / 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 UST/ USDT/ USBC/ BUSD!.



Play to earn

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



Digital media marketplace

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 UST/ USDT/ USBC/ BUSD!.



Metaverse centers

Users are rewarded in stable coin UST/ 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.

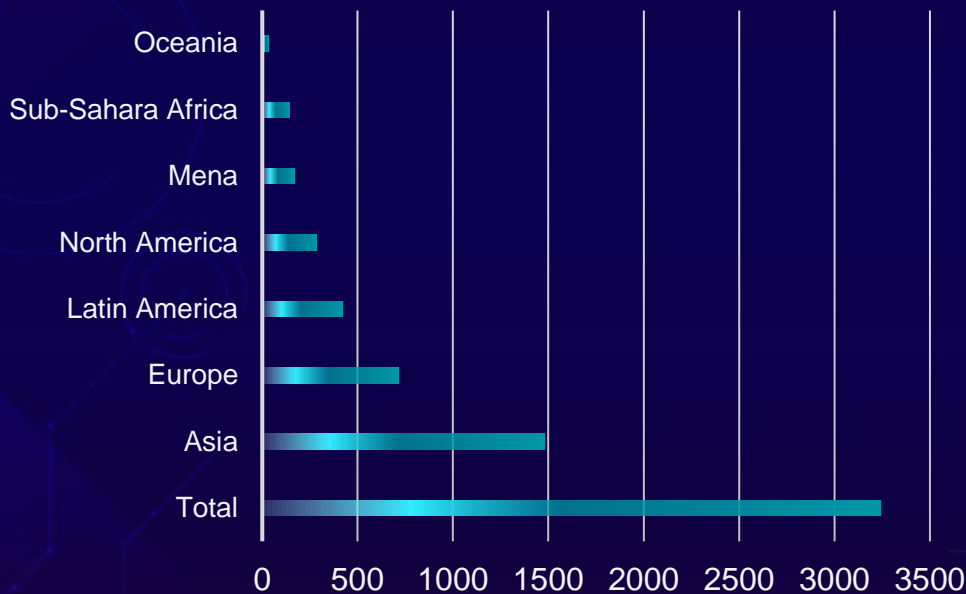


CONNECT TO REAL WORLD

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

NUMBER OF VIDEO GAMERS IN MILLION



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.

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

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.**



B2C

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.

OUR TEAM



Ika Afifah

Founder



Achuth Chandran

CFO



Dr. Laura Widyanto, CHt.

Advisor



Andrea Bello

CTO



Rizki Edmi Edison, M.D, Ph.D

Advisor



PARTNERS



WEFUND



PREXENZ



PREXENZ

THANKS

Does anyone have any
questions?

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APPENDIX

LAB

Our lab in Jakarta, Indonesia

DEMO GAME

https://drive.google.com/file/d/1VN65zQaRZOigZqFLEY14c_ZF-X2exkcm/view?usp=drivesdk

SAMPLE PREVIOUS PROJECT

- HTC Vive Modified With Neurale Reads Your Mind At SIGGRAPH, [click here](#)
- Landscape sample, [click here](#)
- Temple of Diana Merida, [click here](#)

