



The Leading Provider of Haptic
Technologies for reproduction of
touch



What is haptics ?



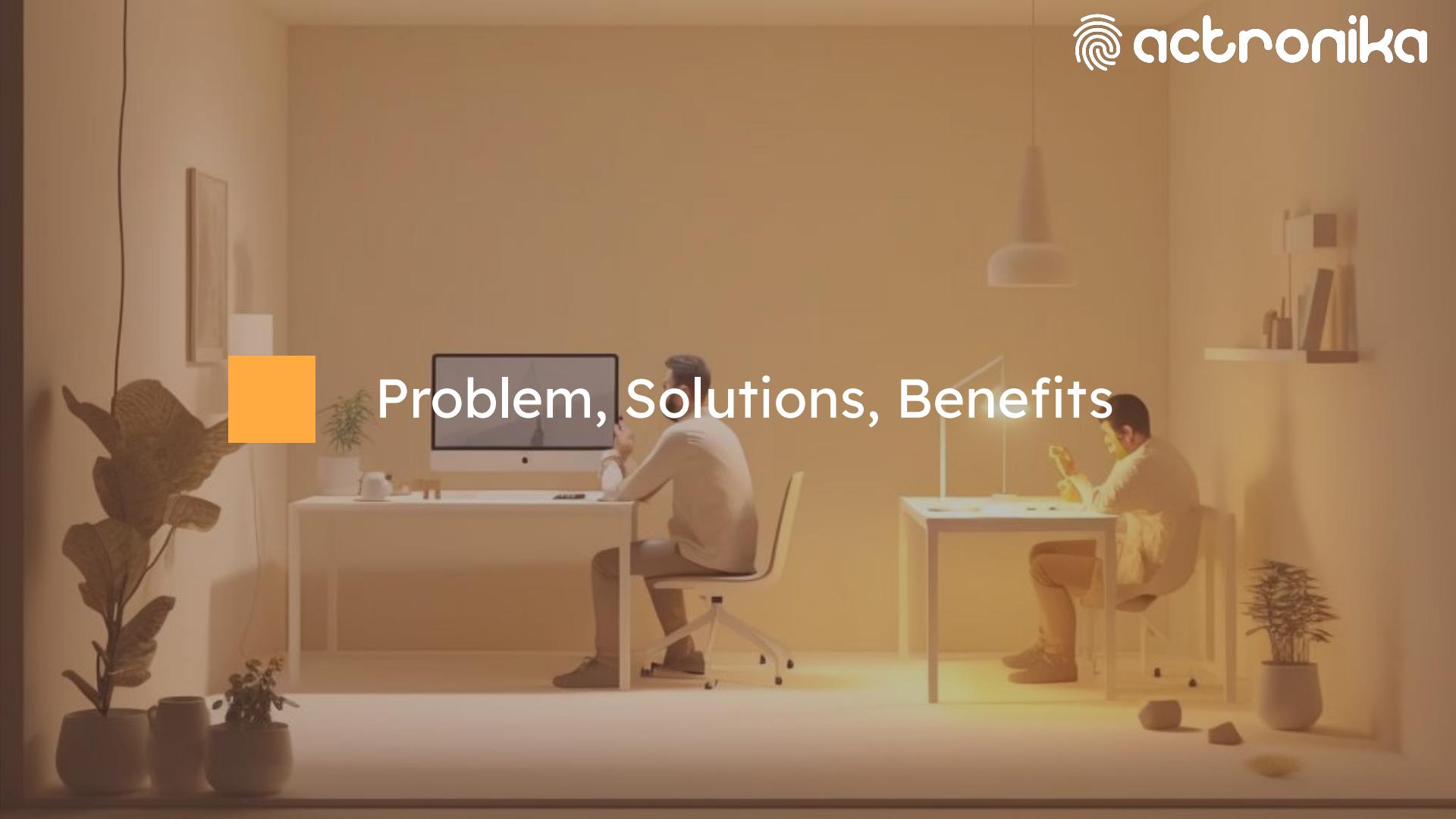
Haptics is the Science of touch

Haptic technologies transmit tactile information through sensations. These can be divided into three types of feedback:

Kinesthetic: simulating the weight or pressure of an object. This type of feedback directly impacts the user's muscles.

Thermal: transmitting the sensation of different temperature ranges in the thermoreceptors found in the skin's dermis to produce thermal feedback

Vibrotactile: recreating vibrations created during an interaction to understand the nature of the surface or object with which we interact. This is the haptics that Actronika specializes in.

A warm-toned photograph of a modern office environment. On the left, a man sits at a white desk, facing a computer monitor. On the right, another man sits at a smaller desk, looking down at some papers. The room is decorated with several potted plants and a minimalist bookshelf. A large orange square graphic is positioned to the left of the text.

Problem, Solutions, Benefits

Problem:

Truly immersive experiences and natural user interfaces are hindered by a lack of HD and accessible haptic solutions



Limited immersion & fidelity

Human Machine Interfaces are providing real or artificial information to its users, today these informations are relying only on vision and hearing.



Complexity in integration

Companies have to rely on too many partners to integrate haptics. Software, Hardware, Integration Guidelines, Services, Licenses, the players are too diverse. Haptic Sensation are still a mystery for most companies.



Classic Haptic quality is poor.

Today, almost all haptic products are based on 1 frequency only, meaning only 1 sensation.

IMMERSIVE EXPERIENCE: SOUND + IMAGE + TOUCH

The logo for unitouch, consisting of the word "unitouch" in a bold, black, sans-serif font.

THE SOFTWARE ECOSYSTEM FOR HD HAPTICS

Unitouch is our integrated product, enabling HD Haptics in any device.

HARDWARE: HAPTIC VEST PRODUCT

Skinetic is Actronika's Haptic vest. Multisensory wearable device

INTEGRATION HAPTIC PRODUCTS

Actronika's integration into everyday interfaces from Gaming to Medical devices



XR/VR/AR

Gaming

Mobile

Automotive

Luxury

Sensorial Marketing

Consumer electronics

Avionics

Medical

Benefits

Enhanced retail experience through multisensory immersion

Touch comes to complete sight and sound to create a fully immersive and engaging shopping experience.

Immersive experiences for Gaming, Cultural events

Bridge the gap between technology and personal connection by infusing digital interaction with genuine emotions.

UX made human

...Powered by a comprehensive and agnostic solution: Unitouch

Unitouch's versatility make it relevant for various applications, from gaming and entertainment to advertisement.





Products



Skinetic: Multisensory Wearable Vest



High-Definition Haptic-Enabled accessories for VR/AR, Entertainment and Professionals

Skinetic is the most advanced haptic wearable providing untethered immersive experiences, for various applications.

Immersive experiences never been this true.

Skinetic provides HD Haptics sensations that are actually reproducing what is felt with a natural haptic occurrence. XR Users have now access to touch on their body.

Product & Components manufactured in Europe

Skinetic is assembled in France with potential of high automatisation and craftsmanship blend for production (electronics & garments)

Powered by a comprehensive and agnostic solution: Unitouch

Unitouch's content creation tools are user-friendly and accessible to both professionals and non-professionals, providing a complete solution for the design and the integration of tactile sensations.

Haptic Products : Our integration into products



XR/VR/AR



Today Haptics lacks low latency controllers, implement mono frequency tech, independent tech, no libraries.

Unitouch + Design Services for next implementation of haptics in their ecosystem, with tailored solutions for their HW as well as for their SW available to developers (multi-room, multi user positioning,etc.)

Gaming



These companies have worked with haptics for a long time, yet their IP portfolio as well as product integration are not allowing true shift in user experience.

We provide our platform to help enhance a complete range of products, such as gaming mouse, keyboards, gaming chairs, headsets. The interfaces of immersive experiences.

Mobile



Today this company is creating its own OS and lack a proper way of implementing HD Haptics as well as providing a comprehensive environment to devs.

Unitouch and Actronika's research for present and future cooperation, we are helping them built the next gen of haptics in close term as well as working on future HW and UX Design to ensure the best outcomes of haptics.

Automotive

STELLANTIS

Today haptics in the automotive is highly embedded and usually quite unlinked between interfaces, with very low haptic quality.

We bring a sensible market solution with VCM for this very cost sensitive industry, as well as a expertise in the different Human machine interfaces of the car, allowing cross-functions (seat + steering wheel haptics for ex)

Luxury

LVMH
MOËT HENNESSY • LOUIS VUITTON

The luxury industry is looking for new user experience for in-store and online buying. They are using classic medias, but lack some product feature when only using vision and hearing.

We bring haptics for in-store enhancement of products or specific immersion experiences. We change UX online through compatible devices in mobile for example.

A solid orange square icon positioned to the left of the text.

Business Model

Business Model: B2B / B2B2C



Wholesales and Distribution Channels



Value Added Resellers



Direct Sales



Paid-for Devs



License

Batch Qty	BOM (€)	Labor (€)	Prod Cost	GM (%)	MSRP (€)
200	629	44,0	673,0	17,37	790
5 000	482	34,7	516,7	56,38	790
10 000	391	24,3	415,1	90,31	790
40 000	197	5,3	201,8	122,94	450

Skinetic

Hardware Product lines

Production & Distribution of Haptic-Enabled Accessories

Integration & Deployment of Skinetic via our Partners

Unitouch Licensing

Consultancy, Software &
Technology distribution to
third-parties.



Competitive Analysis

Unitouch Software- Competition Analysis



	unitouch	Interhaptics A RAZER COMPANY	Meta	fmod	Wwise
Haptic technology		Haptic Composer, with Assets Collection			
HD Haptics	✓	✓	✓	✗	✗
Assets Library	1000+	0	0	0	0
Drawbacks	New Solution	One-size-fits-all	Constrained to Oculus ecosystem	Only Audio Management	Only Audio Management and basic haptic
Embeddable	✓	✗	✗	✗	✗

Skinetic Hardware - Competition Analysis



	 skinetic	 bHaptics	 woojer	 OWO	 TESLASUIT
Haptic technology	Wideband Haptic Actuator	Basic Vibration Motor	Wideband Haptic Actuator	Electric Stimulation	Electric Stimulation
HD Haptics	✓	✗	✗	✗	✗
Sizes	One-size-fits-all	One-size-fits-all	One-size-fits-all	Sized product	Sized product
Content Integration	Native, Mods, Audio	Native, Mods, Audio	Audio	Native, Mods	Native
HD Library	✓	✗	✗	✗	✗
Point of Contacts	20	40	6	4	80
Connectivity	USB, Wifi, BT5.0	USB, BT5.0	BT5.0, Jack3.5	BT5.0	USB, Wifi, BT5.0
Price	789 €	499 €	589 €	450 €	12 000 €

Haptic Products Market Analysis



Haptic technology	VCM, Piezo	ERM, Basic LRA	LRA	LRA
HD Haptics	✓	✗	✗	✗
Assets Library	1000+	200	50	0
Integration Process	Int/Ext	Ext	Int	Ext
Integration Cost	€€	€€€	€€	€€€€
Patent Licensing	✓	✓	✗	✗
Hardware Dependency	Agnostic	Limited LRA	Proprietary	Proprietary

On the Luxury, Mega Projects, ..., we have a competitive advantage to tackle these markets as they are high gross low volume, which is not interesting for our competitors on the haptic product market segment.



Market Analysis / Go-To-Market

Market Growth for Vest & Haptic products



Vest Market

Market Size 2023

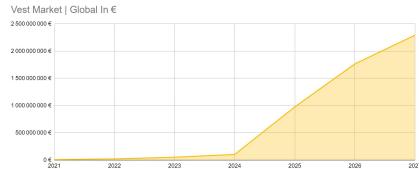
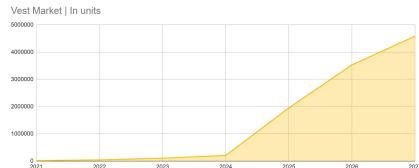
\$0.3 Billion

CAGR

90.6%

Market Forecast 2030

\$3.7 Billion



Haptic Market

Market Size 2023

\$10.6 Billion

CAGR

15.96%

Market Forecast 2030

\$19.2 Billion

Statista :

Investment in AR/MR/VR/XR organizations in the EU 2019

Europe : VR Hardware B2C Market size growth by segment

Global : VR/AR Headset sales volume 2017-2027

MOBILE



GAMING



AUTOMOTIVE



LUXURY



MEGA PROJECTS



Create networks of VAR's (Value Added Resellers) and Distributors to create content
and distribution channels

Skinetic

Unitouch

- Vertical VAR's : Military/Police; VR Arcades, Museums, Consultancy Agencies
- Distribution : B2B Distributors, B2C Distribution

- Gaming Studios
- Industrial Designers
- Music/Haptic Designers
- Movie

Consumers

VR users, Gamers, Home Theater Enthusiasts, Music Enthusiasts

Goals	Needs	Pain Points
Experience the most immersive and realistic gaming sessions possible, sharing with friends.	Compatibility with various platforms and devices (Gaming, Home Cinema) Customizable Settings to tailor the experience to personal preferences	Expensive peripherals with limited compatibility and capabilities. Limited availability of contents compatible with haptic-enabled devices.

User Acquisition Strategy - Skinetic Vest



Social Media Marketing

Engage with our audience through the promotion of our products to increase the traffic to our distribution channels

Influencers

Reach niche audiences to gain credibility and build our brands, through sponsored posts, reviews and collaborations.

Events & Installations

Reach a various consumer public through trade shows, marketing events, cultural installations.

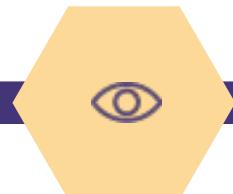
Partnerships

Cross-promote with complementary businesses to reach new audiences

Showcase the potential of haptic-enabled devices and their diverse applications

Optimize Products User Experience from feedbacks

Increase inbounds &
Improve outbounds effectiveness



Identification

We make sure that haptics are absolutely needed in your product.



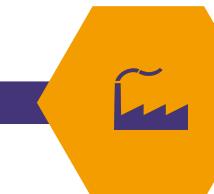
P.O.C

Realization of a prototype based on your request



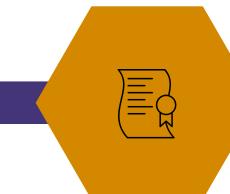
Co-development

We help you to develop your product



Industrialization

Guidelines and Services towards Industrialization



Licensing

Licenses
Royalties on Unitouch

A solid orange square graphic positioned to the left of the text.

Traction & Pipeline



Traction: Clients



Actronika collaborates with leaders of their industries to develop and commercialize new products and services

Key clients for Haptics



NEOM



Key clients for Skinetic



VAR'S

TIMMPI	150Ke	Skinetic for concerts and Cultural Installations	#Skinetic Vest Sold, Adaptation with Audio-to-Haptics	Orange Theatre expects to have 200 Vests	6 months
VRTS	126Ke	Skinetic & Unitouch for Police/Military Training	#Skinetic Vest Sold	Marseille Local PD expected to equip 10 vests	4 months
AVERT	96Ke	Skinetic & Unitouch for Police/Military Training	#Skinetic Vest Sold	UK Military Forces equip by Battalions, 5 vests/rooms	8 months
PICO	37Ke	Skinetic & Unitouch to integrate B2B PICO Ecosystem	#Skinetic Vest Sold	B2B Training and B2C Bundles PICO have done deployments of 20K units in some cases	5 Months
BEWEEZ		Actronika integration into Sensorial Market devices	#Marketing Ops	Creative studio for Marketing experiences	1 Month
MIRROR		Actronika Integration into sensorial Marketing Devices	#Marketing Ops	Marketing Agency specialized in VR Productions	1 Month
PWC	147Ke	Skinetic for B2B Corporate needs in XR	#Corporate Projects	PWC Saudi Arabia with oil company push to introduce Skinetic	4 Months

Distribution

EXERTIS	294Ke	Skinetic Distribution at Large Scale EU/US	#Skinetic Vest bought by Distributor	Amazon interested to start with Exertis with 100/200 Vests/Q	4 Months
EEREAL	15Ke	Skinetic B2C Pure player Distribution	#Skinetic Vest sold	15 Vests Sold/Quarter	2 Months
MATT'S DIGITAL	35Ke	Skinetic B2B Distributors for Uni's Agencies	#Skinetic Vest Sold	50 vests sold/Q	6 Months

A solid orange square icon positioned to the left of the word "Team".

Team



CEO: Gilles Meyer

Serial Entrepreneur: 10+ Startups
Harvard MBA, M.Sc Engineering



CTO: Rafal Pijewski

Design Engineer;
M.Sc. Mechanical
Engineering;
XR Author

Backed-up by a cross-functional team of 20 **engineers, researchers and business developers.**

7 PHD, working on AI, VR, Fundamental Research, Acoustics.

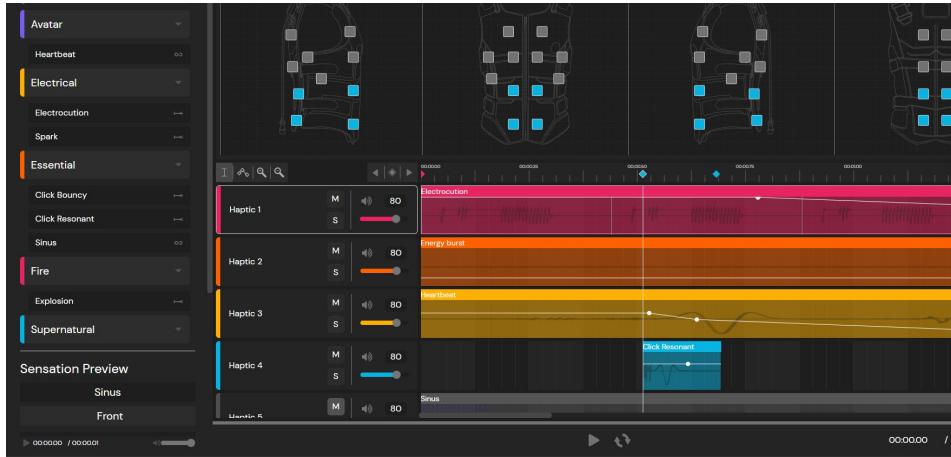
Fields of Expertise:

Embedded Systems, Multi-sensory Design, Vibration & Acoustics,
Extended Reality, Artificial Intelligence, Mechanical Design,
Manufacturing & Industrialisation

A solid orange square icon positioned to the left of the word "Financials".

Financials

We are raising Funds to industrialize our products



Series A 15 M€

Financials & Use of Proceeds



Summary - Financials

All amounts in '000 of Euros

Simplified P&L	FY22	FY23	FY24	FY25	FY26	FY27
Professional services	791	931	1,524	2,015	2,400	3,100
Skinetics		256	4,033	13,834	33,494	55,338
Haptics products	75	0	1,604	3,629	10,767	21,850
License fees		13	233	970	2,550	9,225
Revenue	866	1,199	7,394	20,448	49,210	89,513
YoY Revenue Progression %		38%	517%	177%	141%	82%
COGS - Skinetics	-	(237)	(3,079)	(11,957)	(18,421)	(28,836)
COGS - Haptics	(44)	0	(818)	(1,488)	(4,199)	(7,866)
COGS	(44)	(237)	(3,897)	(13,445)	(22,620)	(36,702)
Gross Margin	822	962	3,496	7,004	26,590	52,810
Gross Margin % Skinetics		7.3%	23.7%	13.6%	45.0%	47.9%
Gross Margin % Haptics	40.9%		49.0%	59.0%	61.0%	64.0%
Gross Margin %	94.9%	80.2%	47.3%	34.3%	54.0%	59.0%
Operating Expenses	(2,079)	(2,929)	(5,922)	(9,413)	(14,495)	(19,554)
R&D & Product	(1,301)	(1,718)	(2,826)	(3,888)	(5,123)	(6,586)
Sales, Operations & Marketing	(367)	(400)	(969)	(2,634)	(5,840)	(9,115)
Production	-	(211)	(550)	(631)	(814)	(827)
G&A & overhead	(411)	(600)	(1,577)	(2,260)	(2,718)	(3,027)
EBITDA before Grants & Cap Dev	(1,257)	(1,967)	(2,426)	(2,409)	12,096	33,256
Grant income	489	240	220	0	0	0
Cap dev costs	0	537	953	1,331	1,702	2,084
EBITDA	(768)	(1,190)	(1,252)	(1,078)	13,798	35,341
EBITDA vs Rev %	-88.7%	-99.3%	-16.9%	-5.3%	28.0%	39.5%
D&A	(11)	(12)	(382)	(775)	(1,351)	(1,839)
EBIT	(779)	(1,202)	(1,634)	(1,853)	12,446	33,502
EBIT vs Rev %	-90.0%	-100.2%	-22.1%	-9.1%	25.3%	37.4%

We are looking for 15 M€ to perpetuate and scale our activities through industrialisation and standardisation

6M€

Products and components automated manufacturing in Europe

2M€

Distribution to Europe, North America, Middle-East & Asia

4M€

Intellectual Property Development, Protection & Business Structuration

3M€

Sales & Marketing

Timeline

Open Skinetic Vest (V2) -> 789€
Assembly Chain factory - Semi-automatised.

Distribution of Skinetic to EMEA in B2B, B2B2C.
Exertis main partner for V2 in B2B2C
+ Specialized B2B Partners, Distribution + VAR's

Unitouch for Playstation 5 and HarmonyOS, on-going.
+200 Licenses of Unitouch Distributed (49, Q22023)
Integration of multiple hardware in Unitouch

Distribution of Haptic Products with partners for Luxury.
LVMH Partners to create 20+ high quality Marketing events with haptics, covering multiple use cases.

Skinetic Suit (V3) based on V2 Specs -> 1199€

Extend Distribution of Skinetic to APAC and NA.
Backup on Exertis, Nagase, for B2B2C in APAC 1st and NA 2sd.

Unitouch compatible with major multimedia platforms & content (Gaming, Mobile, XR, Cinema).
Collaboration with major Creative Studios
1st Unitouch Native AAA Games on major Platform
Unitouch ARR 1M€

Distribution of Haptic Products with partners for Mobile & Wellness.
Unitouch embedded in main APAC Mobile Phone Manufacturer OS
Actronika integrate a new product category in wellness products with existing Investor

Skinetic Suit Pro (V4) -> 3499€
Distribution to existing research centers (+70 clients already in 2023)

Distribution of Skinetic from XR to Gaming.
Skinetic distributed in console and PC segments with Native/AIAudio2Haptic compatibility.

Unitouch Features increase
Unitouch becomes more complete, integrate AI, sensors, modalities, 4000+ Tactile Elements and more.

Distribution of Haptic Products with partners for Consumer Electronics & Automotive.
Haptic Products in Gaming segment, Mouse, headphones, gaming chairs...
First car with Unitouch

Consumer version: Skinetic Vest (V5) -> 450€
Production of 500 units / months

Global B2B2C Distribution
+20 Distributors and VAR's
4 Agents on niche region

Unitouch revolutionize haptigraphy
Unitouch becomes capable of haptic sensing for direct sensation streaming. Giving access to haptic mapping of real world and beyond.

Actronika Haptic Products daily touched by 50M+ people daily.
Mobile, Gaming, Automotive haptically enabled product by Actronika reach 50M+ People worldwide.

2024

Organization, 41 ppl :
+6 People Business, Marketing, Admin
+9 People R&D

Opening of Factory
4 Operations

4 Patents
AI, Kinesthetic, Thermal.

2025

Organization, 52 ppl :
+4 Business
+3 R&D

Factory :
+4 Operations

6 Patents
AI, Network of actuators, 6G.

2026

Standard Validation :
Haptic Industry Forum MPEG with embedded HD Haptics.

Technology Evolution :
Integration of Force+Temp, UHD Haptics rise.
Network improvements allows Haptic Streaming.
Garment integration of Skinetic allows Fashion.
Unitouch has 4000+ Tactile Elements.
100+ Actuators for Skinetic Pro.

Patenting

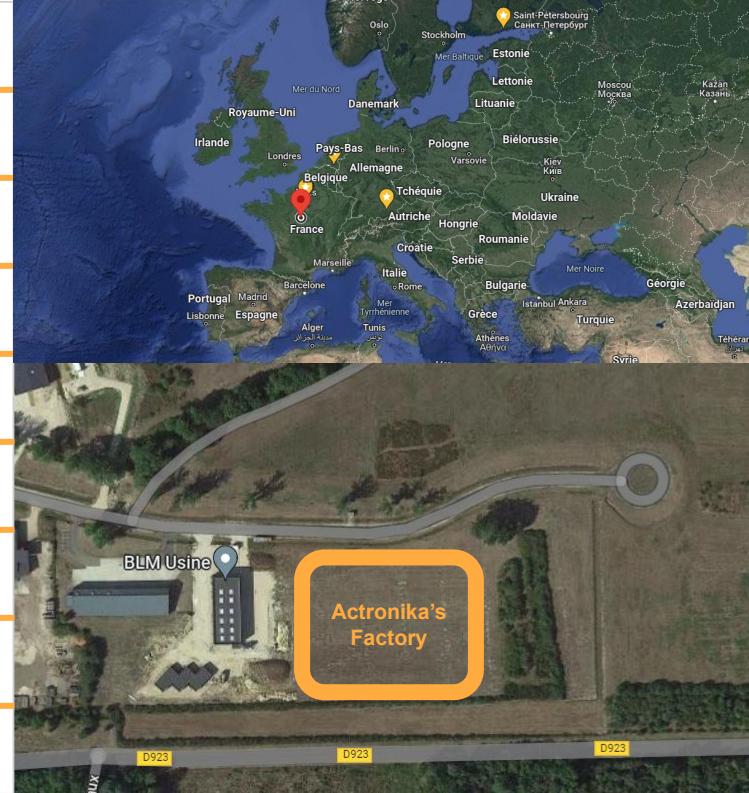
2027

Strategy consolidation :
Unitouch becomes standard SW Ecosystem.
Skinetic is the most compelling touch experience.
Haptics products touched by 50M+ people.

Beyond :
Actronika works on fundamental research to create the 1st Touch sensor, for haptigraphy.
Actronika works on deep tech to provide robotic touch, for prosthetics and robot remote control.
Actronika works on deep tech for neuronal haptics.

Industrialization plans

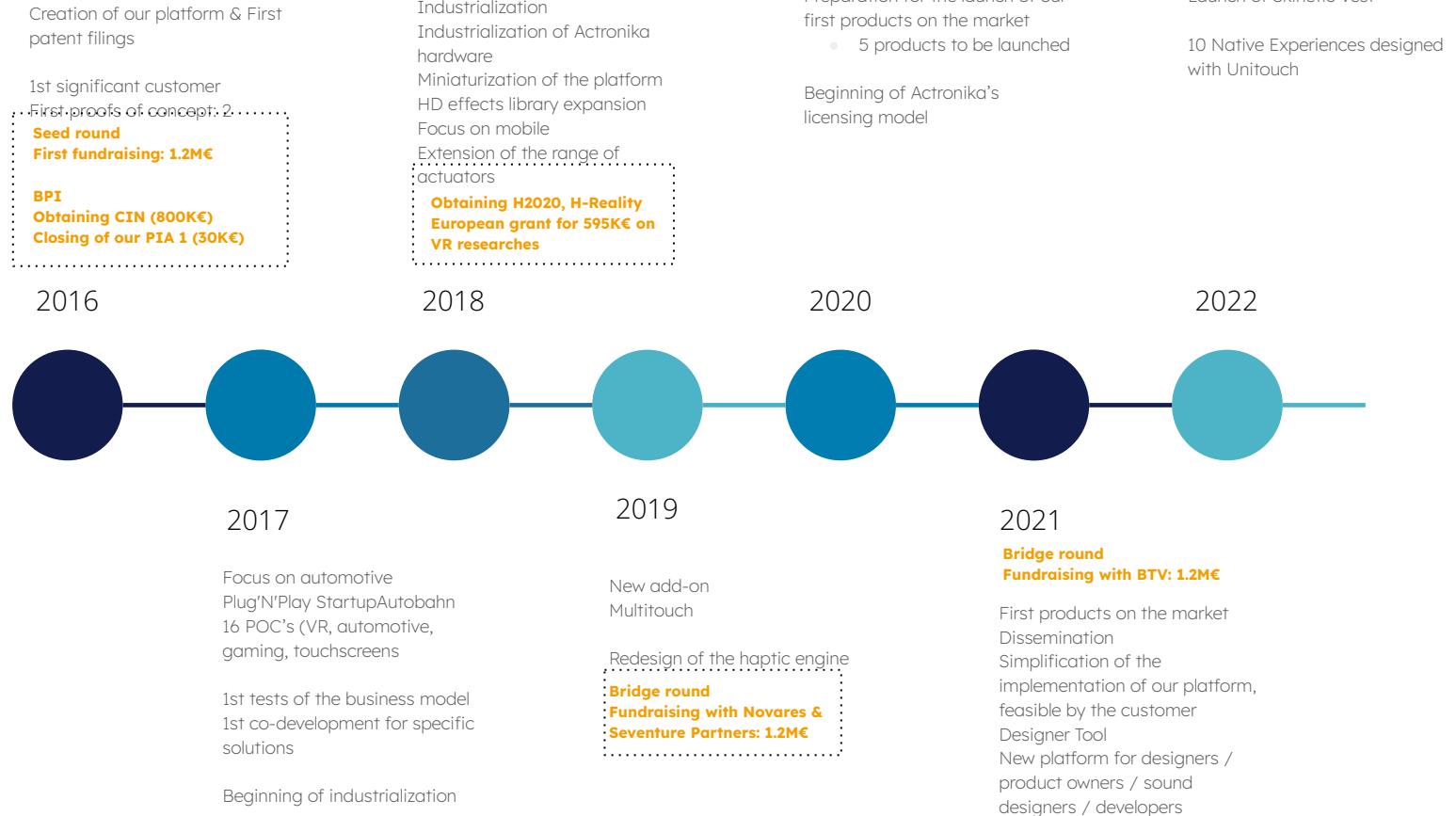
Production Capability (in steps order)	Automated : Plastic Injection ; PCB Electronics ; Manual : Foam Cutting ; Textile ; Printing ; Assembly
Production adaptability	Personnalisation on textile and printing
Production Space	1000 msq
Production Output	500 vest / Day
Production Cost	Target @ 210Euros
Employees Count	15
Inventory Storage	500 msq
Term	Q4 2024
Location	Neung-Sur-Beuvron (A71,Gidy warehouses hub proximity)



A solid orange square icon positioned to the left of the word "Addendums".

Addendums

Timeline



Use Cases

In an increasingly digital world, HMI devices rely mainly on video and audio to communicate information to users. Actronika's mission is to re-invent HMI devices by adding tactile feedback to these interfaces and providing multi-sensory experiences. (Client examples in appendix) (Acronyms)



Gaming

Feel every bullet, the squeal of the breaks, and much more



VR & XR

Feel the virtual world for complete immersion



Wellness and accessibility

Make experiences truly accessible through touch



Automotive

Decrease visual distractions with haptics, replace mechanical buttons with smart interfaces



Entertainment and culture

Provide a truly immersive experience by adding the sense of touch in movies, concerts, exhibitions, etc.



Luxury and retail

Improve the user experience, re-enchant the customer's shopping experience, etc.