Quanta & Qualia

Reinventing the Tracking

Our Vision

We aspire of a future that with the use of **our Technology**, mouse, keyboard and joysticks will be replaced, **unleashing so USER's CREATIVITY**

Virtual reality (**VR**) and augmented reality (**AR**) have the potential to become the **next big computing platform**, and as we saw with the **PC** and **smartphone**, we expect new markets to be created and existing markets to be disrupted

Agenda

1. The challenge
2. The Solution
3. Our Approach
4. Number #
5. Why us?

The

challenge

We view the **user experience**, technology constraints, the development of content and applications, and price as key hurdles to adoption. **We believe the user experience will be the most important factor and expect technology advancements to reduce cyber sickness and increase mobility, expanding the use cases and pervasiveness of VR/AR**.

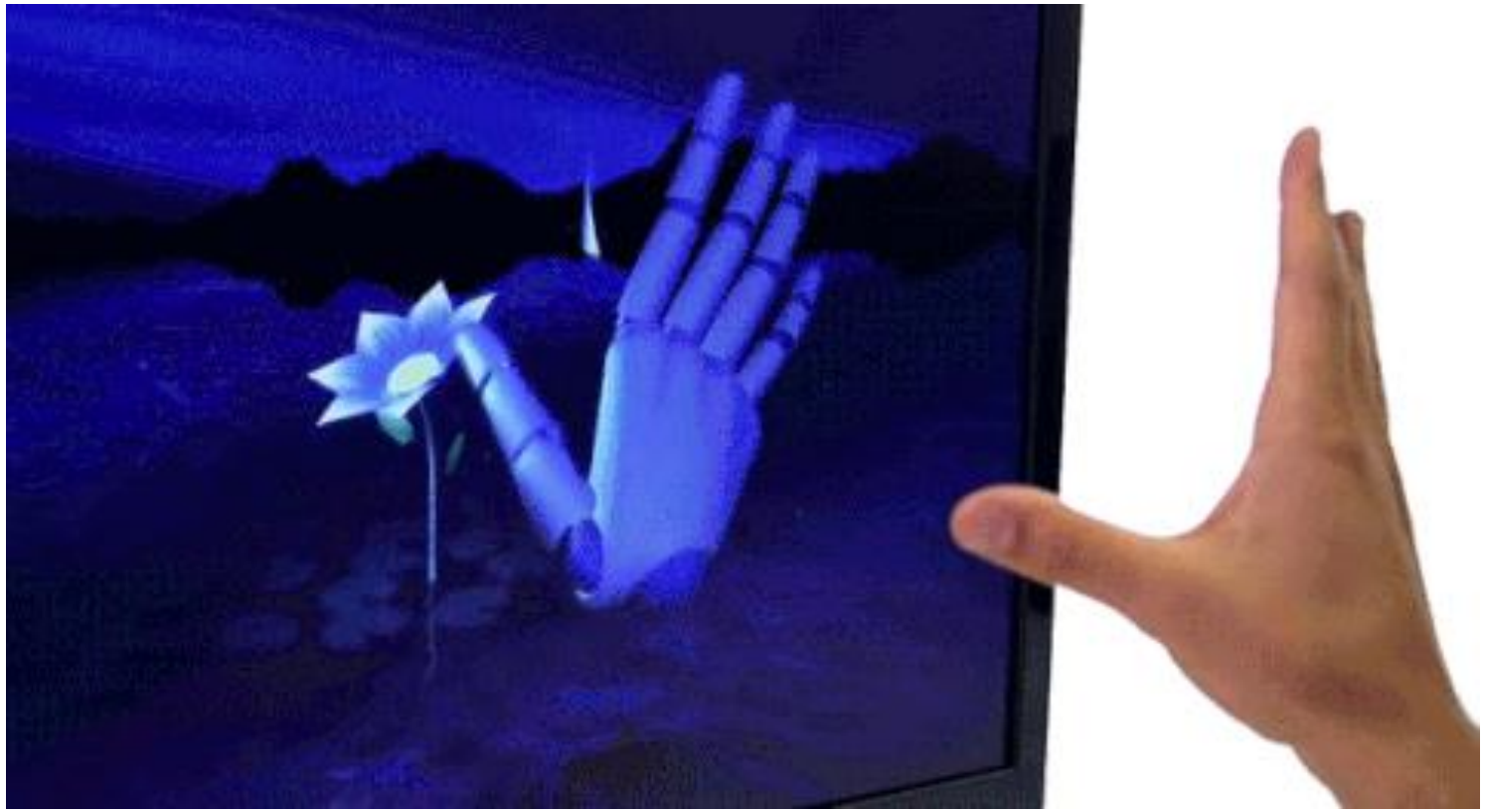
Goldman Sachs

The

Solution

FINGER TRACKING

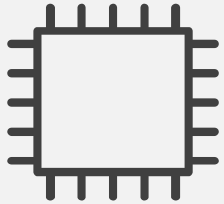
LEAP MOTION



haptx®

MANUS · VR

SYSTEMS

	GLOVE - TYPE	NON GLOVE TYPE
		
EXISTING TECHNOLOGIES	IMU | Flex | Touch | Magnetic	CAMERA | IR
DRAWBACKS	• **Re-Calibration** • **Latency** • **Use of Not Real Data** • **Low UX**	• **Reflexion Issues** • **Not Portable** • **Restriction in Movement** • **Use of Not Real Data**
PRODUCTS	Manus VR | Synertial Gloves | Smart Glove | HaptX	LEAP MOTION | SOLI | KINECT

Our

Approach

MAGOS
Bridging the Visible and the Invisible

MAGOS brings the Revolution

Real data

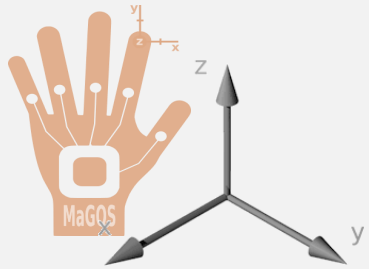
Freedom of movement

High precision

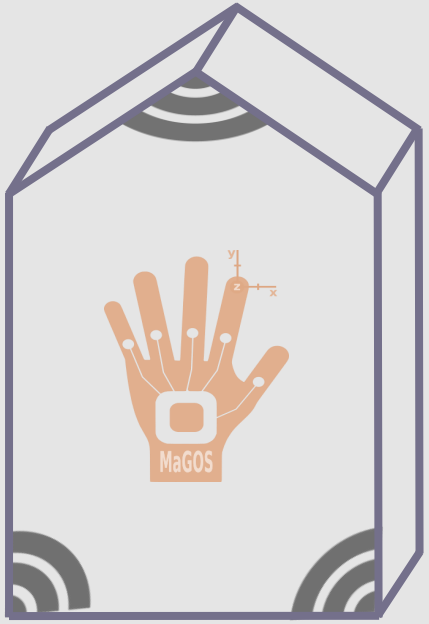
High User Experience

MAGOS Solution

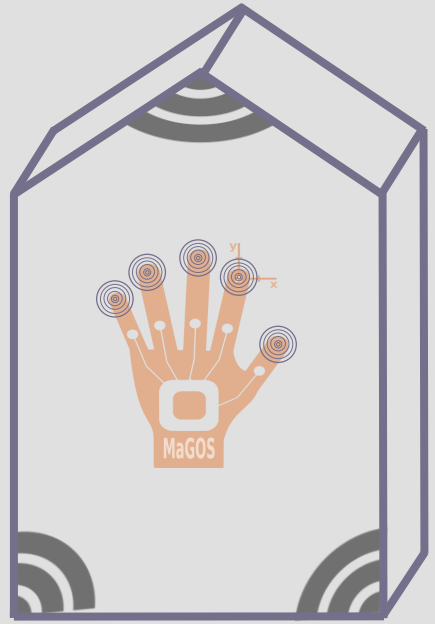
Hand / Finger track



Hand Orientation



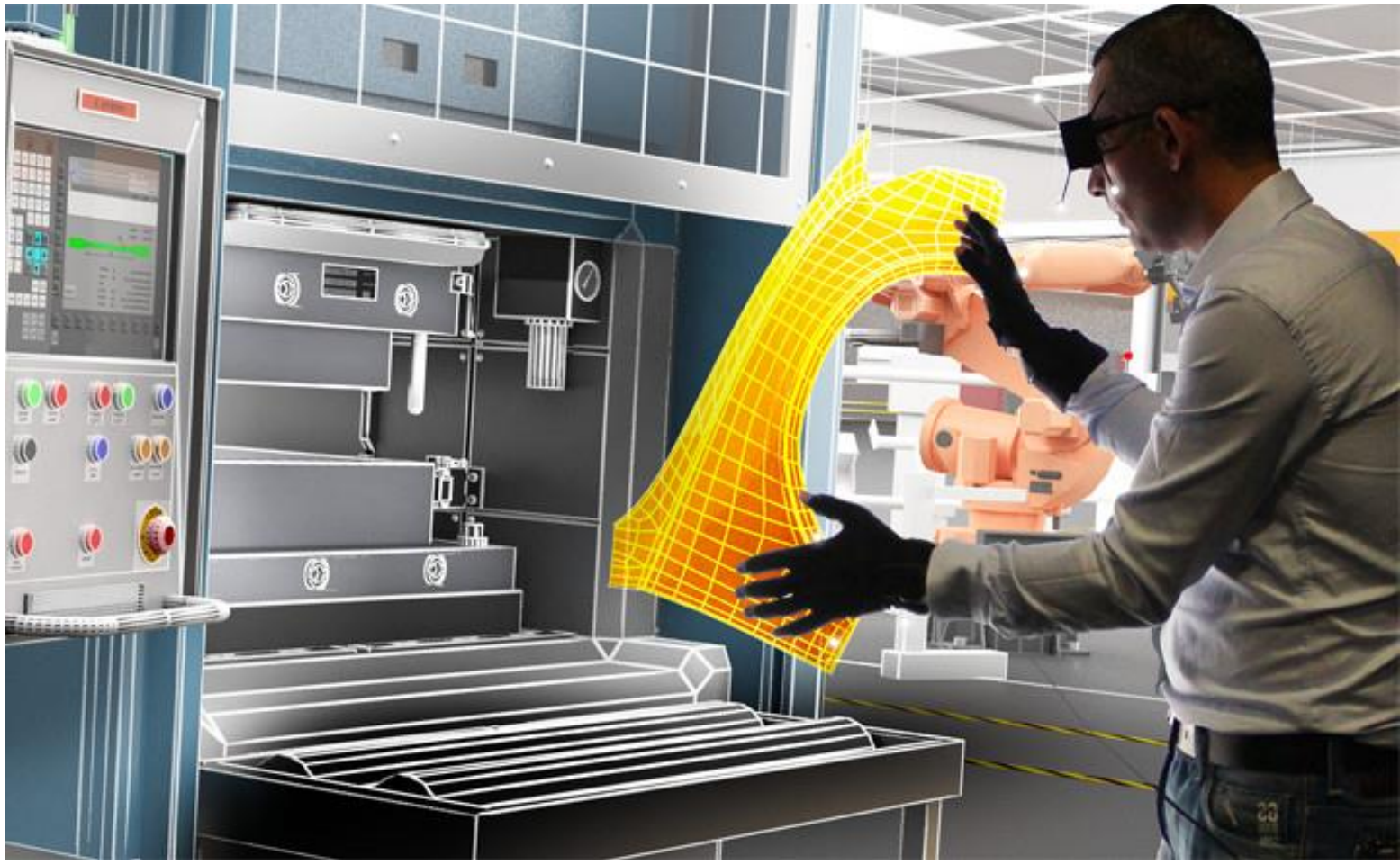
Localization in 3D environment



Haptic & Force feedback

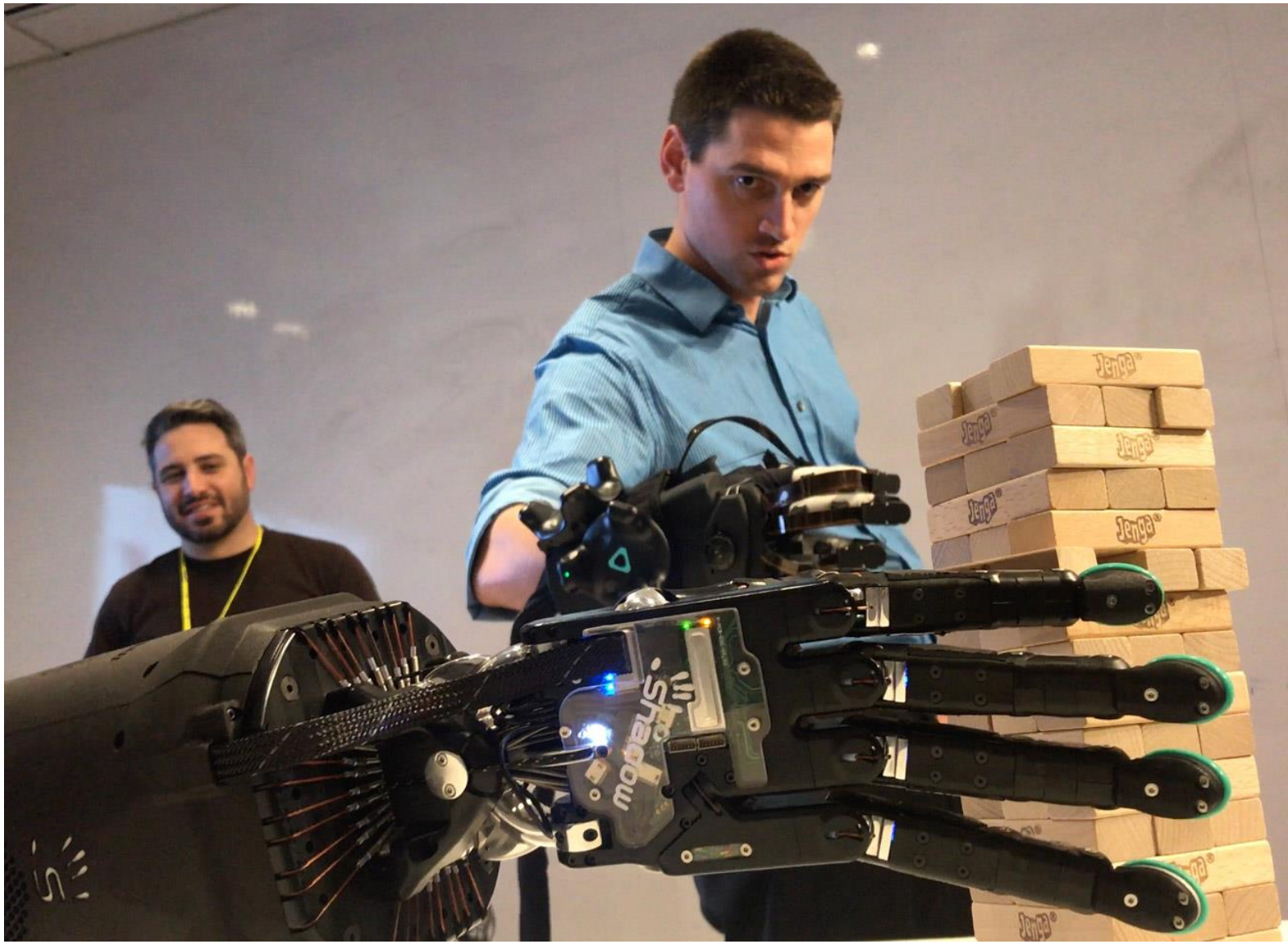
INPUT DEVICE in AR & VR

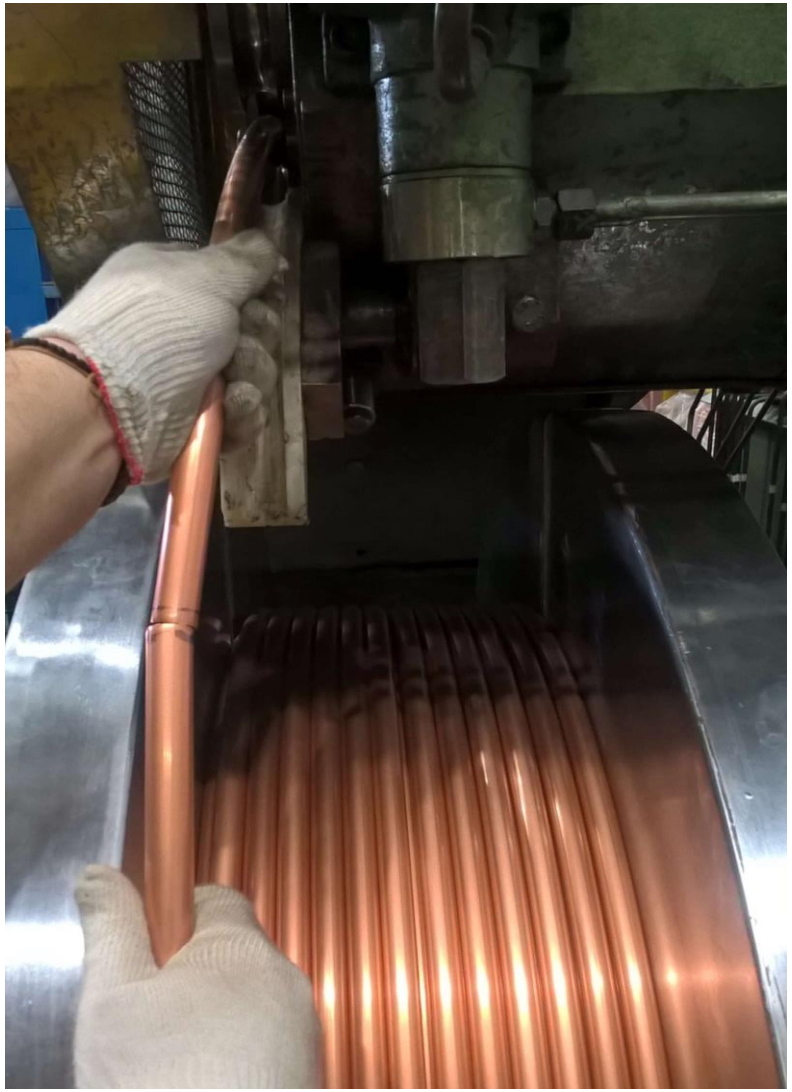
is a piece of computer hardware equipment used to provide data and control signals to an information processing system such as a computer or information appliance



TELEROBOTIC

is the area of robotics concerned with the control of semi-autonomous robots from a distance, using Wireless network or tethered connections





Numbers

The Ecosystem

Virtual Reality / Augmented Reality

Total Addressable Market

2025 Base Case VR/AR Estimates

VIDEOGAMES
$11.6bn
- Estimated users: 216mn
- Markets disrupted: videogames

LIVE EVENTS
$4.1bn
- Estimated users: 95mn
- Markets disrupted: live ticket sales

VIDEO ENTERTAINMENT
$3.2bn
- Estimated users: 79mn
- Markets disrupted: online streaming

RETAIL
$1.6bn
- Estimated users: 32mn
- Markets disrupted: e-commerce

REAL ESTATE
$2.6bn
- Estimated users: 0.3mn
- Markets disrupted: commissions

EDUCATION
$0.7bn
- Estimated users: 15mn
- Markets disrupted: K-12 and higher-ed software

HEALTHCARE
$5.1bn
- Estimated users: 3.4mn
- Markets disrupted: patient monitoring

MILITARY
$1.4bn
- Estimated users: 0.7mn
- Markets disrupted: defense training and simulation

ENGINEERING
$4.7bn
- Estimated users: 3.2mn
- Markets disrupted: CAD/CAM software

SOFTWARE
$35bn
- 60% of VR/AR software revenue will be driven by the consumer (vs. enterprise/ public sector)
- Videogames will be the first consumer market to develop
- Beyond videogames, we see real estate, retail and healthcare among the first markets disrupted

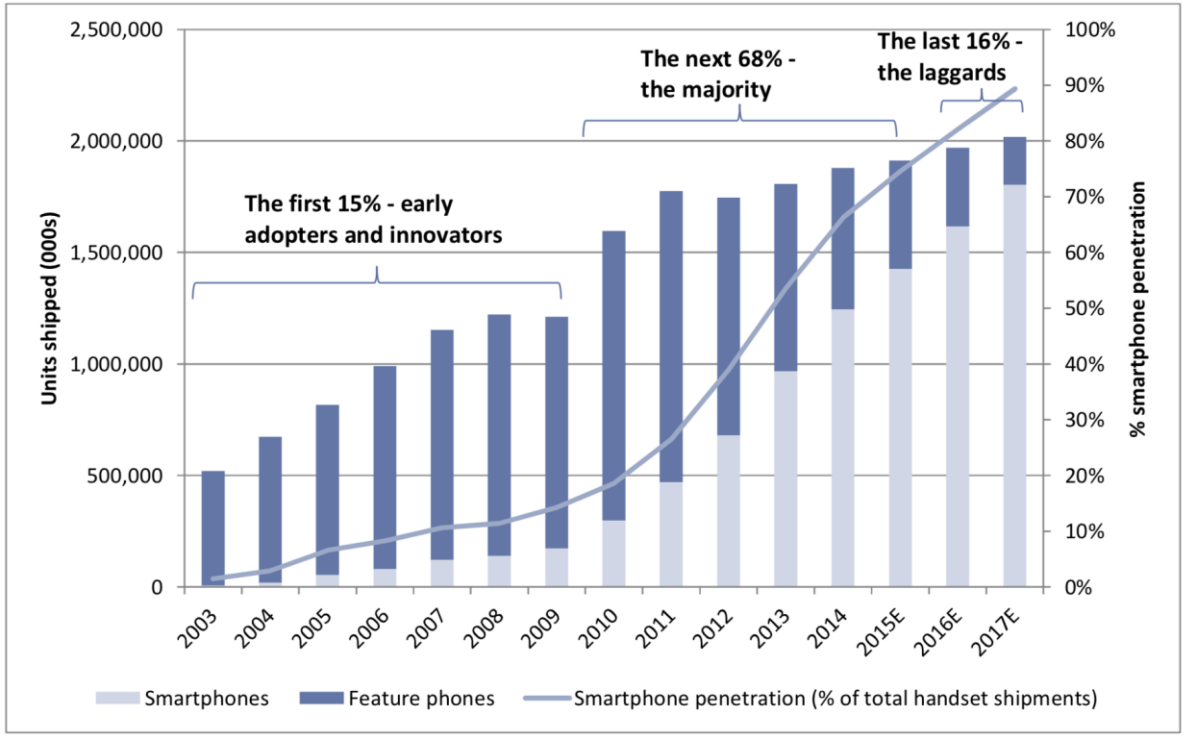
HARDWARE
$45bn
- 4 main devices used to experience VR/AR: HMDs, host systems, tracking systems and controllers
- Our forecast is specific to HMDs
- Our base case assumes 125mn annual shipments by 2025

Goldman Sachs

As the launching of iPHONE by apple in 2007, **we expect new markets to be created and existing markets to be disrupted by the launching of a more advanced Input Device**

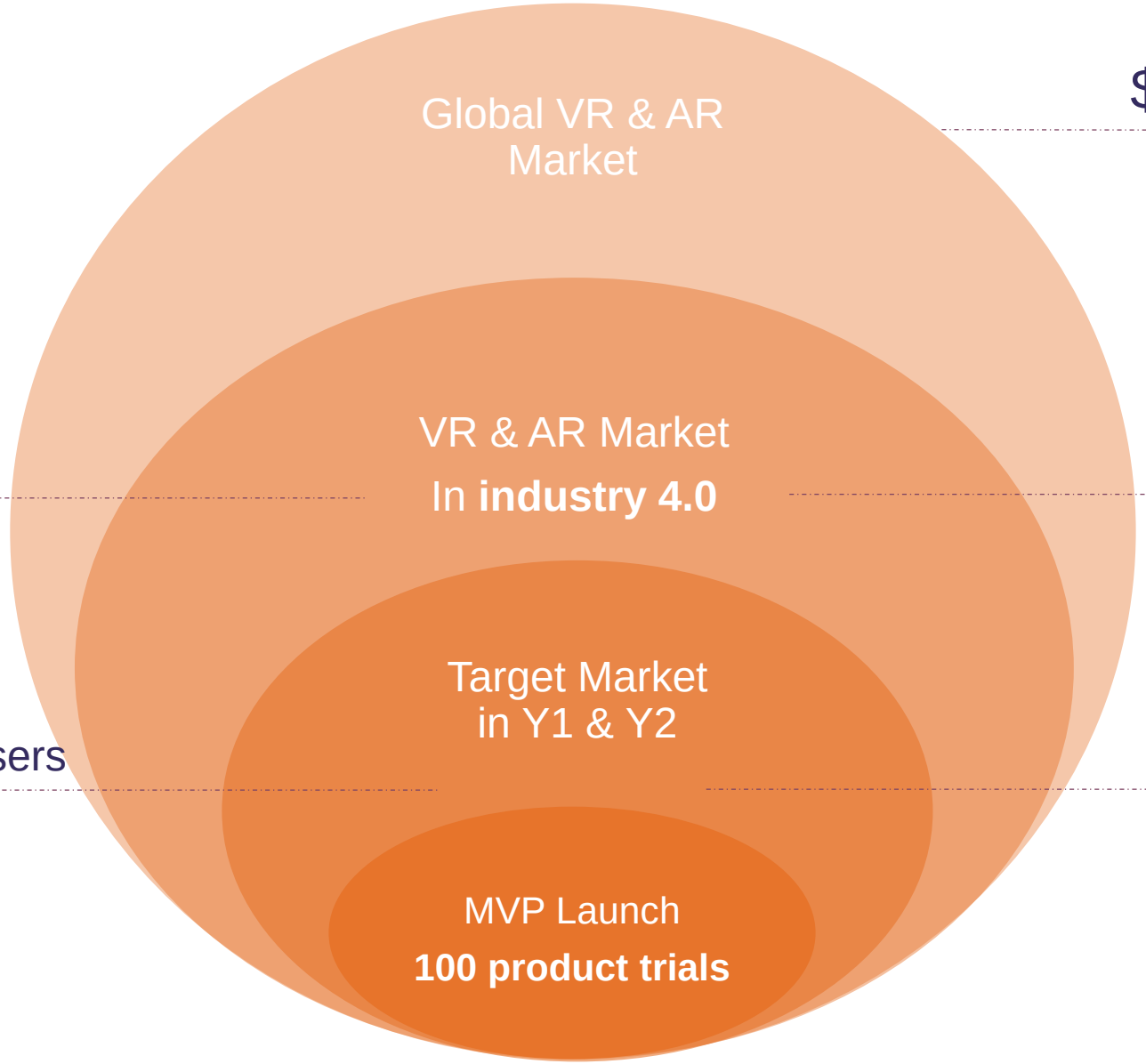
Exhibit 9: Smartphone adoption curve

The early adoption was slow at first but quickly accelerated due in part to the 2007 launch of the iPhone



Source: Goldman Sachs Global Investment Research, IDC

MARKET
in numbers



$ **34** B

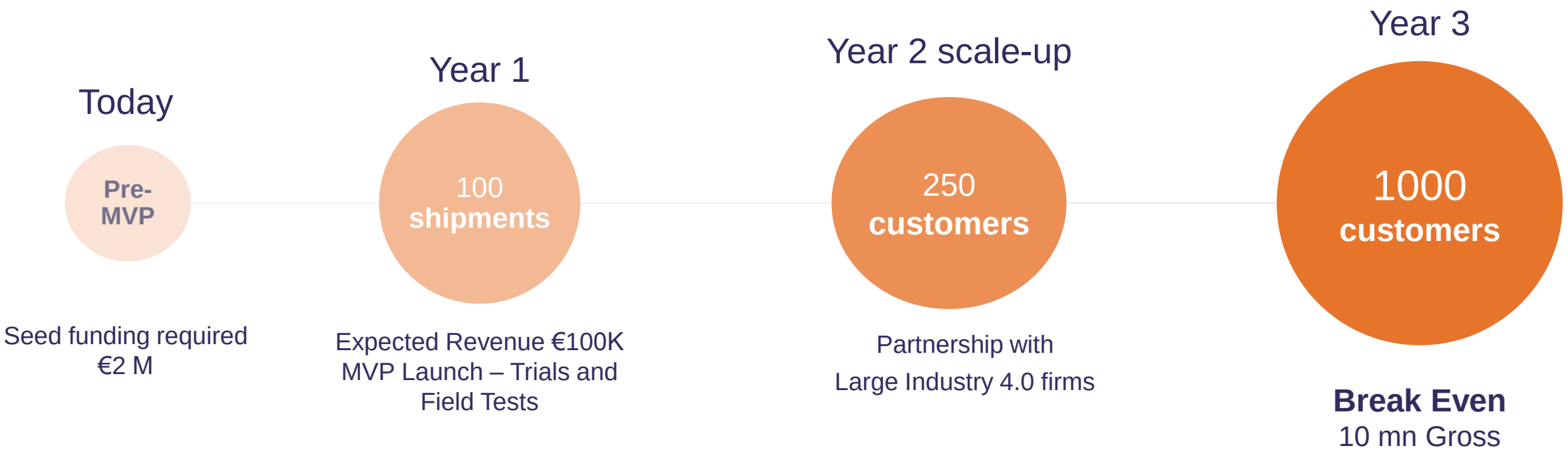
1mn end users

$ **2** B

0.5K end users

1K shipments

BUSINESS MODEL



OUR GROWTH STRATEGY

Build Awareness

Community of experts & Social Media hacking

Establish Trust

Partnerships with:

Research Centers, Companies, Universities

Demonstrate Results

Field Trials for demonstrating feasibility

Why Us?

MAGOS

*Bridging the **Visible** and the **Invisible***

DIH²

ACCELERATING PRODUCTION

eit Health

RIMA

ROBOTICS FOR INSPECTION AND MAINTENANCE

Patras Science Park

MIDIH

MANUFACTURING·INDUSTRY
DIGITAL·INNOVATION·HUBS

COSMOTE HACKATHON 2018

ROBOTUNION

ActInSpace®

MULTIDISCIPL TEAM

Greg Agriopoulos

CEO

Vasilapostolos Ouranis

CSO

Avgeris

H/W Engineer

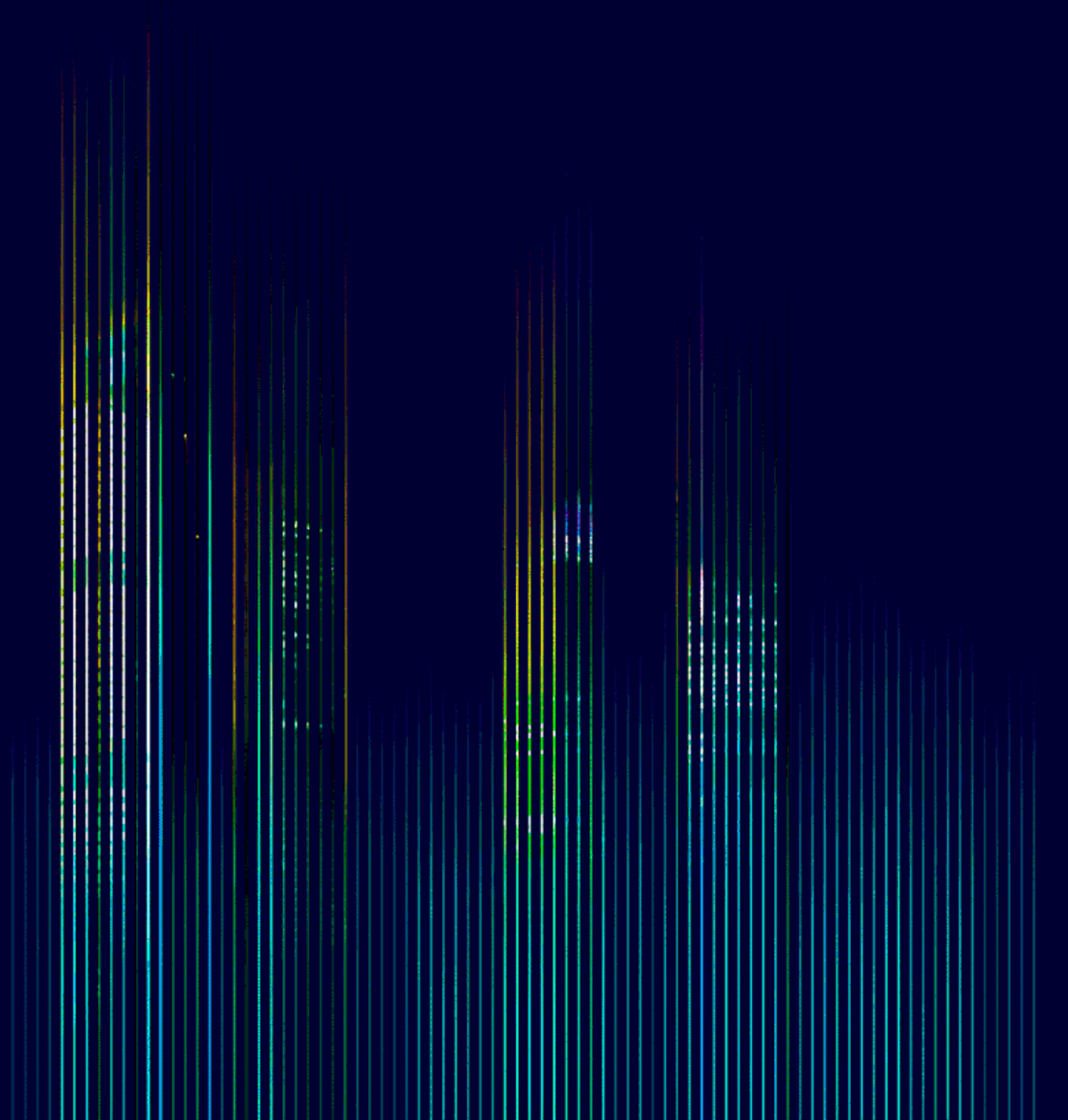
Panagiotis

S/W Engineer

Dimitris

Construction Engineer

Thank You!



Gregoris Agriopoulos

Chief Executive Officer

greg.agriopoulos@gmail.com

Vasilapostolos Ouranis

Chief Strategy Officer

vasilapostolosouranis@gmail.com