

Swarm Doll World Platform

蜂群玩偶世界平台

Patent-Pending Low-Power Collective Interactive Doll Platform (AI + IoT)

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One-line Value / ■■■■■

不是做更聪明的玩具，而是做一个可长期运行、可运营、可扩展的互动玩偶平台。

Not “a smarter toy”, but a long-term, operable, and scalable interactive doll platform.

Problem / ■■■

现有互动玩具/陪伴设备常见失败原因：always-on 在线导致耗电、掉线、维护成本高，体验断片，用户留存低。

Most interactive toys fail due to always-on connectivity: battery drain, instability, high maintenance cost, and poor retention.

Solution / ■■■■■

低功耗事件驱动节点 + 云端集合式角色引擎 + 事件回放恢复：即使玩偶长期待机，角色依然持续活跃并可稳定恢复。

Event-driven low-power nodes + cloud collective character engine + event replay recovery: the character stays “alive” and recoverable.

Key Innovations / ■■■■■

- 事件驱动低功耗：机芯仅在事件发生时上报/响应，无需持续心跳在线。
- Event-driven architecture: react only on events, no constant heartbeat required.
- 群组一致性角色引擎：多个玩偶共同维持集合式虚拟角色连续体验。
- Group consistency role engine: multiple dolls maintain one persistent collective character.
- 历史事件回放重建：通过事件回放快速恢复状态，提高可靠性与可运营性。
- Event replay & recovery: rebuild state from history for reliability and operability.

Use Cases / ■■■■■

应用场景：家庭陪伴玩偶 / 宠物互动玩偶 / 收藏型角色生态 / 低功耗互动 IoT 平台

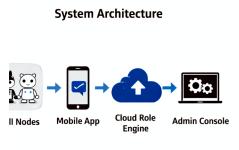
Use cases: family companion dolls / pet-like interactive characters / collectible ecosystem / low-power interactive IoT

IP Status / ■■■■■

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System Overview A



System Overview B

