#### PENNVENTION 2015

## SPINESENSE

### BUSINESS OPPORTUNITY

Poor posture is a ubiquitous health issue

- Passive posture Office work and constant use of smartphones resulting in slouching, neck bending, cause high strain on back and spine
- Active posture Injuries arising from incorrect technique during weightlifting. New generation, often self-directed workout regimens such as CrossFit or TRX offer little guidance as to proper technique and posture.
- Workplace injuries poorly executed repetitive motions occasion frequent injuries (e.g. construction workers, nurses, etc..)

Existing solutions are inadequate:

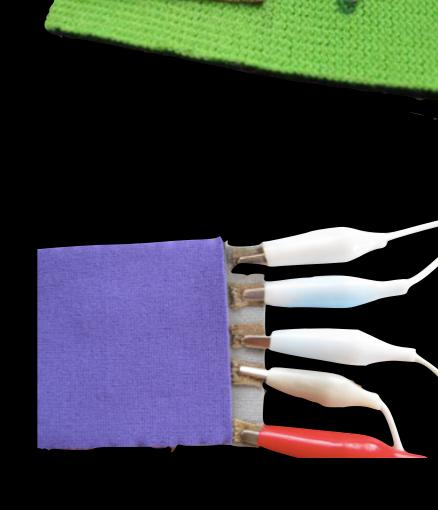
- Stretch garments provide passive support encouraging tighter posture, yet no active monitoring
- First generation wearables (e.g. Lumoback) are bulky and approximate
- Next-generation smart garments (Sensoria Fitness smart sock, Fraunhofer FitnessSHIRT) lack accurate posture monitoring capabilities

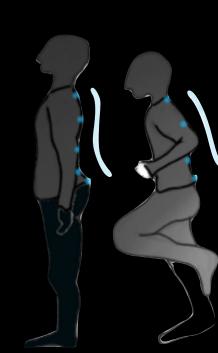


### PRODUCT

# SPINESENSE IS A COMFORTABLE SMART GARMENT THAT ENABLES ACCURATE POSTURE MONITORING TO REDUCE BACK PAIN AND POSTURE-RELATED SPINAL INJURIES

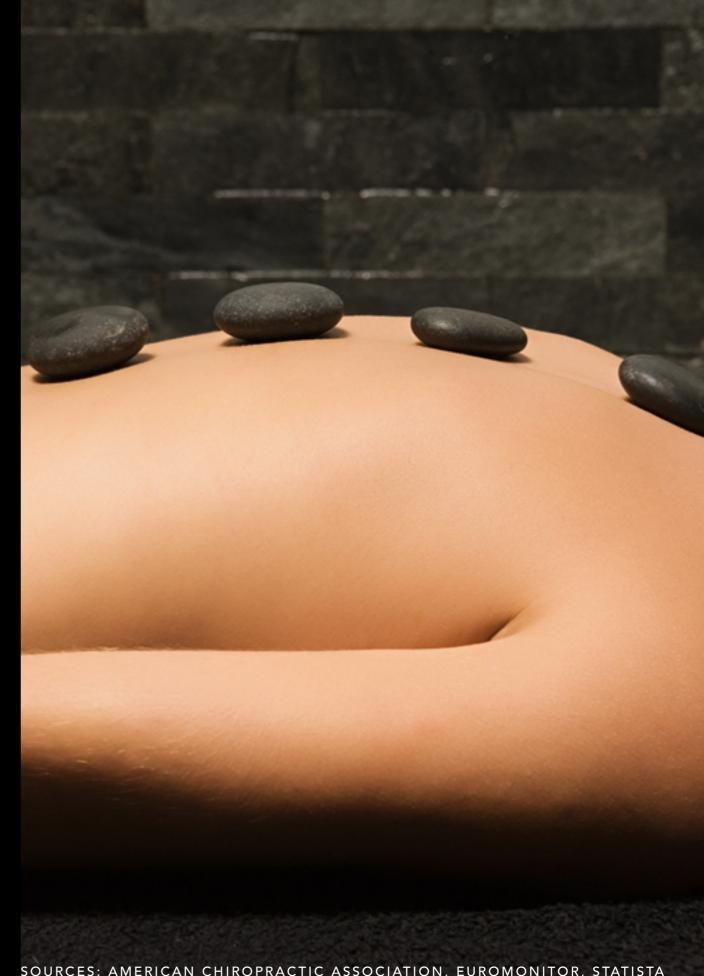
- UPPER-BODY GARMENT WITH EMBEDDED SENSORS PROVIDING LIVE MONITORING OF USER'S POSTURE AND SPINE POSITION:
  - Textile electrodes provide non-intrusive solution regular fabric feel allows garment to be used continuously under everyday clothes or directly as work out gear.
  - Proprietary algorithm aggregates the signals from multiple electrodes and generates accurate 3D map of back and spine
  - Real-time feedback through sensory (vibrating) signals via embedded components
- ASSOCIATED SMARTPHONE APP DISPLAYS REAL TIME INFO AND PROVIDES GUIDANCE:
  - "Posture alerts" warn user of bad posture while sitting or standing
  - "Active coaching" provides guidance for users looking to perfect lifting or stretching technique and avoid injury
  - Aggregated statistics and visual progress indicators





### MARKET

- Low back pain is number one cause of disability worldwide
- Experts estimate 80% of population will experience back pain at some point in their life
- Americans spend at least **\$50 B** each year on back pain care
- Global sportswear market expected to reach \$300B by 2017
- Sports, fitness and activity monitors to grow from \$1.9B/year in 2013 to \$2.8B in 2019
- The market for smart textiles expected to grow from \$0.7B in 2012 to \$2B in 2018



SOURCES: AMERICAN CHIROPRACTIC ASSOCIATION, EUROMONITOR, STATISTA

### TIMELINE

| Tasks   | 1 | 2 3 | } \ | 1 5 | 6 | 7 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |
|---|---|-----|-----|-----|---|-----|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Concept validation  |   |     |     |     |   |     |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| Component testing and selection   |   |     |     |     |   |     |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| Build proof-of-concept prototype to validate number and position of sensors |   |     |     |     |   |     |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| Mapping algorithm first implementation                                      |   |     |     |     |   |     |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| Full scale prototype build  |   |     |     |     |   |     |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| Garment design (including sensor positioning)                               |   |     |     |     |   |     |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| Tactile feedback implementation   |   |     |     |     |   |     |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| Refinement of mapping algorithm   |   |     |     |     |   |     |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| Front end interface build   |   |     |     |     |   |     |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| UI design   |   |     |     |     |   |     |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| Mobile application development  |   |     |     |     |   |     |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| User testing and feedback   |   |     |     |     |   |     |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| MVP build incorporating user feedback                                       |   |     |     |     |   |     |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

| Development budget  |       |  |  |  |  |
|---|-------|--|--|--|--|
| Prototypes build (5 prototypes)   | 455   |  |  |  |  |
| Electric components (microcontrollers, pressure sensors, accelerometers, textile electrodes, vibrating component) | 405   |  |  |  |  |
| Fabric  | 50    |  |  |  |  |
| User testing  | 200   |  |  |  |  |
| Mobile app development  | 750   |  |  |  |  |
| Total   | 1,405 |  |  |  |  |

COST PER PROTOTYPE: \$91 EST. COST PER UNIT IN PRODUCTION: \$60

### THE TEAM



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