

# EXTENT OF PROBLEM



- Globally, the population is aging rapidly. Between 2015 and 2050, the proportion of the world's population over 60 years will nearly double, from 12% to 22%.

Approximately 15% of adults aged 60 and over suffer from a mental disorder.

Mental and neurological disorders among older adults account for 6.6% of the total disability (DALYs) for this age group.

# \* DRAWBACKS IN EXISTING SOLUTIONS



## LACK OF INFORMATION

Comprehensive knowledge of behavioral patterns of patients is required for diagnosis of user-centered designs

## LATE DIAGNOSIS

Gaps in time between checkups lead to failure in early detection and prevention

## DROP IN QUALITY OF LIFE

Inability for self-care and maintenance exacerbated by mental health issues

## INFORMATION GATHERING

Non-intrusive medium of monitoring  
for the elderly



## EARLY DETECTION

Timely spotting of  
development of mental  
health issues through  
data analysis and  
gamified psychiatric  
testings.

## ENABLING TECHNOLOGY

Enables elderly patients to  
virtually connect with others  
and perform daily tasks as per  
normal, as much as possible

# OUR IDEA

A PAIR OF SMART GLASSES  
FOR THE ELDERLY TO  
PREVENT, PREPARE AND  
PREVAIL AGAINST MENTAL  
HEALTH ISSUES.





ASSISTIVE  
TECHNOLOGY

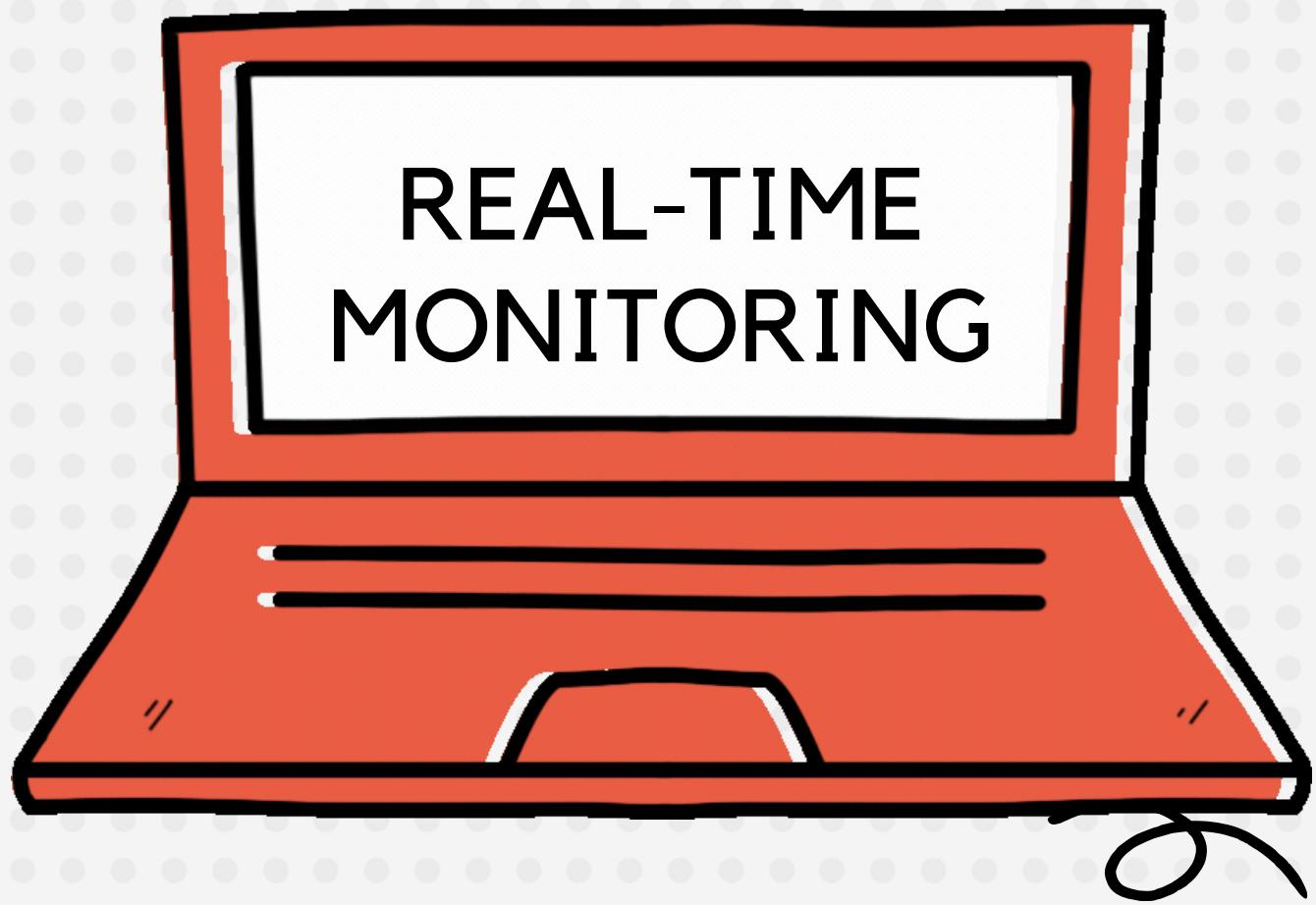
REAL-TIME  
MONITORING

VIRTUAL  
CONNECTIONS

EYETOUCH



- Assisting in daily tasks like administration of medication, for example by sending audio reminders of the type and time of the medication to be taken.
- Heads-up display of visual direction to guide forgetful elderly to where they last placed their medication.
- Allows patients with mild psychiatric issues to still lead a dignified and relatively independent life without distinct drops in their quality of life and over-dependence on others over issues that can be addressed by technology.
- Reminder for medical consultation to minimize unintentional defaults.



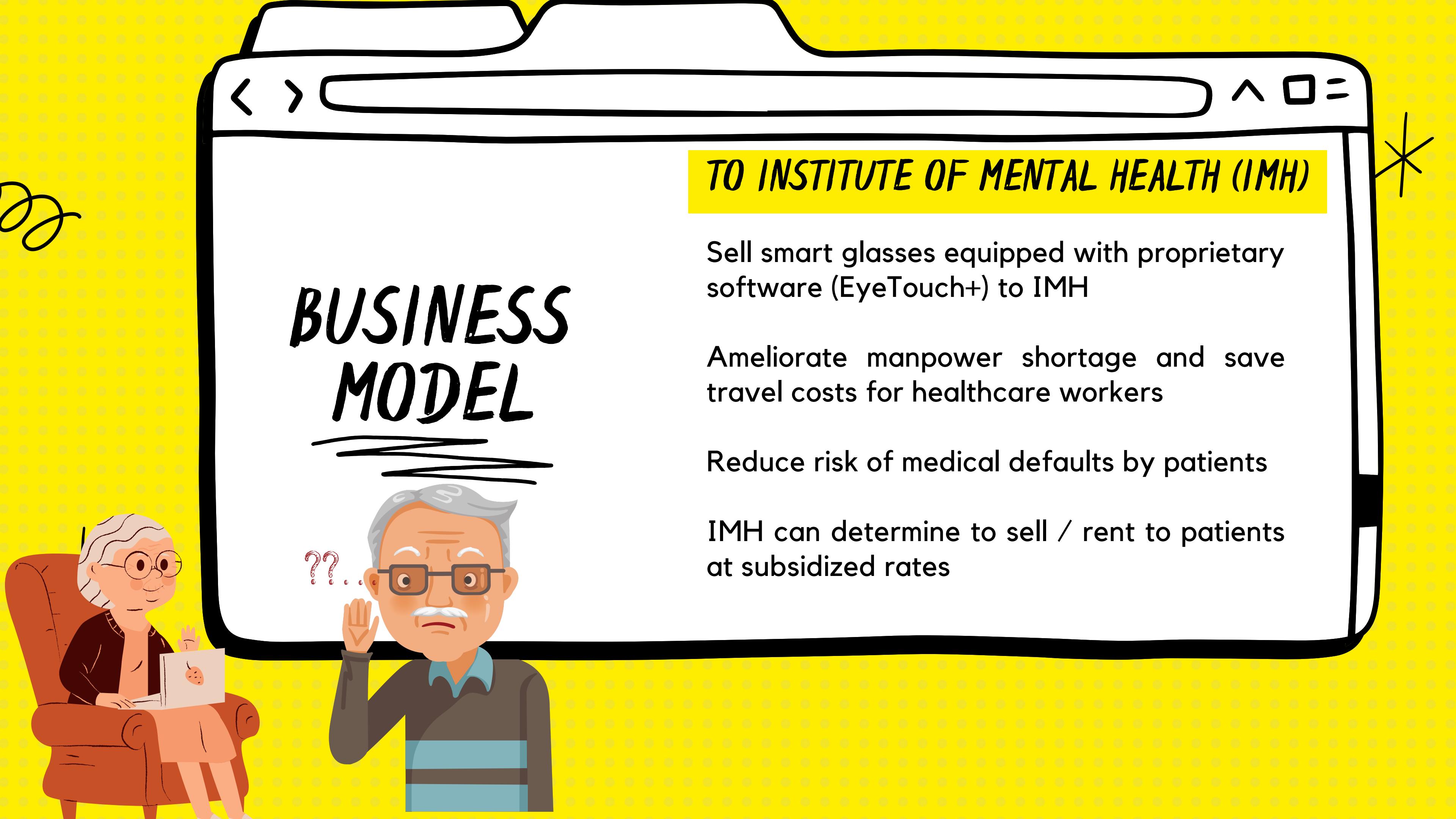
- Constant monitoring for early detection of functional decline. Ex: Gamification of metrics to measure mental capabilities.
- Storing potential patients' data that could be used in the future for case management, so that healthcare professionals can provide more user-centric services when elderly begin their next stage in life in healthcare centres.
- Reduce the burden on healthcare workers to constantly check on the elderly.
- Minimizes number of health check-ups for elderly.

# VIRTUAL CONNECTIONS



- Can go online instantly and connect with volunteers who can monitor progress
- Cheaper and more convenient than physically going to hospital for medical consultation
- Reduce the number of physically visiting the hospital for elderly
- Join other mental health patients or other elderly in virtual activities to have fun

# BUSINESS MODEL



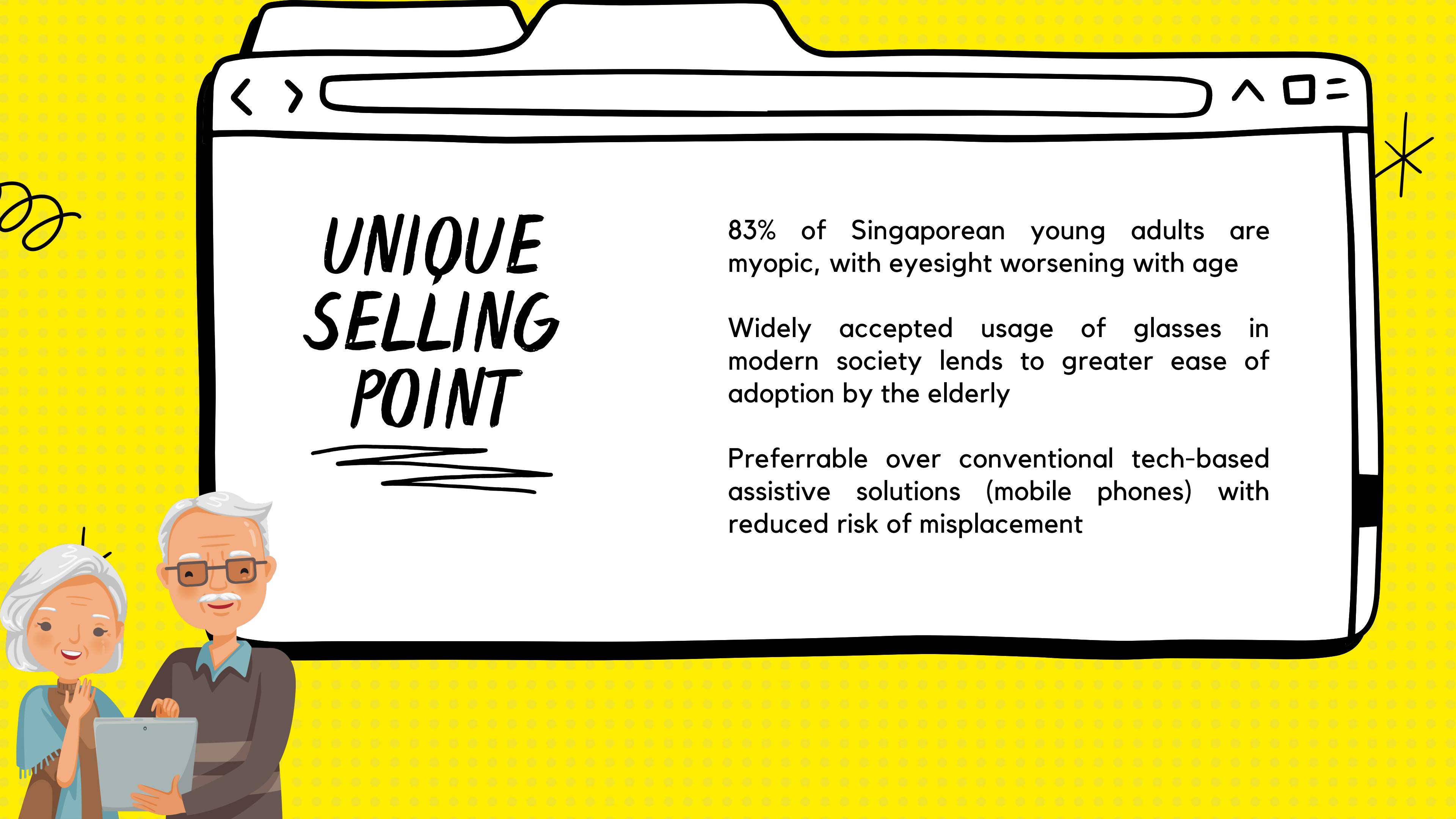
## TO INSTITUTE OF MENTAL HEALTH (IMH)

Sell smart glasses equipped with proprietary software (EyeTouch+) to IMH

Ameliorate manpower shortage and save travel costs for healthcare workers

Reduce risk of medical defaults by patients

IMH can determine to sell / rent to patients at subsidized rates



# UNIQUE SELLING POINT



83% of Singaporean young adults are myopic, with eyesight worsening with age

Widely accepted usage of glasses in modern society lends to greater ease of adoption by the elderly

Preferrable over conventional tech-based assistive solutions (mobile phones) with reduced risk of misplacement



# FUTURE PLANS

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Selling EyeTouchSource (software-only) to patients and/or their family members who already possess compatible smart glasses

Emergency outdoor navigation for elderly with memory loss to return home safely

One-time connection to Wireless@SG on activation to auto-sync data when visiting common places (e.g. hawker-centre, MRT, community centre)