



STARTECH INOVATORI 2021.

NOVI SENZORSKI UREĐAJ ZA POST-REHABILITACIJU

NeuroBlast je novi višesenzorski postrehabilitacioni uređaj za individualnu kontinuiranu upotrebu u tretmanu neuroloških bolesti. NeuroBlast se povezuje sa modernim video igrama, pružajući bolju vizuelnu stimulaciju i motivaciju koje su presudne za neuroplastičnost, a podržava i međusobnu interakciju korisnika, koja je jako bitna za socijalizaciju i mentalno zdravlje. Sa konstantnim poboljšanjem uređaja i razvojem video igara, cilj tima je da postane globalni lider u postrehabilitacionim uređajima.

TRŽIŠNI FOKUS I POTENCIJAL

Obzirom da ove bolesti napadaju ljude u celom svetu bez obzira na pol i rasu, tim želi da omogući kupovinu svima kojima će on biti od značaja i time će prevashodno poboljšati svoj kvalitet života. Za početak je planiran izlazak na tržište Srbije i regionala, a zatim proširenje na Evropu i Ameriku.

TIM

Tim Neuroblasta ovo radi iz ultimativnog cilja da poboljša živote svih ljudi i ima jako dobar uvid u ono što rade prevashodno jer jedan član primarnog tima ima dijagnozu MS. Svaki član tima se profesionalno ističe u svojim oblastima rada, bilo da je to bilo projektovanje, informacione tehnologije ili razvoj kompanija i startapova. Sa zavidnom tehničkom i biznis pozadinom, gde je jedan od članova napravio najveću IoT mrežu na Balkanu od preko 35.000 lokacija, drugi se bavio razvojem kompanija i poslovnim informacijama u preko 40 industrija.

DRUGE KORISNE INFORMACIJE

Razvijen je funkcionalan prototip i sada se radi na razvoju profesionalnih video igara koje će ljude maksimalno motivisati da

Inovacija procesa / Postrehabilitacioni uređaji

NeuroBlast

office@theneuroblast.com | www.theneuroblast.com

vežbaju na pravi način. Takođe, sve vreme se radi i na razvoju hardvera i prve količine će ubrzo biti dostupe. Planirano lansiranje kompletног proizvoda sa završenom video igrom je Q3 2022.

MOGUĆNOSTI ZA PARTNERSTVO

Tim radi na "golden sample" hardvera koji uz softver čini proizvod. Igrice su sastavni deo proizvoda i već su u razvoju. Partneri mogu da finansiraju izradu finalnog proizvoda, pomognu oko "go to" market strategije i da tim povežu sa institucijama koje će direktno ili indirektno prodavati proizvode.





STARTECH INNOVATORS 2021

NEW SENSOR-BASED POST-REHABILITATION DEVICE

NeuroBlast is a new multi-sensor post-rehabilitation device for individual continuous use in the treatment of neurological diseases. NeuroBlast connects with modern video games, providing better visual stimulation and motivation crucial for neuroplasticity, and supports user interaction, which is very important for socialization and mental health. With constant improvement of devices and the development of video games, the team's goal is to become a global leader in post-rehabilitation devices.

MARKET FOCUS AND POTENTIAL

Since neurological conditions affect people all over the world, the team wants to enable all patients to use the device and thus enable themselves to function as easily as possible. The plan is to start in Serbia and the region, and then expand to Europe and America.

TEAM

Neuroblast team is committed to this project with the ultimate goal of improving the lives of all people, with very good insight in the effects, primarily since one of the primary team members is diagnosed with MS. All team members are professionals in their field, be it design, information technologies or business development in companies and start-ups. The team has strong technical and business background, as one team member developed the largest IoT network in the Balkans with nearly 35,000 locations and another one having handled business information and development in more than 40 industries.



Skenirajte za više informacija | Scan for more information

Process innovation / Post-rehabilitation devices

NeuroBlast

office@theneuroblast.com | www.theneuroblast.com

OTHER USEFUL INFO

A functional prototype has been developed and the team is now working on developing games to give people extra incentive to practice. Hardware is being developed simultaneously and the first quantity of devices will be operational in a short time. The complete product with video games is planned to be launched in Q3 2022.

PARTNERSHIP OPPORTUNITIES

The team is working on a golden sample of hardware, which is the product core together with software. The games are also an integral part of the product and they are already being developed. Potential partners are welcome to help with funding the final product development, designing the go-to-market strategy and make a connection with institutions that could engage in direct or indirect sales of our products.



JAN 2022