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GAMEANALYZE
digital screening playground





About Us



GameAnalyze is a unique evidence-based screening solution for ADHD and other vulnerable conditions operating through game mechanics.

We have **developed a methodology** that combines a simple casual game with AI infrastructure for mental state screening.

The **integrated AI** analyses data, assesses and monitors symptoms, and offers recommendations if needed.

Our mission is to grant parents, medical staff, health organizations, and households instant access to health services, empowering them with timely support.





The Problem

Attention Deficit Hyperactivity Disorder (ADHD) is a chronic condition with an estimated number of more than **155 million children** diagnosed worldwide.

Stressful environment

Screening takes place only once at the specialist's office, which may compromise the quality of the data collected

Physical proximity

Lack of geographical proximity to medical healthcare.

Availability

Struggle to provide with timely appointments.

In Europe
the prevalence
of ADHD among
children and
adolescents
increased
by 42%
between 2010
and 2024



The Solution

A fast and reliable screening is the first step on the path to treatment.

Innovative screening solution

Gaming app based on a self-developed user interaction AI-driven analysis methodology providing you with data even before you visit the doctor.

Availability & Proximity

Our screening is conducted in various locations and during different activities, enriching the data collected from the users.

The initial screening process consists of 3 sessions, 5 minutes each (equalling the 15 minutes for the first GP appointment). We use this gap to broaden the amount of patients and save the time.

Safe environment & user friendly

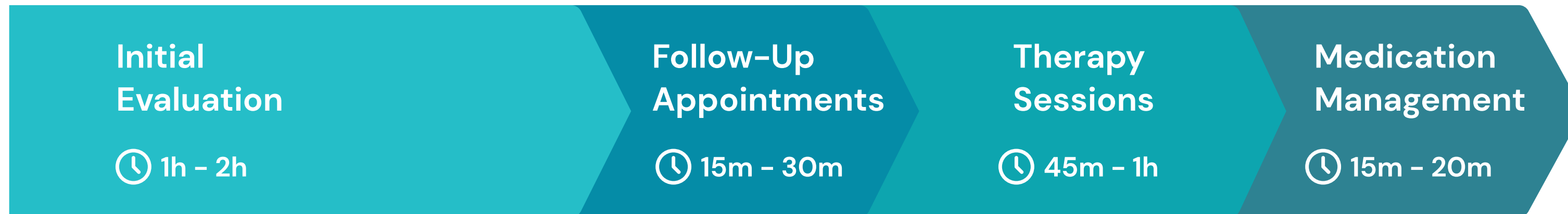
Playing in your own environment provides more accurate and reliable data



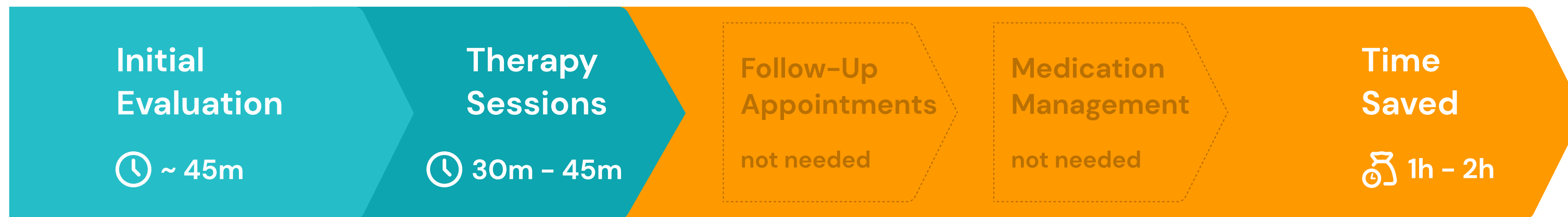


Screening + Treatment roadmap

Time costs without GameAnalyze



Time costs with GameAnalyze



Data based on:

1. [American family physician: Evaluation and Treatment of ADHD](#)
2. [ncqa.org](#)
3. [aap.org](#)



Initial Evaluation

This typically involves a comprehensive assessment. During this time, the specialist will gather detailed information about the patient's history, symptoms, and impact on daily functioning.

Follow-Up Appointments

These are usually shorter, focusing on monitoring the patient's progress, adjusting medications if necessary, and addressing any ongoing concerns.

Therapy Sessions

If the patient is receiving behavioral therapy or counseling.

Medication Management

For patients who are primarily being managed with medication.

Target Market

Global healthcare IT market

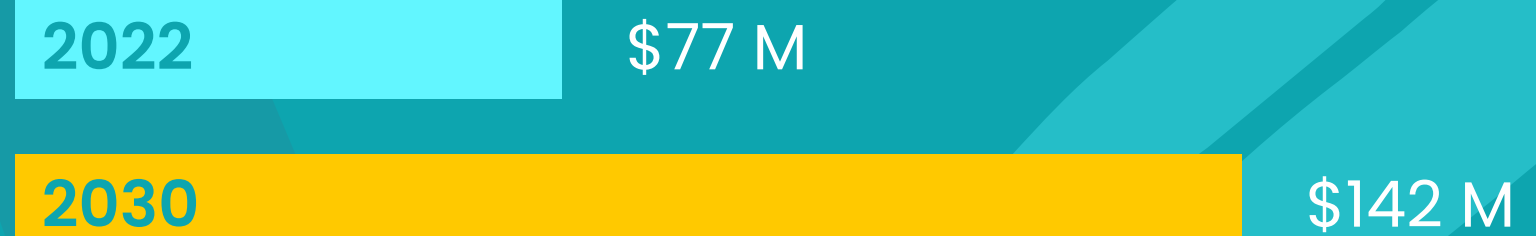
ADHD diagnosis rates vary significantly across countries, with an overall global prevalence in children estimated at around 5% (Approximately 152 millions children under age 12).



20.3% CAGR

Netherlands' Attention Deficit Hyperactivity Disorder (ADHD) therapeutics market

In the Netherlands, the number of children diagnosed with ADHD annually is estimated to be around 1,073 per 100,000 children (Approximately 199,500 children under age 12).



8% CAGR

Client Market

HMOs



GP offices



Preschools



Medical centers



Households

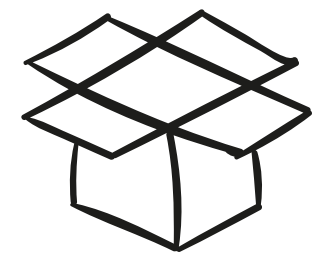


Private Schools





Business Model



B2C

Households

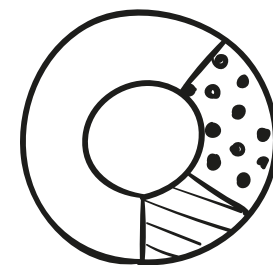
Subscription:

First screening for FREE

1 Month **€5**

6 Months **€25**

1 Year **€40**



B2B

Private Schools

GP offices

HMOs

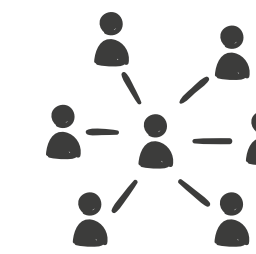
Medical centers

Yearly subscription:

Up to 500 clients **€114 000**

Up to 1000 clients **€300 000**

Up to 5000 clients **€720 000**



Yearly Projected Revenue





B2C	€73 560 000*
B2B	€4 914 000**
Total	€78 474 000

* Based on 500 000 B2C worldwide monthly active clients

** Based on 13 B2B worldwide signed contracts

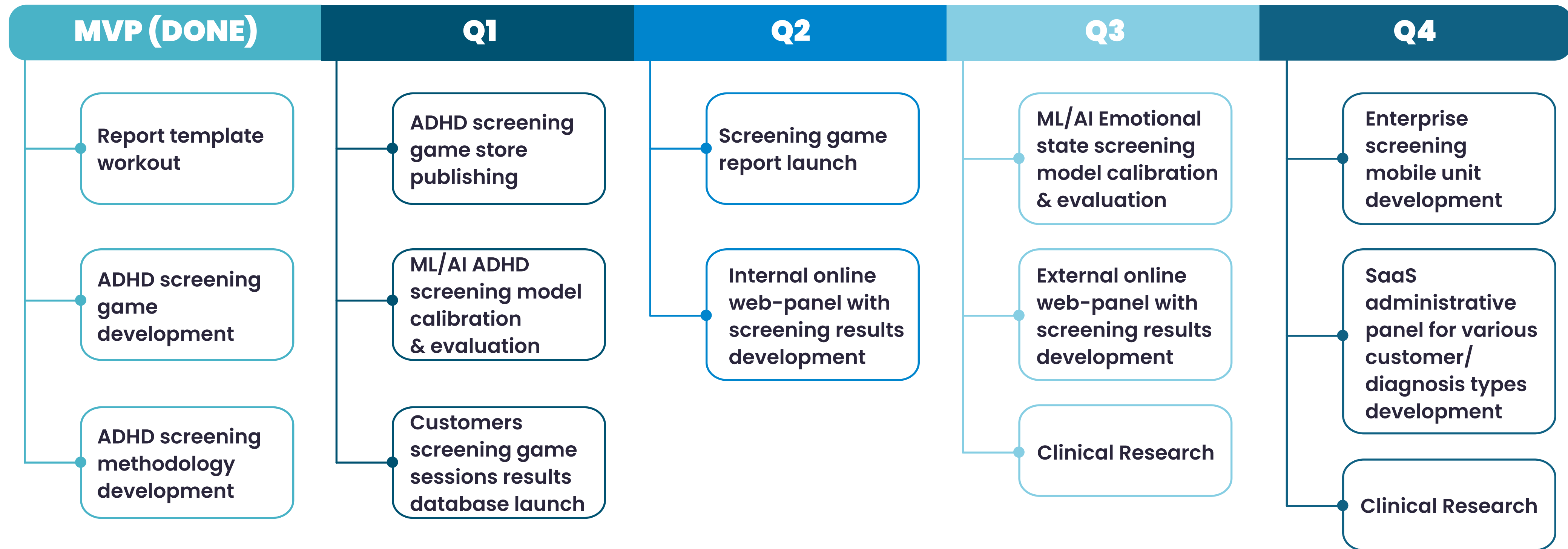


The Competition

Criteria				
Diagnostic app for children	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Report for parents	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Consultancy services provided by medical centers	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
B2B	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>



First Year Development Roadmap

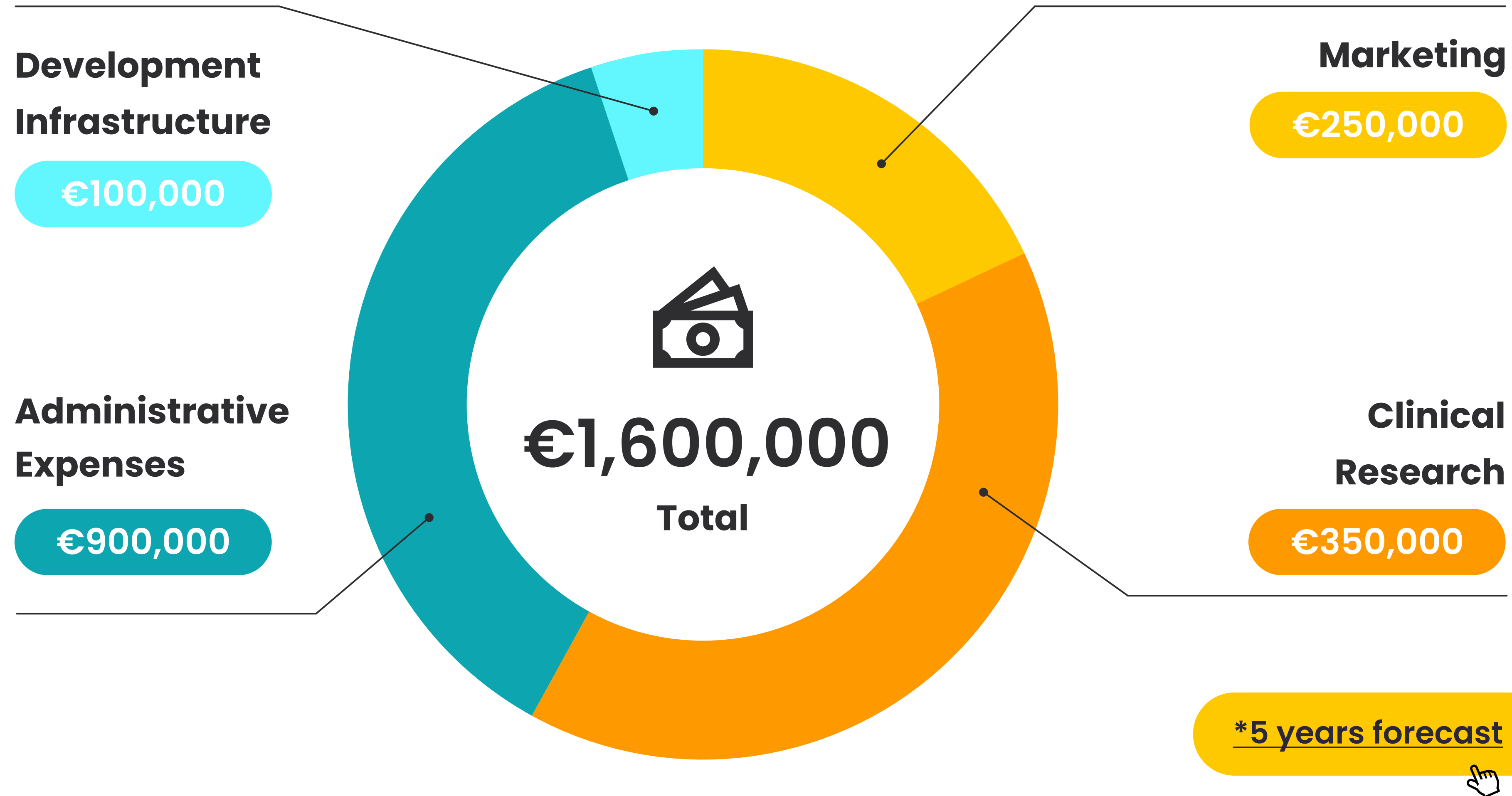


***Full roadmap**





Requested Investment





Our Team



**Eli
Yanovski**

Co-founder / CEO

20+ years of product development experience. Strong expertise in edtech applications, gaming, casual games development and launch.



**Dmitri
Pavlotski**

Co-founder / CMO

15+ years in marketing communications, public relations, branding, education projects. Launched 9 brands in education, gaming and retail.



**Alex
Ershov**

Co-founder / CTO

10+ years in mentoring & overseeing software development teams, building large scalable software ecosystems.



**Albert
Feigelson**

Behavior Analyst Advisor

15+ years in educational psychology and behavior analysis. Leader of courses for specialists and parents working with ADHD. MA in Educational psychology.



**Vlad
Volman**

Principal Scientific Advisor

15+ years in development of data-driven machine learning-based disease diagnostics methods. PhD in biophysics. 50 publications and 3 patents.



**Kate
Massova**

Advisory Art Director

7+ years in marketing and game development. 2D artist (characters, props, ui), arts teacher.



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