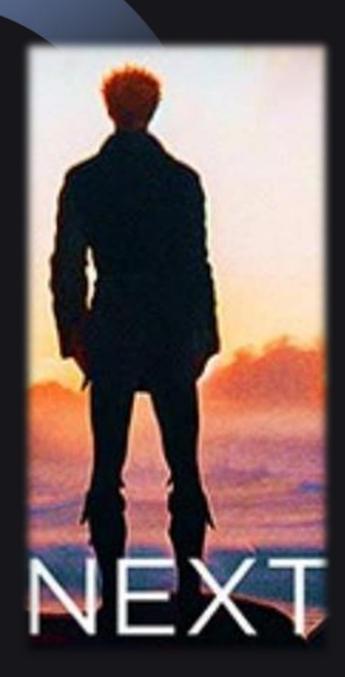






www.move-and-feel.com



THE FUTURE OF WELLNESS





WEARABLE



MOTION



SENSATIONS





GLOBAL PLATFORM → CONTAINER OF USER EXPERIENCES

CREATOR OF USER EXPERIENCES



CONTENT CREATOR

GAMEPLAY





PLATFORM

IMMEDIATE MOTION CONTROL BY THE USER



GENERATOR OF SENSATIONS TO THE USER



MOVE

User movements are codified and mapped into the interactive experience



FEEL

The environment can provide new sensations to the user



3D

The 3D environment controls the integration of Move and Feel components



MOTION CAPTURE

Scalable Smart Clothing with sensors directly integrated in the clothing

HAPTIC TECHNOLOGY

Forces and pressures to the body and vibrations

INTERACTIVE ENVIRONMENTS

Customizable



THE TEAM



CEO/CTO



Biomedical Engineer
Expert in
Biomechanics and
Motion Capture

COO e Project management



Physiotherapist Expert in Serious Games





Mechanical Engineer Expert in wearable robotics

Platform software developer



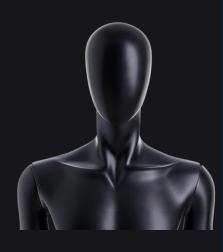
Software Engineer

VP Software Engineering



Expert in cybersecurity

Product designer



Expert in Design e Manufacturing



OUR PARTNERS



Pioneering Next-Gen Design and Tech Solutions



Turingsense EU Lab



Stam Mastering Excellence



Istituto Italiano di Tecnologia



UNDERGOING PROJECTS

TRAINING / SIMULATION/ COLLABORATIVE ROBOTICS





Open Call / The WAVE project developed by M&F in collaboration with STAM has been selected

EDUTAINMENT



Click to watch on youtube





MOVE&FIT



Click to watch on youtube





MOVE&BIKE

- 1. real-time posture of the cyclist.
- 2. virtual Cycling and avatar pose control.
- 3. haptic system to provide contact-detection
 - Improve virtual experiences
 - Provide improved racing dynamics
 - Provide power and speed gains in the simulator, thanks to posture aerodynamics
 - Train the cyclist in-door and out-door





Click to watch on youtube







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