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KÚMA
Emotion-Responsive Soundscapes Powered by Quantum AI
The first Quantum-AI music engine that adapts to human emotion in real time

Berlin, Germany
Pre Seed Round – May 2025
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01_ Vision and One-Liner

One-Liner
KÚMA is a quantum-enhanced AI platform that transforms biometric signals into personalized, emotion-adaptive music in real time.

Vision Statement
We're building the technology for emotion-driven environments, bringing scientifically validated, real-time adaptive sound to health, focus, and immersive experiences.

Targeting therapeutic, cognitive, and immersive applications
Backed by €4M EU funding & deep tech R&D
Bridging neuroscience, music, and next-gen computing

02_The Problem

Music today is static. Human emotion is dynamic.

Traditional audio solutions can't adapt in real time to the user's emotional or physiological state, limiting their effectiveness in therapeutic, cognitive, and immersive settings.

The gap:

- 1 in 5 adults suffers from anxiety or stress-related disorders (WHO, 2023)
- 80% of therapeutic audio apps fail to engage due to static content (Source: internal research)
- 2 in 5 neurodiverse users report difficulty focusing with generic audio tools

Unmet need:
No scalable solution currently offers **real-time, emotionally adaptive music** grounded in biometrics.
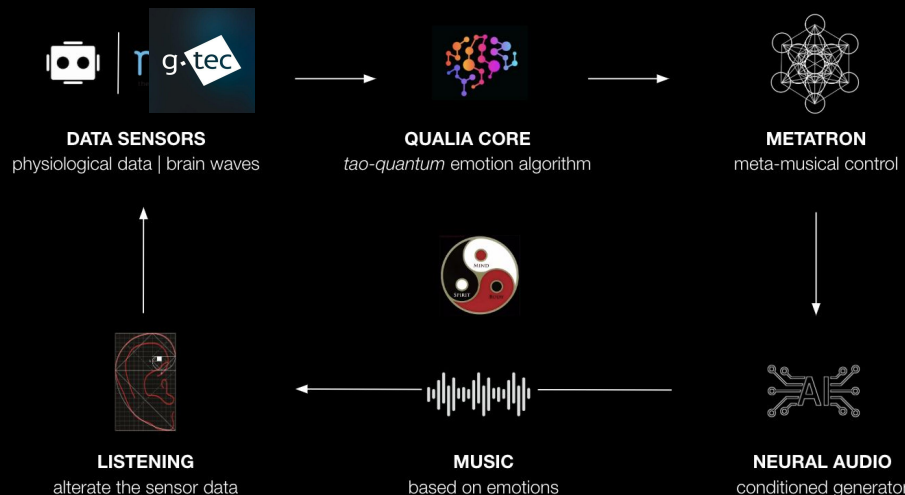
04_Our Solution

KÚMA is a real-time music engine powered by biometric sensing and quantum-enhanced AI. SDK & B2B API for integration in health apps, research tools, and immersive platforms

How it works:

- **Biometric input**: EEG, HRV, GSR
- **Emotion detection**: via our proprietary Quantum Emotional Algorithm (QEA)
- **Adaptive soundscapes**: music generated and modified in real time

Applications:

- Mental health: anxiety, PTSD, ADHD
- Cognitive optimization: focus, memory
- Immersive experiences: VR, installations, gaming

DATA SENSORS
physiological data | brain waves

QUALIA CORE
tao-quantum emotion algorithm

METATRON
meta-musical control

LISTENING
alterate the sensor data

MUSIC
based on emotions

NEURAL AUDIO
conditioned generator

05_Why Now

Timing is ideal, 3 converging trends:

- **AI + Personalization Boom**
  Users demand individualized experiences across wellness, music, and digital therapy.
- **Mental Health Crisis**
  Global surge in demand for non-pharmaceutical interventions (anxiety, neurodiversity, PTSD).
- **Biometric & Wearable Tech Adoption**
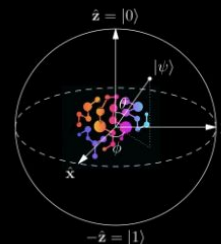 EEG headbands, smartwatches, and HRV sensors are entering the consumer mainstream.

KÚMA is uniquely positioned at the intersection of:

- Quantum-enhanced adaptive AI
- Real-time biometric input
- Sound as a therapeutic and immersive medium

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$\hat{z} = |0\rangle$
$|\psi\rangle$
$\hat{y}$
$\hat{x}$
$-\hat{z} = |1\rangle$

06_Technology and Product

Our proprietary technology combines generative AI and quantum computing to process biometric data (EEG, HRV, GSR) and generate music in real time.

Three-layer system:

- **Biometric Input**
  EEG (brainwave activity), HRV (heart rate variability), GSR (galvanic skin response)
- **Emotion Detection Engine**
  Real-time analysis → dynamic emotional mapping
- **Generative Music Engine**
  Adaptive sound output: unique, personalized soundscapes for each user and context

Technology Stack

- **HPC + Quantum Hardware**
  Allow fast training and quantum enhanced AI models.
- **Real-time processing**
  Ultra-low latency (<100ms) for immediate adaptive sound response
- **Scalable API/SDK**
  Designed for seamless integration into third-party digital platforms (health, XR, research)

Defensibility

- **Patent in progress** for the Quantum Emotional Algorithm (QEA)
- **Proprietary biometric datasets** powering emotional recognition and personalization

07_Extended Application & Use cases

Primary Use Cases (2025–2026)

- **Mental Health & Therapy**
  - PTSD, anxiety, stress relief
  - Partnerships with therapists and clinics
- **Cognitive Training & Focus**
  - ADHD, memory enhancement
  - Tools for neurodiverse learners
- **Immersive Experiences (VR/AR)**
  - Personalized soundtracks for virtual therapy, gaming, and exhib

Early-stage validation

- EEG prototype built
- Institutional pilots in discussion
- €2M IBB Grant secured for development & research
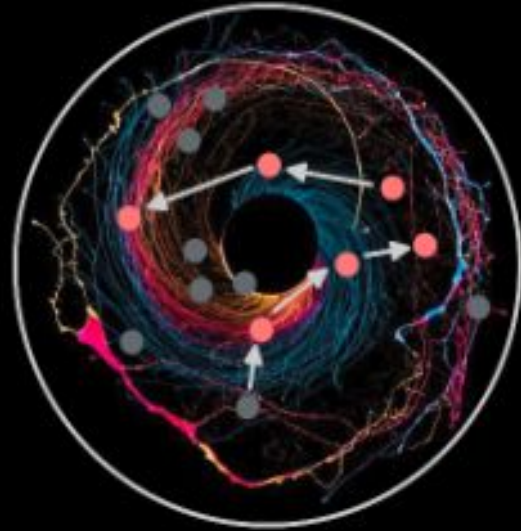
08_Market Opportunity

Total Addressable Market (TAM): €25B
AI-generated adaptive audio for wellness, mental health, and immersive media

    Source: Deloitte, McKinsey reports on AI + Wellness + XR

Serviceable Available Market (SAM): €5B
Adaptive audio in therapeutic and cognitive contexts (B2B software + platform integrations)

Serviceable Obtainable Market (SOM): €500M
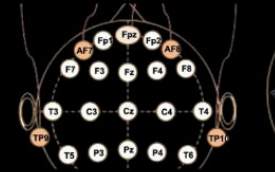Beachhead: VR therapy + neurodivergent cognitive apps + clinical pilots

    e.g., 10,000 clinics × €500/year licensing = €5M SOM (bottom-up logic)

Growth drivers:

- 14% CAGR in mental tech solutions.
- Accelerated XR and biometric adoption in EU and US healthcare sectors

emotibit   Brain waves sensor   IRCAM | Acids Lab

09_Business Model

Core Revenue Streams

1. **B2B SaaS Licensing**
   Adaptive music engine licensed to:
   - Mental health clinics
   - Cognitive training apps
   - VR & wellness platforms
2. **Custom Integrations**
   Installations and environments (e.g., museums, exhibitions, healthcare spaces)
3. **Research & Grants**
   Public/private funding (e.g., €2M IBB grant secured)

Pricing Examples

- Clinics: €500–1,000/year per license
- VR platforms: Custom pricing based on API usage
- Institutions: Research license + biometric engine access

Early Metrics (2026 Goals)

- QEA optimization
- €1M ARR projection by end of 2026
- 1,000 active adaptive soundscape users

10_Traction & Milestones

Progress to Date

- €2M grant submission(IBB + EU Funds)
- EEG prototype completed
- Ongoing collaboration discussions with research institutions
- QEA algorithm framework developed (pre-patent phase)

2025 Objectives (Pre Seed Round Use)

- Launch B2B pilot programs
- Refine QEA engine with biometric test groups
- Secure first paying clients in therapy & cognitive training

Milestones Timeline (Visual on Slide)

- Q3 2025 → IBB grant funding secured
- Q2 2026 → Convert QEA optimization
- Q4 2026 → Reach Seed round investment
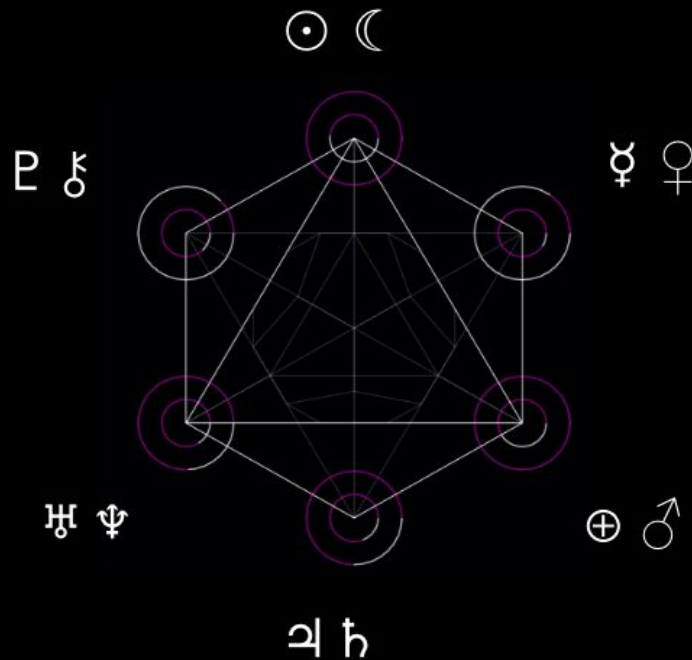
11_Competitive Advantage

Why KÚMA Wins

Feature	KÚMA	Brain.fm	Endel
Real-time biometric input	✅	❌	❌
Quantum-enhanced AI engine	✅	❌	❌
Personalized therapeutic music	✅	Partial	✅
Clinical research focus	✅	❌	❌
API/SDK integration	✅	❌	❌

Defensibility

- Proprietary biometric database
- Quantum Emotional Algorithm (QEA) → Patent pending
- €2M non-dilutive grants funding + EU research partnerships
- Cross-disciplinary founding team (AI, neuroscience, music tech)

12_Go To Market Strategy

Initial Focus (2025–2026):

- **Target Users:** Mental health clinics, cognitive therapy platforms, VR wellness startups
- **Buyer Personas:** Therapists, cognitive training providers, immersive tech developers

Go-to-Market Channels:

- Strategic research partnerships (e.g., EU health institutions)
- Early-access pilot programs
- Presence at tech & health conferences (e.g., SXSW, DMEA, NeurIPS)
- Co-development with VR studios & neurotech apps

Trojan Horse Strategy:
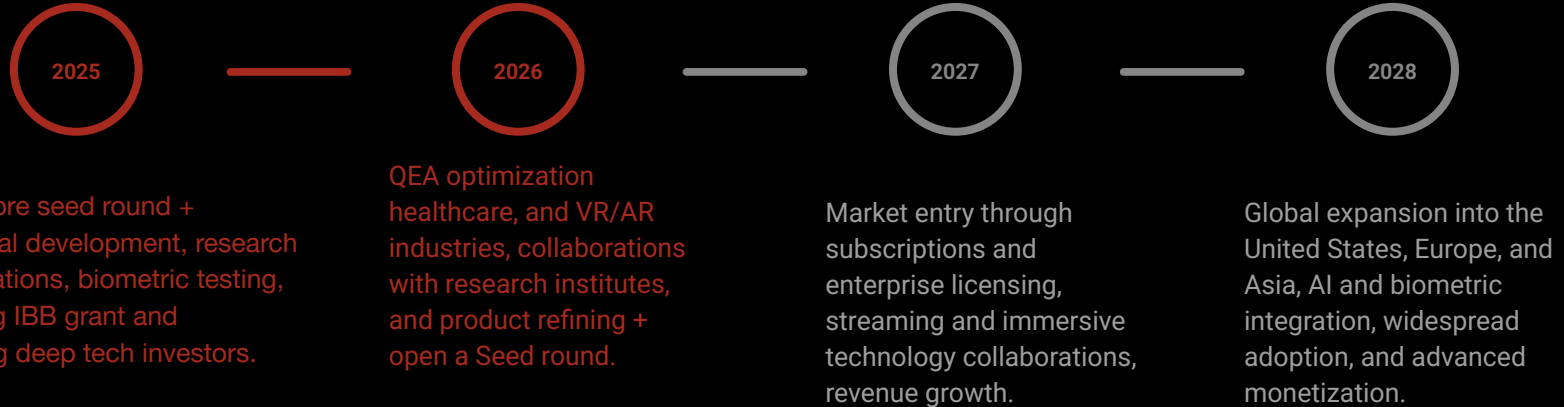Start with high-need therapy use cases → scale into wellness & immersive media

Sales Funnel Example:

- Outreach to clinics with anxiety/focus tools
- Live demo & biometric test
- 3-month adaptive sound pilot
- Conversion to annual license

13_Timeline

2025

2026

2027

2028

Launch pre seed round +
QEA initial development, research
collaborations, biometric testing,
obtaining IBB grant and
attracting deep tech investors.

QEA optimization
healthcare, and VR/AR
industries, collaborations
with research institutes,
and product refining +
open a Seed round.

Market entry through
subscriptions and
enterprise licensing,
streaming and immersive
technology collaborations,
revenue growth.

Global expansion into the
United States, Europe, and
Asia, AI and biometric
integration, widespread
adoption, and advanced
monetization.

14_Financial

Roadmap (Next 18 Months):

Quarter	Milestone
Q3 2025	IBB grant secured funding
Q4 2025	QEA optimization + Talent Hiring
Q1 2026	Biometric Integration + Testing
Q2 2026	Product QEA development, prep Seed round 2026/2027

Funding Ask: €1.5M Pre Seed Round

Use of Funds (visual pie chart suggested):

- 35% Product & QEA Development
- 25% Biometric Integration & Testing
- 20% GTM & Pilots
- 15% Talent Hiring (AI, neurotech)
- 5% Ops & Compliance

15_Core Team

Alessandro De Angelis
Co-founder / CEO

with a background in business and management, he oversees and directs all projects, ensuring strategic and cohesive operations across disciplines.

Marco Accardi
Co-founder | CTO

with a background in computer science and creative computing, is coordinating the development of the project from both a technical and aesthetic perspective.

Sabrina Pippa
Head of Communication / Visual Designer

with a background in design and communications, is responsible for web and social media communications.

16_Team & Advisors

Marco Accardi - CTO & Co-founder project leader, software engineer, creative director
Alessandro De Angelis - CEO & Co-founder
Sabrina Pippa - head of design and communication
Sonia Litwin - Biomedical engineer
Quantum Basel - Quantum computing hardware and algorithm provider
Alessandro Inguglia - ML | Computer graphics engineer
Giovanni Bindi - Audio ML Researcher
Robin Otterbein - Audio ML Engineer
Luca Marinelli - MIR Researcher
Alberto Di Maria - ML engineer | Frontend developer intern
Federico Gentile - Graphic designer intern

Advisory board:
Kipu Quantum, Dr. Enrique Solano, Dr. Eric Michon, Dr. Rulin Xiu, Giovanni Palmisano, Jan Mikolon, Matteo Krummenacher, Maximilian Wurzer, Marta Rossi.

17_ Conclusion

Thank you for your time and interest.Thank you for your time and interest.
We're raising €1.5M to bring KÚMA to clinics, neurotech apps, and immersive platforms—**let's talk!**

Contact
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Available for meetings :
book via Calendly link

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