



# The next generation of neurorehabilitation using digital health

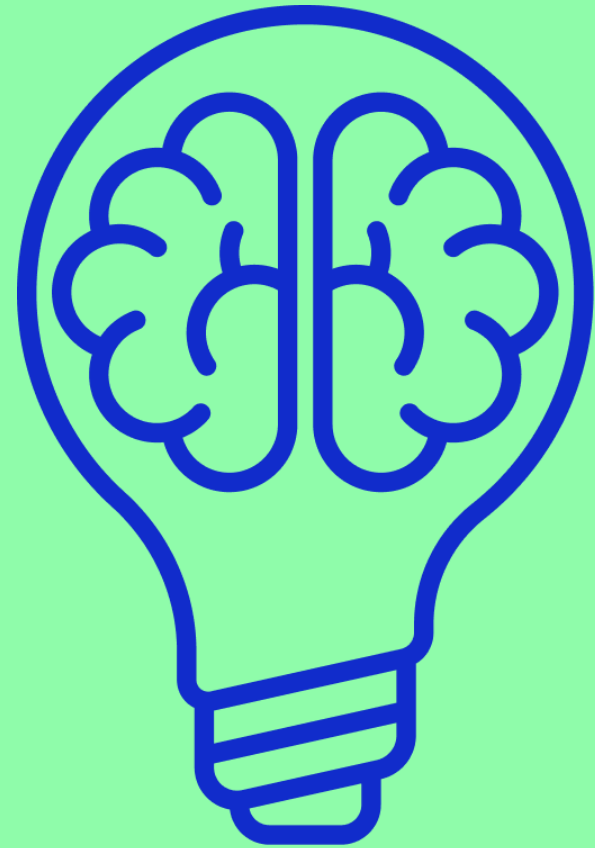
# MISSION

In close collaboration with the academy and hospitals we develop user friendly cutting edge solutions needed to improve stroke and neuro rehabilitation



# BUSINESS IDEA

We develop, manufacture and market time efficient, easy to use and front end designed products for stroke- and neuro rehabilitation patients.



## Who we are

We develop effective and innovative medical device products needed in stroke and neuro rehabilitation.

## Why Invest

- Proven business model
- Obvious patient benefits and healthcare economic benefits
- Catalyst for next generation of digital health
- Close partnership with key opinion leaders
- Short time to a huge market

## Problem

Stroke is the most common cause of long-term disability in the world, 40% increase to 2040 will cost government and families dear. Lack of therapy methods that are easy to use and motivate the patient. Brain fatigue makes it hard to stay motivated in the important rehabilitation programs and trainings.

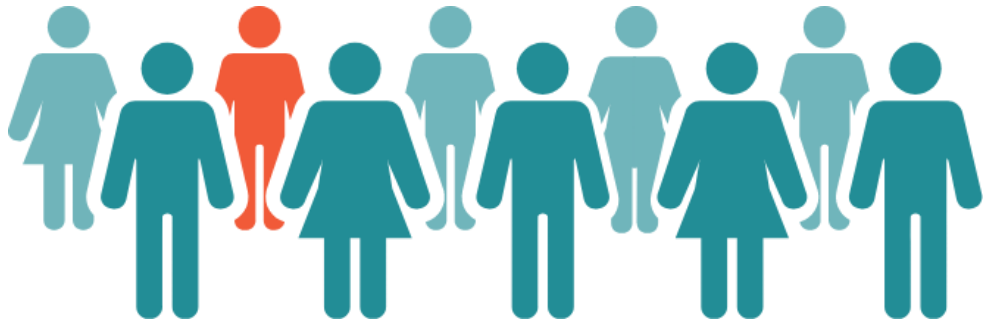
## Innovation and design driven solution

Efficient and user-friendly products that are developed in close collaboration with end-users, products needed in stroke & neuro rehabilitation using frontline holographic interaction models.

## What we offer

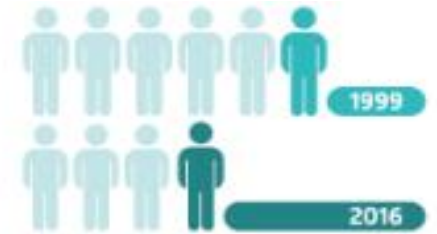
By using the latest scientific results applied on the latest technology we provide access to motivating, individualised rehabilitation for individuals who have suffered strokes and brain injuries.

# There is an urgent need to improve access to more efficient rehabilitation



Around the world, there are  
**12.2 MILLION** new strokes per year  
**ONE EVERY 3 SECONDS**

**1 in 4** people will have a  
stroke in their lifetime  
**THIS NUMBER HAS  
INCREASED 50% OVER  
THE LAST 17 YEARS**

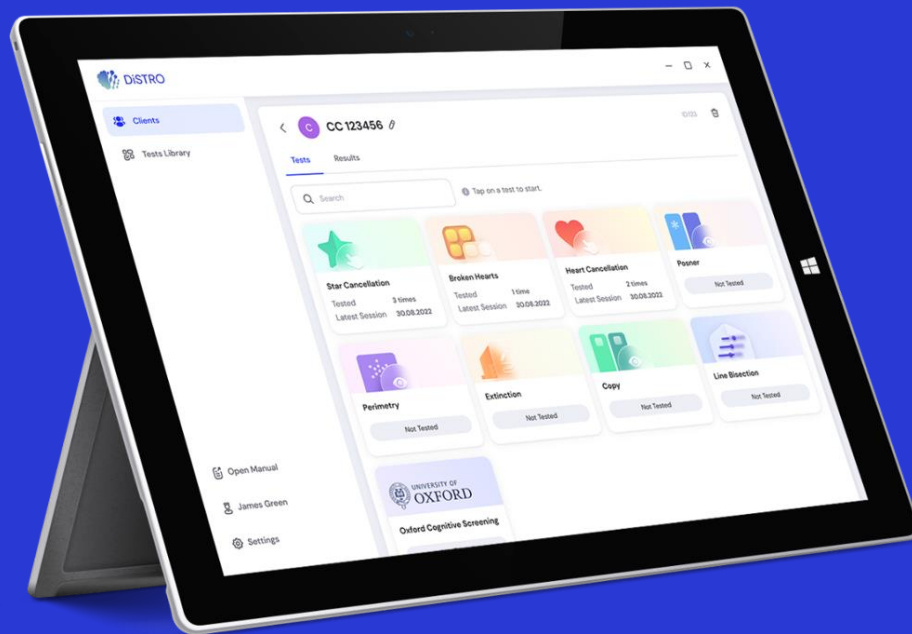


In 2019 63 % of stroke happened to  
people younger than 70 years old

**STROKE IS NO LONGER A  
DISEASE OF THE ELDERLY**

## RehAtt DiSTRO

- All patients with a stroke must to be screened for functional impairment according to guidelines.
- Distro shortens the screening time with up to 75%
- Distro uses all the best in class screening tests



## RehAtt® XR Rehabilitation

- Individualised rehabilitation programs using 3D gaming and music, based on screening results
- Gives access to intense enriched rehabilitation naturally stimulating brain plasticity with improved function
- Enables remote control for therapist in guided training at the clinic and in the patient's home (e-health)



# Proven business model – rental solution



CeO & University Hospitals

One University hospital  
needs **1-30 kits**



Regional Hospitals



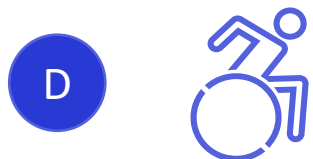
The 5-10 Regional hospitals; (**KALIX**)  
need **1-10 kits** each



Outpatients Clinics



The 20 Outpatients clinics  
need **1-10 kits** each



The stroke patient can be reached  
at home



Home Care team





# Market

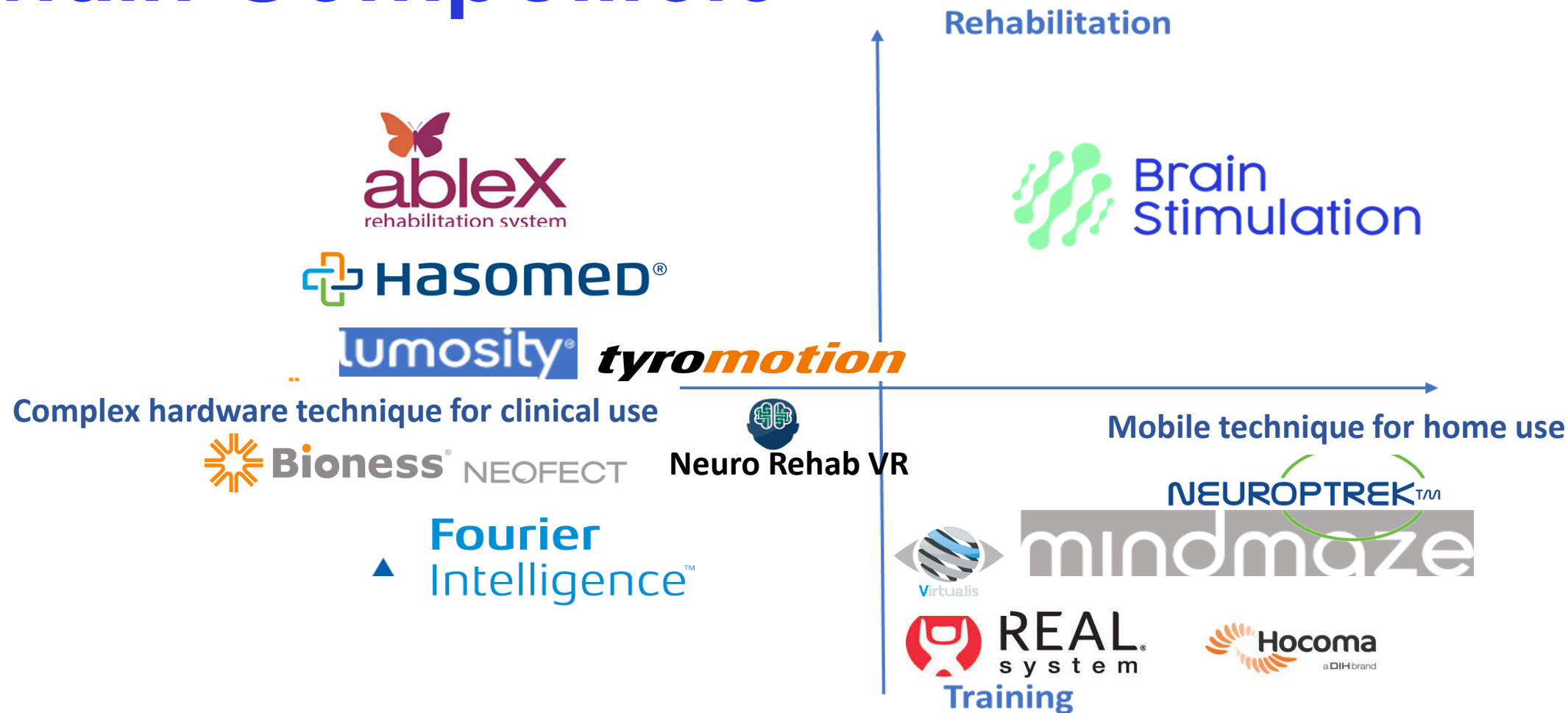
Market size calculation  
formula=  
2 kits/each at stroke  
university hospital +  
5 kits/connected regional  
center + 5 kits/out patient  
clinics

## TAM SAM SOM





# Main Competitors



# Unique collaborations with leading scientific institutes



# Team

## Founder



### HELENA FORDELL – MD, PhD, at COE

- Chief Scientific Officer
- Senior Neuroscientist
- Global network of KOL at COE, Senior Neurologist, Stroke Physician, Experienced in Stroke Rehabilitation
- Umeå University Hospital
- Umeå University

## Investors



### INVESTORS AND ADVISORS

#### BACKING MINDS

Sara Wimmercranz and  
Susanne Najafi

#### ALMI

Lena Fridlund Forsgren

#### FORT KNOX

Henrik Wimelius

#### Wier Group

Per-Ulrik Wier

#### UMU Holding

Camilla Viklund

## Team

### ANDERS MARKSTEDT – CHIEF TECHNOLOGY OFFICER

- Computer Scientist within Interaction and Design and Mixed Reality, XR
- Solid experience from CGI as Director, Head of XR and Visualization

### ANDERS BRATT – R&D

- Programming and product development, Solid experience XR 6 years

### OSCAR FORDELL – R&D AND GRAPHICS

- Programming, 3D-graphics, gaming and product development

### MATIAS WIDENGREN – COGNITIVE SCIENTIST

- Cognition in 3D game design, scientific validation project management

### BIRGITTA JOHANSSON – CLINICAL EXPERTISE

- 30 years' experience as clinician, occupational therapist using new technologies and 3D gaming to improve neurorehabilitation

### RORY GRAHAM – QA/RA

- 30 years' experience in pharmaceutical and medical device (software) Regulatory affairs/Quality in the EU, UK, US, Asia-Pacific and LATAM

### AGNETA FRANKSSON- CEO

- 25 years of experience from research and development, clinical trials and tests, product/service development, sales and international marketing, CEO roles business development within MedTech

# Funding plan – investment proposal

## Current Funding

Received National Funding and EU Support	9M SEK
Inv Round 1-4 closed 2019-2022	23M SEK

## Investment Proposal

Investment Round 5 open Q2 2023	30M SEK
Financing covering 18 months (RND, Regulatory, FDA approval, US- launch)	

## Investment Plan

Investment Round 6 planned Q4 2024	50M SEK
Financing covering through break-even, commercialization and international scale-up, CE-mark	

**Main shareholders stand behind us**







Join us - together we are making a difference for people with brain injuries and changing the game in neurorehabilitation and digital health