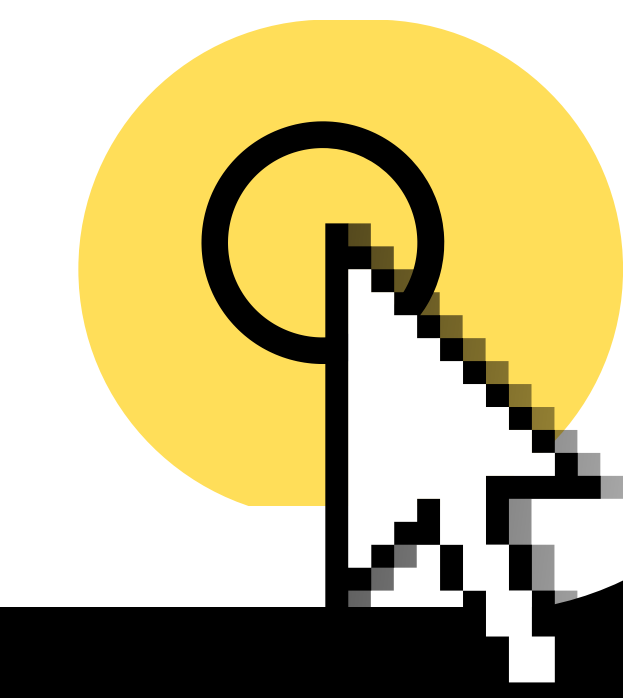


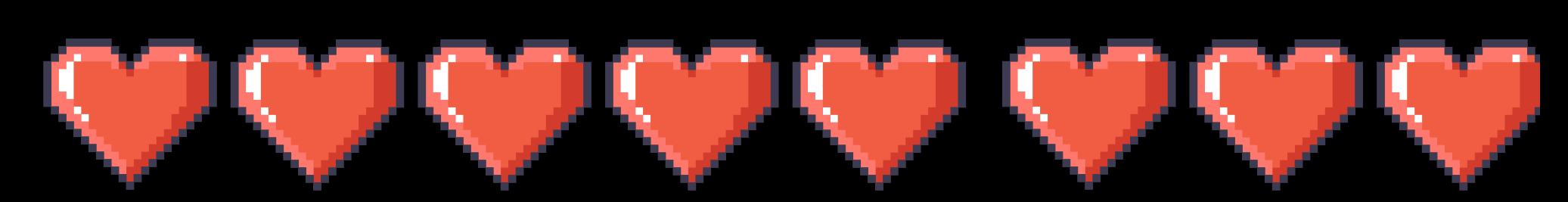
HOW TO GET AWAY FROM MENTAL DISORDER



INTRODUCING

SHINYONAIKA



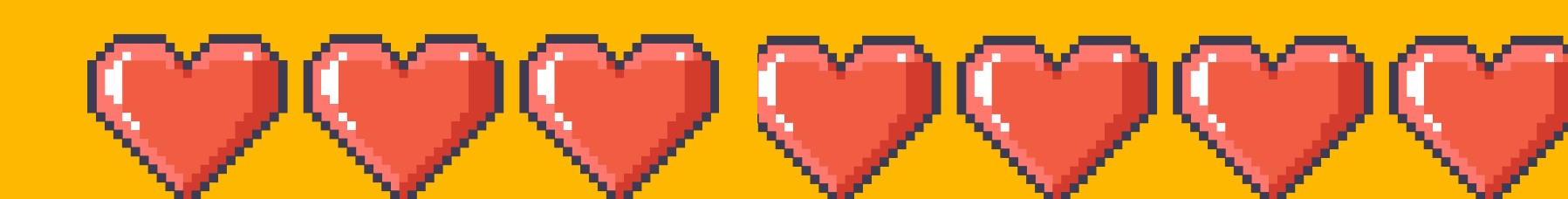


GAMIFYING CBT: USING GAME TECH AND NEURAL NETWORKS TO TACKLE MENTAL HEALTH BARRIERS

Access to mental health resources remains a challenge for many individuals, due to various barriers. To address this issue, a treatment of mental illness which can be transformed by gamifying Cognitive Behavioural Therapy (CBT) using neural networks and game technologies.



THE MAVERICKS - BRAINS



THE MARVICK : GEOFFREY LAZER



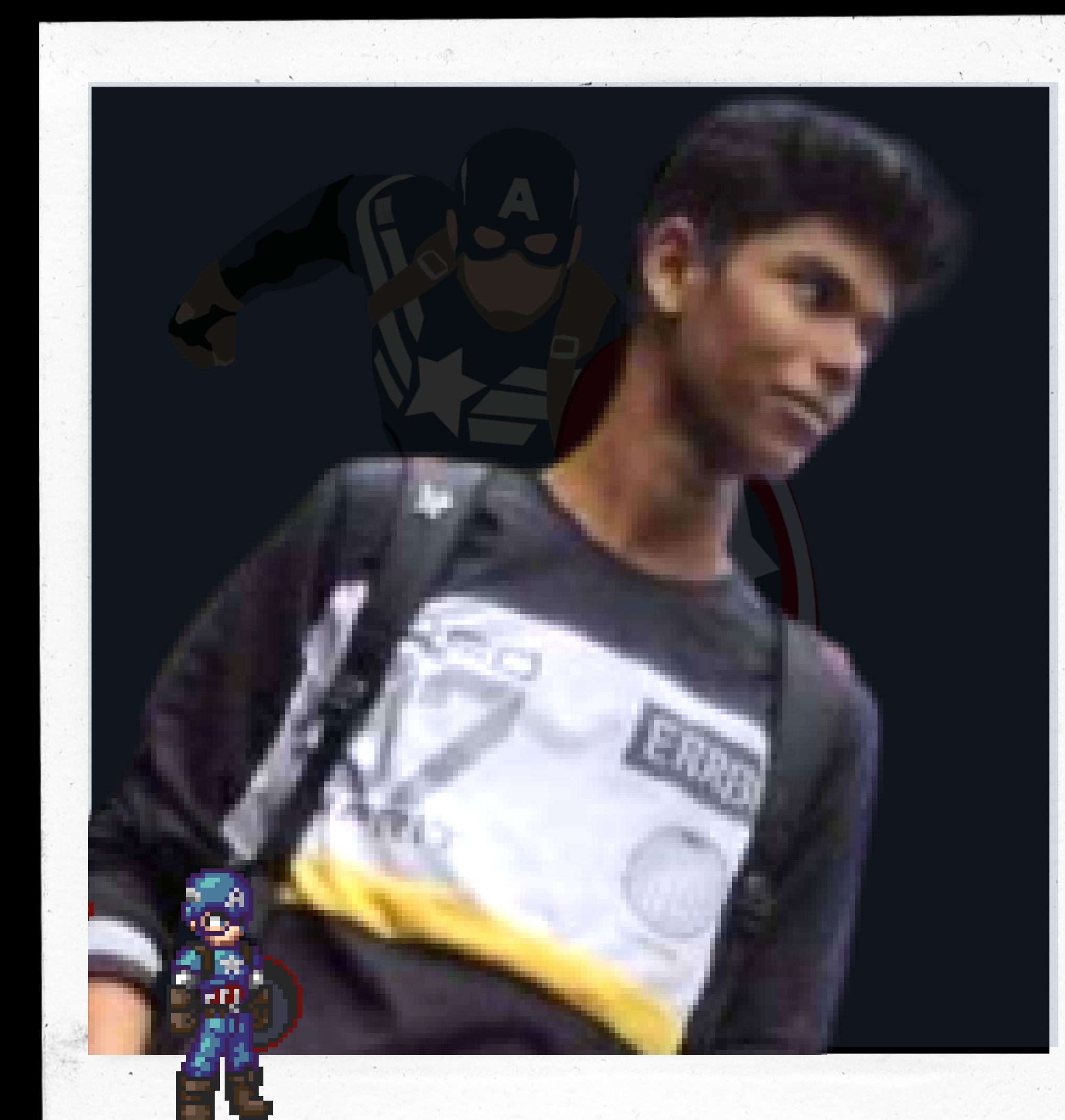
TEAM LEAD,
GAME
DEVELOPER

THE MARVICK : NITHYARUBAN



FRONT-END
DEVELOPER,
STORY WRITER

THE MARVICK : CYRIL



CONTENT
WRITER,
DESIGNER

THE MARVICK : KESAVARDHAN S



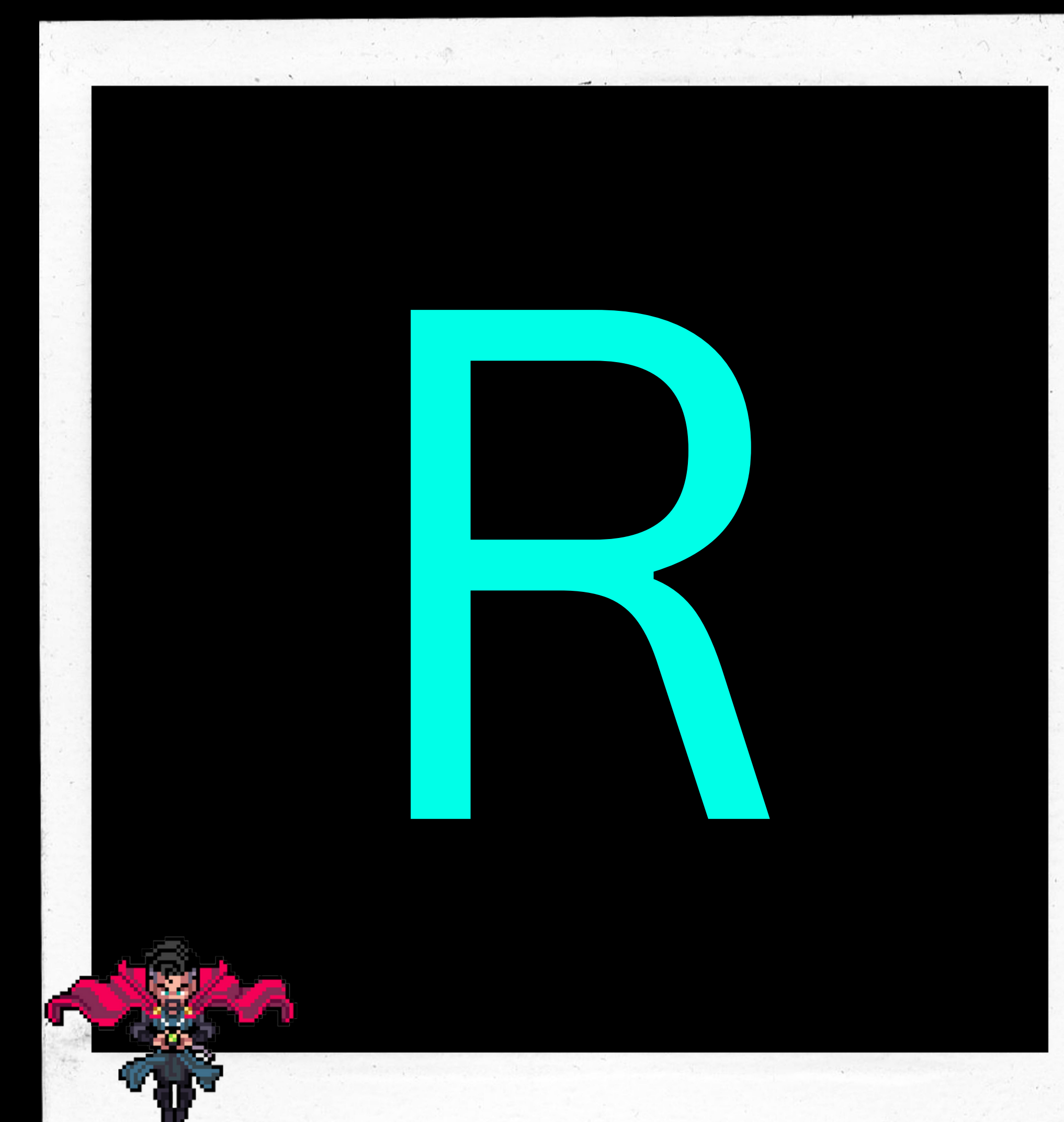
BACKEND
DEVELOPER(AI)

THE MARVICK : ROOBAN

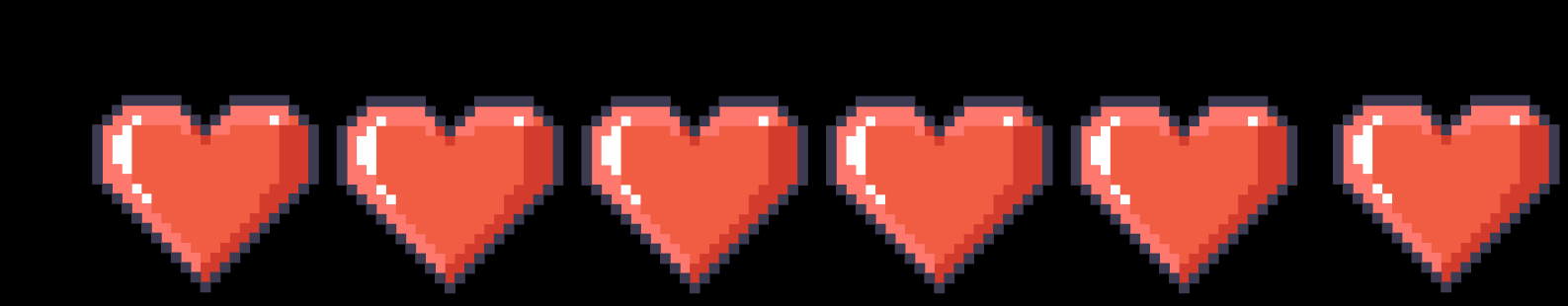


GRAPHIC
DESIGNER,
FRONT-END
DESIGNER

THE MARVICK : RAHAT



STORY
WRITER,
DESIGNER

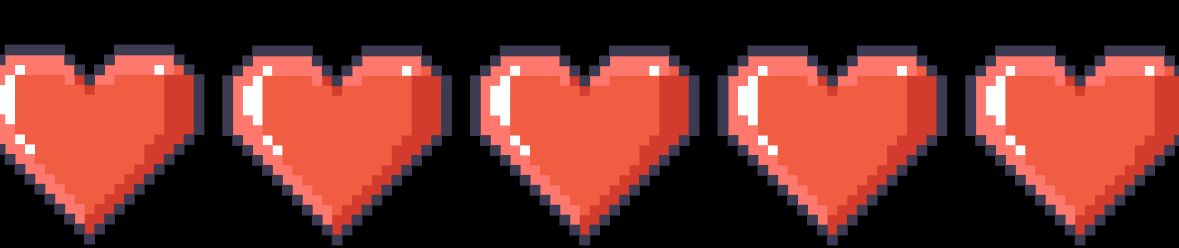


GAMIFICATION

The gamified CBT method can make therapy sessions more pleasurable and gratifying by including game features like incentives, accomplishments, and feedback.

START

MADE TO BE UNIQUE.....



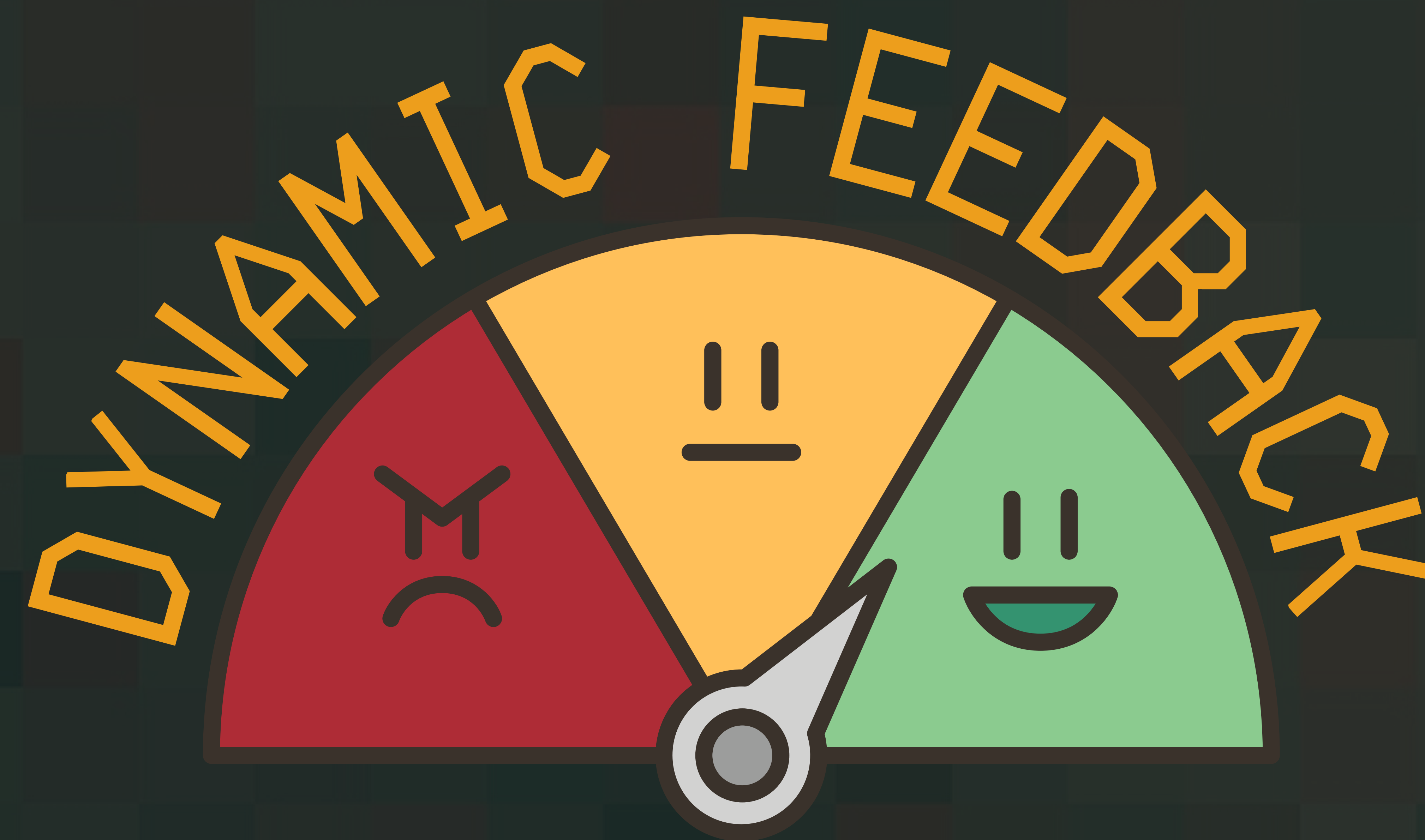
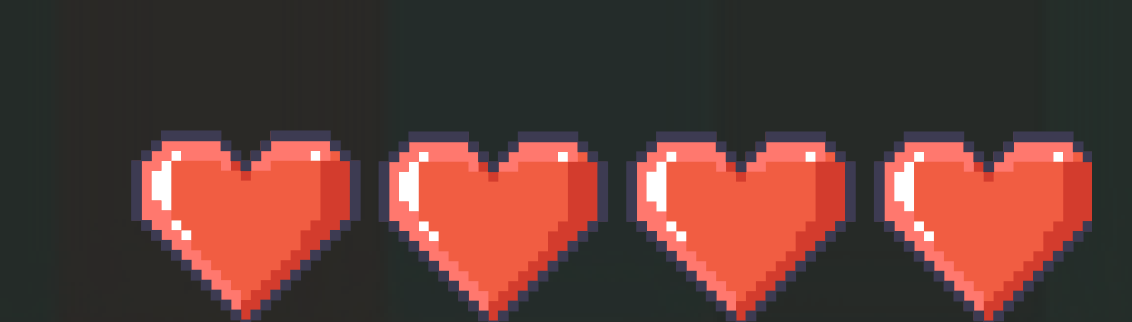
ACCESSIBILITY:

The gamified CBT solution is available to anybody with an internet connection and can be accessed from any location, making it more available to those who might not be able to attend conventional face-to-face therapy sessions.

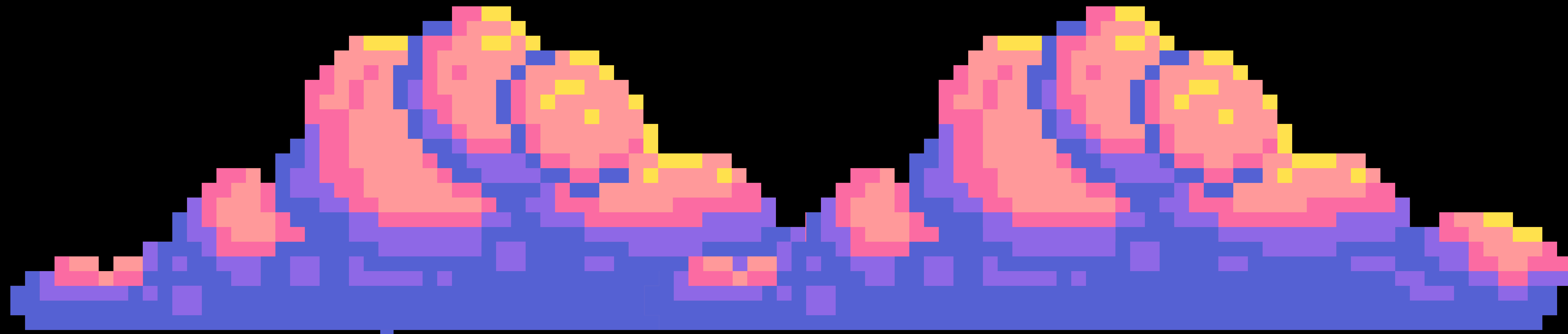
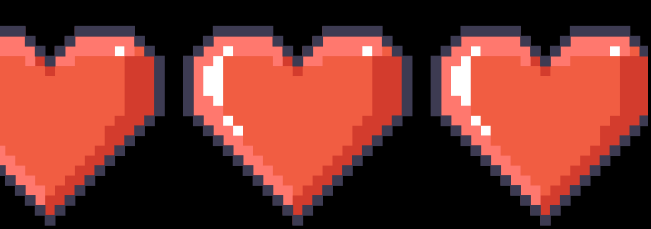
PERSONALIZATION:

Using machine learning techniques, the therapeutic experience may be tailored to each user's needs and development in order to boost motivation and engagement.

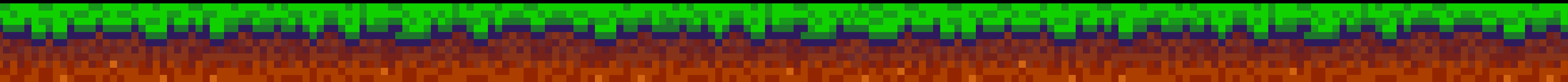




The gamified CBT solution can offer individualised, dynamic feedback that is tailored to each user's needs and progress. This information can be used to help users track their progress and keep them motivated to stick with the therapy.



THE SMALL DEMO OF THE VIRTUAL MENTAL HEALING WORLD





GAME
OVER

SHINYONAIKA

THE MENTAL HEALING APP

