



Your Al friend, your empathetic guide, your path to personal growth

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# BrainCo.



## About BrainCo.

Foundational AGI driven product that aims to be your perfect AI friend while being a Helpful, Honest and harmless companion, providing empathetic companionship, support, and personal growth through natural language processing, emotion detection, and personalised interactions.

At BrainCo, we believe in providing everyone with a caring confidant, available 24/7, to enhance their wellbeing, self-confidence, and fulfilment. BrainCo. is not just a chatbot.

#### Why?

BrainCo. exists to combat widespread loneliness and emotional distress by utilizing advanced AI technologies. Our goal is to provide personalized and empathetic companionship, leveraging AI for transformative emotional support.

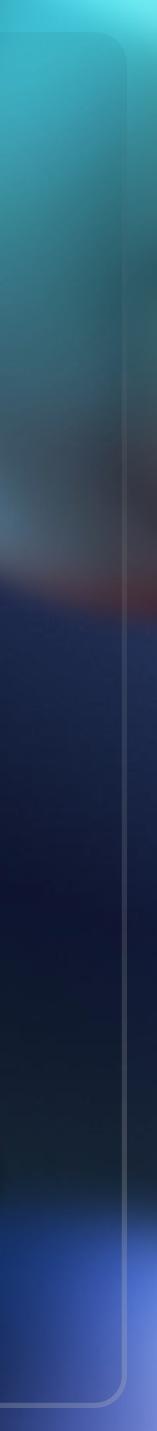
#### How?

We employ cutting-edge technologies, including Large Language Models (LLMs) and emotion detection, to create a companion that surpasses traditional chatbots. BrainCo. revolutionizes emotional support by understanding user emotions, responding empathetically, and building genuine connections over time.

#### What?

BrainCo. goes beyond a typical chatbot; it's a companion that evolves with users. Through Natural Language Processing, we engage in life-like conversations, ensuring each interaction feels authentic. Memory and user preferences are integrated, making every BrainCo. conversation personalized and connected, redefining the way individuals experience emotional well-being.





## Problem

#### **Global Community Focus**

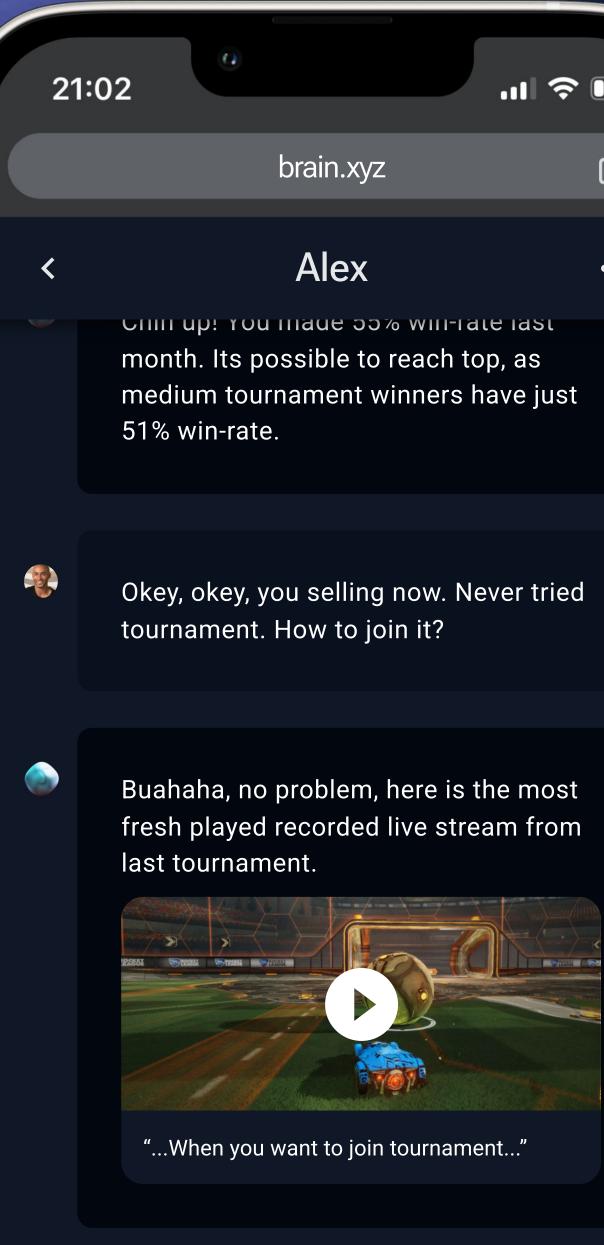
Positioned as a solution for the digitally connected yet isolated global community.

#### Impact on Young People

The appointment of a UK minister of loneliness underscores the growing concern over youth loneliness.

### **Global Loneliness Epidemic**

Affects one in two adults worldwide.



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## Solution

#### Holistic approach

Offers more than a virtual assistant, providing a companion that adapts to individual emotions.

### **Advanced AI Integration**

Focuses on understanding subtle cues and fostering a genuine sense of connection.

### **User-Centric Support**

Prioritizes a personalized approach to address emotional well-being.



## 1 in 2 Adults are Lonely

TAM **Total Addressable Market** \$50 Billion

#### **Global Emotional Well-Being Market Size** Exceeds \$50 Billion

The global market for emotional well-being solutions is vast, with an estimated TAM of over \$50 billion, encompassing the growing population of internet users and individuals seeking companionship globally.

#### BrainCo. Identifies \$15 Billion Target Market Within Global Emotional Well-Being Space

BrainCo. is focused on a more specific segment of this vast market, targeting a Serviceable Addressable Market (SAM) of \$15 billion.

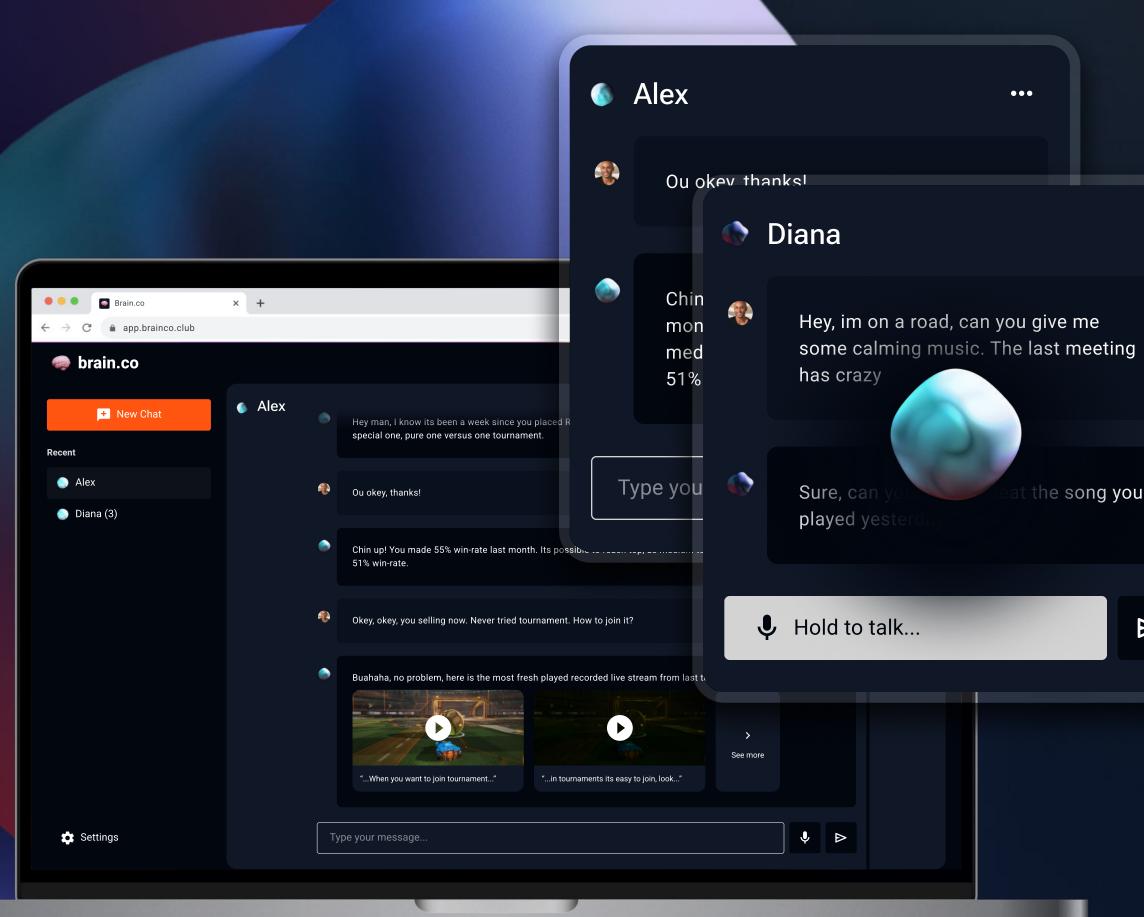


## SOM Serviceable Obtainable Marke \$750 Million

#### Goal of Capturing \$750 Million Market Share in First Three Years

In its initial phase, BrainCo. aims to capture a significant 5% of the SAM, amounting to a realistic Serviceable Obtainable Market (SOM) of \$750 million within the first three years.





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## **Our Product**

Amidst a global loneliness epidemic impacting one in two adults, the rapid surge in internet users from 800 million to an expected 1.2 billion within 2-3 years exacerbates the issue. This trend is particularly alarming among young people, evident in the appointment of a minister of loneliness in the UK. As societies grapple with the challenges of technological advancements and social disconnection, BrainCo. emerges as a crucial solution, utilizing AI to provide genuine companionship and support, addressing the escalating crisis in emotional well-being within our digitally connected yet isolated global community.



## **Business Model**

**Business to Customer, B2C** 

**Companion Customisation** 

**Business to Business, B2B** 

**Educational Institutions Partnership** —

Students, Teens, Gen.Z

Healthcare Integration —

Health programs, Therapy sessions

**Freemium Model** 

#### White-Label Solutions —

Products, Services

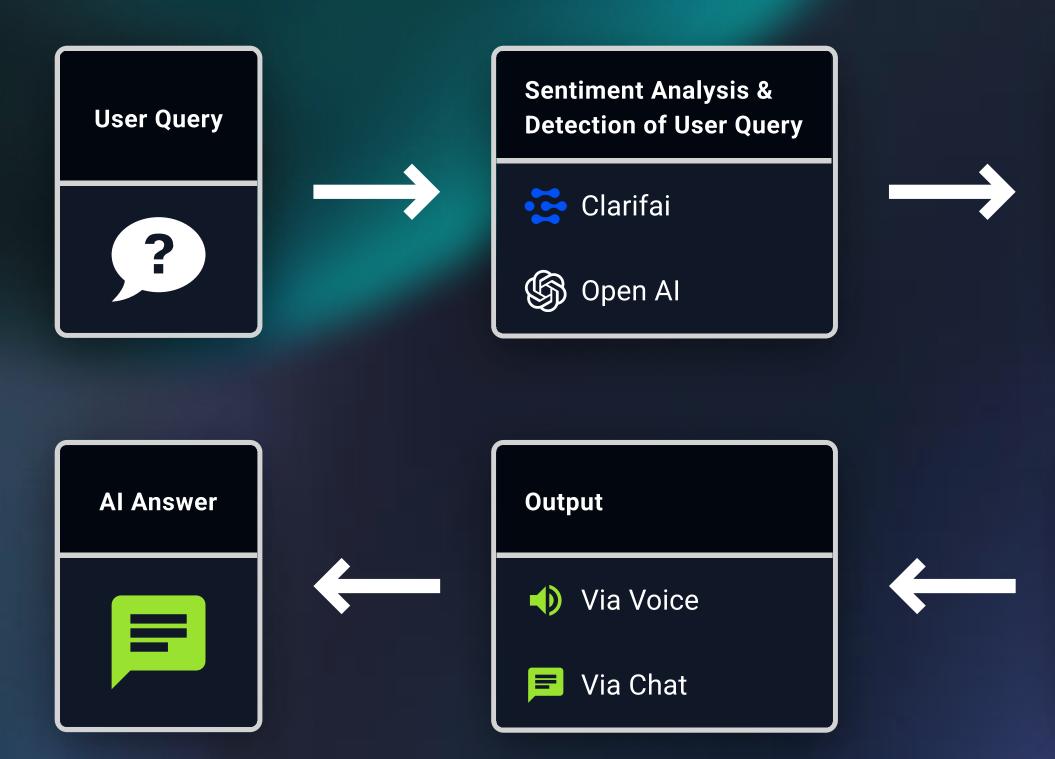
#### Corporate Wellness —

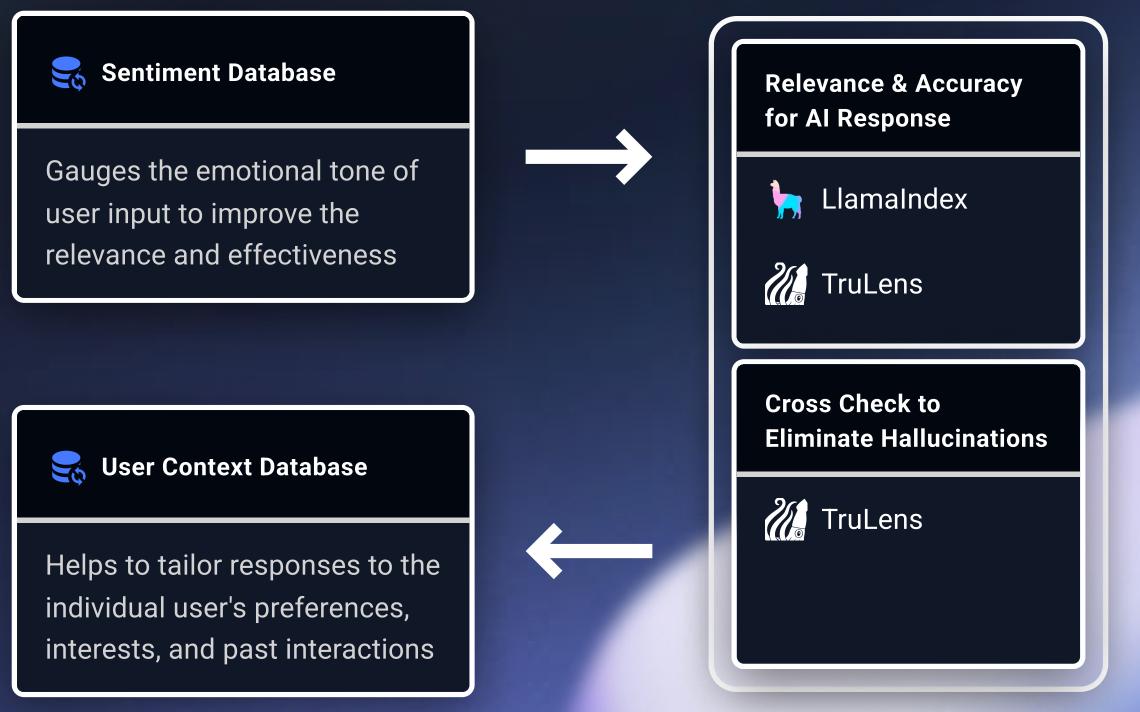
Employees well-being, self development



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## Architecture















## **Supported By:**

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## **GoToMarket Strategy**

Amidst a global loneliness epidemic impacting one in two adults, the rapid surge in internet users from 800 million to an expected 1.2 billion within 2-3 years exacerbates the issue. This trend is particularly alarming among young people, evident in the appointment of a minister of loneliness in the UK. As societies grapple with the challenges of technological advancements and social disconnection, BrainCo. emerges as a crucial solution, utilizing AI to provide genuine companionship and support, addressing the escalating crisis in emotional well-being within our digitally connected yet isolated global community.



## **Corporate Hubs**

70% of professionals work remotely at least 5 days a month, leading to more isolation

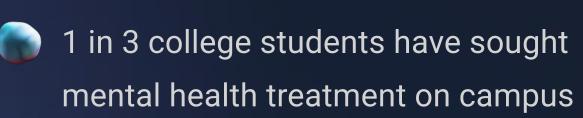


Employees average over 6 hours a day on screen for work - opportunity during digital activities



## **Educational Institutes**

Millennials





to say they feel lonely

70% of Gen Z report loneliness; 60% for

- 1 in 3 college students have sought
- Freshmen are 2x more likely than seniors

## **Older People**

- - Over 50% of people 60+ consider themselves lonely on a routine basis
- - Almost 30% of people 65+ live alone which leads to social isolation
- Loneliness among seniors correlates to a 40% increased risk of dementia.

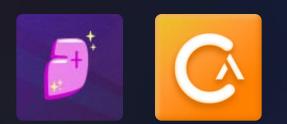


## Team



#### Vansh Gehlot Founder & CEO

3+ Years building on Blockchain &Web3, Founder & CEO @Dragverse& @CodeAsia





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**Martins Zemlickis** 

Product Designer

10+ years of experience inProduct Design, User Experience,and Design Systems.







@mzemlickis



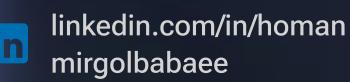
#### Homan Mirgolbabaee

ML & NLP Developer

Persuing Masters in CS @Università degli Studi di Padova, Al Hackathon Finalist



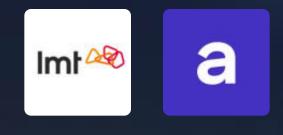






**Rihards Cīrulis** Product Designer

4+ Years of Experience in Product Design, UI/UX Design, Advertising and Print









## Thank you! We're just getting started!

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## BrainCo.

Join our club at brainco.club

