



**TOMMI**  
a game to feel better

**By Softcare Studios**

*Immersive technologies for wellbeing*

**Cristian Currò**

COO & Co-founder

[c.curro@tommigame.com](mailto:c.curro@tommigame.com)



# THE PROBLEM

**Difficulties in patient  
psychological support**

**Reduced adherence to  
therapy during the follow-up**

**125 Bln €**

**Cost of inefficient medical  
treatments in EU**



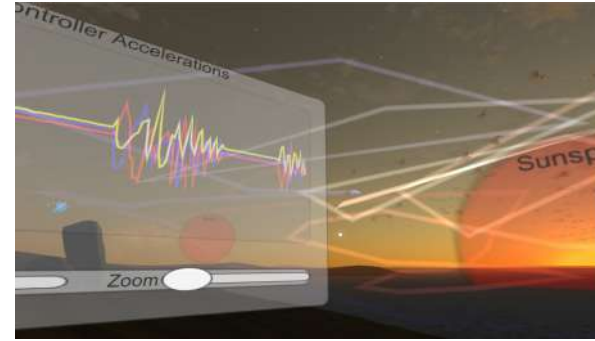
## OUR SOLUTION

**TOMMI** is a digital game based on **virtual reality** and developed to support children with cancer and their caregivers during **therapy**

Supported by  
scientific researches

Based on our experience with  
hospitals

# HOW TOMMI WORKS



  
Children



**VR EXPERIENCES**

**MULTIPLAYER**

Caregivers





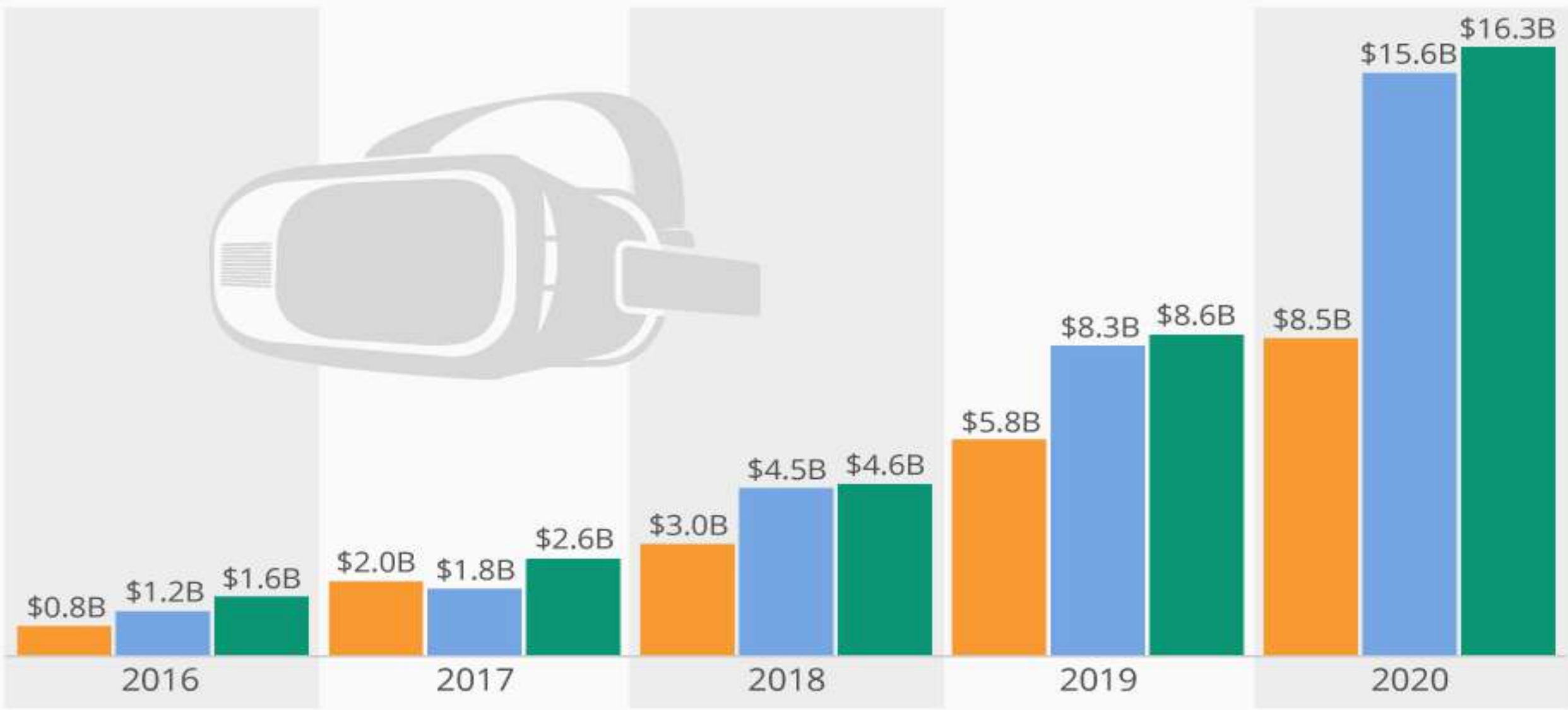
**+ Artificial Intelligence**

  
Medical Staff

**Data collection about child psychomotor performances**

# VR Trend

Mobile Console PC





## Pediatric cancer

**+ 300 000** New cases in the World/year

**500 000** Survivors in Europe

**165 000 \$** Average therapy cost



## Chronic pain

**226 Mln** Europe + USA

**25%** Children and Teenagers

**100 Bln** Social - Economic Impact

# BUSINESS MODEL

**Pediatric cancer  
B2B**

Pharma and Medical  
companies

Software as a Service

Annual subscription

Improve patient wellbeing  
and collect data

**Customer**

**Business  
Model**

**Revenue  
Model**

**Value  
proposition**

**Chronic pain  
B2C**

Final users

Direct download

Monthly subscription

Non-pharmacological support  
to pain management

# ACHIEVEMENTS



Merck Accelerator Program



Web Marketing Festival 2017 Prize



NIDI Prize



NOV 2016

Merck Hackathon Prize



MAR-MAY 2017

Lean Startup Academy By eHealthHub



JUN 2017



JUN 2017

Collaboration with a Pediatric Hospital



JUL 2017



NOV 2017

Pfizer Healthcare Challenge 2017 Prize



NOV 2017





# NEXT MILESTONES



**TOMMI**  
a game to feel better

2017



Research  
Project  
Sponsorship



**PAIN  
MANAGEMENT  
MODULE**

2018



Narrative Med  
Publication



Ready to  
Market



End of  
Research  
Project



Ready to  
Market



Ready to  
Market  
USA

2019



Ready to  
Market  
USA



Ready to  
Market  
World

2020



Ready to  
Market  
World

# TEAM



**Valentino Megale**  
CEO – *PhD in*  
*Neuropharmacology*  
VR & Therapy Scientist  
Communication



**Bruno Lenzi**  
CTO – *Electronic Engineer*  
VR & Data Scientist  
Product Designer



**Cristian Currò**  
COO – *Biomedical Engineer*  
Project Management & Business



**Gianfranco Damato**  
*Software Developer*  
Game Development



**Chiara Aielli**  
*Electronic Engineer*  
Data Visualization & IA



**Fabrizio Bosica**  
*Graphic Designer*  
Graphics



**Renato Marchetti**  
*Designer*  
3D Artist

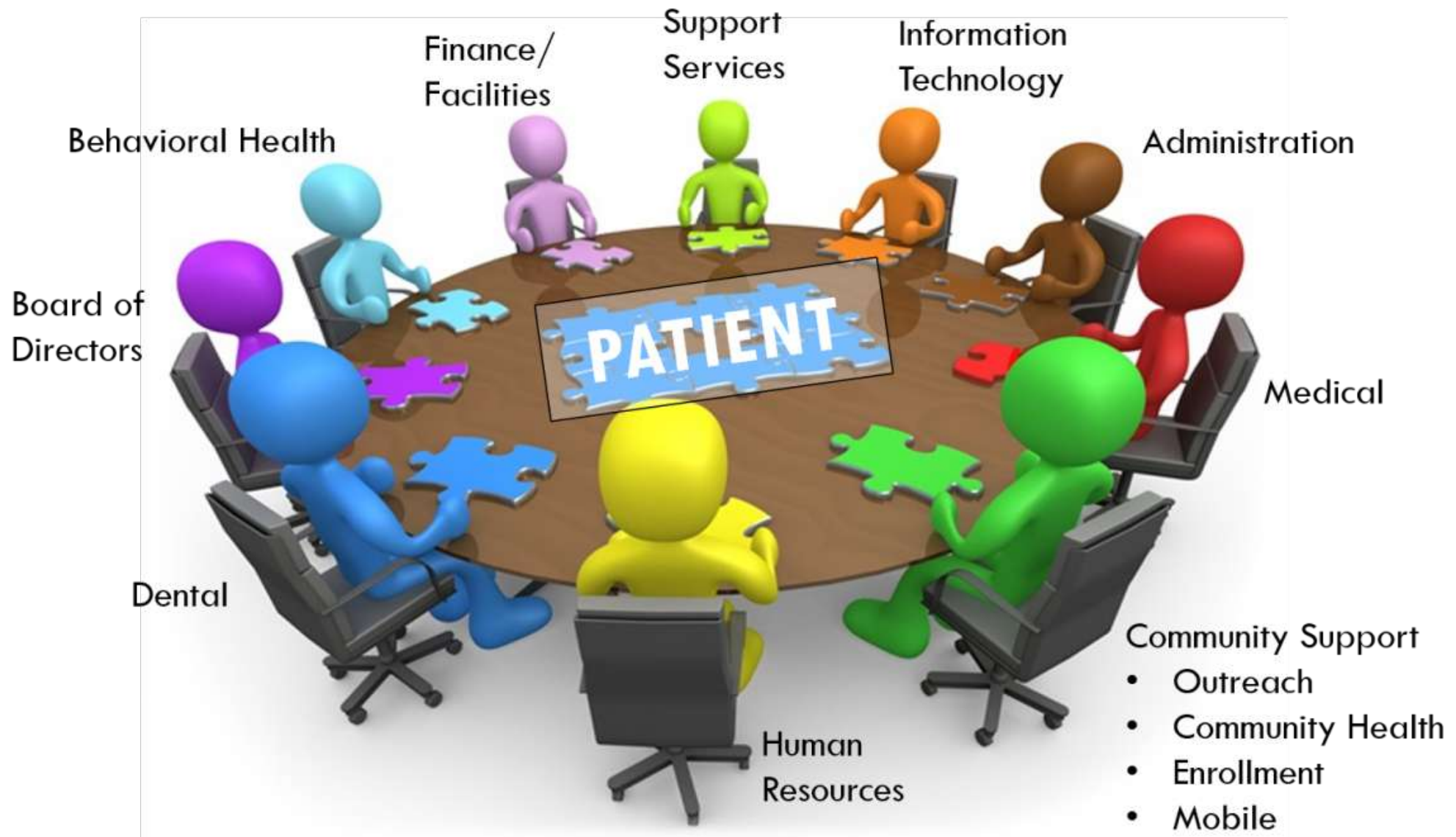


**Marco Giammetti**  
*Software Developer*  
Game Design Advisor



**Giuseppe Oppedisano**  
*Biomedical Engineer & MBA*  
Business Advisor

# What WE can do for YOU



# Thank you for your attention



**TOMMI**  
a game to feel better

[info@tommigame.com](mailto:info@tommigame.com)



[www.tommigame.com](http://www.tommigame.com)

**Softcare Studios**  
*Immersive technologies for wellbeing*