



brainjo

**We take digital
therapies to the new
dimension!**

Supporting Partner



Presentation

1. brainjo company presentation
2. Product presentation
3. Demonstration of virtual reality



brainjo

company presentation



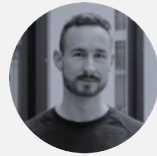
brainjo Team & Experts

C-Level



Christian Michael Gnerlich
CEO

Industrial engineer
Neurofeedback Trainer
Experience with over 100 patients
Hackathon IEEE Brain BR4IN.IO
More than 5 years of VR experience



Markus Wensauer
CEO

Electrical and Information
Technology Engineer
Development of an AI-based speech
recognition system
Development of a real-time
database in the field of autonomous
driving at BMW



Samuel Reiprich
COO

Project Management, Monitoring
and Functional Analysis at Evidanza
AG
Game development

Schlüsselpersonal



Philipp Speierl
VR, Web, Backend



Alex Pilling
VR, Biosensor
technology



Florian Amthor
VR, Gaming



Nikita Ivanin
VR, Gaming



Niklas Reinhold
App, VR

brains behind brainjo



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Kinder- und
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Prof. Dr. Manfred Döpfner
Psychologe, Psychotherapeut & Autor
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Timothy Johnson
Gaming Expert
Gallium Studios, ex. Techn. Director
WB Games (Harry Potter), Disney, etc.



Dr. Felix Lambrecht
Advisory Board Member
MEDICE/Medigital | Strategic
Management



Dr. med. Stephan Huber
Investor
Ex. Kaia Health,
Extensive DTx/DiGA experience

> 5 years of experience with VR



Health Management

7 VR apps are used by more than 1000 employees

More than 25 customers in the field of corporate health

Continental



Virtual Reality ADHD App

1.5 years of development on the VR application for ADHD

Regular workshops with patients

Community with over 70 participants from parents and ADHD-affected children



Health insurance

Cooperation with the largest health insurance companies in Germany

Cost coverage for the brainjo Health Days since 2021



energie-BKK

BARMER

We have already been able to convince



> 1,6 Mio €
Financing

1.050.000 €
pre-seed investment
&
650.000 € fundings



Supporting Partners



Product presentation

ADHD therapy in virtual reality



Population & Purpose



Children with ADHD

between the ages of ≥ 8 and 13 years.
Complementary use to psychosocial and pharmacotherapeutic treatments



ICD-10-Codes:

F90.0 Simple activity and attention disorder
F90.1 Hyperkinetic disorder of social behaviour
F98.8 Attention deficit disorder without hyperactivity



Symptomatics

- Hyperactivity
- Impulsivity
- Attention deficit



ADHD therapy for the living room



Therapy approach in Virtual Reality

The planned offer is a CE-certified VR-based serious gaming app for 8-13 year olds. The behavioral therapy content is evidence-based with evidence of improvement of clinically relevant endpoints in high-quality studies.



Duration of a therapy session
approx. 40 min per session

2 x 20 min + break



Frequency
2-3 times a week

At least one day off between therapy sessions



Therapy ends after
24 sessions over 3 months

(12 weeks)

Therapy content and modules from THOKI



Modul	Anzahl Sitzungen
Morning Routines	4-6
Organization of the school bag	4-6
Organization of homework	4-8
Preparing for class tests	4-6
Dealing with media	2-4
Evening Routines	4-6



Cognitive exercises with movement

- To increase adherence
- 5 min at the beginning
- Various "games" that combine movement exercises with cognitive tasks

Aufmerksamkeit

Dein Trainingsverlauf
Aufmerksamkeit

300 Punkte

Tipp
Aufmerksamkeit hilft dir vor allem in schwierigen Unterrichtsstunden.

Anfänger
Level 1

300 Punkte

20 35

Schon 14 Sitzungen von 24 abgeschlossen!

Progress indicator: 14/24 sessions completed (represented by a grid of 24 checkboxes, 14 of which are checked).

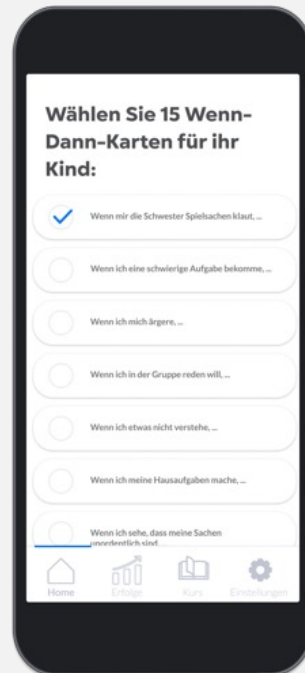
The innovation is the highly individualized therapy concept

Involvement of parents

- Weekly task
- Video instructions
- Adaptation and selection of therapy content

Degree of individualization

- Module selection
- Tasks (e.g. for morning routine)
- If-then card game
- Schedules and sorting tasks



Wenn mir meine Schwester meine Spielsachen wegnimmt, dann:

atme ich tief durch.

hole ich mir die Sachen zurück.

schreie ich so laut ich kann.

Screenshots of the brainjo software



Agent Quassel

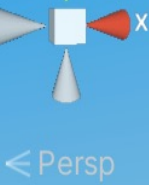
- Has ADHD-typical behavior herself
- The children should correct his misbehavior
- Always looks for practical ways to transfer what you have learned



"What's the point of that?"

Robot Chipper

- Takes on the role of a **therapist**
- Task: Explains the tasks & encourages the use of learned strategies
- Personality: Wise and educational, similar to Yoda (Star Wars) or Gandalf (Lord of Rings), with comprehensive information database





Supporting Partner



If you have any questions,
please contact us!



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