



Thanks for following our journey!  
Our virtual dream becomes true! Development has started...

## 8 things you need to know about us:

### 1 WE ARE FIRST MOVER

- We are worldwide the only developer of a fully digital tennis training system
- Our training system will be embedded in a game environment, creating not only first real-time training assistant application, but the very first tennis e-Sports training and playing application
- There is yet no provider in the field of tennis e-Sports

Activity & Performance

Training & Coaching

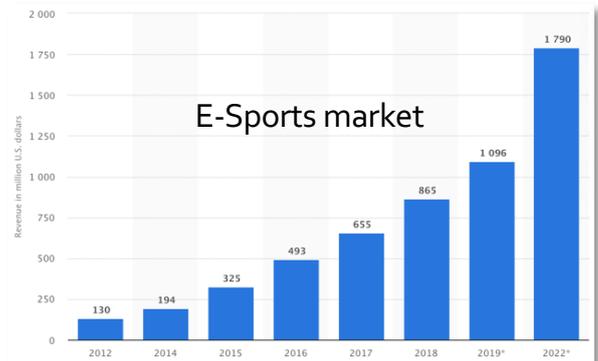
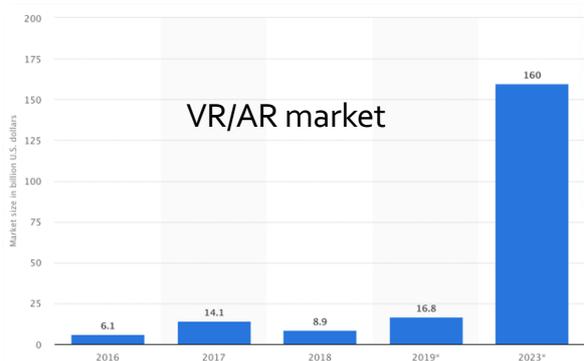
Management

Fans & Media

E-Sports

### 2 MARKET IS EXPLODING

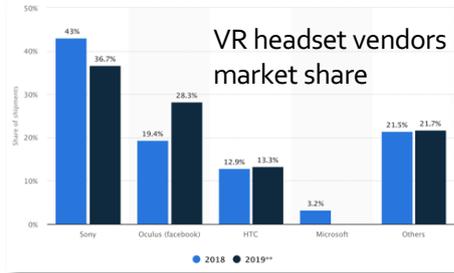
- VR educational learning and e-Sports are two exploding new markets with huge potential
- Our technology also fits to more applications in sports, physiotherapy and more



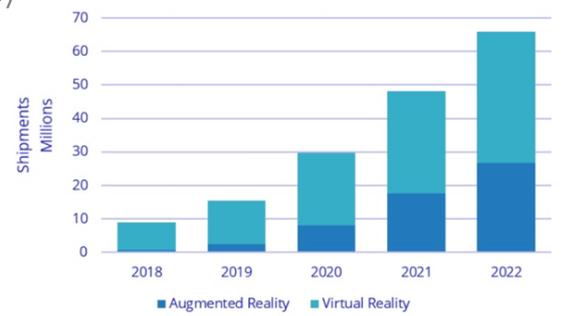


## 3 PENETRATION

- The existing VR user base worldwide is 17MM and growing by 45%
- Oculus, HTC, Microsoft, HP, Sony and other vendors are heavily investing into the further hardware technologies and market penetration



Worldwide AR/VR Headsets Forecast, 2018Q1



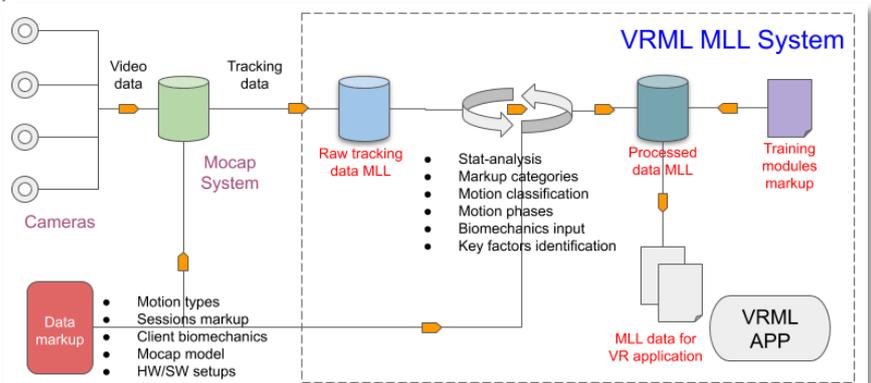
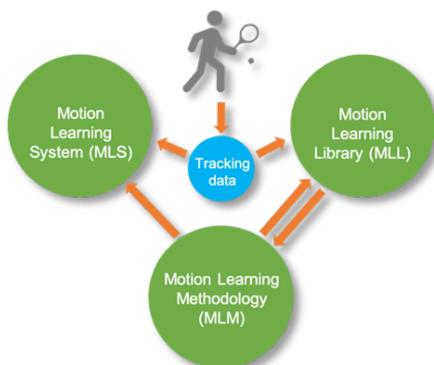
## 4 TEAM OF EXPERTS & PARTNERS

- Our team of 5 software engineers and 4 tennis professionals developing our tennis application
- The Technical University of Vienna is an active partner contributing on the software development
- Leading industry partners as SIMI Reality Motion and Head Sport are our partners
- We are cooperating with leading tennis coaches, tennis academies and the Austrian Tennis Federation



## 5 USP & TECHNOLOGY

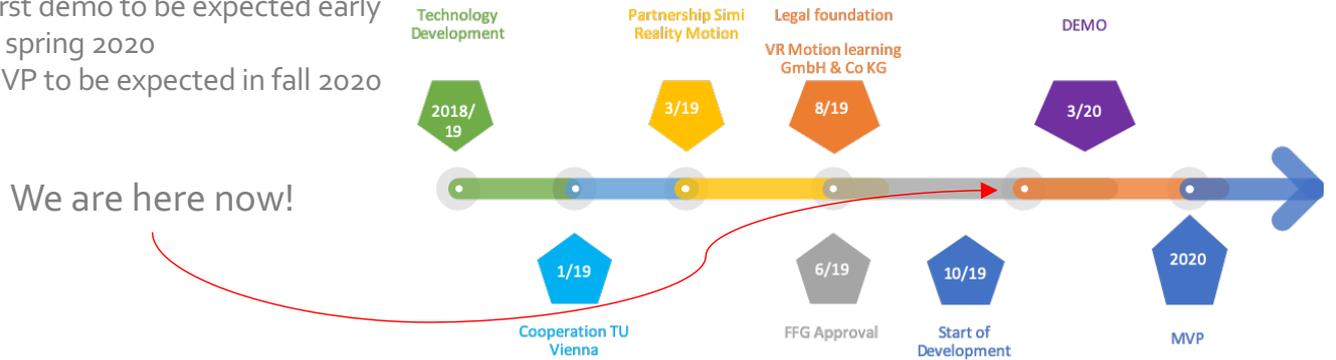
- Unique technology consisting of a mosaic of a motion learning library (MLL), motion learning methodology (MLM), motion learning system (MLS) with gaming and AI components and sophisticated full-body real-time tracking technology





## 6 PROJECT SCHEDULE

- First demo to be expected early in spring 2020
- MVP to be expected in fall 2020



## 7 BUSINESS MODEL

- We are planning an aggressive marketing approach to quickly gain a user base
- The data generation will provide a full scope of up-sale and cross-marketing potential

ECONOMIC \$0	B2C Single User \$99	B2B Multiuser \$199
Forhand Training	All training sessions	All Training Sessions
Backhand Training	All gaming levels	All gaming levels
6 Levels of Gaming	Training Development Data	Training Development Data
Individual Development Plan	Tournaments	Tournaments
Training Data	E-sport Events	E-sport Events
<b>Request Offer</b>	<b>Request Offer</b>	<b>Request Offer</b>

## 8 FINANCING

- So far 100% financed by its founders only and backed by a grant from the Austrian Promotion Agency
- In 2020 we are planning a Series A round with industry experts only, contributing knowledge and capital as of \$3MM in total

