

Research & Development Company of emotional intelligence throughout life.

EQS-Emotional Intelligence Simulator An unique and innovative AI-based simulator for developing and training the emotional intelligence of young children.

The EQS is identifying strengths and weaknesses of the child's EQ, providing feedback and individual profile.

• Children today find themselves trying to make their way in a highly competitive environment.

• Their success depends on various factors such as personal development, cultural & socioeconomic background etc. To close gaps, training & improving their emotional intelligence (EQ) is essential.

• That's why there is a growing demand for an accessible practical EQ tool, that provides a high-quality interactive digital gaming, experience for both parent and child.

The Need

Giving all children everywhere the opportunity to acquire the tools they need for mental strength



Our Solution

- EQS is an innovative simulator containing a variety of reality-based scenarios that provides quality time for the development of EQ.
- It enables parents to give their children the emotional strength and personal empowerment to cope better with life's challenges including overcoming cultural and socioeconomic gaps.
- Parents can now spend dedicated quality time with their children building a strong parent-child relationship that fits today's busy lifestyle.

The Market

The EQS is aimed for families with children ages 3-6.



Business Model

- Fee for downloading the simulator
- Fee for downloading additional services

CURRENT FUNDING ROUND

Choices Is raising found in the amount of \$1,000,000 for product development.

Go-to-market Strategy

B2C

Marketing and sales via social media and social networks to parents.

The Team



Dr. Bruria Nussbaum // CEO
Clinical Psychologist and supervisor, Ph.D. in Psychology from the Tel-Aviv University. Head Psychologist in the psychiatric ward at Sheba Tel HaShomer Hospital.



Mally Weinberg // Co-founder
Director of a Special Education Kindergarten. Developer of games and stimulation tools for preschoolers. B.A in Psychology From the open University.



Mordechai Weinberg // Co-founder
Entrepreneur and project manager. Graduate of the prestigious Slobodka Yeshiva.



Nathanael Reicher // CTO
CEO and CTO of in3D that specialize in high tech 3D and XR development in diverse domains.

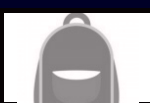


Dr. Dov Reichman // Strategic Advisor
Served as CEO of high-tech companies and was Marketing Manager at Sigma-Aldrich. Ph.D. in Chemistry. Innovation Advisor, Board Member, Mentor & Lecturer.

Roadmap



Touch and Learn - Emotions



Peekapak Complete social-emotional learning

Competition



Daniel Tiger's Grr-ific Feelings



Breathe, Think, Do with Sesame