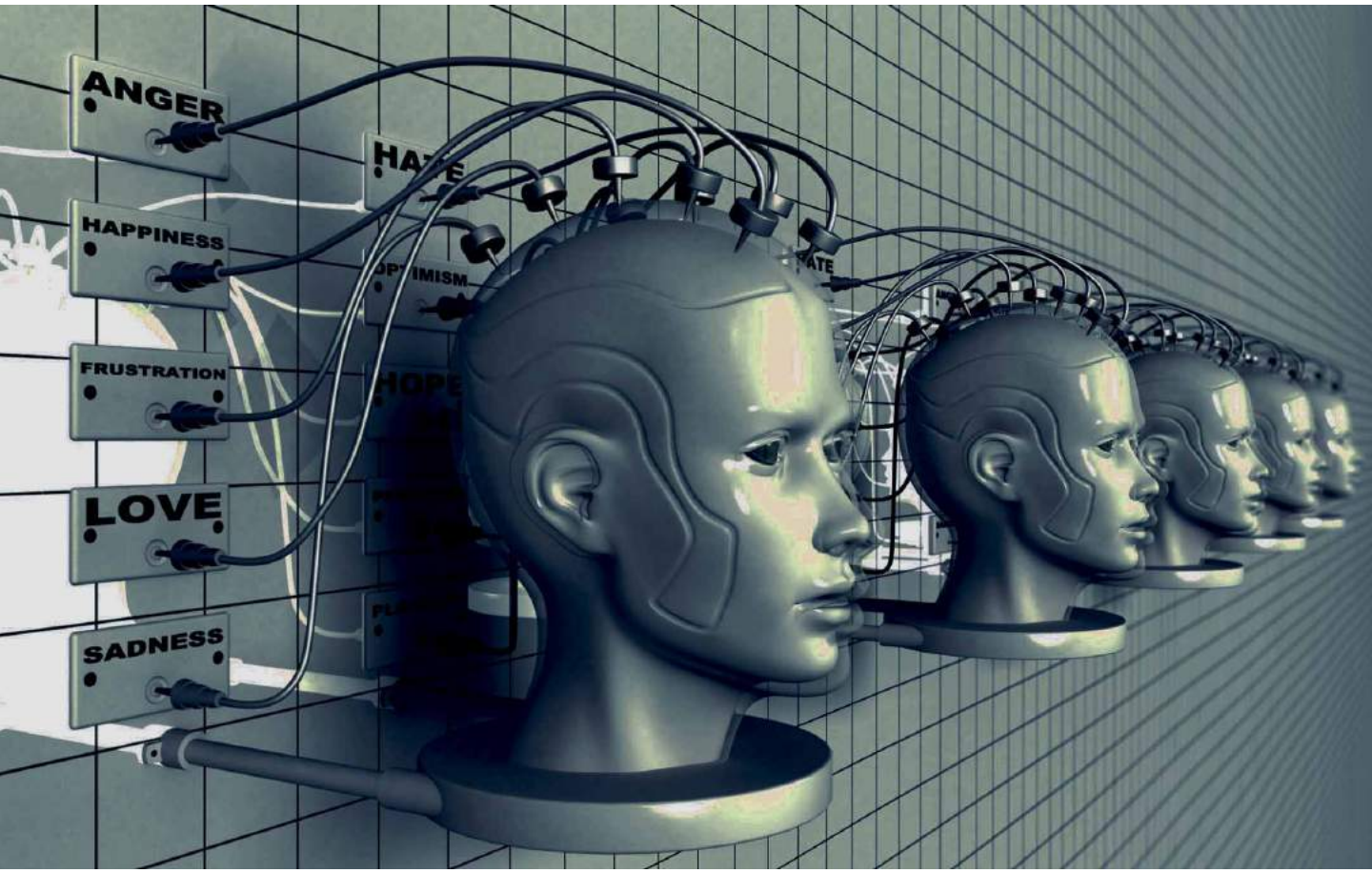
OASIS



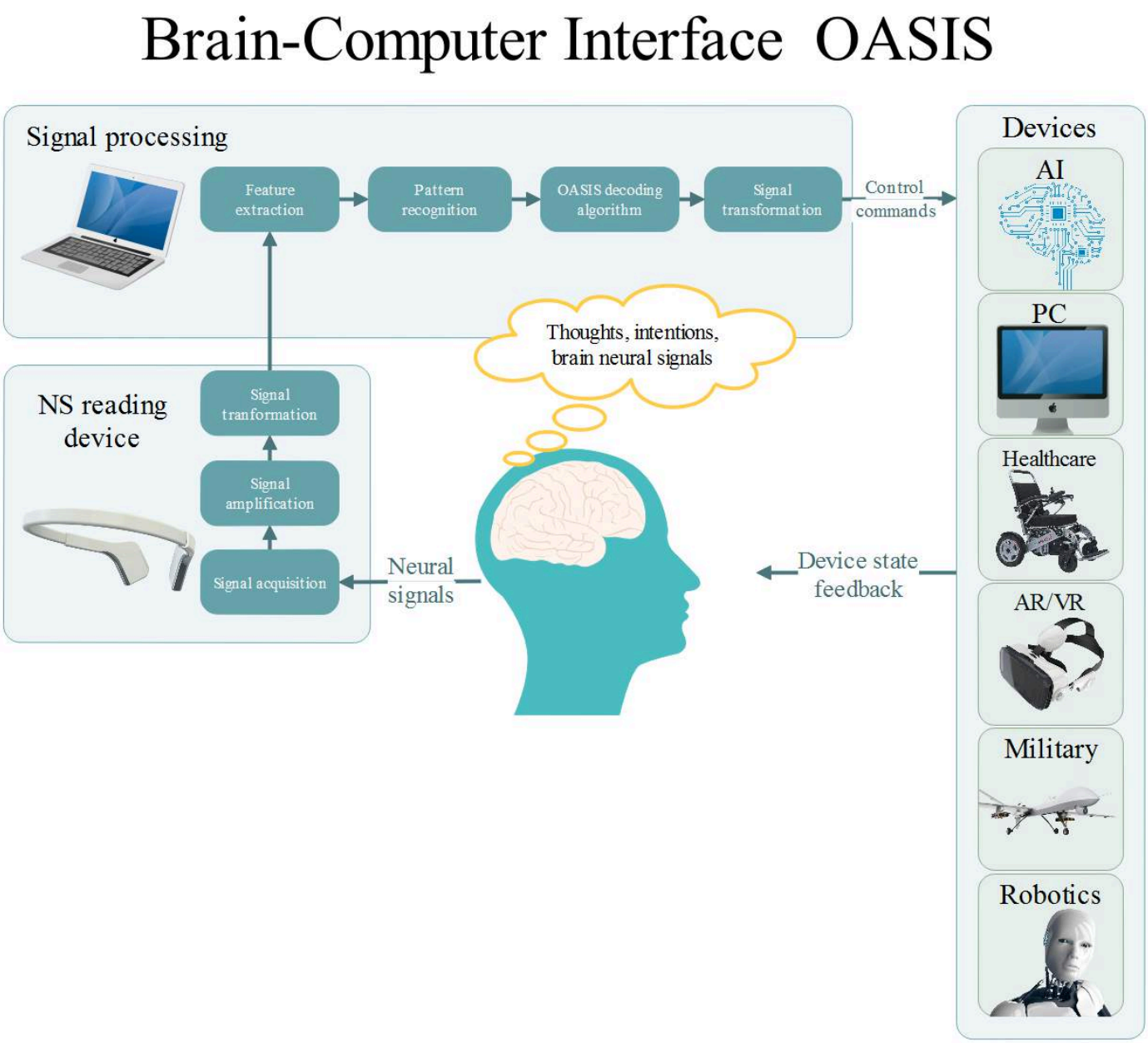
The new generation of BCI

Brain Computer Interface

"Effectively merging in symbiotic way with digital intelligence evolves around eliminating the i/o constraint"

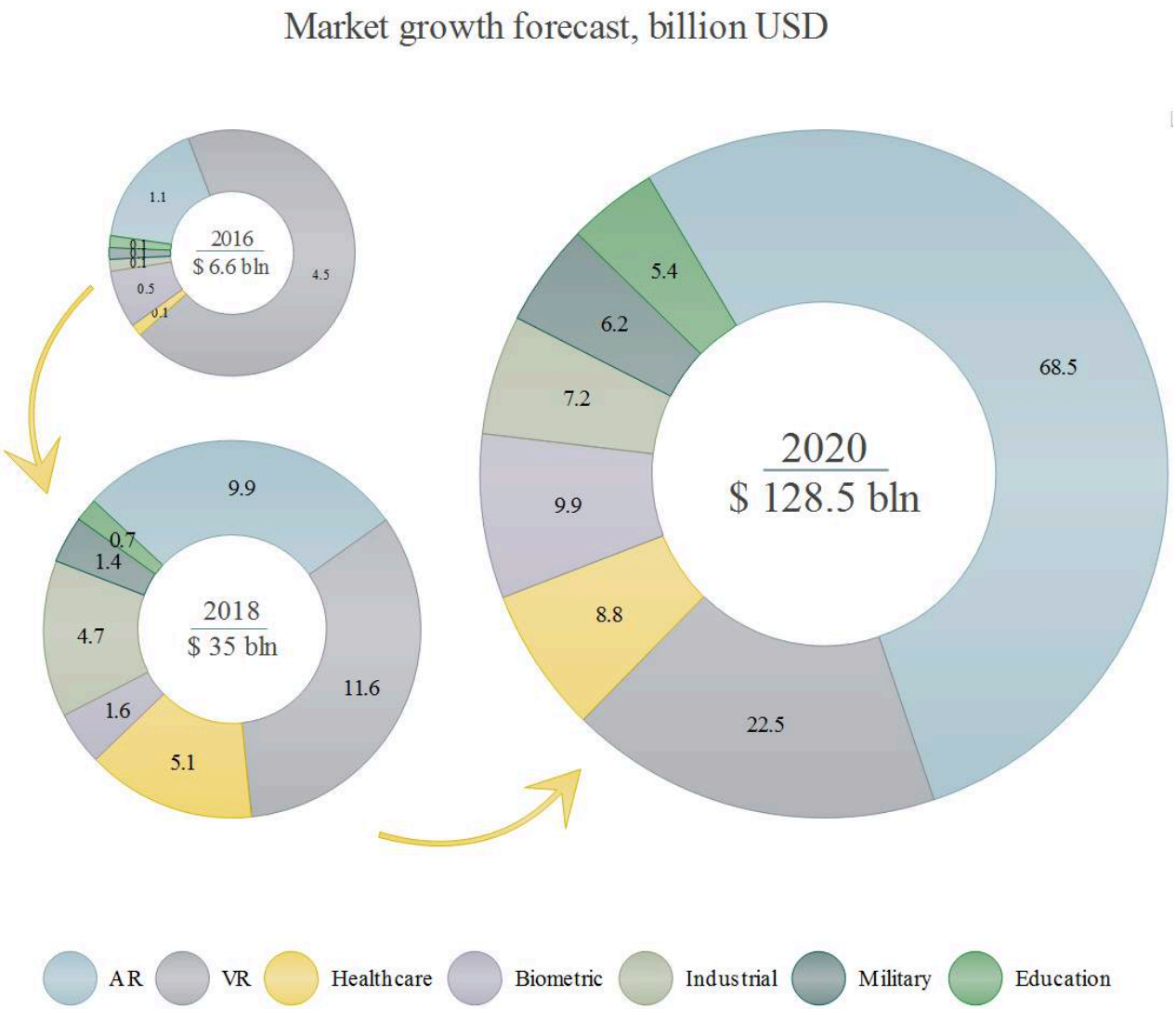
Elon Musk

BCI – device for the exchange (input/output) of information between the brain and the computer. Also, information can be exchanged with the exoskeleton, artificial sense organs, household devices or a wheelchair.



Market Analysis

According to Alliedmarketresearch, the market for BCI will reach $ 1.46 billion by 2020, showing an average annual growth rate of 11.5% during the forecast period of 2018-2020. If we consider related areas such as virtual reality, biometrics, medicine, military and industrial equipment, the market volume is significantly increasing and reaches 120-140 billion US dollars.



OASIS

We have been working on the project for developing our BCI since 2011. Our team also includes competent specialists in the fields of IT technologies, microelectronics production, Finance, sales. OASIS technology solution brings a real breakthrough in the industry. A fully working prototype with a qualitatively new level of neurointerface implementation is already available.

Video game industry

The main driver of VR/AR market growth will be the video game segment. This is primarily due to the significant number of potential customers interested in this product. Goldman Sachs estimates the existing gaming audience of about 380 million people. Of these, 230 million have game consoles, and another 150 million are PC players in developed countries.

Artificial Intelligence

BCI allow you to eliminate fundamental restrictions on the input / output of information between the human brain and the computer. It will bring humanity to a new level of existence and give the opportunity to control artificial intelligence.

Virtual Reality

According to experts of Digi-Capital, by 2021 the revenue of AR / VR market will exceed $100 billion. Such giants as Sony, Samsung, HTC, Facebook, Google invest in this sphere. Although the devices are not yet perfect, the tech giants will solve most of the technical issues in the coming years.

Augmented Reality

This combined perceived reality that is created by using "augmented" by computer elements of perceived reality, for example, a game Pokemon GO in the first three months, brought the company Nintendo $600 million of income. One of the key points in these devices is the control function. It is the BCI that will allow VR/AR devices to become really convenient and applicable in all cases of everyday life.

Biometrics

Note the rapidly growing market of wearable electronic devices (wearables) that read the physiological parameters of the user. Its volume in 2017 has already approached $9 billion, and it is expected that by 2020 it will grow by about 8 times: from the current 40 million to 300 million devices (up to $40 billion). At the same time, the variety of devices makes it difficult to manage them. The use of BCI will simplify both the wearable devices themselves, reducing their size, and make their management easier, intuitive.

Cognitive Assessment and Training

Direction is connected with the methods of achieving the most productive modes of the psyche. In the corporate world meditation practices are becoming widespread, and spirituality as a factor of productivity is discussed. In particular, Google has created the Institute of leadership programs Search Inside Yourself, which teaches engineers meditation. The market for cognitive assessment and training will grow from $ 1.98 billion in 2016 to $8.06 billion by 2021. (Cognitive Assessment and Training Market by Assessment Type - Global Forecast to 2021).

Industry

BCI technology can be used to more effectively control industrial robots operating in hazardous conditions. Another application is the management of complex industrial facilities with the help of operator groups, united by a single interface. The growth potential of this sector can be estimated in this area of $ 7.2 billion. by the year 2020.

Weapons market

In the military sphere, neurointerfaces are interesting from the point of view of controlling complex military equipment, including remote control of combat robots. Modern work in this area is secret because they are strategic. The volume of military applications of BCI technology by 2020 may increase to $6.2 billion.

Healthcare

The improvement of technologies, the cheapening of electronics and mechanical parts will lead to an increasing appeal to the neuroprosthesis of the limbs and senses, helping people with disabilities in socialization and contact with the outside world. Forecast growth of the market of artificial organs and prostheses from $16 billion in 2010 to twice by 2018. (Artificial Vital Organs and Medical Bionics Market - Global Industry Analysis, Size, Share, Growth, Trends and Forecast, 2012 - 2018).

New opportunities

The potential market covering Neurotechnology seems to be rapidly growing on the horizon of the next 5, 10, 15 years. The observed trends clearly indicate the formation of the industry in the near future, which will have a decisive impact on the nature of production processes, types of joint activities and the way of life of people in General. At the same time, the industry has not yet been named and the works are being carried out in related areas, the system effect is not obvious and the space of the new industry is still a "blue ocean" - a space with low competition in which you can place a strategic business line.

OASIS technology. Advantages

The OASIS project team has developed a solution that allows to stabilize the signal, allowing to make a qualitative breakthrough in the field of BCI applying. Our development, which has a more serious and functional software algorithm, is able to bring this type of device to a new level of practical use.

- Using only «power of will».
- Can perform up to 3 commands simultaneously = 175 combinations.
- Continuous (non discrete) commands.
- Execute of 10 or more different commands in real time.
- The fastest human learning in history (up to 1 minute).
- Only 2 electrodes are used.
- Dry electrodes.
- Versatility of application.

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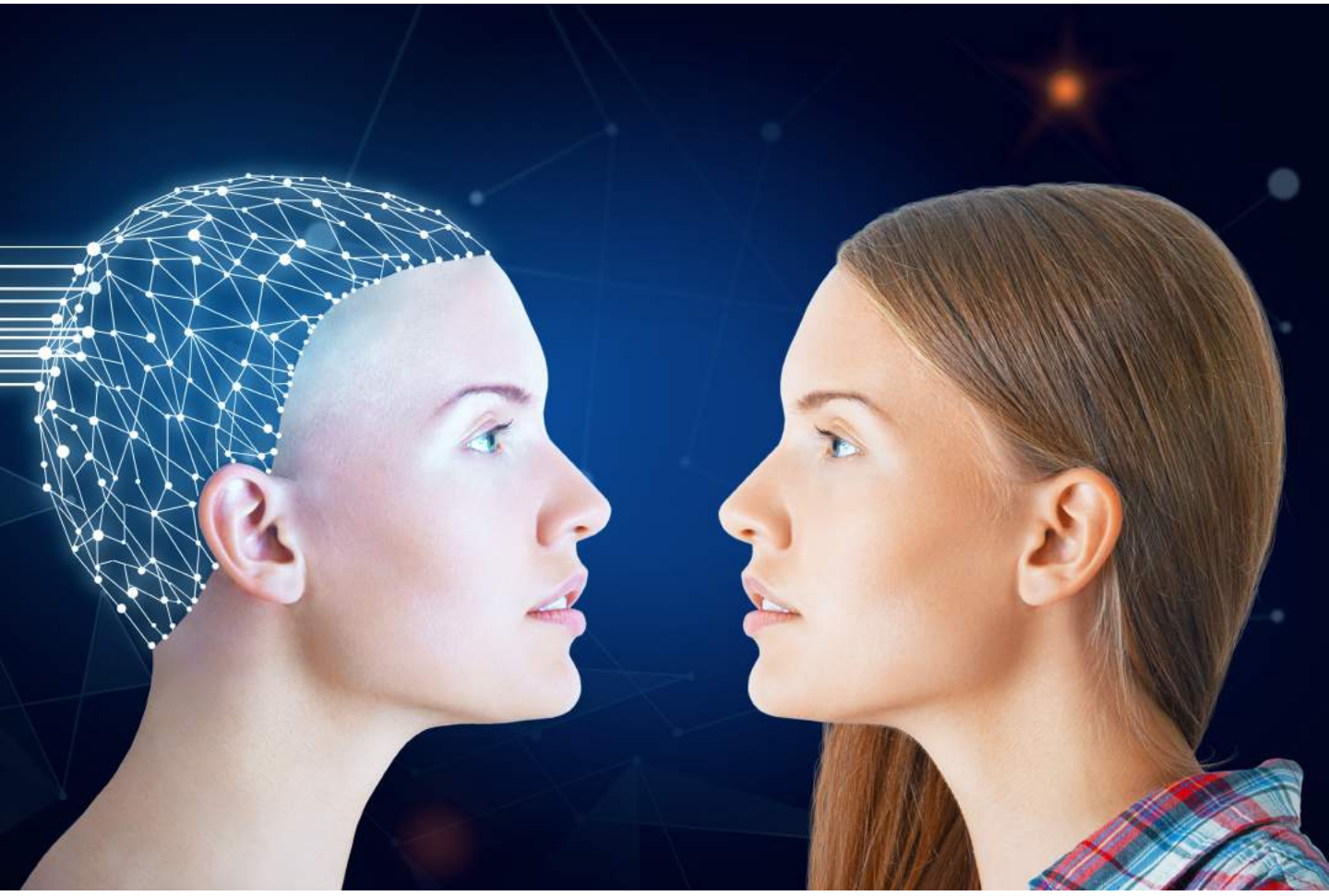

“We already are cyborgs”

Elon Musk