

RECOVR

VR reconnects lost limb with body

Nicholas Pudjarminta, Nuoran Chen, Koi Ren,
Sing Chuan, Utsav Chaudhary

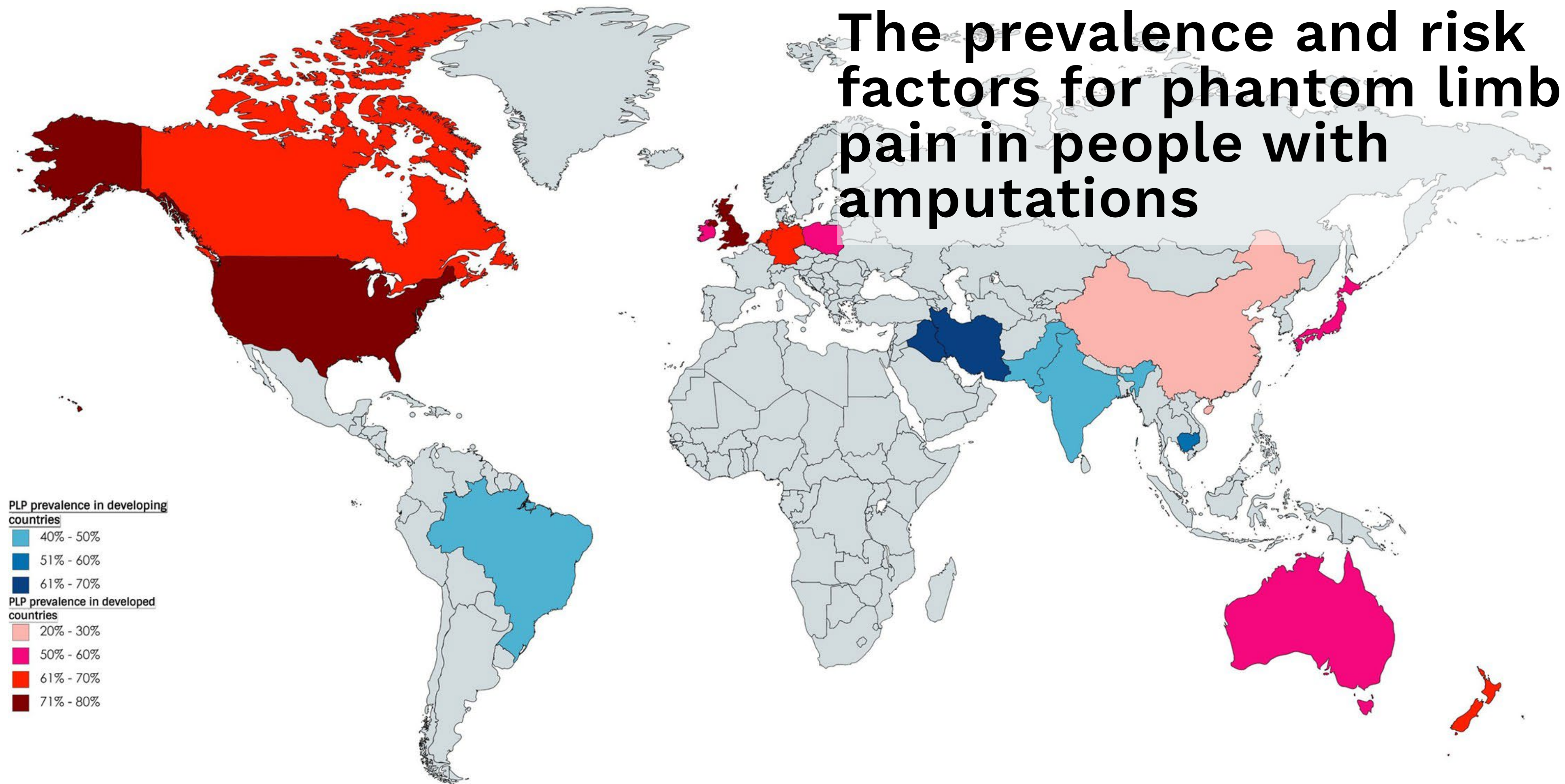


**MEET OUR FRIEND
MATT**



**He's not the only
one...**

The prevalence and risk factors for phantom limb pain in people with amputations





Today there are
two million
Americans living
with a loss limb

What they are suffering



LOSS OF CONTROL



LOSS OF DIGNITY



LOSS OF CONNECTION

Prosthetics right now



**LONG ADJUSTMENT
TIME**



**UNRESOLVED
EMOTIONAL PAIN**



**DOESN'T FIT PERSONAL
IDENTITY**

Stages to RecoVR



Give back control

We give amputees the ability to control a virtual hand in virtual reality.



Reconnect emotionally

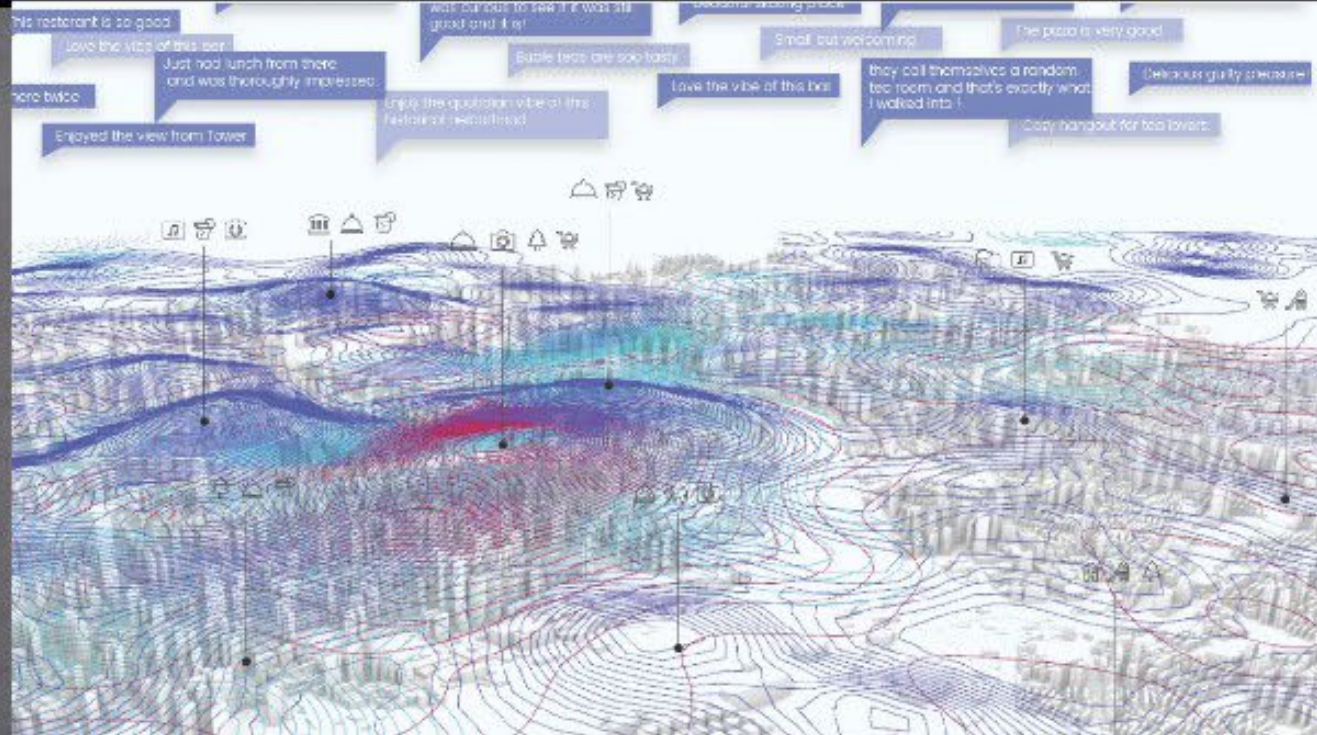
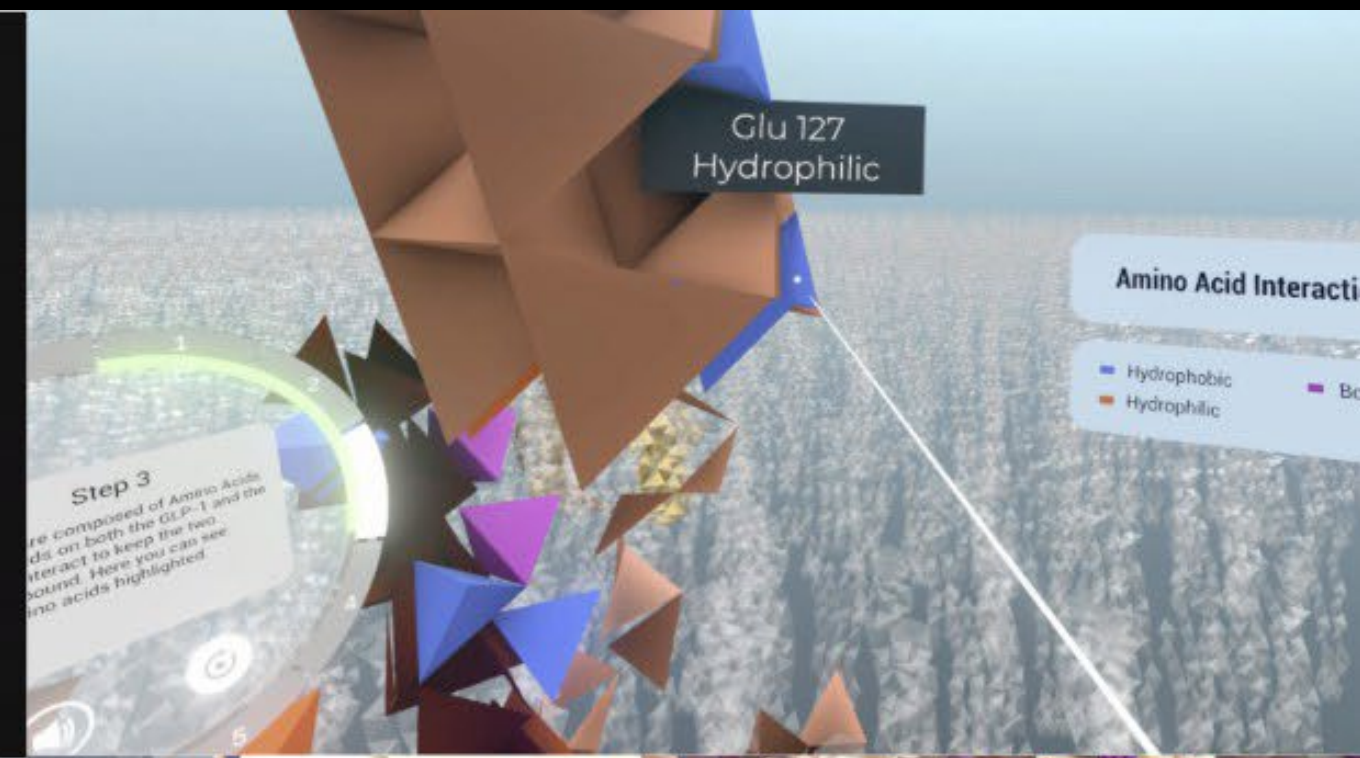
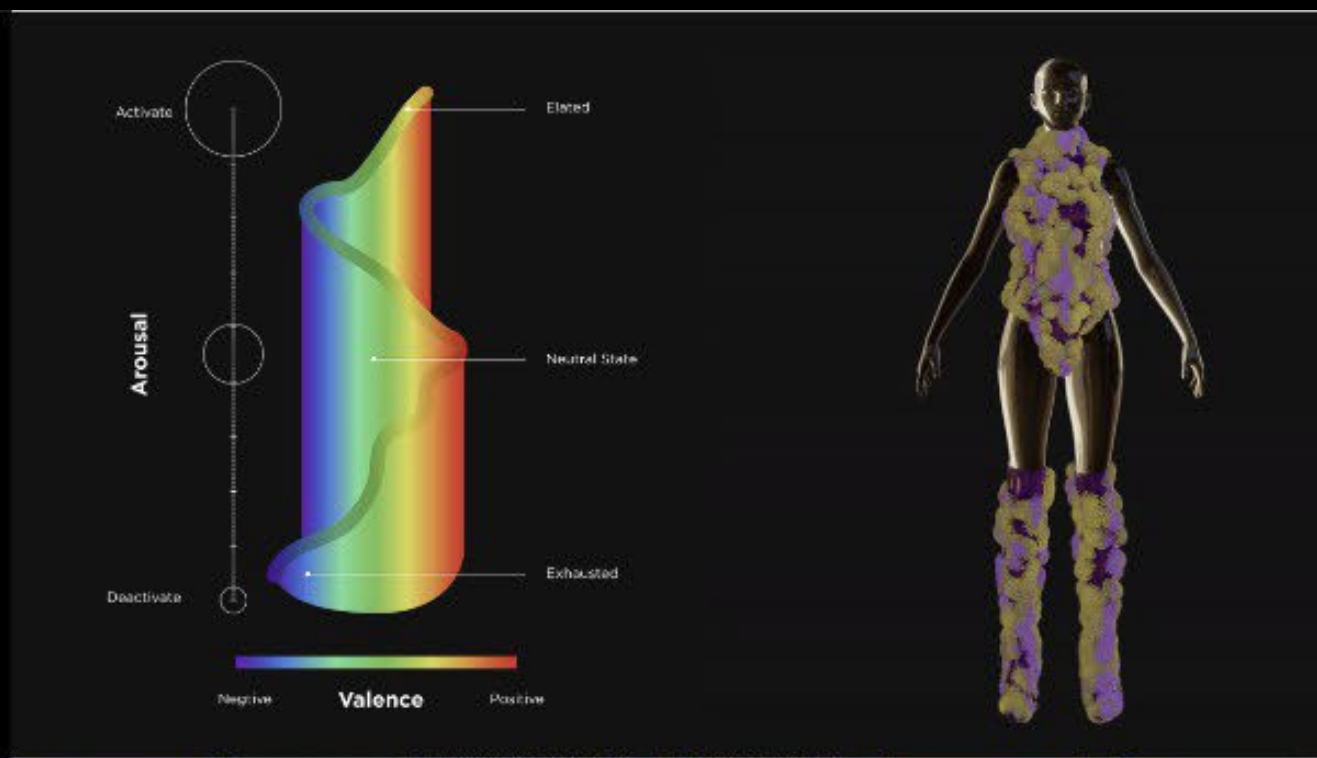
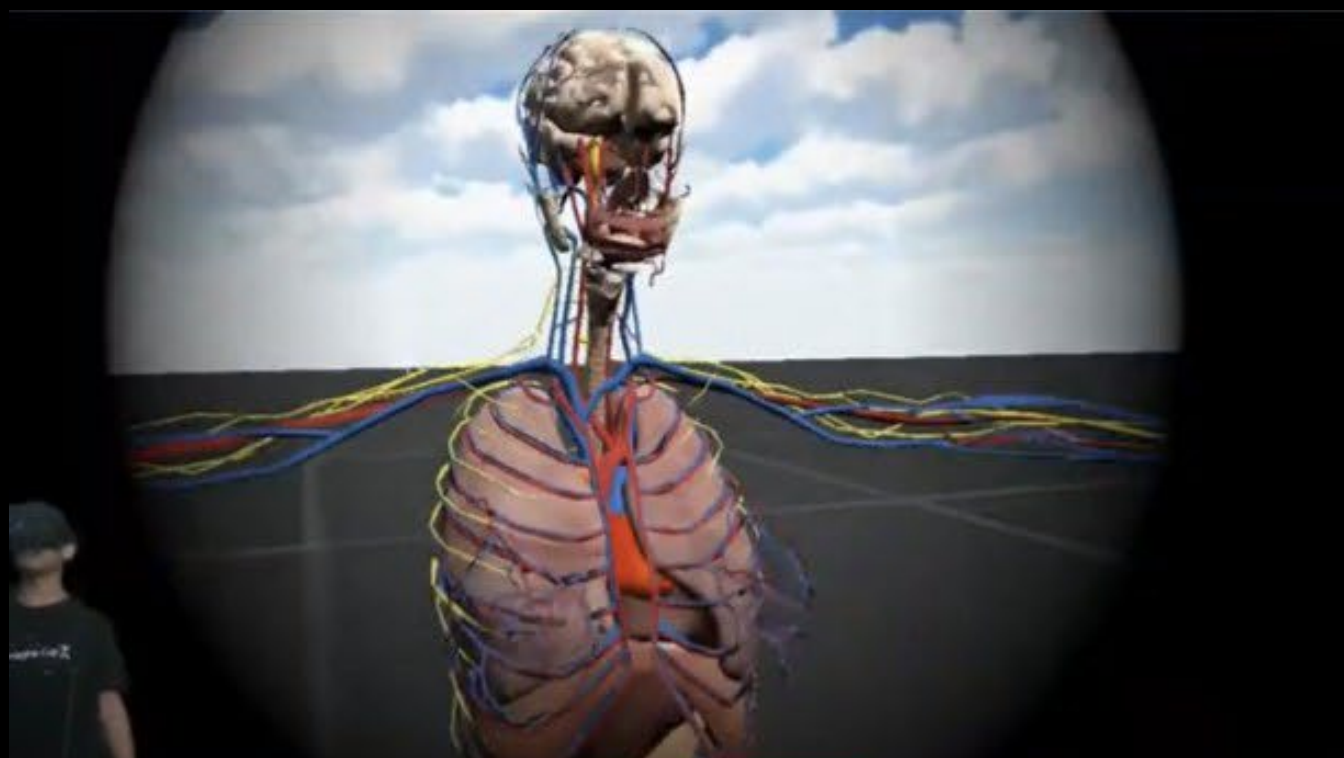
We give amputees a cathartic experience.



Train real prosthetics

Send data to real prosthetic.

We are team of Art Scientists



Meet the Team



Nicholas
Pudjarminta

Product Manager

Co-Founder of AmaVR;
Tech Producer at World Building
Media Lab
Nominated for BAFTA,
IndieCade, G4C,



Sing Chun

Lead Researcher

AP at Bucknell University
MICCAI-AECAI Best Paper
Award
NASA Space Apps Challenge
Global Nominee



Koi Ren

Lead Creative Technologist

Lead Digital Innovator @Nike
Design & Tech @UC Berkeley
Artworks exhibited in NYC, SF,
LA, London, Berlin, Shanghai,
Beijing



Nuoran Chen

Lead Experience Designer

Product designer at the
Washington Post
Design @UPenn & UC Berkeley
HCI researcher at area of
accessibility



Utsav
Chaudhary

Lead Engineer

XR developer @ReplayLab(Drexel) ; @UprightVR
Specialized in making therapy games using XR
Microsoft Imagine Cup 2020, Asia Finalist
NASA Space App Challenge 2019, Global
Nominee

Upper limb prosthetics market

2021

748M

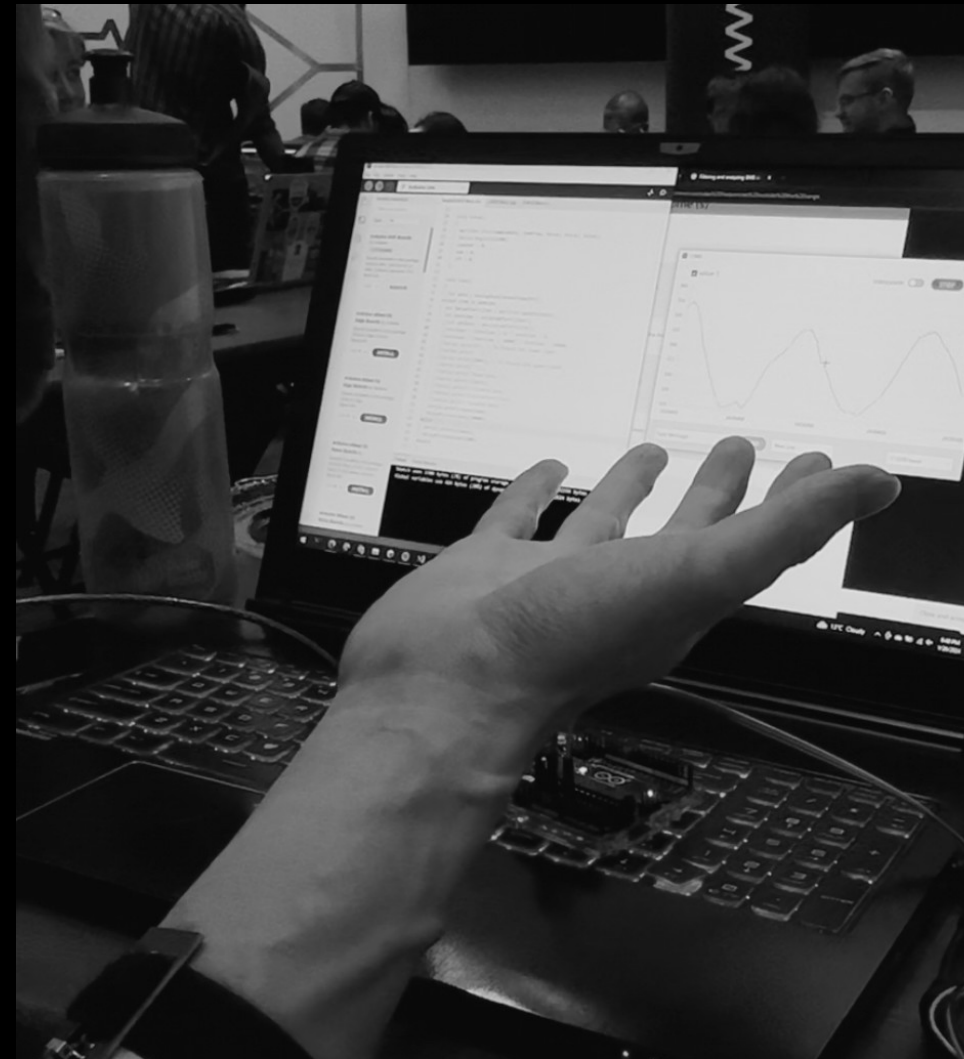
2022

801M

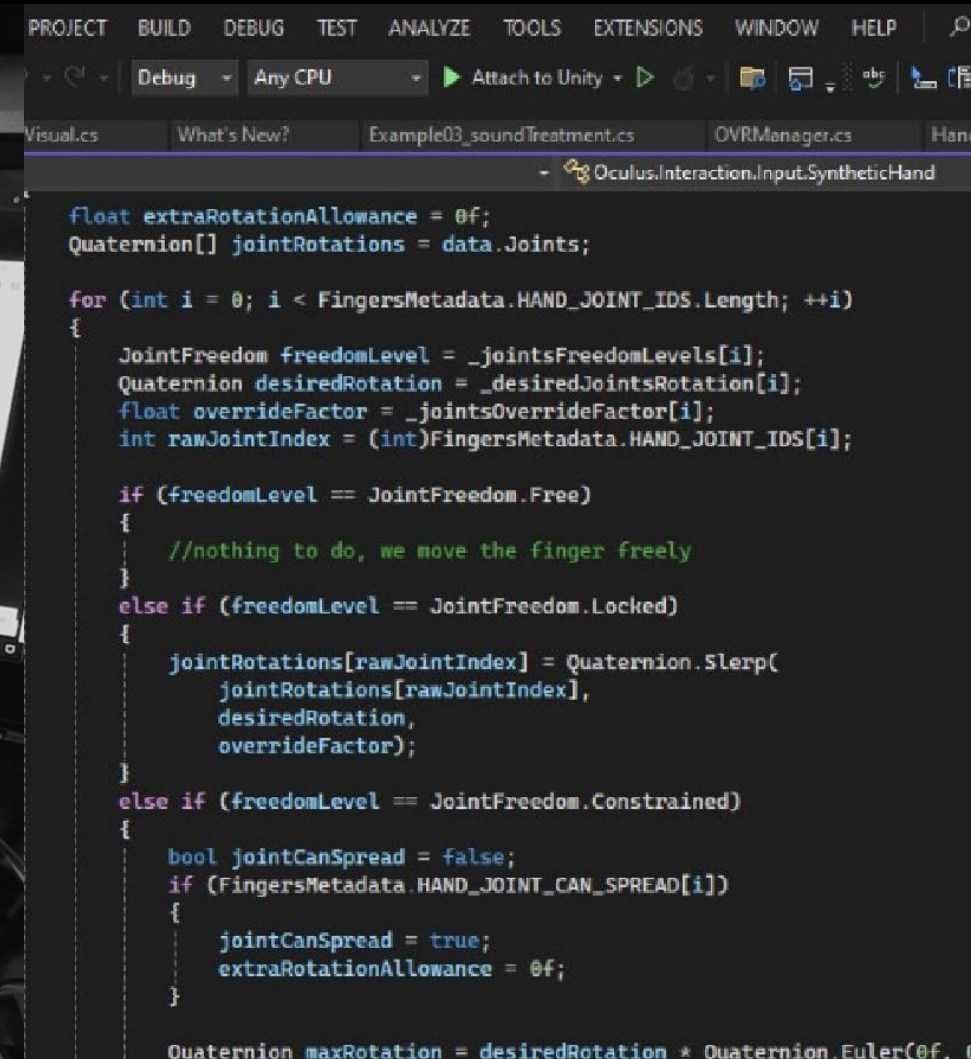
2023

1.3B

Technologies we embed



PHYSICAL HARDWARE



DATA PROCESSING



**IMMERSIVE
STORYTELLING**

Key Activity

Work with licensed therapist to create innovative care.

Target

Amputees in the process of getting a prosthetic arm.

Cost Structure

Staff, equipment, maintenance.

Key Metric

Research outcome, monthly recurring revenue, viral coefficient

Revenue Streams

Outpatient physical therapy care, Veteran care, geriatrics care

Value Proposition

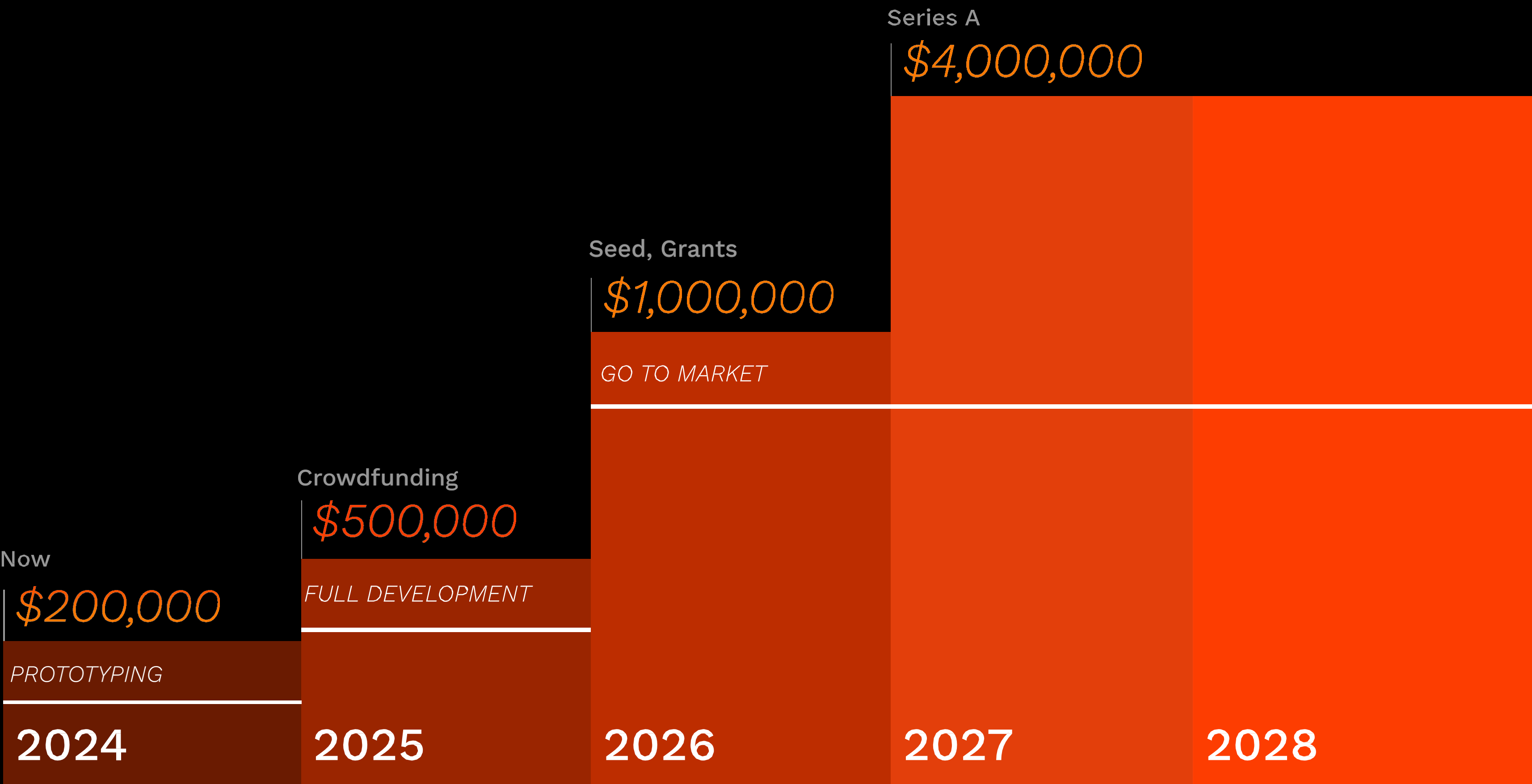
Restore motor function, improve mental well-being, and ease the transition to new prosthetics.

Funding Sources

Venture Capitalist, Crowdfunding, government grants

BUSINESS MODEL

Funding Roadmap



We are raising

\$200,000

prototyping + crowdfunding initiative

Kick-starter Budget: \$100,000

Video Production \$15,000

Graphic Design \$10,000

Social Media Manager \$10,000

Web Designer \$10,000

Influencer Collaboration \$10,000

Advertising \$20,000





Kick Starter Fee \$25,000

Team Salaries: \$50,000

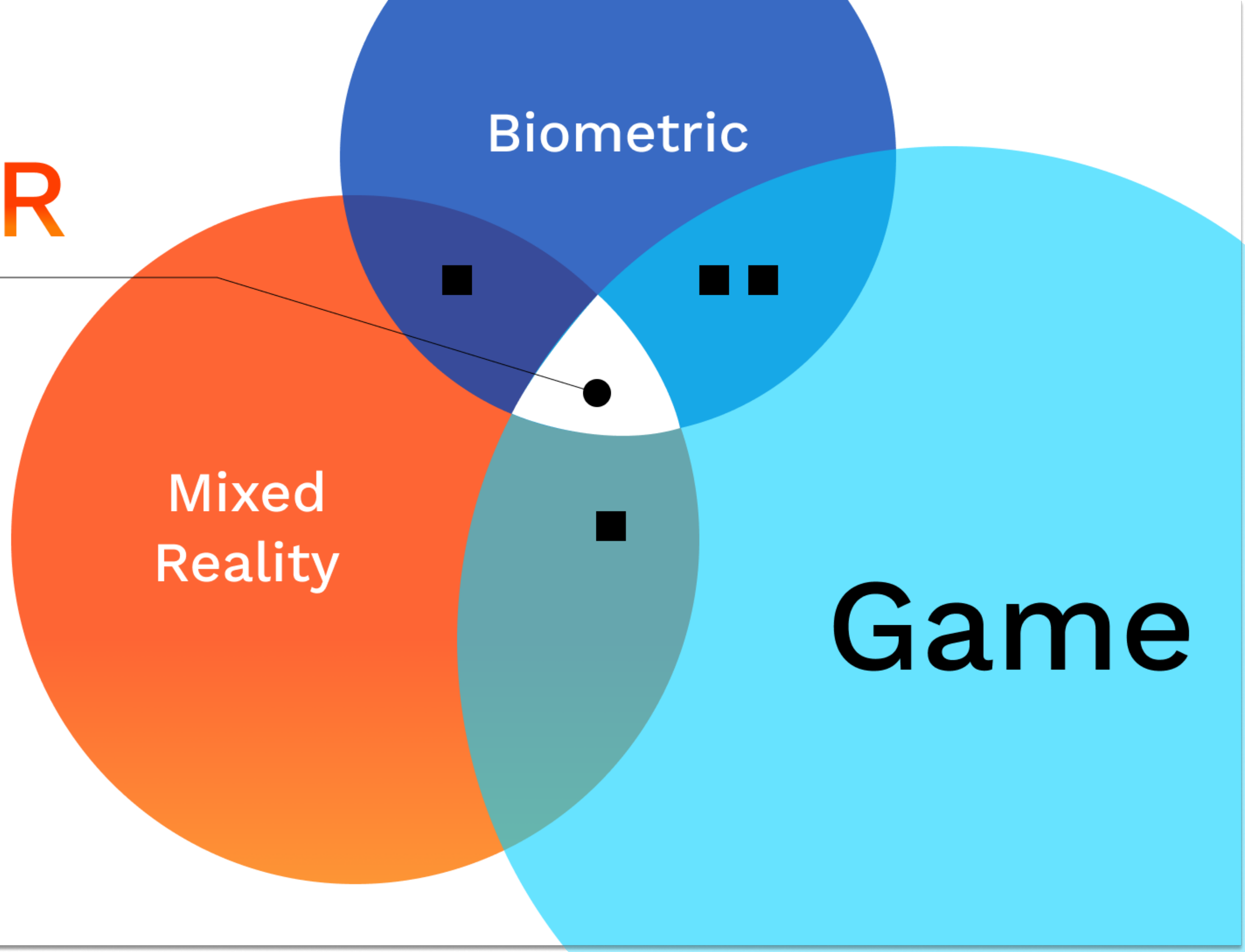
Hardware: \$25,000

Travel & Networking: \$25,000

Competition

Competitors	Market leader	Rising	Not doing great	Notes
NEUROS				<ul style="list-style-type: none">• Latest deal: \$25M (Series C)• Private, founded in 2008• Bioelectric nerve block
RIPPLE				<ul style="list-style-type: none">• Latest deal: \$50M (Series B)• Private, founded in 2019• Implantable peripheral nerve stimulator
MAZER				<ul style="list-style-type: none">• Latest deal: \$1.5B• Private, founded in 2009• Virtual Reality
SHIRLEY RYAN ABILITY LAB				<ul style="list-style-type: none">• New entrant• Virtual Reality game for PLP• Currently calling participants for clinical trial

RecoVR



■ Competitors

Financials

	GO TO MARKER!				
	2024	2025	2026	2027	2028
Users	5	50	1000	5000	20000
Employee	5 Part-timers	5	20	50	100
Revenue	\$4,880	\$4,880	\$976,000	\$4,880,000	\$19,520,000
Expense	\$100,000	\$500,000	\$1,000,000	\$5,000,000	\$18,000,000
Net income	-\$95,120	-\$451,200	-\$24,200	-\$120,000	\$1,520,000
Funding goal	\$100,000	\$500,000	\$1,000,000	\$2,000,000	\$2,000,000
Milestones	Crowdfunding	Full Development	Seed, Government	Series A	

THANK YOU!
QUESTION?