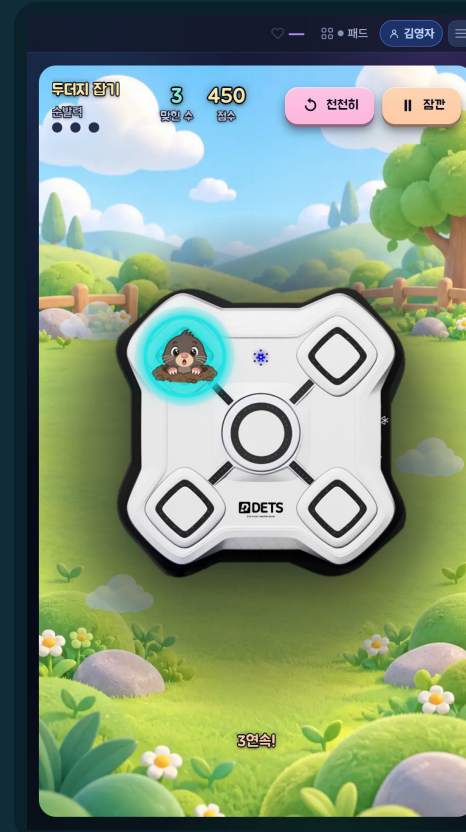


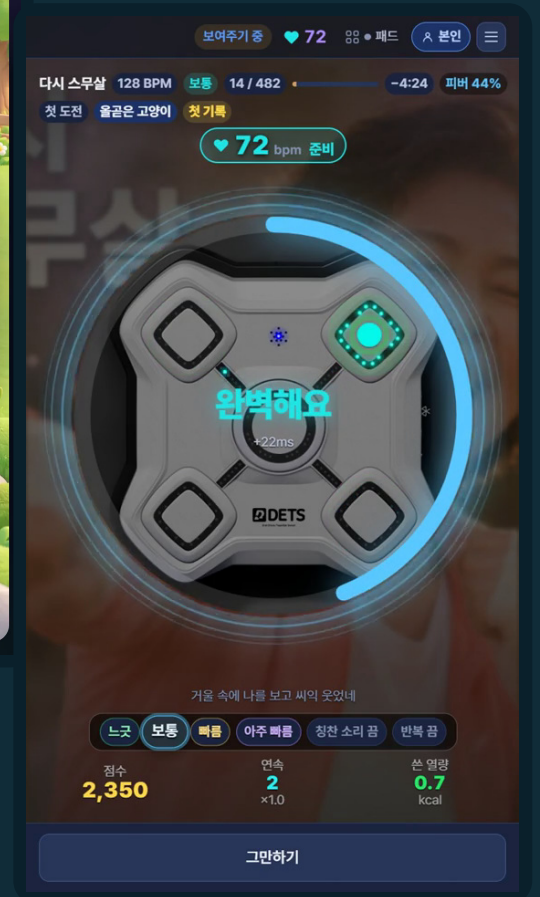
Start with joy. Build a story through activity.

Music, games and AI guidance for
mental, cognitive and physical engagement.

- Music rhythm games
- 7 independent brain games
- AI guidance · Personal activity records



Actual game screens



Better daily activities. A clearer reason to choose your center.

Korea: growing care needs and challenges

5,688

Day/night care providers in Korea [1]

4,832 in 2021 → 5,688 in Q2 2026

74.1%

Client recruitment challenge

67.2%

Staff recruitment challenge

Reported by Korean long-term care providers [2]

01 An activity worth returning to

Favorite music and games create a reason to join in.

02 Care you can explain to families

Use activity and performance records for concrete conversations with families.

03 A distinctive activity program

Connect music, brain games and AI in a repeatable activity program.

Korean market sources: [1] NHIS, June 30, 2026. [2] MOHW, 2025 Long-Term Care Survey (2026 release). References: p.14.

See. Hear. Strike. Train together.

Connect decisions on screen with physical movement in one activity.

 **Vision**

Screen and light cues

 **Hearing**

Music and voice guidance

 **Touch**

The feel of a fist strike

 **Upper-body motion**

Reach and repeat



Cognitive task

Understand cues and choose



Physical activity

Move to the right pad



**Dual-task
training**

Emotional vitality

Cognitive engagement

Physical movement

A simple setup. A richer experience.

Pads, a portrait display and personal programs create one connected experience.



Product configuration concept

01 Interactive pad station

Strike the pads with your fists in response to lights and game cues.

02 9:16 portrait interface

Choose activities, play and review records on a large portrait screen.

03 Programs, records and AI

Connect personal activity history with suggestions for what comes next.

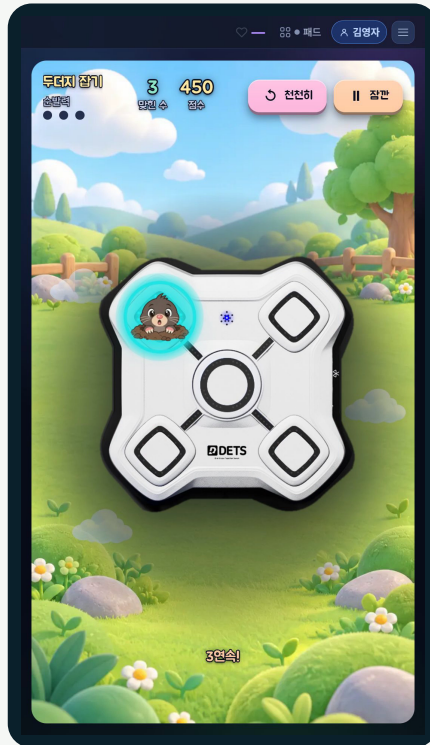
A favorite song gets movement started.



Choose a song → Follow the lights → Feel the fever

Independent brain training that feels like play.

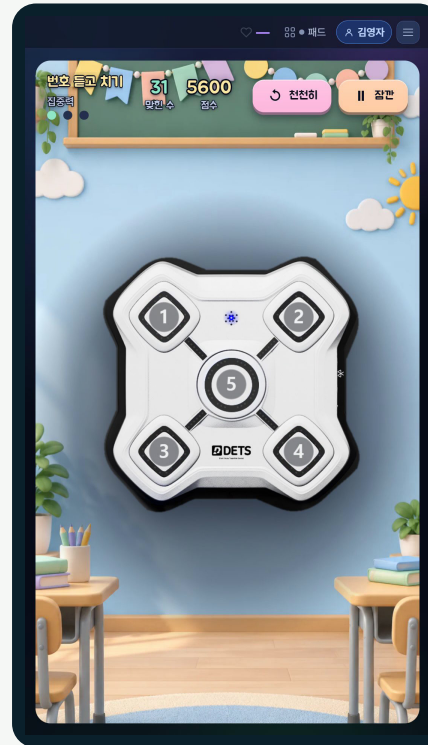
Seven brain games, separate from rhythm games, engage attention, judgment and memory.



01 Whack-a-Mole

Visual attention · Response

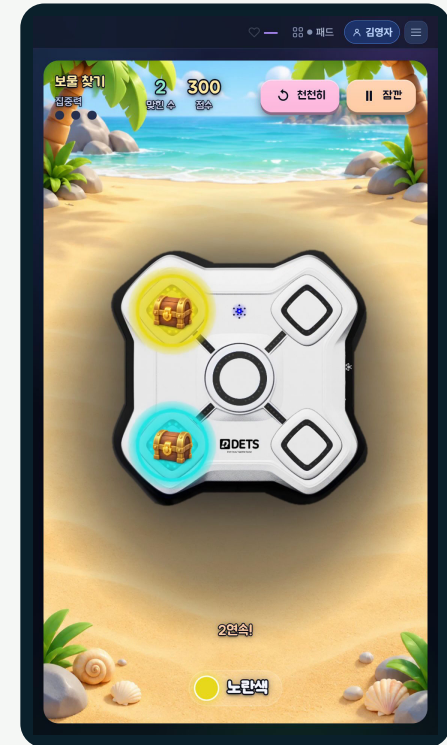
Spot the mole and strike the pad at its position.



02 Listen & Strike

Auditory attention · Selection

Listen to the number, find its pad and strike.

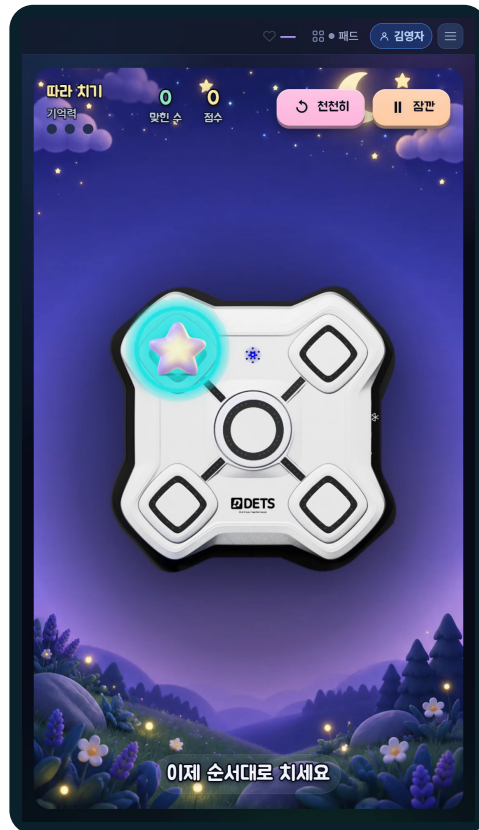


03 Treasure Hunt

Selective attention · Recognition

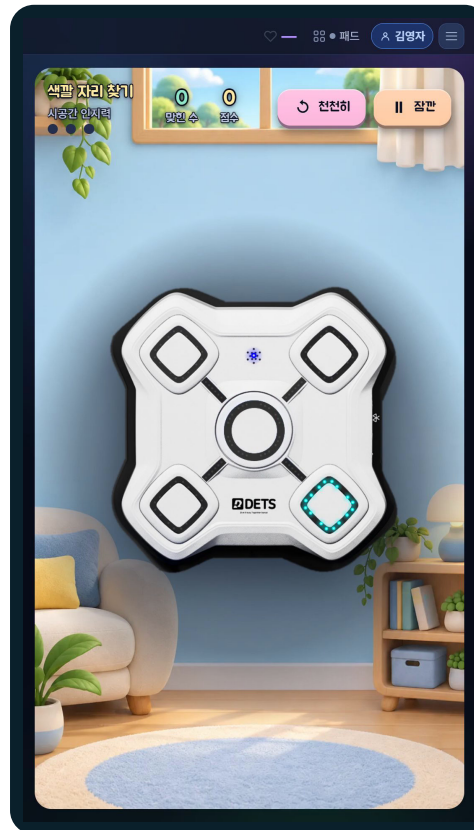
Identify the treasure and respond at its location.

Remember. Locate. Try again.



04 Repeat the Pattern

Remember the sequence and strike the pads in order.



05 Color & Position

Match the color to its position and strike the correct pad.



Memory & space

The same striking action.
Different rules
to think through.

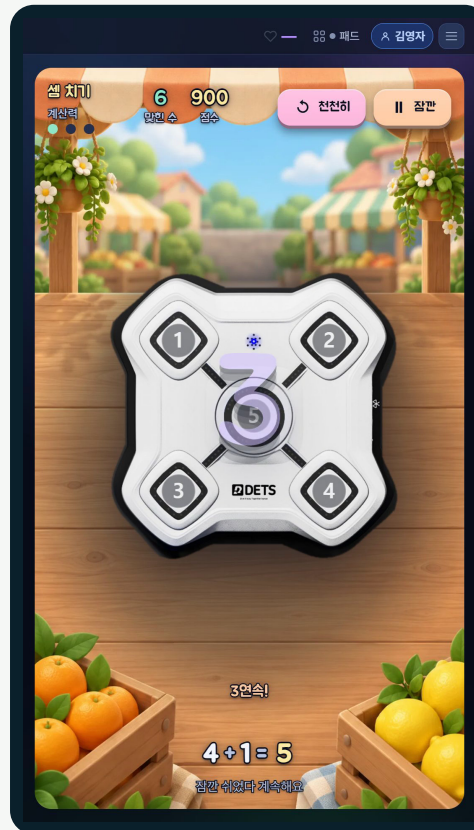
- 1 See the cue
- 2 Recall order or position
- 3 Answer with the pad

Know when to strike. Know when to stop.



06 Stop & Go

Distinguish go and stop cues and control your response.



07 Number Strike

Solve the number task and choose the pad with the answer.



Impulse control

Pause the urge to strike when the stop cue appears.



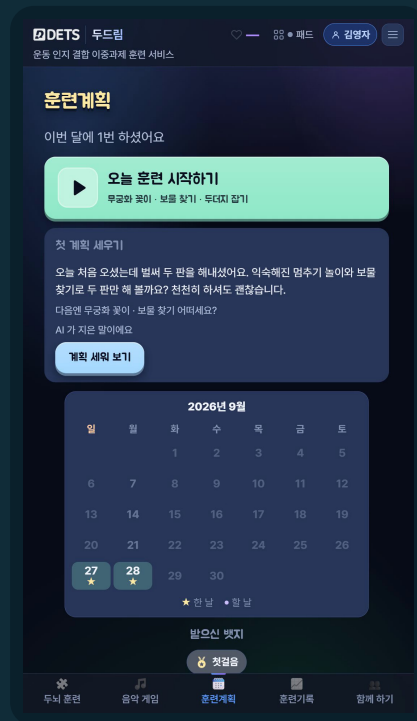
Number reasoning

Think through the problem. Move to the right answer.

AI connects the first step to the next activity.

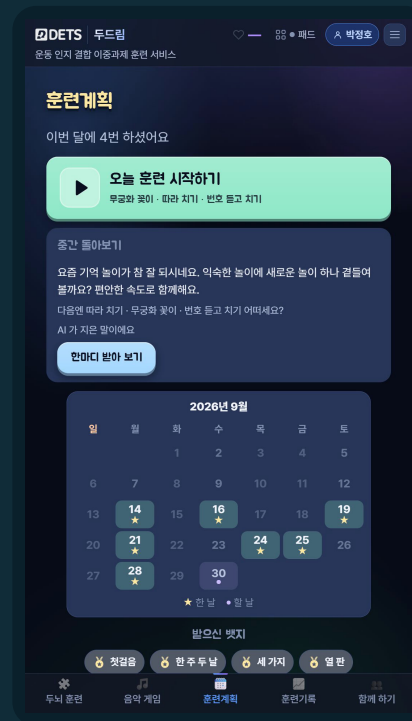
Initial plan → Progress review → Monthly review. A working AI guidance flow.

01 INITIAL PLAN



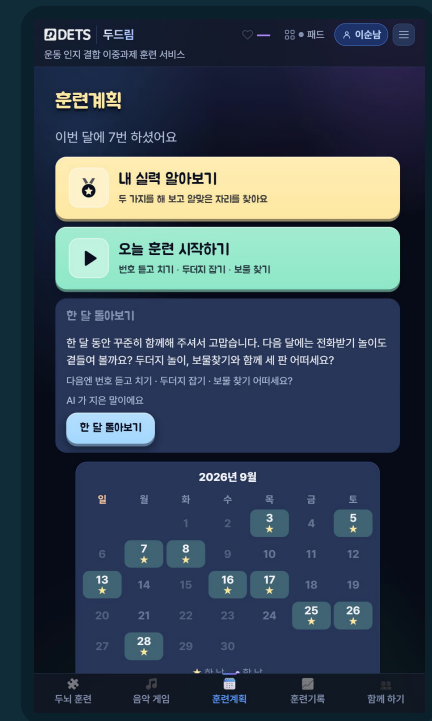
Suggests a starting program based on performance information.

02 PROGRESS REVIEW



Reviews recent activity and adjusts what comes next.

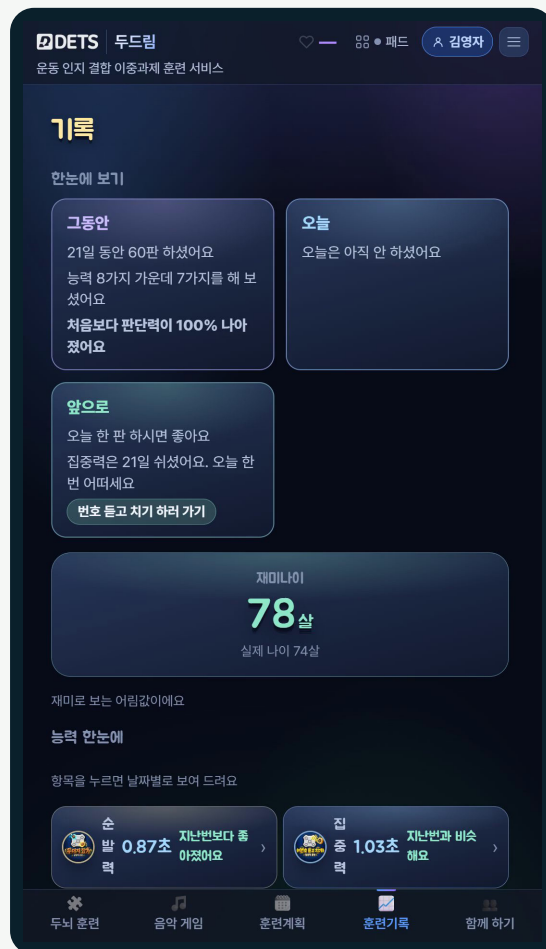
03 MONTHLY REVIEW



Summarizes activity history and guides the next steps.

Today's activity informs tomorrow's plan.

Alongside the fun, review response time, accuracy and activity through records.



Personal training record



Response time

Review how quickly the user responds to cues.



Accuracy

See task accuracy for each activity.



Time & strikes

Review participation and physical activity.



Connected heart rate

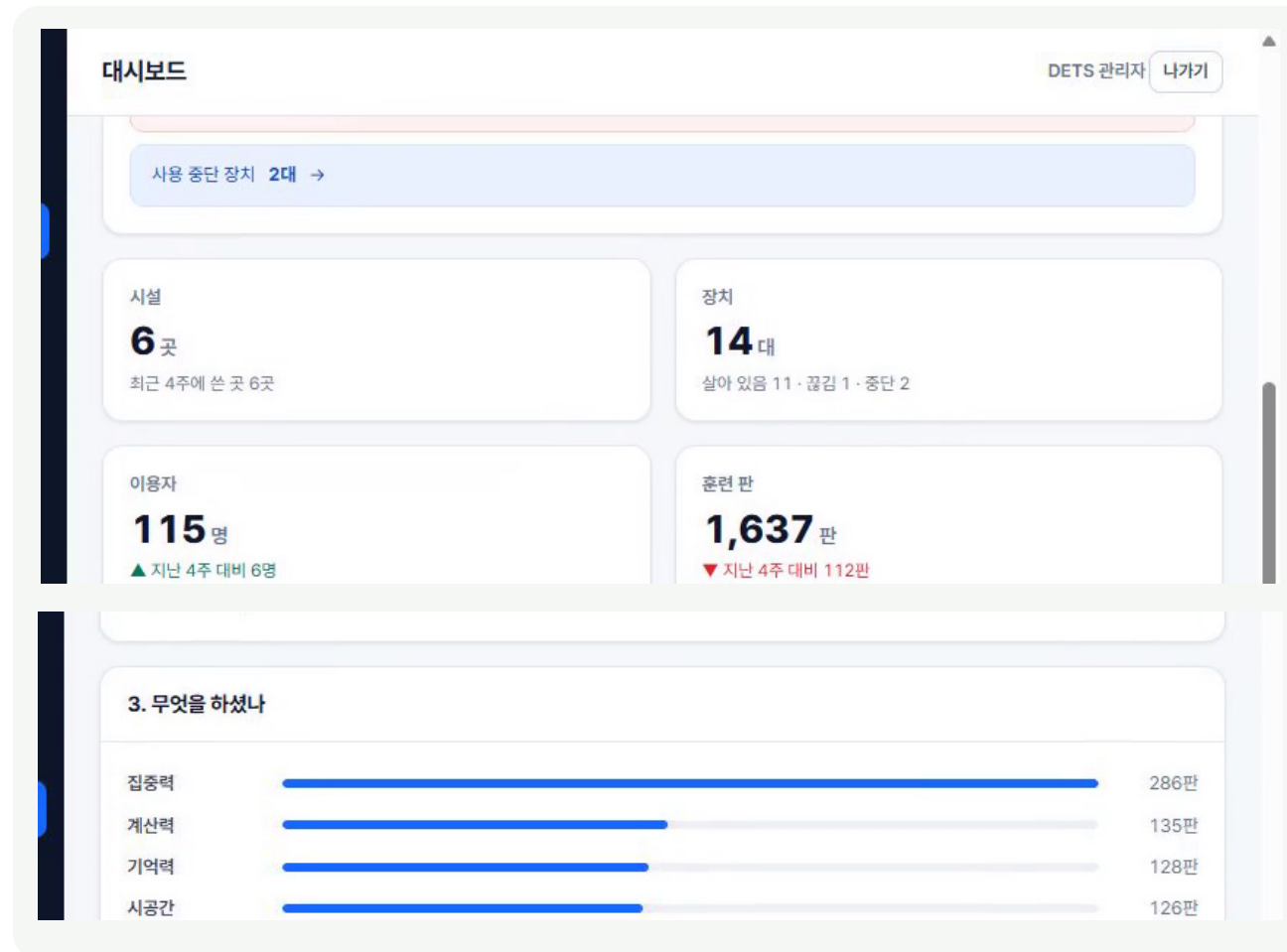
With a connected sensor, refer to heart rate during activity.

Put the records in context

Same game, difficulty and condition? Regular participation? Look at patterns and context, beyond a single score.

A clear activity overview. Better conversations.

Review usage and program records on the administrator dashboard.



Who took part

See participant and facility activity in the dashboard.



What they did

Use program performance records to inform future sessions.



What comes next

Combine activity patterns and staff observations to plan ahead.

For families, make today tangible.

What happened, how they joined in,
and what to try next.
Let records guide the conversation.

01 Review activity records

02 Add staff observations

03 Explain the next activity

Suggested workflow

An activity conversation note

A suggested format to review with families

Today's activity

Chosen music or brain game / Moments of enjoyment

Participation & performance

Time / Accuracy / Response time / Connected heart rate

Staff observations

Condition / Preferences / Support needed

Next activity

Next game / Intensity to adjust / Points to review

Workflow template example; not an automatic report or messaging feature.

Clear links between features and activity.

Plan programs around the desired experience and the records you can review.

Desired experience	Supporting features	What to review
Less boredom, more enjoyment	Favorite music · Varied games	Participation · Content choices
A sense of stress release	Rhythm · Strike feedback · Fever mode	Post-activity feedback · Observation
Achievement and motivation	Scores · Completion feedback · AI guidance	Completion · Return visits · Preferences
Attention, memory and judgment	Varied rules across seven brain games	Accuracy · Response time · Performance
Upper-body movement and activity	Left/right strikes · Rhythmic repetition	Time · Strikes · Connected heart rate

The goal is sustained participation. Combine game records with staff observations to shape an activity program that fits each person.

Research connecting enjoyment and movement.

01 Cognition + activity

A meta-analysis of randomized trials in older adults found significant average gains in overall cognitive and physical function with combined cognitive and physical training versus controls.

Gavelin et al., 2021 · [Ageing Research Reviews 66:101232](#)

02 Exercise + brain blood flow

An eight-week aerobic cycling study in sedentary older men observed increased blood flow in some brain regions and improved executive function.

Kleinloog et al., 2019 · [Frontiers in Aging Neuroscience](#)

03 Games + enjoyment

In a comparison study, 40 college students completed two 20-minute sessions. Dance exergaming produced significantly higher enjoyment scores than traditional aerobic dance.

Gu et al., 2023 · [Frontiers in Psychology 14:1238057](#)

04 Music + stress

A meta-analysis of music interventions covering 104 randomized trials and 9,617 participants reported significant improvements in physiological and psychological stress-related outcomes.

de Witte et al., 2020 · [Health Psychology Review 14\(2\)](#)

Market source [1] Korea NHIS · Long-term care provider statistics (June 30, 2026)

Market source [2] Korea MOHW · 2025 Long-Term Care Survey (released August 6, 2026)

Design a starting point that fits your center.

Agree on the setup and program to suit your space, participants and workflow.



01 Review the setting

Space, access, installation and connections

02 Plan the program

Preferences, games and activity intensity

03 Operate and review

Activity records, observation and consultation

Discuss during consultation

Hardware · Installation · Sensor compatibility · Content updates · Staff training



DoDream

More joyful days. Together.

Play that seniors want to return to.

Activities that care teams can explain with records.



UNIVR Co., Ltd.

Gaming digital healthcare built around motivation



Product & sales inquiries

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