DETS
Diet Enjoy Together Sweat

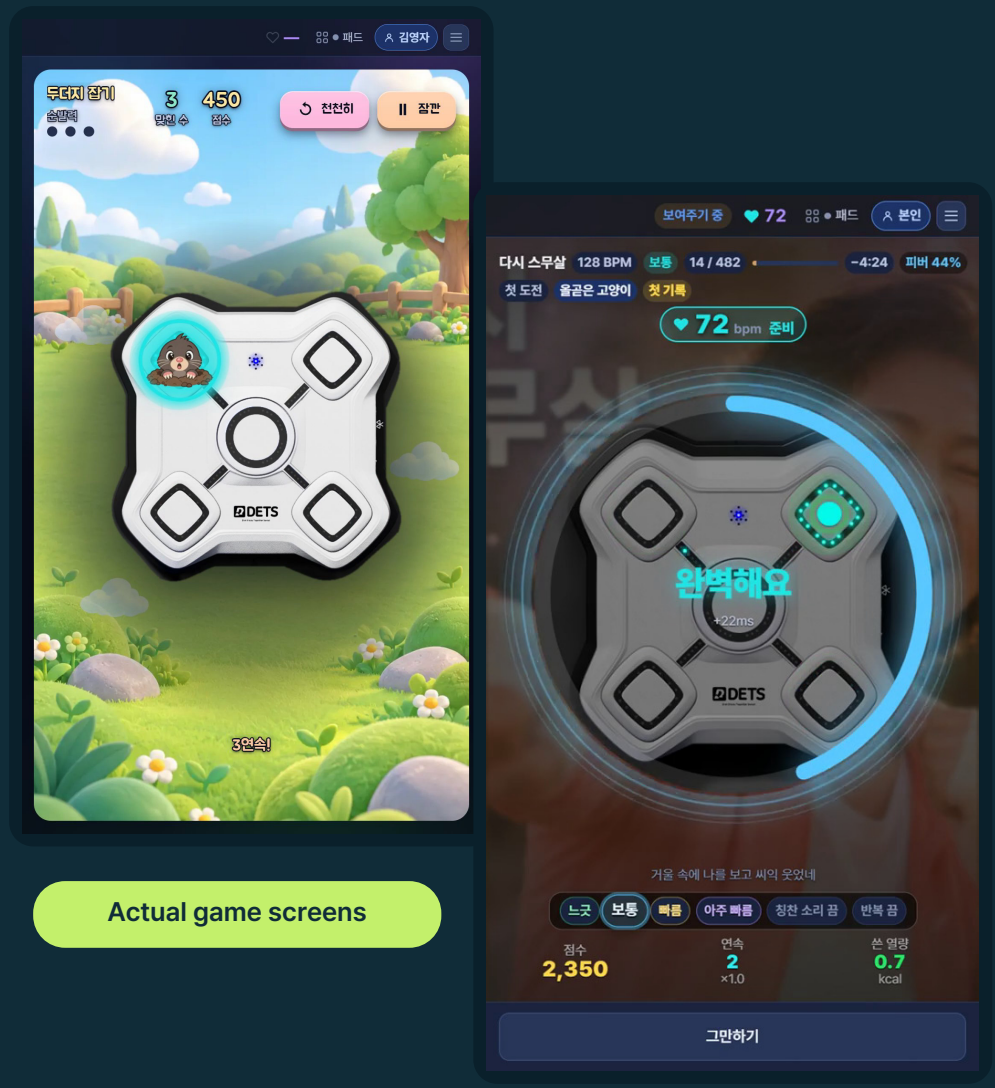
BRAIN TOUCH
DoDream

A guide for care providers

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 dual-task structure combining cognitive tasks with physical activity.

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.

Configuration concept. Installation space, hardware, accessories and delivery scope are agreed during consultation.

A favorite song gets movement started.



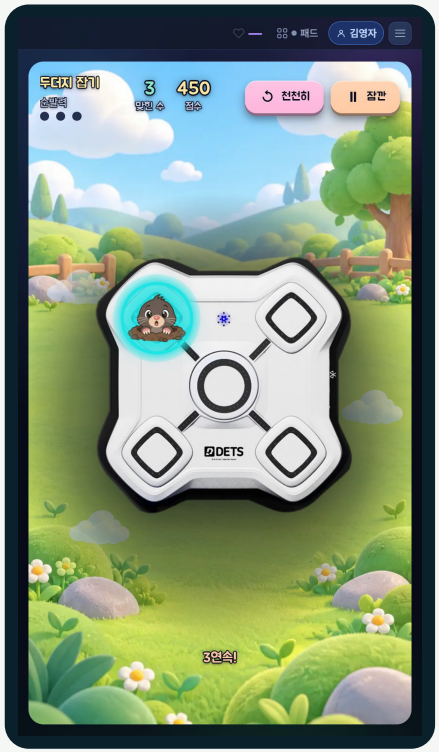


Choose a song → **Follow the lights** → **Feel the fever**

Left: actual experience footage with an earlier device. Right: the current rhythm-game screen (Korean interface).

Independent brain training that feels like play.

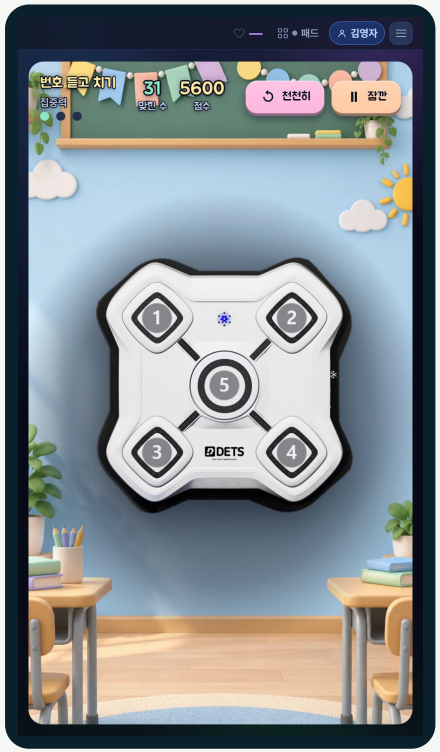
Seven brain games, separate from rhythm games, engage attention, judgment and memory.



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.



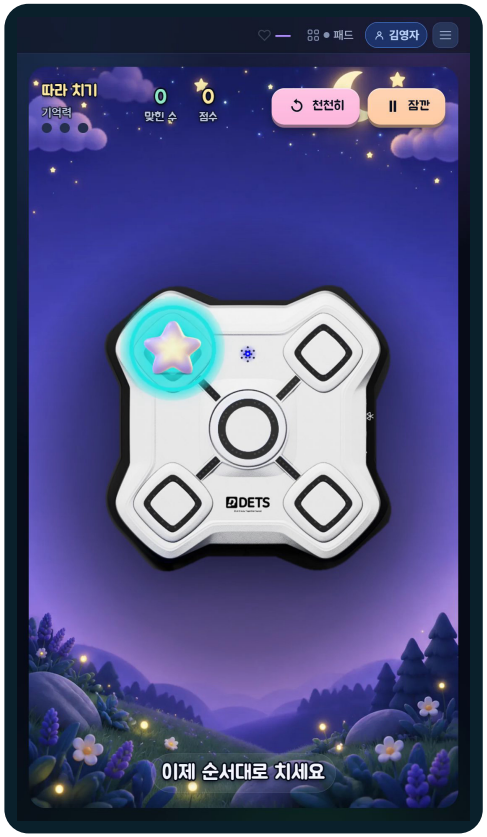
03 Treasure Hunt

Selective attention · Recognition

Identify the treasure and
respond at its location.

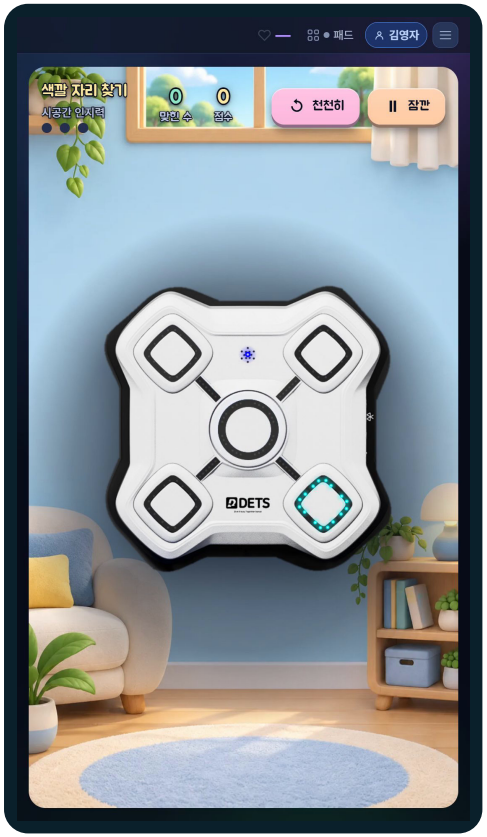
Seven current brain games. The program is designed to expand; available content may vary by version.

Remember. Locate. Try again.



04 Repeat the Pattern

Remember the sequence and strike the pads in order.



05 Color & Position

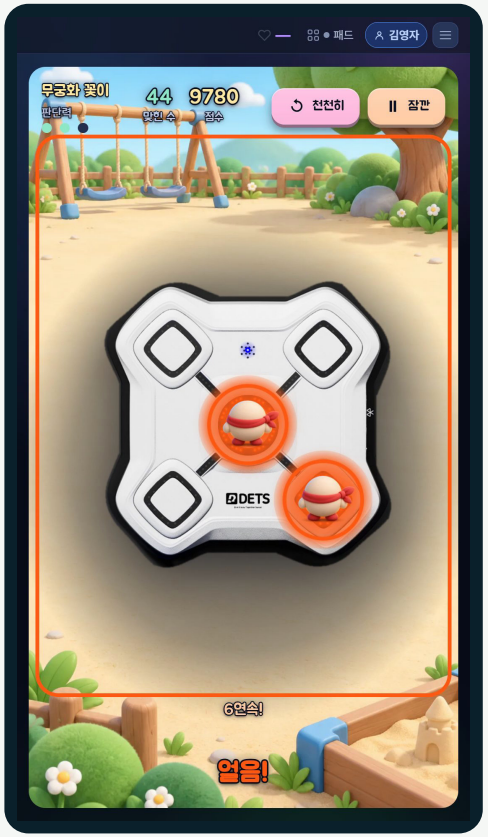
Match the color to its position and strike the correct pad.

Memory & space

The same striking action.
Different rules
to think through.

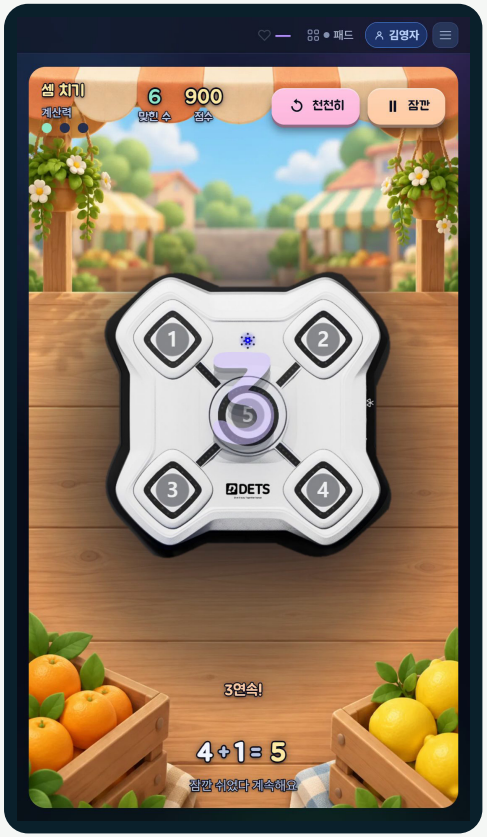
1. See the cue
2. Recall order or position
3. Answer with the pad

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.

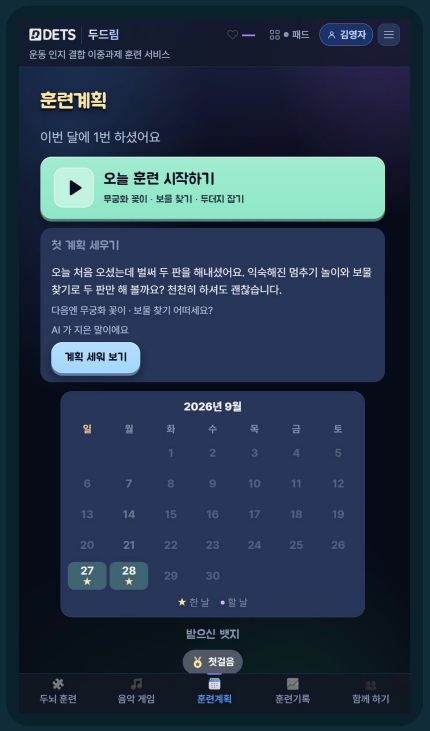
Number reasoning

Think through the problem.
Move to the right answer.

AI connects the first step to the next activity.

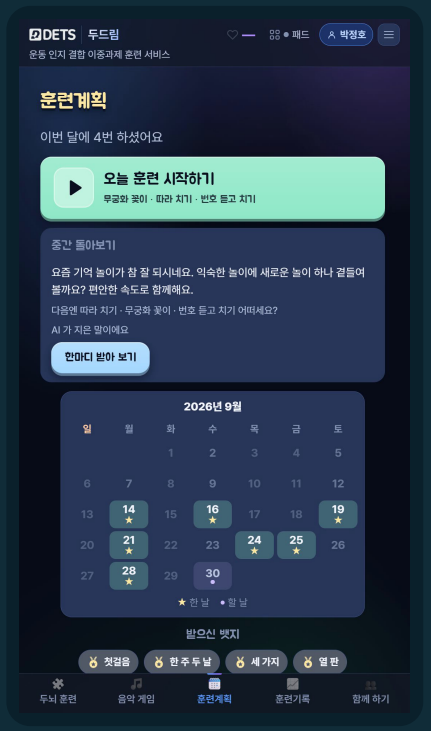
Initial plan → Progress review → Monthly review. A working AI guidance flow.

01 INITIAL PLAN



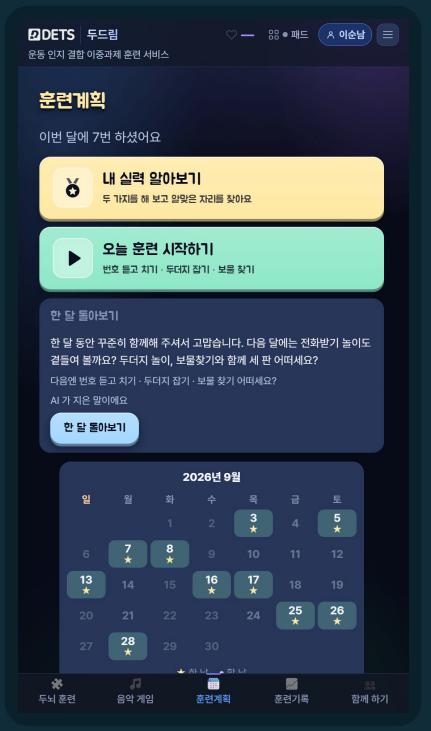
Suggests a starting program based on performance information.

02 PROGRESS REVIEW



Reviews recent activity and adjusts what comes next.

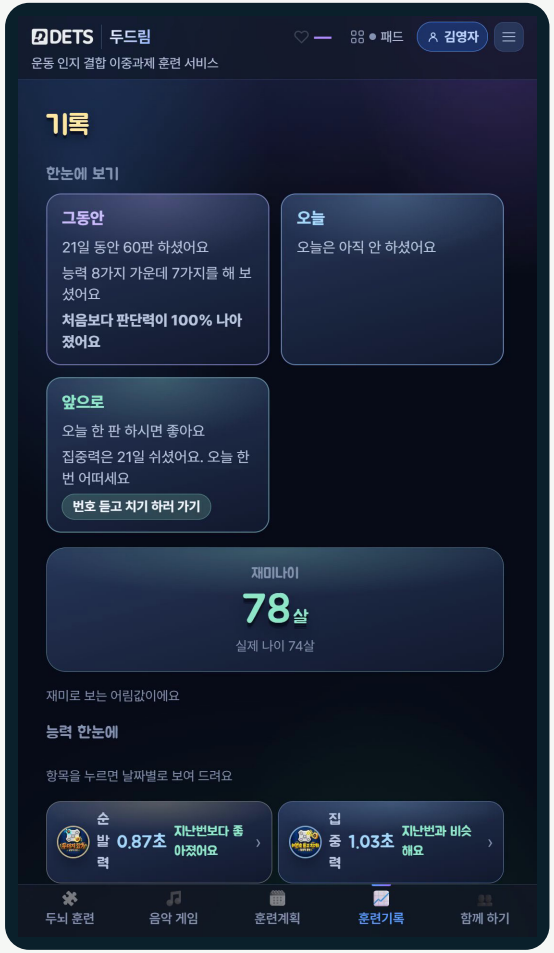
03 MONTHLY REVIEW



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.

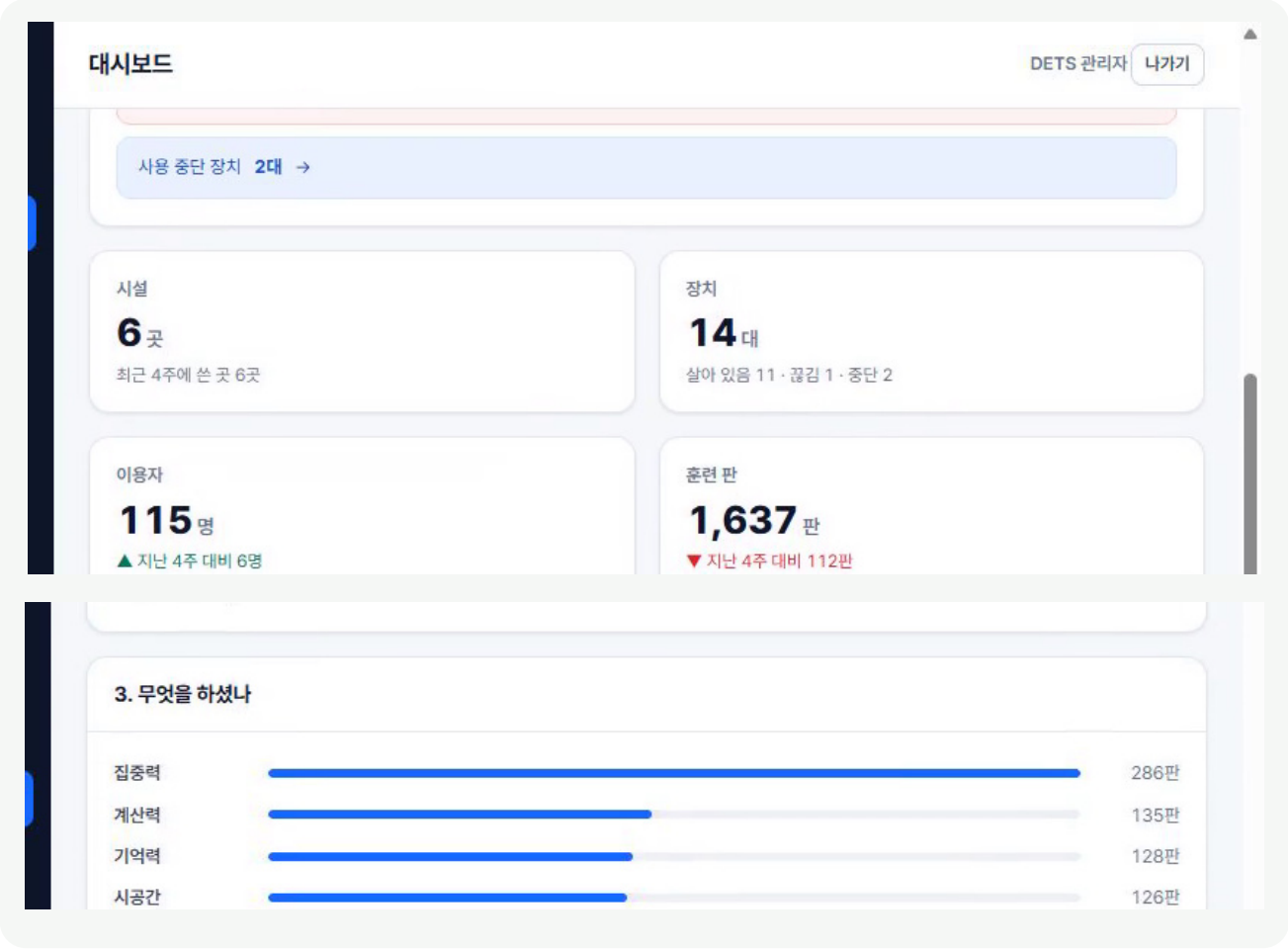
Put the records in context

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

Fun age and calories are game indicators. Heart rate is shown when a compatible sensor is connected.

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.

Enlarged details of the actual administrator interface. Names and values shown are demonstration data.

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.



Illustrative usage scene · AI-generated

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

DETS
Diet Enjoy Together Sweat
BRAIN TOUCH
DoDream

More joyful days. Together.

Play that seniors want to return to.
Activities that care teams can explain with records.

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