# CINETICA DIVISION

DIVIZE

## Modern Technology for Producing Professional Animation Skeletons for Stop-Motion Films

The Cinetica division develops technology for the design and production of professional skeletons for stop-motion animation. It combines parametric software, CNC machining, and 3D printing with unique Czech expertise in puppet-making. The web-based configurator allows studios, animators, and schools to design a rig precisely according to the project's needs and automatically generate production data. The result is more precise, durable, and affordable rigs with shorter lead times and greater production repeatability.

### Unique Selling Points:

- A parametric online configurator for designing animation skeletons.
- Monocentric joints for more natural and precise puppet movement.
- CNC machining and 3D printing ensure high precision and repeatability.
- Delivery is significantly faster than with traditional handmade production.
- Combining Czech puppetry expertise with modern digital production.
- A unique material solution.

### Product

Animated puppet skeletons for a stop-motion film

### Technology readiness

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

1/2025 B2B B2C

# MINDS & MODELS

Minds & Models

### A tool for personalizing content on digital advertising screens

Minds & Models is revolutionizing in-store marketing and digital advertising (DOOH) by transforming ordinary screens into smart tools. Using computer vision and generative AI, it analyzes the customer's visual context in real time and creates hyper-personalized content that has been proven to increase both sales and attention. The solution is designed to be "plug-and-play," with an emphasis on strict privacy protection and data anonymity.

### Unique Selling Points:

- An innovative platform that brings the precision and personalization of online advertising to the physical world.
- A unique technology that combines computer vision with generative AI to instantly create customized content.
- A simple "plug-and-play" solution that has been proven to boost customer purchasing behavior and engagement.

### Product

A comprehensive framework for offline digital advertising

### Technology readiness

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation

1/2025

B2B

**mindsmodels.ai/**

# I+ SCHOOL COUNSELING CENTER

### An online platform for psychological assessment for school counseling centers

Invenio is a screening and diagnostic system for assessing cognitive abilities in children. The method is based on the principle of “game-based diagnostics,” which makes testing more fun and less stressful for children, and thus more accurate. The I+ Counseling Center platform provides school psychologists with access to test administration and results management, giving them a reliable and scientifically validated psychodiagnostic tool that is unique not only in the Czech Republic but also on an international scale.

### Unique Selling Points:

- A modern, scientifically based, and fun tool for assessing children’s abilities.
- Easy to use and manage.
- Fast and accurate evaluation of test results.
- Benefits for all children and parents.

1/2025

B2C

**www.invenioplus.cz**

### Product

A Platform for Assessing Children's Cognitive Abilities

### Technology readiness

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation

# DEELS

**Food apps for discount shopping.**

Deels is a digital platform that connects diners with local cafes and restaurants through exclusive offers, discounts and 1+1 freebies. In the app, you choose a Deel, redeem it in one click and everything is clearly displayed without paper coupons or loyalty cards. For businesses, Deels brings in new guests, encourages returning regulars, and boosts sales with digital rewards and insights without complex paperwork.

**Unique Selling Points:**

- The only solution on the market for all types of discount promotions.
- No subscription required.
- AI recommending deels.

2/2024 B2B B2C

**deels.cz**

**Product**

Mobile applications

**Technology readiness**

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation

# DROM.BIKE – ADVANCED BICYCLE INSTRUMENTS

### Innovative tools for bicycle mechanics.

The company drom.bike was founded by Adam Šimeček, a product designer from the automotive and cycling industry. The aim of the company is to cultivate and add value in the field of industrial design and service of bicycles. This will be achieved through the development, production and sales of advanced unique tools targeted at brick-and-mortar mechanics and race teams.

### Unique Selling Points:

- Own development in the Czech Republic in cooperation with leading designers.
- Patent-protected innovative ergonomics.
- Unique storage and possibility of use outside the workshop.
- Automotive quality CNC production + Sinter 3D printing of stainless steel in mass production.

### Product

Service tool for bike mechanics and race teams

### Technology readiness

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation

2/2024

B2B

**www.drom.bike**

# MYLINE

**An app for actors to work on their scripts, learn their lines and do their selftapes.**

MyLine is a mobile rehearsal app for actors that simplifies line learning, rehearsal, and collaboration. The app allows users to import scripts, generate automated character voices, and rehearse scenes hands free anytime and anywhere. Actors can record their own lines, practice with real collaborators remotely, and manage multiple projects in one place. MyLine saves time, removes logistical barriers to rehearsal, and helps actors prepare more effectively for auditions, self tapes, theater, and on set work.

**Unique Selling Points:**

- Allows actors to easily import scripts in multiple formats.
- Uses machine learning to generate audio and respond to the actor in a natural way,
- A complete solution available on iOS as well as Android

2/2024 B2B B2C

**mylineapp.com**

**Product**

Mobile application

**Technology readiness**

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation

# MANABIES

veska GAMES

**Product**

Video game

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

### The ultimate fun video game that hides maths learning in fast-paced arena battles

The Manabies video game hides maths learning in brisk arena battles. In the most thrilling matches, in the heat of the game, kids get better at arithmetic without even noticing. At the same time, it integrates powerful educational features such as adaptive algorithms to maximize fun and motivation, spaced repetition algorithms to efficiently store new knowledge in long-term memory, a confidence-boosting rewards and assessment system, and a highly comprehensive, albeit hidden, exposition of basic number operations including graphical interpretation and other contexts.

### Unique Selling Points:

- The ultimate fun video game that carefully hides the learning of mathematics.
- A great gaming experience is supported by state-of-the-art learning algorithms.
- Catchy game mechanics guarantee long-term and measurable improvement in math.

2/2024 B2C B2G

**www.veskagames.com**

# VIVELO.AI – AI CONNECT

ai produkce

### Automated voice and video content creation platform and mobile app for actors

AI Production is a startup focused on developing AI tools for the audiovisual industry. The startup combines 15+ years of know-how in film and advertising production with state-of-the-art AI technologies. The flagship project is VIVELO.AI – AI CONNECT, a platform for automated voice and image content creation. It combines AI, automation and databases of actors' voices and faces into one tool that makes it possible to create spots, audiobooks or instructional videos faster, cheaper and without the need for actors to be physically present in the studio.

### Unique Selling Points:

- POC enables fully automated audiovisual content creation without physical actors.
- We are aiming to be the first in Europe to legally digitise the voices and faces of famous actors for commercial purposes.
- Actors have a mobile app to manage licenses, job approvals and payouts.
- The platform is scalable across Europe by localising voices and languages.
- The project is led by a team with 15+ years of experience in advertising and film production.

**Product**

Modular AI platform

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

2/2024

B2B

# EMATE.GG

**A monetized online platform and marketplace that connects players with verified coaches and companions for games and other online activities**

Emate.gg is a curated and secure marketplace for online experiences that addresses the toxicity and uncertainty of finding teammates while offering an opportunity to earn money. Online gaming is often fraught with toxicity, cheating and frustration with random teammates. Players lack a reliable and safe way to find quality play partners or expert coaches to actually help them improve. On the other hand, many talented individuals lack an effective tool for monetizing their gaming or social skills.
Imagine that you play chess as a hobby, would you think that you could earn money from it somewhere?

**Unique Selling Points:**

- Not just gaming: we combine game coaching with leisure activities for a wider audience.
- Personalisation: users choose by voice and gallery to find the perfect partner.
- Monetization: we make it easy and safe to make money doing what people enjoy.
- Community: we build a friendly, safe environment suitable for introverts.

2/2024

B2C

**www.emate.gg**

**Product**

Platform for game coaching and digital society

**Technology readiness**

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation

# MODRA3D

Modra 3d

**Web application for architects that automates the preparation of technical documentation and 3D data using AI**

Modra3D accelerates the work of architects by automating repetitive tasks in the preparation of drawings and production documents. It enables natural language input and generates accurate 3D data and technical documentation. Reduces time between design and implementation, reduces errors and supports efficient production output by linking to standard CAD and 3D architectural tools.

**Unique Selling Points:**

- Automation of 3D data and technical documentation without the need for complex training.
- Ability to enter changes using natural language.
- Direct connection to standard CAD and architectural tools.
- Faster design, fewer errors and a more efficient transition to production.

**Product**

Web application

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

2/2024

B2B

# GLITTER

Glitr

## A unique mobile tool for gamification in education

Glitr is a unique technological solution responding to the needs of digitalization in the education system and the wider use of gamification in the educational process. It combines the ability to easily use and create didactic exercises and teaching or testing programs by teachers without any knowledge of programming, without the need to use many specialized software for sub-functions and with the possibility of subsequent launching exercises with students directly in the mobile application.

## Unique Selling Points:

- A system for creating exercises in a mobile application without programming knowledge.
- A versatile tool for use in various areas (subjects) of education.
- Attractive tool for students (use of mobile devices).
- A teaching tool that can be used anytime (even outside of school), anywhere (even outside of the classroom) and for anything (versatility of use).

**Product**

Mobile applications

**Technology readiness**

Development

Proof of concept

Prototype

First implementation

▶ Extensive implementation

1/2024

B2G

**www.glitr.cz**

# ROWINGO

**Rowing simulator with oars and MVP virtual rowing.**

Rowingo Simulator delivers an authentic rowing experience with real oars, precise mechanics and smooth drag that faithfully simulates movement on the water. It is ideal for beginners and professionals who want to improve their technique or take their performance to the next level. The simulator is fully compatible with Concept2 type sliders and can be easily incorporated into existing training equipment. For maximum comfort, you can customize the seat to your preference. With our mobile and web app, you can track your performance in real time and share it with your coach or friends – train smarter and with more motivation.

**Unique selling points:**

- REALISTIC ROWING EXPERIENCE: Train with real paddles and experience the authentic feeling of rowing – ideal for technique and performance.
- CLEAN CONNECTION: Plan workouts, join races and overcome challenges with our intuitive mobile and web app.
- SUITABLE FOR ALL LEVELS: Whether you're starting out or a pro, the R1C will help you improve and maintain top rowing form.
- COMPATIBILITY WITH SLIDERS: Seamlessly connects to Concept2 sliders for a more dynamic ride.

1/2024 B2B B2C

**rowingo.cz**

**Product**

Rowing virtualization

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

# FOXINO

**Foxino is an AI assistant for teachers that saves time with lesson preparation.**

Foxino is an AI assistant designed with teachers and students – for teachers and students. It saves 6-8 hours per week in lesson preparation and makes it easier to work even in inclusive classrooms where students with different needs, pacing or with dyslexia, ADHD or language barriers, for example, are encountered. Using smart technology, it automatically creates personalised activities that adapt to each student's level. With a playful format and gamification, it delivers up to 5x more interaction in the classroom and students learn up to 2x faster than in a regular classroom. Foxino also continuously measures individual and whole-class progress, helping teachers quickly identify weak spots and adapt further instruction.

**Unique selling points:**

- It saves 6-8 hours per week in the preparation of lessons, in accordance with the RVP.
- It also works in inclusive classrooms (dyslexia, ADHD, different pacing).
- Personalised learning for every student.
- It tracks student and class performance in real time.
- Quick breakdown by level and need.
- With up to 5x more interaction in class, students learn up to 2x more effectively.

1/2024 B2B B2C

**www.foxino.com**

**Product**

AI platform for personalised learning

**Technology readiness**

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation

# ATLAS CINEMA

**A unique sound mixing and testing hall, situated as a production process in a cinema with exceptionally good acoustics.**

Professional post-production of film sound takes place in studio conditions that simulate optimal cinema. Atlas Cinema has one of the best acoustics in Prague, a large distance from the screen and a large time period from morning to early afternoon, when its unique features can be used to set up high-end video and sound post-production. It is the spatial complexity of the solution that makes Prague one of the most sought-after locations for film production, even by foreign productions, but the existing capacity is far from sufficient to meet the demand. We are aiming to create a unique workplace that will offer a hub for the creation of the last phase of film and possibly even game sound, and then we want to follow up with a somewhat analogous layer of processes related to the image.

**Unique selling points:**

- Unique post-production and test hub for multi-channel audio.
- A platform for education and presentation of audio post-production possibilities.

1/2024 B2B B2R

**sound.atlascinema.com**

**Product**

Audiovisual post-production and presentation platform

**Technology readiness**

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation

# OMG ROBOTICS

**Product**

Electronics and software for education

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

### Educational microchip and electronics for A to Z teaching.

Our electronics department offers comprehensive solutions for teaching computer science, science subjects and humanities. The electronics are designed so that you don’t need to buy equipment for each subject separately and can therefore carry them from lesson to lesson. The ESP:bit base unit functions as a small microcomputer that can be programmed, but can also be used for ready-made applications that make educators’ work easier and faster without unnecessary hassle.

### Unique selling points:

- The uniqueness of a product that no one has yet brought to market.
- Easy programming and working with electronics.
- Sufficient power for complex operations.

1/2024 B2C B2G

**omgrobotics.com**

# GALENIO

**A platform for breaking down the language barrier in healthcare.**

Galenio is a web-based application that helps with the integration of foreigners in healthcare facilities. We simplify the whole communication for both the patient and the doctor by adapting it for the healthcare environment. This way, the doctor can directly send forms or instructions to the patient in the app with one click, as well as a record of the entire examination for storage in the hospital system. The patient has similar capabilities and can obtain documentation for the insurance company regarding their examination directly from Galenio. Galenio can thus manage to accompany the foreign patient throughout his/her stay in the healthcare facility, saving time and costs for the staff and the patient.

**Unique selling points:**

- A web application that connects the patient and the doctor and allows everyone to communicate comfortably in their own language.
- Galenio speeds up the overall processes of moving a stranger around a healthcare facility.
- Best translation quality for medical terms thanks to context and model combination.

**Product**

Web application

**Technology readiness**

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation

1/2024 B2B B2G

**galenio.cz/**

# KAPNETIX

**AI tool to speed up post-production work on 3D animations.**

Kapnetix is an innovative 3D animation solution that uses artificial intelligence technology to speed up post-production work. Our first tool focuses on automation for motion capture (mocap). This technology, validated through a collaboration with 2K Games, outperforms traditional methods in both speed and efficiency by processing an hour of footage in minutes instead of human resources. We are targeting the gaming and film industries with the product.

**Unique selling points:**

- A proven solution for high-end gaming production.
- Option to operate offline for greater data and IP protection.
- The service frees up professionals to take on tasks that require a greater degree of creativity.
- Opportunity for smaller studios to offer with the same quality of output as established, larger companies.

**Product**

AI application for 3D animation

**Technology readiness**

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation

1/2024

B2B

**www.kapnetix.ai**

# NOOK MAMA

ARCHETYPO NOOK MAMA

**Product**

Furniture for public spaces

**Technology readiness**

Development

Proof of concept

Prototype

First implementation

▶ Extensive implementation

**Discreet space for breastfeeding and changing babies outside the home.**

NOOK MAMA breastfeeding and changing boxes bring mothers with small children comfort and safety when caring for their baby outside the home. With their ingenious design, they provide plenty of privacy even in busy environments such as a doctor's waiting room, shopping mall or airport. So mothers can benefit from a quick solution when breastfeeding without worrying about the reactions of those around them. In this inclusive way, we make it easier for mothers to move around in public spaces. The boxes can be matched to the interior or brand by choosing the colour of the materials.

**Unique selling points:**

- A responsive solution that can be placed anywhere.
- Space-saving and flexible relocation options.
- There is no need for structural modifications.
- Inclusion of mothers in public space.

1/2024 B2B

**www.archetypo.cz/nookmama**

# COURSITION

**An educational platform as a building block – tailor-made and without discussion.**

Coursition is transforming education with AI – on both sides. Our solution dramatically simplifies and accelerates the preparation of learning content. You can easily prepare new chapters, update or prepare entirely new topics yourself, even with fancy details like searching directly in the video or automatically generating subtitles. Our solutions can run anywhere from SaaS to cloud or in-house hardware to a completely closed environment off the internet. Guaranteed security is valued not only by banks, but also by clients in industry or healthcare. In short, anyone for whom data security is key.

**Unique selling points:**

- Modular solutions tailored to each project.
- Easily integrate anywhere – from SaaS before the cloud to your own server.
- Friendly interface for content creators and learners. On mobile and PC.
- We can help you change your internal training from the ground up or just a certain part of it. It's up to you.

**Product**

Editor for creating courses

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

2/2023 B2B B2C

**coursition.com**

# GAMIFIT

**A mobile game that makes children enjoy movement.**

Gamifit is a unique combination of a fitness app and a mobile game for kids aged 9 and up. In the app, the child and their avatar go through game stories, fight enemies and earn rewards... all through movement. All game mechanics are based on exercising at home or logging activities such as running or swimming. Plus, kids can team up with friends or classmates in the app, completing challenges together or outdoing each other in competitions. At a time when 80% of children don't get enough exercise and digital technology is often blamed, gamifit aims to bring children closer to an active lifestyle in a way that is close to them.

**Unique selling points:**

- We're targeting kids ages 9-14 who are no longer interested in apps for young kids, but aren't yet ready for fitness platforms designed for adults.
- We offer a wide range of fitness activities and a more comprehensive gaming experience than existing solutions.
- We are the only fitness app that offers features for schools.
- We are the first in the fitness sector to use the season pass model, inspired by successful mobile games.

2/2023

B2C

**www.gamifit.cz**

**Product**

Mobile applications

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

# CYBER SAIL

**An innovative B2B platform that connects game studios and publishers.**

The Cyber Sail platform is a revolutionary solution in the process of connecting game developers with publishers and investors. By personalising content for individual publishers, tailoring the selection of games to the preferences and habits of their audience, it ensures a relevant selection of titles. Using advanced AI technologies, it greatly streamlines and accelerates the process. The platform's AI tools can also predict trends and preferences in the video game market, allowing game studios to better navigate their creative decisions and marketing strategies.

**Unique selling points:**

- Matching publishers with developers.
- Optimization of production materials.
- Filtering games according to specific needs and predictions.
- Data scaling and process automation using AI technologies.
- Automated content curation, advanced analytics and predictions.

2/2023

B2B

**Product**

Innovative B2B platform for gaming

**Technology readiness**

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation

# ROBINSON CRUSOE: AI GAMIFICATION OF BOOK SUBMISSIONS

INFILOPE GAMES

**A methodology for using AI to make game title development more automated, with a focus on book titles.**

Our goal is to create a comprehensive methodology for developing modern video games using AI technologies to accelerate development and significantly reduce costs. We have chosen gamification of well-known book titles as an appropriate first project, while continuing to spread awareness of powerful classic works. Our first venture is a Robinson Crusoe game, where we will demonstrate all of our methods.

**Unique selling points:**

- Creating concepts, story parts of the game, NPC characters through the complex use of AI.
- Using the latest Unreal Engine 5 technology.
- Process MoCap animations using advanced AI, biomechanics and physics.

2/2023 B2B B2C

**robinsongame.com**

**Product**

Methodologies for the development of modern video games

**Technology readiness**

- Development
- Proof of concept
- Prototype
- First implementation
- Extensive implementation

# YOUNGLINK

**We know how to detect risky behaviour in schools before it becomes apparent.**

A web app that gives schools and parents an overview of how children are doing socially within the classroom. The solution examines how children get along, whether risky behaviour is present in the classroom, or how dominant pupils influence their classmates. The output of the solution is an online dashboard for the school and parents, which, in addition to data inputs, includes expert recommendations from child psychologists and counsellors to help school staff and parents read the classroom and child report correctly and choose the right course of action to improve the social climate within the classroom.

**Unique selling points:**

- Sociometric web application for school, students and parents.
- Built with experts in the fields of sociometry, pedagogy and psychology.
- It continuously maps the social climate within the school classrooms.

**Product**

Sociometric application

**Technology readiness**

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation

2/2023 ALUMNI B2B B2C

**www.younglink.cz**

# CLIMBLIFE

**Application for climbing on indoor walls and boulders.**

The ClimbLife app is the Strava for indoor climbers. It includes a diary for tracking climbing performance including stats and metrics, a competition module for competitions on walls or leaderboards for comparing climbers within individual walls and across the country. It will also include a feature to track friends and their performance. Beyond this B2C side, it will also offer climbing walls a B2B product in the form of an admin environment where they can see the usability of individual climbing routes and an overview of what individual builders have built.

**Unique selling points:**

- A Czech product tailored to European walls.
- For rope climbing and bouldering.
- Support for competitions.
- UX tailored to work during sports.
- Support for larger but also smaller regional walls.

**Product**

Web mobile app

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

2/2023 ALUMNI B2B B2C

**climblife.app**

# NOVAVITA

**A materials laboratory dedicated to the development of new materials, mostly made from waste.**

We believe in material reincarnation. Timeless design is at the heart of everything we do. Our mission is simple: to create playful and sustainable materials that help clean up the planet. That's why all of our products are made from waste or recycled materials. Each of our products is unique and custom made for the end user. Where others see waste, we see Novavita.

**Unique selling points:**

- With the changing ESG regulations, Novavita represents a new way to manage waste within individuals and large companies.
- At Novavita, we believe in a reverse design process, where everything starts with waste, and only on the basis of its properties do we invent and test what we could create from that waste.
- We create materials with a story.

**Product**

Materials Laboratory

**Technology readiness**

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation



2/2023 B2B B2C

**www.novavita.design**

# ANIGMATION

**SaaS platform using AI to enhance unplayable characters in video games.**

Anigmation offers a B2B SaaS platform that uses artificial intelligence to enhance non-playable characters (NPCs) in video games, resulting in improved quality, faster development and reduced costs.
The trend of humanization and adoption of AI in various industries presents a significant opportunity for Anigmation to enhance social interaction in video games.

**Unique selling points:**

- Using AI to enhance unplayable characters in video games.
- Improved quality of the game experience with more realistic NPCs.
- Accelerating video game development through automated NPC creation.
- Reducing video game development costs by leveraging AI.
- Enhancing social interaction in games by humanizing NPCs.

**Product**

SaaS platform

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

1/2023

B2B

# ONYX VISION

**Custom glasses printed on a 3D printer.**

A company that manufactures bespoke eyewear.
Approximately 20% of all diopter glasses wearers have a head or face shape or size that does not match the custom sizes for which standard frames are made.
This group of people has difficulty finding the right glasses for them.
Wearing such standard glasses can be very uncomfortable for them.
ONYX solves these problems by custom manufacturing.
The company uses 3D scanning and printing technology to create glasses that match each customer's exact individual needs.

**Unique selling points:**

- Use of advanced 3D scanning and 3D printing technology.
- Individually tailored glasses for each customer.
- Eliminating the discomfort caused by standard glasses

**Product**

3D printing of eyeglass frames

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation



1/2023

B2C

**www.onyxvision.cz**

# VŠÍMAVEC



**Product**

Web/mobile app

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

**Mindfulness app to promote mental health in children aged 6-12 years.**

Všímavec is the first Czech app for schools and parents focused on mindfulness techniques for children aged 6-12. It offers a playful way of teaching through videos with the Observant Cat to help children focus better, recognise their emotions and manage stressful situations. With the app, parents and teachers can help children develop skills to improve overall mental health and create positive habits from an early age. The app offers a range of features, including exercises before, during and after lessons, whether in the home or school environment. With the Mindfulness Toolkit, children gain the tools they need to become calmer, more focused and more confident.

**Unique selling points:**

- Specific target group (children 6-12 years old) for the issue.
- A way of conveying the topic so that children relate to the app (character).
- Prevention, which is lacking in the Czech Republic.
- Exercises based on scientifically based knowledge in collaboration with psychologists.

1/2023 B2B B2C

**vsimavec.cz**

# MUMDOO PLUS

**Comprehensive approach and integrated software solution for workforce planning, especially with regard to cooperation with parents taking long-term leave.**

MUMDOO+ is a comprehensive software solution that helps with workforce planning based on available capacity and skills. Clear and traceable communication with different employee groups (internal employees, sub-contractors, employees taking long-term leave). Easily keep in touch with all employees currently caring for children at home, without the need for a company email address and complex integration into the HR system.

**Unique selling points:**

- Keeping in touch with workers on parental leave and supporting their integration back into work.
- Optimising the skilled workforce against the backdrop of a long-term talent shortage in the labour market.
- Significant reduction in the administrative burden of communication and work organisation for employees with alternative employment.
- Higher retention and lower recruitment costs.

**Product**

Software

**Technology readiness**

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation

1/2023

B2B

**www.mumdooplus.cz**

# MOTION COACH

**Personalized feedback on the exercise and comparison with correct execution in the mobile app.**

The MotionCoach app addresses the lack of professional supervision during home exercise by offering personalized, real-time feedback. We focus on the digital fitness and health sector and target recreational athletes looking to improve their technique and performance. Our competitive advantage lies in the individual feedback provided for the correct execution of the exercises.

**Unique selling points:**

- Properly performed exercises without the supervision of a trainer.
- Personalized comparison against the exercise that the trainer has identified as correct.

1/2023

B2B

**www.motioncoach.ai**

**Product**

A mobile app that tracks the correct execution of exercises

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

# MAMIO

**An app where moms can meet each other by location and baby's age, support each other and find a personalized motherhood guide.**

Mamia aims to innovate what online support for mums looks like – instead of outdated parenting forums, it offers support that is in a modern and friendly app, in a purely female environment and in a personalised way. Mamio has now been downloaded by over 20,000 users. At the same time, users can find a dating app by age of child and location, a redefined forum and tips on products and services. Thanks to the Technological Incubation, Mamio will also offer a personalised maternity guide that will offer mothers the necessary information in a predictive and tailored way.

**Unique selling points:**

- No more searching for information and friends in endless forums, every mom can find support on Mamiu according to her location, age of the child and philosophy.
- Finally, a modern app for moms.
- A welcoming, purely female environment with no toxic discussions.

1/2023

B2C

**www.mamio-app.com**

**Product**

Modern apps for mothers

**Technology readiness**

Development

Proof of concept

Prototype

First implementation

▶ Extensive implementation

# LIBRITY DIGITAL

Elredo

**A mobile app for audiobooks and ebooks that will help users form healthy reading habits and read more through modern technology.**

A comprehensive all-in-one digital book content app that meets the needs of the modern reader. The project aims to innovate the book market and adapt the consumption of digital book content to today's times. We see a lot of pressure for sustainability, flexibility, digitalisation and the ability to have everything at your fingertips. That's why we're coming up with an app where users can find complete digital book content (audiobooks in the first phase, ebooks in the second), while the platform helps them create healthy and sustainable reading habits and read more thanks to AI, personalization, fun gamification elements and reading challenges.

**Unique selling points:**

- Wide selection of digital book content (audiobooks and ebooks) in several languages (CZ, SK, AJ).
- Use of modern technologies for reading development.
- Entertainment elements, gamification, community aspects, reading goals, personalized content.
- A section for aspiring authors to get their work out into the world quickly and validate their work.

1/2023

B2C

**www.elredo.cz**

**Product**

Mobile applications

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

# LITERARY UNIVERSE

**An all-in-one platform for creative writing and publishing.**

The Literary Universe project offers an innovative platform for creating and publishing literary works that addresses the challenges in the traditional publishing industry and the rise of lower quality content on platforms such as Amazon and Wattpad. The aim of the platform is to integrate and simplify the whole process of writing, publishing and translation, removing middlemen and allowing authors to receive adequate financial remuneration. It focuses on complex literary universes and “endless stories” with loyal fan bases, as well as emerging specialized genres.

**Unique selling points:**

- Everything you need for creative work in one web app.
- Monetization opportunities for all authors who have a work, not just a select few.
- Each literary universe has its own encyclopedia where the author can put all the necessary information for the reader and link it to the stories.

**Product**

Web application

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

1/2023 ALUMNI B2C

**www.literaryuniverse.com**

# SCHOLARTECH

itScholar

**A breakthrough method of teaching computer science, it contains theory, but above all practical exercises usable in practice, in a safe environment under the full control of the teacher.**

An online platform that provides interactive demonstrations and exercises in a safe environment with full teacher control and management. It is designed to help students learn computer science in a modern and engaging way. It covers a wide range of topics from the basics of programming to more advanced concepts such as cyber security.

**Unique selling points:**

- We reflect the IT industry in the current i.e. modern form, our concept is modern, we do not focus only on algorithms and so-called. coding.
- Students will get a realistic idea of what information technology is all about.
- With us, students know what virtualization, networks, development environments, graphics, rendering, etc. are.
- Students will understand the meaningfulness of what they are learning.
- Our platform is comprehensive and unified, everything users need is in one place in one system, they don't have to jump between PDF, zip, URL link, Github, Wiki etc.

**Product**

Online platform

**Technology readiness**

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation

1/2023

B2G

**www.scholartech.cz**

# 1000CAMS

**At concerts or sports matches, fans film on their phones en masse. We collect the footage and create a personalised edit of the footage for each fan.**

Get Moments is a B2B platform designed for music performers and organizers of sports and music events that allows you to acquire and manage fan-generated content, from which it automates the creation of unique cuts for each fan, giving event organizers a tool to increase reach and views, as well as a new monetization channel.

**Unique selling points:**

- It allows you to legally acquire, manage and process fan content in full quality.
- He creates a unique personalized video for each fan.

**Product**

B2B platform

**Technology readiness**

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation

1/2023 ALUMNI B2B

**www.getmoments.com**

# IRMA

IRMA

**Modular women’s handbag with features for personal security.**

The IRMA smart handbag is designed to do more than ordinary handbags. Primarily it can change its appearance, so it can look different during the day and evening. But we designed it with the intention of keeping its owner as far away from potentially dangerous situations as possible. So we’ve equipped it with a combination of three practical and easy-to-use features: integrated phone charging, a powerful light and a deafening alarm.

**Unique selling points:**

- Possibility to change the look by changing the “covers” of the handbag.
- Integrated phone charging.
- Built-in features to keep distance from potential hazards.

**Product**

Smart handbag

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation



1/2023

B2C

**www.irmagard.com**

# BRAINBEAMS HEALTH

Brain Beams

**A neuromodulation app that helps adults with ADHD to concentrate better.**

BrainBeams is a mobile app that helps you achieve better concentration. It will be appreciated by adults with ADHD, students, professionals, gamers, and anyone who needs to finish attention-intensive tasks they've been putting off. The app uses the brainwave entrainment effect and a unique method of audiovisual stimulation. Game mechanisms and daily inspiration help to hone your attention in the long term and work on the negative influences of impulsivity.

**Unique selling points:**

- A unique method combining cognitive neuroscience and gamification.
- Immediate support for your ability to focus – anytime, anywhere.
- Watch your concentration improve day by day

**Product**

Neuromodulation mobile app

**Technology readiness**

Development

▶ Proof of concept

Prototype

First implementation

Extensive implementation

1/2023

B2C

**www.brainbeams.cz**

# DOLBITE

**Our AI-powered app turns learning coding and digital skills into a personal epic adventure with levels, achievements and leaderboards.**

Dolbite is an innovative way to learn new skills. The company uses gamification and personalized learning to offer users a structured learning program that is not only fun but also motivating.

**Unique selling points:**

- Personalised adventure: users experience a personalised epic story with levels and challenges customised by AI.
- AI-powered gamification: the app uses AI to turn learning programming and digital skills into a fun environment with rewards and competitions.
- Accessibility for all: Thanks to the freemium model, everyone has the opportunity to develop their skills in the digital world, regardless of their finances.

**Product**

Educational application

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation



1/2023

B2B

**dolbite.com/cz**

# AID-IN

**A first aid kit for the handlebars of your bicycle that you always have with you.**

Aid-in is developing a specialised sports first aid kit designed to be placed in the handlebars of a bicycle. The first aid kit increases cyclist safety, is lightweight, does not affect handling and is protected from inclement weather. The first aid kit contains a pre-filled disposable part with basic dressing material, a capsule, which includes a disinfectant ampoule and a compartment for individual use (a set of plasters, tablets for allergy, pain...).

**Unique selling points:**

- A first aid kit that is always available on the bike to help yourself and others.
- It doesn't interfere with the look of the bike.
- Protected from bad weather.
- Partial possibility of content personalization.

**Product**

First aid kit integrated into the bike

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

1/2023

B2B

# SKELDAL IMMERSIVE

**VR Actors allows the user to become a movie actor on the set of a major Hollywood blockbuster.**

The video games industry in the Czech Republic is experiencing significant growth, combining art with advanced technology and creating high added value. Investors and venture capital funds are increasingly interested in this profitable and relatively unexplored field. The “Actors” video game offers a unique virtual reality experience that allows players to take on the role of a professional actor and control their movements and voice according to a script.

**Unique selling points:**

- The user becomes an actor on a film set, something no one else will allow them to do.
- It will fully realise the potential of VR, engaging both voice and movement.
- It connects meaningfully with the real film industry.

**Product**

VR game

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

1/2023

B2B

# VR CLASSES

VR MUSICIANS

**An app that provides the opportunity to learn piano in virtual reality with a real music teacher remotely.**

VR Musicians brings a new standard of piano instruction with a choice of the best piano teachers anywhere in the world. It is suitable both for complete beginners who can quickly master their first folds with the automatic learning module, and for professionals who want to improve their skills accompanied by the best teachers. The app also allows you to practice managing stage fright when playing in front of large audiences or playing four-handed on one piano, and has an integrated automatic learning mode.

**Unique selling points:**

- Distance piano lessons.
- The app offers multiplayer in which two real pianos can be played, with the user playing a four-hand piano in VR.
- Includes an integrated tutorial mode.

**Product**

VR applications

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

1/2022 ALUMNI Other

**www.vr-musicians.com**

# TICKETPOOL

**Ticketing platform enabling the purchase and sale of tickets, including the suppression of grey market trafficking.**

TicketPool is an online marketplace for primary and secondary ticket sales. It solves the problem of authentication of digital tickets, the non-functioning secondary market for digital goods with expiry dates and reduces the cost of hosting offline and online events. This highly scalable solution connects a regular centralized database with a secondary layer on a blockchain database. The entire system runs in the background, the average customer does not come into contact with cryptographic technology, they just click on a button to buy or sell a ticket.

**Unique selling points:**

- Solving the substantive problem of authenticating digital goods.
- A non-invasive interface in which the user does not come into contact with the blockchain.
- New revenue stream for artists from advance ticket sales.
- Tracking of the ticket throughout its lifetime.

**Product**

Web application

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

1/2022

B2C

**www.ticketpool.online**

# SWEETS DESIGNER

SWEETS DESIGNER

**Personalised confectionery moulds designed and manufactured using state-of-the-art 3D printing.**

Sweets Designer brings a revolutionary solution for personalizing pralines and confectionery. While the market is mostly dominated by standard products or moulds with opaque pricing, Sweets Designer allows customers to design and order personalised pralines or moulds online at a transparent and affordable price. With innovative technologies, including 3D printing and a patented mould assembly system, the company offers quality products at competitive prices, targeting both the B2B and B2C market segments.

**Unique selling points:**

- It allows customers to design their own praline.
- It is possible to order both pralines and moulds for their further production.
- You can order online in the web application.
- Commercially, it is a highly scalable solution.

1/2022

B2B

**Product**

3D printing and web application

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

# SERVANTES

**A tool for creating e-books that saves 70% of money and time.**

The company combines the knowledge and experience of a publisher with software development. It is coming to the market with a range of products to help publishers go digital. Miguel is software for selling digital content protected by advanced and very difficult to remove social DRM (e-books) with the future possibility of generating custom formats without the need to provide or employ typesetters. In addition to the classic selection of formats, it offers a unique option to set up multiple PDF variants directly for end devices (e.g. readers). In line with Miguel, Servantes offers two additional synergistic services. Columbo for removing illegal copies and Ella for listening to audiobooks / reading e-books.

**Unique selling points:**

- Electronic format from the source file without further human intervention.
- Reduced costs for publishers.
- It allows the publisher to make its own sales, with all proceeds going immediately to its account.

1/2022

B2C

**www.servantes.cz**

**Product**

Digitization of book publishing houses

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

# SCOOLPT

**A sculpture-architecture studio for 3D concrete printing focused on creating organic shapes resembling cellular structure.**

The Scoolpt team offers fresh, creative building solutions in all contexts, from design through study, visualization and technical documentation to the actual implementation. With its comprehensive services, speed of execution, maximum precision, waste-free material efficiency and minimal labour requirements, Scoolpt is becoming a strong and promising competitor to conventional construction. Scoolpt technology enables the realization of a wide range of products, from small interior furnishings and outdoor furnishings to small buildings for public space to houses for living or working, including multi-storey houses.

**Unique selling points:**

- The combination of art and architecture brings fresh and creative solutions to every single project.
- It offers the entire complex solution from design and study through implementation to the actual realization of the project.
- A wide range of 3D printing options in different shapes and materials, including the possibility of various combinations.

1/2022 ALUMNI B2B

**www.scoolpt.com**

**Product**

Sculpture studio

**Technology readiness**

Development

▶ Proof of concept

Prototype

First implementation

Extensive implementation

# REAL WORLD TEXTURES

REAWOTE

**A platform that allows architects and designers to efficiently browse and download digitized 3D objects and materials.**

Real World Textures' vision is to create a platform that enables Architects and Designers to efficiently browse and download professionally digitized 3D objects and materials from real manufacturers and use them in their 3D applications. Users can present their clients with realistic visualizations directly with links to the specific products depicted. The platform is also intended to serve as a direct B2B communication channel between manufacturers and professionals. This will create a marketing space for the presentation of products with statistics on their popularity and great potential for monetization of services for architects and designers as well as the manufacturers themselves.

**Unique selling points:**

- Professionally digitized products.
- A clear library with lots of 3D materials and objects for designers and architects.
- B2B communication and marketing space.

**Product**

Online library of digitised content

**Technology readiness**

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation

1/2022

B2B

**www.reawote.com**

# MANYWAYS

**Manyways helps you find interesting events (music, sports, gastronomy, etc.) in the user's vicinity.**

The app was created to help people enjoy their free time and find interesting events. A key feature is a map showing events in the vicinity. The user can search according to their interests, have an overview of the plans and also receive alerts and tips. There are details of planned events or links to buy tickets. Manyways implements AI solutions to personalize content. In the future, the project plans a B2B portal for event organizers, its own ticket sales or reservation system. There are also plans to test in the US market abroad.

**Unique selling points:**

- Map to view events in the vicinity.
- The content is tailored to the user's interests.
- The app connects customers and event organisers.
- An extension of the services to include a B2B portal for booking or selling tickets is planned.

**Product**

Mobile applications

**Technology readiness**

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation

1/2022 ALUMNI B2B B2C

**www.manyways.info**

# LIVE PENALTY

**Connecting mobile gaming with offline interactions and the phenomenon of football.**

Live Penalty is a unique project that combines mobile gameplay with offline interactions in football. It is a tool that gives global brands and clubs the opportunity to connect with their digital fan base around the world. By combining the real world of sports with the gaming environment, Live Penalty brings the excitement of a football penalty match right to the mobile device.

**Unique selling points:**

- Mobile game with real football players.
- With advanced and innovative AI technology manipulating the video, it delivers a unique experience.
- Digitization of real football pitches in the app.

**Product**

Mobile game

**Technology readiness**

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation

1/2022

B2B

**www.livepenalty.com**

# SPECTODA

**Spectoda is a new communication protocol for wireless control of lighting products and installations.**

Spectoda combines hardware in the form of microcontrollers with wireless connectivity and custom firmware with the development of software solutions to personalize the behavior of the lights, including sensor responses and synchronization with music. The system is decentralised, which means independence from the streaming device and savings on infrastructure costs. This technology has a wide range of applications, from cultural (lighting props, costumes, stage lighting) to industrial and commercial spaces.

**Unique selling points:**

- Thanks to the decentralised network, control is not dependent on a central computer.
- The wireless system allows all lighting elements to be controlled and synchronised remotely.
- The light effect is generated inside the device to create smoother animations.
- Device controllers can be built directly into the customer's product.

**Product**

Wireless light control system

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

1/2022

B2B

**spectoda.com**

# KIKIRIKI GAMES

**Product**

Inclusive mobile apps

**Technology readiness**

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation

**Mobile game development studio for the blind.**

Kikiriki Games' innovative approach is to be the first in the mobile games market to explore the possibilities of inclusive design in mobile games. Based on its principles, it develops products for the commercial market and, based on the experience gained, creates methods for scalable implementation of inclusive design in other products. The aim of this innovation is to create mobile games that appeal to both visually impaired and sighted gamers, offering both groups the same quality and comfort of gaming experience, and that support the inclusion of the visually impaired into mainstream society.

**Unique selling points:**

- Mobile game for the blind.
- The game uses the principles of inclusive design, which allows the involvement of all players, sighted and blind.
- The visually impaired bring new perspectives that have not been seen in the gaming industry before.

1/2022

B2C

**www.kikirikigames.com**

# LAVVU INSTRUMENT

**Unique single-string guitars made of mountain ash solid wood.**

Lavvu Instruments manufactures single-string mountain ash solid wood guitars with professional tuning and a non-allergenic finish hand-brushed to preserve the visible grain of the wood. Gingo works with the ergonomics of the Ginkgo Biloba leaf, which is a symbol of longevity and represents the durability of the product. The instrument is surrounded by the LAVVU interactive music methodology for children 0+, developed by music teachers with a focus on composing children's songs and guiding children to create their own original music.

**Unique selling points:**

- Quality guitar made of mountain ash solid wood.
- Gingo works with the ergonomics of the Ginkgo Biloba leaf to enhance the durability of the product.
- The instrument surrounds the LAVVU interactive music methodology for children from 0+.

**Product**

Musical instrument

**Technology readiness**

Development

Proof of concept

Prototype

First implementation

▶ Extensive implementation

1/2022

B2B

**www.lavvuinstruments.com**

# BRAINZ GAMIFY

**Track Craft turns any space into a mixed reality racing course.**

TrackCraft evokes the childlike joy of playing with cars using mixed reality. At the heart of the experience is the creation of custom race tracks using a series of mixed reality tools that allow players to create unique creations that defy the laws of physics. The magic unfolds through portals, moving platforms, wild loops and reality-altering track elements to create a visually stunning experience. Players can share their imaginative track designs with friends to promote a shared gaming experience. The game was launched for Meta Quest 3, Pro and Meta Quest 2 platforms and will be released on Pico VR platforms.

**Unique selling points:**

- TrackCraft is the first listed mixed reality game for the new generation of VR platforms.
- It works on the basis of the so-called. “track packs” that allow monetization.
- Open XR support makes it available on all VR platforms with mixed reality support.

1/2022 ALUMNI B2C

**www.trackcraft.cz**

**Product**

A game for mixed reality

**Technology readiness**

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

# AUGG.IO

augg.io

**A service that simplifies the development of AR applications.**

Startup Augg is developing an app for AR content creators. Augmented reality is gaining popularity, and with recent advances it's possible to take AR experiences to the next level. The trend is spatially aware AR, which has a permanent place in physical space. However, current app development is still user-unfriendly and unaffordable. Augg's app allows you to scan your environment and place virtual content into it. CMS and unity plugin simplifies the management of 3D objects and AR scene creation. This gives users full control over their content. They can create apps directly in the Unity game engine and are not limited in their creative vision.

**Unique selling points:**

- The app simplifies the process of creating AR content.
- The scanning application allows you to scan the environment and place virtual content into it.
- Users have full control over their content.
- Thanks to the Unity engine, users are not limited in their creative vision.

**Product**

Mobile applications

**Technology readiness**

Development

Proof of concept

Prototype

▶ First implementation

Extensive implementation

1/2022

B2B

**www.augg.io**