

# Mind

The Library of empathy games:  
For couples and friends

A voyage into the heart of human connection, blending  
the art of conversation with the science of psychology  
within a creation of virtual experiences.

*[SBS Cultural Foundation x Korea Investment Accelerator]  
3rd Media/Content Startup Contest*

We want to create  
**deeper connections**

in a labyrinth of  
**3D interactive sessions**

by developing  
**the understanding and empathy**  
in every relationship.

When was the last time you felt a **deep connection** with someone close, beyond just the easy fun and quick chats of our digital world?

## A big problem

- **A new complex society:**

Understanding friends and partners in the digital age is challenging. Especially in Asia, Korea and Japan where people cannot express themselves.

- **Superficial Entertainment :**

TikTok, Popular games offer fun but lack depth, missing opportunities to enrich relationships and friendships.

- **Societal Shifts :**

The social norms are changing. The way we define friendships and love is changing, we are creating a game that helps to understand it.

## No solution

- **Scarce Educational Engagement :**

Engaging games that also educate and deepen understanding are rare treasures in the gaming world.

- **Dull Assessment Tools :**

Standard psychological assessments fail to engage, making it hard to explore complex relational dynamics.

And there is a huge market,  
because we are in the middle of

- **Online Dating Market :**  
\$9B in 2023, projected to reach \$12B by 2030 (5% CAGR)
- **Online Gaming Market :**  
\$21.1B in 2021, expected to grow to \$33B by 2030 (5.6% CAGR)
- **Mental Wellness Apps :**  
\$4.2B in 2021, significant growth anticipated

**Future Trends :**

Increase in digital interactions & demand for deeper connections.

**Shift towards independence in relationships, with a growing need for empathy and understanding.**

# Mind, deepening connections

**We're building an area of mind games to help you understand each other's key value in a fun way.**

**Game example :** A wall with various values, and you will choose 5 key words on the wall

- A debate game only using words in front of you
- Choosing between various pictures as what you think your partner ideal holiday place is
- Games that allows you to express yourself without the other judging

**All the results will be proceeded within our algorithm made by professional psychologist to give you ideas and feedback on how you can improve yourself or the couple.**

For Creators, we will become the first online game editor to create games of value and deepening connections that they can monetize.

**This can become any psychologists' dream tool.**

A 3D game guiding users through the intricate journey of **understanding** and **empathy**.

**Mind** offers 20 interactive sessions tailored for either **couples** or **friends**, aiming to create profound connections, facilitate meaningful conversations, and ignite psychological insights.

Each session is made like a unique chamber within a labyrinth, presenting **challenges**, **games**, and **scenarios** that go into personal and interpersonal dynamics.

Subscribers can embark on this **journey** for €49 per session or choose a monthly subscription at €25, allowing unlimited access to a growing realm of experiences.

Content creators are invited to contribute **their own mazes** of understanding, enriching the platform's diversity and depth, while earning from the **engagements** their creations inspire.

# Competition

Today there are no virtual games for deepening understanding.  
Games for couple are always mixed with co-operative game like Mario Kart, dancing games, etc..

Competitors are more psychology tests like :  
MBTI tests, personality tests (OCEAN personality traits)

	Mind	Personality tests (16personalities, testcentral..)	Coop games (Mario Kart, It Take Two, ...)
Fun - Game	Yes	No	Yes
Deepen relationships	Yes	Yes	No
Helps you grow	Yes	Yes	No



POC : **Mind**, the game to understand the other

## 2024 : **Focus on couples**

- Make a first 3D game template based on Aptero technology for couples to understand each other based on value games. 5 minutes games with animations and results in the end by AI chatGPT.
- Free to play for template
- Fundraising and partnership programs with dating apps (subscription offered for 3 years)
- Steam Game release

## 2025

- Creator program opening to show how any person can create a deep game for understanding the other
- Feedback and business model release :
  - Free to use templates
  - 49 euros/month as subscription for 2 (couple game) to access the full game library.

## 2026

- Go into the friend games (much more relaxed question)



## Gotomarket

- Creation of content with psychologist : Partnerships
- Steam game application and highlight on Couples
- Focus on B2C girls on B2C platform, tiktok, insta reels etc.. or many views pages and see the growth.
- Partners as dating apps or personality tests
- Crowdfunding

## Pricing

Subscribers can embark on this journey for €49 per couple session or choose a monthly subscription at €25, allowing unlimited access to a growing realm of experiences.

**Other idea :** free session + paid results

**Or free templates** + paid to access unlimited experiences

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Thank you

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2024

# Mind : Revolutionizing Connections

## ○ Market Trends:

- By 2030, the online dating market will grow \$9B to \$12B, online gaming from \$21.1B to \$33B, and mental wellness apps are growing to \$4.2B.
- Significant online dating market with a shift towards virtual experiences.

## ○ Problem Statement:

- Challenges in finding and understanding potential partners.
- Existing couple games lack depth and learning opportunities.

## ○ Solution - Mind:

- Engaging 3D mini-games and activities designed for couples and friends.
- Focused on deepening understanding and creating meaningful connections.

## ○ Unique Features:

- Content created with psychologists to ensure valuable learning experiences.
- 3D web game for debates, puzzles, and board game-like activities for dynamic interactions.

## ○ Go-to-Market Strategy:

- Launch as a Steam game and web application, with a focus on female demographics.
- Partner with dating platforms and tap into the significant markets in Korea and Japan.

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