

Live virtual getaways for all



Making the inaccessible accessible

Our innovations

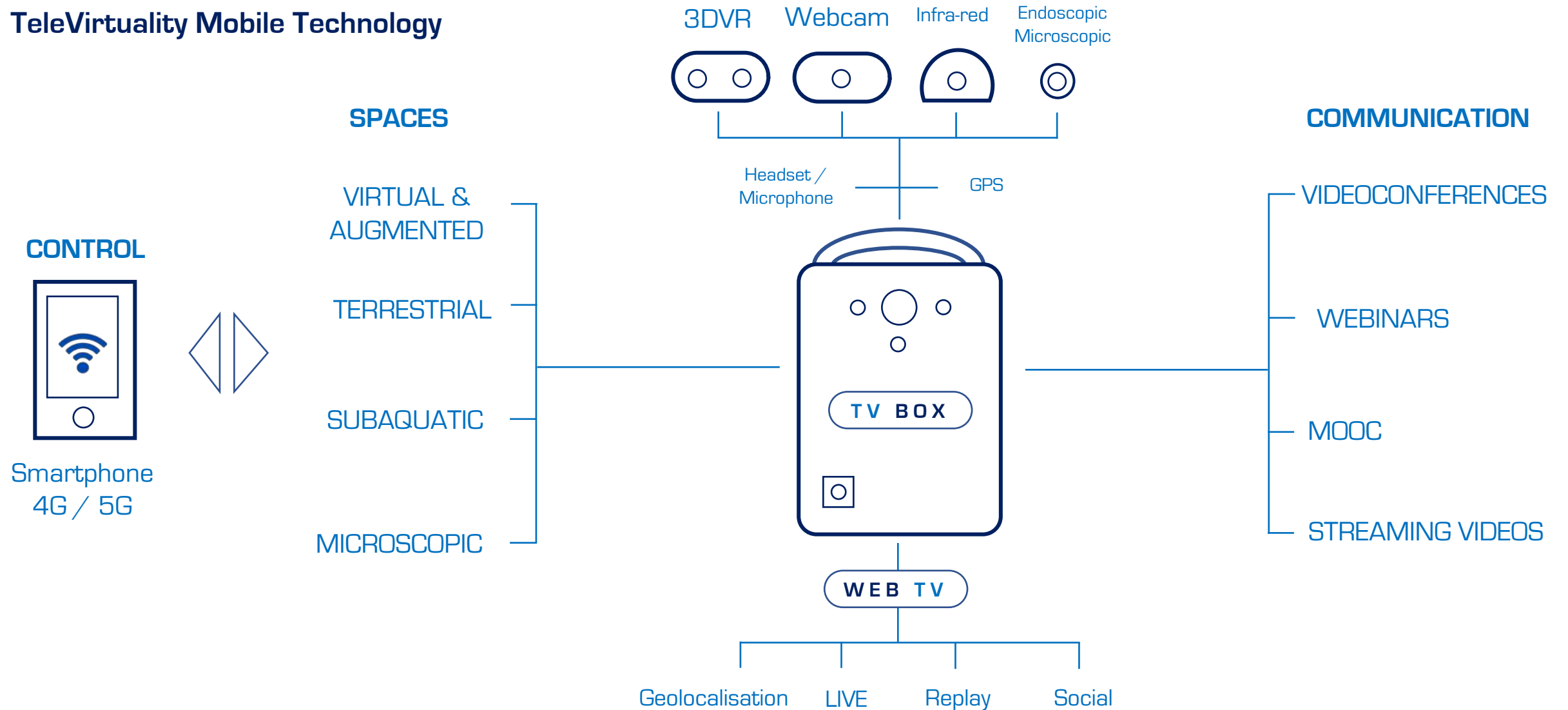


Mobile, multi-environment, multi-Point of View
videoconferencing systems

TeleVirtuality: LIVE Virtual teleportations



TeleVirtuality Mobile Technology



Mobile video conferencing solution

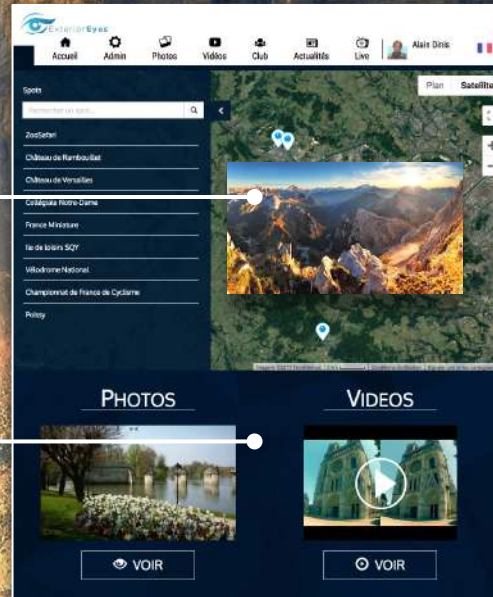
FAMILIES



RESIDENTS



WEB TV PLATFORM



Cameras



Headset



MOBILE BOX

Based on the "TeleVirtuality" technology developed by the company VirtualDive

Simultaneous multi-camera broadcasts



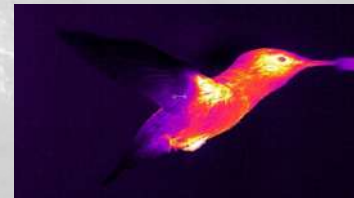
+



Microscopic
Endoscopic



Infra-red



Thermal



3DVR

Live, Geo-location, Multi-point of view, sharing with families

Interactive video conferencing

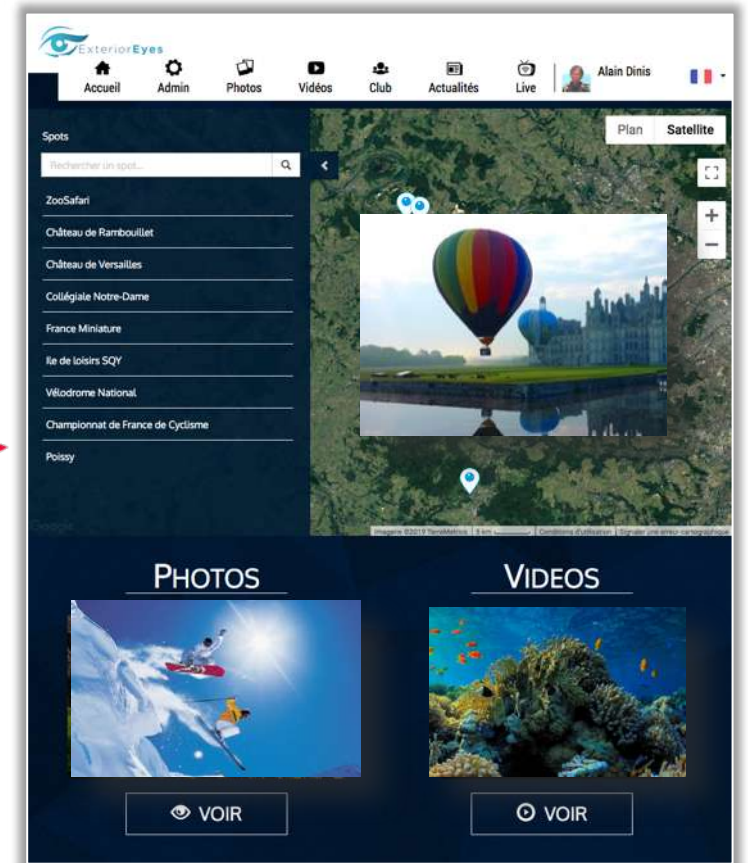


Live streaming of events

Live events



Live Web TV



Mobile & connected operators on the field



Tourism for elderly people

Our priority: people
in loss of autonomy



The problem



610 000
residents



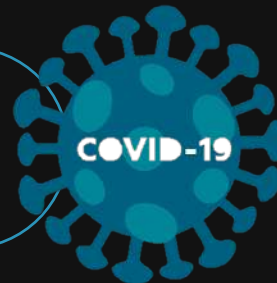
7570 institutions
(1800 private)

21% of people over 85 live in institutions

50% of people over 75 no longer have
an active friendship network

8.5 hours of free time per day is « empty »

*A strong sense of boredom
and social isolation for people
with a loss of autonomy*



Our objective

- Tourist and cultural visits
- Daily life outings
- Special events



Offering virtual getaways and new real memories

Our vision

We are
in Paris!

GUIDE ON THE FIELD

Could we take a
walk along the
banks of the Seine?

RESIDENTS IN THEIR INSTITUTIONS

Our service



Digital and seniors

In 2016, 63% of 65-75 years old are internet users (ipsos)



Internet, tablets, Skype, interactive applications, Wii game consoles, Virtual Reality...

Today, 50% of institutions have tested solutions based on new technologies

Tomorrow's residents will demand digital entertainment

First events: telescapades in Thoiry (Zoo)



« One resident told me that he hadn't been back to Thoiry for 50 years. He was moved. Some of them will be delighted to see the park again in a different form, possibly with a presentation by the caretakers and the care of the animals.... A great experience for all of them. The residents, with or without cognitive problems, remained captivated until the end of the session ».

**Linda – Animator at the
Maison du Parc (95)**

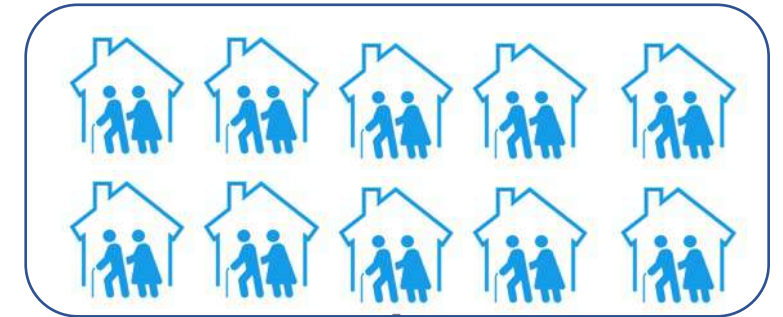
B2B Business model

Price of the "physical" visit
Example: 20€/person



Virtual visit rate
Example: 120€/hour per establishment

Connected establishments - Example: 10



Equipe
Telescapade

$20€^* \times 10 = 200€$

$120€^{**} \times 10 \text{ establishments}$

In this example, the partner venue receives 200€ which is equivalent to 10 visitor admissions or a face-to-face group rate

* If entrance fees and guide fees

** Excluding travel expenses for events outside the Paris Region

LIVE Tourism for all

Our next step:
Open the world
to the general public



The problem



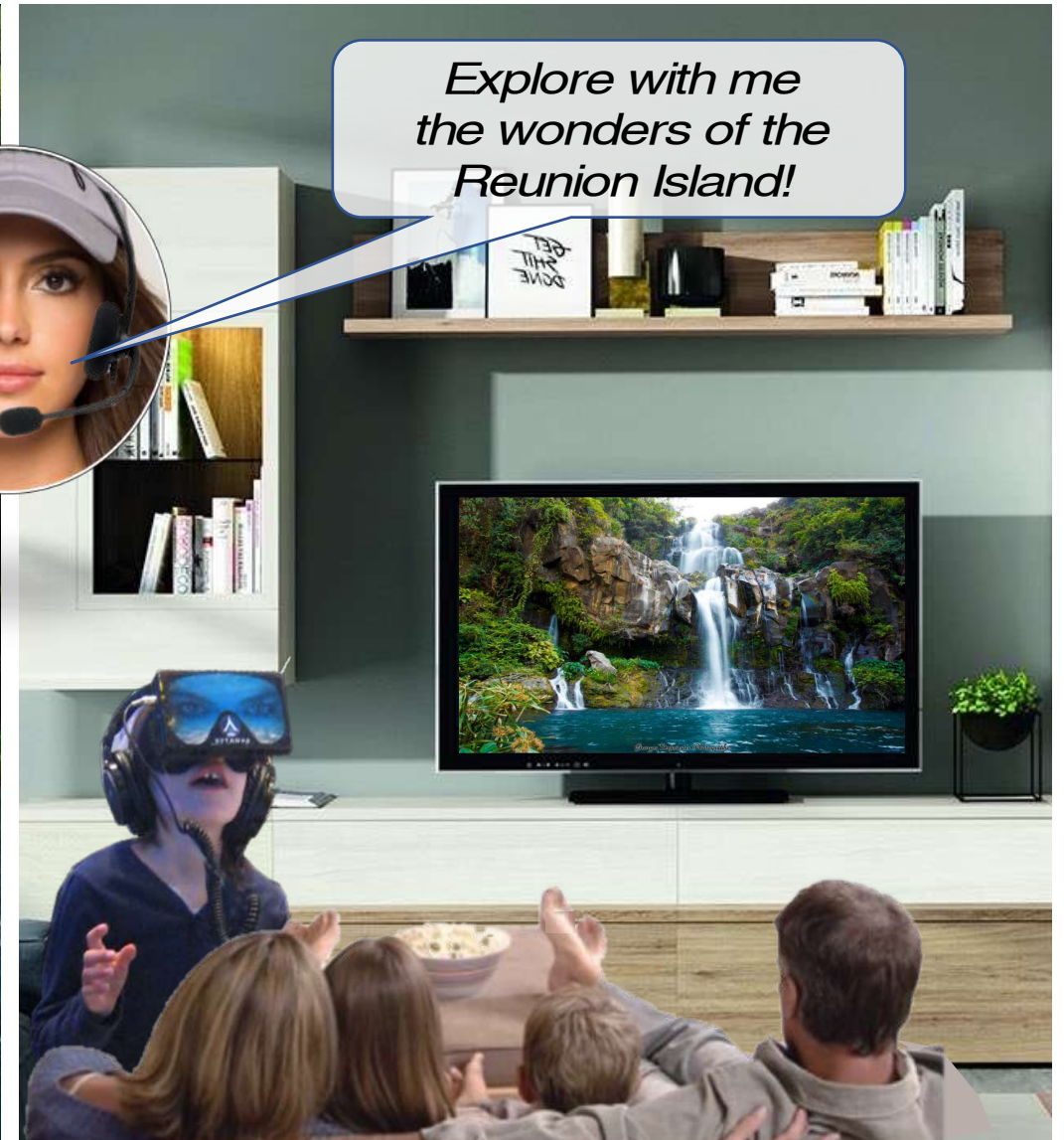
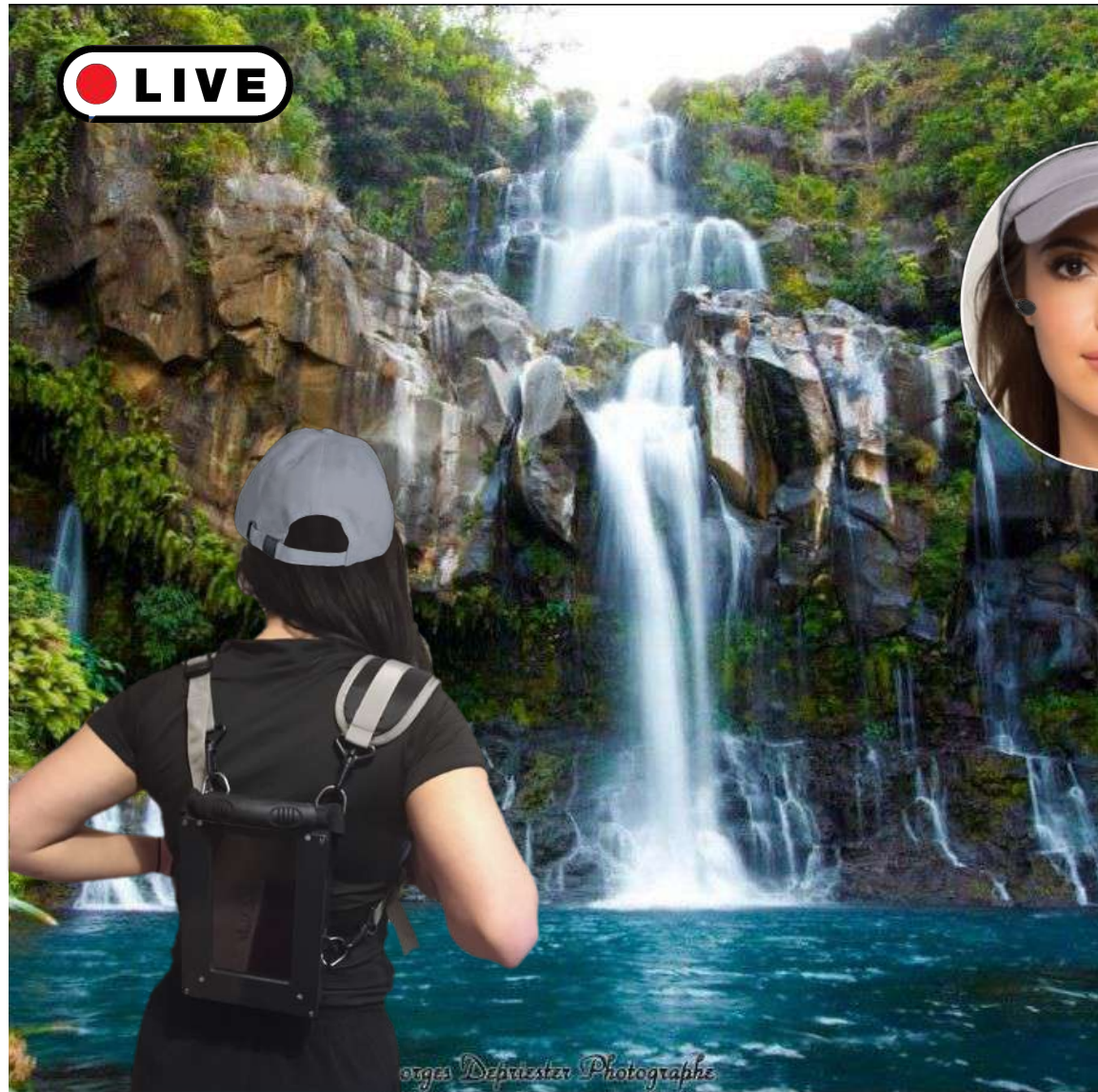
*Today, unfortunately,
it is no longer possible
to travel easily.*

*Digital technologies
make it possible
to discover and explore
tourist areas virtually
from a distance and live.*

*You can no longer
do tourism?, tourism
can come to you!*



The discovery of our planet accessible to all



B2B2C Business Model

PHASES

OFFERS

NETWORKS

BRANDS

REVENUES

1
EVENT

*Service delivery
& event rental*



*Telescapade
brand*



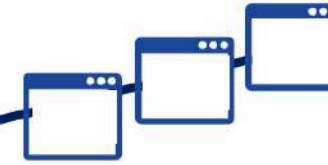
€



2
B2B

*Licensing contract
+ product
+ communication*

€

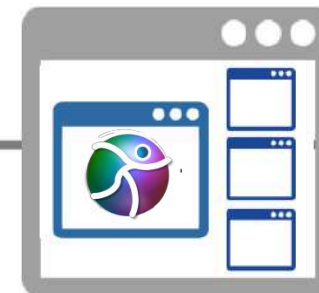


3
B2C

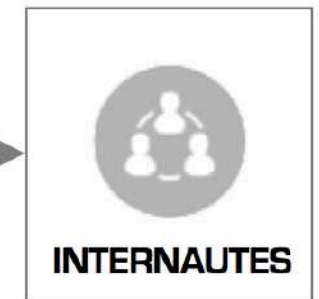
*Freemium:
Subscription /
PPV / Ads*



Telescapade portal



€



LIVE Underwater exploration for all

A woman with brown hair, wearing a black t-shirt and a VR headset, is shown in the foreground. She is holding the VR controller and looking upwards. The background is a vibrant, detailed underwater scene featuring a coral reef with various colorful corals (purple, blue, green, yellow) and numerous small orange fish swimming around. In the upper left, a diver is visible in the blue water. The overall scene is a composite image illustrating virtual reality exploration of marine life.

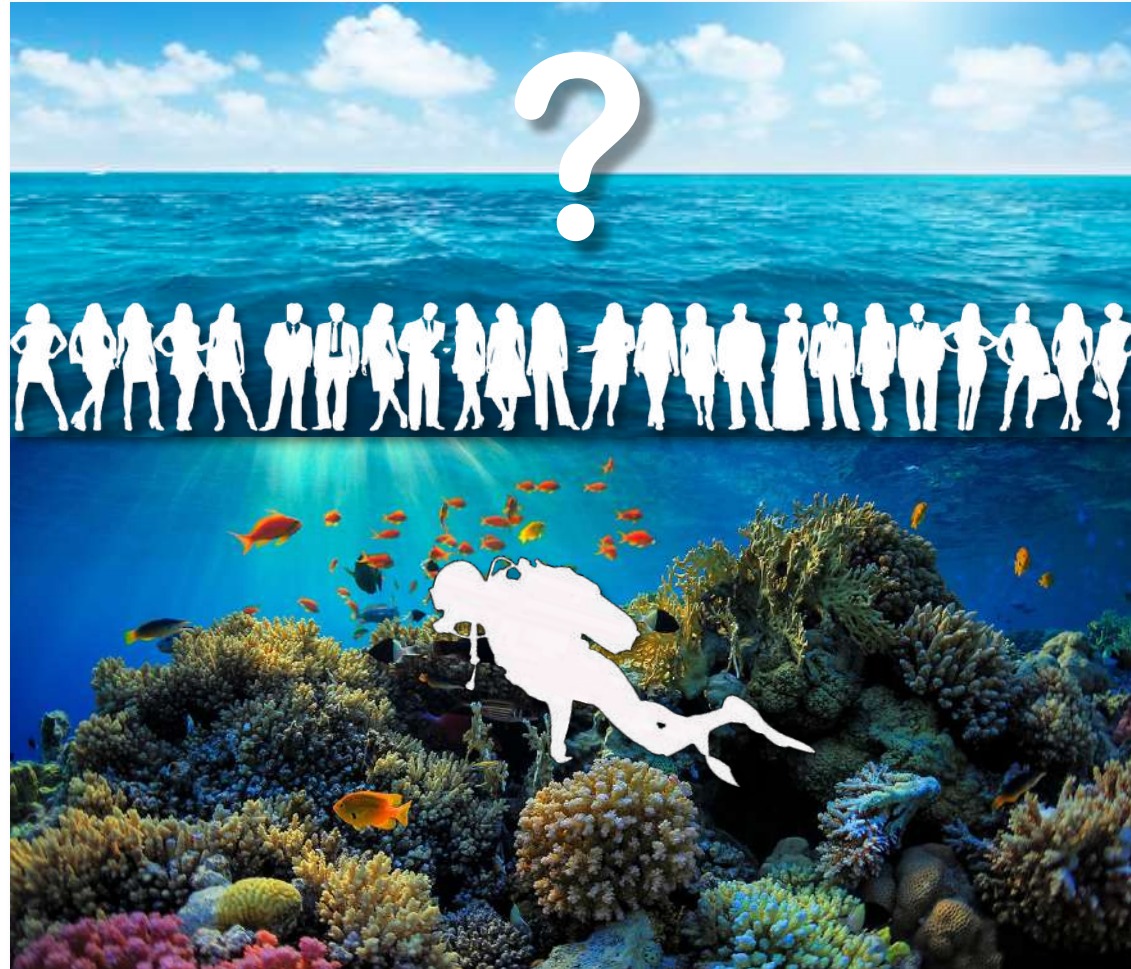
Our historical vision:
Open the oceans
to the general public

The problem

60% of world population would like to explore the oceans but cannot

99.9%

only see the
surface



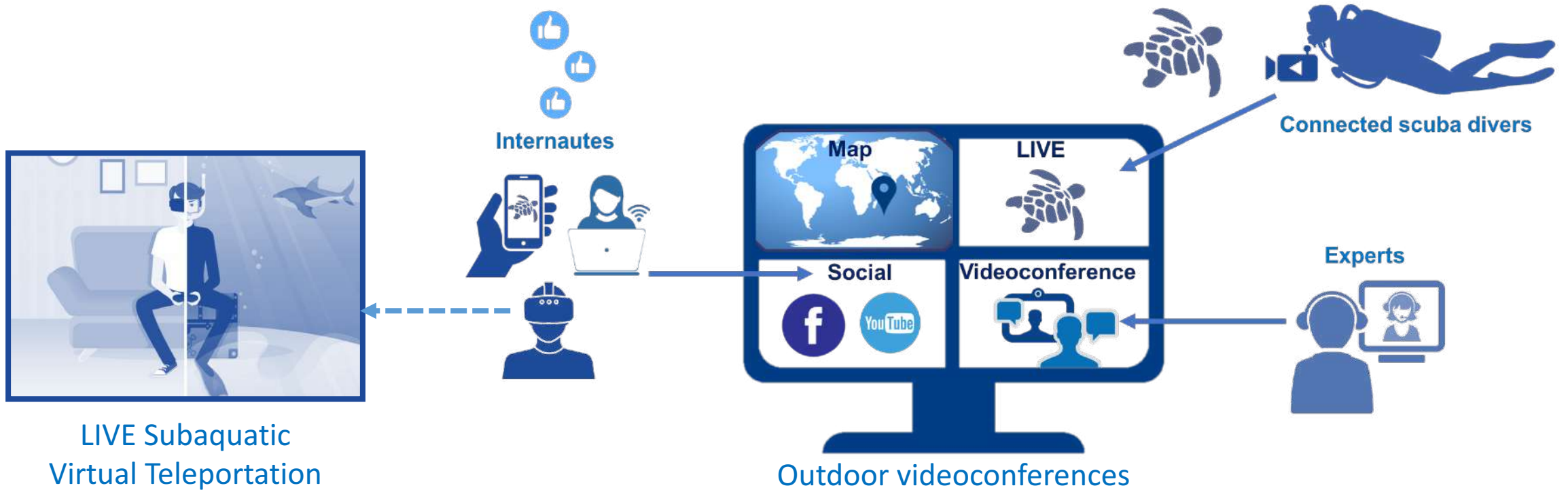
just 0.1%
really dive
into the
oceans



Telescapade

Underwater interactive video conferencing

Telescapade



Underwater video conferencing solution



- **HD Camera**
- **Diver camera**
- **Speaker**
- **Audio capture** : Microphone / hydrophone
- **Housing for smartphone** connected to the surface by Wi-Fi:
 - Video feedback from the surface
 - Embedded applications (AI, site maps...)



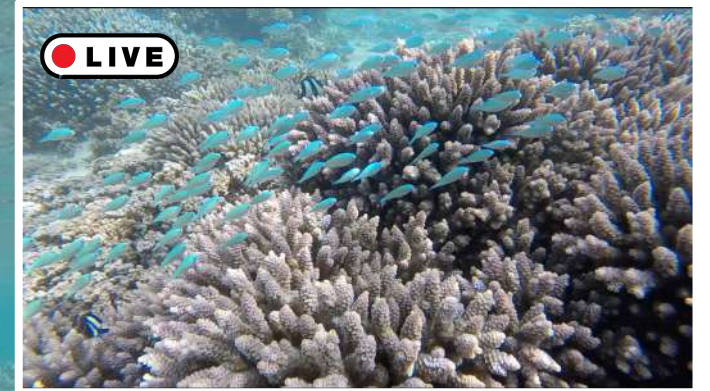
The system is connected with a 30 metres cable to a computer at the surface (boat, beach...).
The computer is connected in 4G to the internet.

Future design

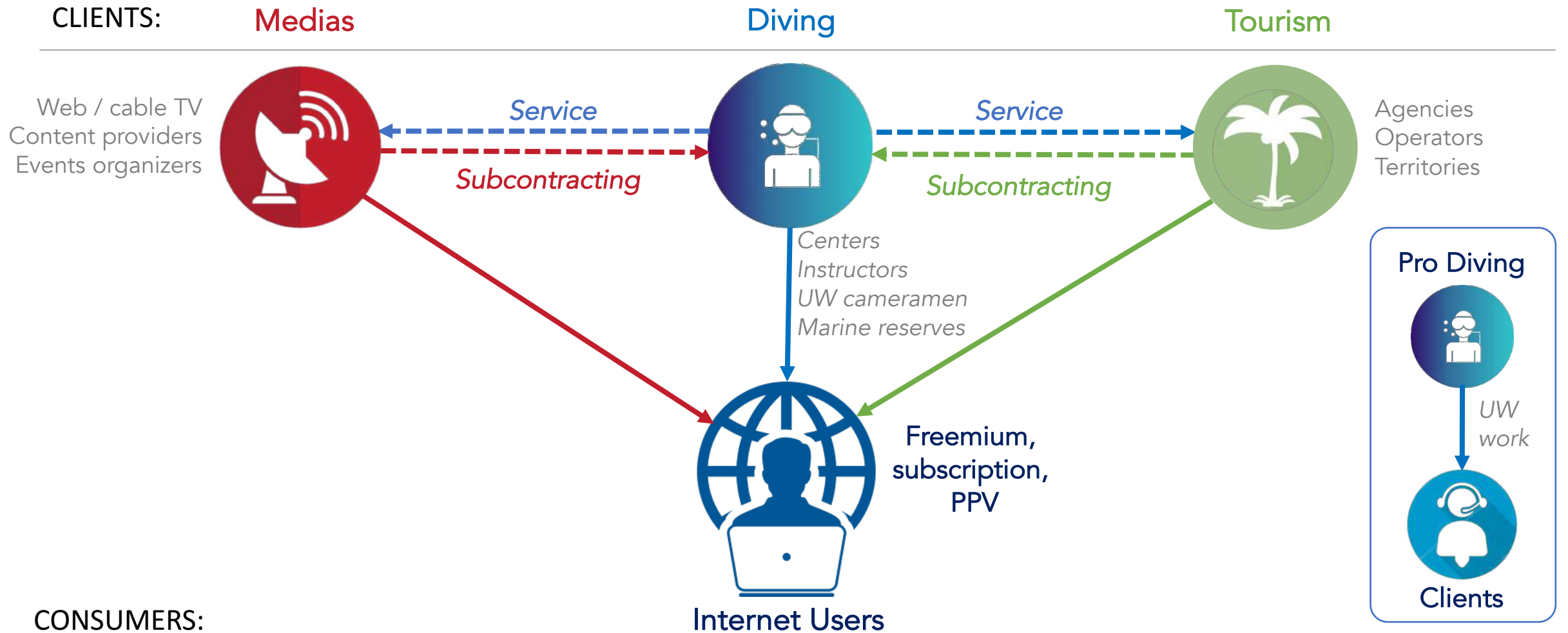


Telescapade

LIVE Underwater videoconferencing system



B2B2C Business model



Our references

Cookies
Factory

Giverny Garden

Thoiry Zoosafari

Lagoon
in La Réunion island



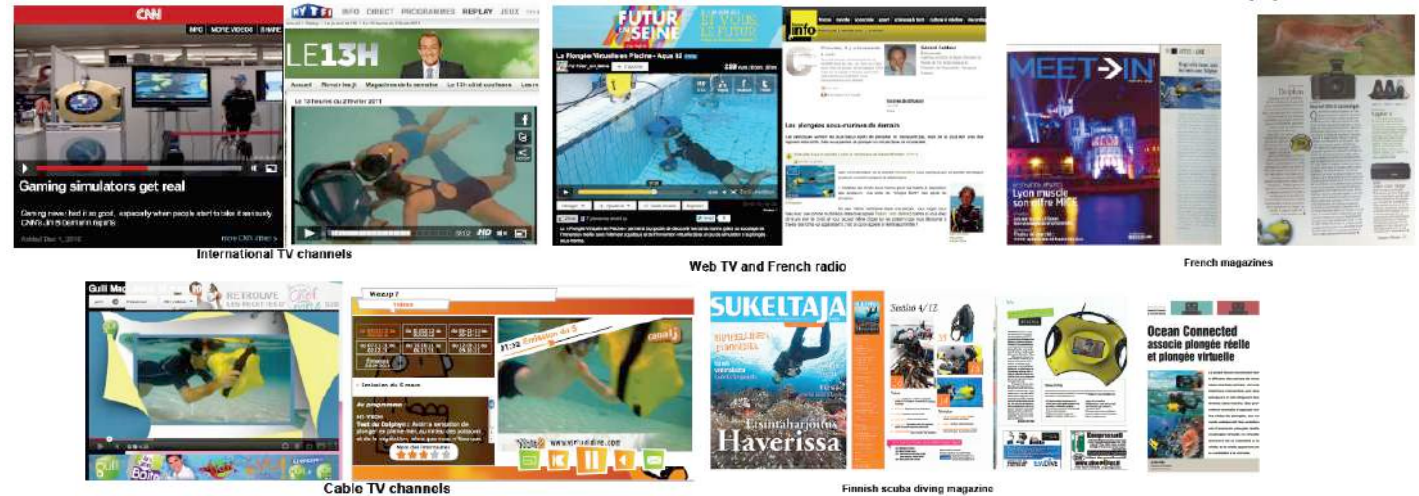
Culture, nature, wildlife... endless events!

Awards and media coverage

- **Geneva Invention Fair 2013**
- Gold medal with congratulations from the jury
- IT category Prize from the French National Institute of Industrial Property (INPI)
- Prize from the French-Swiss Chamber of Commerce and Industry
- Aqualie Award 2008 (Lyon): Best aquatic equipment
- Intraverse Awards 2009 (Imagina, Monaco): Virtual Reality R&D
- Grand Prix du Jury Laval Virtual 2009: Virtual Reality
- "Coup de Coeur" Award, Techinnov 2013
- Etoile du Design Award 2014 (BPI / APCI)

41st International Exhibition of Inventions of Geneva

The world's most important
10 > 14 April 2013
Geneva Palexpo Hall 7





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