



Challenges / Problems

- Lack of motivation to continue rehabilitation
- Unclear effectiveness in the recovery maintenance phase

Proposed solutions

- Combining rehab and games to provide the most motivating and effective rehab experiences.
- The ICAROS system and the visual guidance of gaming improve core and balance, and provide rehabilitation with visualized progress.

Competitive advantages:

- In-house developed gamified training content (VR, digital, online competition eSports)
- International Patents and Awards, Successful Market Launch in EU
- AI-based VR system for neurotherapy.

Looking for collaboration / partnership with:

- Rehab & Therapy Centers
- Hospital and Hospital Chains
- Medical Fitness Clubs
- Sports Clubs / Associations
- Enterprises/Corporates (Employee Health)

Future Business Plan:

- Dominant Market Share in (Neuro) Rehab Facilities
- Recurring revenue through Hardware and Software Subscriptions
- Software-based treatment covered by Health Insurances

Year of foundation	2015
Web	https://www.icaros.com/en/
Headquarter location	Munich, Germany
Number of employees	15
Funding stage	Series A B C D
Experience in global market	Worldwide. Focus: EU, UK, Asia, the U.S
Notable Points	<ul style="list-style-type: none"> ➤ Investment by Segnalita (Swarovski) ➤ 2x Reddot award winner ➤ 2x ISPO Award gold winter ➤ German Design Award 2021