



# Emotional toys

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**Emotive conversational and reflective artificial intelligence**

# The problem



- Alienation and detachment in a global social-media lifestyle.
- Desire to explore personal emotional diversity safely and privately—no reflective capability.
- Mental health, the limit of the mind to self-rehabilitate.
- Sparse and crisis-driven attention upon emotional intelligence in A.I.
- Distinctive, but no requisite variety in form and function.

# The solution



- Emotive-cued responsive A.I.
- Extension of your mind.
- Self-optimises over time through interaction.
- Writes its own extensible code.
- Embodied varieties: Non-human, plush, and warm to the touch.
- Non-embodied varieties: emotive conversational assistants.

# Why now?



- Conversational A.I. a key factor in improving the mind and its reactive dispositions.
- Hardware evolution becoming sufficient to support complex behaviour in software.
- Increasing lifestyle complexity will require a sophisticated solution.
- Monopolies around mobile devices driving customers and developers toward new platforms.

# Market Size



- A.I. explosive in its reach and application
- \$34.1 billion total available market, for all types of companion robots
- Projected growth of 337% toward 2030 \*
- Assistance market: \$29.4 billion
- Companion therapy market: \$5.4 billion
- \$800 million available share of market for our product

\* Prescient & Strategic Intelligence

# Competition



- Explosive market: conversational A.I.
  - ChatGPT, Gemini, Claude
- Artificial therapy animals
  - Paro, Jibo, Emotix, Aeolus
- Cloud-based
  - Microsoft, Apple, IBM, Amazon
- Embodied
  - Sony, Honda, Hanson, Aldebaran, many others



# The Product

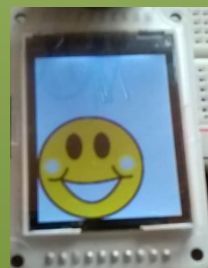


- Interactive assistant for the sensory-deficit.
- Social & mental therapy with artificial animals.
- Emotional toys for adults and children.
- Several splinted product lines available.

Fred



Aeon



Emotional toys

# Competitive Advantage



- Self-optimises, integrates tightly over time through interaction with the user.
- Creates its own wealth stream.
- Non-human, plush, and responds to emotions.
- Gestural interactive capability.
- Value-additive reflective modes.
- Embodied and non-embodied versions.
- Offline capability to guarantee privacy.



# Business Model



- Wholesale purchase of product, add-ons online,
- Feature “borrowing” across platforms,
- Software deployment licensing,
- Collaboration with robot and toy industry,
- Governmental-based health well-being initiatives,
- Evolution of the idea will open new opportunities,
- Open API to encourage community development and increase footprint of the product.

# Team

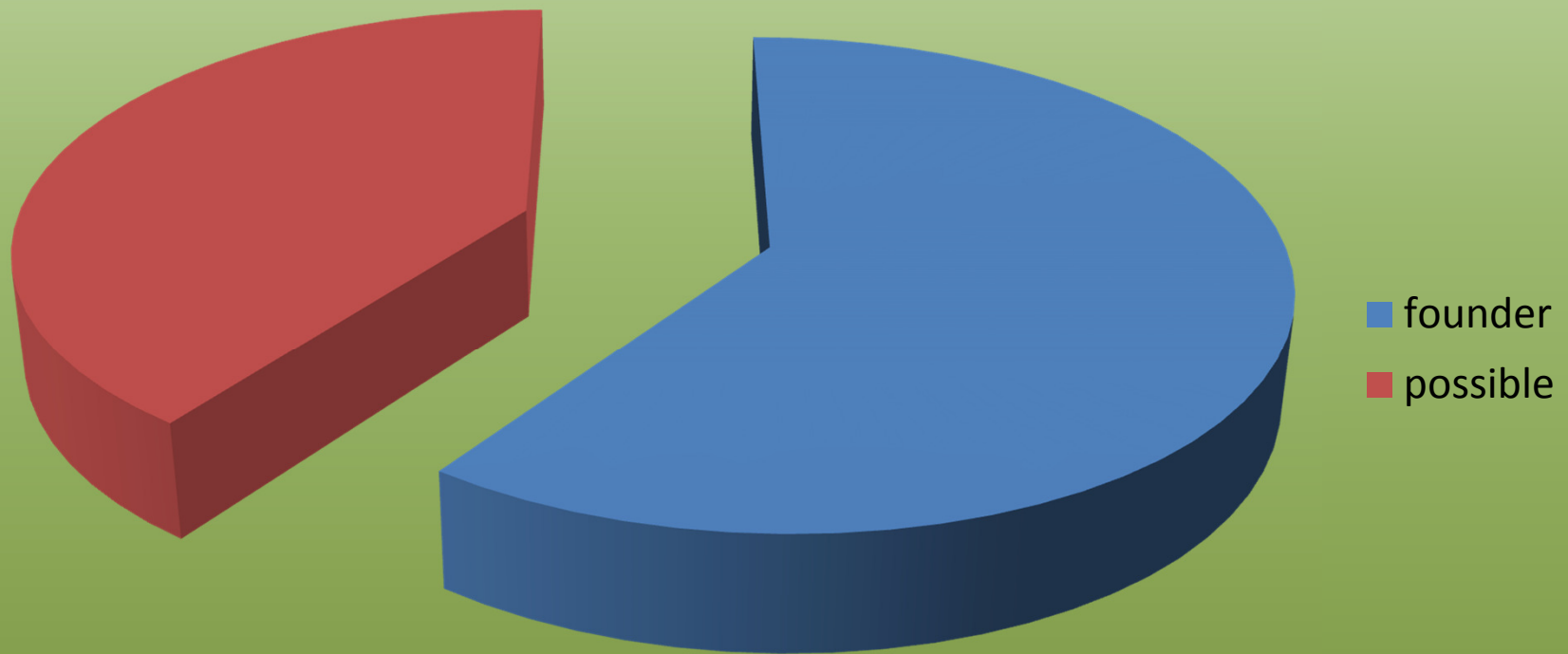


- Dr. Christopher A. Tucker, founder & Development Leader
- Dani Bohm, Creative Director
- Dr. Mehdi Zare, Chief hardware designer
- Ziad Jabbor, Systems validation engineer

# Financials & Cap Table



Owned and open for investment share



# Reasons to Deal



- Emotive software the future of A.I. in the product space with a high but cautious enthusiasm. Trust needs to be established for success.
- Prevalence of ChatGPT narrows consumer understanding gap.
- Plain sailing into and open global market with high growth potential.
- Diversification of product to expand leverage.
- Several platforms in the pipeline.
- Innovative hardware designs.
- Software and hardware manufacturing in-house.