Pitch Deck 2025



Game-based platform for the diagnosis and treatment of neurodevelopmental disorders



1 in 7 people around the world are neurodivergent, but most lack access to care



Over 1 billion people in the world are neurodivergent

(includes Specific Learning Disorders (SLDs), ADHD, Autism and other forms of neurodivergence).



Only 15% on average access care

Most people are unable to access appropriate diagnosis and treatment

Lack of support leads to higher risk of school dropout, antisocial behavior, and poverty



2X School dropout

Neurodivergent youth face twice the risk of dropping out of school compared to their neurotypical peers, with approximately 35% not completing secondary education.

5X Antisocial behavior

The rate of antisocial behavior (bullying, violence, vandalism, and theft) is 5 times higher in adolescents with neurodivergence.

10X Risk of Poverty

Neurodivergent people are at 10 times greater risk of poverty, at a rate of 40% compared to 4% of the general population.

Sources: Al-Lamki L. 2012; Dyslexia Action 2005; CNBC News, 2022.

Families need lifelong support but face long waiting lists and prohibitive costs

Lack of guidance

Parents need support, but most don't know what to do, especially at the beginning

Long waiting lists

In Italy, the time from booking a diagnosis to the first visit can be up to 2 years with the public health sector.



High costs

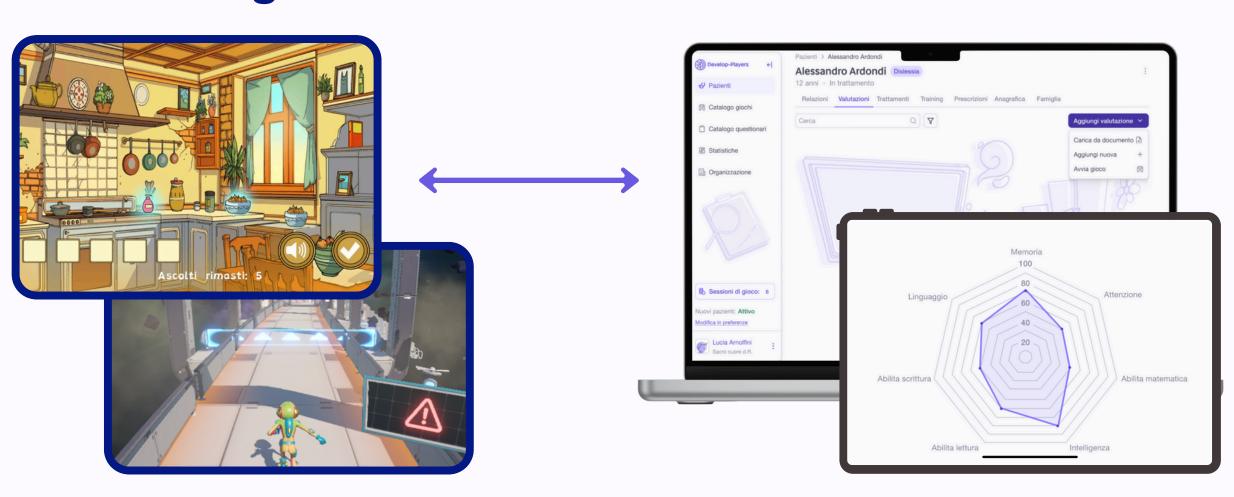
In Italy alone, the diagnosis can cost between €1000 and €4000. Few families can afford the diagnosis and associated treatment.

Through our integrated platform, we guide families through the process and reduce time and costs for clinics



Scientifically validated videogames

Patient management software



Scientific and clinical partners









Our videogames reduce stress and increase compliance in assessment and training





Diagnostic assessment videogames

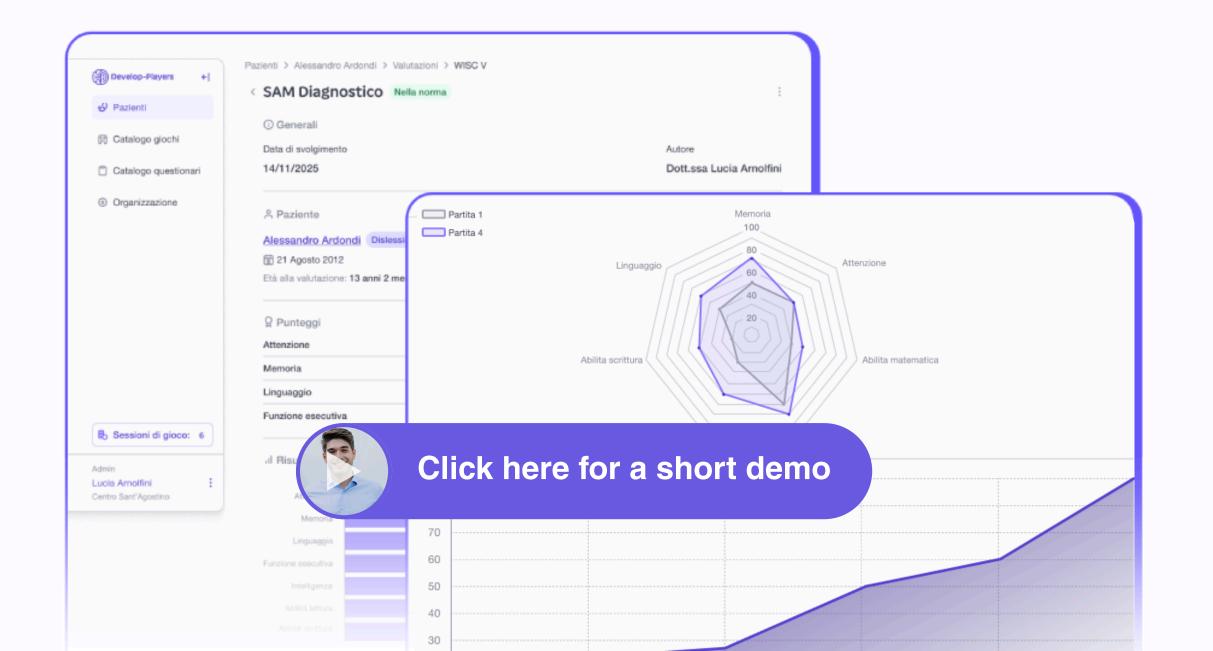
A suite of games designed for neuropsychological assessment in developmental age that combines clinical validity with a playful approach that is suitable for children and reduces the trauma of diagnosis.

Rehabilitation videogames

Therapeutic game programs that, through targeted challenges, help improve cognitive functions, such as attention, memory and executive functions, making the rehabilitation process less stressful, more effective and more motivating.

The videogames are integrated into an Al-powered platform that embeds into clinicians' workflows

The heart of the platform is a software integrated with Artificial Intelligence that simplifies the work of professionals, easily connects them with families and guides them towards a patient-centered approach, personalising diagnosis and rehabilitation paths with therapeutic video games.





Instant connection between clinicians and families



Electronic Health Record



Videogames integrated into a patient-centered path



Automatic report generation



Full access to data



Compliance with GDPR and EU Al Act

A scalable SaaS model with B2B revenue streams driven by end-user adoption



3rd Revenue Driver Pay-per-use Videogames

In Italy there are millions of underserved people and the majority of clinicians work in the private sector

Clinicians

324k

Mental, behavioral and allied health practitioners in Italy

Children & Adults

4.8M

Neurodivergent people aged 6-40 in Italy

In the jungle of tools, it is time for a one-stop solution for clinicians and families



We combine patient management, assessment and training videogames in a single platform: clinicians work faster and better and patients receive more precise and guided care

Generalist Patient-Matching Websites

which are not specialized on neurodivergence and ask for high commissions









Practice Management Tools

which mainly focus on invoicing and don't help on many other critical time-consuming tasks



SimplePractice

DTx and Software providers

which either do not integrate in the daily practice of clinicians or don't have strong clinical validation















We have already raised funding and achieved important milestones...

2023-2025 825.000€ AUCAP

PRODUCT

- Proffilo (screening game) for schools
- SAM game for neuro-psycological evaluation
- Eye-Riders game for cognitive enhancement
- Strategic pivot to clinics and commercial expansion

RESEARCH

- Scientific research published on HELIYON journal
- 6 scientific studies published in total

TEAM

- Hiring of CTO
- Hiring of sales and marketing directors



265.000€ GRANTS

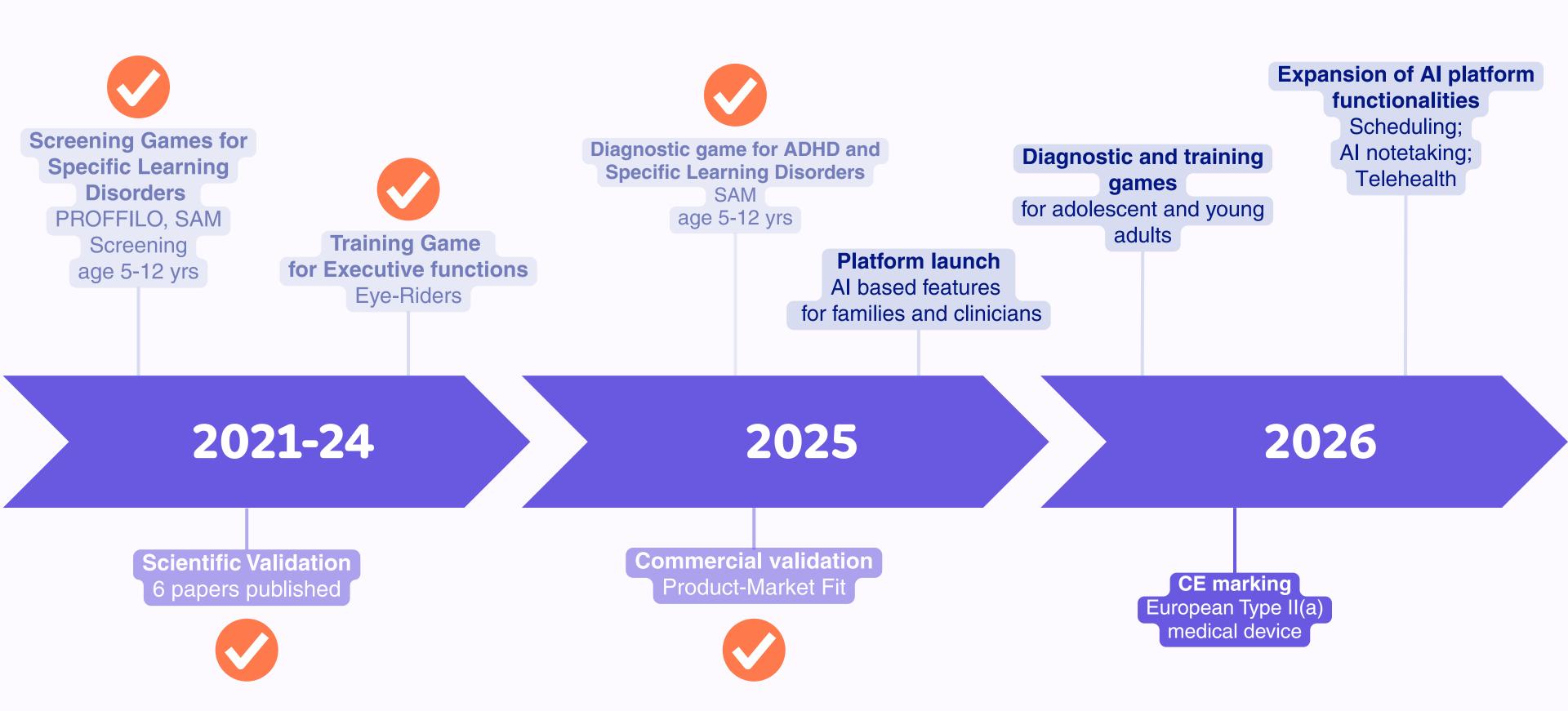




PRODUCT

- Development of the clinical platform
- Al integration
- Completition of QMS for ISO 13485 Cert
- Adaptation of Eye-Riders for assessment

...now we are ready to obtain CE marking and increase the AI functionalities of our platform



We have seen a strong traction in pre-launch sales with €100k in contract pipeline generated in 3 months

4X LTV / CAC ratio 680€
LTV
Per Clinician.
Expected to increase up to €5k in 2030

30%
Demo Conversion Rate

11.5£
CPL
-13% CMGR

100k€ pipeline in
3 months

+50% Clients'
CMGR



Our plan to build a profitable business with a strong social impact

	Today	In 1 y	In 2 y	In 3 y	In 5 y
Buyer Persona	Mental health private clinics working with children in Italy	Mental health private clinics working with children in Italy	All mental health private clinics in Italy	All mental hea	alth private clinics nospitals
	Completing product development	Only considering Italy in these projections			
ARR	20k€	236k€	1.3M€	4.5M€	21.3M€
ACV (clinicians)	560€	830€	1120€	1500€	2290€
Tot. Clients (clinicians)	50	600	1.8k	4.2k	10.9k
Total patients *	2k	24k	72k	168k	436k

^{(*):} assuming 40 patients connected in the platform per clinician per year

Our team unites business execution, clinical and AI expertise and we are backed by leading investors with large EU and USA networks

Go-To-Market Exec



Luca Formica
CEO & Founder
EMIT @ Bocconi University
Ex-Bain & Company; ex-Amazon
Founding team @ Tracera.com
(now raised \$12M Series A)



Pierluigi Casolari
Sales and Partnerships Director
Ex-Founder @ CheckBonus
Ex-Founder @ Koinup Srl



Yuri Ceschin
Growth Marketing Manager
Ex-Founder @ BuoneNotizie
and CheckBonus

Scientific Experts

ADVISOR



Mariagrazia Benassi PhD
CPO & Founder
Full Professor of Psychometrics
@ University of Bologna Author
of 100+ scientific articles



Mattia Barbaresi PhD
CTO
PhD in Al and Creativity
@ University of Bologna
Former SWE back-end @ lab51



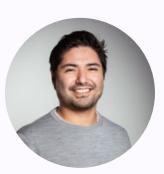
Luigi Marotta
Speech Therapist @ IRCCS
Bambino Gesù Hospital, Santa
Marinella
Co-Director of the Journal of
Neuropsychology,
Psychotherapy and
Rehabilitation

Impact Focused Investors

INVESTOR



Lisa Tortolani
Partner @ 20Fund
Ex-Founder @ ABCya.com
(successful exit)



Alejandro Ibarra
Principal @ Opes Italia Sicaf, impact investor



Pietro Bonanno
Partner @ 20Fund
Ex SVP Partnerships and
International Sales @ Hydrotech
Engineering
(closed contracts for >\$15M
with Fortune 500 companies
like Wal-Mart, Coca-Cola, Nike)

Play is the highest form of research

Albert Einstein

Let's have a chat!



Luca Formica CEO

mobile +39 345 330 7882 email <u>luca.formica@develop-players.com</u> website www.develop-players.com

Who believed in us:





20







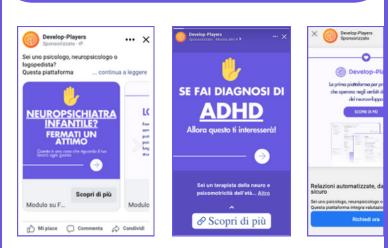




Annex

We're building our acquisition strategy around 2 proven pillars + 2 to come in 2026

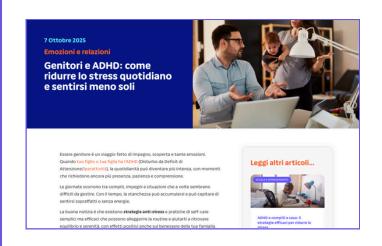




Automated campaigns targeting professional leads and drive demo requests

CPL < 15€ 150+ avg leads per month

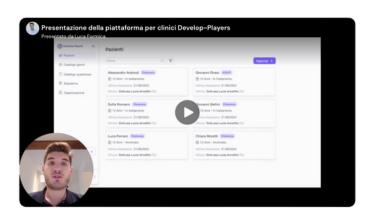




SEO-optimized content on ADHD, SLDs to boost brand authority and positioning

> 60% of our website traffic is organic





Webinars and workshops for clinicians and schools to educate, build trust, and generate high-quality leads



Digital community for clinicians—offering networking, case sharing, and to drive retention and engagement.

Start of 2026 End of 2026

Since 2021, we proved we can have strong social impact, with 5,000+ screenings and 200 trainings completed

Social impact is an integral part of our product. All key metrics are tracked directly in a social impact dashboard that clinicians and families can monitor. This allows us to have constantly updated impact metrics and greater user engagement in our mission.

