ctly Placed

Dr Austin Gibbs



Immersive Technologies

Augmented Realit

Virtual Reality

Machine Learning

Artificial Intelligence



Virtual reality is an artificial environment that is created with software and presented to the user in such a way that the user suspends belief and accepts it as a real environment.

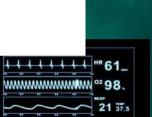












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biometric

Aerology



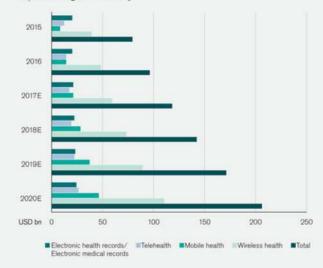




The Diverse Potential of VR & AR Applications Predicted market size of VR/AR software for different use cases in 2025* Enterprise and public sector \$5.1b \$11.6b \$16.1b Consumer \$18.9b \$4.7b Total \$35b Healthcare Engineering \$2.6b Real estate \$4.1b Videogames 🔵 Retail \$1.6b \$1.4b Military Live events 🔵 \$0.7b Education Video entertainment 🥏 \$3.2b * Base case scenario \odot statista 🖍 @StatistaCharts Source: Goldman Sachs Global Investment Research

Healthtech market

expected to grow materially



biometric @

Source Statista, Credit Suisse

#Sandbox



and and





#Sandbox

















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