TECHNOLOGY

Well, I would say one thing, the word “trust” does not come to mind when I hear “technology,”

Transparency

When it comes to healthcare people don’t want to be thought of as data

I have to admit I do not trust it, but that is because I don’t know who is operating it

Possibilities. We can use technology to help spread the word about prevention

Black-box, Impersonal, Helpful, wealth, sterile, efficiency

Peace of mind, assurance, machine learning, less anxiety

Transforming, enriching, protecting

Reliable

Progressive, future, interactive, modern

Innovation, progress, making life easier/faster/safer
The word “technology” is not front of mind when I hear the word “trust.” The definition of “trust” mentions a “belief in character,” and I don’t think “character” is an attribute I would ever assign to a technology. When I do consider whether or not I might trust the /character/ of a technology, I can’t help but think of their lead—Bezos, Zuckerberg, Jack, Jobs, Gates.

Validation, familiarity, branding,

Connection

Trust...putting your faith (and life) into someone's care

Reliability, truth, gut-feel, science

Confidence, fidelity, support

Contradiction

Private

Believing in people/things and not having to worry or have anxiety over things

Loyalty, happiness, companionship, relationship
I believe it is possible to have both, but, on the personal level, only with transparency and hard wired privacy built in. This can lead to new ideas, new treatments, more possibilities, and I do trust in the power of that aspect of tech. As a tool of the trustworthy, the options for good are nearly limitless.

(Lack of?) privacy, trust but verify, blind trust, leap of faith

Transformative and inventive, high regard to safety, consideration of risks, maximize determinants, optimal enrichment possibilities, ensure most favorable outcomes

Contradiction

Predictable

Manageable, privacy, progressive

The ability to have stress automated away

It makes me think about the security of my data. Also about how accurate the information is. Technology is moving far beyond the intellectual level of the everyday person. Therefore we have to trust the technology that we use every day. If I’m given a diagnosis of cancer by technology that runs on AI can I trust it?
Litesprite’s games help people manage chronic health conditions.

Clinicians and players rely on our data insights.
Sinasprite - clinically-validated self-help mental health digital therapeutic
## Unique Player Generated Data Suitable for Risk Prediction

<table>
<thead>
<tr>
<th>Type</th>
<th>Description</th>
<th>Rating</th>
<th>Manageable</th>
</tr>
</thead>
<tbody>
<tr>
<td>Other</td>
<td>I have a lot of self doubt, what if I’ll never be good enough? I feel it in my chest and it physically hurts</td>
<td>5</td>
<td>1</td>
</tr>
<tr>
<td>Relationships</td>
<td>I feel like I’m not good enough for anyone. Especially my family. I’m stressed about it because I don’t know how to better myself and even if I do, it probably won’t be good enough for them.</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>Relationships</td>
<td>Finding harmony in these tiring times</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>Health</td>
<td>Worried of Illness</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>Health</td>
<td>Anxiety and panic Attacks like I’m getting a heart attack and die</td>
<td>5</td>
<td>1</td>
</tr>
</tbody>
</table>
Optional clinician involvement
Diagnoses include

- Anxiety
- Depression
- Substance Abuse
- PTSD
- Bipolar
- Severely Mentally Ill
Sinasprite

Player driven world exploration game.
Based on clinically accepted framework of Bandura's Social Cognitive Theory that improves a player's self-efficacy and awareness
Socks is a peer that provides emotional support

“I love Socks!!! The calmness of Socks is truly helpful. It's like having a digital companion on the healing journey.”

– Darryn, M, 51
Socks guides players through journaling

Exploring emotions
Socks guides players through meditation

Diaphragmatic breathing
World expands as player learns skills with Socks
+20 global health innovation awards
Real World Evidence

+2 more work days/week

Sinasprite + therapy = Same scale improvement as a pharmacologic

Independent studies conducted by:

THE OHIO STATE UNIVERSITY
COLLEGE OF PHARMACY
Journal of Medical Internet Research

MADIGAN ARMY MEDICAL CENTER
A digital therapeutic with above average retention makes it ideal for long-term recovery.

9000 sessions

3x above industry standard

2x Above leading consumer product
Suzette

48
Caregiver
Bipolar, Depression

"Having the app [Sinasprite] as a tool to use is very convenient.....it feels like you’re playing a real game... I love the meditation. I don't know how to settle myself and focus inwards. Be calm."
Darryn

51
Veteran
Player since ‘18

"I find [Sinasprite] to be a useful healing tool…provides mindfulness on a grand scale"
Hilda

46
Medicaid Patient
Cannabis Abuse
Bipolar
PTSD
Moderate Depression

"When you live alone - you have to find other ways to do things to *not be lonely* or bored. It is so awesome. I really like it. When I have things on my mind, the *journaling is very helpful*. I like to watch *Socks* make things float away or put in the box."
Creating tech to empower people make meaningful steps in their life.

What are the things in that are easy to do and achievable? What are the "Quick Wins"?
How does the experience make a person feel throughout?
How are you criticizing the person?
Where does the experience overwhelm and overpower?
How is the end user’s state of mind or lifestyle considered in the experience?
What is the use case? What condition, demographic, etc is the target?
How intuitive is this for the end user?

“I have used all the apps out there…this [Sinasprite] is the first app that addresses stress that doesn’t stress me out. You don’t talk about stress – we just focus on the things you need to do.”
"Games that treat mental-health issues….will be extremely popular in the next decade. … Doctors and therapists could prescribe casual videogames … as a first line of attack against depression, anxiety and post-traumatic stress disorder."
Game Your Health

Swatee Surve
swatee@litesprite.com
World expands as player learns skills with Socks
Socks guides players through meditation

Places to explore emotions
Sinasprite

A clinically validated game-based self-help mental health DTx for the emotional and clinical journey of the chronically-ill

Based on clinically accepted framework of Bandura’s Social Cognitive Theory

Unique combination of evidence-based methods & mindfulness strategies

Journaling
Meditation
Diaphragmatic Breathing
Gratitude
Physical Exercise

Optional clinician involvement.
Diagnoses include:

Anxiety
Depression
PSTD
Bipolar
Substance Abuse
Severely Mentally Ill
Darryn

51
Veteran

"I find it to be a useful healing tool...provides mindfulness on a grand scale... I love Socks!!! The calmness of Socks is truly helpful. It's like having a digital companion on the healing journey."
Trust

1a : to rely on the truthfulness or accuracy of

b : to place confidence in

c : to hope or expect confidently

2a : to commit or place in one's care or keeping

b : to permit to stay or go or to do something without fear or misgiving
Who uses Sinasprite: Appeals to a wide age range so it’s great for families*

**Average Player:**
Female, 36

<table>
<thead>
<tr>
<th>Gender</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Non-Binary</td>
<td>3%</td>
</tr>
<tr>
<td>Female</td>
<td>64%</td>
</tr>
<tr>
<td>Male</td>
<td>33%</td>
</tr>
<tr>
<td>N/A</td>
<td>1%</td>
</tr>
</tbody>
</table>

*With COVID-19, a notable increase in sign-ups in 18-40 age range*
Above average retention makes it ideal for long-term recovery. Usage is episodic and longitudinal. (N=1027)

Certain cohorts, such as Men +50 have higher retention (N=43)

Data from Dec’19

3x higher than industry standard
2x higher than consumer product