



# Litesprite

Game Your Health

Swatee Surve

## 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

# TRUST

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

# TRUST AND TECHNOLOGY

## Security

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

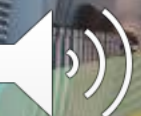
It makes me think about the security of my data. Also about how accurate the information is. Technology is moving far beyond the intellectual level of the everyday person. Therefore we have to trust the technology that we use every day.. If I'm given a diagnosis of cancer by technology that runs on AI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



Litesprite

Litesprite's games help people manage chronic health conditions.

Clinicians and players rely on our data insights.

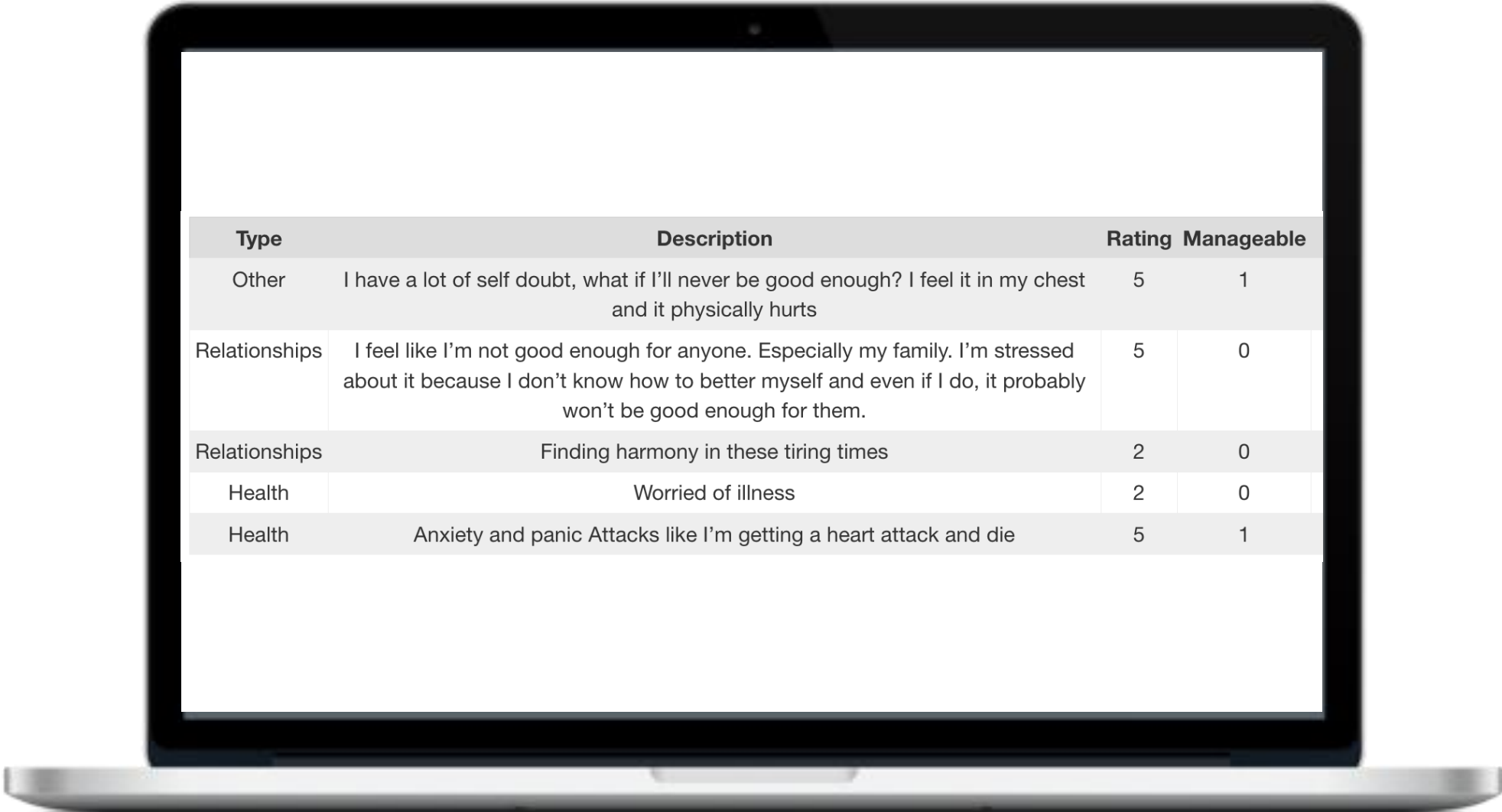




# Sinasprite - clinically-validated self-help mental health digital therapeutic



# Unique Player Generated Data Suitable for Risk Prediction



Type	Description	Rating	Manageable
Other	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	5	1
Relationships	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.	5	0
Relationships	Finding harmony in these tiring times	2	0
Health	Worried of illness	2	0
Health	Anxiety and panic Attacks like I'm getting a heart attack and die	5	1





Optional clinician involvement  
Diagnoses include

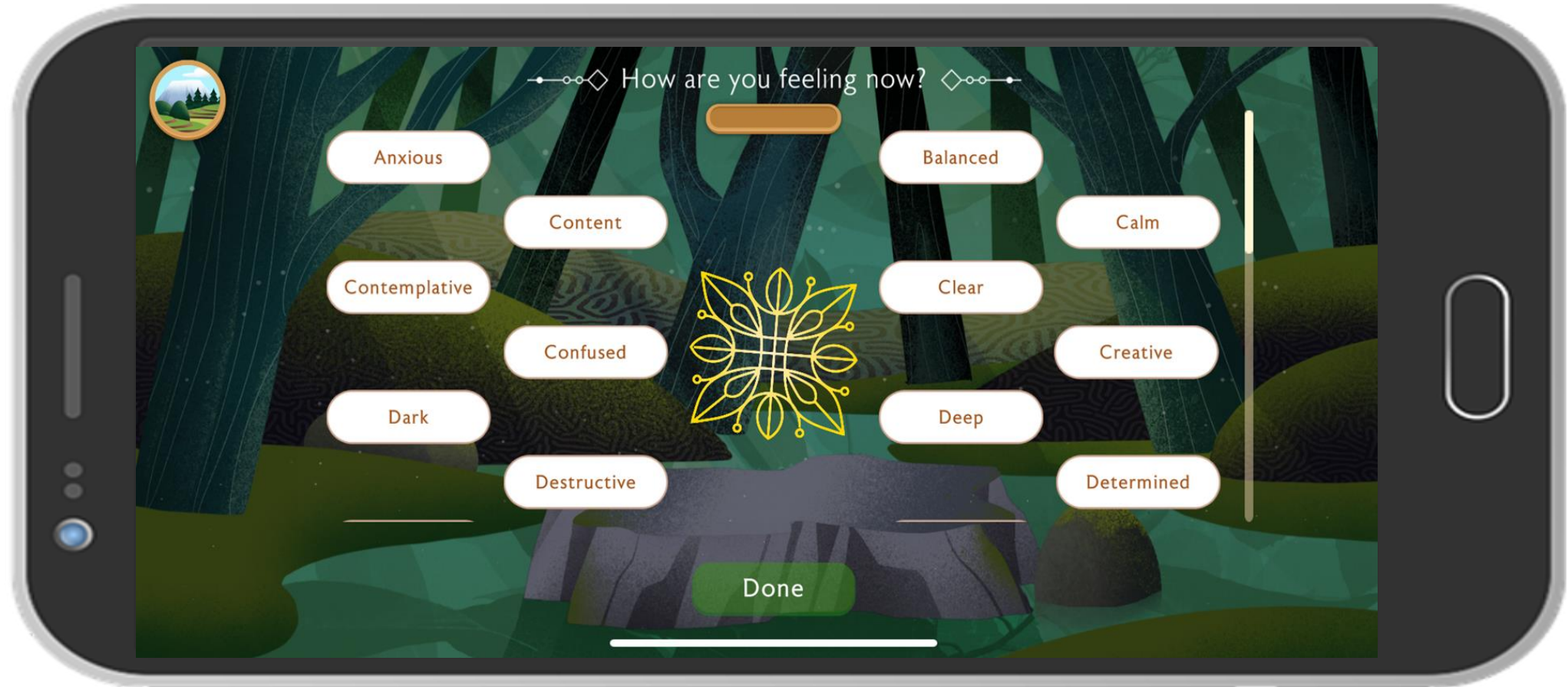
- Anxiety
- Depression
- Substance Abuse
- PTSD
- Bipolar
- Severely Mentally Ill



# 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



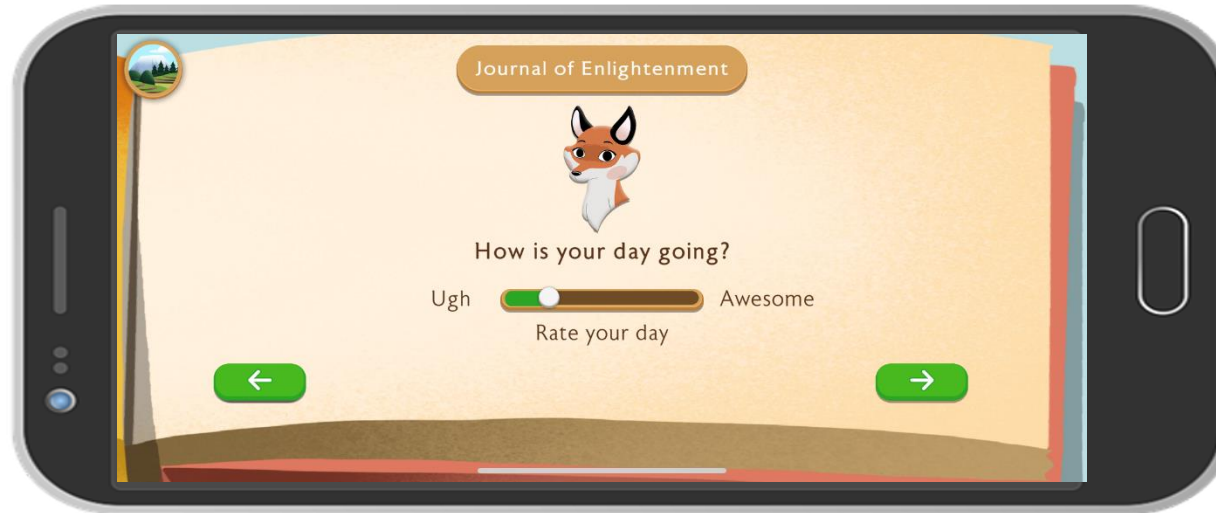
Socks is a peer that provides emotional support



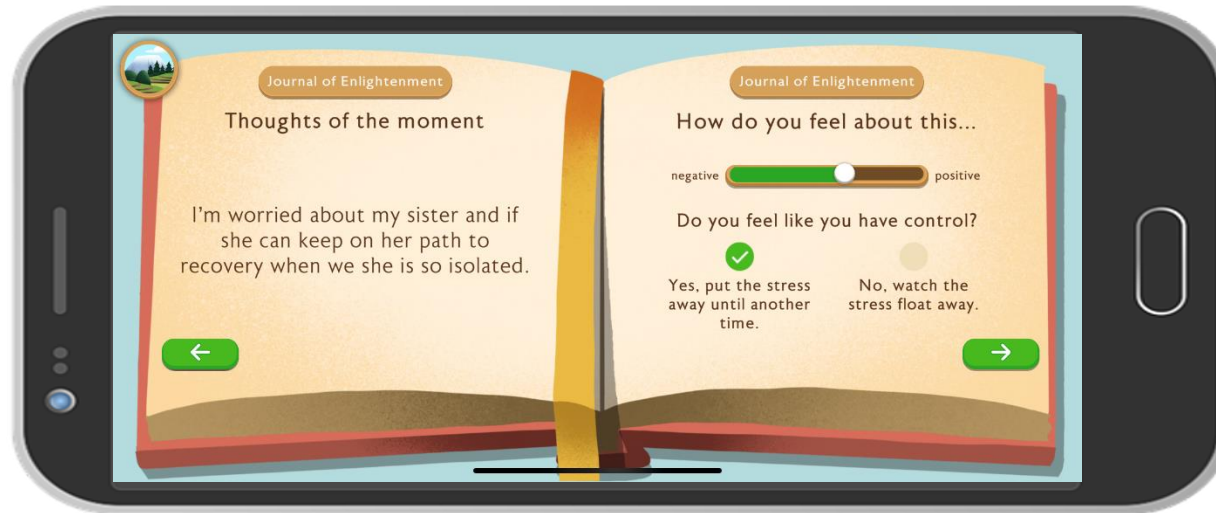
“I love Socks!!! The *calmness of Socks* is truly *helpful*. It's like having a *digital companion on the healing journey*.”

– Darryn, M, 51

# Socks guides players through journaling

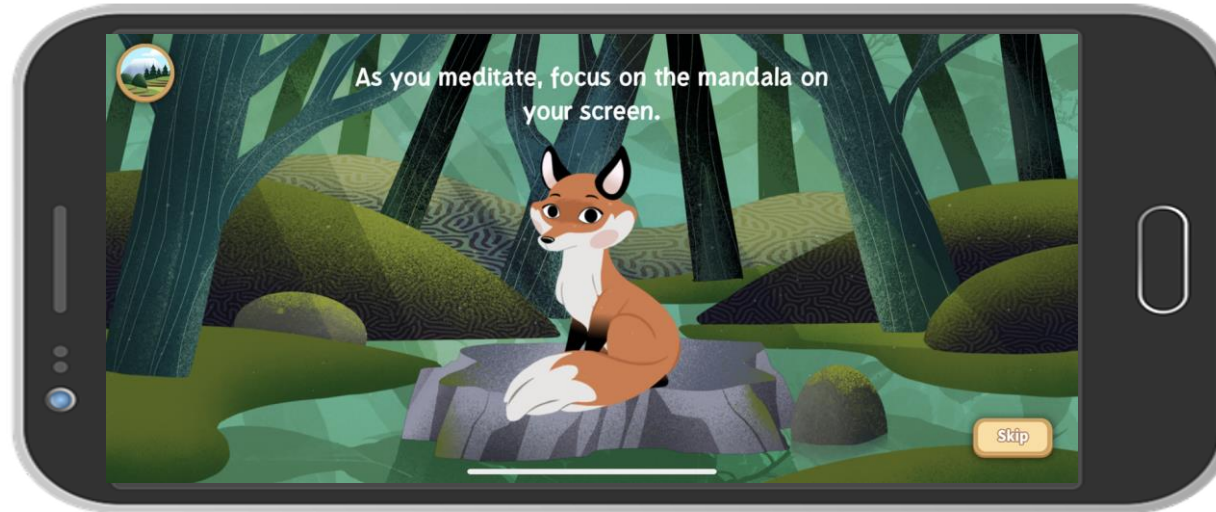


## Exploring emotions

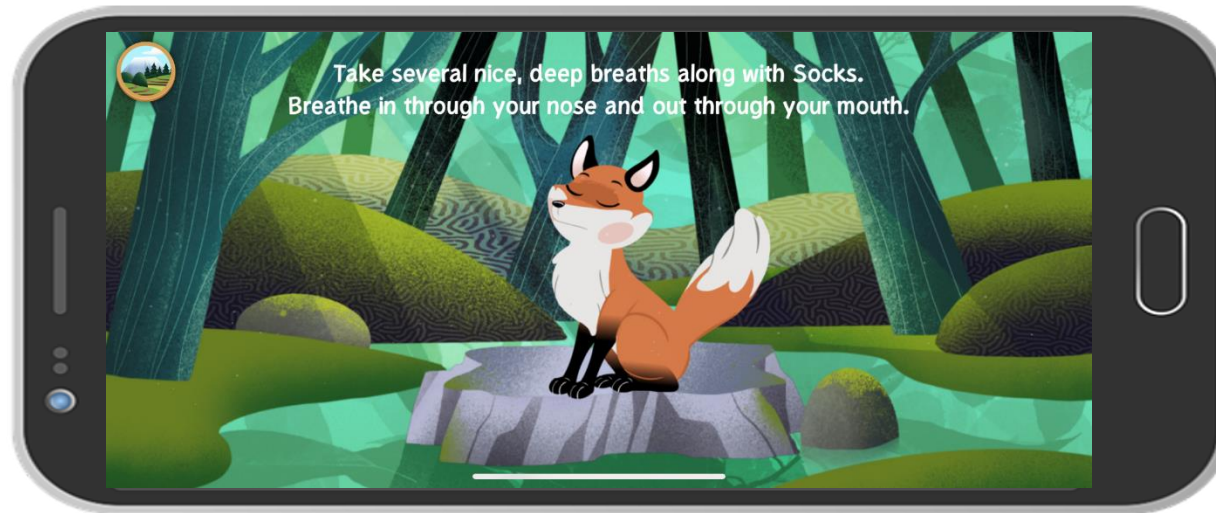




## Socks guides players through meditation

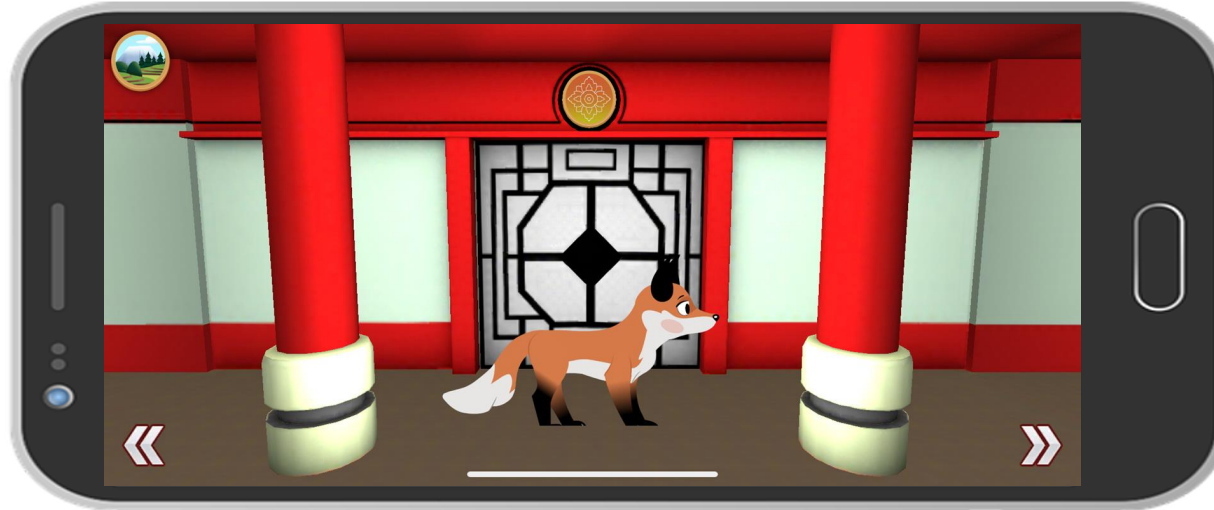


## Diaphragmatic breathing





# World expands as player learns skills with Socks



# +20 global health innovation awards



Robert Wood Johnson Foundation



U.S. Surgeon General





## 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.”





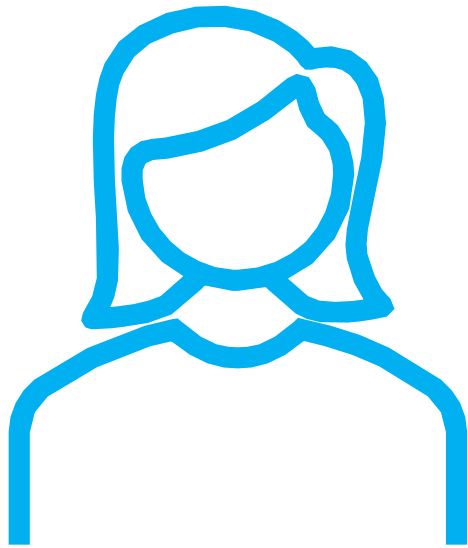
## Darryn

51

Veteran

Player since '18

"I find [Sinaspri] 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?

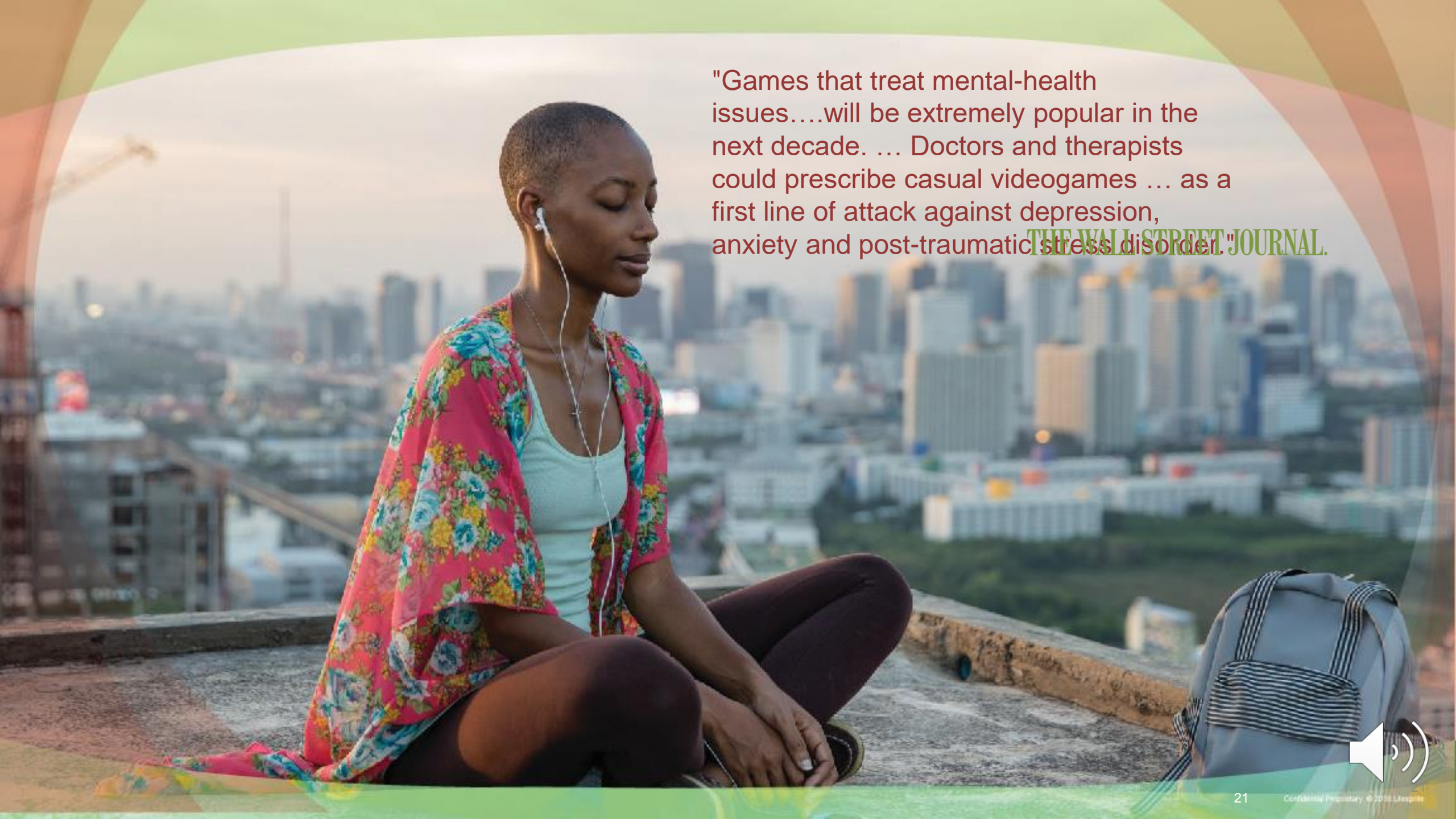
How intuitive is this for the end user?

"I have used all the apps out there...this [Sinaspri] 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." **THE WALL STREET JOURNAL.**



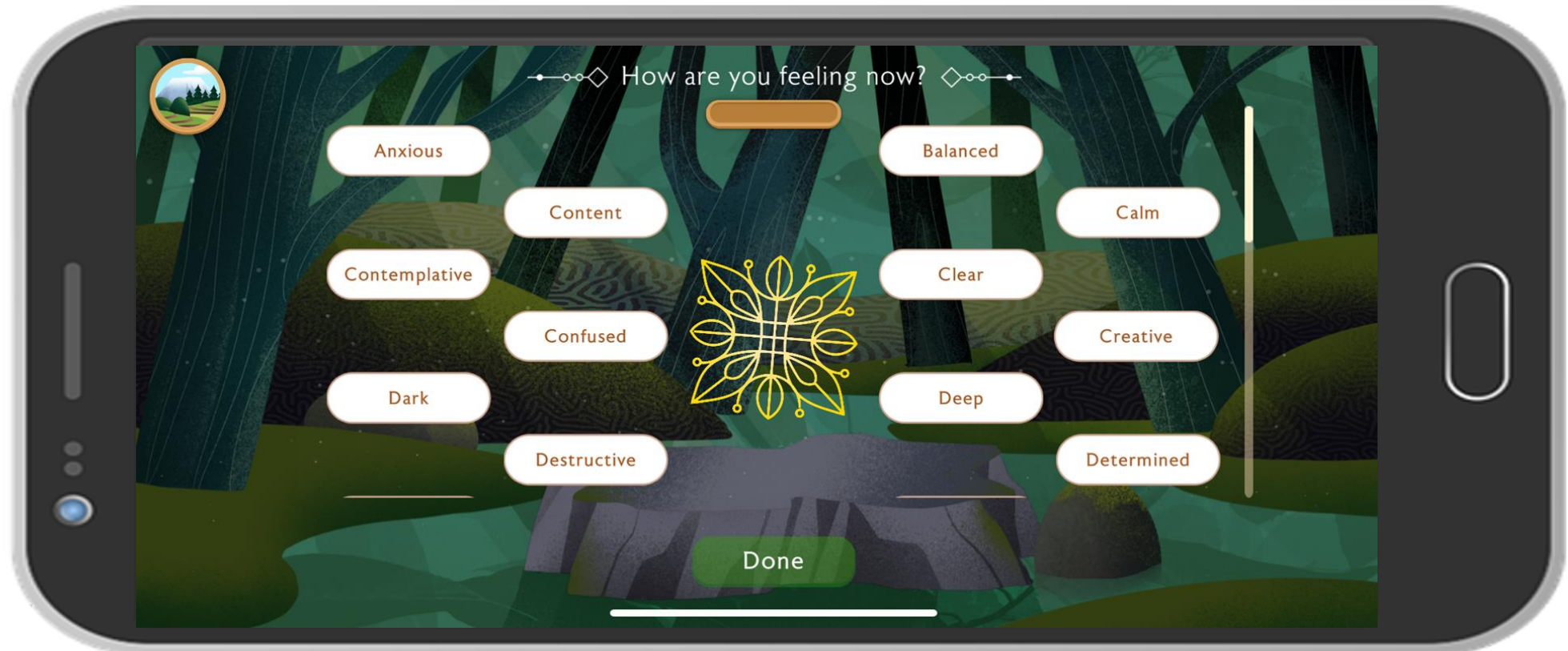


# Litesprite

Game Your Health

Swatee Surve  
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# Places to explore emotions



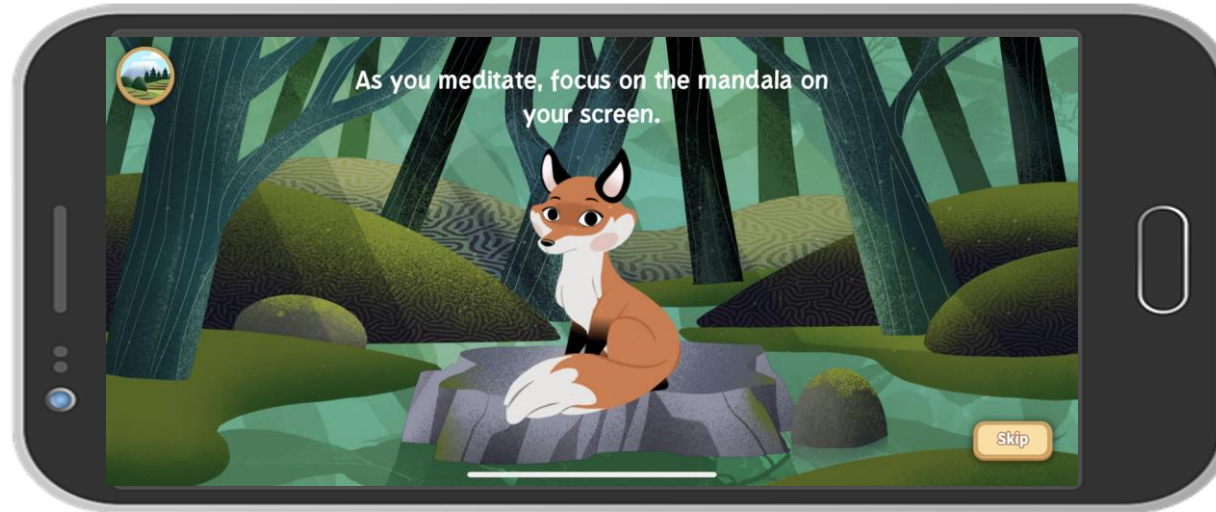


World expands as player learns skills with Socks

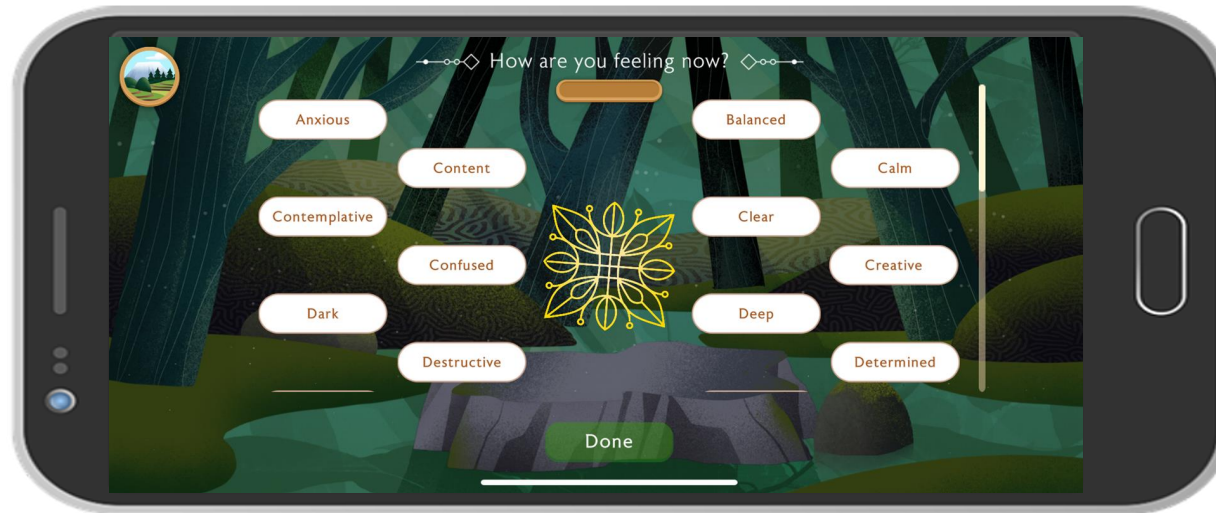




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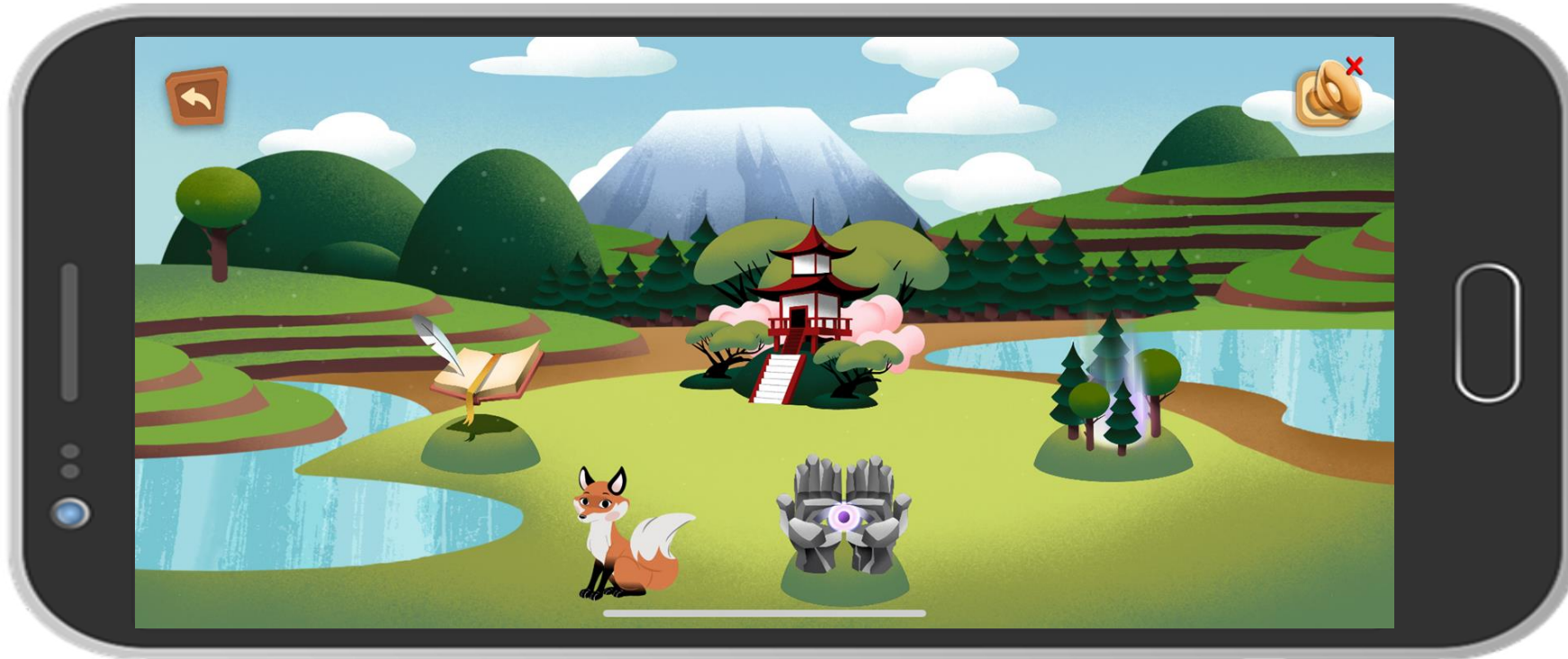


# Places to explore emotions



# 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  
PTSD  
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

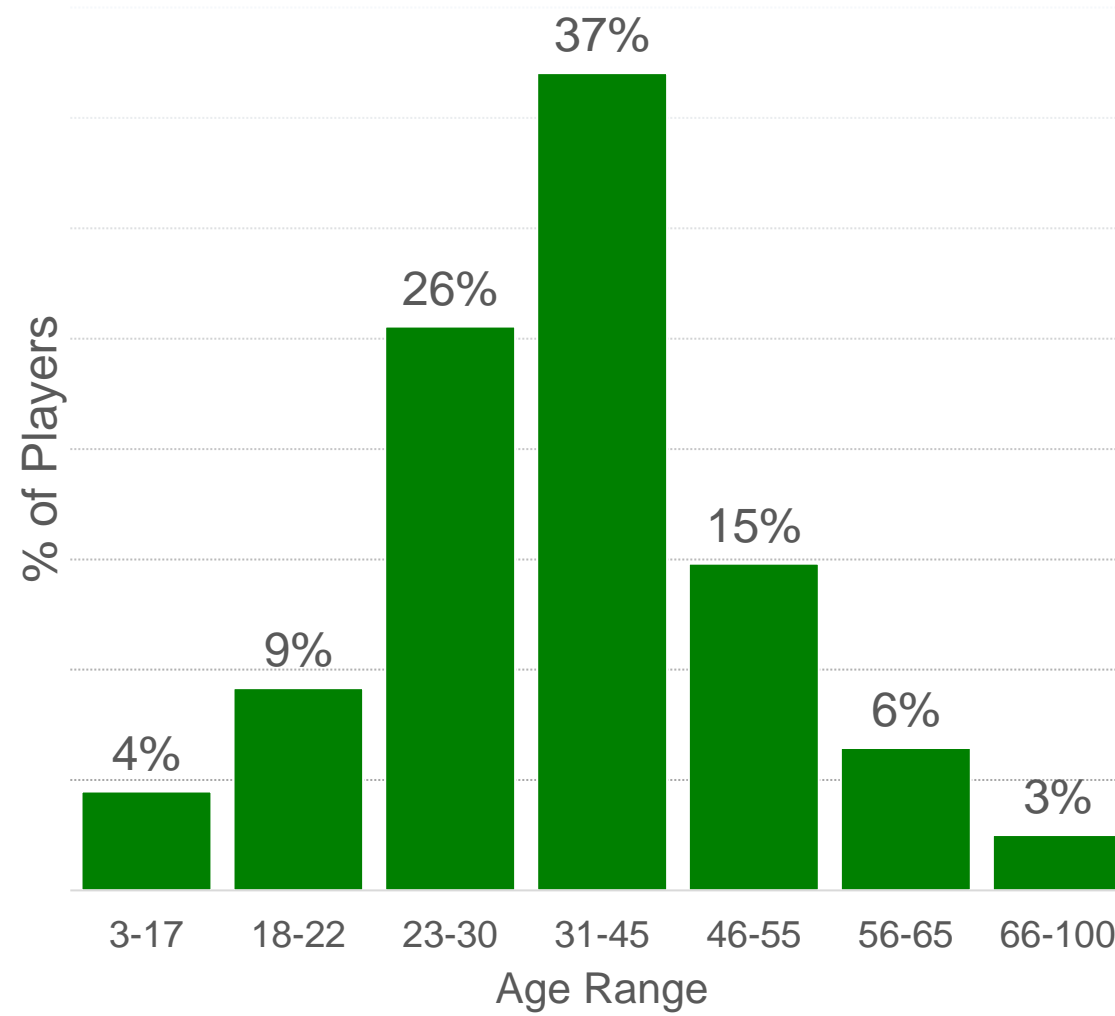
b : to **place confidence** in

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

Gender	
Non-Binary	3%
Female	64%
Male	33%
N/A	1%

As of 7/11/20

\* 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

