Welcome to the

Xzistor Concept

The world's first artificial brain model…

Problem

- **Basics of brain still not understood**

- **No agreed definition of emotions**

- **No agreed definition of intelligence**

- **Unable to build humanoid robots with intelligence and emotions...**

- **Global robot race on hold..!**

Solution

- **Xzistor Concept brain model**

- **Only solution in the world!**

- **Proven by demonstrators**

- **No close rivals**

- **Patentable & *highly* disruptive**

What is the *Xzistor Concept*?

A complete principal understanding of the brain that explains how it works functionally and how human brain states can be written in mathematical terms and translated into computer programs to control robots - which will provide them with emotions and intelligence that are principally no different from humans.

Markets (world-wide annual £)

- **AI industry (£ billions)**

- **Humanoid robotics (£ billions)**

- **Education (£ billions)**

- **PC Gaming (£ billions)**

- **Metaverse (£ billions)**

- **Advertising (£ billions)**

Markets problem awareness

- **The lack of a basic understanding of the brain is widely known to be holding back brain science and 'wide' AI (humanoid robotics)**

- **OpenAI, Softbank Pepper, etc. now closing down robotics laboratories**

- **Researchers around the work (e.g. DeepMind) trying to find solution**

- **Also known as the 'AI Winter'**

The time is now!

- **Robotics and brain projects are giving up (£ billions wasted)**

- **AI & robotic industries diverting to narrow AI & ML projects**

- **The Robot Age is waiting to be reborn!**

- **Some say it could be the biggest industry ever...**

Go-to-market Strategy

1 Start with a simple metaverse demonstration where avatars have their <u>own emotion and intelligence</u> – reinforcement learning (like 'babies' already proven by Xzistor LAB.

2 Move to commercial metaverse Xzisterra where 'players' can place an avatar of themselves in a metaverse and allow it to live and make now friends based on emotional and intelligence traits derived from its owner. This will only require a simple Wizard program.

3 Build the world's first truly intelligent and emotional robot that will learn like a human (only faster) and lead the way to Super Intelligence.

Business Model

1 Simple metaverse business model. Players pay to enter and purchase digital assets within Xzisterra.

2 Physical robots <u>with intelligence and emotions</u> can be built and sold into numerous industries e.g. entertainment, research, science, advertising, medical care, education, space exploration, military, filming, companion robots (adults and children), AI, etc. Patentable with licenses sold to different OEMs.

3 Gradually build Xzistor LAB towards a global robotics power house – with patented IP. Franchise arrangements with major international robotics projects. Retain IP.

Technology Development Roadmap

1

Start with a simple 3-D 'baby' avatar robot in a metaverse environment (C++ and OpenGL code) already developed by Xzistor LAB. (Month 1 - 8)

2

Expand to multi-player metaverse with players able to insert a personalised version avatar into Xzisterra 3-D environment. These avatars will have a total autonomous option using their own intelligence and emotions. (Month 8 – 16)

3

Xzistor Concept brain model patent specification (Month 1 – 9). (Month 1 – 10)

4

Physical Xzistor robot roll-out programme (Month 16 – 28)
Start with Education Robot in learning confine (already proven by Xzistor LAB) (Month 24 – Month 36)

Defensibility

- Only 1 solution in the world!

- Tested & Proven

- Patentable (contains many novel aspects / trade secrets)

- No current rivals

- Possible future rivals 20 years away from similar solution!

Team Overview (Proposed)

Initial small team:

- CEO (Governance, Finance, Marketing)
- CTO – Rocco Van Schalkwyk (Tech Design and Delivery)

For initial app projects, work will be outsourced to 3-D (metaverse) developer

For physical robot projects, work with universities and robot companies

Finances (Burn rate) – first year

- CEO (£100/hour full time)
- CTO (£100/hour full time)
- TOTAL: £512 000
- Metaverse Demo: £200 000
- Metaverse Full: £550 000
- Physical robot programme: £ 1 million

(Above include securing patent for Xzistor Concept)

ROI – first year

- In line with other metaverse platforms – but with he unique patented differentiator of the ability to generate avatars with <u>own intelligence and emotions.</u>

- This will achieve company set up, MVP delivered, <u>provisional patent secured,</u> program plans for all future projects. Proof that Xzistor Concept can be embodied in applications. Metaverse and physical robot solutions ready to be sold worldwide.

Finances (Burn rate) – 1st Year

- CEO (£100/hour full time) £192 000 / annum
- CTO (£100/hour full time) £192 000 / annum
- TOTAL: £384 000

- 1 x Senior Coder *per project* (£100/hour full time) *£192 000 / annum*
- 1 x Junior Coder engineer *per project* (£40/hour full time) £76 800 / annum

Fundraise Requirements and Cap Table

- **Firs year: ±£500 000**
- **Second year: ±£1M for physical humanoid Xzistor robot development roll out**

- **Note: Xzistor physical and virtual demonstrators already built and concept proven! https://youtu.be/Y7Whqax98pA**

Unique Opportunity

- The robotics and AI industries have wasted billions on humanoid robotics projects that neither deliver adequate returns to investors nor captured the imagination of the public.

- A 'game changer' is needed

- The public will only be convinced of humanoid robots once witnessing robots with 'real' intelligence and emotions.

Contact

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