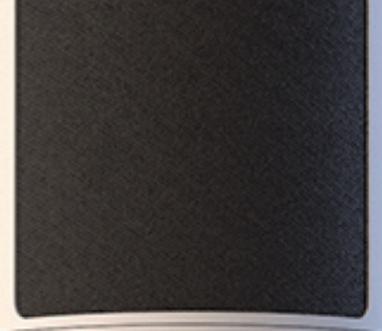
# **broomx**









**IMMERSIVE SYSTEM** Merging physical and virtual worlds, made simple



PROBLEM



# WAYS TO PERCEIVE IMMERSIVE MEDIUM



## **Domes & Caves**

20 195

50 EUR

50



...............................

# Expensive

# Complex





# INTRODUCING MK360

# THE WORLD'S FIRST IMMERSIVE PROJECTOR



Multi-person VR



No headset

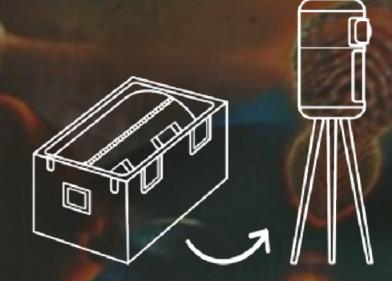




Any media







# Plug & Play 5 minute setup



3 walls + ceiling projection



# C COMPLETE SYSTEM

# HARDWARE **& SOFTWARE**

**BROOMX** proprietary software works seamlessly with the hardware to:

- adapt any 360° content to any room shape and size.

- play anything created for other VR devices: standard video files, Unity interactive apps and more. You can also upload your own content via USB or network.

- connect to live streamings.

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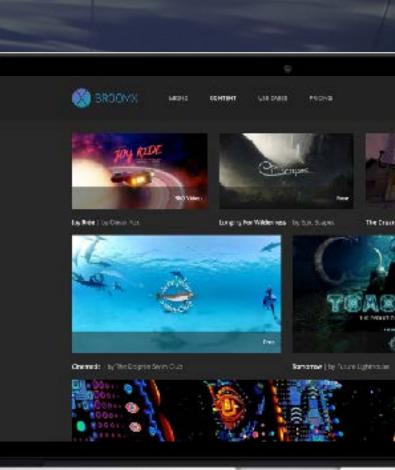
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CONTENT PLATFORM



Curated library of the best immersive artists worldwide

Manage MK360 remotely, with analytics and admin tools

User friendly control via your smartphone

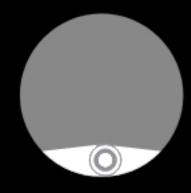




# **MK**360 Technical specifications

## **Optimal placement**

Floor surface: 10-150m2 / ceiling h 2,5-5m. Total darkness and white or clear color walls. Domes between 5-15m diameter. Distance to frontal projection wall: 2,5 - 5m



## Projection features

- Full HD 1080p
- 2500 lumen
- 200° horizontal

## Audio features

- 5" mono enclosed audio
- 105w power
- XLR stereo inputs
- Jack stereo inputs

### Power consumption

300W MAX / 31W standby

## Dimensions

180cm high x 42cm diameter 32kg weight



## Media specifications

mp4, H264, Equirectangular 4K (3840x2160p), 30pfs, AAC stereo 44,1/48KHz. Also: .jpg / .obj

### Internet

Not required







# MK360 Optional accessories



## Flightcase

Bespoke flight case for easy transportation. 56x56x100 cm



## Wheeled platform

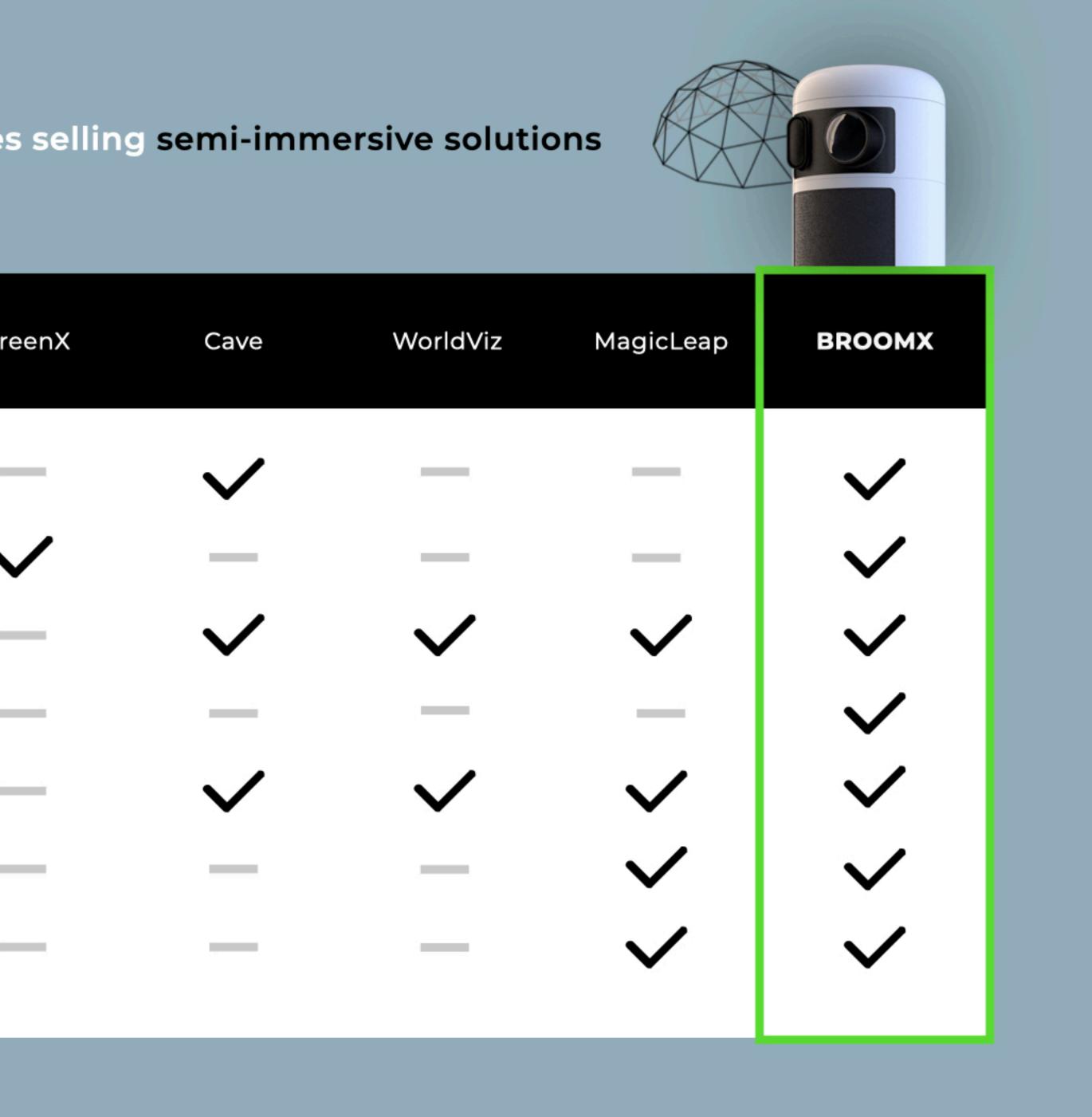
For an easy transportation between different rooms and spaces



## COMPETITION

Our most direct competitors comprise companies selling semi-immersive solutions such as theater VR, domes and cave systems.

	ompanies > enefits v	Igloovision	Holodome	Scre
Fu	ull immersivity	$\checkmark$	$\checkmark$	-
Si	ckness free	$\checkmark$	$\checkmark$	
Fu	ull interactivity	$\checkmark$		-
М	arketplace			_
Sp	oatial Calibration			_
Af	fordable		_	-
Fu	ull portability		_	_



# HOW WILL MK360 HELP YOUR BUSINESS?

In the business of ENTERTAINMENT AND EVENTS, the rise of a new media format historically comes with a boost in major brands marketing activities. Immersive media is the next big thing in communication

## SURPRISE YOUR AUDIENCE Your message will be heard if it comes with a WOW

# MAXIMIZE THE IMPACT

Being immersed together and interacting as a group is better than isolation

**POSITION YOUR BRAND** Creative opportunities are virtually limitless

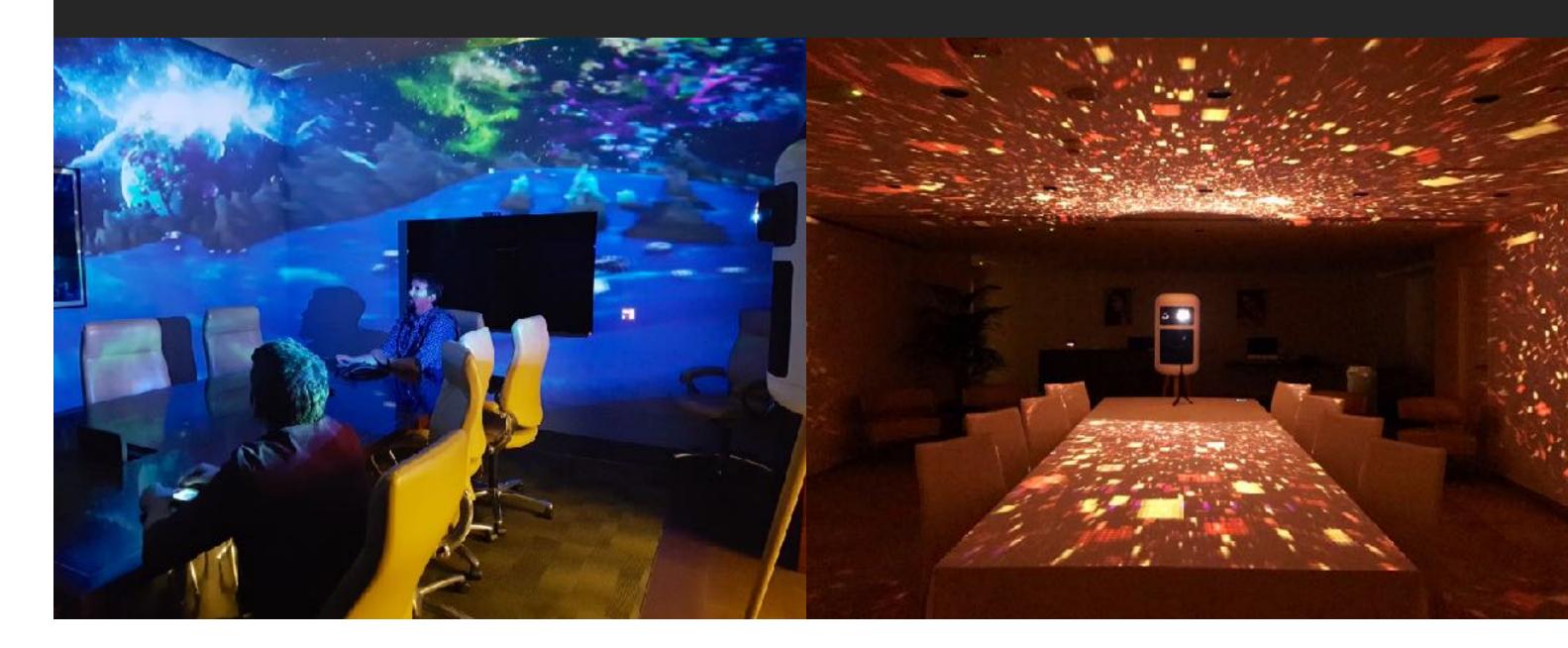
**RETURN OF INVESTMENT** Reap the reward

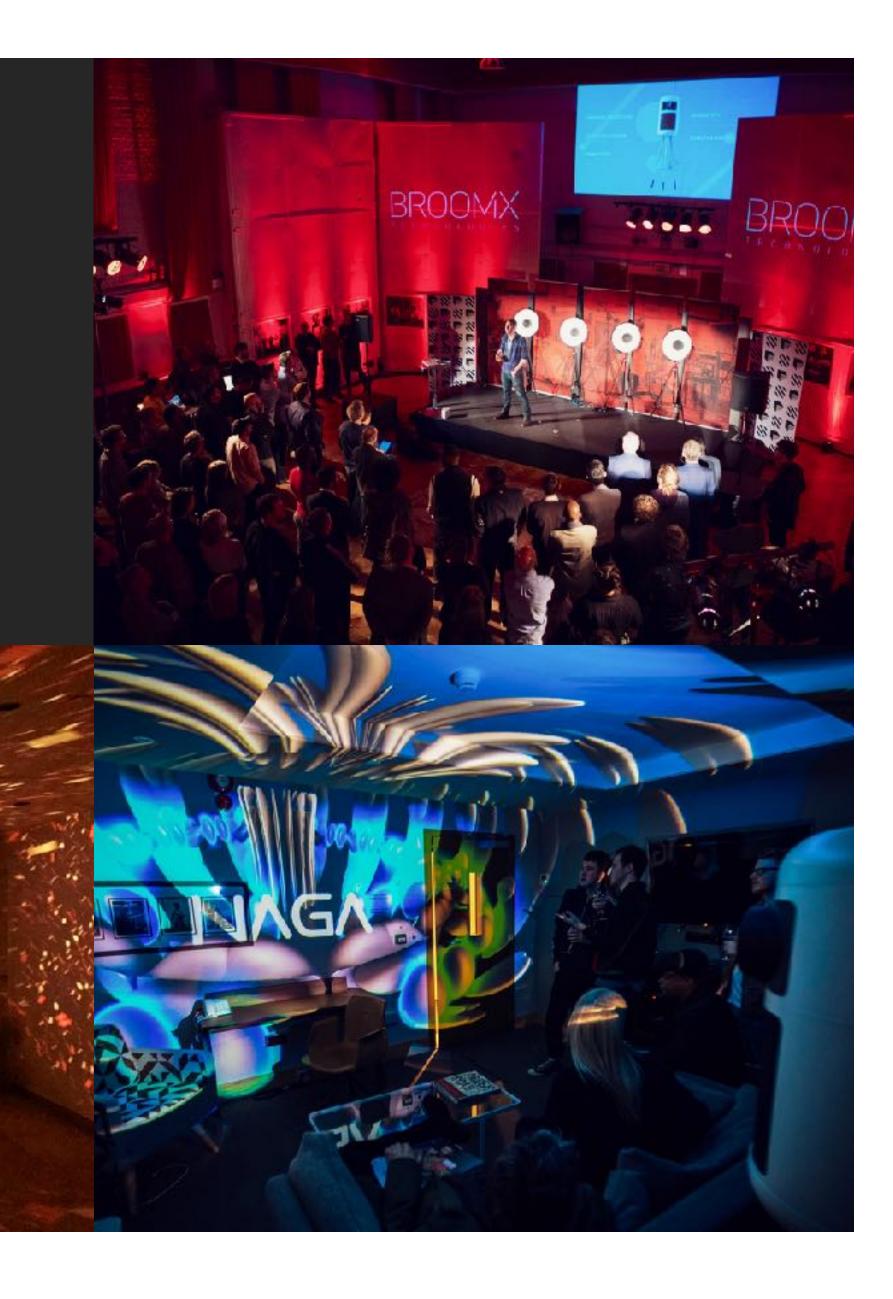




## CORPORATE MEETINGS, Q **DEMOS & EVENTS**

- Present your business in its own unique environment
- Differentiate your brand from your competitors
- Easy to move fits in the back of a car
- Quick to assemble no technician required

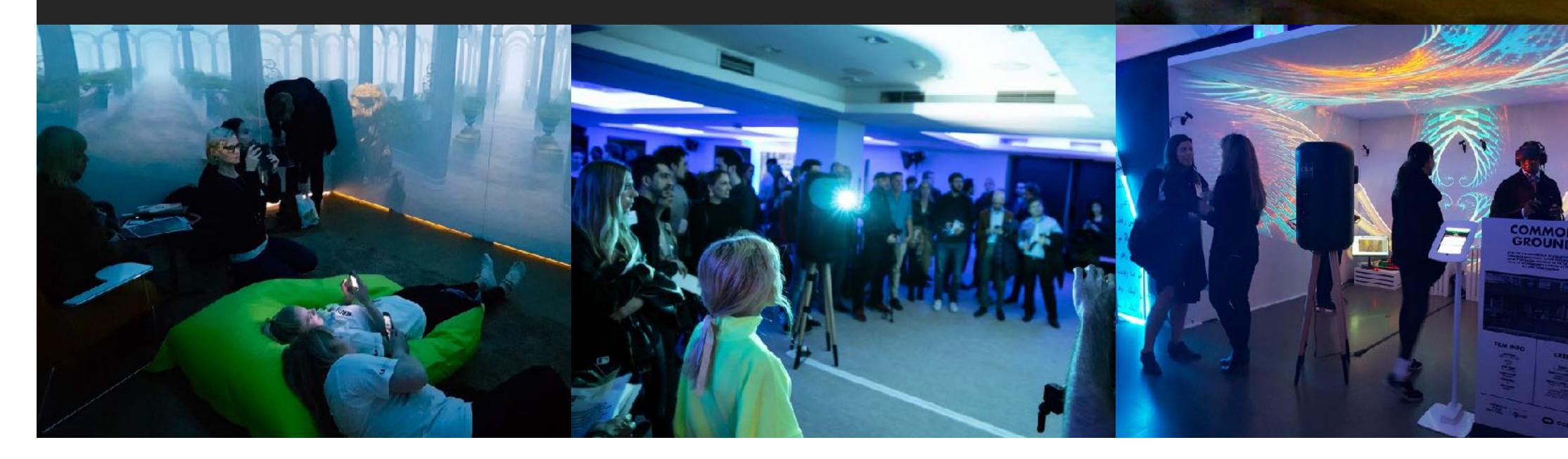




# Q

# MARKETING ACTIVATIONS

- Capture your audience with a stunning visual spectacle
- Interactive virtual engagement with your product



visual spectacle ur product



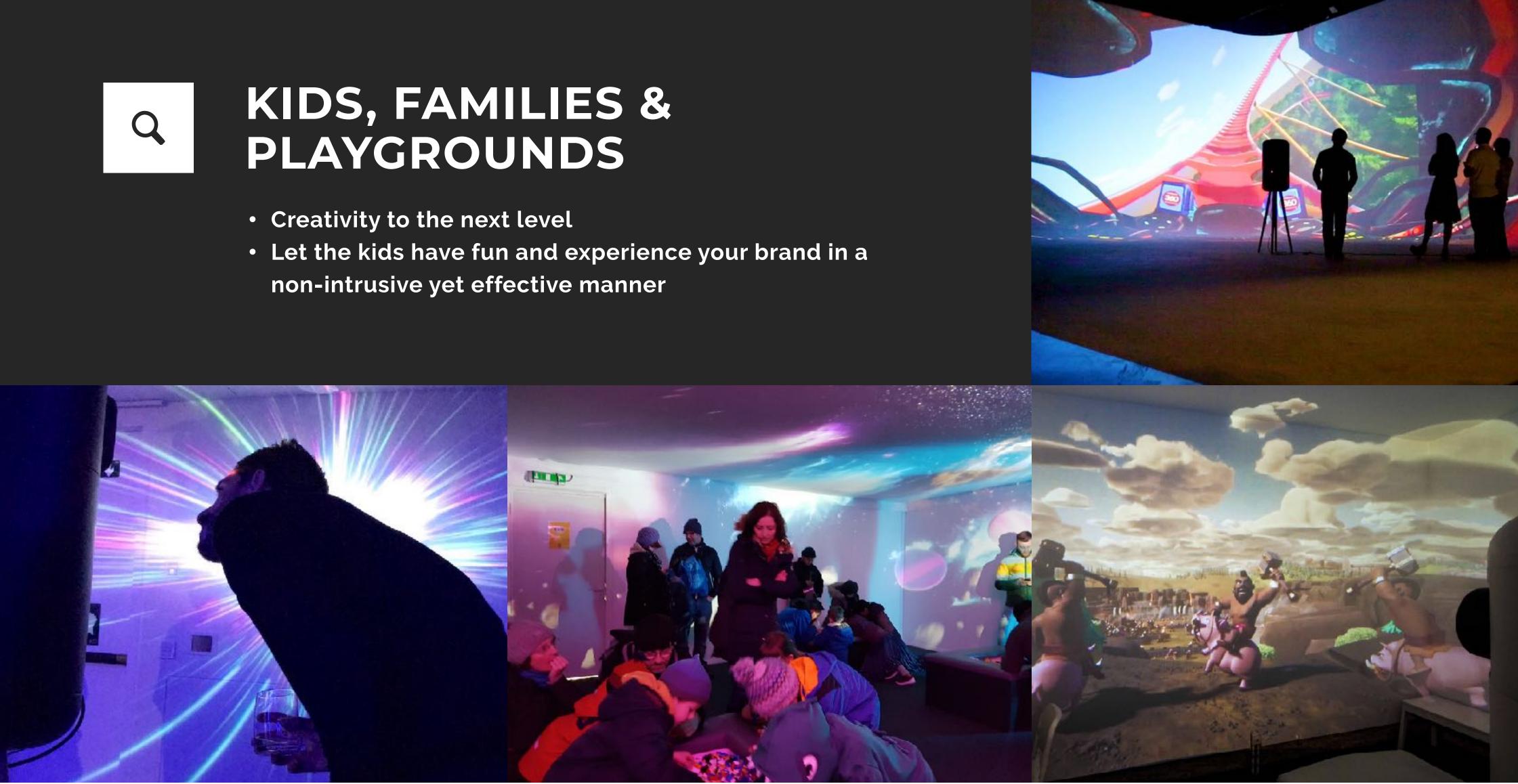


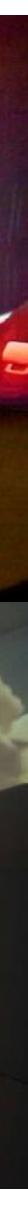
- solution



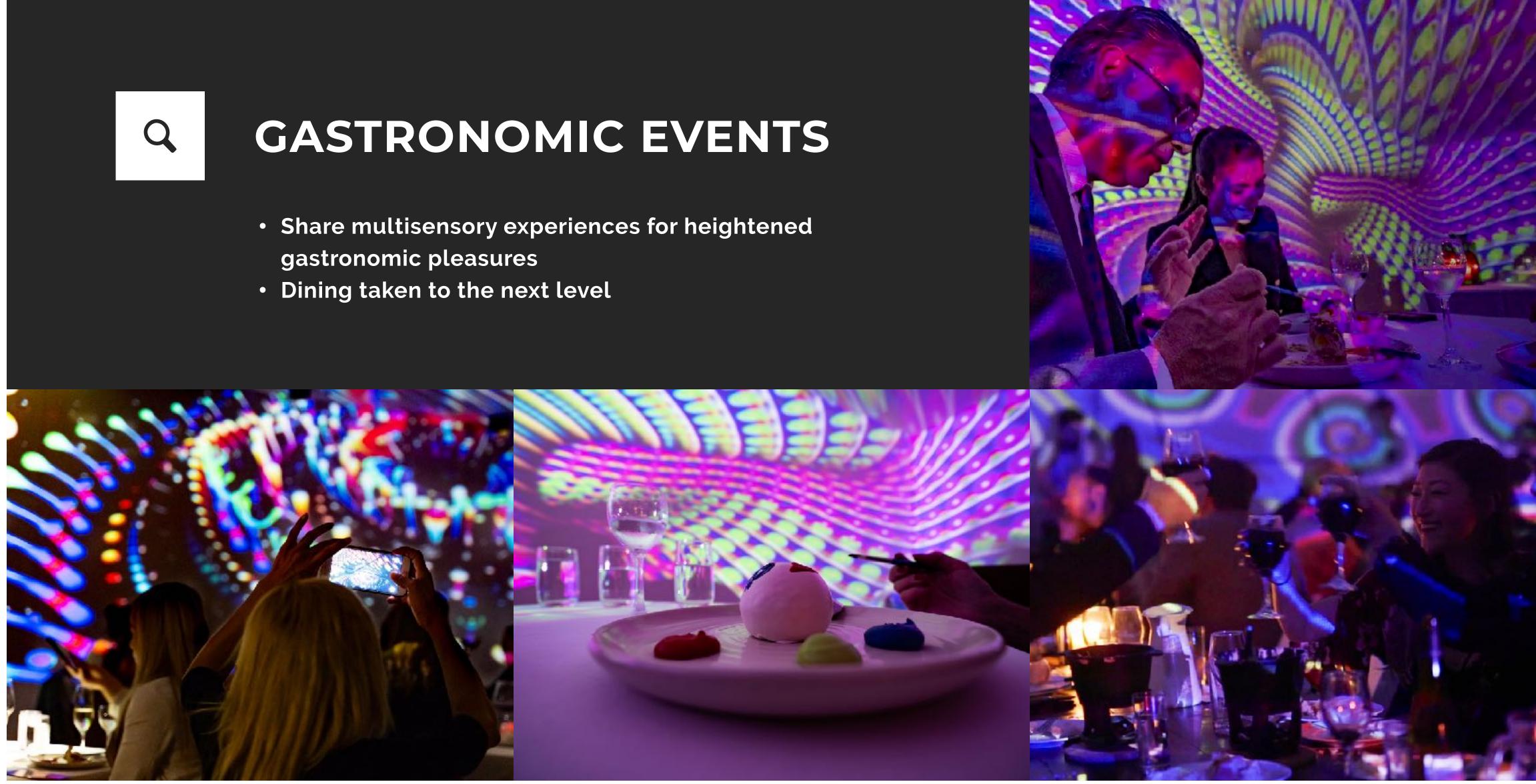
# Q PLAYGROUNDS

- non-intrusive yet effective manner



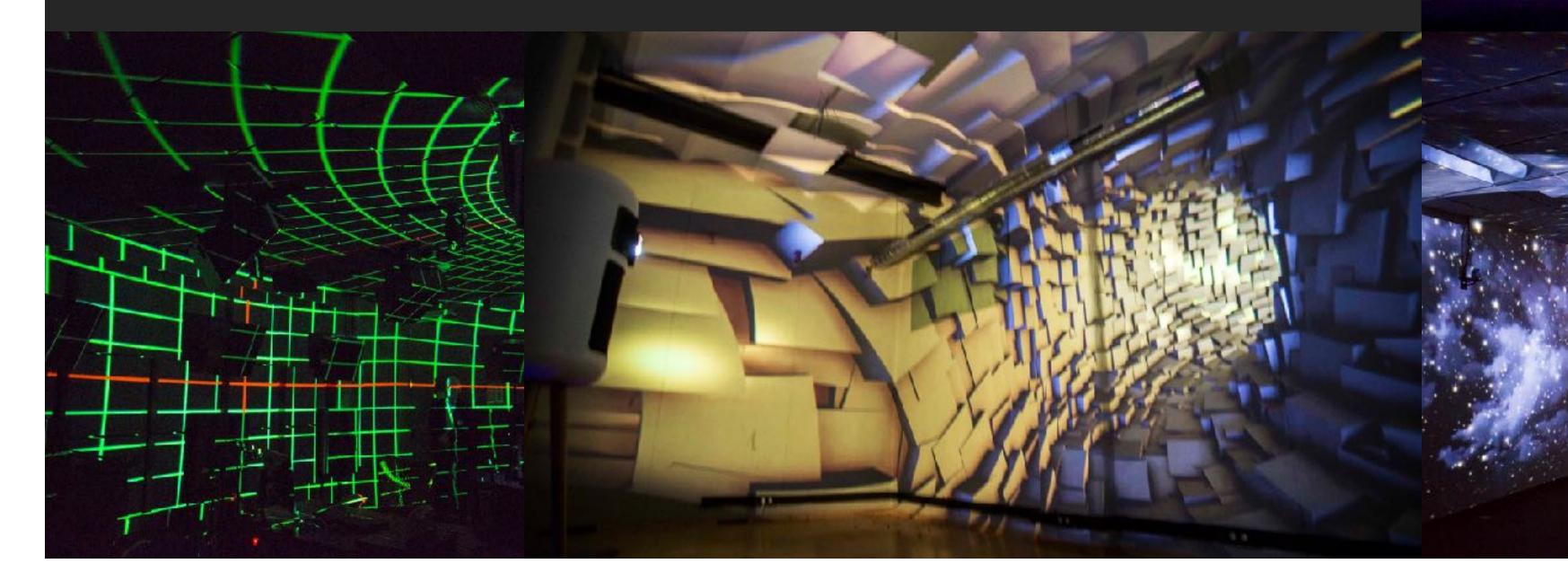


- gastronomic pleasures

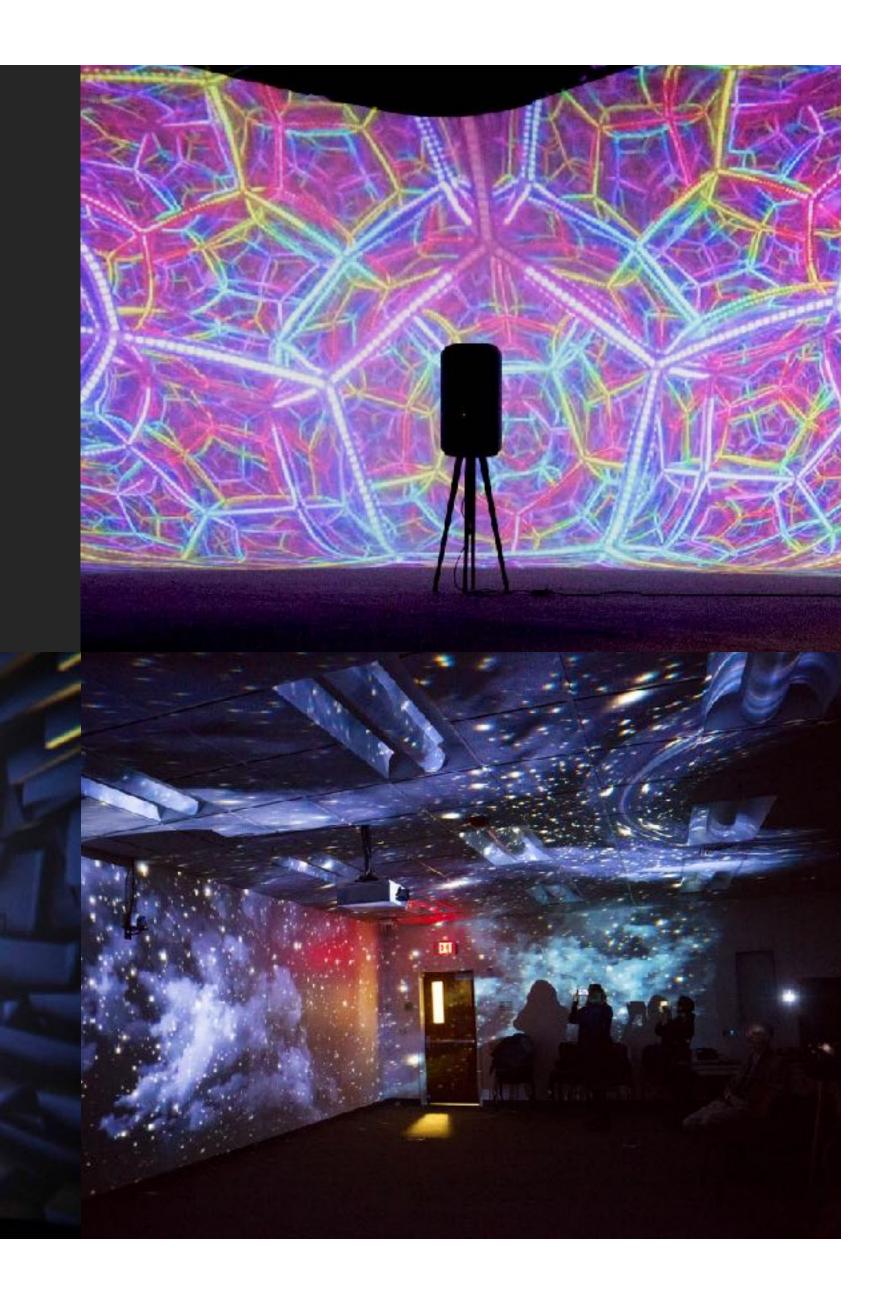


# **Q 5G DEMONSTRATIONS**

- Unhamess the power of 5G. Let people see it for real
- Other technologies hi-impact presentations



see it for real tions



# MK360 The world's first immersive projector

Broomx MK360 technology greatly improve overall patient experience. It also enables healthcare practitioners revolutionary pain management, mind care and wellness techniques that can reduce anxiety as well as the need for medications.

**Enhance patient experience Eliminate side-effects Reduce costs** Improve hygiene **Combat contamination** 







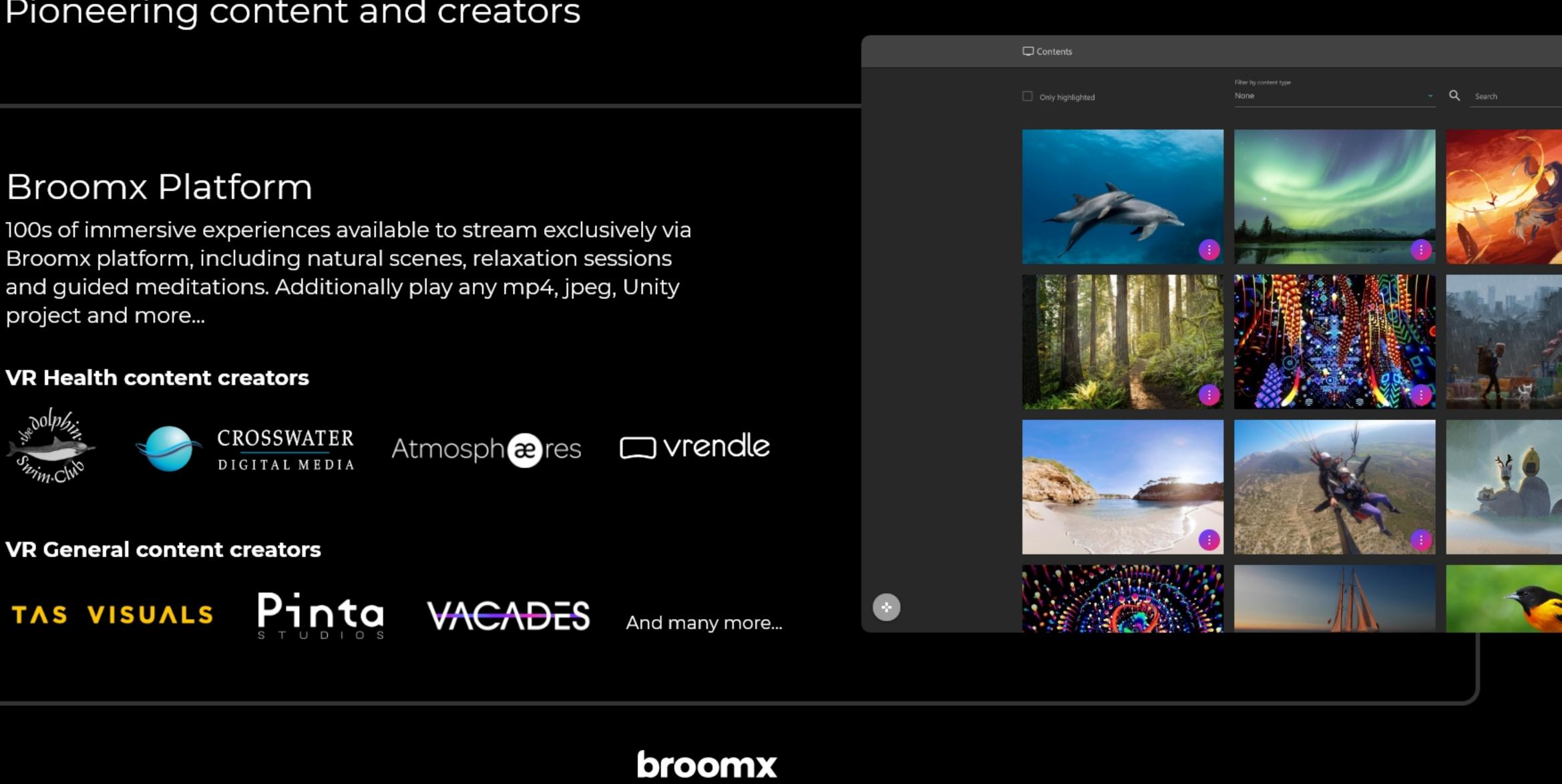
# Multisensory room

Healthcare solutions

Seamless integration with existing or new appliances to create multisensory rooms



# **MK**360 Pioneering content and creators







# **MK**360 Case Study: The Albert Project - Canada

The impact of immersive technologies for the treatment of Alzheimer and dementia in long-term care

Research project focused on improving the quality of life of people living with dementia, their family members and caregivers through VR technology.

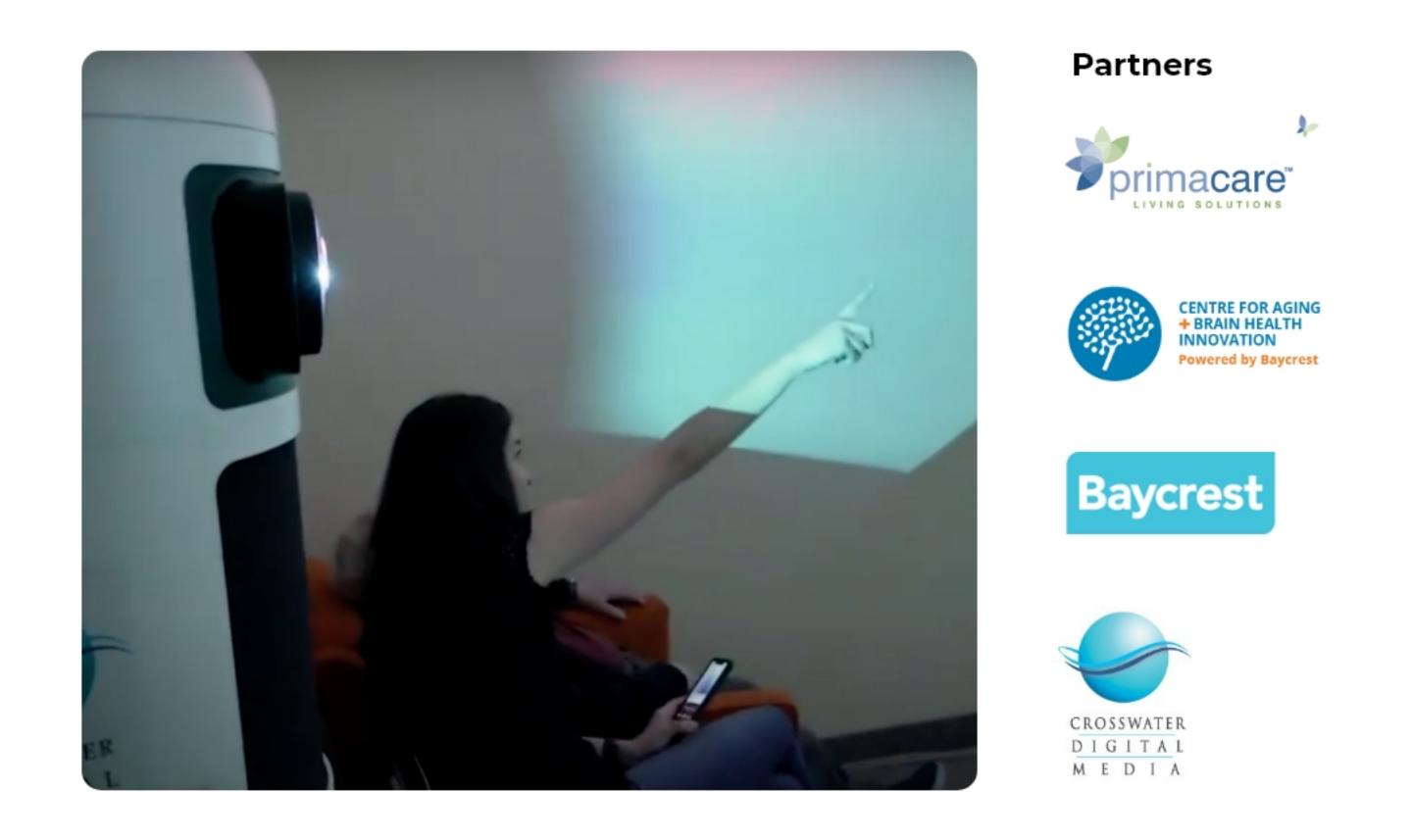
The Broomx MK360 is used to create immersive relaxation therapies, improving cognitive function and memory stimulation immersively using Virtual reality and a curated selection of emotive audio.

**3** long-term care homes

**325** participants

# **30%** reduction

in the use of psychotropic medications to treat responsive behaviours





# **MK**360 Case Study: The Albert Project - Canada

The impact of immersive technologies for the treatment of Alzheimer and dementia in long-term care

## **Testimonials**

"Opportunity wide open for dementia patients. We never had the opportunity like that to offer to them."

### Janet Ochard, Research Assistant

"From day one we could see her interaction with the images on the wall. She saw things and would say, 'I remember that!" Monica Punter, Daughter of trial participants

"We saw a reduction in the use of medication, agitation, and depression."

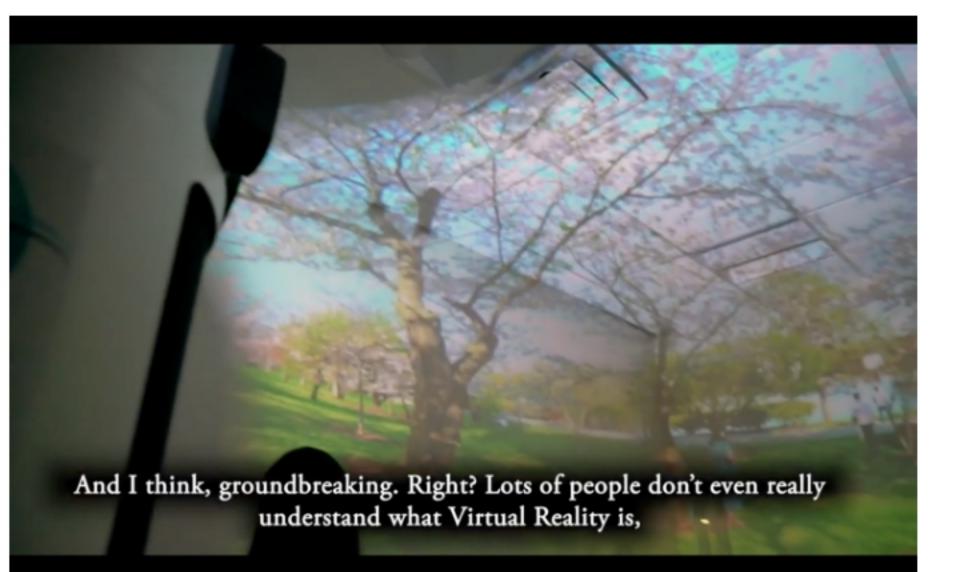
## Jill Knowlton, Chief Operating Officer at Primacare Living Solutions

"Before the project started, Beverly would have these really rapid highs and lows...she would almost be in a panic. Those highs and lows aren't there anymore, which is really nice to see."

Alan Scott, Husband of trial participant







## Video testimonial https://www.youtube.com/watch?v=UkGOp5YCfEc



# **MK**360 Health customers



CENTRE FOR AGING + BRAIN HEALTH INNOVATION **Powered by Baycrest** 



















# SOME OF OUR AMAZING CLIENTS

















\*\*

Smile Buddy



CATALONIA

HOTELS & RESORTS -



UNIVERSAL MUSIC GROUP















## TEAM



Founded in 2015 in the heart of Barcelona **Technological Hub, Broomx Technologies** is a mix of renowned experts in the fields of design, engineering, software and business development.

# 

2 Directors + 5 Managers + 14 Employees 4 Departments: Hardware, Software, Content and Bizdev.

### **TEAM:**

Oscar Boronat (Media Production Lead), Claudia Escribano (Account Manager), Mireia Saavedra (Project Manager), Montse López (Administration management), Francisco Dulanto (Developer), Dominic Dowbekin (UK Country Manager), Nil Baró (Sales Dev Rep), Robert Cornfield (Client Services), David Ros (Media Producer), Angel Armero (Community Manager & Photographer), Anna Via (Graphic designer), Beatriz Jardim (Marketing & Copywriter), Tiemen Jager (Sales Internship Netherlands).

## **MANAGEMENT & CO-FOUNDERS**



**Diego Serrano - CEO** Designer, 20 years managing disruptive projects



Ignasi Capellà - CMO Social Graduate, 10 years leading social projects. Tech passionate and communicator





**Pedro Serrano - CEO** Designer, 20 years leading multidisciplinary teams



Xavi Vinaixa - CTO Programmer, 10 years developing software



Sergi Lario - CTO Computer Scientist, 15 years developing IT Systems



Alex Posada - R&D Electronics Engineer, 20 years leading Media and Interactive disruptive projects



**Gabriel Lecup - CRO** Sound Engineer and Optical Specialist, 10 years in

creative industries

Pere Esteve - UI/UX Lead

Designer, 15 developing human interfaces and teaching creativity

- Multi-awarded Team
- Patent authors
- Company Shareholders
- Full-time dedication

## **BOARD OF DIRECTORS:**

**Diego Serrano** - President Pedro Serrano - Managing Director James NImmo - Board Member

**ADVISORY BOARD:** Glenn Cooper - Universal Music Group Mirek Stiles - Abbey Road Studios Mike Pfau - GoPro VR senior creator Miquel Martí - Barcelona Tech City Ignasi Costas - RCD



proudly founded in BARCELONA / hello@broomx.com / C/ Badajoz, 88 08005 Barcelona T. +34 933154929

