

# Sappy

make your sad child happy



A science-based app to improve emotional competence of children through gamification

## Problem



1 in 5 children have mental health problems

## Early Childhood Education

decreases the mental problems to **1/2**

## Market

**400B Euro**

## Solution



Educates children about emotional competence through gamification



Give immediate feedback for emotional expression through AI engine



AR make it more enjoyable to use

## Where we are

- customer interview
- partner development
- first prototype

## USP

- Developmental program
- Years of experience
- Scientific proof

## Business Model

- SAAS
- License

## Funding

- **800 Euro**
- creating the app
- go to the market
- medical certificates

## STARTUP NAME

Projektbranche: ICT

Kundenfokus: B2B

Gründungsdatum: -

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## Team



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