



TEKTITE2025

Multimedia Learning Program for Brain Function Improvement

Creple Co.,Ltd.

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COMPANY PROFILE

Creple Co., Ltd is a multimedia edutech venture which believes that a good question brings you better thinking ability
aims to create good ideas with good questions to solve the global social problem of dementia in an aging society with ICT convergence edutech solution that helps senior citizens
improve cognitive function and prevent dementia.



XingQ

Adtech/Agetech system



XingQ UP

Digilog



FunXingQ

Subscription service



XingQ Table

Multimedia learning table

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THE PROBLEM STATEMENT

The global market for Alzheimer's disease (AD) is expected to be valued at \$25 billion by 2027, growing at a CAGR of 17.5% over the forecast period, driven by a rapidly aging population, an increasing prevalence of AD coupled with technological advancements in diagnostics and biomarkers.

AD is the most common cause of dementia among the elderly, accounting for between 60% and 80% of cases in the US, Japan, the UK, Germany, France, Italy, and Spain. According to the Alzheimer's Association, worldwide, approximately 50 million people have dementia, with nearly 10 million new cases every year.

(iHealthcare Analyst data on Alzheimer's disease market, March 1, 2021)

Moreover, digitalization of society is isolating elderly people. In this context, enjoyable learning using digital devices can be the solution.

How to prevent elderly people from dementia and allow them for happy time?



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The technology operates in the form of a table with a touch screen & Android OS on the surface, which constitutes "Cognitive Improvement Content(CIC)," and "Visual Perception Cognitive Test(X-VPCT)." CIC comes with 48 types of cognitive function analysing programs to gear up creativity and comprehensive thinking. X-VPCT shows users the result of cognitive test with 8 areas of overall thinking abilities, stressing the deficit areas of test subject.



The rich educational contents are designed to develop the problem solving ability and the metacognitive ability. The training course includes solid figures, basic Korean, mathematics, and adages etc.

Analysis results are also provided to compensate for a vulnerable subject.

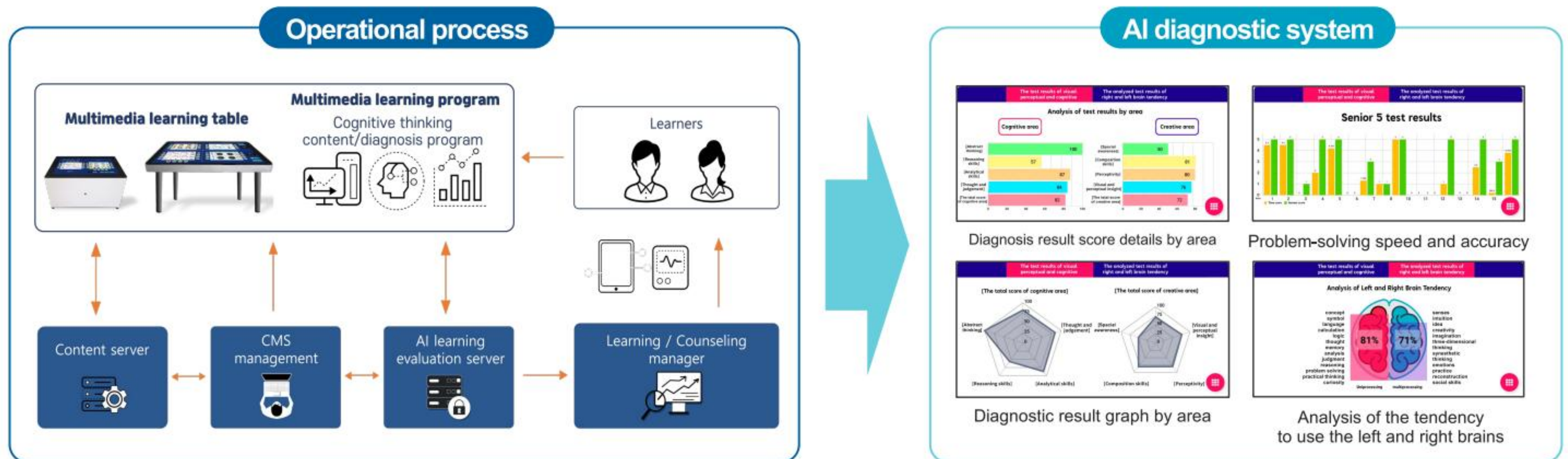
In addition, safety education and news from local education offices can be provided in conjunction with a government agency.

Up to four people can play games together, able to turn the screen upside down. The digital contents are used on a subscription basis and constantly updated.

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On the other hand the technology configures "Operational Process" and "AI diagnostic system." The embedded software, multimedia learning program, is connected to the content server, CMS management, and AI learning education server, which provides various content management programs such as visual perception and cognitive tests, video, and trainings. AI diagnostic system show users "Diagnostic Result Score", "Problem solving Speed & Accuracy," and "Tendency to use of Brains," which prevents brain aging by stimulating both the left & right brains.



Mode of Collaboration

Customer segments involves "Welfare agencies, nursing homes, educational institutes and households:

In order to develop new markets, we are looking for **R&I partners** who are connected with:

- ① **Medical device companies:** Preventive Medicine
- ② **Distributors:** electrics & device
- ③ **Geriatrician**
- ④ **Publishers:** Serious games



Contact Us



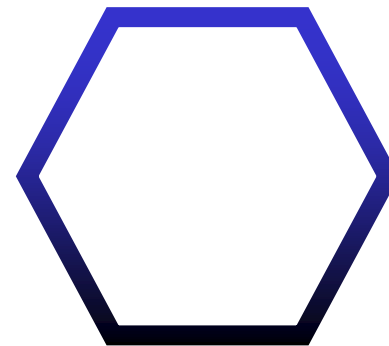
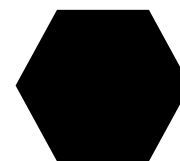
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