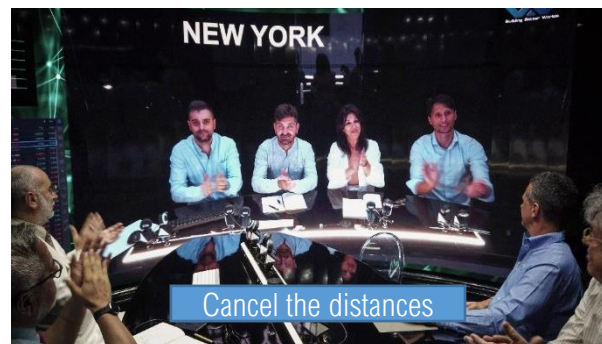
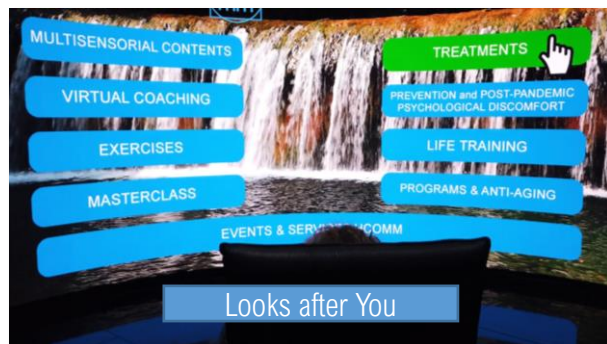


Multisensory Phigital Tech Solutions a Phisical gateway to Virtual world



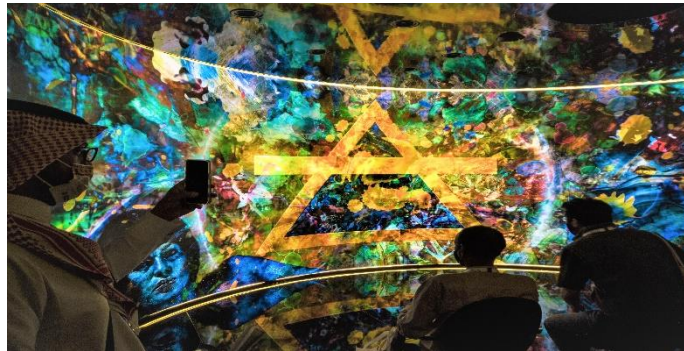
Problem Statement

- The way we live our lives interacting with each other and our surroundings has changed forever.
- First the pandemic, then war obliged us to rethink how.
- Web3 dawn is inspiring a digital and virtual evolution, the physical world is struggling to keep up with. A need to guarantee dignity, fairness and effectiveness in the way we connect.
- The context in which we live is sharpening anxiety, stress, bad habits, lack of esteem, insomnia, fears, addictions ... which need to be faced with new tools



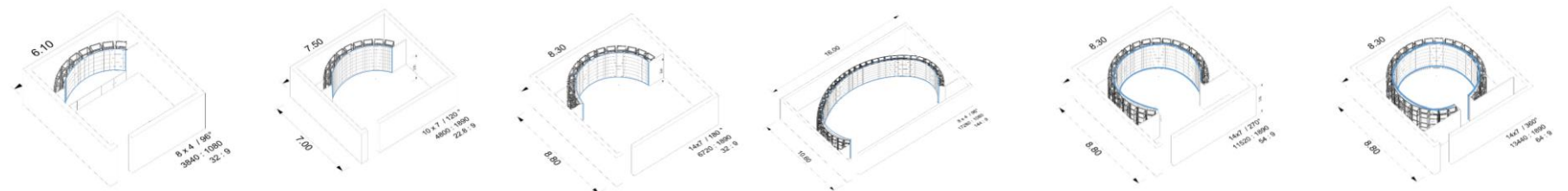
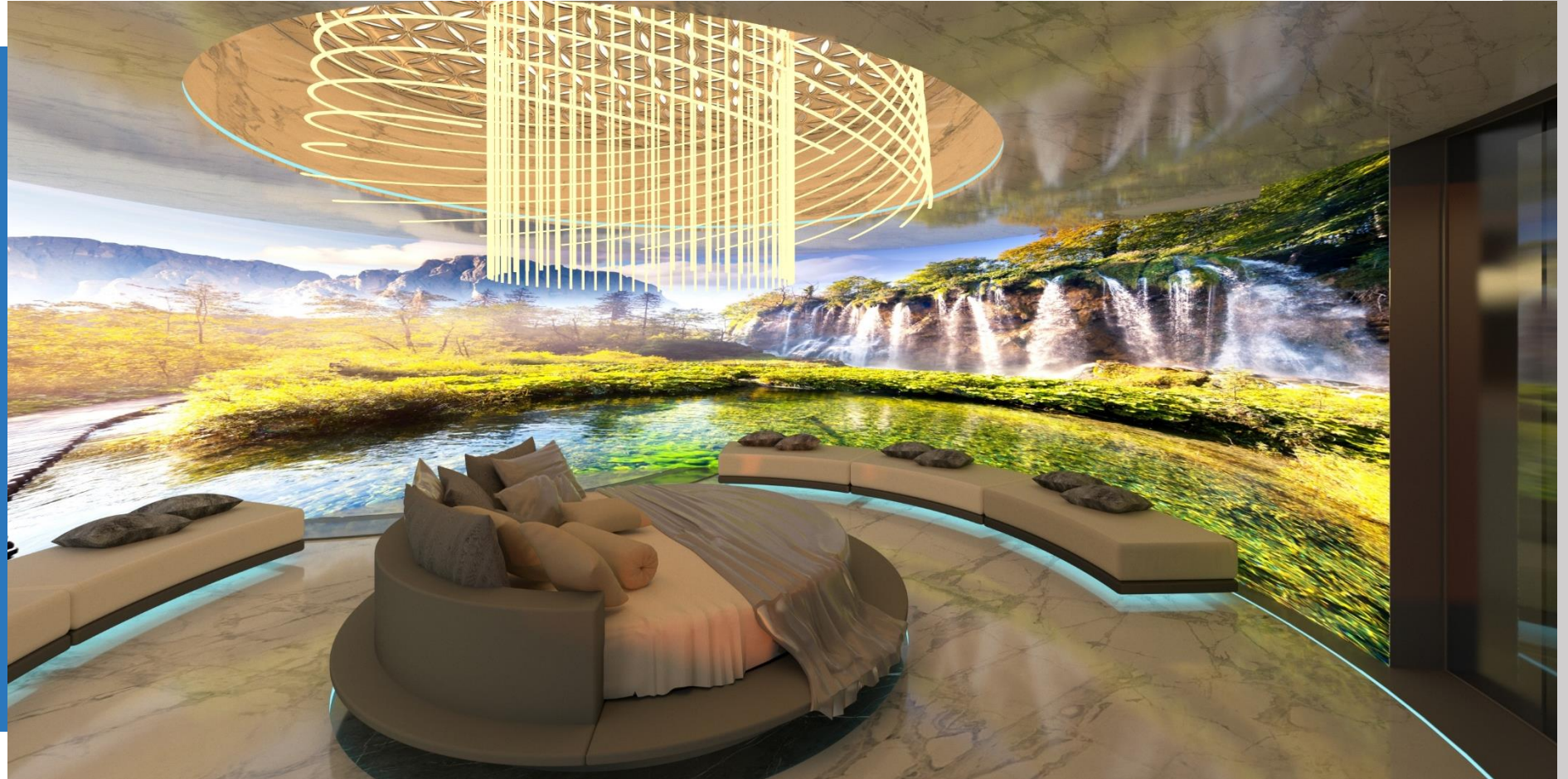
SOLUTION

- HCOMM after 12 years of R&D has patented a technology (Hw+Sw) that aims to be the gateway to an open reality where physical, digital and virtual spaces co-live harmonically to benefit society
- This technology will transform any room in Multisensorial Phygital room, enhancing Metaverse experience, involving all the senses. An immersive experience deviceless.
- The system also offers a wide platform of services to take care of oneself, solving problems, bad habits, improving the psychophysical condition through multisensory proven treatments to regain health and well-being
- Emotional new dimension, creativity, NFT multisensory ART: enter or create an artwork involving all your senses
- One gate = infinite worlds to explore.



The system manages and controls: AUDIO, VIDEO, SMELL, CLIMATE, LIGHT, VIBRATIONAL FREQUENCIES, and SPECIAL EFFECTS that create the desired environment.

Fully
Customizable,
to adapt to
any existing
room



MARKETS



Residential & Real Estate

Solution that reimagines your Living Experience.

Location: Bedroom, Dining Room, Living Room, Home Office, Spa, ...

Uses: Immersive Multisensory Experience, Wellness, Gaming, Metaverse browsing, Party, ...



Hospitality

Solution dedicated to Customer Entertainment.

Location: Suite Room, Restaurant, Night Club, Gaming Area, Meeting Room, SPA...

Uses: Immersive Multisensory Experience, Events, Dinner, Cinema, Gaming, ...



Business & Education

A new standard for Communication and Promotion.

Location: Corporate Office, Conference Center, School and University

Uses: Conference and Virtual Meeting, Training room, Promotion and Presentation, ...



Health & Wellness

A "SPA for the Soul" . A New dimension of Wellness

Location: SPA, Wellness Center, Clinic, Meditation and Retreat Center, ...

Uses: Immersive Multisensory Experience, Treatment room, Rehabilitation, ...



World of Art

First Ever Immersive Multisensorial Art NFTs.

Location: Gallery, Museum, Cultural Center, Mall, Exhibition Center, ...

Uses: Immersive Multisensory Experience, Art Event, Digital Gallery, Auction House



Competition – who else has tried to bring immersive rooms on the market?

COMPETITORS		Website	Market areas	Applications	<ul style="list-style-type: none"> • They are not similar to HCOMM solutions (most of them use video projection) • They have specific purposes (limited market application) • Partial sensory experience • All the companies are small
THE LAB IN THE BAG	France	thelabinthebag.com/	Europe/USA/Asia/MENA	<i>Test customer experiences</i>	
IMMERSIVE Interactive	UK	immersive.co.uk/	Europe	<i>Training and Simulation</i>	
RIHNO	UK	rhinouk.com/	Europe/	<i>Training and health care</i>	
BILIVE	Spain	bjliveat.com/	Europa/USA/Asia/Mena	<i>People with disabilities</i>	
IGLOO VISION LIMITED	UK	igloovision.com/	Europe/North America	<i>Training, simulation, presentation</i>	
SUBLIMATION	Spain	sublimotionibiza.com	Europe/ME/Far East	<i>Multisensorial Restaurant rooms</i>	

OCULUS Rift /OCULUS Quest / Meta Quest,...: Invasive devices, very limited multisensory stimuli, side effects (nausea, headache)



TRACTION



A unique bridge between the **Real and Virtual Worlds**, involving the user's emotions through multisensorial stimuli.

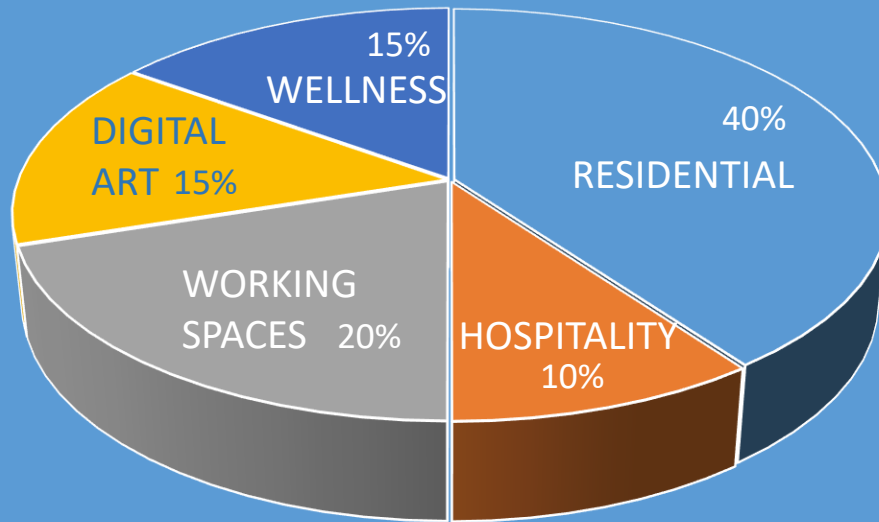
We are creating a space for experiences.

- HCOMM has been hosted to present **World of Sensations** for the first time at **GITEX Technology Week** in Dubai, 17-21 Oct, five days of **ART event** and **Demo**.
- Selected by **Chamber of Commerce** (Italy) to participate at **METSTRADE** 16-18 Nov (Amsterdam).
- Selected as one of the **Best Italian Start Up** and invited by **SMAU Milan** 12-13 Oct 2021,
- Finalist "**Best Innovation start up**" by **Confindustria** (Italy) 11 Nov 2021.
- **HCMM Italy** and **HCMM ME (Dubai)** have been established 1°Q 2021.
- **January 2022 Showroom** opened in **Dubai**. (ARTINSPACE Boulevard Crescent 1 – UAE Dubai)





TURNOVER DISTRIBUTION BY SECTOR 2023-2025



Marketing will start from Q2 2022.

The most conservative market estimates indicate the achievement of approximately 3,000 units of product sold in 3 years, with an overall turnover of approximately **US\$ 1B.**

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