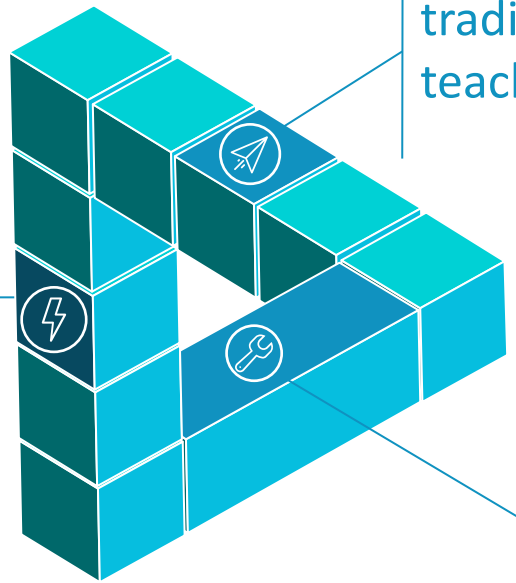
HyPerformance

Oratory teaching system

Problem

Low effectiveness of traditional methods of teaching oratory

95% of people have fear of public speaking



Lack of individual approach to training

Solution

HyPerformance – virtual learning environment using neurotechnology and machine learning. This product can be adapted to different educational areas, at the moment the first module is ready - "Business Communication". We have developed a neural network that teaches artificial intelligence to analyze the performance and work of the user. At the moment we have developed a module for business communications, we use neurosensors, which show how concentrated a person is, whether he is nervous or not, and also takes into account the timbre of speech, gestures and timing. All this is currently used to assess the pitch before the investor or any audience, we have our own evaluation system for the 100 grade, the system teaches oratory, presentation structure, business basics, gesticulation and communication with the audience. In the future, we adapt artificial intelligence to work in other areas.

Teaching oratory, timings, presentation structure, psychology, gestural language

Helps to find an approach to different types of personality and teaches to correctly represent the project

Applicable sensors and devices:
Neural sensor, VR, heart rate, pulse, sweating, timbre of voice, gesture

Types of simulations: a pitch before the investor, several investors, the ability to select an audience of 1 to 20 000 people, elevator pitch, etc.

Market analysis

Smart educational systems

CAGR

24.84%

According to the Markets & Markets agency, the market value from 2016 to 2021 is growing by 24.84%

Competitors

	HyPerformance	Virtual Orator	VRAR Lab	Virtual Speech
The application of the neural interface for the analysis of the mental state	✓	✗	✗	✗
Different types of simulations	✓	✓	✗	✗
Teaching timings, gesture language, psychology, presentation structure	✓	✗	✗	✗
Speech Analysis	✓	✗	✗	✗
Quality of graphics and mechanics	High	Medium	Low	Medium
Tooltips	✓	✗	✗	✓

Secret sauce

We accelerate and simplify the work of business coaches!

Why us?

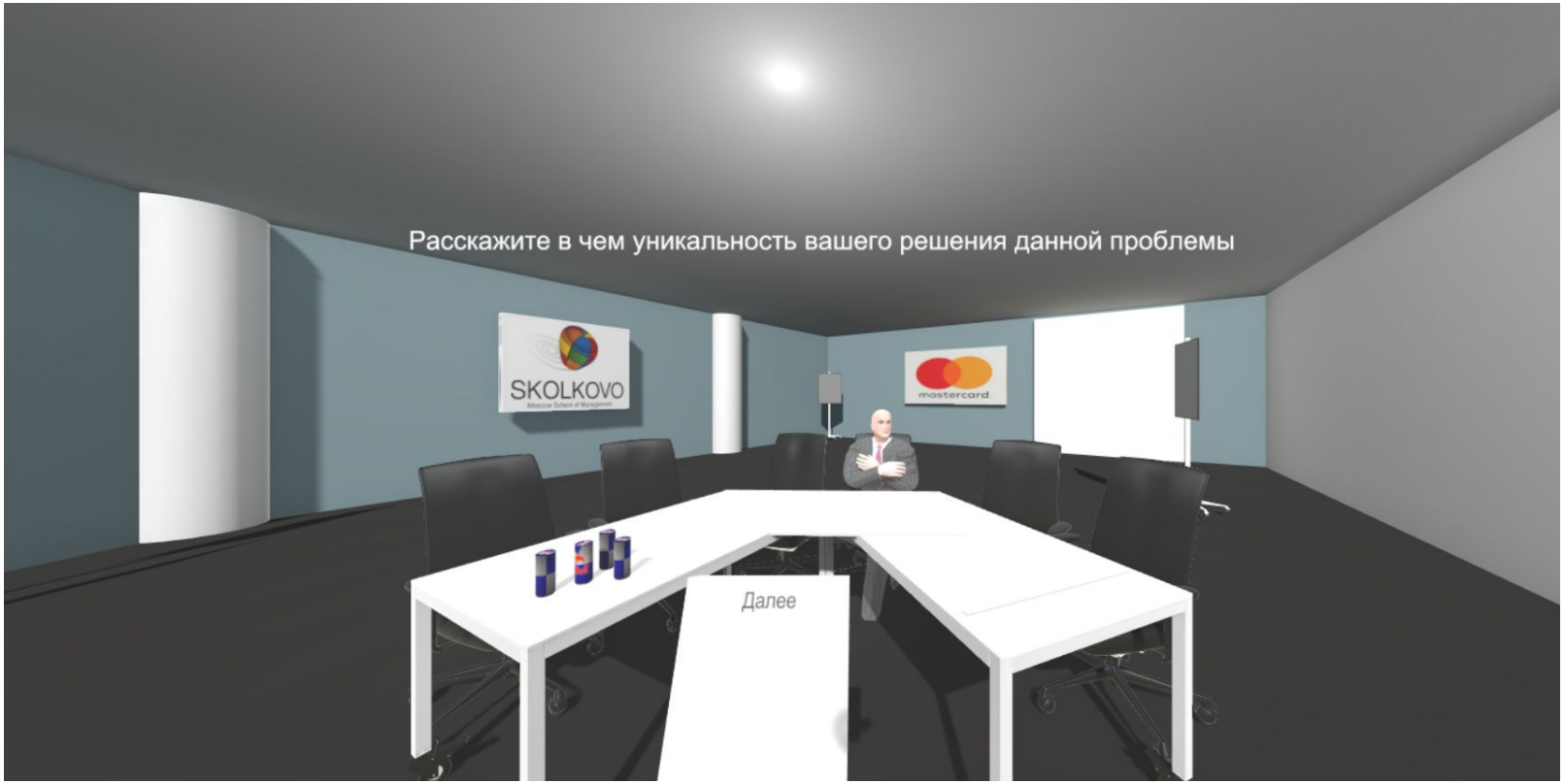
- Voice and Speech Analysis
- Analysis of speech for words-parasites
- Immersion in virtual reality
- Neural interfaces for analyzing the mental state
- Analysis of movements and gestures in the speech
- Variability of scenarios of speeches

Monetization

Annual paid subscription

Rate	 Basic	 VR	 Motion
per Year per Seat	$ 1000	$ 2500	$ 5000

Project Stage
Prototype



Information about the quality of the performance is provided in real time. The following information is indicated on the board:

- Quality Scores - score - points scored at the moment
- Dynamics of quality - trend - how quality glasses are changing at the moment
- The rest of time - time

Neural interface

- The **neural interface** and the use of machine learning allows you to keep a record of the current state of the user, including **fatigue** or **dispersal**
- Direct correlation with **speech quality**
- Reverse conclusion allows you **to train** your emotional state and psychosomatics (palpitation, sweating, etc.)

Calculation of the dynamics of quality

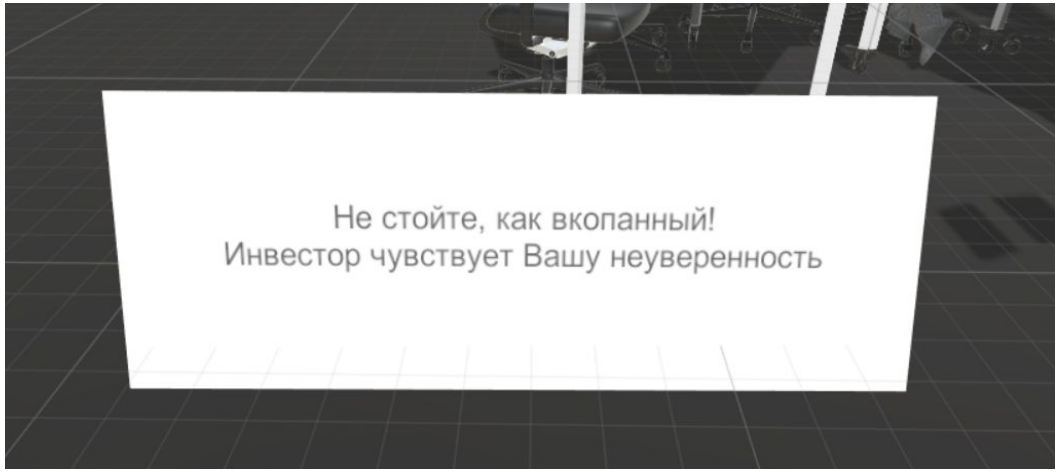
Dynamics of quality is calculated based on the indications:

- From the neural interface of "meditation and relaxation“
- With the neural interface of "attention and concentration“
- According to the rest of the time - if the allocated time is exhausted, the subsequent seconds worsen dynamics
- Analysis of the user's movements from the VR system (excessively small or large number of movements negatively affects the quality of the performance)
- The quality of the answers - each answer has a reward (positive or negative) - the right answers increase the quality of the performances and vice versa for incorrect answers
- Quality of a voice

Tips and tricks

In various situations, the user is provided with current tips and tips^

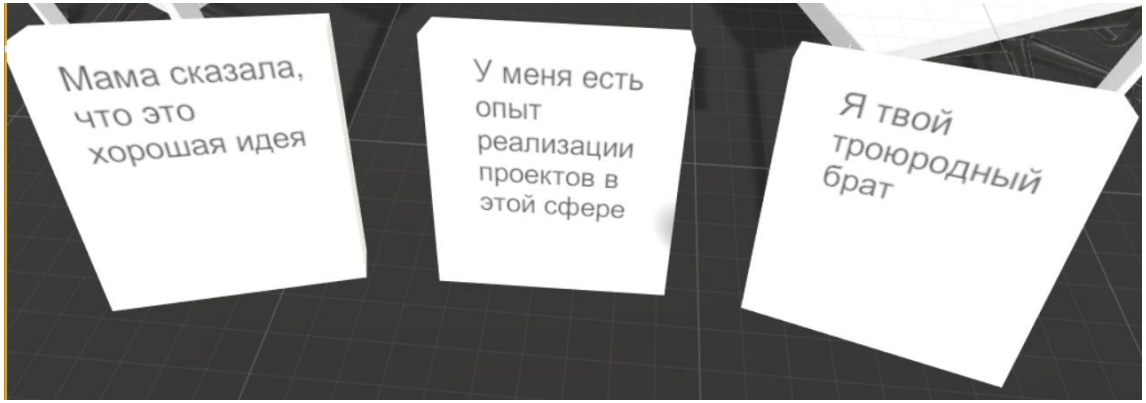
- Excessive emotion will lead to advice on how to calm down
- Inadequate dynamics of movements during the performance is corrected
- Too quiet performance attracts a reaction from a virtual investor and, in turn, a prompt to adjust the volume of the voice
- And also other ...



Top questions and answers

A database of top questions and answers is used:

- Different simulated situations contain suitable questions
- The quality of answers is also based on the domain knowledge of experts



Teaching mimicry and gesture language

- The virtual investor dynamically reacts to the course of the speech
- Bad performance leads to a "rude" behavior (crossed arms, looking at the clock, looking impatient, looking out the window or in the mobile phone)
- Too quiet performance attracts the animation of "listening“
- Facial expressions change depending on the answers