



# IDEALISERS

*Transforming Creativity into Digital  
Experiences for healthcare*

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## ABOUT US

*A Dutch BV specializing in innovative tools that empower anyone to create digital games and experiences using pen and paper.*

## MISSION

*To democratize digital creation by making it accessible to people of all ages and skill levels through intuitive and user-friendly tools.*



**IDDL**



# TEAM

## **DICK JANSSEN, FOUNDER AND CEO**

Dick Janssen has been the brain behind Idealisers since 2020.

He aspires to bring creativity and joy in the world of education and healthcare.



## **RENÉ DE TORBAL, BUSINESS DEVELOPER AND LEGAL ADVISOR**

Rene de Torbal has been working within Idealisers since 2023. Next to work as a business developer he is also a legal advisor specializing in protecting inventions and new ideas.





# PROBLEM AND SOLUTION



# DYSLEXIA DYSCALCULIA



## PROBLEM

### DISCALCULIA AND DISLEXIA

Many people struggle with learning challenges like dyslexia and dyscalculia, making it hard for them to effectively recognize letters, numbers, and symbols using traditional educational methods. This often leads to frustration and disengagement.



# SOLUTION



**GAMIFICATION** : We've developed an innovative, customizable Memory game. Users can easily create personalized graphics and interactions to specifically target their learning needs.

**MODIFYABLE** : This adaptable approach not only supports dyslexia and dyscalculia but can also address various health-related educational challenges, empowering users through engaging, tailored gameplay.



# TECHNOLOGY





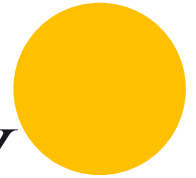
**Memory**

Text 1 1	Text 2 2	Text 3 3	Text 4 4	Text 5 5
Picture 1 	Picture 2 	Picture 3 	Picture 4 	Picture 5 
Text 6 6	Text 7 7	Text 8 8	Text 9 9	Text 10 10
Picture 6 	Picture 7 	Picture 8 	Picture 9 	Picture 10 

Background  
Front  
Back

IDEALISERS.COM : EVERYBODY IS CREATIVE! Try It Yourself!

*Dyscalculia colorcard*



# THE TECHNOLOGY

## PATENTED SCAN TECHNOLOGY

*Unique markers on color cards are used to scan the colorcards using any digital camera ( phone or desktop ) and integrated into games and experiences..*

## COMPATIBILITY

*Apps are accessible on web browsers and mobile devices, ensuring broad accessibility.*

*Dyslexia colorcard*

**Memory**

Text 1 A	Text 2 B	Text 3 C	Text 4 D	Text 5 E
Picture 1 	Picture 2 	Picture 3 	Picture 4 	Picture 5 
Text 6 F	Text 7 G	Text 8 H	Text 9 I	Text 10 J
Picture 6 	Picture 7 	Picture 8 	Picture 9 	Picture 10 

Background  
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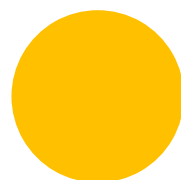




**DEMO**



IDEALISERS PITCH



# EXPANSION OPPORTUNITIES

**Autism Spectrum Disorder:** Facilitating structured, visual-based learning and social skills training.

**Cognitive Rehabilitation:** Supporting memory improvement for stroke recovery and traumatic brain injury.

**Speech and Language Therapy:** Enhancing vocabulary, pronunciation, and language acquisition.

**Elderly Care:** Stimulating memory retention and cognitive activity to mitigate cognitive decline.

**Mental Health:** Promoting emotional recognition, stress relief, and mindfulness through interactive play.



# IDEALISERS

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