

TRAD

Investors Deck - November 2019

INTRODUCING THE TAP STRAP

A **DISRUPTION** IN **INPUT** TECHNOLOGY

Tap lets you create text and input by tapping your fingers on any surface

Tap is a revolutionary wearable device that allows you to create text, control a mouse and send commands to any digital device just by tapping your fingers on any surface - as quickly and easily as with a conventional keyboard.

The new Tap AirMouse function allows you to control devices with simple gestures.



AN ENGINEERING BREAKTHROUGH

3 YEARS IN THE MAKING

The Tap project began in 2014, with first prototypes completed in 2015. Extensive testing and improvements were accomplished over the next two years.

The technology that was needed to develop Tap required innovations in electronics, algorithms, machine learning, materials and design.

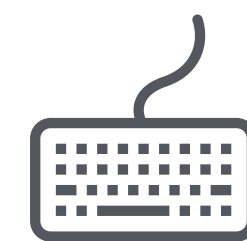
Manufacturing for the Tap Strap One began in 2017, and shipping in February 2018.



CORE CAPABILITIES

THE TAP STRAP

The all-in-one wearable strap that redefines how we input into any device, on any platform using any surface, anywhere you go.



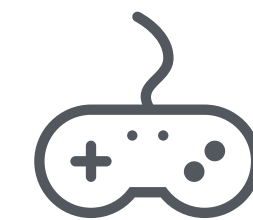
KEYBOARD

Type letters, numbers & symbols by Tapping on any surface



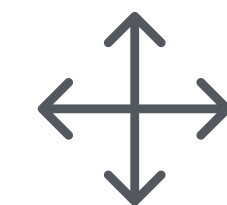
MOUSE

Navigate, scroll, copy, paste, drag & drop using the optical mouse



CONTROLLER


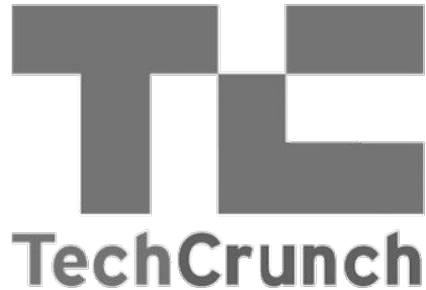




Play, activate and control games, apps and smart devices



AIR GESTURES

6DOF remote control any screen AR/VR/XR or media player



		
FOX NEWS		Bloomberg
VentureBeat		

THE WALL STREET JOURNAL.

“Tap Systems’ device allows users to type letters and other characters without the physical or virtual keyboards tethered to today’s computers and smartphones” – Laine Higgins

engadget

“Tap’s wearable keyboard makes typing in VR applications a breeze” – Rachel England

Macworld

“Before 15 minutes had gone by, I was already tapping out small notes in iA Writer and Messages on my iPad Pro. Given a week of practice, I don’t think it’s much of a stretch to say I could tap out this whole article.” – Leif Johnson



MASSIVE MARKET POTENTIAL



Tap solves the missing link in mass adoption of consumer augmented reality.

The projected size of the wearable display market is expected to reach 200 million units by 2023. With a market value of between \$85 - \$120 billion.

If we assume that Tap is worth just \$20 per user for 5% of users, we will achieve \$200 million in sales by 2023.

TAPPING IS

FAST & EASY TO LEARN

Learn system based on Stanford research on memory and learning.

Gamified to make learning to Tap fun and addictive.



Our flagship learning apps TapGenius & TapAcademy propel tappers adoption of the Tap Alphabet to record speeds and efficiency. Redefining how people learn to type. Eliminating the endless search for keys and keybinds.

- **10X FASTER THAN QWERTY**
 You can become an expert tapper 10X faster than it takes to master touch typing
- **ONLY 90 MINUTES TO LEARN**
 You can proficiency (>35 WPM) with 10 minutes per day of practice games in TapAcademy
- **120 WPM THEORETICAL LIMIT**
 Tappers have already reached speeds over 70 Words Per Minute with one hand only!

TOP USE CASES FOR TAP STRAP 1

EARLY ADOPTERS

Tap has been widely adopted across many verticals & use cases in more than 40 countries



MOBILITY

EYES FREE & ON THE GO

Tap's usability on a variety of surfaces makes it a powerful tool for on-the-go work.



ERGONOMICS

RSI REDUCTION

Tap's unique design takes strain off the median nerve, reducing RSI and other injury.



ENTERPRISE

MANUFACTURING & DATA ENTRY

Streamline your workflows with eyes free input that can be used with existing software.



STANDING DESK

MODERN WORKPLACE

A sleek, ergonomic solution, Tap is the ideal companion for standing desks.



ONE HANDED

AMPUTEE & STROKE VICTIM

Tap's entire layout is designed and functional for one handed use.



PRESENTATIONS

BUSINESS & ARTS

Control presentations, cue media, and command the audience with Tap.



HOTKEY & MACRO

APPS, GAMES & WEBSITES

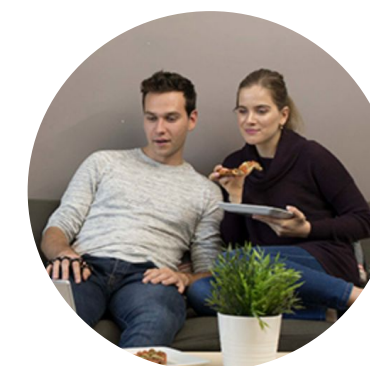
Control your characters and play your favorite games with unparalleled accuracy.



BLIND & LOW VISION

FULLY INCLUSIVE INPUT

Tap is compatible with VoiceOver and switch control, and has audible learning.



REMOTE CONTROL

SMART TV, GAMING & ENTERTAINMENT

Control devices up to 10 meters away for remote access to all your gadgets.

CO-FOUNDER & CEO

DOVID SCHICK

Inventor of the Digital X-Ray

Dovid Schick, CEO and Co-Founder is a veteran entrepreneur, Electrical Engineer, and Inventor. He is the inventor of digital dental x-ray technology that is used in most dental offices today, and is the founder and former CEO of Schick Technologies, which he took public just five years after founding. Schick Technologies was subsequently purchased by Sirona in a transaction valued at over \$500 million. Schick is the inventor of the Tap Technology.

CO-FOUNDER & PRESIDENT

DR. SABRINA KEMENY

Co-Inventor of the CMOS “Camera on a Chip” Technology

Sabrina Kemeny, PhD, President and Co-Founder, is the co-inventor of the CMOS image sensor chip used in virtually all digital cameras and mobile phones. She is the founder and former CEO of Photobit, which successfully scaled up and commercialized the CMOS imaging technology before selling the company to Micron Technology, Inc..



TAP R&D TEAM

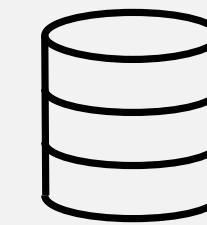
Tap has assembled a team of dedicated hardware and software engineers, scientists and designers.

Research and development offices are in Tel Aviv, Israel, and corporate offices are in Pasadena, CA.

The Company has filed five patent applications related to the Tap invention.

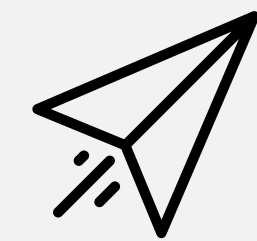
R&D TEAM

Our fully integrated, organic team of experts enable us to produce the highest quality solutions at the fastest speeds



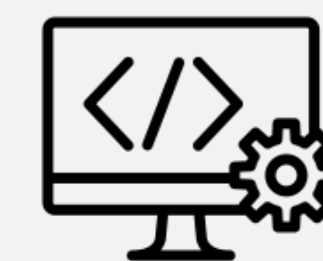
FIRMWARE

Complex algorithms, AI, Machine Learning & Deep Integrations



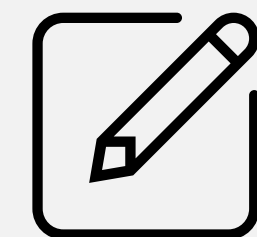
DESIGN

Industrial Design at the highest quality and standards



SOFTWARE

Web, mobile, game and cloud developers



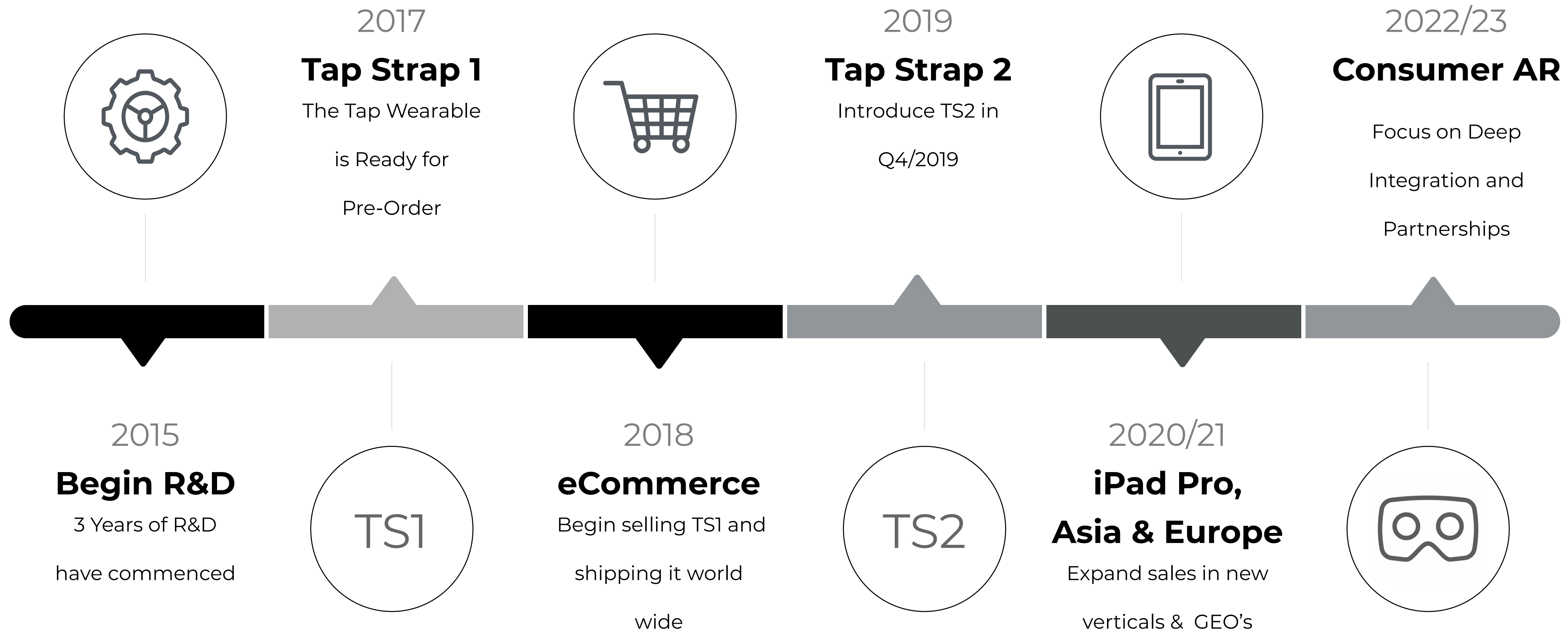
MANUFACTURING

Meticulous attention to detail and quality control are at our core

PERFECTING PRECISION AT YOUR FINGERTIPS

TAP SYSTEMS TIMELINE

A company is an association or collection of individuals, whether natural persons, legal persons, or a mixture of both. Company members share a common purpose and unite in order to focus.



INTRODUCING THE

TAP STRAP 2



BUILT IN AirMouse

Redefining how we navigate, control and input into iPad's, SmartTV's, SmartPhones and media players

LONGER BATTERY LIFE

Extended battery life now supports upto 10 hours or work-time on a full charge.

DEVELOPER FRIENDLY

Our open source SDKs, API & unity plugin enables developers to fully integrate tap into their apps

6 DEGREES OF FREEDOM

Controlling & inputting into virtual/augmented reality environments has never been so easy and seamless

IMPROVED OPTICAL MOUSE

Precision optical mouse with 1,000 DPI detection

FULLY PROGRAMMABLE

Custom TapMap creation help user quickly learn how to Tap and customize it to their own needs.

EXPANDED USE CASES FOR

TAP STRAP 2 AirMouse

AirMouse is the first full featured gesture mouse that works right out of the box on any platform

> **AUGMENTED & VIRTUAL REALITY**

3D interaction with AR/VR objects

> **MOBILE & REMOTE SCREENS**

Precise interaction with remote screens

Gesture control of AppleTV and Smart TV

> **GAMING & MULTIMEDIA**

Gesture control of media players

New experiences for gaming and music apps



iOS13 & iPadOS OPPORTUNITIES

For the first time ever Apple provides external mouse support to iPhones & iPads

MASSIVE MARKET

Apple has sold over 320 million iPads – 80 million in the past 24 months alone.



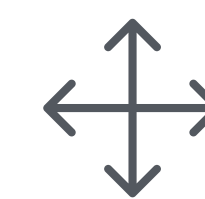
ULTRA PORTABLE

Combined with Tap, iPads become an ultra portable computing station capable of competing with desktops and laptops



ALL-IN-ONE

Tap is an all-in-one solution that replaces multiple peripherals, turning the iPad into the most powerful and portable computing solution.



Air Gestures

AirMouse incorporates enhanced, native support for the iPad, with gestures that make interacting with iPads even more convenient & enjoyable.

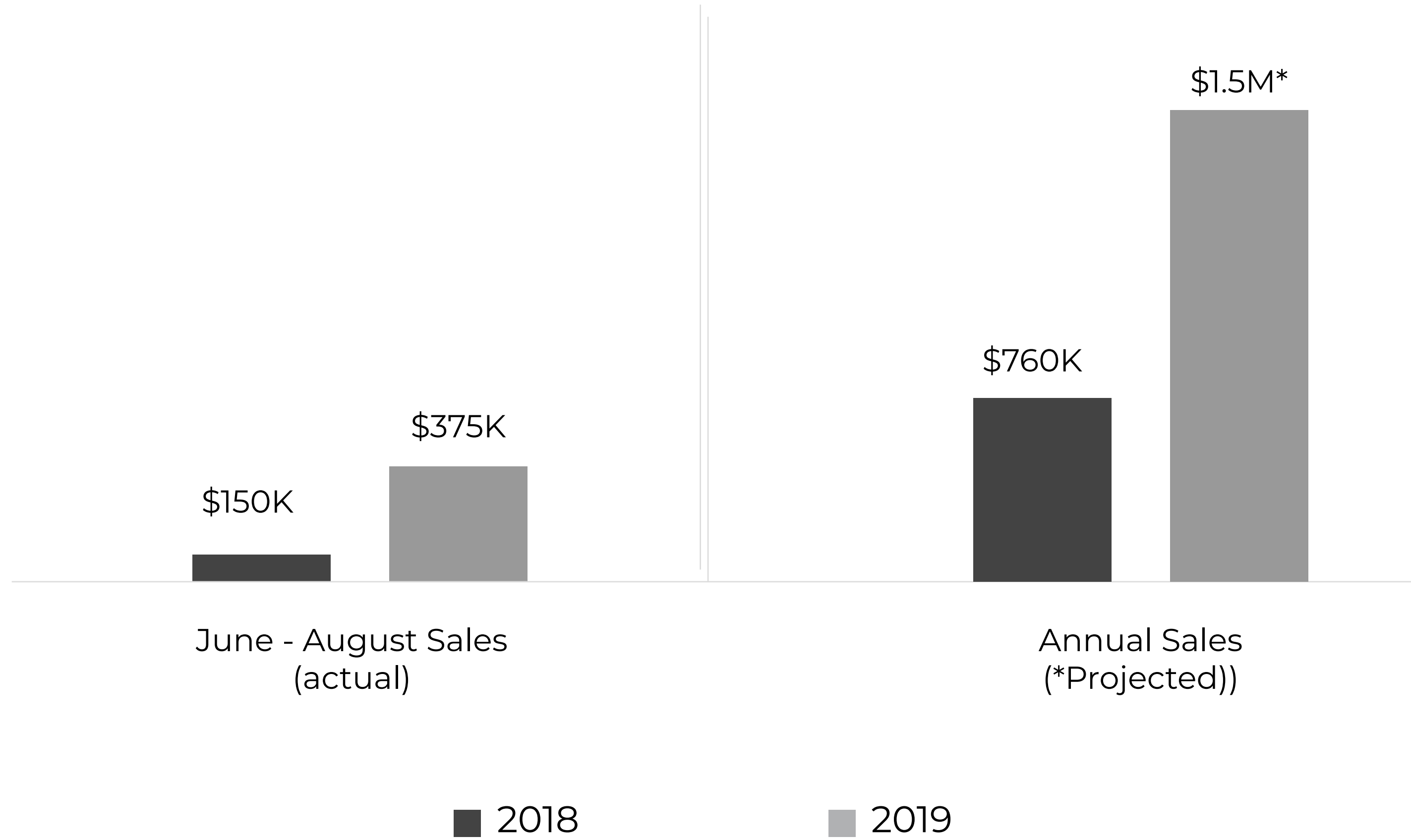
TAP STRAP 2 vs. OTHER INPUT METHODS

Comparison of major tasks and characteristics of Tap versus other input modalities.

TASK	TAP	VOICE	KEYBOARD + MOUSE	TOUCH SCREEN
SCREEN NAVIGATION	GOOD	BAD	GOOD	GOOD
DOCUMENT PRODUCTION	GOOD	OK	GOOD	OK
PORTABILITY	GOOD	GOOD	BAD	OK
PRIVACY	GOOD	BAD	OK	OK
SPEED	GOOD	GOOD	GOOD	OK
ACCURACY	GOOD	OK	GOOD	OK
ERGONOMICS	GOOD	GOOD	BAD	BAD

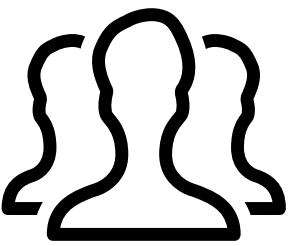
REVENUES

Tap sales are growing substantially year over year



B2C, B2B & ENTERPRISE
MARKETING

Our marketing efforts combine eCommerce & retail



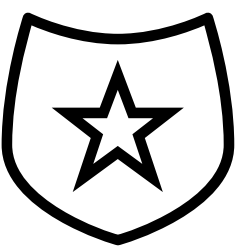
IN HOUSE MEDIA BUYING TEAM

Our in house marketing team is responsible for our online user acquisition. We advertise through SEM, Social, Content Marketing, Video, Influencers & Retargeting.



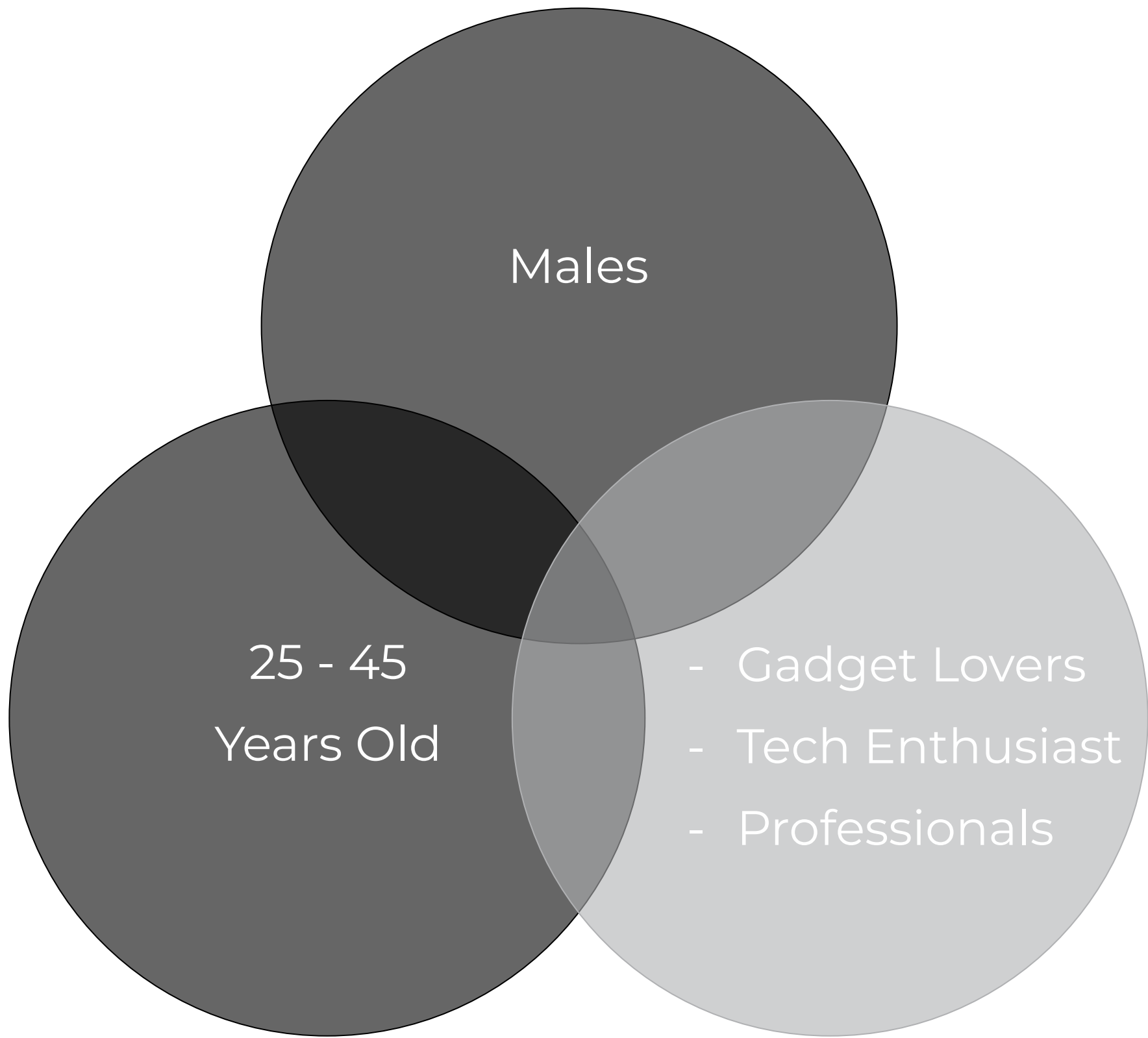
EXPERIENTIAL RETAIL SPOTS

We provide our target audience a chance to experience Tap through our select experiential spots in stores such as b8ta, Showfields and LiTMUS Labs.



PARTNERSHIPS & AFFILIATES

We've partnered with leading deals websites and professional affiliates who promote the Tap Strap through our affiliate program and drop-shipping.





12-24 MONTHS

NEAR TERM MARKETS

Tap is a natural input solution for smartwatches.

- There are over 100 million smartwatches in use, but they are almost entirely limited to output.
- As these devices become more stand-alone, they will begin to support input.

Consumer AR Headsets are beginning to gain traction.

- Three consumer companies have introduced products in 2019, and many are planning introductions in the coming years.

OPPORTUNITIES ARE VAST

LONG TERM MARKETS

Electronic devices have evolved from the desktop, to the laptop, to smartphones, and to smartwatches.

By 2023, over 200 million people will be wearing their primary digital devices – which will not support conventional keyboards.

Tap is the enabling technology for wide adoption of these wearable and virtual screen technologies.

Wearable AR devices may eventually rival handheld devices in volumes, meaning that the TAM may reach over 1 billion units.

SAFE HARBOR STATEMENT

Certain statements contained in this Confidential Investors' Deck (the "presentation") constitute "forward-looking statements" relating to Tap Systems Inc. ("Tap" or the "Company") within the meaning of the Private Securities Litigation Reform Act of 1995. All statements regarding future events, included but not limited to our business strategy and our financing plans are forward-looking statements. In some cases you can identify forward-looking statements by terminology such as "may," "will," "would," "should," "could," "expect," "intend," "plan," "anticipate," "believe," "estimate," "predict," "potential," or "continue," the negative of such terms or other comparable terminology. All statements that are not historical facts are forward looking. Known and unknown risks, uncertainties and other factors could cause actual results to differ materially from those contemplated by the forward-looking statements. Any forward-looking statement speaks only as of the date on which such statement is made. The Company undertakes no obligation to update any forward-looking statement or statements to reflect events or circumstances after the date on which such statement is made.

THANK YOU!

dovid@tapwithus.com

+1 (917) 561-3959