

# TAD

Investors Deck - February 2020

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

Tap lets you create text and control devices just by  
tapping your fingers on any surface

**Touchscreens** have been the enabling interaction technology for the Mobile Revolution.

**TAP** is the enabling interaction technology for the Wearable AR/VR Revolution.



# The Major Technology Companies Are *Racing* To Win The Augmented Reality Market

## SONY

### There's a race to replace our iPhones with smart glasses we wear everywhere

PUBLISHED MON, NOV 11 2019-10:19 AM EST  
DATED MON, NOV 11 2019-11:28 AM EST

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4 ARE

TECH FACEBOOK VIRTUAL REALITY

### Facebook says it will build AR glasses and map the world

By Adi Robertson | @thedextriarchy | Sep 25, 2019, 2:14pm EDT

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#### KEY POINTS

The next big trend in technology is smart glasses we wear everywhere.

Microsoft, Snap, Facebook, Google, and Amazon are all working on smart glasses we wear on our faces that map the world.

Current devices are too big and expensive but eventually they'll come down in size.

TECH AUGMENTED REALITY

### Google announces a new \$999 Glass augmented reality headset

By Adi Robertson | @thedextriarchy | May 20, 2019, 1:20pm EDT

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### Sony's Next Move Is Into Augmented Reality

CONTRIBUTOR  
Travis Hoium — The Motley Fool

PUBLISHED  
OCT 24, 2019 11:25AM EDT

Believe it or not, Sony has sold more virtual headsets than the Facebook (NASDAQ:FB) Rift and HTC Vive combined generation of technology. Sony's PSVR connects to the PS4, isn't the best in terms of performance, but the company is looking to leverage its leading position in augmented reality (AR) before other companies enter the market.

APPLE TECH AUGMENTED REALITY

### Apple reportedly plans 2022 release for first AR headset, followed by AR glasses in 2023

Apple managers say AR glasses could supplant the iPhone in a decade

By James Vincent | Nov 11, 2019, 9:02am EST

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# MASSIVE MARKET POTENTIAL



*“Simply put, we believe augmented reality is going to change the way we use technology forever,” - Tim Cook, CEO, Apple*

*“The augmented reality & mixed reality market is valued at USD 2.06 billion in 2018, and is expected to reach USD 18.96 billion by 2024, registering a CAGR of 44.74%, over the forecast period 2019-2024.”*

[Research&Markets Report](#)

# Tap has substantial advantages over competing interaction technologies.

- When the user is wearing their screen, they will not carry a keyboard.
- Speech is a critical part of the future of interaction, but is not a comprehensive solution.
- Air gestures are slow, difficult to master, and can not support complex input.
- Projected keys require eye focus, and two hand use, and are susceptible to errors and speed issues.



# Tap is a critical part of providing an optimal interaction experience.



## **FAST**

Users have achieved one-hand speeds of over 70 words per minutes, which is 5.8 gestures per second.

## **SUPPORT HIGH COMPLEXITY**

There are 31 native combinations, with extensions for over 200 commands.

## **PORTABLE**

Users can tap on any surface, including their hand or body.

## **DISCREET**

Like thumb typing, tapping is not readable by observation.



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

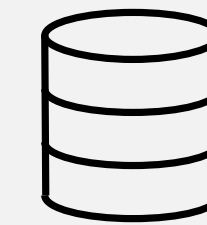
Tap has assembled a team of dedicated hardware and software engineers, scientists and designers.

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.

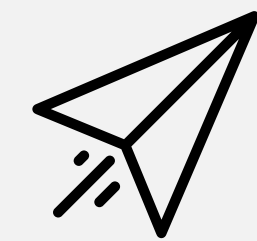
# R&D TEAM

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



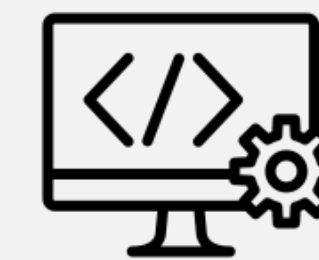
## FIRMWARE

Complex algorithms, AI, Machine Learning & Deep Integrations



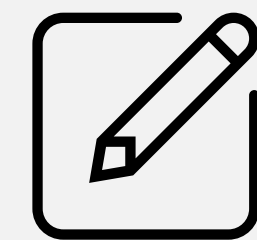
## DESIGN

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



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.

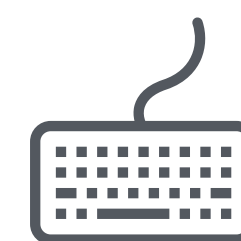
**The Tap Strap 1 began shipping in February, 2018.**



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



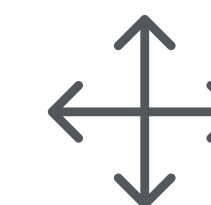
## MOUSE

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



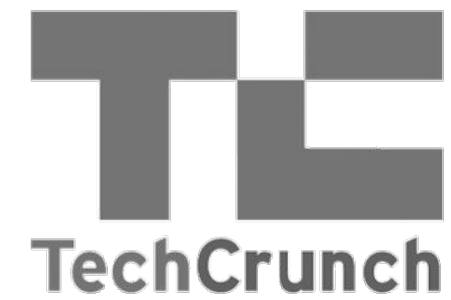
## CONTROLLER

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

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.



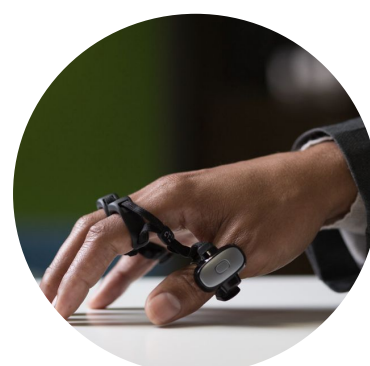
## ENTERPRISE MANUFACTURING & DATA ENTRY

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.

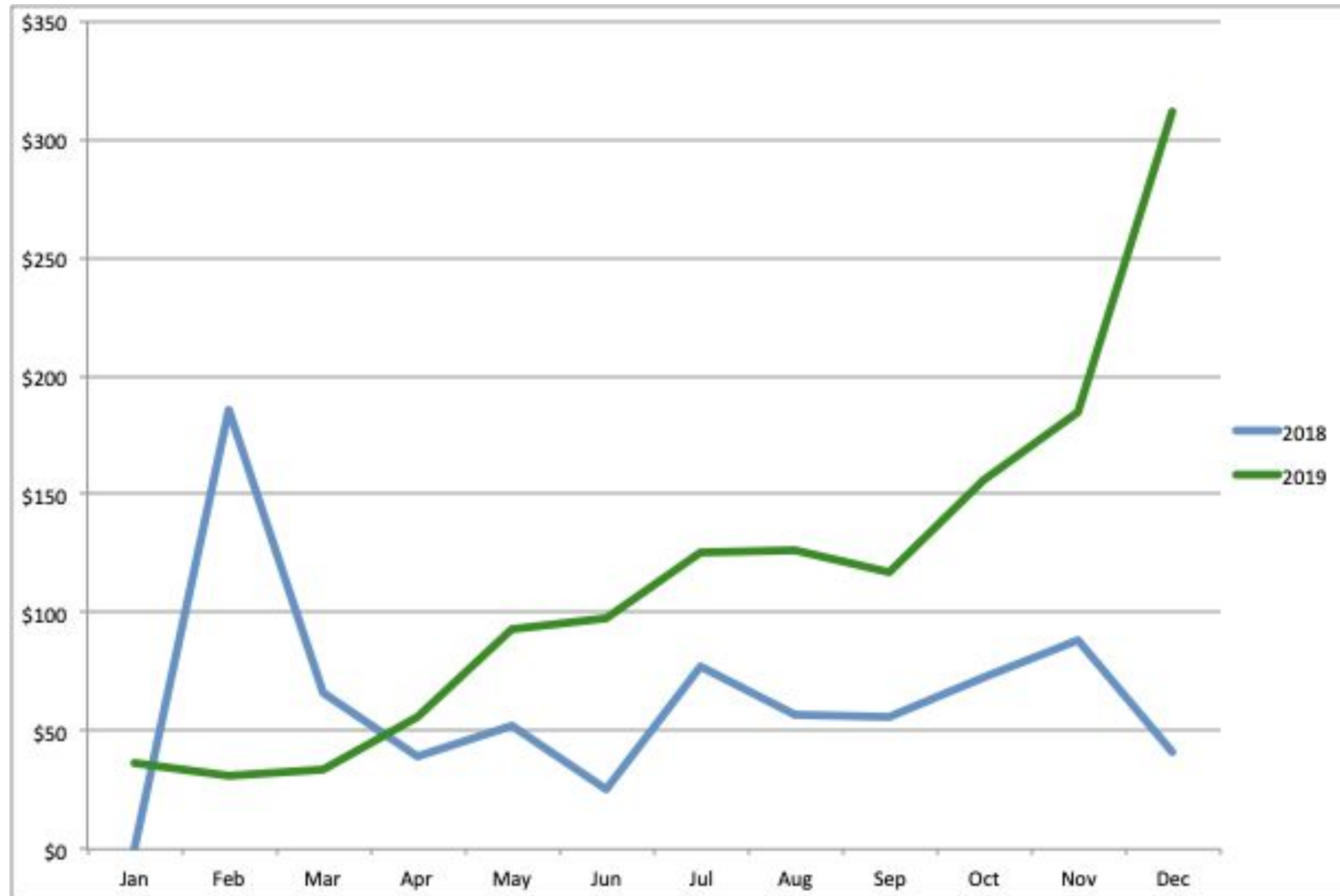


## REMOTE CONTROL SMART TV, GAMING & ENTERTAINMENT

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

# Revenue History

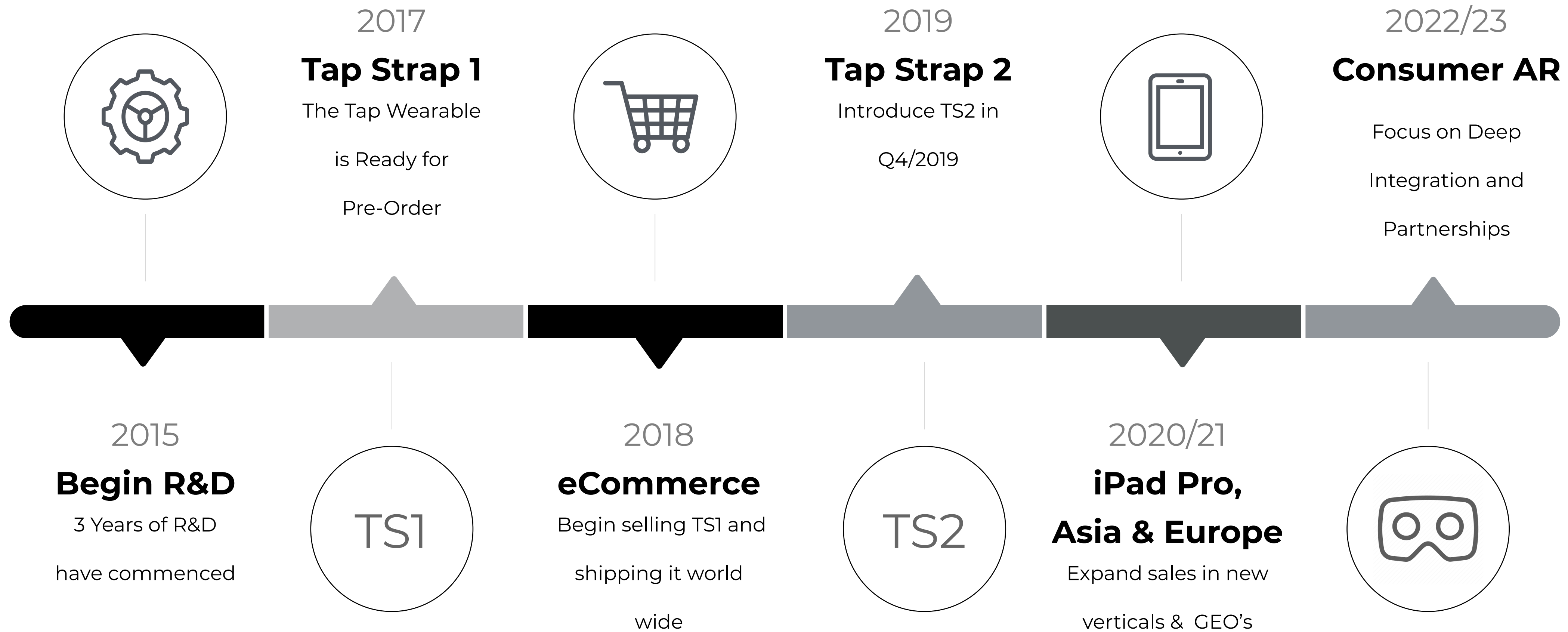
Monthly Revenues  
2018-2019



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.



# 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!

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