

# The Input Technology for the Metaverse

PITCH VIDEO INVESTOR PANEL



tapwithus.com Los Angeles CA Hardware Technology Virtual Reality Female Founder Wearables

**LEAD INVESTOR**

**Rajeev J Surati** Computation and Imaging LLC

I have been involved with AR and VR for over 25 years, starting when I was finishing my Ph.D. at MIT. Input into these systems is a challenge. The team behind this venture has an incredible pedigree, both in business and in creating fundamental technologies like CMOS sensors. They are already selling their first-generation product to early adopters, and their next-generation product, which has a far more appealing form factor, is a game-changer for them. Tap is a far simpler and more sensible approach to AR interaction than competing technologies, (such as the Facebook/CTRL-Labs project), and, I believe is likely to take the day.

**Invested \$25,000 this round**

[Learn about Lead Investors](#)

OVERVIEW DETAILS UPDATES 16 WHAT PEOPLE SAY 1026 ASK A QUESTION 138

## Highlights

- 1 Tap solves a critical problem in the multi-billion dollar AR and VR industry.
- 2 Tap has over \$3.5 million in sales to date, tens of thousands of customers, and a 4 star Amazon rating
- 3 Founders include co-inventor of the Cell Phone Camera & inventor of Digital Xray, w/IPO, Acquisition
- 4 We have raised over \$13 million to date from founders, investors, and individuals.
- 5 Our 2018 crowdfunding offering sold out, and was oversubscribed by almost 50%.
- 6 Facebook, Apple, Google & other leading companies are investing billions in developing AR/VR systems.
- 7 The AR/VR market is projected to be almost \$300 billion by 2024.
- 8 Tap is fast, accurate, mobile and eyes free - it is the perfect solution for wearable AR & VR.

## Our Team



**Dovid Schick** CEO and Co-Founder

David Schick is the founder and former CEO of Schick Technologies, where he invented and commercialized the first digital X-ray systems for dentists. He took the Company public on the NASDAQ in less than five years. Mr. Schick has over 100 patents.

AR and VR is a once in a lifetime opportunity - it is the next major computing platform.



**Dr. Sabrina Kemeny** President and Co-Founder

Kemeny is the co-inventor of the CMOS image sensor chip used in virtually all digital cameras. She is the co-founder and former CEO of Photobit, which successfully scaled up and commercialized the technology before selling the company to Micron.

## Tap is the Perfect Input Solution for Augmented and Virtual Reality



### The Major Tech Companies Believe that Augmented Reality is the Computing Platform of the Future



**Mark Zuckerberg**  
Facebook CEO

"AR and VR have the **potential to change the trajectory of the company** over the long term."

"We will get breakthrough augmented reality glasses that **will redefine our relationship with technology.**"

"This is going to be **the next computing platform!**"



**Tim Cook**  
Apple CEO

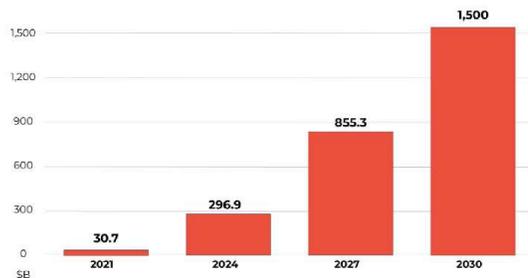
"I'm excited about AR. My view is **it's the next big thing, and it will pervade our entire lives.**"

"Now you couldn't imagine your life without apps. **AR is like that. It will be that dramatic.**"

"Augmented reality is **going to change everything.**"

TAP

### AR and VR Have Unprecedented Market Potential



**AR/VR Will Add \$1.5 TRILLION to Global GDP by 2030!**

TAP

Source: <https://www.pwc.com/seeingisbelieving>

### Current Solutions for Entering Text and Navigating Menus in AR and VR are Slow, Error Prone, and Frustrating



TAP

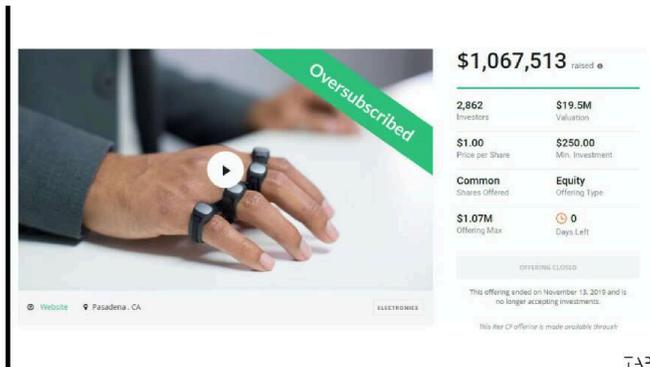
**Tap is Fast, Easy, Accurate, and Eyes Free. It is the Perfect Input Solution for AR and VR**



**We are Preparing to Release a Wrist Wearable Tap that will Greatly Expand our Market**



**Tap has Raised Over \$13 Million to Date. Our last Reg CF Offering was Oversubscribed by 50%**



**Tap is a Proven, Patented Technology, with Tens of Thousands of Users and a Four Star Rating on Amazon**



**Tap has Gotten Fantastic Media Coverage**

## 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**



FOX NEWS



Bloomberg

VentureBeat



cheddar

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## Key Points

- ✓ Tap is a proven technology.
- ✓ Tap is patented.
- ✓ Tap Solves a Critical Problem in the AR and VR Industry.
- ✓ The Market for AR and VR is Expected to be over \$300B by 2024 and impact GDP over \$1.5 Trillion by 2030.
- ✓ Tap's Management Team has a proven Track Record of Reaching IPOs and Successful Exits.

TAP