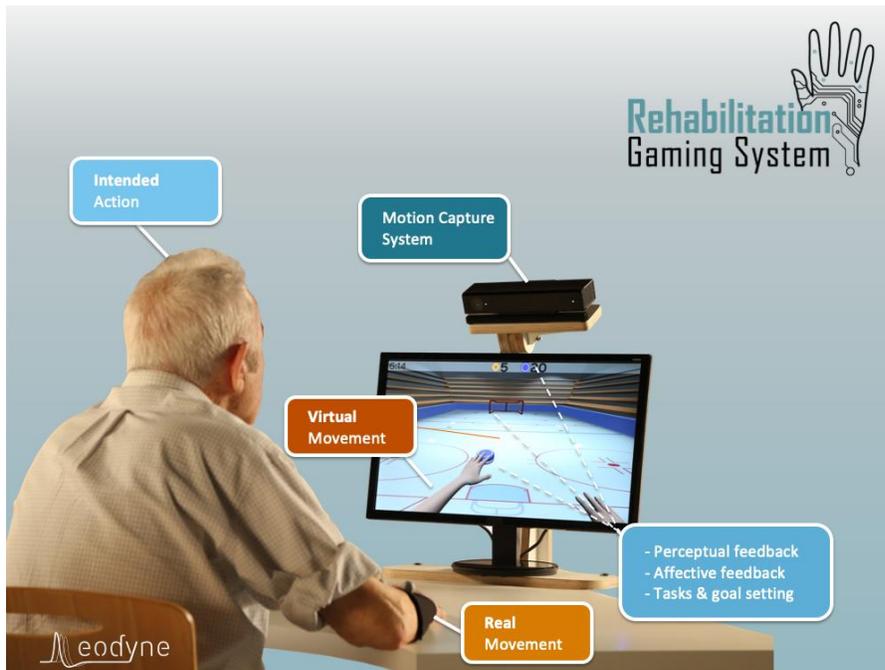


Who we are.

Eodyne is an R+D company born as a spin-off company of Universitat Pompeu Fabra in Barcelona, Spain. Eodyne is specialized in the development and commercialization of advanced science-based neurorehabilitation software with an emphasis on functional recovery after brain damage such as stroke and Alzheimer. Eodyne advances a network science-based paradigm for neurorehabilitation by taking a multiscale network-based perspective from genetics and connectomics to behaviour. Eodyne's flagship product, the Rehabilitation Gaming System (RGS), is used in 7 countries around the globe with the main commercial activities in Spain and the Netherlands. By now, over 1000 stroke patients have been successfully treated and the RGS paradigm is being generalized to other neuropathologies.

In alignment with the Virtual Brain Cloud project, Eodyne takes an interdisciplinary approach to address cognitive impairment and rehabilitation in Alzheimer's disease.



The Rehabilitation Gaming system, RGS.

RGS is a science-based ICT solution for neurorehabilitation combining brain theory, AI, cloud computing and virtual reality, targeting motor and cognitive recovery. RGS maps the user's movements to 1st person virtual reality scenarios to promote motor learning, decision making and attention

Eodyne's expertise is in the development of algorithms and applications with virtual and augmented reality, immersive systems and infrastructures, scientific visualization, modeling and simulation, big data approaches on clinical data. Eodyne products have commercial applications in multiple areas: neurorehabilitation; advanced interactive applications for scientific visualization, modelling and simulation; applications that require immersive visualizations (industrial design, aerospace engineering, etc); a scientifically grounded state of the art ICT, artificial intelligence and virtual reality systems that brings serious gaming to a qualitatively new level of deployment.