

Valkyrie Industries Ltd



 <https://www.valkyrie-vr.com/>



Challenges / Problems

- Current virtual experiences lack real-time haptic feedback for true spatial computing experiences.
- The adoption of immersive headsets can be impacted by the addition of Extended Reality (XR) wearables.

Proposed solutions

- Valkyrie EIR is the world's first 'Motion Haptics' wearable aimed at providing resistance and weight experiences in virtual reality (VR).
- With custom content services, we offer an all-in-one solution that enables clients to use state of the art XR technology for their customers.

Competitive advantages:

- Experience 'motion haptics' for VR/AR/MR today at an affordable price.
- Streamlined user experience, say goodbye to cumbersome suits. Our modular approach allows for inclusivity.
- Patented technology. (UK, USA, Japan, Europe & China)

Looking for collaboration / partnership with:

- Any organisation looking to adopt XR spatial computing with our state-of-the-art motion haptics interaction.
- Our ideal type of organisation for this type of technology would be Health, Wellbeing and Sports-tech companies (but not limited to).
- Content creation studios to partner up with in co-creating content.

Future business plan:

- Establish a vast portfolio of enterprise businesses adopting Valkyrie EIR armbands for
- To prepare product for eventual B2C markets.
- To develop further hardware for different parts of the body.

UK
London

2017
Founded Year

SEED
Funding Stage

8
Employees

INVEST  JAPAN

J-BR!DGE

 **HackOsaka**
2nd. Edition