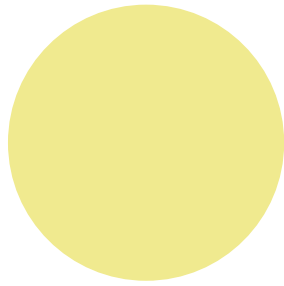
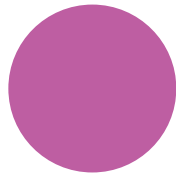


An overview of the **global problem**:

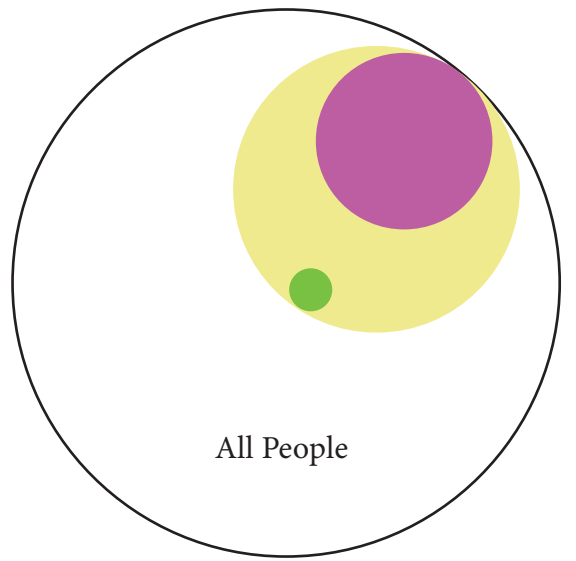
Mental Health



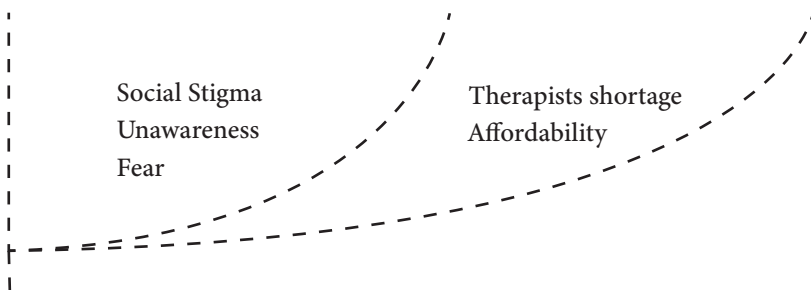
20% People has **Mental illness**



20-60% People **isolate** themselves



1-25% People got **therapists treatments**



Our solution = **Willingness** + **Accessibility & Affordability**
 How to **increase** the willingness to cure? How to cure **without** therapists?

MindVerse: A Game with Stories

Attractive, Interactive, **Engaging**

Fits people who are in **low energy level** and isolate themselves **in home**

*During this pandemic, I got **depression** because of the year-long lock-down. I **should** seek help from a therapist, but I chose to **play Video games** because that was **much easier** in given me **instant happiness***

Short-term Happiness

Psychological methods + **Self-help psychological books**

- Mental counselling cases
- Cognitive behavioural therapy
- Bibliotherapy

The **Base of Story Scenarios**

Intentions:

- Fundamental Realization
- Perspectives Change
- Copying strategies develop
- Behavioural change

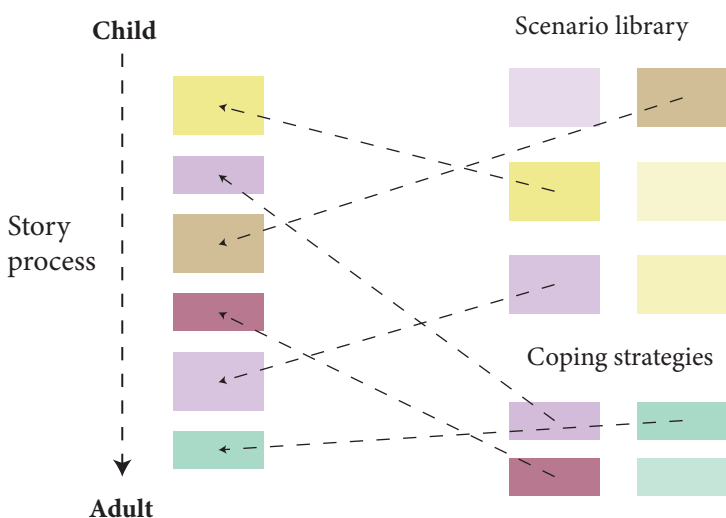
Curing

Long-term solution

The Game Mechanism

Enter personal info and hardships

Algorithm **customize** the story structure



I self-cured through reading psychological self-help books. I understand how my emotion work and how my old world view dominated so many problem. I accepted the positive world view and practice it to change my behaviour. Now, I've been much happier than ever before.

It's a **journey of mind** I've been through. And that's what we want to **provide** for you.