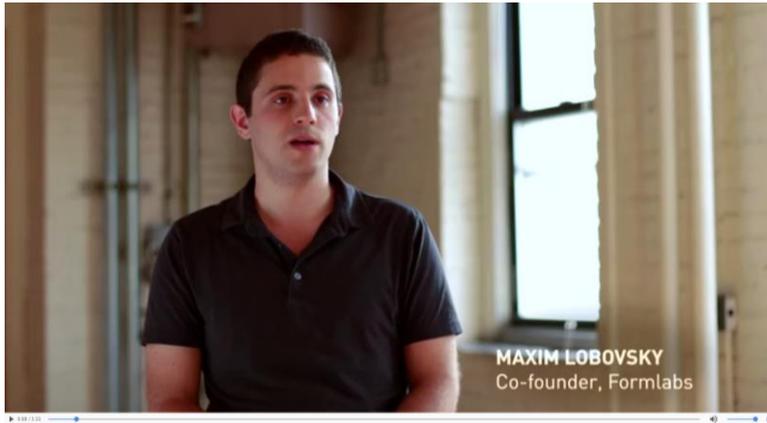


VIRTUAL REALITY AUDIOBOOKS

Kickstarter Video Storyboard
v. 10.16.2016

Problem



LEO: As a first generation parent, who is bringing up two beautiful children that live in a connected life, I continue to struggle daily with the right balance between the time my kids spend in front of a screen, the amount of technology they are exposed to and how to help them achieve their full potential.

MARIA: While we've come to terms with the idea that technology is a necessary part of modern life, the problem still lies in that the majority of screen play, even if educational, is not focused on individual creative development. Whether its games, videos, images... it all has already been imagined for us.

Problem



<https://www.youtube.com/watch?v=N1Twefdhui8>



<https://www.youtube.com/watch?v=DpBdQQlPCJg>



https://www.youtube.com/watch?v=uT7lgAT9_c4



<https://www.youtube.com/watch?v=luMrBs7dGCo>



<https://www.youtube.com/watch?v=VrQhmcPrhFw>

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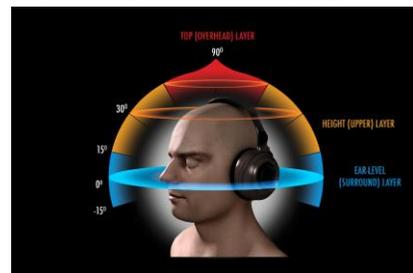
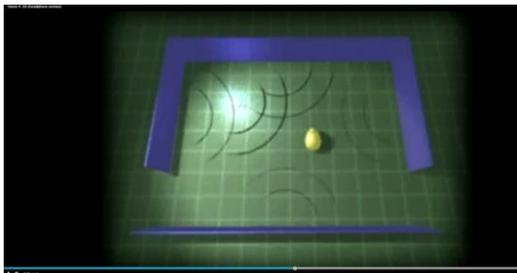
<https://www.youtube.com/watch?v=VrQhmcPrhFw>

LEO: The result is that our kids are achieving lower “levels of mind”, where skills like intuition, insight, creativity, imagination, understanding, thought, reasoning, interpretation and problem solving are left behind. Our product brings precisely those skills to the forefront of hi-tech digital content.

Solution



<https://www.videoblocks.com/video/adult-man-in-white-shirt-sing-in-studio-in-front-of-microphone-sound-recording-vdmsmzieiliku1s5nh/>
<https://www.videoblocks.com/video/recording-studio-sound-engineer-mixing-audio-soree557iouy8qf1/>



<https://videopress.com/v/usNF7OoH> <http://harmonicjunction.com/wp-content/uploads/Auro-Head-Graphic-3D.jpg>

NARRATOR: Welcome to KOOB™, an audio-only content platform that is revolutionizing storytelling by using “virtual reality audio technology” to create life-like immersive experiences that completely absorb the listener’s mind.



NARRATOR: KOOB™ are virtual reality audiobooks that trick the brain into thinking it’s experiencing sounds first hand. Using binaural beats and 3D sound technologies, children become part of the story as they listen and engage in active imagining, translating words and sounds to image; and connecting images to memories, dreams, and larger ideas.

Benefits

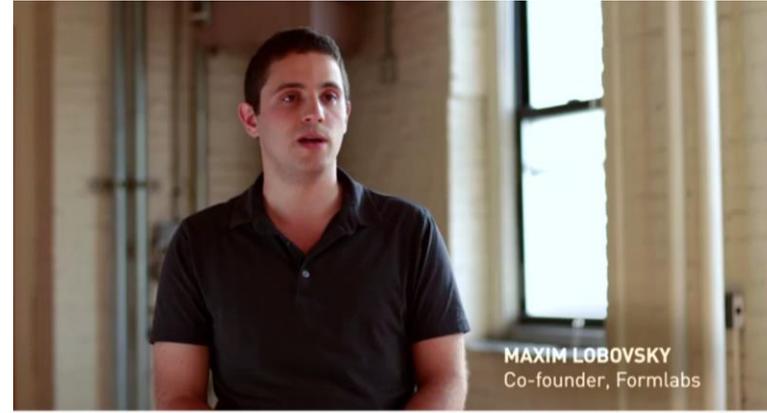


NADIA CHENG
PhD Student, MIT Mechanical Engineering

<https://www.youtube.com/watch?v=7T8vjccbof4>



MARIA: The technology is proven to help develop intuition, creativity, imagination, understanding, and reasoning. Listeners who continuously engage with binaural and 3D sound, typically become better conversationalists, quicker thinkers, and better problem solvers.



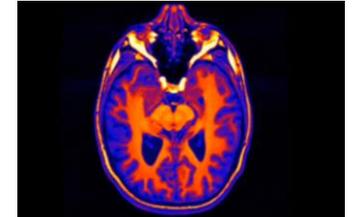
MAXIM LOBOVSKY
Co-founder, Formlabs



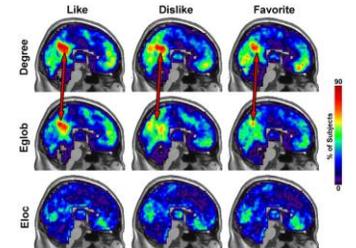
LEO: We are currently working with a group of Pediatricians and Neuroradiologists in Boston and Houston, conducting research that can prove that KOOb's virtual reality audiobooks can be used as an aid in treatment for children who have been diagnosed with ADHD, and to prevent memory loss in senior people.



<https://www.videoblocks.com/video/mexican-surgeon-reviewing-brain-scans-of-patient-bgt4mpr/>

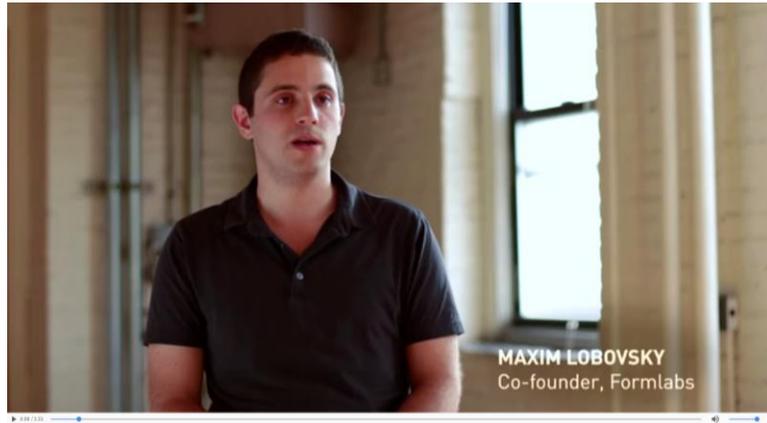


<https://www.youtube.com/watch?v=XwUn64d5Ddk>



<http://www.nature.com/articles/srep06130/figures/1>

The Ask



www.koob.audio

LEO: We have invested in two patents, have partnered with award winning audio design studios, and have the website and mobile app ready to go.

MARIA: We are asking for your support to expand our platform. We need investors like you to help fund the production of a complete library of stories, and make them available for any child to enjoy over and over again

MARIA: We'd love to share our demo with you. Click on the link in the page, put on your headphones, close your eyes and enjoy the ride.