Concept Type: Video-Integrated Gaming Software

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Descriptor: "Motion-activated, collaborative games from anywhere!" Integrated video, chat, and screen share functions allow kids to spend time with friends and give parents peace of mind that their kids are engaging in safe online play.

Kids Problem: Kids struggle to socially engage with their friends over current videoconferencing interfaces as these platforms are boring, complex for kids to navigate, and provide few opportunities for collaborative play. Young children do not yet have the capacities to independently and virtually enjoy the free-flowing, unstructured conversations that current video conferencing software is designed to host, at least not without the help of a shared activity.

Parent Problem: Parents would like their kids to have social time with friends as it's crucial to their socioemotional development, mental health, and communication skills. However, there are no viable alternatives to in-person play right now. Parents are not happy with the quality of the current online resources available to their children throughout this pandemic.

Solution: FriendOver combines videoconferencing with motion-interactive games like tennis, boxing, and dance - no console required! Kids enjoy multiplayer games they can play collaboratively with friends, and the overall gaming experience is improved by quick communication while gaming. FriendOver combines key social and gameplay elements for our young users. Our games are unique in the world of online gameplay: there is no bundle of games among our competitors that is as novel, as thoughtfully planned, as physically active, or as cognizant of kids' needs as ours.

Unique Value Proposition: Kids can connect with their friends during the COVID-19 pandemic, and we will remain relevant long after the pandemic ends. Our motion-activated technology will help kids beat rainy day boredom and will offer full-body engagement and opportunities for socialization. As the market expands for WebRTC and accessible gaming options for kids, FriendOver will remain relevant and will offer exciting and safe games that please kids and parents alike. FriendOver has great scalability and our technology, while aimed at kids initially, can be applied to games for all ages. The opportunities for FriendOver are endless!