



**VTT**

# Tervetuloa Innokaupunkien Vaikuttavuusklinikoille!

29.8.2023

VTT Oy

28/08/2023

VTT – beyond the obvious

# Neljäs vaikuttavuusklinikka 29.8.2023 - ohjelma

- 8.30 – 8.35 Tilaisuuden avaus, *Suvi Aho, Innokaupunkien koordinaatio*
- 8.35 – 8.40 Orientaatio klinikoille, *Kirsi Hyytinen, VTT Oy*
- **Yritykset ekosysteemityössä - kumppanuus ja menestyksen avaimet**
  - 8.40 – 8.55 Dispelix Oy, *Janne Laukkanen*
  - 8.55 – 9.10 Psyon Games Oy, *Olli Rundgren*
- 9.10 – 9.30 Keskustelua ja sparrailua, *kaikki yhdessä, Kirsi Hyytinen fasilitoi*

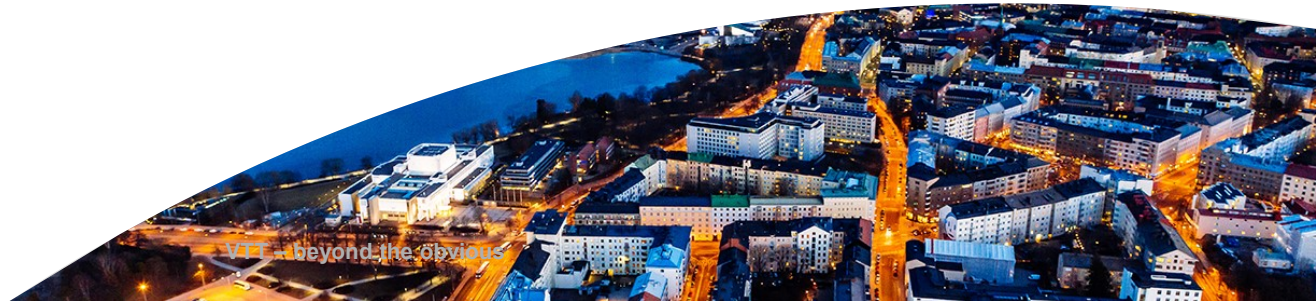
**Alustuspuheenvuoro tallennetaan  
ja se tulee myöhemmin jakoon  
Innokaupunkien sivuilla!**

28/08/2023



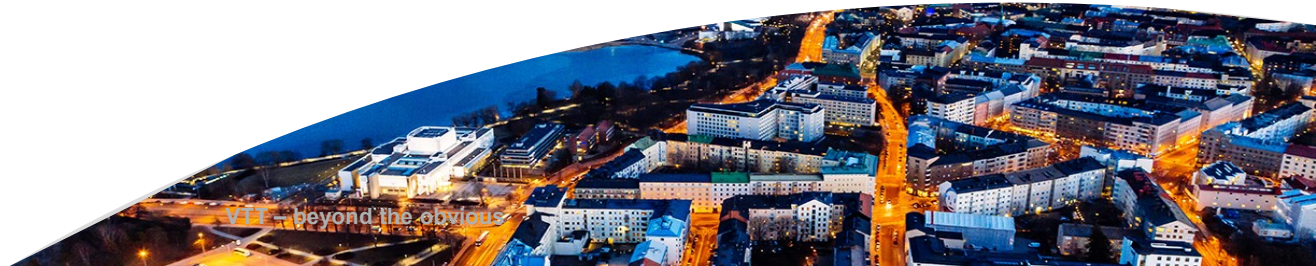
# Vaikuttavuusklินิกoiden tavoitteena

- Innokaupunkien vaikuttavuusmallin kehittämisen ja ekosysteemityön tukena toteutetaan VTT:n vetämänä **vaikuttavuusklinikoita**
- Vaikuttavuusklินิกoiden tavoitteena on
  - Tarjota foorumi yhteiselle keskustelulle ja porautua ekosysteemien vaikuttavuuden varmistamisen kannalta kriittisiin kysymyksiin
  - Keskustella Innokaupunkien tarpeista nousevista teemoista
  - Löytää yhdessä toimivia malleja ja ratkaisuja ekosysteemien vaikuttavuuden varmistamiseksi.



# Vaikuttavuusklinikoiden toteutus

- Vaikuttavuusklinikat toteutuvat tunnin mittaisten Teams-aamukahvien merkeissä kerran kuussa tiistaisin klo. 8.30 – 9.30.
- Jokainen foorumi avataan asiantuntija-alustuksella, jonka jälkeen varataan aikaa yhteiselle keskustelulle ja sparraukselle.
- Kevään 2023 klinikat löytyvät Innokaupunkien sivuilta
  - 7.3. klo 8.30-9.30 - Onnistuneen ekosysteemyön kulmakivet, *Katri Valkokari, VTT Oy*
  - 4.4 klo.8.30–9.30 - Yhteisten tavoitteiden asettaminen ja ekosysteemien johtaminen, *Sanna Öörni ja Katri Valkokari, VTT Oy*
  - 2.5 klo.8.30–9.30 - Vaikuttavuuden mittaaminen ja johtaminen, *Kirsi Hyytinen, VTT Oy*
  - 6.6 klo.8.30–9.30 - Innokaupunkien vaikuttavuusmalli, *Kirsi Hyytinen & Johanna Leväsluoto, VTT Oy*
- Syksyn klinikat 29.8. ; 26.9. ; 31.10. ; 5.12. 2023
  - 29.8 klo.8.30-9.30 – Yritykset ekosysteemyössä - kumppanuus ja menestyksen avaimet, *Janne Laukkanen, Dispelix Oy ja Olli Rundgren, Psyon Games Oy*
  - 26.9 klo.8.30-9.30 – Miten innovatiiviset hankinnat toteuttavat kehityshankkeiden vaikuttavuutta, *Ville Valovirta, VTT Oy*



# Dispelix Oy

Dispelix



# dispelix

Founded 2015

HQ in Finland, subsidiaries in US and China

Enabled by 150+ talented employees

150+ patents and 200+ patent applications







## DISPELIX VISION

We're creating a world where technology no longer looks like technology. A world where extended reality glasses look, wear, and feel like ordinary glasses.



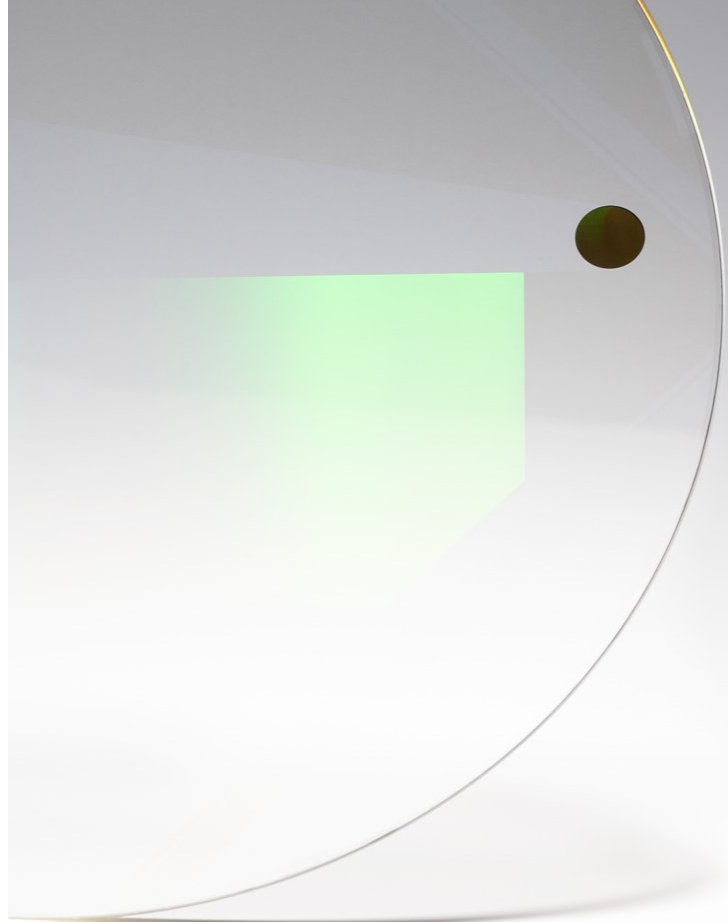
# Core technology

Diffractive surface relief waveguide combiners

Pioneers in design and fabrication of single-layer, full-color waveguide combiners

From waveguide design and mastering to nanomanufacturing and metrology for mass production

Applications range from near-to-eye to head-up



# Product-defining component



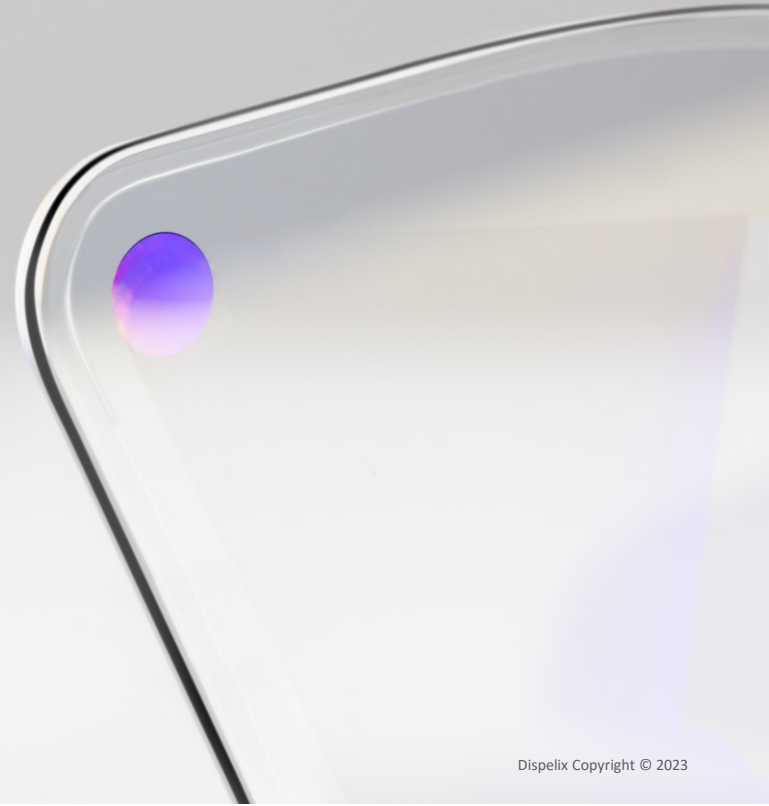
# From standard to fully customized

Standard

Partially customized

Fully customized

dispelix



# Partners and collaboration



# From design to delivery

DESIGN FOR  
MANUFACTURING

VERIFICATION AND  
VALIDATION

MANUFACTURING

METROLOGY

SUPPLY CHAIN  
MANAGEMENT

# Pioneering R&D

Advanced algorithm development and waveguide design

Diffractive surface relief gratings

Nano-fabrication materials and methods

Advanced full-color, single-layer architectures

Applications range from near-to-eye to head-up

# Unmatched design expertise

Proprietary simulation software with graphical user interface

Merges conventional algorithms and AI features

Design capability for LED and laser waveguides

Simulates critical performance parameters and visual appearance



# Mass manufacturing

Our approach relies on standard semiconductor manufacturing technology and high-RI inorganic materials

## Direct etching

- Assures high structural fidelity and easy pathway to complex grating shapes such as slant

- Design freedom with high-RI materials with ideal grating responses

- Mature, high-yield and low cost

Compatible with contactless lithography and nano-imprint lithography

# Metrology

Waveguide design verification and validation

Development of manufacturing processes

Inline and end-of-line quality control

Control of optical and dimensional parameters

Latest measurement technology across mass production lines

# Synergy in Joensuu region

Dispelix's Joensuu office located in Photonics Center

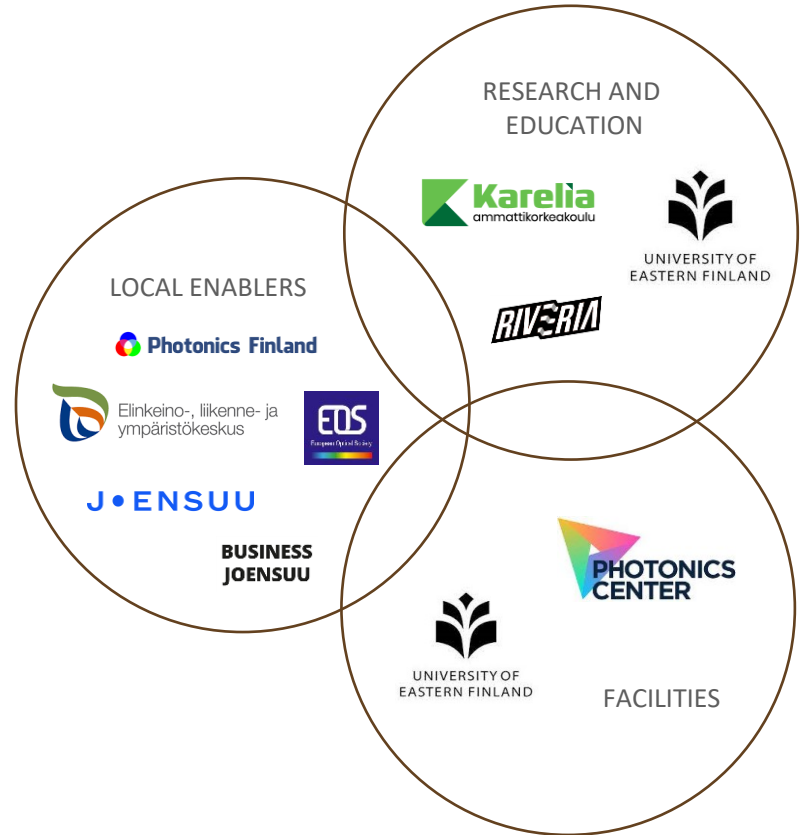
High-tech Photonics in Joensuu area

Part of globally growing infrastructure in photonics

Growing professional and partner network

Growing global reputation in photonics for Joensuu area

Growing local know-how in scaling nano photonic products



dispelix

# Psyon Games Oy



# PSYON GAMES

*Health Game Ecosystem 28.8.2023*

# Mission

## Better Brains with Psyon Games

Use the power of games in healthcare,  
to educate and to change lives



THE FOLLOWING TRAILER HAS BEEN APPROVED FOR  
**APPROPRIATE AUDIENCES**  
BY THE EDUCATION ENTERTAINMENT ASSOCIATION OF PSYON GAMES

[www.psyongames.com](http://www.psyongames.com)

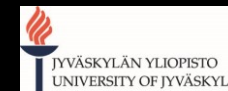
[www.iamtheshield.com](http://www.iamtheshield.com)

# PSYON GAMES

- Finland's leading applied game studio
- Awarded multiple times
- Fusing science and games
- Partnered with public health orgs & pharma
- Research collab with top universities



World Health Organization



EyePharma



# WHY GAMES?

- Games area HUGE: bigger than movies and music combined!
- Everyone plays
- Engaging
- Interactive
- Measurable



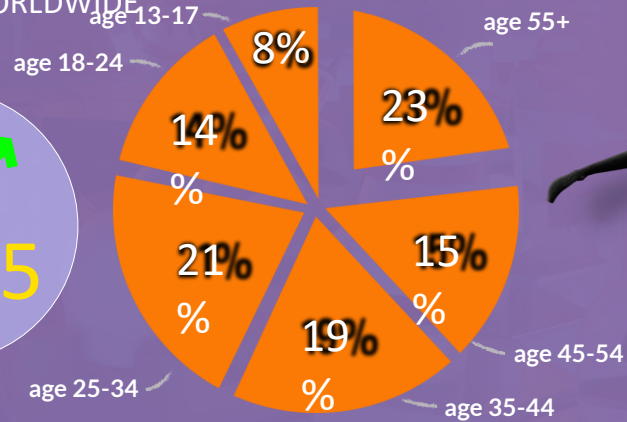
2.8

BILLION MOBILE GAMERS WORLDWIDE



193

MILLION MOBILE GAMERS IN THE US



AGE BREAKDOWN OF MOBILE GAMERS



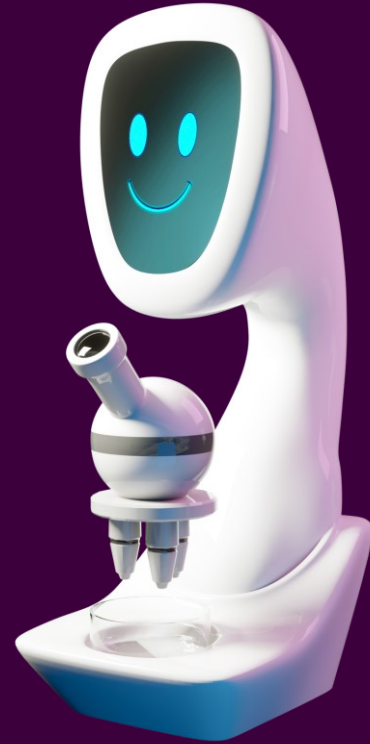


# APPLIED GAMES

What are they?

# WHAT ARE APPLIED GAMES?

An applied game has a purpose  
beyond pure entertainment



# TEAM

100 years of vaccine & life science industry experience  
+ 100 years of game industry experience





# HEALT GAMING MARKET SIZE

## MOBILE GAME MARKET

Already bigger than movies and music combined!

\$200B in 2021,

\$504B by

2030

HEALTH  
GAMING

\$780 B





# ANTIDOTE

## COVID-19

### Genre:

A casual strategy tower defense game

### Purpose:

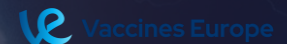
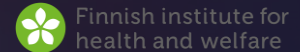
Vaccine and COVID-19 awareness

### Other information:

- Based on original Antidote
- Pursuing a global game campaign with WHO
- Conducting behavioral research with USC and JYU; validating the Antidote game's effects on attitudes, understanding and behavior regarding COVID-19 vaccines

# ANTIDOTE

## COVID-19



MARCH 2023

Thank you!  
Questions?

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**Keskustelua ja sparrailua,  
*kaikki yhdessä,***

***Kirsi Hyytinen fasilitoi***

Toisiaan  
täydentävät toimijat  
ja roolit

Selkeä visio ja  
arvolupaus



Systemaattinen,  
avoin  
toimintamalli

Jatkuvuus –  
arvon jakaminen

Vaikuttavuus – arvon  
yhteisluonti

Valkokari K, Hyytinen K, Kutinlahti P & Hjelt M. (2020).  
Yhdessä kestävä kasvua – ekosysteemiopas.  
<https://doi.org/10.32040/2020.Ekosysteemiopas>.

