

XOGO

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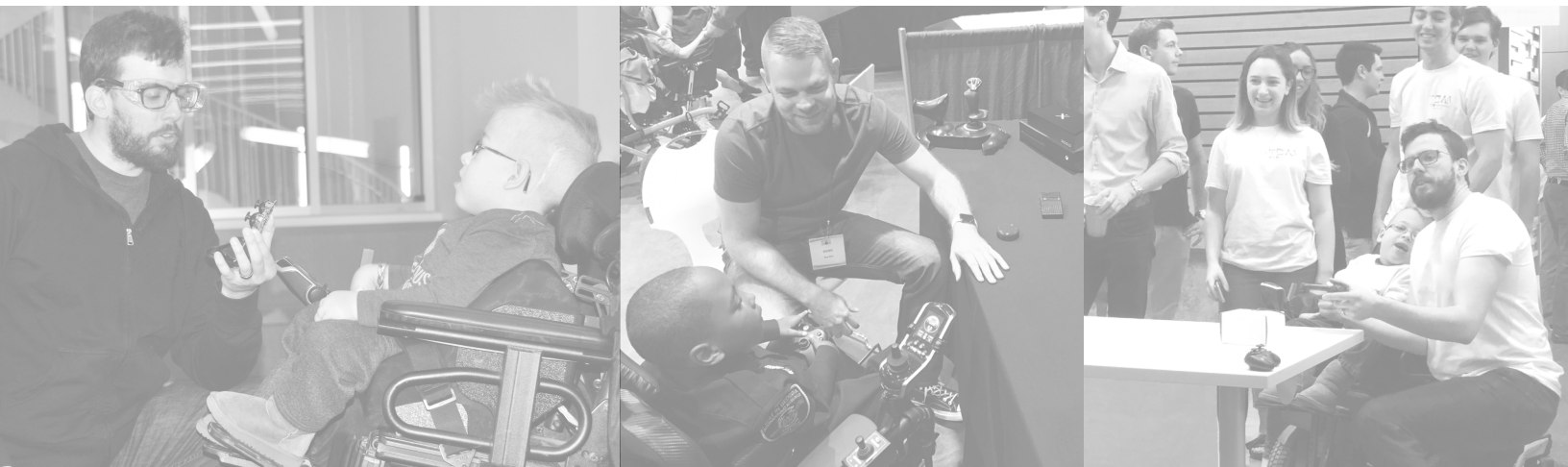


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Our Mission

We believe everyone should have access to social, recreational, and vocational experiences that bring people together. Xogo is a hardware and software platform that empowers all people to easily access consumer technologies.

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Xogo was born out of a desire to give people with disabilities control over their experience with technology. Fueled by the knowledge that the population of people with disabilities is one of the most underrepresented in the world, along with the fact that traditional assistive technology is often sold at an unrealistic price and delivers inferior functionality, we sought to provide a better option.

By creating an interface that allows people with disabilities to use any and all forms of technology in a way that works for them, they can have not only access to technology, but access to other people. Access to technology means access to people, relationships, and community. It builds bridges for people who are sometimes isolated.

Plus, Xogo can use all forms of technology together in the way that best fits every user's lifestyle and needs. This helps us reach a broad range of people:

- **People with disabilities** who aren't able to use technology to its fullest capacity because of physical or other limitations
- Our **parents and grandparents** who may be confused because of a lack of tech familiarity
- The rest of us who are **busy people** fed up with a confusing array of ecosystems that don't allow us to use devices easily or properly because of incompatibilities and poor user experiences

“ Thanks for helping my son become more independent! So grateful to Xogo for making real life more accessible. Forever grateful. ”

Melissa

A Xogo Family's Mom



Bradley is an eleven-year-old kid who faces the kinds of challenges that are common in middle school. He maintains a social circle, tackles hard math problems, and is trying to figure out who he wants to be. In addition, Bradley manages the physical limitations that accompany his cerebral palsy.

Bradley's family gave him his Xogo as a Christmas present. Right now, Bradley uses his Xogo to play video games with his twin sister on a level playing field. As he grows up, Xogo will be there to foster his growing independence. He'll be able to use it to flip through channels on the TV, surf the web, and maybe even buy a suit on the internet for his first job interview!



“Xogo is equality - Bradley finally gets his seat at the table. That's the kind of work that Xogo is doing.

We're really thankful for Xogo.”

Jackie

Bradley's Mom

See Bradley's story at: myxogo.com/video





Xogo is a hardware and software platform that enables users to interact with consumer technology in ways that work for them. Independent of brand and function, personal input devices can be adapted to generate tailored controls for X1 boxes, gaming consoles, smart homes, and more.

This allows people with disabilities to use assistive devices or standard USB, Bluetooth, WiFi, and 3.5mm jack devices to connect to standard consumer technology in ways that were previously inaccessible due to physical limitations. Converting a wheelchair joystick into a controller for a TV might not be a typical user interface, but solutions like these drastically change the lives of our users.

Xogo works with assistive technology as well as standard consumer tech like ZigBee, Z-Wave, USB, and Bluetooth devices to allow everyone to connect to entertainment gear.

In addition to X1 boxes, devices like video game consoles, smart homes, drones, and even toys like the Sphero BB-8 and Anki Overdrive can now be controlled using the equipment that works for our users. Plus, our open platform allows us to constantly add to the list of devices that Xogo works with.





myxogo.com/video

One of our family's stories



myxogo.com/howitworks

A brief look at how Xogo works



myxogo.com/overview

An overview of the future of Xogo



“ I’m really amazed and this is awesome technology. ”

Rio

A Xogo User

As we prepare for our launch, we are seeking partnerships with individuals and organizations who share our desire that all people have the right to access and inclusion.

We want to build relationships with organizations that understand how innovative technology can present an effective path toward more productive, connected, and fulfilling lives for people with disabilities. If you are interested in learning more, and helping Xogo reach people who need it please let us know!



Leadership Team



Ray Abel loves building communities and movements that make the world a better place. He launched his first startup with a successful pitch on ABC's Shark Tank. This business was a website that created a positive community for men online, which led to a 5K race series for families that celebrates the best of a city. Ray began his work with the community of people with disabilities at the Muscular Dystrophy Association and continues it today by leading our business initiatives to build a network of people who use Xogo to transform lives.



Dalton Banks is passionate about using technology to improve physical ability and independence. Growing up close to someone with a physical disability, he gained a firsthand perspective on the challenges of daily life as well as the social opportunity technology can provide. He studied bioengineering and robotics at UPenn, and has industry and clinical experience from Siemens Healthcare and Penn Medicine's Rehab Robotics Lab. Dalton is our software engineer and handles the embedded programming and user interface development for the Xogo.

Contact

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FOR EVERYONE**



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