

From Sci-Fi

TO REALITY



Forward Looking Statements

This presentation of Wearable Devices Ltd. (the "Company") contains "forward-looking statements". Words such as "expects", "intends", "plans," "believes," "seeks," "estimates," and similar expressions or variations of such words are intended to identify forward-looking statements. For example, the Company is using forward-looking statements when it discusses its vision, its products and technology, market potential for its products, and its products setting the standard for the meta verse. Forward-looking statements are not historical facts, and are based upon management's current expectations, beliefs and projections, many of which, by their nature, are inherently uncertain. Such expectations, beliefs and projections are expressed in good faith. However, there could be no assurance the management's expectations, beliefs and projections will be achieved, and actual results may differ materially from what is expressed or indicated by the forward-looking statements. Forward-looking statements are subject to risks and uncertainties that could cause actual performance or results to differ materially from those expressed in the forward-looking statements. For a more detailed description of the risks and uncertainties affecting the Company, the reference is made to the Company's reports filed from time to time with the Securities and Exchange Commission (the "SEC"), including, but not limited to, the risks detailed in the Company's prospectus dated September 7, 2022, filed with the SEC as a part of the Company's Registration Statement on Form F-1 (File No. 333-262838), and documents incorporated by referenced therein. Forward-looking statements speak only as of the date the statements are made. The company assumes no obligation to update forward-looking statements to reflect actual results, subsequent evets or circumstances, changes in assumptions or changes in other factors affecting forward-looking information except to the extent required by applicable securities laws. If the Company does update on or more forward-looking statements, no inference should be drawn that the Company will make additional update with respect thereto or with respect to other forward-looking statements.

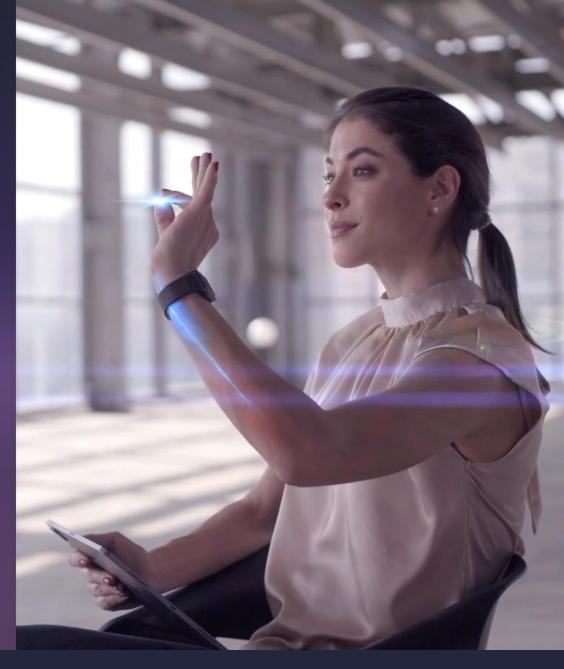


Our Vision

Transform thoughts and intentions into digital actions Naturally & Intuitively

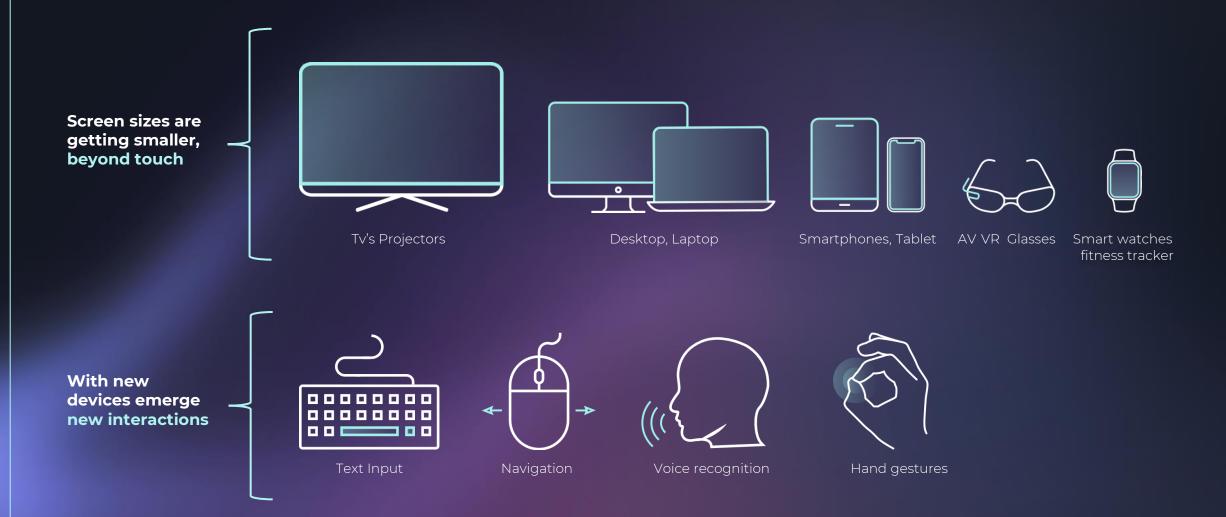
create a world in which the user's hand becomes a universal input device for touchlessly interacting with technology







The Problem







How should we interact with our future devices, beyond touchscreens and hand-held devices?

Can we really extend our hands to reach and touch the digital world?

The Solution

mudra

A non-invasive neural input interface in the form of a wrist wearable band for controlling digital devices using subtle finger movements

Intuitively and naturally

The Mudra Band deploys proprietary AI & sensors, to understand the brain signals sent to the fingers



mudra

— SETTING THE INPUT STANDARD FOR THE —



Live Demo



Business Status

✓ Solving a Billion-User Problem

 Over 100 companies have purchased our Mudra Inspire development kit

✓ Push-Pull B2B & B2C Strategy

✓ Two U.S. patents + additional patents pending

✓ Over 2,500 pre-orders for the Mudra Band consumer product



Mudra Products



Mudra Inspire

for Corporations

B2B Push

\$4,999

Access to platform Wristband and Application Programming Interface ("API")

Objective: To license & receive royalties from consumer electronic brands

Mudra Band

for Apple Watch

B2C Pull

\$179

After Market Product



One time purchase with the possibility of a subscription in the future



Mudra Band

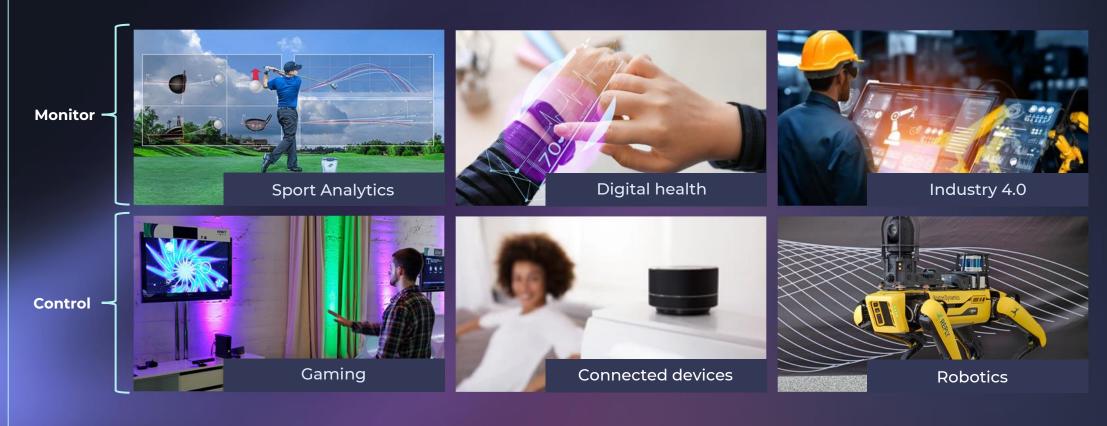
Apple Watch Gesture Band

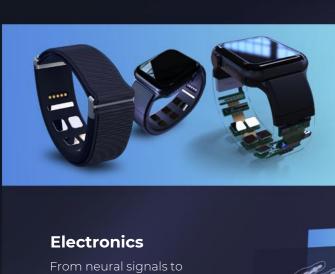


Additional Markets Opportunities

Growth Strategy

Our strategy moving forward includes the following identified verticals





Band design

- Flex Rigid Board
- Ergonomic Design

From neural signals to digital signal



Android

Core (C++)

Windows

ios

Software & Applications

Algorithms

Recurrent Model Neural Network





Sensors

Custom Amplifiers for Biological Signals Optimized for Surface Nerve Conductance (SNC)



User Experience

- A wide range of gestures
- Continuos tap
- Double tap
- Discreet gestures



User Experience

Algorithms

Software & Applications

Sensors

Neural signals





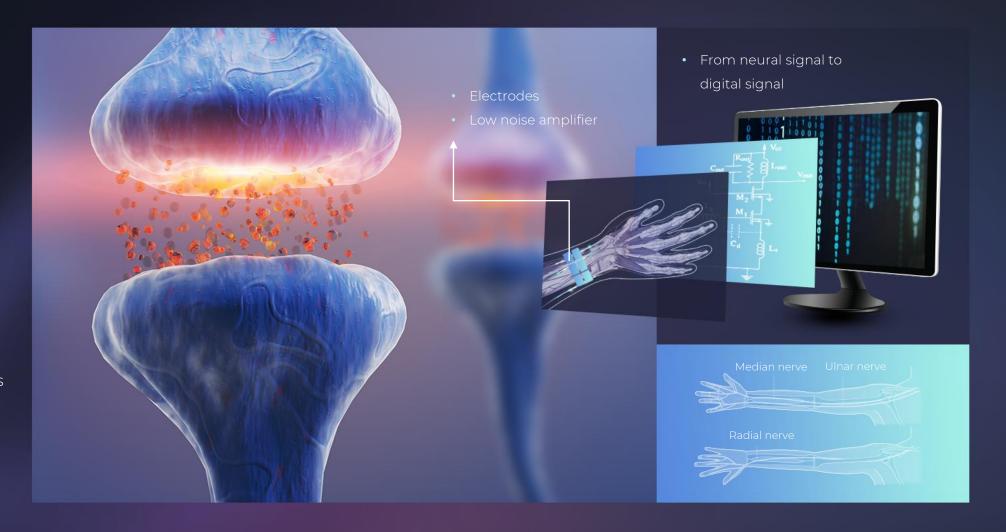
User Experience

Algorithms

Software & Applications

Sensors

Neural signals



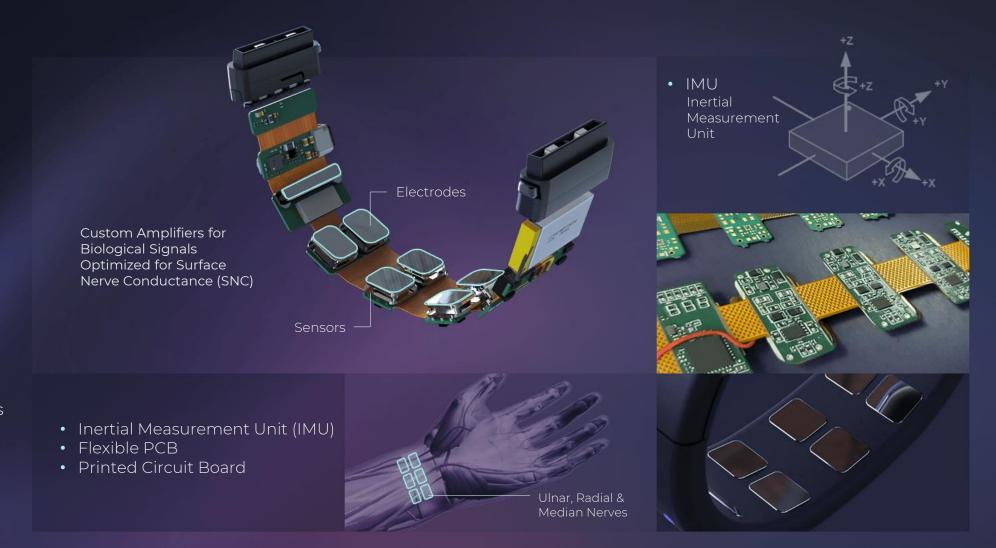
User Experience

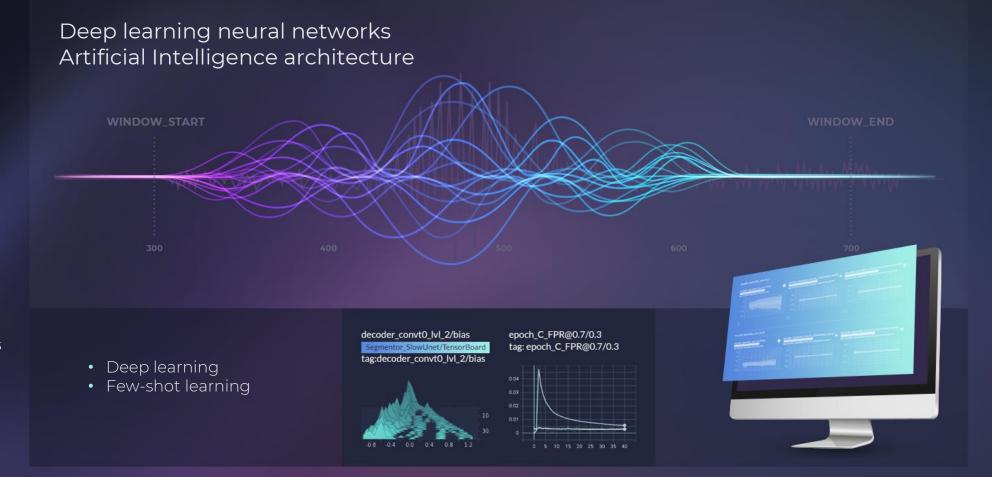
Algorithms

Software & Applications

Sensors

Neural signals





User Experience

Algorithms

Software & Applications

Sensors

Neural signals



Natural and intuitive interaction







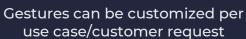
User Experience

Algorithms

Software & Applications

Sensors

Neural signals































Founders



Asher Dahan
CEO & Co-Founder
Director

Project execution expert. Talent in business leading and strategic planning. Manager and team leader. High expertise in major corporate decisions, experience managing the overall operations and resources of the Company.





Guy Wagner
Company President &
Chief Scientist, Co-Founder
Director

Hardware expert and main inventor.

Multi- disciplinary expertise in board design,

biomedical signal processing, embedded

programming and sensor design.





Leeor Langer
CTO & Co-Founder

Algorithms expert. Machine learning, and signal / image processing developer. Lead algorithms engineer in industry and academia. Wrote several papers and articles.



Team – Executives & Board



Eli Bachar

Director since 2016. Serial investor experience served as director in multiple companies (Xjet3D, 6 Over 6 Vision Ltd., GetSat Ltd., Silentium Ltd., Cupixel Ltd.)



Barry Kaplan
EVP US operation
& Director

Director since 2018. From 2012 to 2021, Chief of Operations at Stuhrling Original Group of companies.
From 2009 to 2014 founded and worked as CEO at KIVA watch.
He was Chief Executive Officer and Chief Designer of Alexander Watch LLC from

2014 to 2017



Alon Mualem

An experienced CFO with diverse experience in multinational hi-tech, communication and industrial companies, both public and private companies. Previously served as the CFO of Eltek (NASDAQ:ELTEK), as the CFO of Mer Telemanagement Solutions Ltd., a company traded on NASDAQ. and as the CFO of Xfone Inc. and Xfone 018 Ltd.



Offir Remez
EVP of Business
development and sales

A serial entrepreneur and a senior business executive with a proven track record among OEMs and international corporations. Co-founder and former President and VP BD of LucidLogix (acq. Google). Active board member and VP BD at Adshir (acq. Snap)Adv. board member at Play-Cast (acq. GameFly), 3DV (acq. Microsoft), North-Bit (acq. MagicLeap), Giraffic (acq. Roku)Co-founder & CEO of Enbaya



Shmuel Barel

International B2B and B2C marketing and sales expert on both Industrial and consumer products and services.

Highly experienced in business and marketing strategy, branding, digital advertising, media planning, multi-channel analytics, and customer support.



Summary

mudra

is a neural interface technology addressing a multi Billion-User market across all segments today and in the future

We present a unique opportunity to set the standard input interface for the metaverse



Transcript of video linked on slide 5

Today's science fiction often becomes tomorrow's reality. You may think that what we've just shown you is the distant future - but it's not. Everything you've just seen represents a technological revolution that is taking shape right now. We at Wearable Devices are already creating the metaverse. It wasn't long ago that a digital device was something outside of you, something completely separate. You were here, the device was there. Now, with the advent of wearables and the Internet of Things, this is changing. People and their devices are becoming gradually closer, more intertwined. Yet one thing remains surprisingly unchanged: the physical interface. For the device to understand what you want it to do, you still have to physically touch it. That is, until these three guys came along. Meet Asher, Guy, and Leeor – the founders of Wearable Devices. They saw things differently: How to connect people and computers directly, human mind to digital mind? Why not remove touch altogether? The Mudra platform is a new era of seamless interaction beyond the touchscreen - with consumer and enterprise applications proven as a perfect market fit. Our dev kits are in use by Fortune 500 corporations - from consumer electronics, to electronic components, IT, software, industry, utilities, and more. By purchasing our technology, these companies are exploring ways to revolutionize their input-and-control verticals. Following a successful evaluation phase, we are commercializing Mudra using a simple licensing model - for integration in hardware and software, with the potential to reach millions of users and devices. Our go-to-market strategy is to generate strong demand among OEMs and consumers, using a viable, branded consumer product of our own: the Mudra Band for Apple watch, which is already on pre-order. Through this strategy, we will boost confidence in our technology and demonstrate its readiness right now, thus driving market growth in the near future. And this entire revolution is based on our patented AI-based neural technology – called MUDRA – which completely removes touch from the equation. We use proprietary bio-potential sensors and deep meta-learning to track neural signals in the user's wrist, which our algorithms decipher in order to predict finger and hand movements in real time. These gestures are translated into digital commands which are able to control any device. Mudra technology basically lets you control your digital world – and instead of multiple interfaces, there's just one: you yourself. It's as close as you can get to controlling things with your mind – and as our technology progresses, that too will become possible. One product using Mudra technology which we're already taking pre-orders for is Mudra Band for Apple watch. Replacing the existing Apple wristband, it allows for one-handed watch operation by translating your hand, wrist, and finger movements into the watch's everyday control functions. No need to pause, look at the display, or engage your other hand. You just TAP, CLICK your fingers or twist your hand, and your Apple Watch responds. The applications for the Mudra platform are virtually unlimited. Today digital devices are proliferating faster than ever – mobile phones, tablet computers, handheld TV controllers, game consoles, VR headsets, AR glasses, smart home devices, and that's just on the consumer side. Once you take all of those and eliminate touch, you've revolutionized markets worldwide. We're already expanding our brand into neurotech and brain-computer interface, with new verticals that include Industry 4.0. What will digital interaction look like 10 years from now, 20 years from now? What will the metaverse be like? As we look to the future, we see Mudra not only as market-disrupting but as world-changing, with unlimited potential to make the world better. With this development, environments everywhere will be able to serve people better – and the revenues will come not from buying this or that product, but simply from people using it. And all this is happening now. We're already gaining important recognition from the industry, which sees the exponential growth that Mudra technology offers. If you wish to tap into this growth, and think you can become our partner, now's the time to get in touch. In touch – "get it..?



THANK YOU

