# Presentation script (two minutes)

Litesprite is a digital therapeutic gaming platform that improves clinical outcomes.

They are leaders in the new field of Health Entertainment. A group of subject matter experts in gaming, healthcare, and consumer products, Litesprite's leadership team wrote Nike’s first wearable technology patents, led healthcare projects for Microsoft Research, deployed enterprise-level healthcare solutions, has deep experience in health insurance, are clinicians who actively treat high acuity patients, and managed the largest portfolio of mobile health apps for the DoD (dee-oh-dee).

Their founder, Swatee Surve (s-wah-tea serve), is a member of the Consumer Technology Association's Mental Health Standards Committee and is a sought-after speaker and thought leader.

They've reimagined and de-stigmatized the mental health experience with Sinasprite (sin-uh-sprite), their clinically validated mental health video game.

It is a fun and empowering self-help tool and is proven to improve mental health, well-being, and resilience.

Employers can support and assist their people through difficult times by offering a safe, fun, and self-healing experience.

Sinasprite is the first video game to win a U.S. Surgeon General award and is the only one recommended by payers and clinicians today.

Sinasprite is an ideal solution for those employers who value offering clinically validated solutions, family-friendly experiences with multi-generational appeal, want organizational reporting throughout the year to assist with workforce retention strategies and health and wellness plan design, and multi-player experiences to reduce isolation.

As with any SaaS (software-as-a-service) solution -- in or out of the benefits space -- they offer volume-based licensing agreements between $1 and $10 per user. You can also start with a lower volume and increase over time as more eligible users sign up.

Eligibility is determined by the employer, and they offer customized onboarding and implementation.