# UNEUN

## BY E-ATHLETES FOR E-ATHLETES

While esports is becoming more professional, differences are getting ever smaller, hidden variables become more decisive. **Playing video games only online results in something essential missing**, which cannot be replaced in virtual interactions. As in any team sport, to genuinely "tune-in" cognitively, emotionally and socially in its deepest form, also **e-athletes require quality face-to-face encounters** when practicing. Until now, this has been the luxury of only the top tier teams.

# *PROLOGUE*

## WHAT IS GAMING?

- Gaming is a pastime activity done by **casual gamers.**

- A casual gamer usually **plays various different games** also including esports games with different devices.

- A casual gamer **plays for the fun of it** as the game developer intended.

- Games are played by **any device** including smart phones, consoles and laptop.

## WHAT IS ESPORTS?

- Esports is a **form of competing** using video games.

- Largest prize pools are in **live tournament events** where e-athletes compete offline.

- An e-athlete concentrates on **one specific esports game.** There are seven major esports games.

- Playing the game is in a very small part and majority of the time is used to practice moves and tactics throught **repetition of 10 000 times.**

- **Bootcamps are in a crucial part** of teams practice methods

- Many semi-pro e-athletes are **willing to pay up to 120 USD / hour for esports coaching** and lessons.

- Vast majority of esports games are **played using PC.**

# VISION & MISSION

## *VISION CORNERSTONES*

Esports will become the **most popular sport.**
Esports will be widely recognized as an **equal beside traditional sports.**
E-athletes have the **desire & necessity for face-to-face practicing.**
Customers demand **sustainability.**

## *OUR MISSION*

Maximize e-athletes **gaming performance.**
**Aid gamers in their journey** in becoming e-athletes.
Providing tools and solutions **ground up.**
Accelerating **recognition of esports** as a sport.

# PROBLEM

**1** **Real human interaction in esports is underrated. *Virtual connection is not enough.* To 'tune-in' cognitively, emotionally and socially e-atheletes *require proper face-to-face encounters.***

**▣ Lack of crucial offline experience**

Esports requires same psychological and *social skills as any team sport.*

**▣ Weaker learning curve**

To 'tune-in' to our teammates, empathise and *connect with them on a deeper level*, fostering levels of trust that are critical for *effective teamwork.*

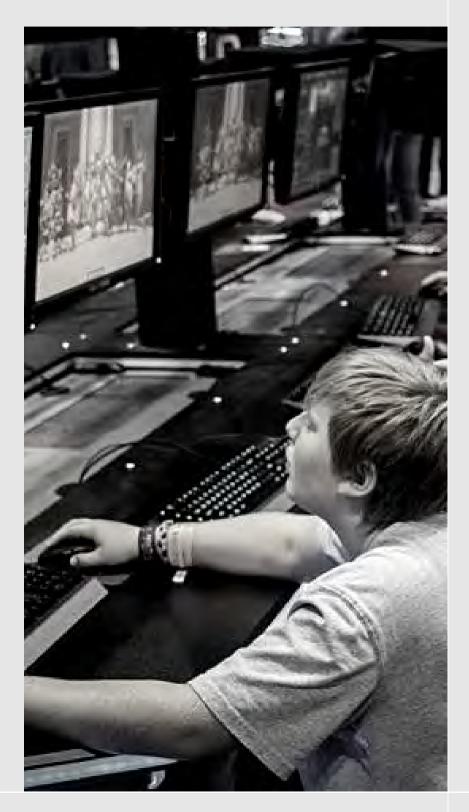**2** **E-athletes are forced to perform in *varying and suboptimal* conditions.**

**▣ Lower gaming performance**

*Optimal gaming posture* is fundamental in achieving best results.***Optimal equipment* play a crucial part in fast -paced and repetitive learning.

**▣ Health issues**

35% of e-athletes reported of neck and *back pains* and 30% of hand and *wrist pains* while gaming.*



*Sources:*
***E-urheilun lajianalyysi**
*- Mikael Stöckel*
***An Osteopathic Physician's Approach to the Esports Athlete**
*- Hallie Zwibel*

## SOLUTION

# ONE STOP PORTABLE
# PRO GAMING SETUP

By e-athletes for e-athletes

**Benefits**

**10 x faster to setup boot camps**

*Folds up to a suitcase in a one minute. Easy to transport to have the same professional gaming setup wherever you play.*

**+36,7 % more ergonomic**

*Optimal gaming posture minimizes damage caused from long static position and allows to practice longer times and keeps the player healthy.*

**Only All-In-One portable solution**

*Benefiting from quality boot camps is no longer the sole privilege of only top tier teams. We make it possible for all teams.*

**Maximized gaming performance**

*Neutral joint posture leads to best bio-mechanical conditions which helps players cognitive performance through optimal blood circulation.*

**Fun facts**

- **Patent granted (<-link)** for next gen product in EU, USA and pending in China
- Designed, manufactured and assembled in Finland
- Deeper insights: **www.unevn.gg**

UNEVN

2021

# SEVEN POINTS WHY UNEVN DECK AS A GAMING DESK?

## 1 High-end computer inside the desk
***Benefits: Computer maintenance and reliability, All-In-One benefits***

- Easy updatability
- Computer off the floor from collecting dust. However, the entire tabletop is available for gaming
- Chassis and desk designed for transportation
- Cables completely hidden

## 2 Portable All-In-One solution
***Benefit: 10 x easier to setup boot camps***

- Fold up under a minute
- Lightest weight setup
- **Same experience. Everywhere:** A large number of repetitions in the same posture allows these movements to be transferred to a subconscious operations.

## 3 Design
***Benefits: Smooth gaming experience***

- All shapes of the desk are designed to support e-athletes performance
  - e.g., shape of the front edge
- Minimalist design, so that the e-athletes can focus on their own performance.

## 4 Sturdiness
***Benefit: Enhanced mouse accuracy***

Most stable solution with < 1mm sturdiness limit
- No wobble during fast phase movements

## 5 Ergonomics
***Benefit: Ergonomic gaming posture***

Most versatile adjustments to suit the needs of each player based on the BIFMA G1 Standard.

- **Table height adjustment:** Ergonomic gaming posture; longer career and better results
- **Same monitor distance and position adjustment:** There is a correlation between the screen distance/position and mouse sensitivity.  Which effects the accuracy of the mouse

## 6 Lightweight and sturdy materials
***Benefit: No wobble, easy to transport***

- Integral PU
- Aluminium T6 hardened
- Different composite materials

## 7 Surface material
***Benefit: Enhanced gaming performance***

- Durable and heat resistant
- Optimized for gaming
  - The movements of the player may be cause considerable inertia. In this case, the mouse pad or keyboard must not move "under" the player, as the mouse accuracy will be significantly reduced.
- Surface add-ons
  - Different surface options (heating etc)