

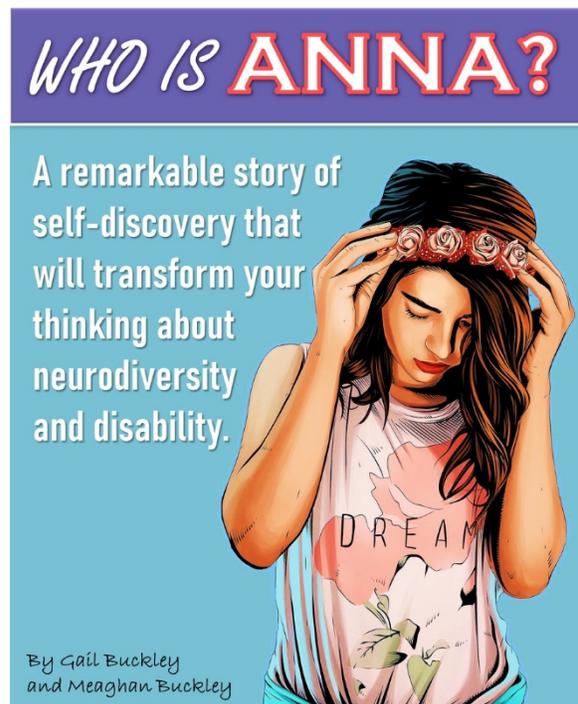
"All the BCI headsets will be standardized. By this I mean, we will come up with one design and try to use it for every kit. This is important because the BCI will be the core of NeurFX, the costliest component, and once we come up with a solution, we do not want to have to switch it out, regardless of what type of output device or treatment protocol is used."

He peers back at his notes. "Our BCI headsets will have all the latest mumbo jumbo. Dahl, I leave it to you and the doctors here to figure out how to give us the most bang for the buck. Each headset must be equipped to record and transmit EEG data, output Q-scans and of course, connect flawlessly with the IVE iPhone output system."

He looked up at Dahl. "Since IT is your area of expertise, I'm not even going to try to talk about how NeurFX will operate. I surmise that apps will do most of the work, which is handy since they can serve both iPhones and tablets. But again, you could fit what I know about technology on the tip of a pin and still have room left over.

"The last thing I am going to mention is ergonomics." He looked up at everyone in the room. "If we are going to go to the trouble and expense of creating these NeurFX kits, they must be comfortable to wear. They cannot be too heavy. They cannot be uncomfortable. This is very important. Our goal is to make therapeutic learning easy and fun for those who need it."

He sits back and folds his arms across his chest. "We have our work cut out for us. I don't know about you all, but I have no intention of



letting Anna, Daniel and millions of others like them down. They've waited long enough for technology to catch up to medicine. It caught up a decade ago and then zoomed right by it. We need to remedy that. Starting now."