Yokaizen

Revolutionizing Mental Health in Japan Through Manga and Al





SUMMARY

YōkaiZen is an innovative mental health platform tailored for Japan's younger generations.

Fusing on captivating manga storytelling & Al-driven coaching.

Seeking ¥30 million to launch a high-impact marketing campaign. featuring collaborations with tier-1 manga artists.



Vision: To become Japan's leading mental wellness platform by making mental health support accessible, engaging, and culturally relevant.

Mission: To bridge the gap between traditional culture and modern technology, empowering users to navigate their emotional journeys.

PROBLEM

- Prevalence of Mental Health Issues: Recent studies reveal that approximately 20% of Japan's population suffers from mental health issues, including anxiety, depression, and stress-related disorders.
- Accessibility Gap: Traditional mental health services are often inaccessible due to cost, availability, or societal pressures, especially among the youth.
- Stigma and Access to Care: Despite the high prevalence of mental health issues, only about 30% of those affected seek professional help. Cultural stigma and a lack of accessible mental health resources contribute to this gap.

OUR SOLUTION

- Manga-Based Engagement: Leveraging
 Japan's beloved manga culture to present relatable stories addressing emotional challenges.
- Al-Driven Coaching: Unlockable Al characters provide personalized guidance, reflecting therapeutic approaches from the narratives.
- Gamification: Interactive quizzes and rewards enhance engagement, making self-improvement enjoyable.



PRODUCT OVERVIEW

Interactive Manga Stories

- Follow characters facing real-life emotional challenges.
- Stories crafted to resonate with common issues like anxiety, self-esteem, and relationships.

Unlockable AI Characters

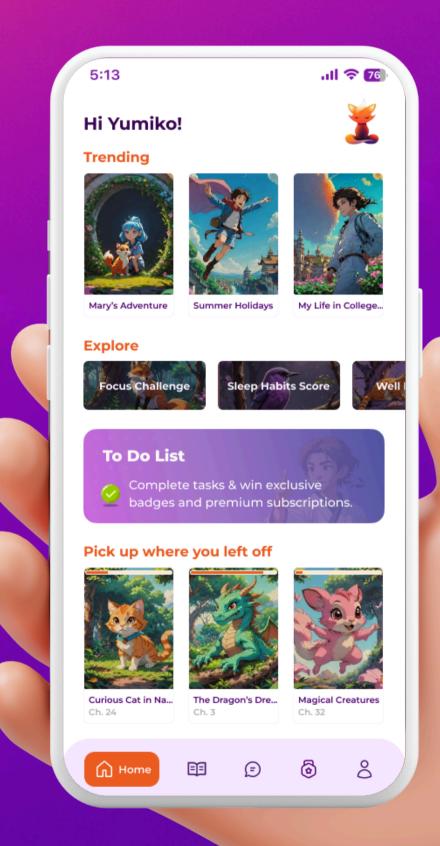
- Each character offers personalized support and tools.
- Characters are imbued with therapeutic techniques relevant to their stories.

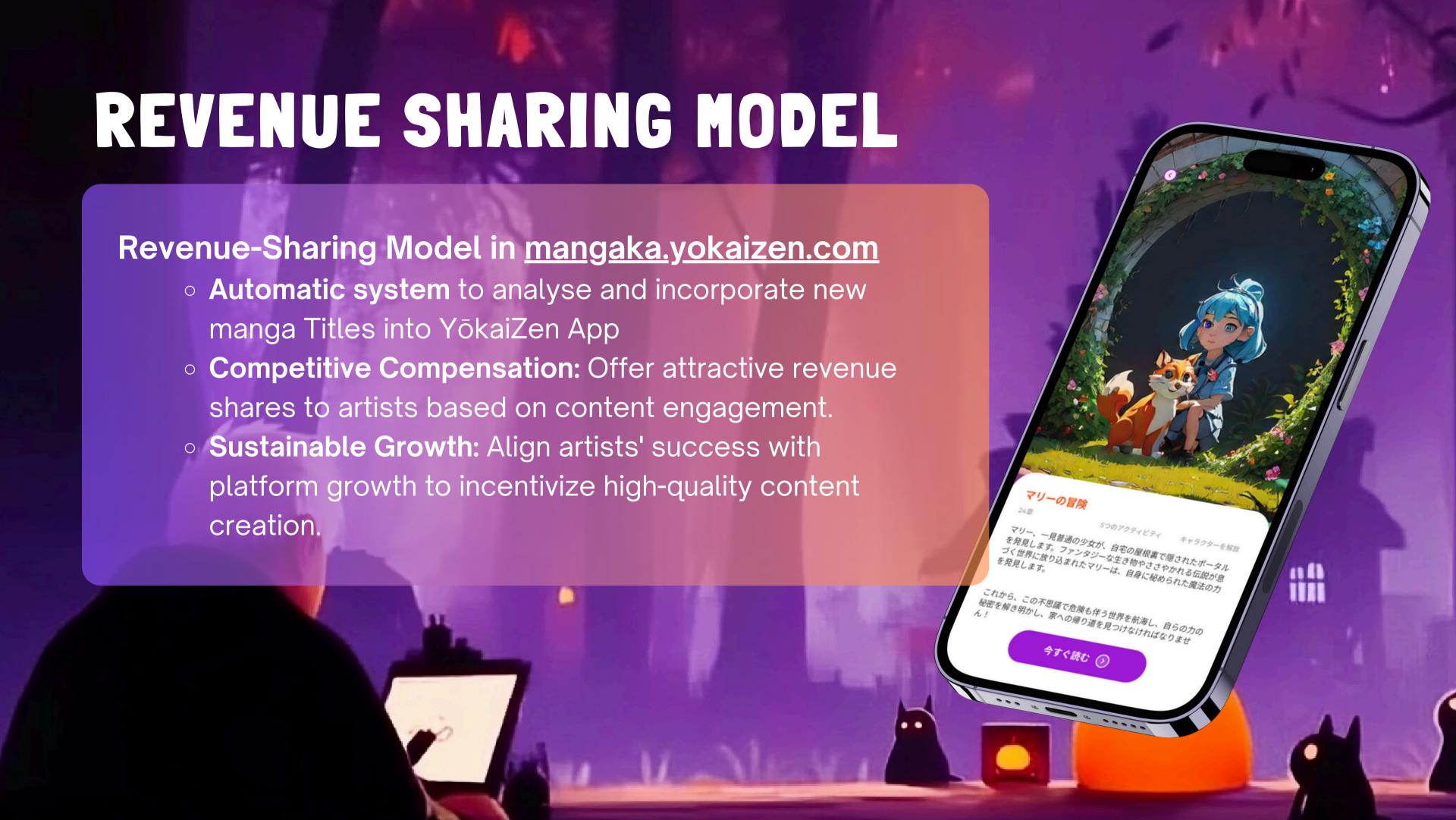
Proactive Al Engagement

- Characters initiate conversations and prompts based on user interactions.
- Encourages reflection and growth beyond passive reading.

Gamified Learning

- Quizzes and activities reinforce lessons from the stories.
- Rewards and progression systems motivate continued use.







PROCESS

- 1. How Yokaizen Works
- 2. Overview: Step-by-step process
- 3. Upload your manga
- 4. Al analyzes content
- 5. Al companions creation
- 6. Interactive features integration
- 7. Showcase and support

As creator, you have the power to make a significant impact on your audience's mental health journey. Let's explore how we can collaborate.

REVENUE SHARING TABLE

- Up to 70% revenue share based on manga works and engagement
- Fair and transparent compensation

Number of Manga Works	Revenue Share (%)	Description
1-5	50%	Ideal for new or part-time creators starting their journey on Yokaizen.
6-10	60%	Rewarding creators who have expanded their portfolio and engaged more users.
11+	70%	Top-tier creators with a substantial number of works and high engagement, maximizing their earnings.

Logic Behind the Tiers:

- 1-5 Manga Works: This tier is designed for new or part-time creators who are just starting to build their presence on Yokaizen.
- 6-10 Manga Works: As creators expand their portfolio and engage more users, their revenue share increases to reward their growing contribution.
- 11+ Manga Works: Top creators with a significant number of manga works and high engagement receive the highest revenue share, recognizing their substantial impact on the platform.

FOUNDERS



Núria Anglés CSO

PhD Psychology
Coordinates the definition
and generation of
measurement algorithms,
logic, dynamics and R&D



Naiyanan Srisarakham COO

COO Naiyanan Srisarakham brings extensive experience in operations and management from her previous roles in multinational companies.



Tabaré Majem CEO & CTO

Led by CEO Tabaré Majem, a seasoned entrepreneur with a track record in successful startups such as Meyo and Abouit.





APPENDIX

Market Research Reports

- A. Mental Health Statistics in Japan
- 1. High Stress Levels and Mental Health Issues
- Ministry of Health, Labour and Welfare (Japan)
 - Title: "Comprehensive Survey of Living Conditions 2019"
 - Link: Ministry of Health, Labour and Welfare Comprehensive Survey of Living Conditions
 - Key Data:
 - 60% of workers reported feeling significant stress or anxiety related to their jobs.
- 2. Mental Health Stigma
- Research Article
 - Title: "Attitudes Toward Mental Illness Among the Japanese Public"
 - Authors: Ando, S., Yamaguchi, S., Aoki, Y., Thornicroft, G.
 - Journal: Psychiatry and Clinical Neurosciences, 2013
 - Link: Wiley Online Library Attitudes Toward Mental Illness Among the Japanese Public
 - Key Data:
- A significant portion of the Japanese population holds stigmatizing attitudes toward mental illness.
- B. Digital Mental Health Market Size and Growth Projections
- Statista
 - Title: "Digital Health Market in Japan"
 - Link: Statista Digital Health Market Japan
 - Key Data:
 - The digital health market in Japan was valued at approximately \$2.8 billion USD in 2021.
 - Projected to grow at a CAGR of 6.5% from 2021 to 2025.
- Grand View Research
 - Title: "Japan Mental Health Market Size, Share & Trends Analysis Report"
 - Link: Grand View Research Japan Mental Health Market
 - Key Data:
 - The mental health market in Japan is expected to witness significant growth due to increasing awareness.
- Deloitte Insights
 - Title: "Digital Mental Health in Japan: Opportunities and Challenges"
 - Link: Deloitte Digital Mental Health in Japan
 - Key Data:
 - Emphasizes the potential for digital solutions to address gaps in traditional mental health services.

