Tech Global – Silicon Valley Comes to Europe!

TechMatch Global is a world-class program that brings 25 corporate investors and VCs from Silicon Valley to meet with the top 60 startups from around the world.

Nomination of Potential Participants

- Nominees must have some revenue traction and/or significant validation from early-adopter customers in their home market;
- There will be a stronger consideration given by the judges to companies that possess: defensible intellectual property; disruptive innovation; and/or a significant competitive advantage
- Nominees must match several of the specific Selection Criteria as outlined below

Selection of Finalists

- A Silicon Valley-based pitch coach will travel to your region during late August/early September, for a 2-day period to provide the 12 nominees with one-to-one coaching and pitch practice.
- At the end of the 2nd day all 12 companies shall present their 4-minute pitch to a panel of Silicon Valley industry experts and/or investors via Skype
- Panelists will evaluate, rank and select the top 4 finalists based on overall 'best-match' according to:
  - o The specific selection criteria dictated by the corporate investors; and
  - o The strength, mind-set and determination exhibited by the company's founder

Selection Criteria

Nominees must match several of the mandatory technology industry sector categories listed below, in order to qualify for the TechMatch Global event. For clarity, a 'sector category' is a bullet-point (not a category heading). Nominees may qualify across several category headings.

Automotive innovation

- HMI (Human Machine Interface) technologies: Voice, Gesture, Touch.
- ADAS Sensors: haptic, eye gaze, camera, LiDar, Radar, software, calibration
- Android Dev: Apps for the connected car
- Wireless communications (vehicular communications, mesh networking), telematics, usage-based insurance
- Wearables in car
- Object detection, Pedestrian detection
- Autonomous driving algorithms
- V2X
- In-vehicle infotainment
- Driver monitoring
- UX, UI for automotive
- Power Electronics (electric motors, inverters, on board chargers)

Enterprise Software

- Big data, business intelligence and analytics
- ICT solutions for the data center such as automation, appliance, storage array, router, server, microelectronics, data center fabric, software, etc. (but NOT HVAC)

- HOT: Information Security; Identity Management; Anything Java, MySQL, Linux, scripting language frameworks; and networking software and hardware
- Virtualization

Mobile / Telecom Technologies

- Mobile security
- Technologies and platforms for enabling next-generation wireless/cellular communications (5G/beyond LTE)
- Tele-health/Tele-medicine

Financial Technologies (FinTech)

- Biometrics
- Applications of Blockchain/Bitcoin
- Crowdsourcing platforms
- Mobile Point of Sales
- Mobile payment systems

Media/Entertainment

- Virtual Reality (VR)
- Augmented Reality
- Content production (gaming and non-gaming)
- Content capture (video processing, encoding…)
- Digital video / Digital TV / Interactive TV / Streaming
- Video Advertising / Video Programmatic Advertising
- TV/video currency infrastructure & data
- TV search & discovery
- Targeted advertising technology
- Audience based TV advertising technologies
- Automated Video Engagement Experiences

IoT / Wearables

- Biometric personal identification (not only for fingerprint)
- Needle-less drug delivery to Skin
- E-Textile and Smart Clothing
- Hadoop/SPARK/Storm based real time analytics
- IoT/Biomedical MEMS sensors
- Advanced Sensor Technologies
- Drones (UAVs), notably the imaging part
- Robotics
- Sports Technology, whether for athletes (sensors) or venues/stadiums
- ECG/PPG/SpO2/HRV Analysis for Smart watch/phone

Agriculture Technology (AgTech) / Food Technology (FoodTech),

- Advanced imaging or sensors

Clean / Green Technologies

- Battery technology (fast-charging)
- Energy harvesting (esp. thermal energy)

Hardware / Industrial Technologies

- Coatings
- Advanced Materials
- Image and Video Processing
- Flexible Display Technologies
- Cooking Technologies
- Heating/Cooling Technologies
- Antimicrobial Materials
- Air Filtration technologies
- Wireless Power Transmission

<u>Miscellaneous Technologies</u>
- UX Design/consulting services
- Education Technology (EdTech)
- Deep learning

<mark>IMPORTANT – Corporations and Investors are NOT interested in the following:</mark>
- Ideas/products that have already been invented, launched and vetted in Silicon Valley, but executed on a regional level, and now looking to "conquer the USA market";
- Consumer social network / dating / hobby scheme that are dependent on advertising revenue alone
- Companies that rely on consulting engagements, without a highly scalable, high margin repeatable product for sale
- Companies that lack intellectual property, or pure support plays for open source fashion of the day programming language used by academics
- Companies with legal, privacy, security, or other major liabilities