

GameFits TV

Somatosensory Game Solution

Smart Fitness | Digital Sports | Somatosensory Games

The leader in intelligent fitness and digital sports, we are committed to empowering the big health industry Digitization and visualization, integrating technology with fitness, leading the industry trend!

By Chuan OptoElectronics Co.,Ltd

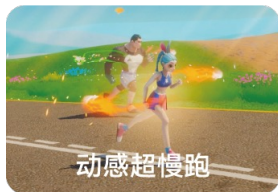


VERSION 2.0





Casual Somatosensory Games



动感超慢跑



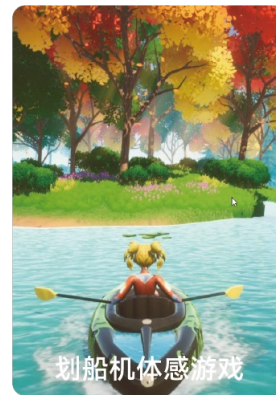
动感骑行



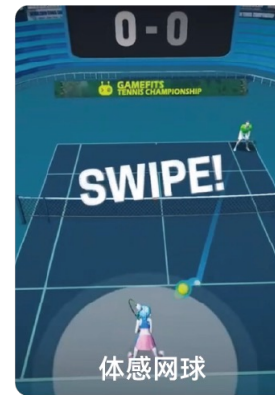
握力环射击



踏步机体感游戏



划船机体感游戏



体感网球



核心力量平衡板



田径跨栏



握力环扳手腕



投篮训练



体感高尔夫



体感壶铃



平衡板飞行



Skipping



Golf Master



The IP characters of GameFits somatosensory games and the "Fitness Monster" brand are owned by Chuan Optoelectronics in terms of copyright and intellectual property rights. All the drawings mentioned above are owned by GameFits in terms of copyright.



Fitness Interactive Courses

Interactive Live-Scene Courses



Somatosensory Interactive Fitness Course





Educational Somatosensory Games

Physical Fitness Somatosensory Games



Knowledge-Based Somatosensory Games





GameFits Cloud Games supports a variety of terminal output devices



Supports a variety of output terminal devices



Smart Phone



iPad or PAD



Computer



Notebook



Smart TV



TV Set-Top Box



Projector



BFF Monitor



GameFits Cloud Games supports a variety of input devices



Supports a variety of input devices



Somatosensory Game
Mouse



Somatosensory Game
Joystick



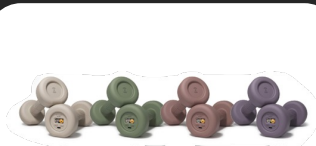
Somatosensory Game TV
Remote Control



Somatosensory Sports
Bracelet



Smart Watch



Somatosensory Fitness
Equipment



Smart Glasses



Samrt Ring

Supports Multiple OS

It supports device system adaptation across all scenarios, including terminals such as Windows, macOS, Android, iOS, Linux, smart TVs, and set-top boxes. Through cross-platform compatibility technology and adaptive interaction optimization, it achieves seamless experiences featuring cloud save synchronization and unified operation logic. This builds an all-scenario ecosystem of "multi-terminal linkage - progress continuity - consistent experience," allowing users to enjoy immersive cloud somatosensory gaming fun anytime, anywhere.



Android



iOS

HarmonyOS

Harmony OS



Windows



Linux



Ubuntu

Core Technology



Chips



Bluetooth



Firmware



Motion Algorithm



3D model



Avatar



Somatosensory
Game



Artificial
Intelligence



Cloud
Interaction



Multi Link



TV
Interactive



Software APP

Comprehensive Coverage of Both Large and Small Smart Fitness Equipment

It supports device system adaptation across all scenarios, including terminals such as Windows, macOS, Android, iOS, Linux, smart TVs, and set-top boxes. Through cross-platform compatibility technology and adaptive interaction optimization, it achieves seamless experiences featuring cloud save synchronization and unified operation logic. This builds an all-scenario ecosystem of "multi-terminal linkage - progress continuity - consistent experience," allowing users to enjoy immersive cloud somatosensory gaming fun anytime, anywhere.



kettlebell



dumbbell



barbell



grip



skipping



body fat
scale



smart shoes



smart balls



smart yoga



smart
wearables



spin bike



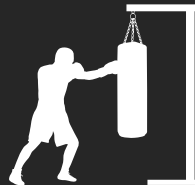
treadmill



elliptical



rower



smart boxing



fitness chair



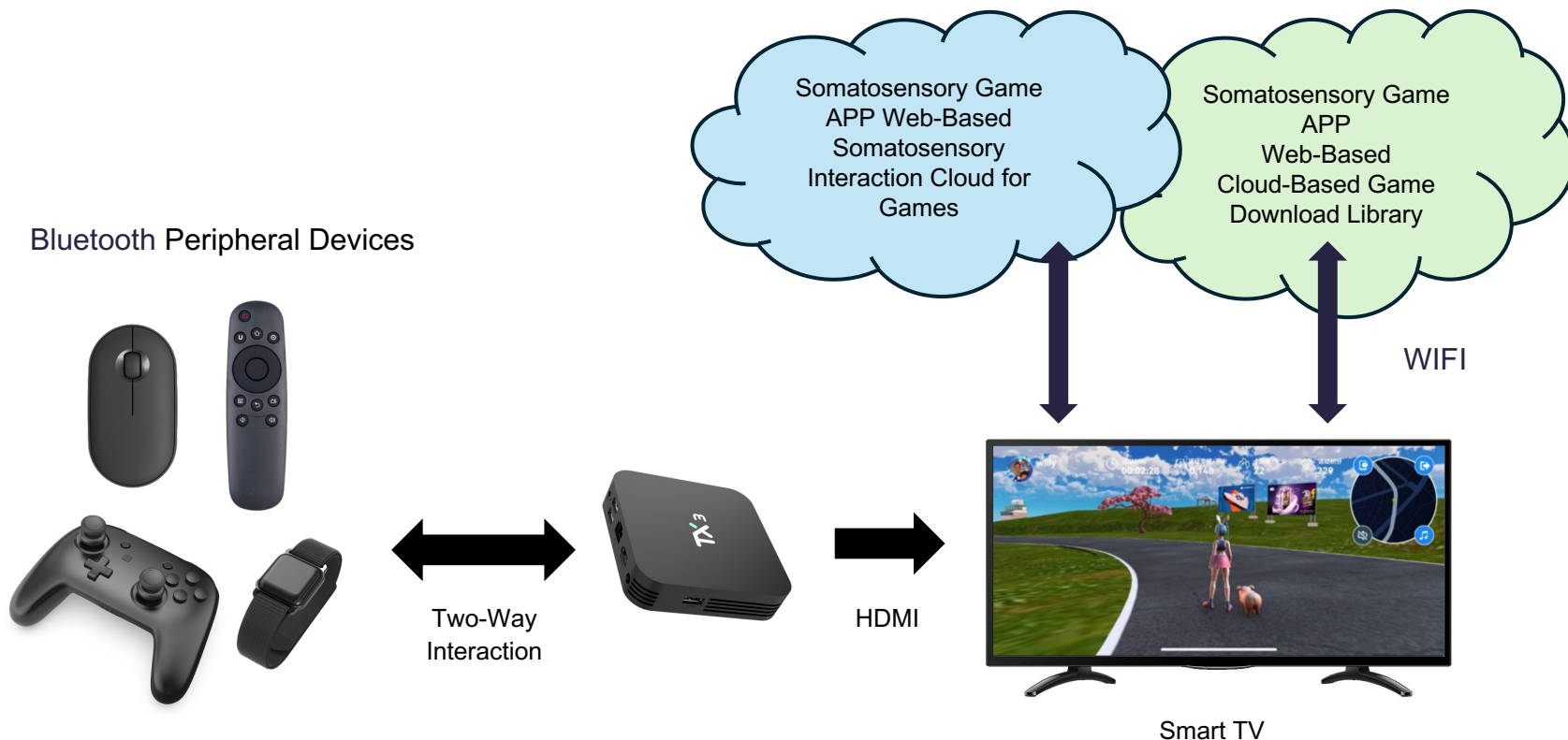
step climber



power station



GameFits Cloud Somatosensory Gaming Architecture





Product Features of GameFits Cloud Somatosensory Gaming



Cloud games do not occupy
device storage space



No repeated downloads are
required



Game updates are performed
in the cloud.
No updates are required on
the device side



Users can bind third-party user
systems upon login



It can run on Android TVs or
set-top boxes with low
configurations



Somatosensory control
devices can be flexibly placed
on any controller



A Wide Range of
Somatosensory Game Options
No Worries About Subsequent
Additions and Maintenance



The subscription-based
revenue sharing mechanism
for game content is
comprehensive and flexible



We provide a backend management system for clients, enabling them to check the status of APP users at any time.

- Dashboard, Traffic, User Activities, Exercise Analysis
- View Device Usage - View User Details
- Export/Import Excel Sheets
- Handle Customer Support Requests
- Manage Courses
- Manage Advertisements





Made fitness fun

GameFits TV

User Usage Scenarios and Pain Point Resolution

Smart Fitness | Digital Sports | Somatosensory Games

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Office Workers' Stress Relief



Office Workers' Stress Relief

Somatosensory Game
Peripherals



Two-Way
Interaction

PC or Notebook



The GameFits TV Version Somatosensory Game APP is pre-installed, or users can download it externally and install it by themselves.



Stretching to
Relieve Fatigue
from Business Trips



Stretching to Relieve Fatigue from Business Trips

Somatosensory Game
Wearable Devices



Two-Way
Interaction

Pad or Notebook





Family Entertainment in the Living Room

Family Entertainment in the Living Room

Somatosensory Game Remote Control



Two-Way Interaction

Smart TV



Somatosensory Game Remote Control
(Standard TV Remote Control + Somatosensory Game Module)

The GameFits TV Version Somatosensory Game APP is pre-installed, or users can download it externally and install it by themselves.



Enhancing
Interactive
Relationships
Among Friends

Enhancing Interactive Relationships Among Friends

Somatosensory Game
Remote Control



Projector



Two-Way
Interaction

Somatosensory Game Remote Control
(Standard TV Remote Control + Somatosensory Game Module)

The GameFits TV Version Somatosensory Game APP is pre-installed, or users can download it externally and install it by themselves.

Living Room Fitness Exercises



Living Room Fitness Exercises

Somatosensory Fitness Equipment



Two-Way
Interaction

Smart TV



The GameFits TV Version Somatosensory Game APP is pre-installed, or users can download it externally and install it by themselves.

Operator Value
Added Services

| Operator Value-Added Services

Somatosensory Game
Remote Control

Set-Top Box

Smart TV



Two-Way
Interaction



HDMI



Somatosensory Game Remote Control
(Standard TV Remote Control + Somatosensory Game Module)

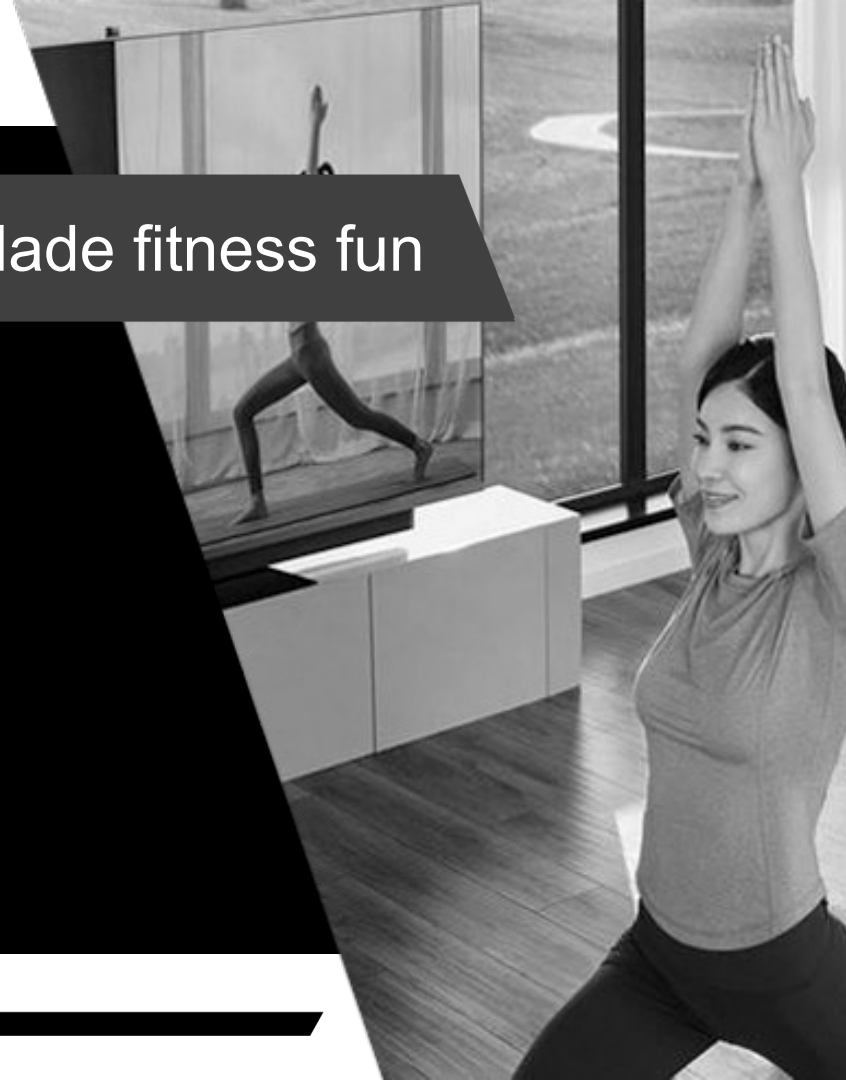


GameFits TV

Explanation of the Business Model

Smart Fitness | Digital Sports | Somatosensory Games

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A black and white photograph of a woman in a gym, performing a yoga or stretching pose with her arms raised. In the background, a large mirror reflects her movement, and a window shows an outdoor view.

Made fitness fun



Subscription-based Revenue Sharing System for Pure Gaming Users

Descriptions	Revenue Sharing Ratio – Fitness Monster	Revenue Sharing Ratio – Cooperation Partner
Revenue Sharing Ratio (Subscription Revenue Amount - Platform Fees - Cloud Server Rental Fees)	50 %	50 %
Statement of Job Responsibilities	1.Cooperate with third-party hardware companies to complete the development and adaptation of somatosensory game hardware 2.Provide 10 basic somatosensory games 3.Add 1-2 new somatosensory games every month 4.Maintain the backend cloud system	Marketing Operations and Promotion Activities

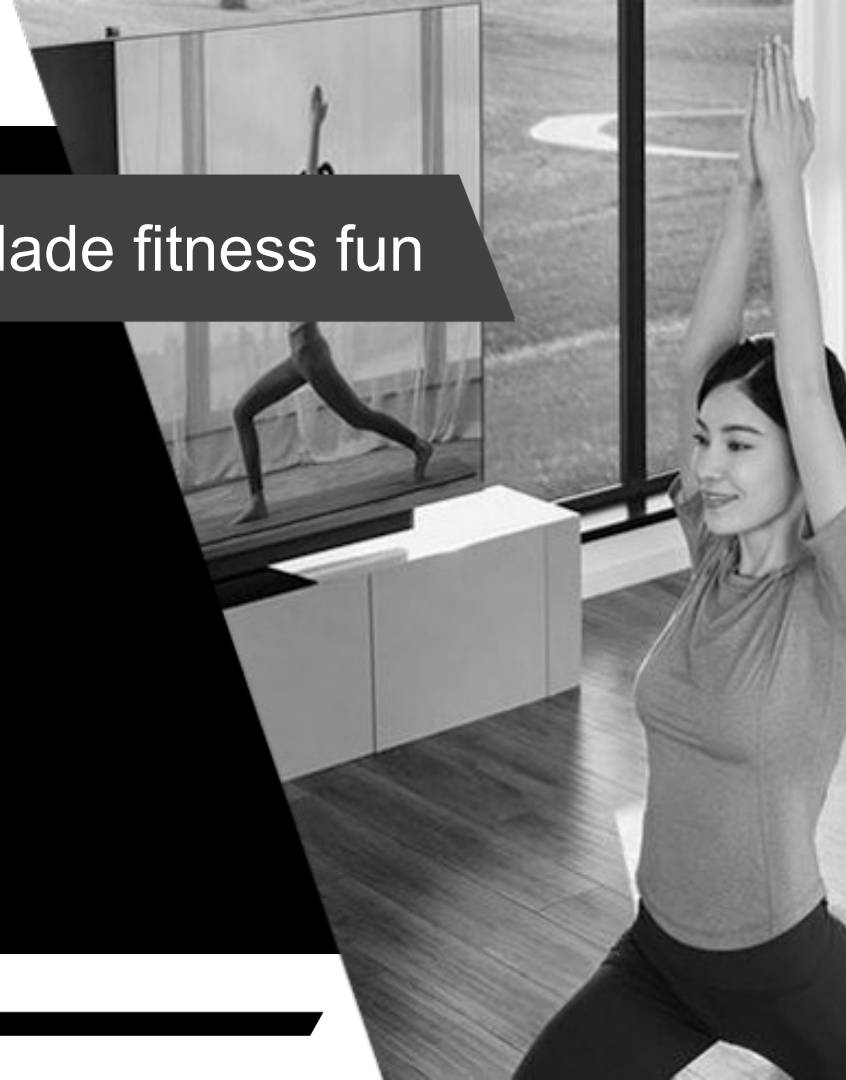
The rental fee of cloud server shall be redefined according to different cases.



Subscription-based Revenue Sharing System for Hardware-Software Bundled Users

Descriptions	Revenue Sharing Ratio – Fitness Monster	Revenue Sharing Ratio – Cooperation Partner
Revenue Sharing Ratio (Subscription Revenue Amount - Platform Fees - Cloud Server Rental Fees)	40 %	50 %
Statement of Job Responsibilities	1.The somatosensory game module shall be provided by Chuan Optoelectronics and embedded into third-party devices. 2.Provide 10 basic somatosensory games 3.Add 1-2 new somatosensory games every month 4.Maintain the backend cloud system	Marketing Operations and Promotion Activities

The rental fee of cloud server shall be redefined according to different cases.



Made fitness fun

GameFits TV

Attachments of Other Supporting Documents

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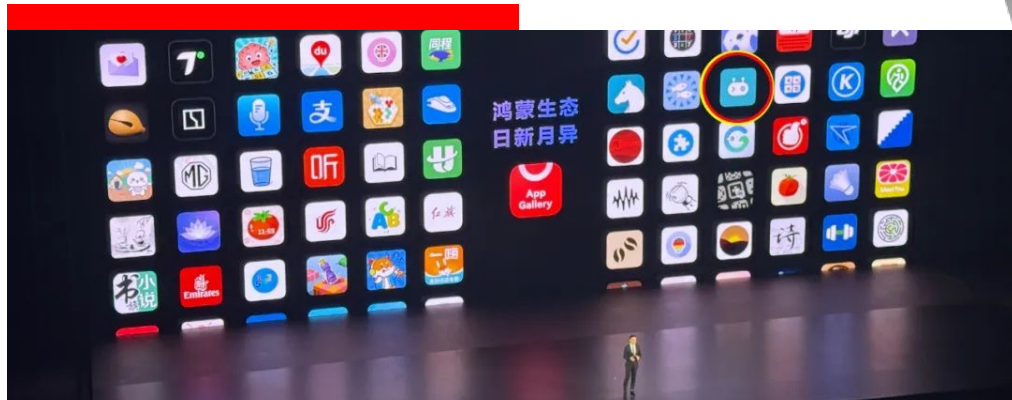
Patent Certificate

The patent certificate is an important embodiment of a company's technological innovation and intellectual property protection. The company holds more than 100 relevant patents, which not only provide legal protection for the company's products and technologies, but also enhance the company's market competitiveness.





2025 HDC Huawei Wearable Device Somatosensory Game Manufacturers



June 10, 2025 Huawei Shanghai New Product Launch Conference - Fitness Monster GameFits
Somatosensory Game Officially Joins the HarmonyOS Ecosystem



Under the spotlight of the Sports & Health Main Forum at Huawei HDC 2025 Developer Conference, Mr. Zhang Wei, President of the Smart Wearables and Sports & Health Product Line of Huawei Consumer BG as well as CEO of Huawei Sports & Health Corps, introduced the cross-device linkage between smartwatches and smartphones realized based on the opening of sensors in Huawei wearables. Gamefits brings more abundant somatosensory interaction experiences, among which the GameFits application of Fitness Monster has even brought a brand-new entertainment experience to wearable devices!





2025 HDC Huawei Wearable Device Somatosensory Game Manufacturers



June 20, 2025 Huawei HDC 2025 Developer Conference -
GameFits Somatosensory Game Officially Launched and Jointly
Promoted with Huawei's Online and Offline Promotion Channels



【运动健康】智能穿戴开启运动健康与智慧生活新体验

<HDC.2025>

华为开发者大会2025

趣味网球：基于华为穿戴设备传感器数据开放
实现手表手机跨设备联动，带来更丰富的体感互动体验



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1080p



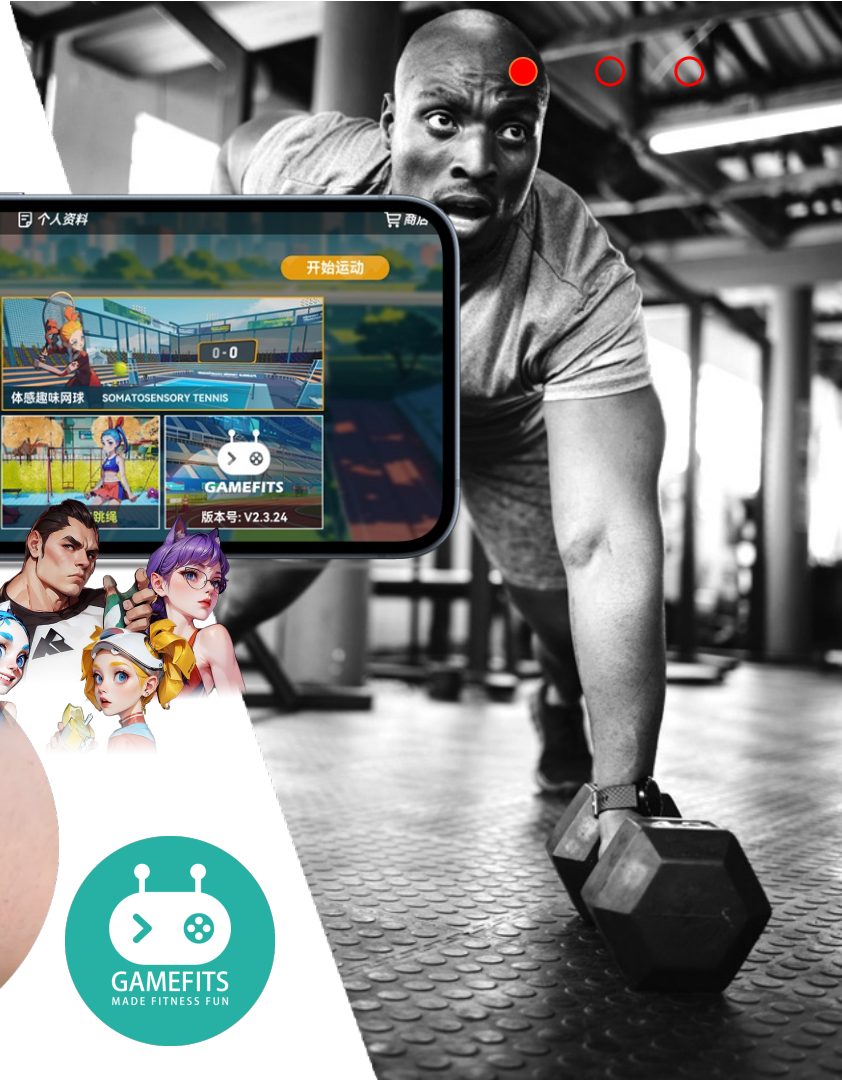
June 20, 2025 Huawei HDC 2025 Developer Conference - Official
Launch of GameFits Somatosensory Game and Planned Launch of
Fitness Somatosensory Games



June 20, 2025 Huawei HDC 2025 Developer Conference -
GameFits Somatosensory Game Shines Brilliantly at the Huawei
Booth

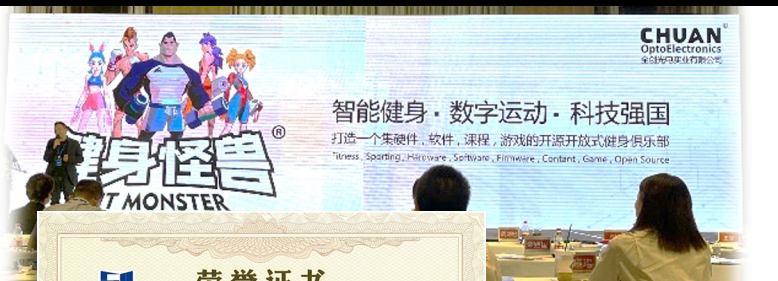
Mr. Zhang Wei, President of the Smart Wearables and Sports & Health Product Line of Huawei Consumer BG and CEO of Huawei Sports & Health Corps, introduced the richer somatosensory interaction experience brought by Huawei wearables and Gamefits, with the event broadcast live globally.

AI + Sports + Scenarios + Games + IP



Award Honors

Honorary certificates are an important recognition of a company's technological innovation. The company holds more than 30 honorary certificates and awards, which also represent the company's leading position in the industry and its role as an industry pioneer in technological innovation.





Key Customers

Existing Cooperative Customers



THANK

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Chuan OptoElectronics Co.,Ltd

