













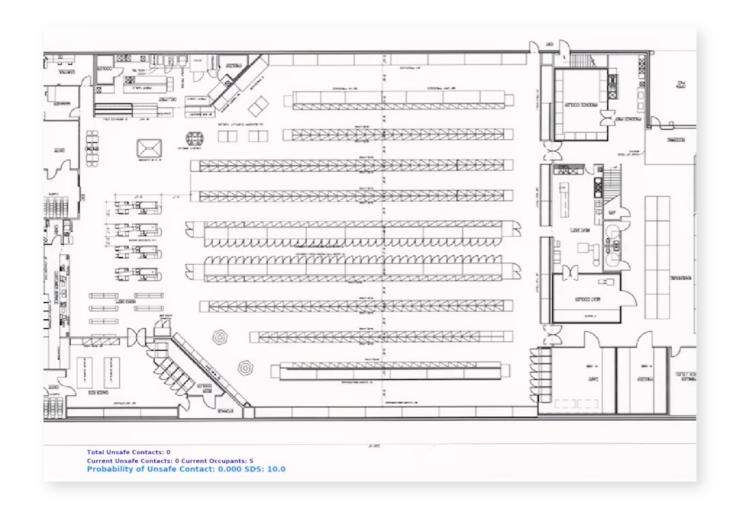






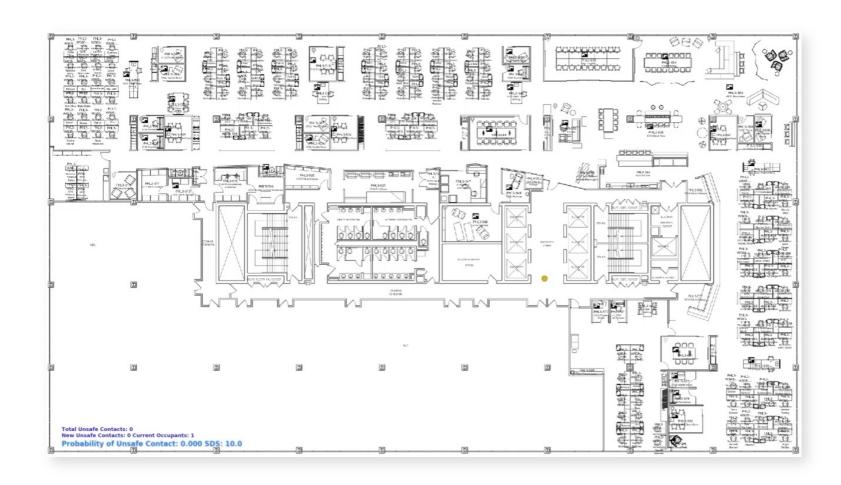
Identify choke points and man / machine collision risk areas in a factory or distribution center setting





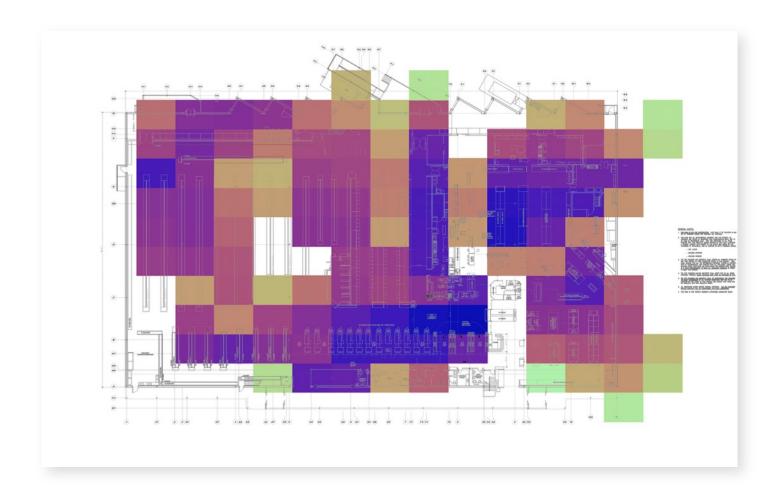
Identify choke points and proximity violations within and between aisles



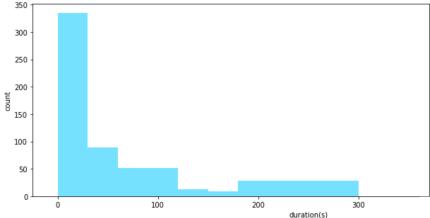


Assess Social Distancing Compliance in offices or other workplace settings

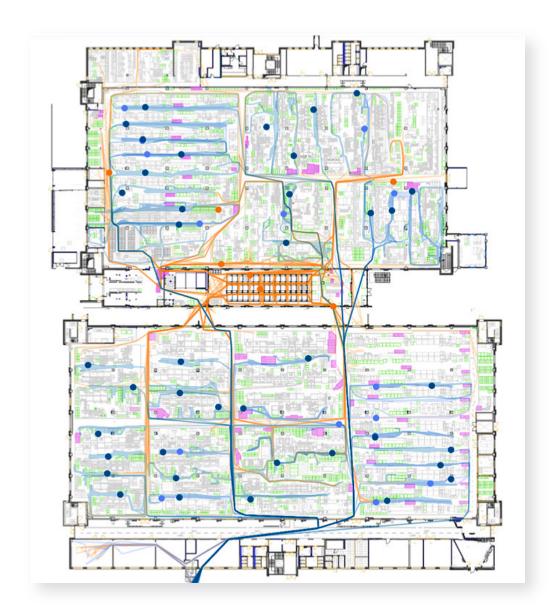




Understand traffic and dwell time patterns in any setting to assess utilization rates and potential layout changes to improve efficiency and reduce risk







## Understand how employees are spending their time when not at their workstation

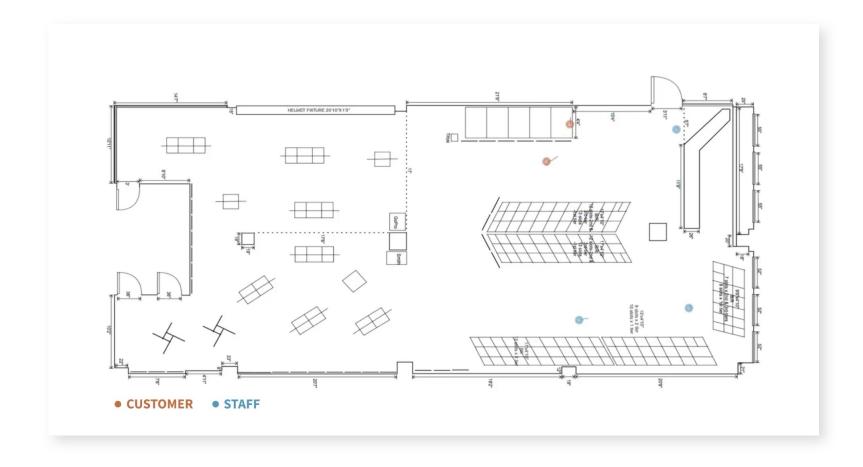
- In transit
- Tool crib
- Breakroom
- Other





Understand navigation patterns and trip missions to optimize location layout and drive greater efficiency (ex: tool crib mission)





Identify anomalous behavior and send alerts to prevent negative outcomes (theft, injury, other) in real-time







Define requirements, objectives, success criteria and financial return targets



**O**NBOARDING

Get access to cameras, video management systems, and on-boarding cloud infrastructure (if applicable)

Develop analytics and model for applicable use cases

Design reporting and dashboards



TRIAL

Engage in 30-day pilot



Roll out to multiple Client locations on an ongoing subscription



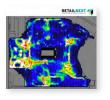
2009 2010 2011 2015 2017 2018 2019



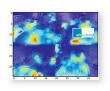
Spatial Intelligence was created as part of the Human Speechome Project by Pathr CEO George Shaw and his colleagues at the MIT Media Lab.



George and Pathr Advisor Ken Jackowitz first adapted Spatial Intelligence for industry to meet Bank of America's business needs as part of MIT's Center for Future Banking.



George and his team brought Spatial Intelligence to retail while he was VP of R&D at analytics powerhouse RetailNext.



Silicon Valley startup AltSchool applied Spatial Intelligence to classroom education with George as their head of R&D.



With George as Head of Data Science, Second Spectrum used Spatial Intelligence to revolutionize the way NBA players and fans enjoy the game of basketball.



George was a
Principal Engineer at
Intel and the
Platform Architect
for the Responsive
Retail Platform, a
software platform
for in-store
computer vision,
fueling Spatial
Intelligence use
cases.



Pathr is the world's first real-time
Spatial Intelligence platform.



## Thank You.

For more information:

sales@pathr.ai