

We place children in the center of their health and wellbeing

We are looking for

- Strategic partnerships
- Contacts with government officials at all levels
- Contacts with public/private schools
- Non-dilutive funding

Target markets

- Europe with worldwide potential

Achievements

- **2018:** The best impactful enterprise in Estonia & the best company in the wellbeing sector in Finland. Launching Triumph Hero and conducting our first clinical study
- **2019:** Top 2 European health technology startup & Top 20 most promising European startup. Conducting multi-national clinical studies.
- **2020:** Appearing on NY Times Square based on our achievements. Expanding the platform, launching Triumphland Saga.
- **2021:** The best startup in the health field in Scandinavia. Paying global customers beyond research collaboration.

Want to know more?

Founder and CEO Dr. Kadri Haljas
kadri@triumf.health
<https://triumf.health/>

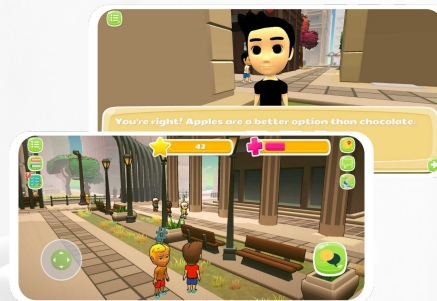
Triumpf Health

Triumpf Health has developed an evidence-based digital therapeutics platform for children to deliver personalized psychological support through a game environment. We have started from chronic illnesses and the mental burden related to disease management but have significantly expanded the platform in response to the coronavirus pandemic. Now, the mobile platform is also supporting children without health issues who are experiencing environmental stress (currently due to the coronavirus crisis).

Award-winning mobile health platform engages children through a fun storyline of saving the Triumphland city from the Disease Monster. Through interactive daily tasks and missions, **children aged 7-14** are learning about health and wellbeing, which is necessary to induce positive behavioral change.

Based on the **research findings**, our mobile health platform can improve children's mental well-being and quality of life while boosting their engagement.

The platform is divided into two products: therapeutic **Triumpf Hero** for children with health issues & educational **Triumphland Saga** for all children in the middle childhood age group.



Triumphland Saga offers knowledge, skills and support

In our **educational health game**, we offer children knowledge on their health and wellbeing in an age-appropriate way. Pupils can learn all about healthy eating and physical activity, but also how to cope with stress and regulate emotions.

Children apply the new knowledge in the interactive and fun gameplay through **activity-based learning**. By helping the citizens of Triumphland, they apply problem-solving skills, identify emotions, and help other children live healthily.

The personalized game supports children's mental health and offers external support to induce internal motivation. Psychological support is provided based on the strengths and difficulties of the child.

Available in various languages*

*Localization and adaptation to any language takes ~2 months