Vodafone 5G dig.

Top 20 Start-up Profiles
Welcome to the Vodafone 5G Dig

At Group Innovation, we are passionately committed to accelerating Vodafone’s journey to become a truly digital telco. This means being innovation hungry, open to experimenting and taking risks, and embracing collaborations with trail-blazing start-ups.

The Vodafone 5G Dig is a global quest to find the latest and greatest start-ups which offer partnership potential and help us respond to live business challenges providing real use cases for 5G. We spoke to senior leaders across Vodafone and identified five key verticals (Gaming, Media & Entertainment, Healthcare, Automotive and Smart Cities & Industry 4.0) to unearth the hottest topics, discover key pain points and uncover areas ripe for innovation.

Armed with this information, we then set out to find the world’s best entrepreneurs at the point where they have proven tech, are ready to scale and will help us get to the future faster. We identified 100 pioneering start-ups with solutions which can respond to our needs. You can find these companies on Vodafone’s new internal directory, The Vodafone Digest, on F6S.

Furthermore, we have whittled down the Top 100 to a rock star list of Top 20 start-ups which we believe have the potential to transform Vodafone. The Top 20 list was selected with the help of an expert panel of Vodafone senior leaders, who chose the top 4 start-ups per vertical using set scoring criteria.

We hope these start-up profiles will inspire you with the art of the possible. For more information or to explore potential partnerships, please get in touch with Paresh Modi from the Innovation Team.

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Meet the Top 20 start-ups
Polystream enables games and 3D applications to be streamed with unrivalled reach and unprecedented scale. A decade ago, the first generation of interactive streaming companies pushed to create something that everyone thought was impossible. Now many of those companies have disappeared. Why?

The problem they faced was about the crushing cost of filling the cloud with GPUs to stream applications using compressed video. It is prohibitively expensive, creates friction, hampers reach and just does not scale. This is why cloud gaming remains the hardest of streaming problems to solve.

At Polystream, they believe in the power of distributed networks, the intelligent edge, and the visual cloud, bringing them all together, transforming how the world consumes interactive content and services.
Founded in 2015, Playsnak is a Berlin-based, globally-connected next-generation games company. In a time of ever-evolving technologies and increasing data bandwidth, Playsnak strives to create groundbreaking experiences for the maturing VR and AR markets.

Creator of a game developing platform designed to provide the latest technology based virtual reality games. The company's platform publishes self-developed first, second and third party games from various mobile game developers around the world, enabling online gamers to get the immersive virtual reality games that combine the easy access and innovative game mechanics of mobile play with the breathtaking possibilities of virtual reality.
FACEIT is the leading competitive platform for online multiplayer games, with more than 12 million users taking part in 15 million gaming sessions every month. FACEIT allows players to easily play in tournaments and leagues for virtual and real-world prizes through automated tournament management and competitive gaming technology. For developers, FACEIT’s advanced software development kit (SDK) allows game creators to easily integrate user-friendly competitive gaming and tournaments into their titles to allow gamers to take part in competitive online games at all skill levels. Esports organizers, players and communities use FACEIT to create and manage online competitions.
ONTOP brings a new type of social gaming entertainment by adding digital worlds over our own reality. The challenge that they have been overcoming, is to add more and more people together on the same shared experience, either as players or spectators, through AR and 5G technologies.
Supponor’s pioneering technology delivers the most powerful and impactful brand activation in broadcast sport.

They use augmented reality technologies to transform real-world mass-audience TV-visible advertising into high-impact targeted virtual brand messaging.

Sports rights and media owners can unlock a new world of creative and commercial opportunities to provide relevant, localised brand communications for sponsorship and advertising partners worldwide.
Nimest goal is to create Smart Cities with a layer dedicated to tourism. In order to do so, they are developing a platform that uses Augmented Reality, Artificial Intelligence, 3D Mapping and Scanning to allow tourists to travel in time when visiting the city.

They are bringing back to life important historical figures and environments and allowing users to interact with them, thus learning about local history and culture on an interactive and fun way.
Mativision, producing and delivering interactive 360° content and immersive applications for global clients since 2012, is now offering the core 5G-ready immersive content delivery platform for media partners on the future network. As emerging technology specialists, the Mativision platform will enable live-streamed 360° video and interactive experiences alongside seamless video-on-demand extended reality content libraries.
The amount of data in the sport industry is growing and the value now lays in making this BIG DATA becoming SMART DATA and make it available in real time to the staff and the fans. Artificial Intelligence algorithms developed by Math&Sport allow real-time analysis of athletes’ behaviour and game patterns to support coaches in defining winning tactics and to enrich fan experience and media contents. Data coming from different detection systems is analysed by Math&Sport's algorithms, to output KPIs that describe each action, player and the entire game from a qualitative and quantitative point of view. For the football world,
SurgonMate are developing a single tool to allow surgeons to create their own library containing surgical records and multimedia content. To do that, the solution is composed of dedicated smart-glasses (hardware) focused on the surgeon's needs and a software to manage, edit, store and share the media content.

With SurgonMate Vision and SurgonMate Library keeping records has never been easier! Because they're all connected, with this tool, telementoring is now a simple way to teach and to improve the learning experience.
Safety and monitoring system

Tendertec are building an AI-powered safety & monitoring system for:

• Seniors living alone to automatically & in real-time alert their carers in an emergency

• Carers to verify daily living activities and incidents remotely & make data-driven decisions improving the quality of senior healthcare.

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Developer of a trauma analysis platform designed to provide post crash safety.

The company's platform provides real-time information by creating a medical report regarding the type and severity of the passenger's injuries and delivers it automatically to the first respondents and relevant hospitals, by utilizing existing sensors and connectivity applications, enabling people to save their lives, decrease long-term morbidity, save in rehabilitation expenses and reduce the amount and size of liability claims.
Augmenting Surgical Performance

Provider of cloud-based data analytics systems designed to codify surgical procedures and improve global surgical care.

The company's cloud-based data analytics systems use cognitive mapping techniques, cutting edge artificial intelligence and 3D rendering technology, enabling clients to train and support surgeons in gaining detailed clinical procedure knowledge.

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Conigital are a deep tech AI & Optimisation company developing the ConICAV™ platform targeting the £907 billion connected autonomous vehicles market.

ConICAV™ automates and optimises ground transport fleets either driven or driverless both landside and airside for the worlds largest airports needing to boost key operational and performance metrics.

This software stack consists of both the on-vehicle automation and off-vehicle operation/optimisation elements. A fundamental USP is to enable CAVs to integrate and operate with other transportation systems in the most efficient manner using the Conigital optimisation algorithm, ConOptium™
Autonomous Vehicles & Systems

Ottopia delivers safe teleoperation (remote control) of vehicles, for both autonomous and non-autonomous vehicles. Ottopia builds and provides all core technologies that make teleoperation a safe reality:
1. Network bonding and optimization
2. Ultra low latency video compression and transport
3. Embedded cyber-security
4. Advanced Teleoperator Assistance Systems (ATAS) such as path choice, path draw and a suite of vehicle-side collision avoidance algorithms.
Electric car tour

Provider of self-drive electric cars intended to rediscover a new way to visit the cities. The company's electric cars offer free Wi-Fi, GPS audio guide and free hotspot facilities in the vehicles along with tourism operations and animation features, enabling users to stream their whole experience live on social networks with friends and family.
CARFIT have created a self-diagnostic and predictive maintenance platform in the connected car space, providing dealers and service providers with customized lead generation.

They help car owners get the most out of their automotive investment. Through CARFIT PULS™, their innovative car vibrations tracking device, they can help lower car maintenance costs, increase efficiency, and increase transparency about how your vehicles work.

CARFIT blends NVH (Noise, Vibration and Harshness) automotive science with artificial intelligence to create the most comprehensive library of vehicle vibration data.
Automating Industrial Inspections

ZOA digitises industrial sites, providing plant managers total visibility on the condition and integrity of all assets in an industrial plant.

Leveraging their low-cost, high performance quadruped robot Zeta, ZOA will inspect and digitise sites which are large, remote or hazardous and reduce the cost of inspection and maintenance through AI powered predictive analytics.
Invisible Systems manufacture innovative sensors for monitoring energy, conditions and fixed assets plus Wireless RF transmitters and control tools.

A bespoke software programme (Realtime-Online™) gathers all available data and displays information on cloud dashboards, within a comprehensive reporting suite.
weAR’s solution wants to enhance the efficiency and effectiveness of maintenance activities carried out “on field”.

In order to achieve this goal, they use state-of-the-art technologies such as Augmented Reality, Mobile and Wearable Devices, Artificial Intelligence Engines and 5G network capabilities, all melted in a user-friendly, cloud-based and as-a-service solution: a B2B Augmented Reality PowerPoint.
Predictive Maintenance

Conundrum AI and deep learning software suite helps industrial companies, telecoms, utilities and operators of engineered assets to quickly build Machine Learning solutions for predictive maintenance, improving quality, decreasing energy and resource consumption. Its uniqueness is in automating work of data scientists, and transforming data analytics projects from one-off showcases to continuous scalable deployments.

Over 15 industrial, energy, Oil and Gas companies use Conundrum AI software to process huge amounts of IoT, sensor and machine vision data in diverse use cases, from improving quality of coal shipments to locating faults in robotic welding equipment, from optimizing Paper Mills output to making sure that oil pumps perform more efficiently.
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