EyeSpy 20/20[™]



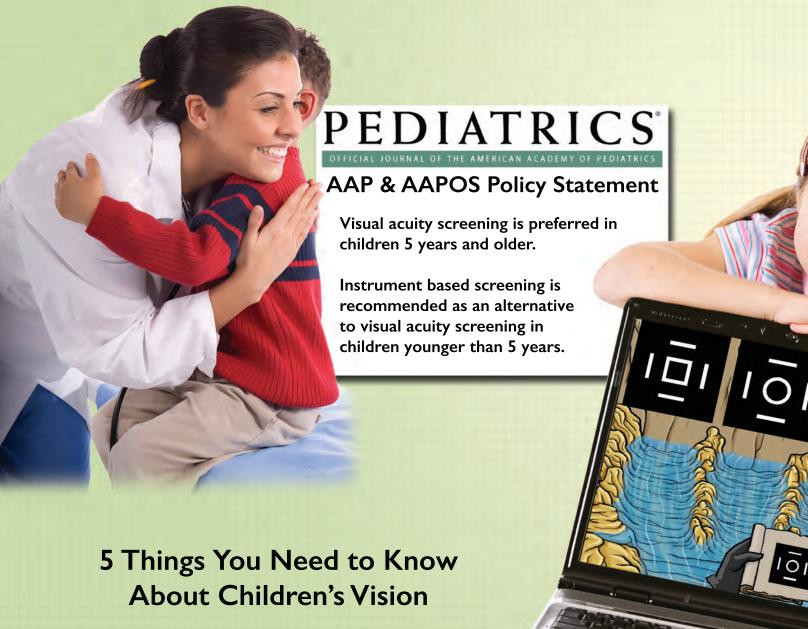








Because Every Child Deserves To See



Every 6.5 minutes a child is diagnosed with irreversible vision loss that could have been prevented with early detection.

Up to 1 in 4 children have a vision problem and many parents, teachers and children themselves are unaware.

80% of learning occurs visually. Undetected vision problems impact a child's learning, social growth, and lifelong health.

The traditional method of vision screening has changed little over the past 100 years.

Undetected vision disorders are the 4th leading health issue facing children today.





Accurately screens for exact visual acuity, color vision and depth perception.

Provides results comparable to those achieved by a certified ophthalmic technician and does not require training to administer.

Scientifically validated by the world renowned Storm Eye Institute.

Video game format makes screening fun for kids and great for non-verbal and special populations.

Computerized, automated data collection, storage and reporting with lifetime access to data in a HIPAA-compliant repository.

Automatically selects age-appropriate optotypes and randomizes them to prevent memorization.

Imports student rosters and exports screening results to student information systems to minimize errors and time.

Reporting in both English and Spanish.

Built-in school fundraising opportunity with sponsorship recognition on every screening report.

One license = Unlimited vision screening devices













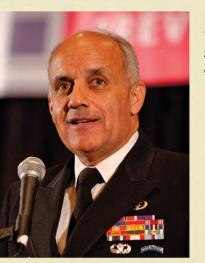
24/7 Access to Individual Screenings and Summary Reports



VISIONQUEST 20/20

We are a 501(c)(3) non-profit organization solely dedicated to eliminating undetected vision disorders and preventable blindness in children through state-of-the-art vision screening technology, education and awareness. We have revolutionized the detection of vision disorders with the EyeSpy 20/20™ vision screening program and data management system. We actively collaborate with other technology providers and non-profit organizations to advance the accuracy and reliability of vision screenings

Because Every Child Deserves To See.



"VisionQuest 20/20 is demonstrating that advancements in computer, internet and vision screening technology can overcome the barriers to large scale vision screenings, and help solve this serious public health issue. I strongly encourage anyone involved with children's vision health to learn more about VisionQuest 20/20."

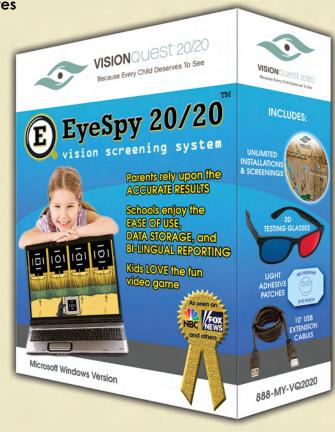
Richard Carmona, M.D., M.P.H., FACS 17th Surgeon General of the United States

"My daughter had been given glasses in 2005 for use only when reading. When she was screened at school using EyeSpy 20/20 with her glasses on, she failed. We went back again to see the eye doctor and my daughter was diagnosed with amblyopia.

She now wears glasses all the time and is doing wonderful in school. Headache free, and her nose is always in a book.

This program saved my daughter from going blind in her weak eye."

Parent, Washington School District



Sources referenced:

Instrument-Based Pediatric Vision Screening Policy Statement

AMERICAN ACADEMY OF PEDIATRICS Section on Ophthalmology and, Committee on Practice and Ambulatory Medicine, AMERICAN ACADEMY OF OPHTHALMOLOGY, AMERICAN ASSOCIATION FOR PEDIATRIC OPHTHALMOLOGY AND STRABISMUS and AMERICAN ASSOCIATION OF CERTIFIED ORTHOPTISTS *Pediatrics* 2012;130;983; originally published online October 29, 2012; DOI: 10.1542/peds.2012-2548

A pilot study evaluating the use of EyeSpy video game software to perform vision screening in school-aged children

Rupal H. Trivedi, M. Edward Wilson, M. Millicent Peterseim, Kali B. Cole, Ronald G.W. Teed Journal of AAPOS - August 2010 (Vol. 14, Issue 4, Pages 311-316, DOI: 10.1016/j.jaapos.2010.03.008)

http://www.aoa.org/childrens-vision.xml

Welch Allyn SureSightTM, Pediavision® spot, and plusoptiX devices are the property of their respective companies.



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