VIZUAL EDGE
Winning is in Sight

NHL GOALTENDER TRAINING UPDATE

TRAINING UPDATE
BY THE NUMBERS

VIZUAL EDGE
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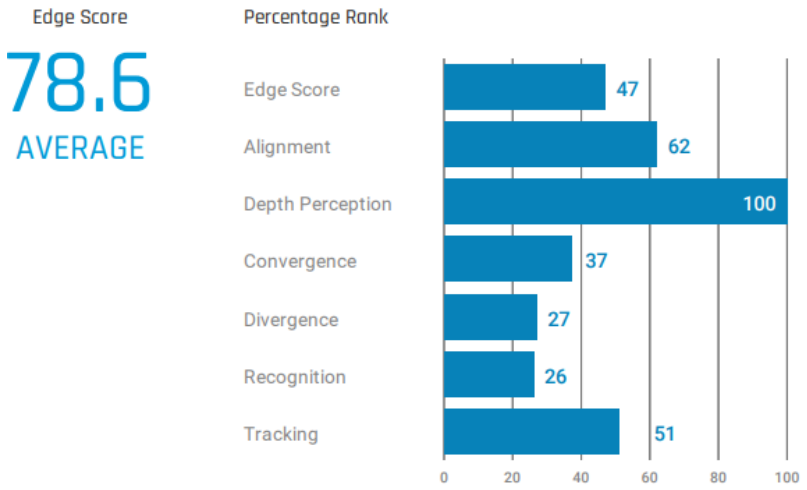
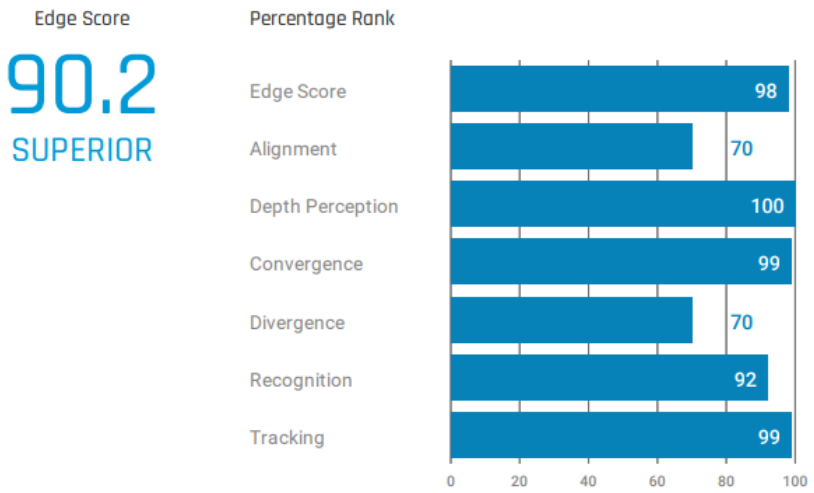
- 33 training **sessions** through 3/31/2020
- 159 training **exercises** completed (Depth, Convergence, Divergence, Alternating (Conv/Div), Recognition, Tracking) through 3/31/2020

Baseline Evaluation (4/4/2019) Pro Percentile Ranks



Latest Evaluation (3/31/2020) Pro Percentile Ranks



THE CORE-SIX GOALIE

VISUAL SKILLS

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ALIGNMENT

Proper alignment enables the ability to perceive the true location of an object, rather than in front or behind it

- Locating and judging the true location of the puck

DEPTH PERCEPTION

Uses both eyes to locate objects in space to judge their distance, speed, and direction

- Judging the trajectory and movement of a shot

CONVERGENCE

Ability to focus on objects within close proximity and judge their movement.

- Ability to locate and focus on incoming shots

DIVERGENCE

Ability to locate objects in the distance, impacting an athlete's ability to anticipate and react.

- Ability to locate the puck near the blue line or after making the initial save

RECOGNITION

Ability to observe, process and recall a series of visual targets, and respond properly.

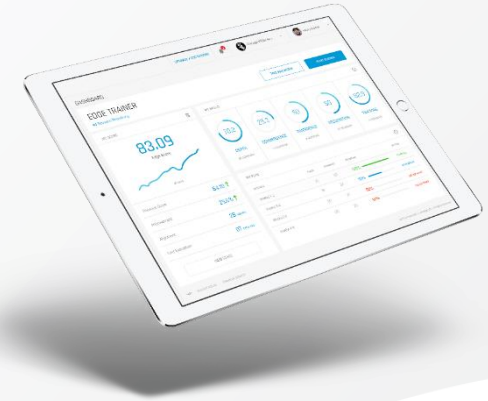
- Reading of opponent's shooting tendencies, overall hockey sense & anticipation

TRACKING

Ability to follow an object while continuously monitor all other aspects of the game

- Overall reaction speed and ability to locate the puck following a deflection or screen

THE VISION TRAINING
LEARNING CURVE PT. 1



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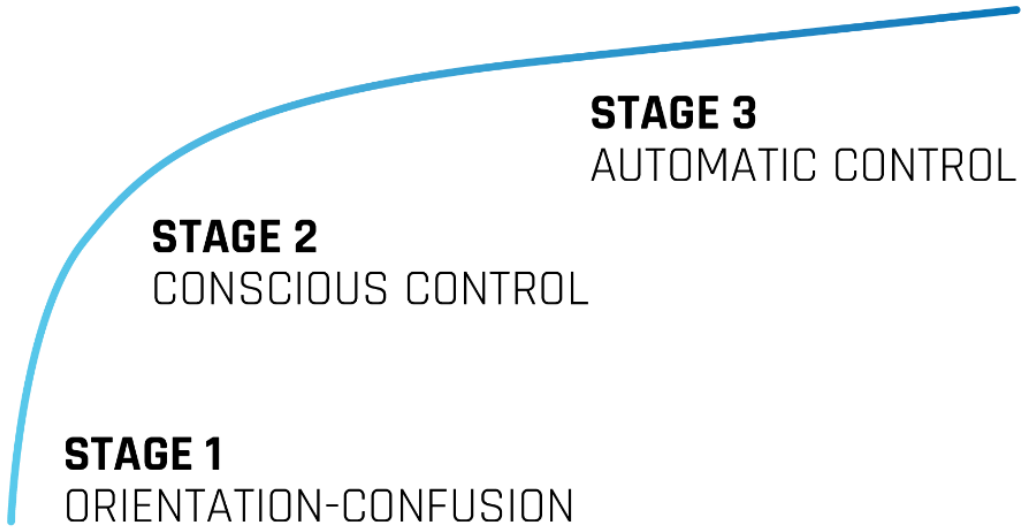
The vision training learning curve for each of the core-six visual skills can be classified into three stages:

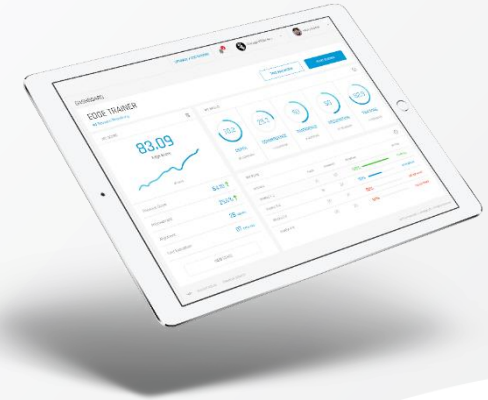
Orientation (Stage 1): Brief stage in which the athlete becomes acclimated to the training tools and instructions.

Conscious (Stage 2): The longest of the stages in which growth and improvement occurs; performance and ability grow at a variable rate with peaks and valleys

Automatic (Stage 3): Newly acquired visual skills no longer require conscious effort to accomplish, this allows for greater cognitive freedom while competing.



THE VISION TRAINING
LEARNING CURVE PT. 2



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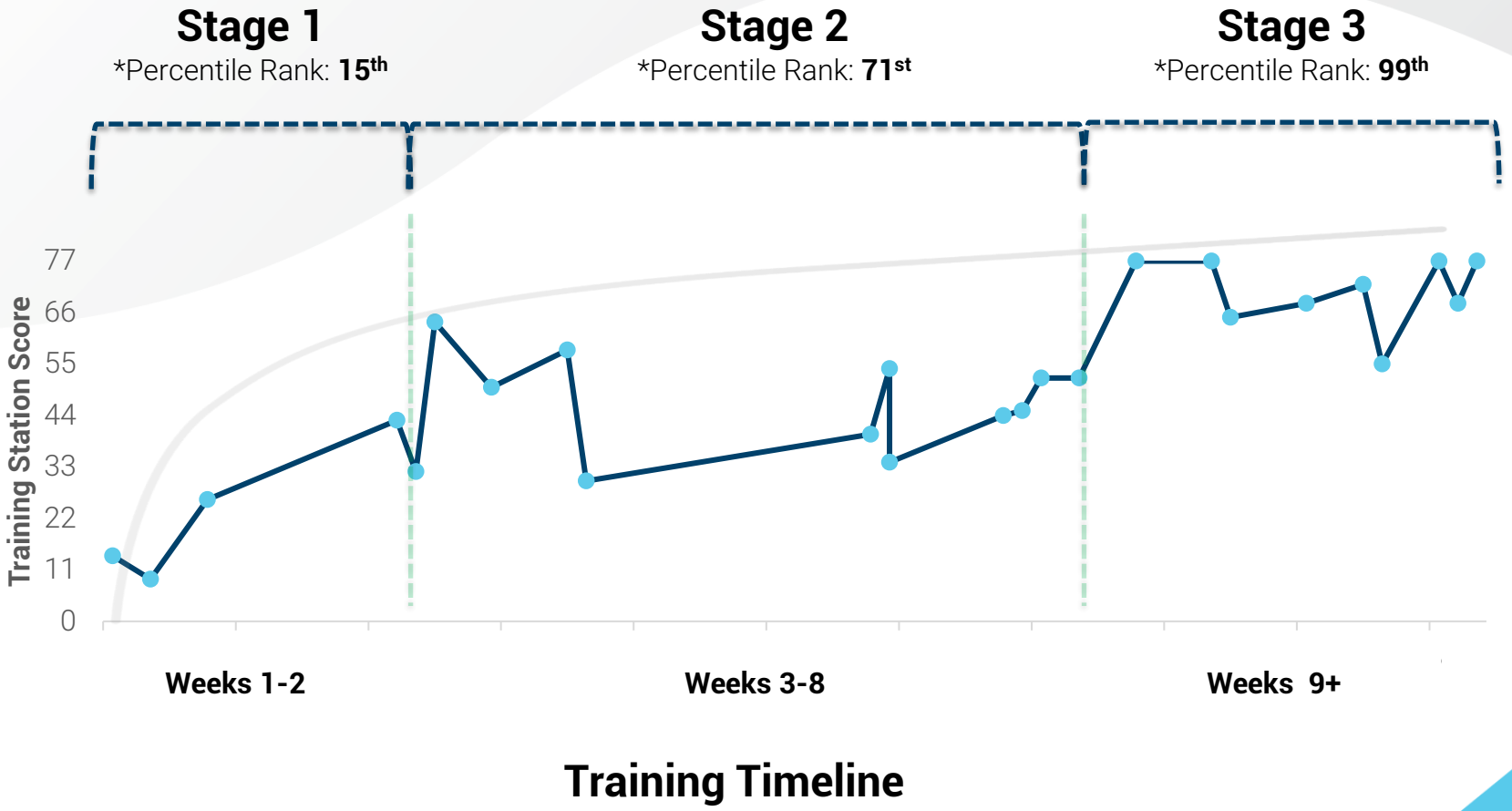
Convergence Training Learning Curve:

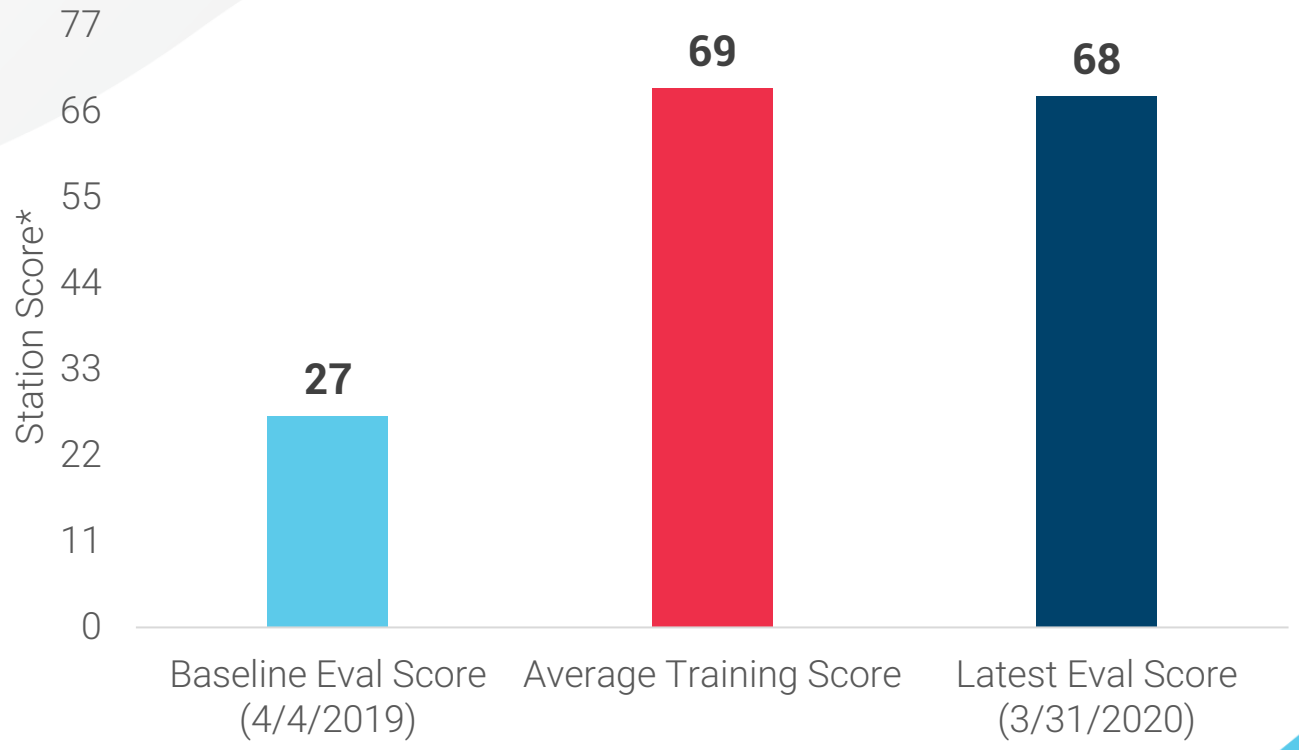
21-Year Old NCAA D1 Player Example



*Percentile ranks based on weighted average training score. Results will vary.

TRAINING OVERVIEW
CONVERGENCE

- **Convergence Application:** Ability to locate and focus on incoming pucks. Score out of 77*
- 24 total convergence training exercises completed (through 3/31/2020)
- **Baseline-Latest Eval Improvement**:
  +41 (+152%)



*Scores weighted based on difficulty level

CONVERGENCE
TRAINING BREAKDOWN

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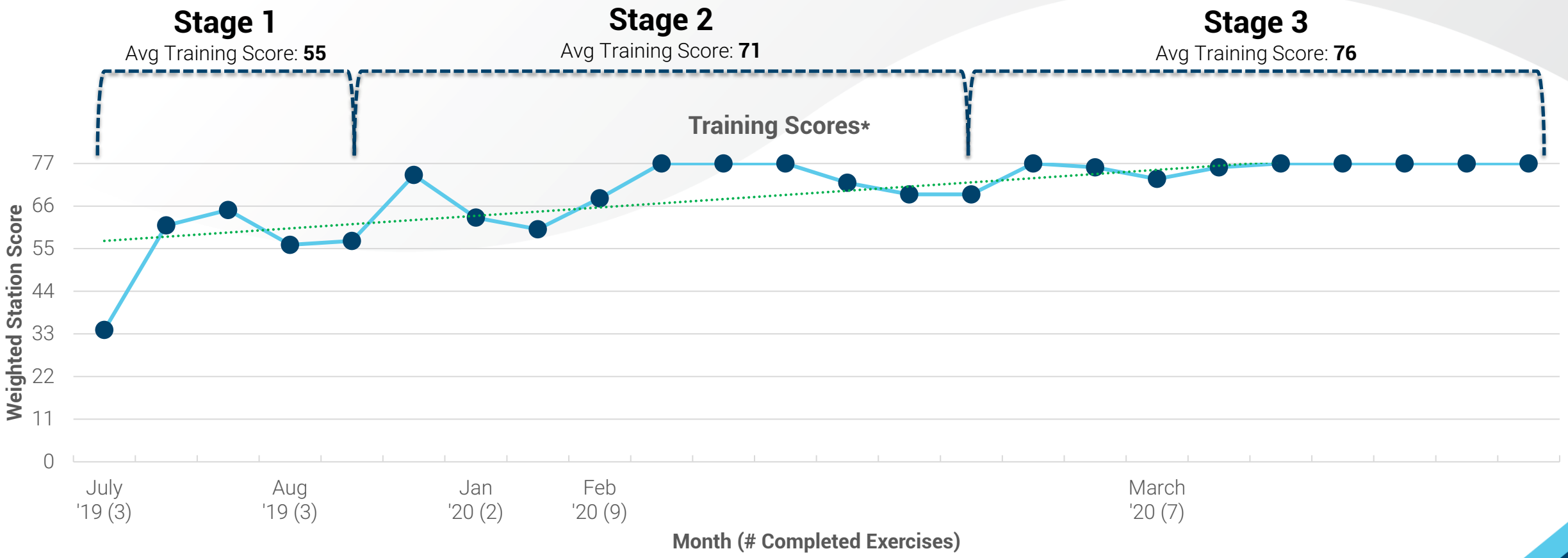
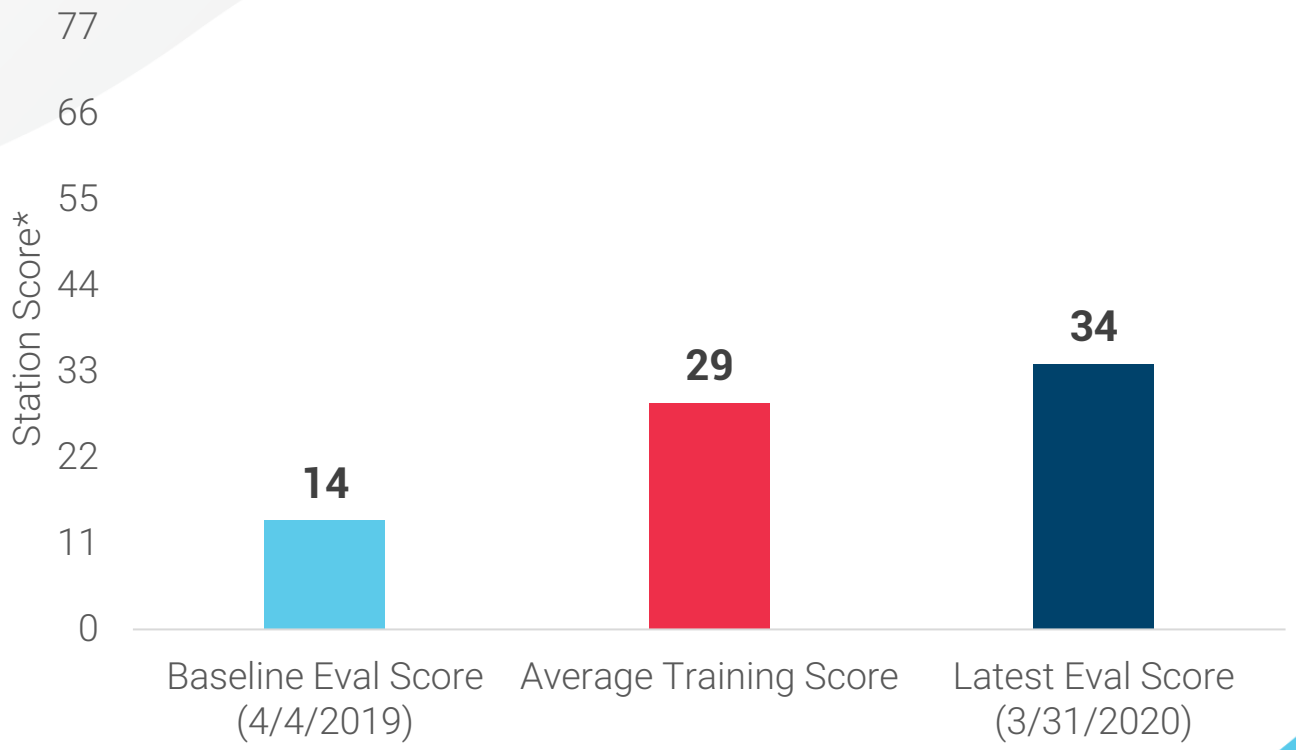


*Scores weighted based on difficulty level

TRAINING OVERVIEW
DIVERGENCE

- **Divergence Application:** Ability to locate puck in the distance (blue line), as well as follow the puck after making the initial save. Score out of 77*
- 25 total divergence training exercises completed (through 3/31/2020)
- **Baseline-Latest Eval Improvement**: **+20** (+143%)



*Scores weighted based on difficulty level

DIVERGENCE
TRAINING BREAKDOWN

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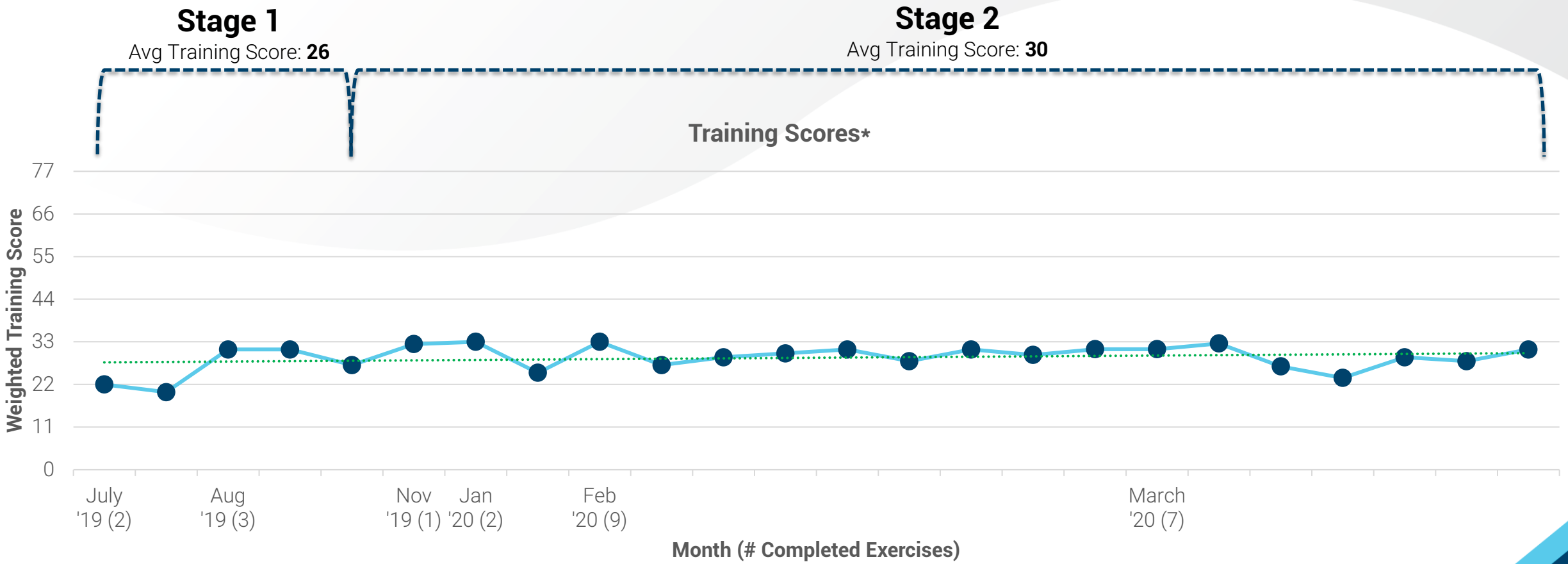

*Scores weighted based on difficulty level

TRAINING OVERVIEW
RECOGNITION

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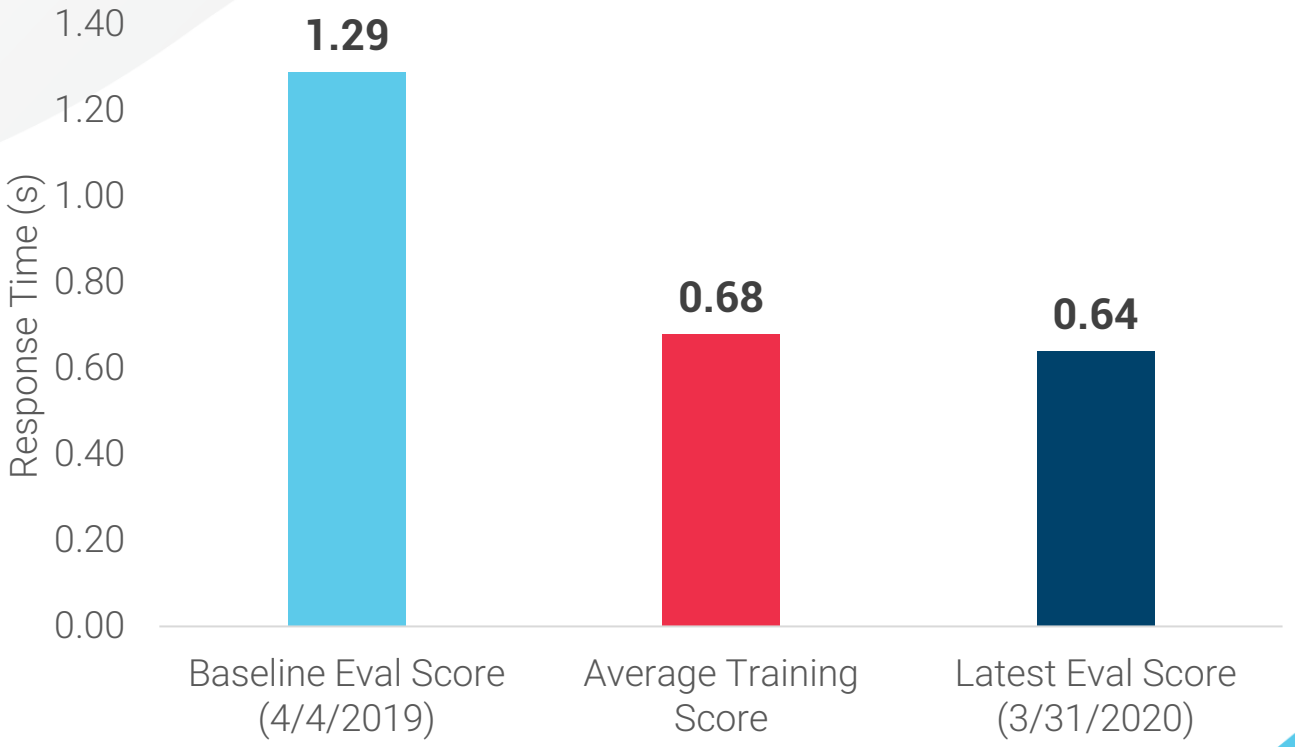
- **Recognition Application:** Overall hockey sense, shot anticipation and ability to read opponent's offensive positioning and shot tendencies. Score based on response time (seconds) and accuracy %.
- 41 total recognition exercises completed (through 3/31/2020)
- **Baseline-Latest Eval Improvement***:
  -0.65s (50% quicker)

*Scores for standard 3 medium , 0.60s flash time arrow sequences only



RECOGNITION – PER ARROW
TRAINING BREAKDOWN

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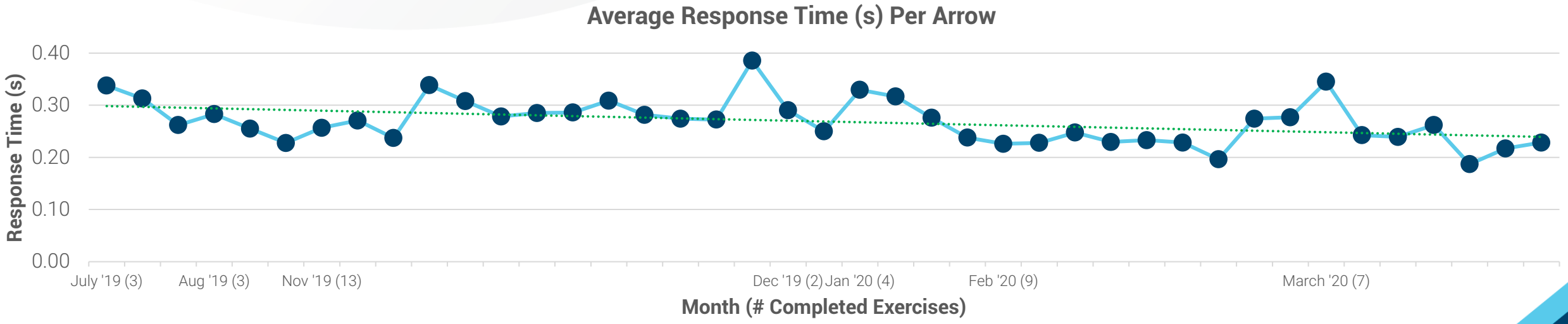
When training recognition, the user will complete exercises with varying arrow size, arrow flash time and number of arrows in a given session (i.e. 3 arrows per sequence vs 5). The graph below shows the average response time (in seconds) per total number of arrows in a given sequence (Total Response Time / # of Arrows).

Using the average response time per arrow key better reflects the user's true processing speed and does not fault the user for typically having naturally slower overall response times, due to the total number of arrows needing to enter. Here we can see that the average response time per arrow has a downward trend over training time, suggesting quicker processing and overall response time per arrow key as a result of training.



TRAINING OVERVIEW
TRACKING

- **Tracking Application:** Overall reaction speeds and ability to locate the puck following a deflection or screen. Score based on response time (seconds) and accuracy %.
- 43 total tracking exercises completed
- **Baseline-Latest Eval Improvement*:**
  -0.04s (7% quicker)

*Scores for standard medium arrow, 0.60s flash time only