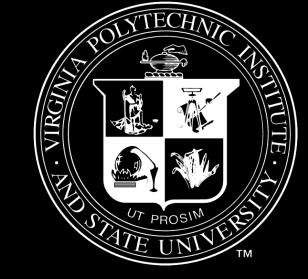
## EUGUPOS

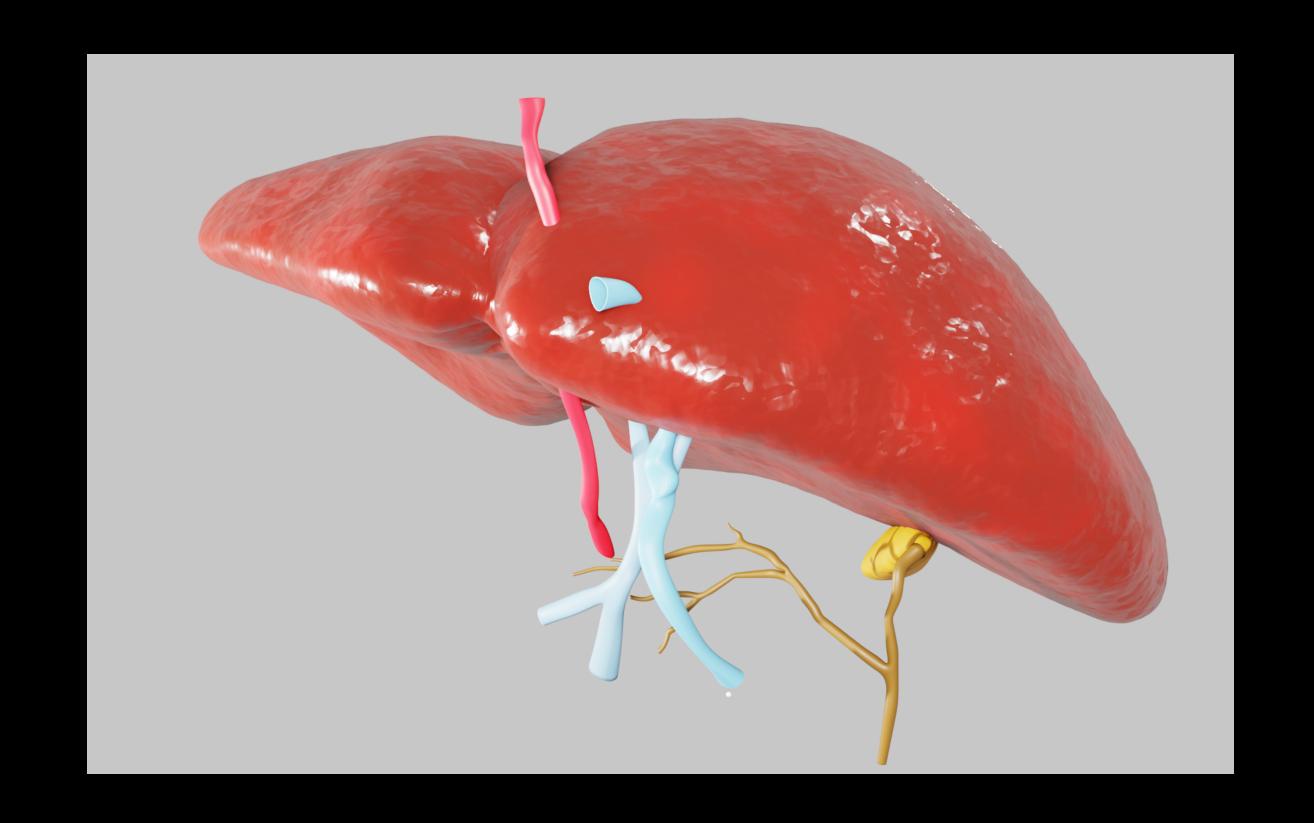
First Universal Granted Uniformed Pharmaceutical Optimized Strategy
A Web 3.0 Interface Forefront for Human-Al Interaction in Pharmaceuticals



### FUGUPOS

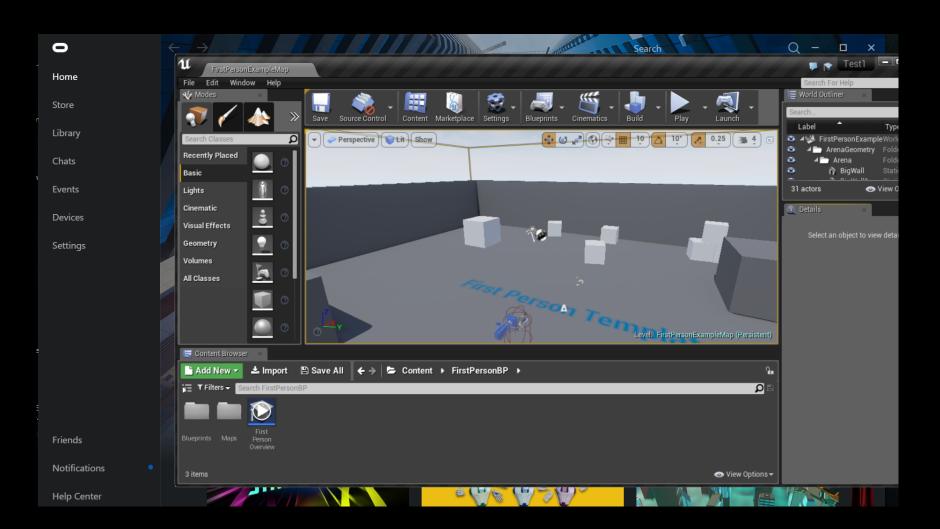
#### Introduction

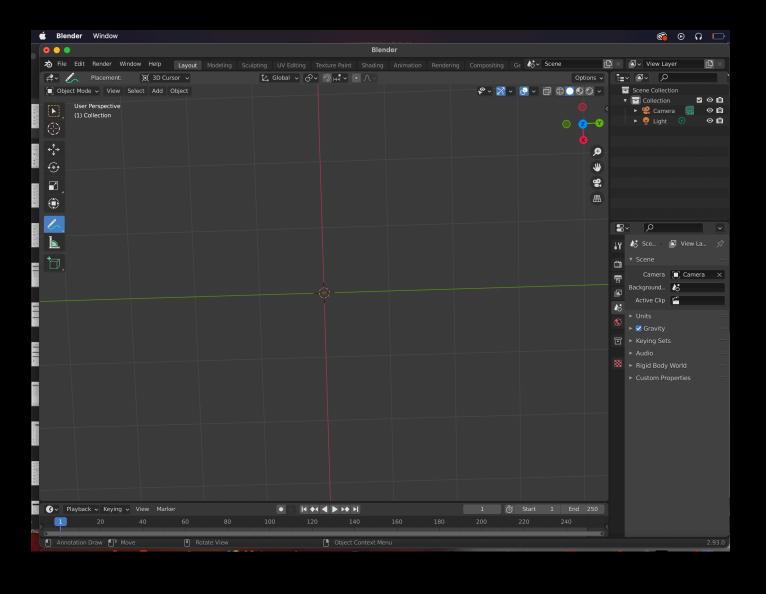
- Purpose for future development
- Common theme in class: focus on Al Molecular Modeling and predicability
- Little work at the interface level, the HCl perspective
- The Human Al interaction
- Theme: Universal tools for the purpose of drug discovery or manipulation of new molecular structures for application



### Tech Stack to Use

- Blender
- Unreal Engine
- Oculus Virtual Reality Set
- Xbox One
- Interfacing to the next level



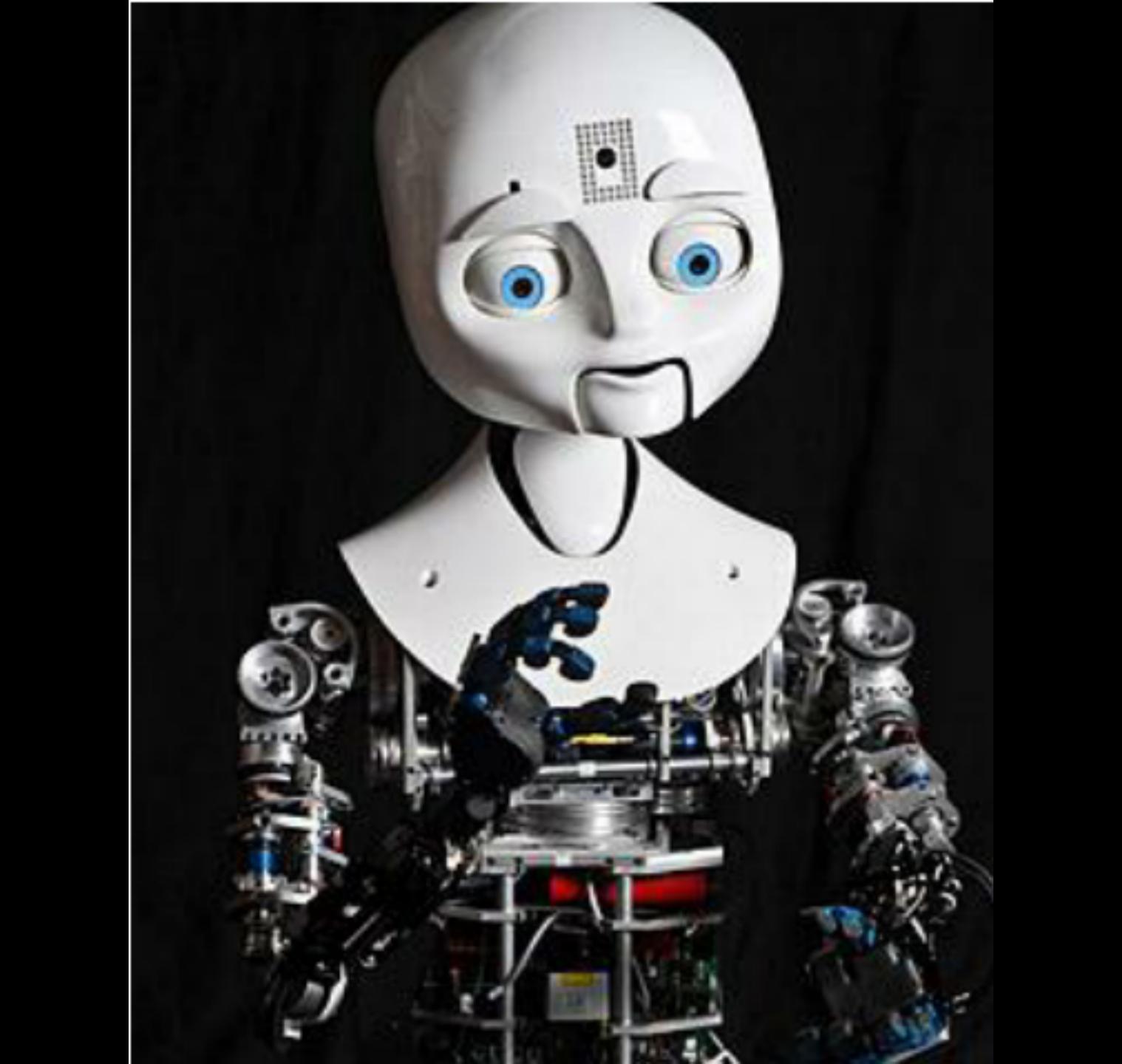


#### Framework

- Construct Arms in Blender
- Simulate Demo in Unreal Engine
- Upload to XBOX and Oculus App Stores
- Allow further collaboration on different interfaces

# **Importance**History of Personal Computing

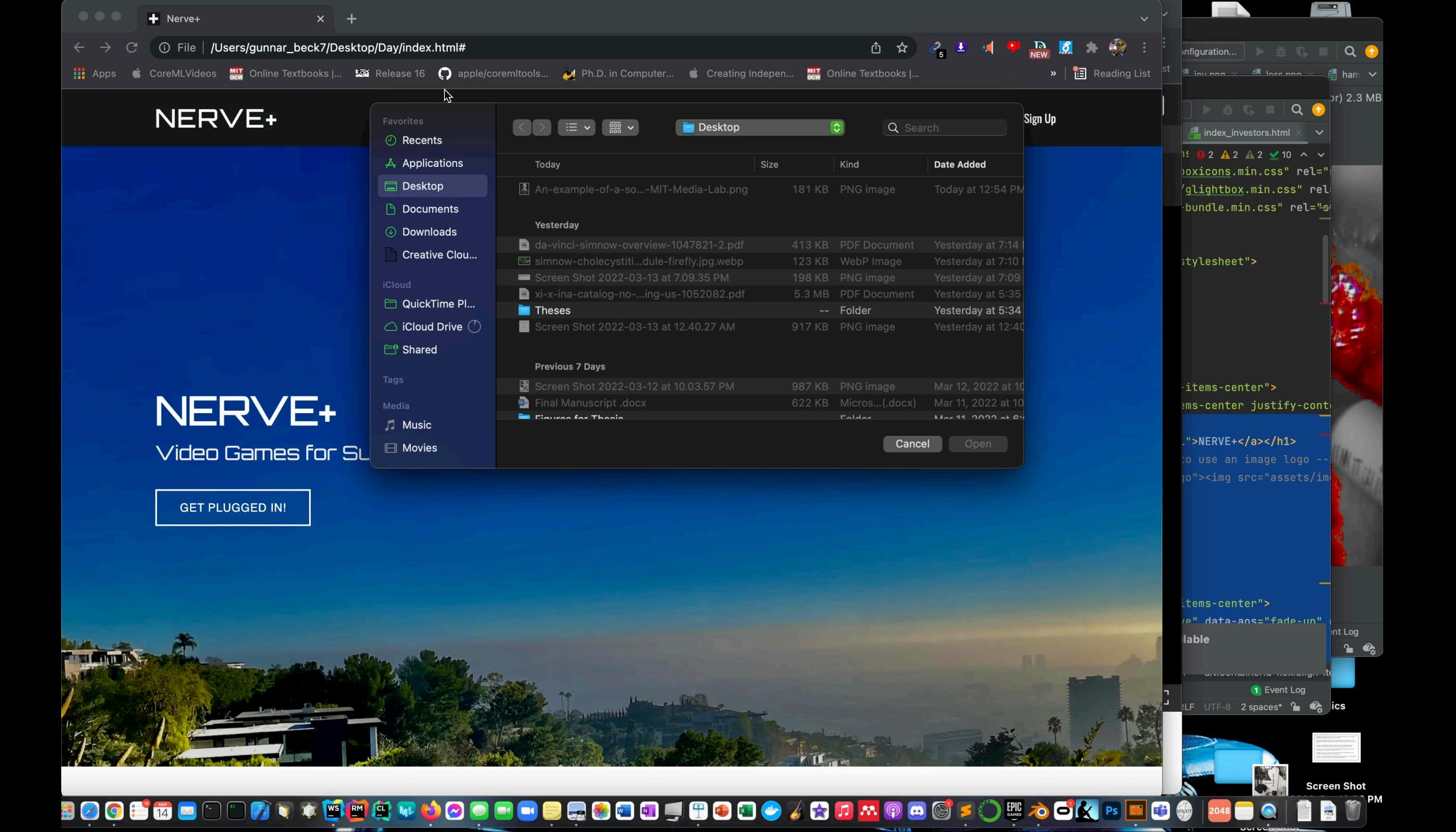
- Third Party Development for personal hardware is what has traditionally shapped landscape of personal computing and connectivity
- Web 3.0 is the next interface to the internet
- Focusing more one 3D immersive experiences
- Facebook 10-K annual report 2022
- Innovation is Economic
- Application and usage of technology overtime is what prevails in actual every day usage



## Retrospect to Human Al Interaction

#### Themes and General Overview

- Theme: Predictability of new molecular structures
- Another paradigm we have been facing: bias in data and modeling of Al interfaces
- Taking into retrospect: the human Al interaction
- Starting form the core beginning
- The Al makes suggestions over what structure works best
- Interface is the first step towards Human-Al interaction with limited bias
- Application of new structures and construction





# Thank you, questions