



SENSEGLOVE

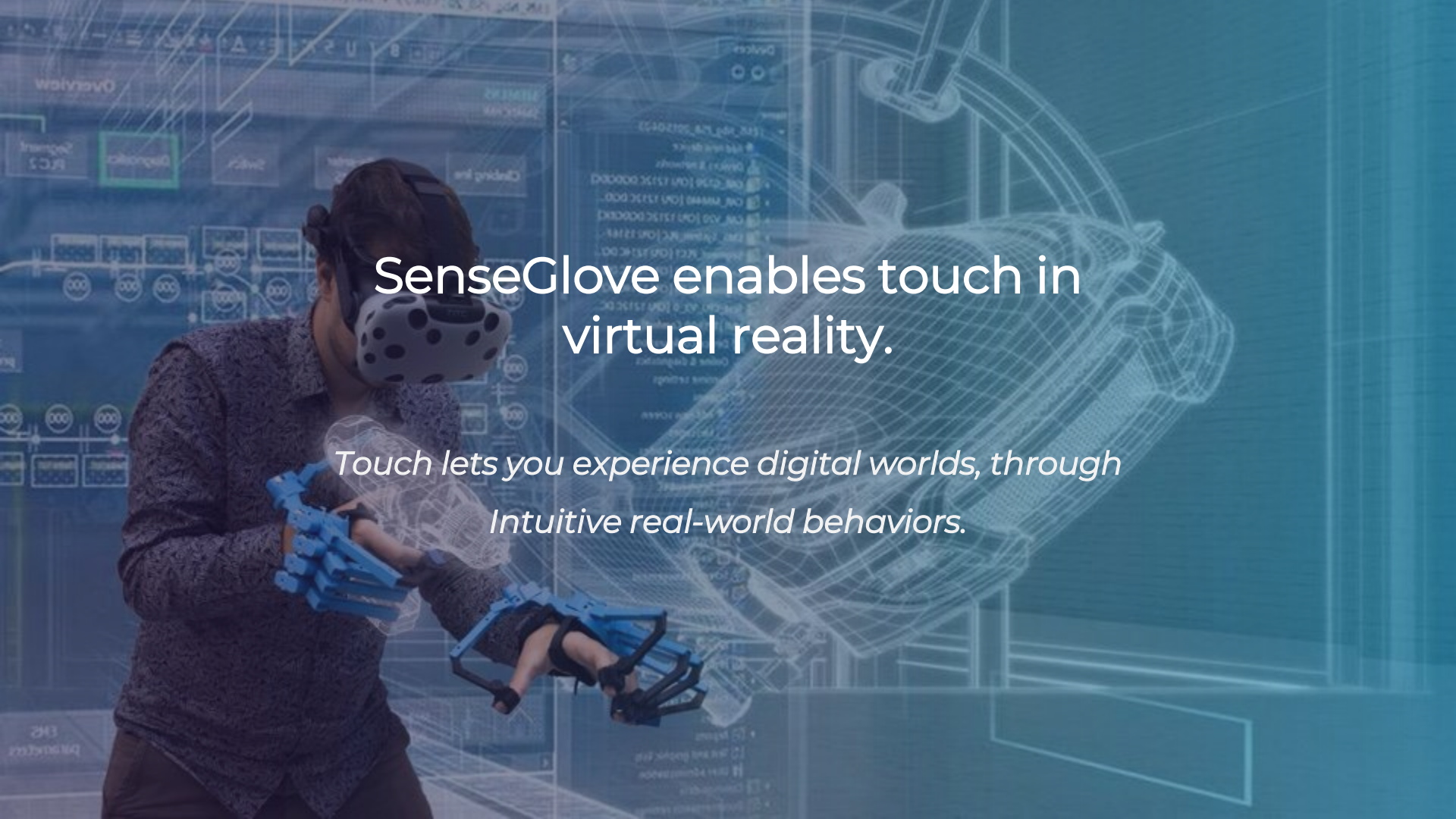
Make the Digital
Feel Real

SenseGlove builds
digital interaction that
are comparable to real
interactions

CEO: Gijs den Butter
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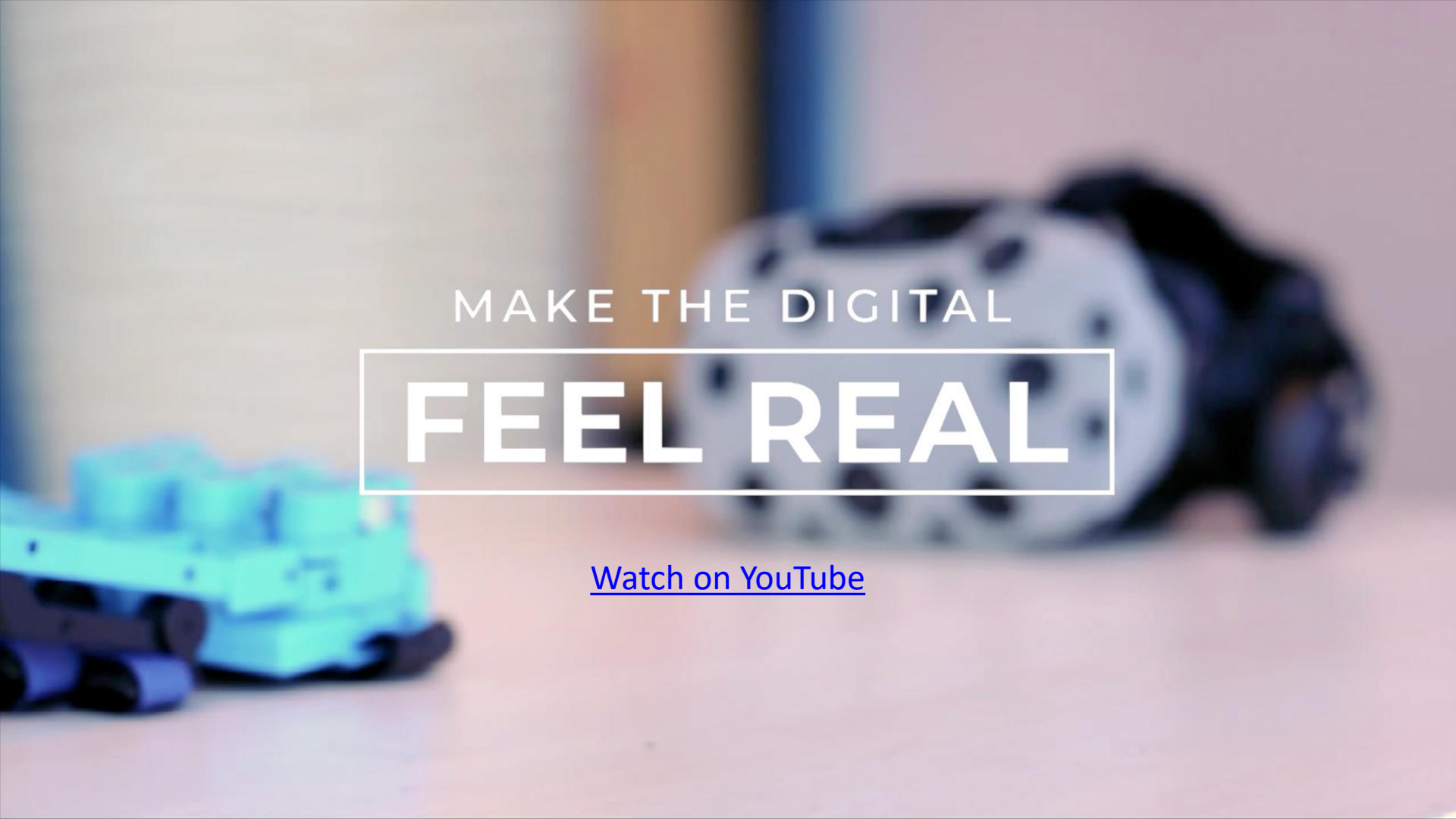
A person wearing a VR headset and holding controllers, standing next to a monitor displaying a 3D warehouse simulation. The person is wearing a white shirt and a watch. The monitor shows a 3D digital environment of a warehouse with a person in a red hard hat and a shopping cart. The text "Interacting In 3D Digital Environments (AR / VR) Is Not Intuitive" is overlaid on the image.

Interacting In 3D Digital
Environments (AR / VR) Is
Not Intuitive



SenseGlove enables touch in
virtual reality.

*Touch lets you experience digital worlds, through
Intuitive real-world behaviors.*



MAKE THE DIGITAL

FEEL REAL

[Watch on YouTube](#)

SenseGlove

Is being implemented
at worlds leading
firms



SenseGlove Participants
made fewer mistakes when
performing tasks that
required dexterous motions.

Dr. Thomas Bohné



UNIVERSITY OF
CAMBRIDGE

Use-cases from clients

Decrease cost of training without compensating on performance



Volkswagen

Design and Iterate quicker by simulating human factors in augmented reality



Fraunhofer

Become future proof and explore the possibilities of tele-robotics



DeepMind

SenseGlove

Business pack
options



OUR TEAM



GIJS
DEN BUTTER

CEO



JOHANNES
LUIJTEN

CTO



NIELS
BOGERD

COO



MAX
LAMMERS

SOFTWARE LEAD



CHUN
LAM

ELECTRONICS LEAD



DANIEL
SHOR

HAPTICS & RESEARCH



FLORIS
VAN POELE

MECHATRONICS



ANNE
HERMANS

DESIGNER ENGINEER



SIMON
BAMBACH

BUSINESS DEV



JELLE
DE JONG

SOFTWARE



ROBIN
KRENS

FIRMWARE



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