



Cyberspline Advances the Virtual Reality Gaming Experience Through Innovation

Independent gaming studio uses research, passion, and SR&ED tax credits from Boast to conquer VR's biggest problem head-on.

Boast SR&ED Tax Credits Helped Cyberspline:

- Save 90 hours of team time preparing SR&ED claims
- Get 20% larger claims due to Boast data integrations, AI, and expertise
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Build an Exciting Game—That Also Works in VR

The emerging world of virtual reality (VR) can be enticing, especially for gamers, but it also has a significant barrier not commonly known by non-gamers.

When immersed in the world of VR, with a headset and an engaging game, the body's senses also get immersed (that's the point of VR), but it can cause participants to feel motion sickness. This motion sickness issue can plague participants and repel some to keep experiencing VR.

But the issue is being addressed by leading VR companies, including Cyberspline. The company's founder and producer, Luca Cresciullo, has been a competitive gamer who was determined to create an immersive and innovative VR experience. Supported by the CEO, Ekaterina Nosova, who has a Ph.D. in mathematics and a passion for games, the Cyberspline team used an analytical and scientific approach to focus on building challenging VR games and eliminate motion sickness for players.

"We wanted to build the best VR game, but we knew we had to invest significant time and energy in tackling the motion sickness issue before we could be successful," said Ekaterina Nosova, Cyberspline CEO. "So, we immersed ourselves in understanding motion sickness's causal factors and understanding what other leading companies were doing about it. We wanted to share our findings and help the community be more successful while at the same time solving the issue for our own needs."

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Research, Innovation, and Culture

Through a researched and detailed understanding of how to develop VR landscapes, motion, environments, and the speed and movement limits for VR experiences, Cyberspline has been able to build its first game to be both engaging and minimize motion sickness.

That game development process has been a two-year journey and was interrupted by COVID and other development challenges that required new coding and cultural approaches to keep innovation fresh.

"Because our employees were working remotely due to COVID, we needed to create an environment that stimulated us and helped us be a successful team," said Nosova. "We stayed up at all hours so our global teams could work in one platform, live, together—to share ideas, code and develop together—and to problem solve as a team."

Boom

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Cyberspline’s first game, Boombox™, was released on June 11, 2021, and by every measure has been a big success. It boasts tens of thousands of users, hundreds of thousands of hours of playtime—all with a 4.5-star (out of 5) gamer satisfaction rate.

The company has already begun work on its second game, which promises to refine the VR experience even further while delivering a new and challenging gaming experience for players.

Boast and SR&ED: Accelerating Innovation and Success

The company utilized the Canadian Government tax credit programs to help achieve its success. They captured their eligible tax credits from the Canadian Government’s Scientific Research and Experimental Design (SR&ED) program by using the R&D tax credit automation company Boast.

“We had such a warm welcome from the Canadian Government in the form of easy-to-use programs like SR&ED and IRAP,” said Nosova. “We partnered with Boast to capture every eligible dollar that we qualified for. Boast made it easy and fast. We would not be here without them and the SR&ED program. They’ve been a huge help in realizing our growth goals.”

SR&ED tax credits and Boast helped Cyberspline accelerate its innovation and success, but its accomplishments are really driven by other things. “I believe doing innovative and exciting things requires



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ninety percent passion and hard work,” said Nosova. “It’s been so exciting to see our goals be attained. Everyone should realize they can do it too if they are passionate and committed.”

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Learn more about the Cyberspline team and its popular games.

cyberspline.com