



TāStation[®]

Taste Evaluation Technology

Overview

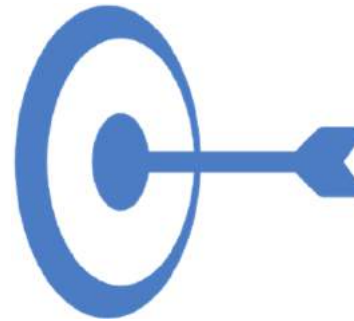
Scott Horvitz, CEO
R. Kyle Palmer, PhD, CSO

—— *We Make Sense of Taste*[®] ——

A Pioneering High Throughput Approach to Taste Testing



Faster
Results



Greater
Accuracy



Fewer
Resources

Faster, more accurate and requires far fewer resources offering substantial savings in time and money to the food and beverage and flavor ingredient industries

Markets



Food & Beverage

Improve taste and
discover new healthier
flavor ingredients



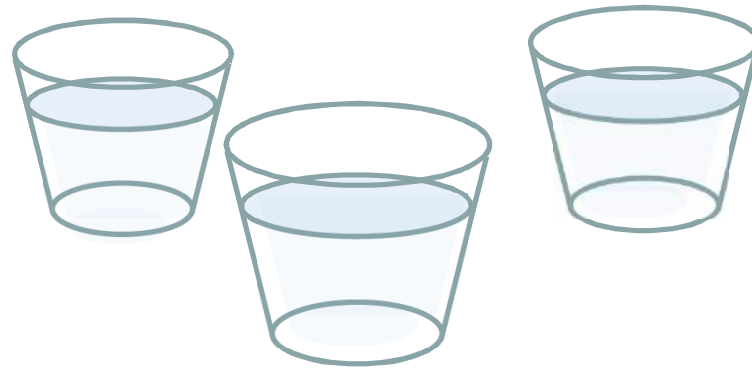
Pharmaceuticals

Better tasting liquid
formulations

Our clientele include some of the world's largest and best known food and beverage, consumer healthcare and pharmaceutical companies.

The Challenge

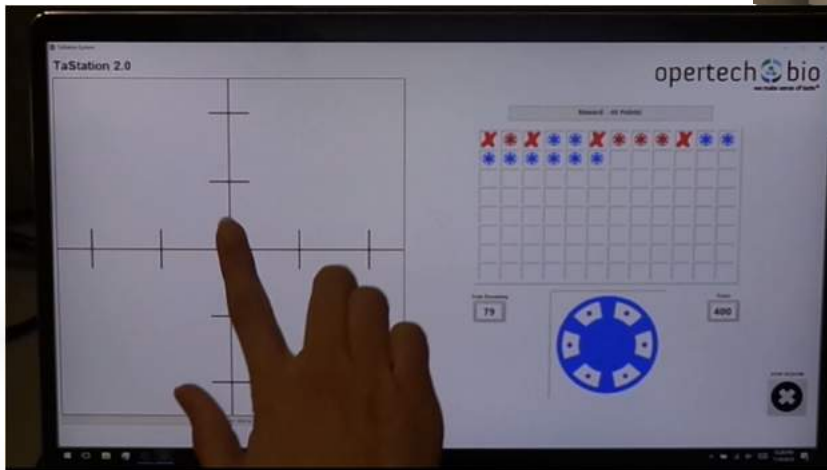
Traditional Taste Testing Methods are Time Consuming and Expensive



- Relatively few samples can be evaluated per test
- Many subjects are required for statistical power (20+)
- Measurements relying on sensory scaling can be inconsistent
- The large volumes of sample evaluated in sensory panels require significant quantities of materials

Opertech Solution: TāStation®

The First High-throughput Taste Evaluation System



U.S. Patents No. 8,820,265 and 9,841,897

opertech bio
we make sense of taste®

TāStation[®] Advantage

- Each subject evaluates 96 samples in ~45 minutes
- Large datasets are quickly generated
- Fewer subjects are needed
- Sample volumes are small (0.2 ml)
 - Overcomes taste desensitization
 - Reduces cost of materials required for testing
 - Testing of precious NPs can be done with ~ 10 mg
- Opertech has extensive experience in evaluating
 - Sweeteners and sweetness enhancers
 - Bitterness mitigation/blocking
- Protocols are approved by an independent, accredited, Institutional Review Board (IRB)

Proprietary Interactive Algorithms

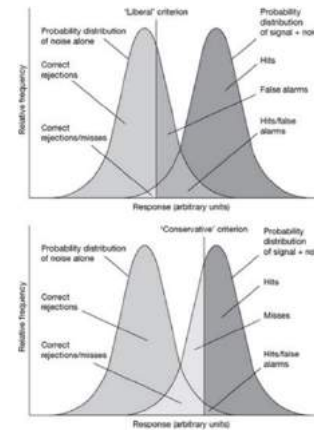
Operant Conditioning

- Tie a consequence to the response
 - Reward accurate performance
 - Penalize poor performance



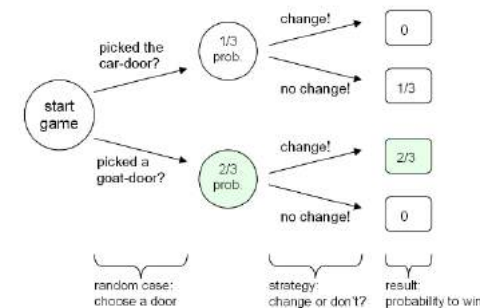
Signal Detection Theory

- Subject bias is inherent in sensory testing
- Identify, quantify, and control the bias



Game Theory

- Subjects make decisions about sensory stimuli
- Optimize decision strategies through algorithms



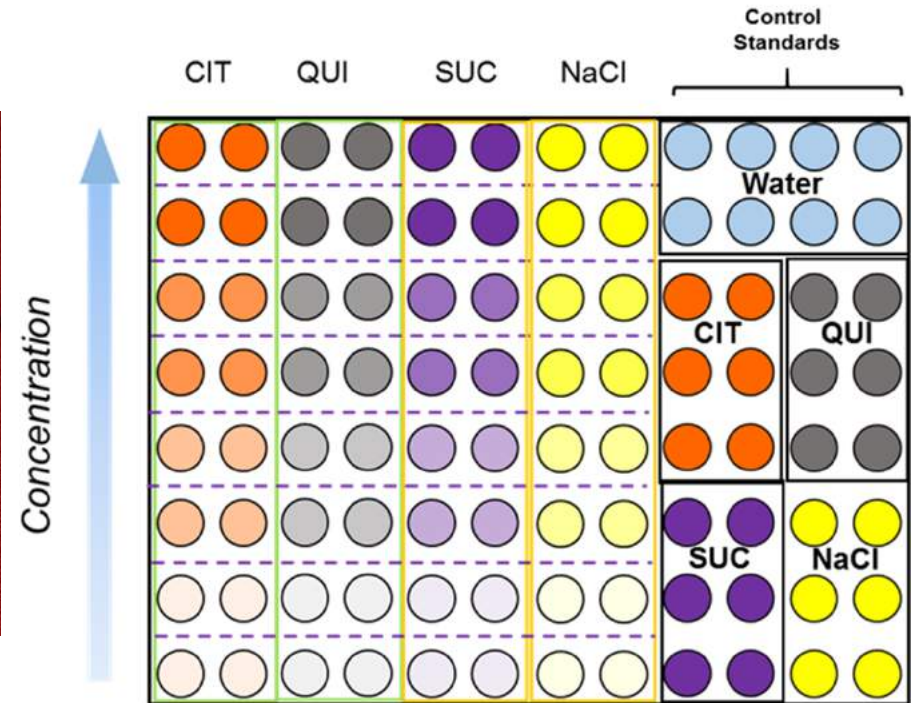
The TāStation[®]

Automated High Throughput Sample Delivery



- Robotic pipette randomly selects a well from a 96-well plate
- Withdraws small volume (0.2 ml)
- Presents pipette to subject
- Subject self-administers to the tongue

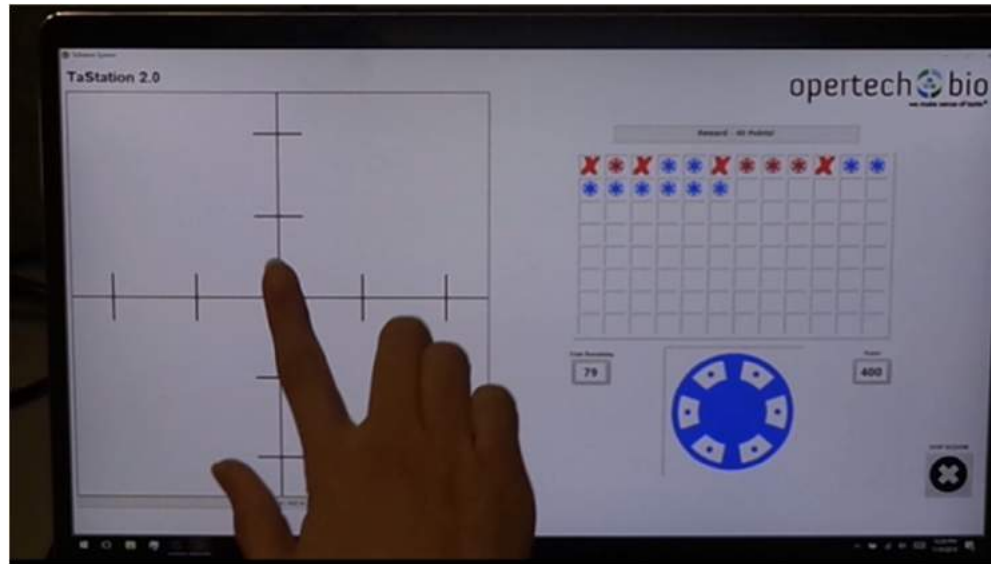
Samples are Distributed in a 96-well Plate



- *Volumes typically 0.2 milliliter*
- *Milligram amounts of test materials*
 - *Minimizes desensitization*
 - *Minimizes costs of natural products*
 - *Minimizes exposure lowering risk to subjects*
- *Maximal flexibility in experimental design*
- *Ideal for concentration-response analysis and screening*

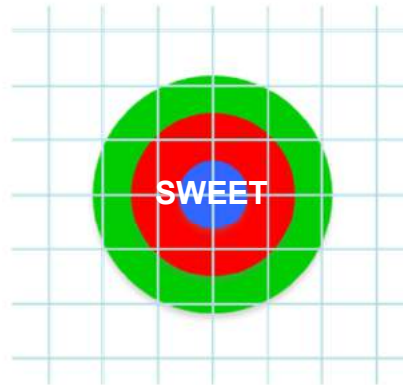
The TāStation[®]

Responses have Consequences



- Subjects are instructed to search for poker chips buried in a visual field
- The taste stimulus is clue to their location
- After tasting, the subject is prompted by the computer to touch the screen
- The response has a consequence—reward or penalty—then on to the next trial
- Subject completes all 96 trials in ~45 minutes

Taste Stimuli are Mapped to Specific Coordinates on the Touch-Screen



The target is invisible to the subject

- Subjects are trained to associate a taste standard with the target locus
- Target is designed like a dart board



- Responses in the center bring the highest point value
- Point value declines with distance from center
- Penalty occasions responses made outside the target

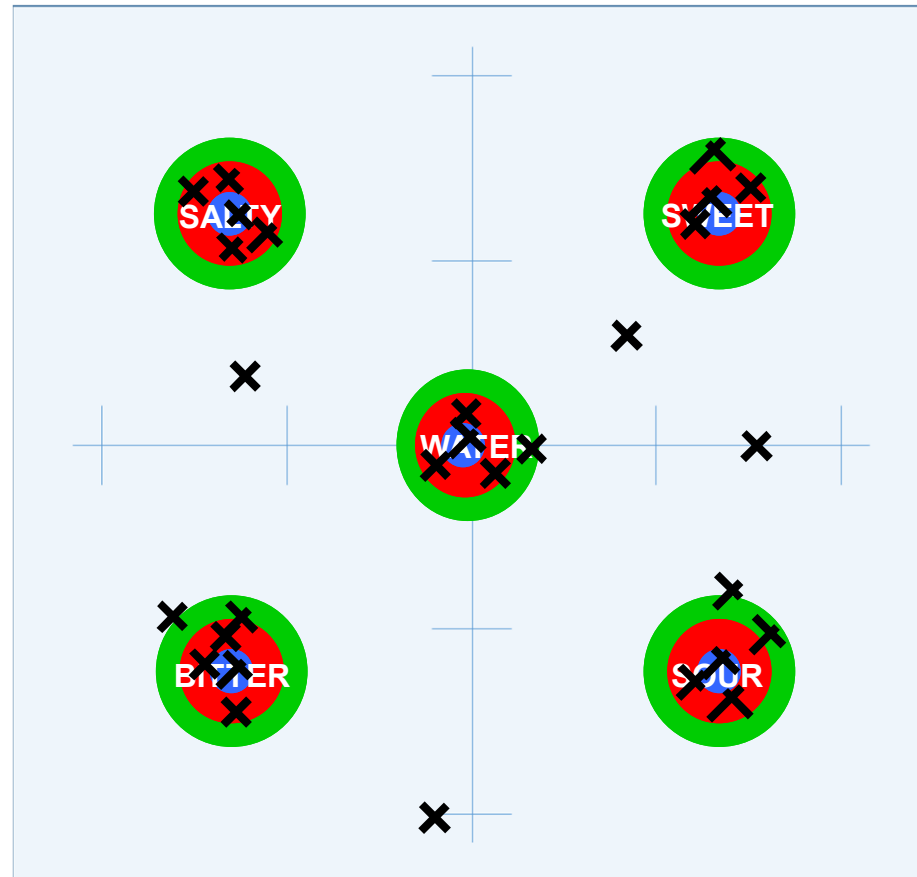
TāStation[®] Demo

The First High-throughput Taste Evaluation System



Responses are Registered via Touch Screen Calibrated by Taste Standards

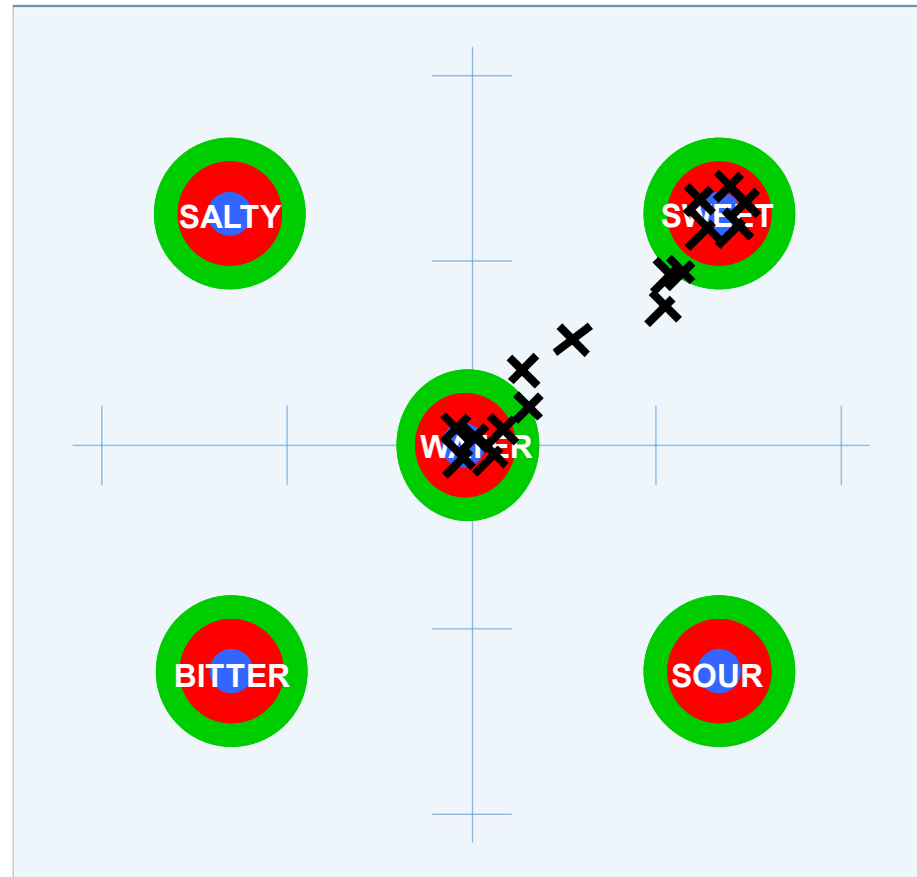
What the Subject Sees



Targets Are Invisible

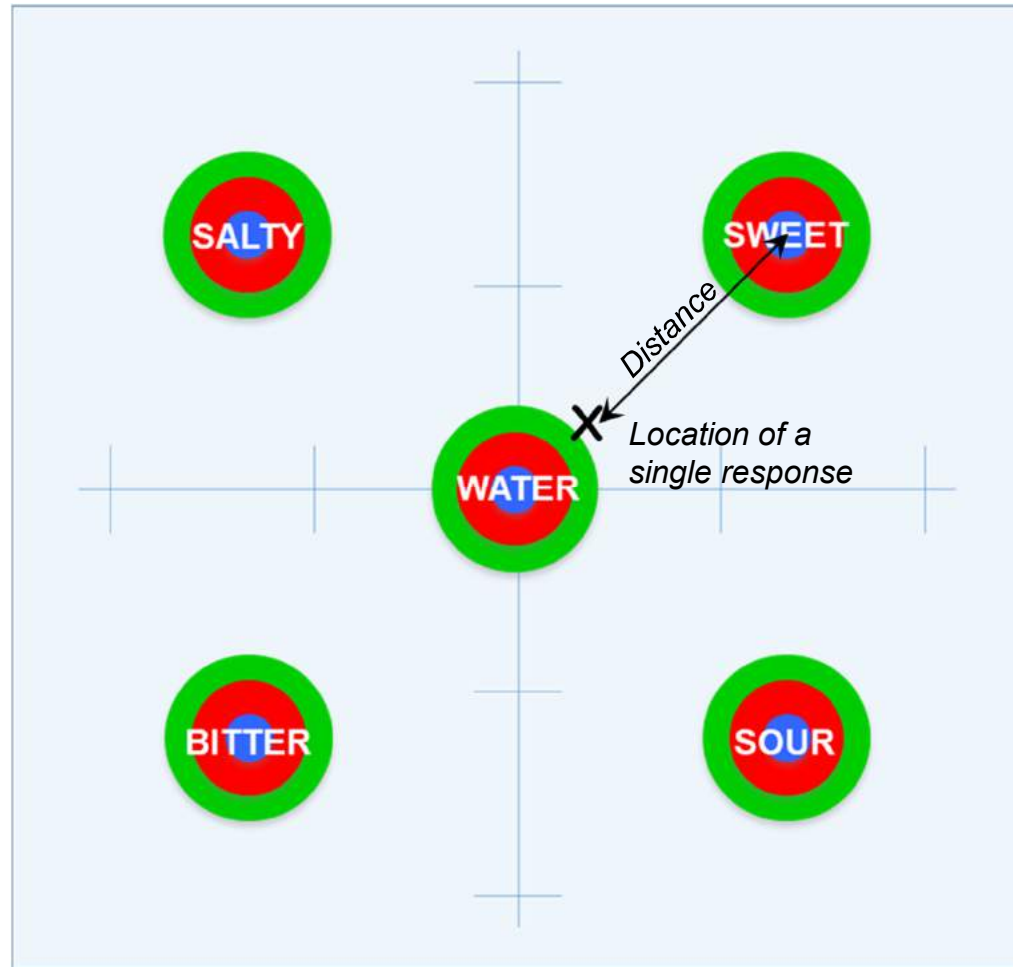
- During training, subjects learn the target locations by trial-and-error
 - Correct touch responses are rewarded
 - Incorrect responses are penalized
- Responses become associated with appropriate targets

Responses to Test Articles Distribute According to Stimulus Generalization



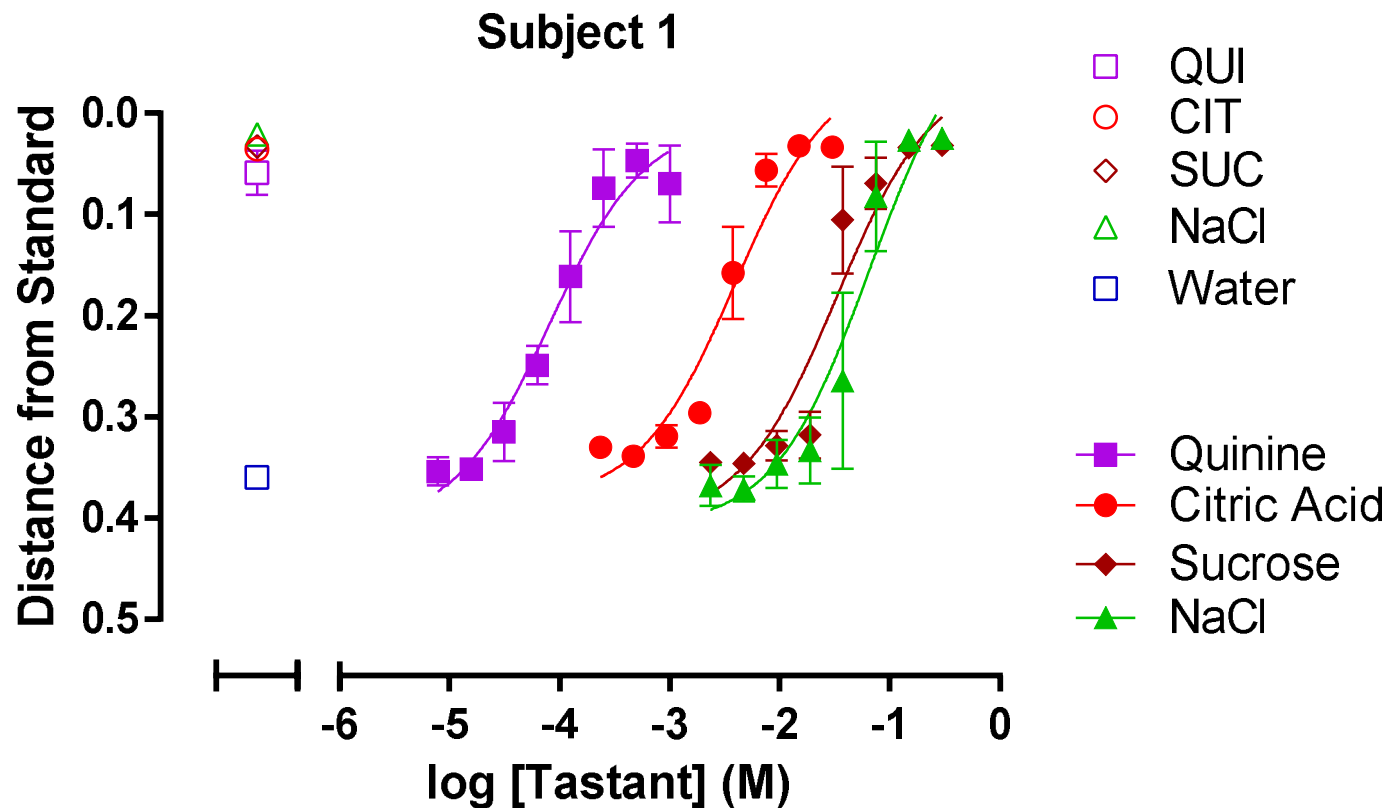
- Test article are randomly presented multiple times (along with control standards)
- Responses to high and low concentrations of test article tend to cluster on standard target and water target coordinates
- Responses to intermediate concentrations tend to alternate or distribute between the targets

The Distances of the Subject's Responses from the Target of Interest is Measured and Plotted



Responses are Plotted as Distance From Standard Target

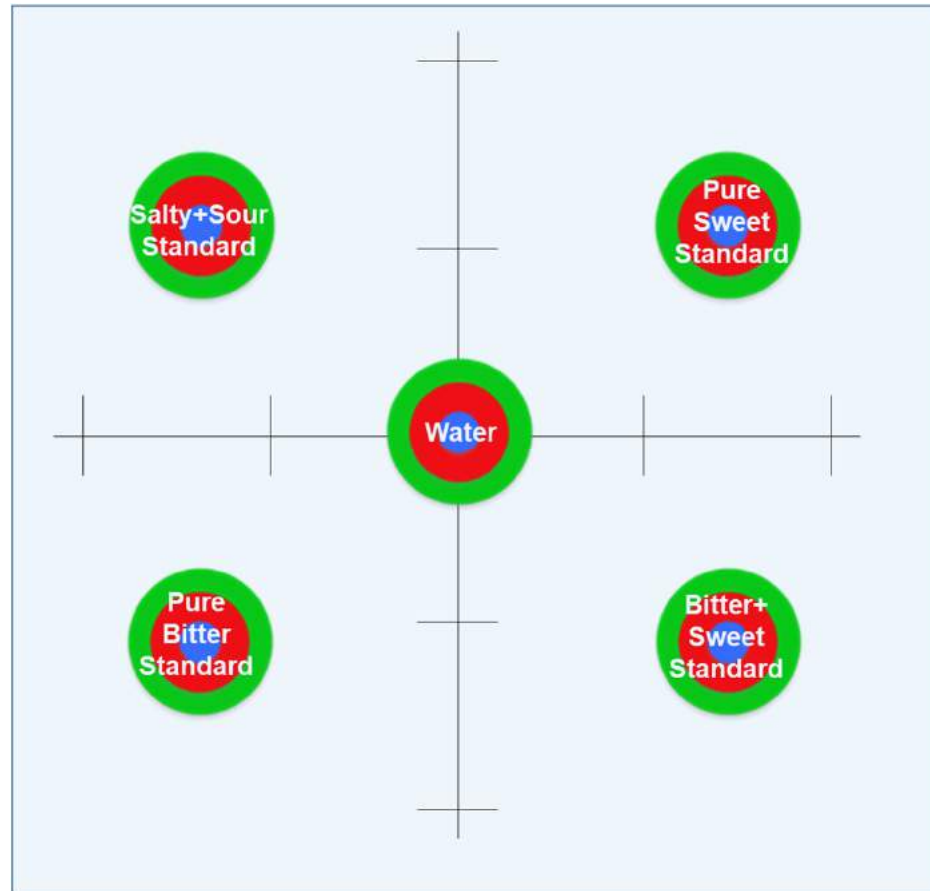
Curve-fit Yields Concentration-Response Functions for Taste



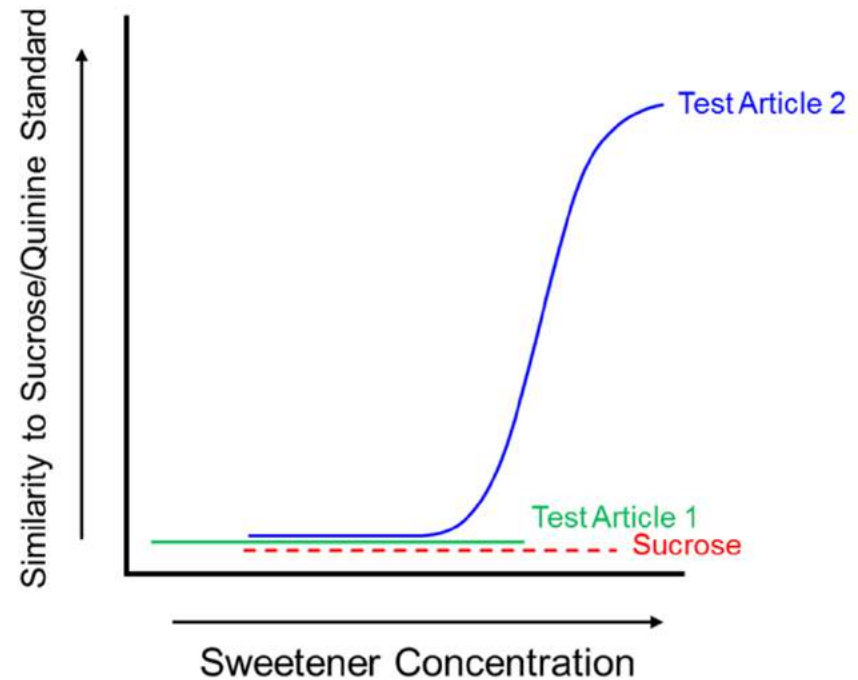
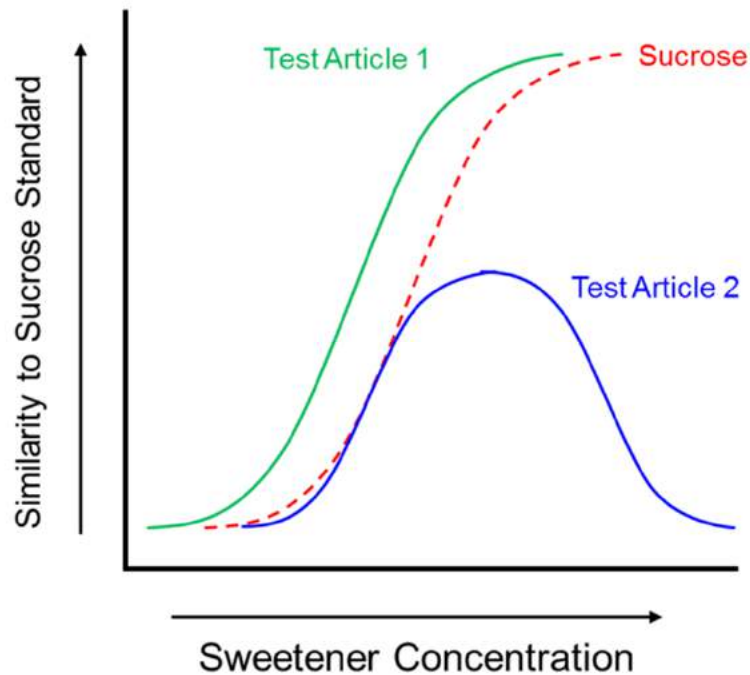
Complete concentration-response characterization for all four basic tastes achieved within single ~45 minute test session for a single subject

TāStation[®] Applications

The Grid Can be Programmed to Accommodate Any Sensory Endpoint

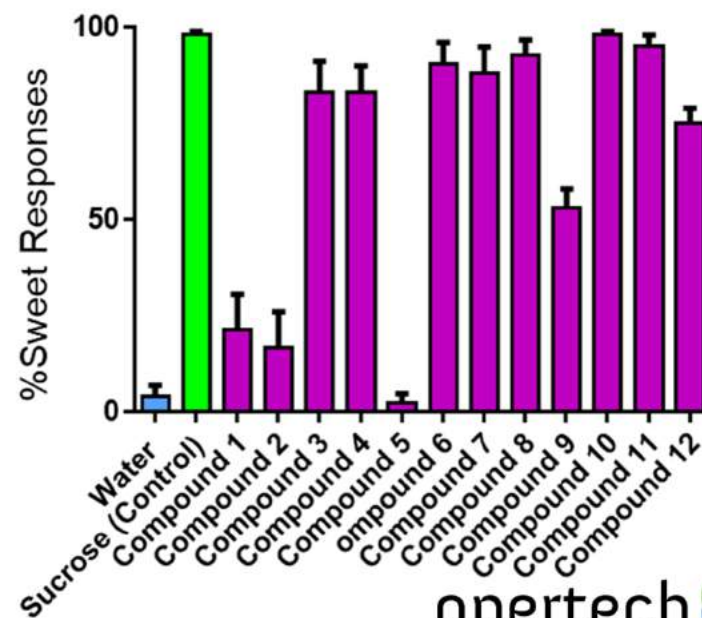
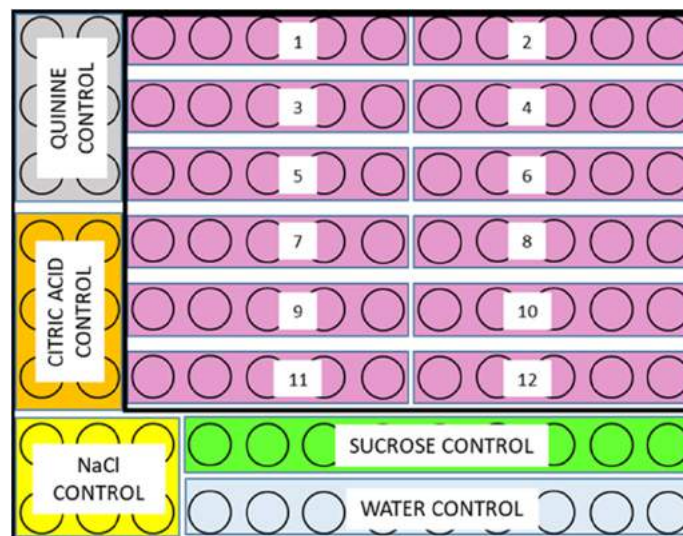
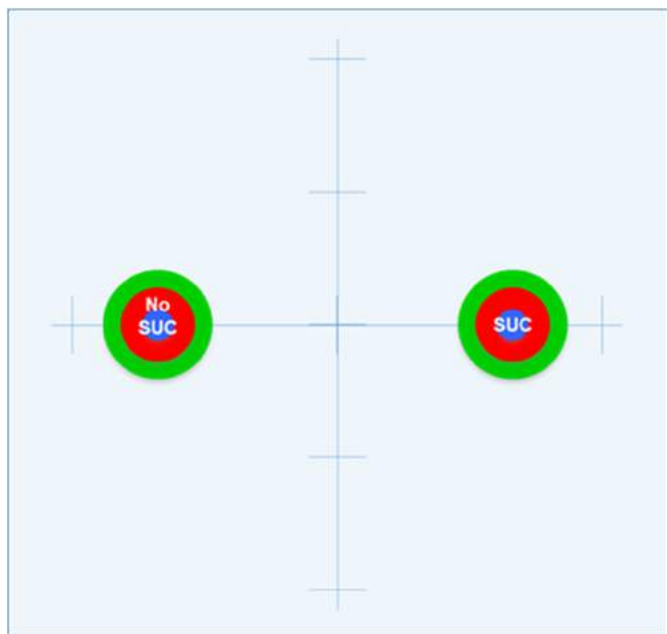


Concentration-Response Format Quantifies Taste Properties Across Entire Range of Activity



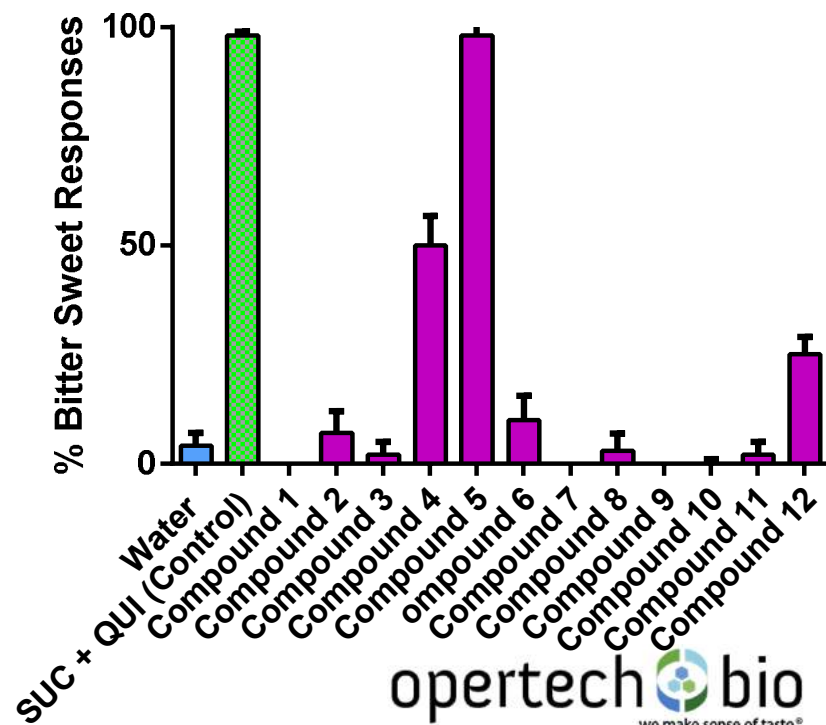
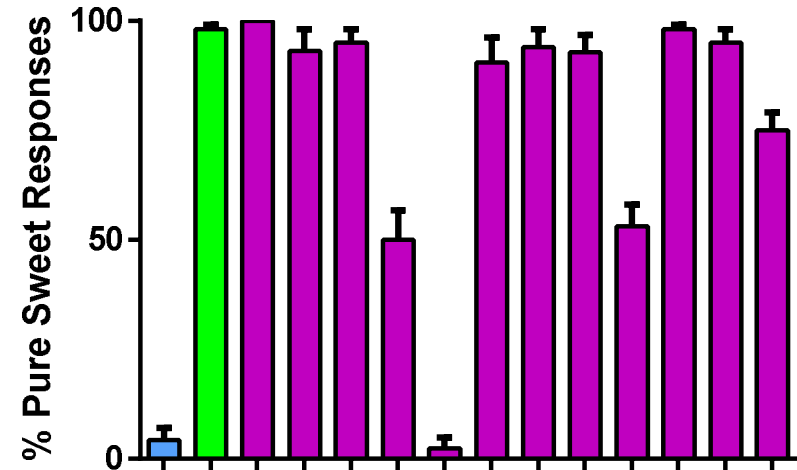
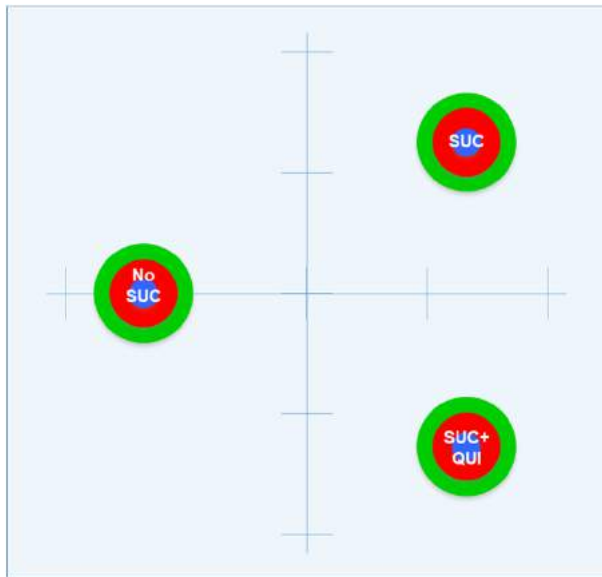
Rapid Throughput Screening for Taste Active Substances

Simple “Sweet vs. Not Sweet”



Screening for Complex Taste Properties

“Pure Sweet, Bitter/Sweet, or Not Sweet”



The TāStation[®] Approach

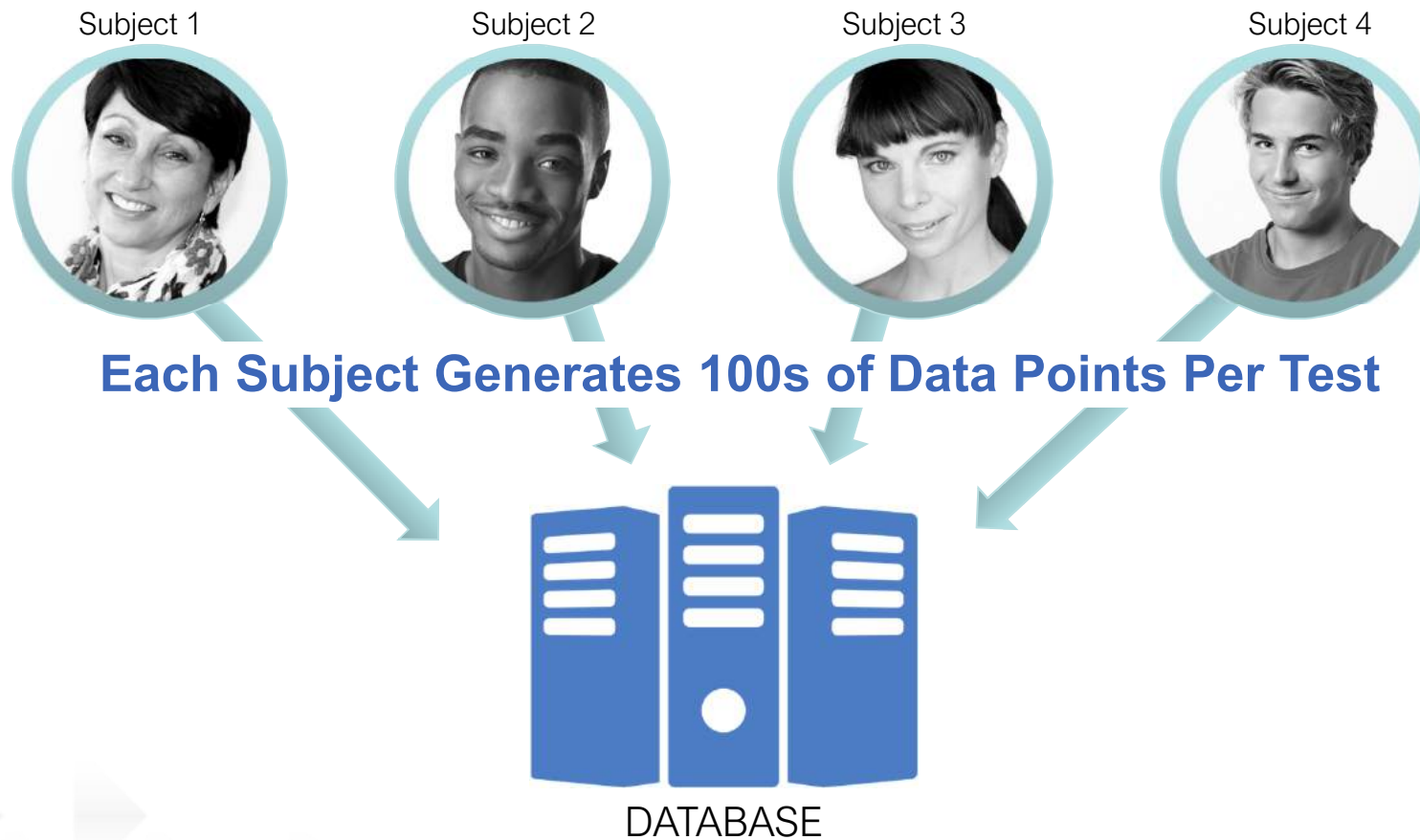
- Automated sample delivery
 - Reduce human errors
 - Reduce variability by increasing consistency
 - Increase throughput
- Small sample volumes
 - Decrease amount of materials
 - Minimizes or eliminates desensitization
 - Lower cost of ingredients
 - Saves on precious NP supplies
 - Decreases exposure lowering risk to subjects
- Interactive algorithms
 - Algorithm operates as a game
 - Consequences are tied to each response
 - Incentivizes accuracy, repeatability
 - Fun for the subject!
- Fewer subjects, more data per subject



Test Protocol

More Data = Greater Informative Power

Subjects Log-in to Each Test



TāStation[®] Applications

- **Discovery of novel flavor ingredients**
 - Ideal for evaluation of new tastants, enhancers, blockers
- **Flavor optimization**
 - Combinatorial strategy for development of best-tasting ingredient mixtures
- **Taste acuity**
 - **Quantification:** Identify who are the best taste testers
 - **Training:** Improve a person's taste-detection performance
- **Managing Subject Pool**
 - Rapid screening and evaluation of subjects prior to inclusion in a study
 - Tracking individual performances from test to test
- **Data mining**
 - Taste sensitivities and preferences across demographics
- **Preference ('Liking')**
 - Objective measure of preference (in development)

TāStation[®] Flexible Business Models

Achieve optimal arrangement for client's objective

Fee for service

- Taste evaluation of new tastants, enhancers, blockers, and formulations
- TāStation[®] is portable
 - Client provides samples for testing at Opertech
 - Opertech brings TāStation[®] to client for testing at their location
- Taste acuity training and quantification

TāStation[®] licensing

- Apparatus and software



Thank You.

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