

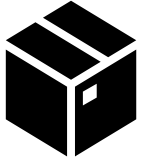


Lifeboat

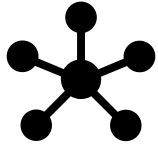
Shipping education worldwide



Challenges



✓ *No experience of in-person learning delivered via online media*



✓ *Lack of connection with peers and instructors*

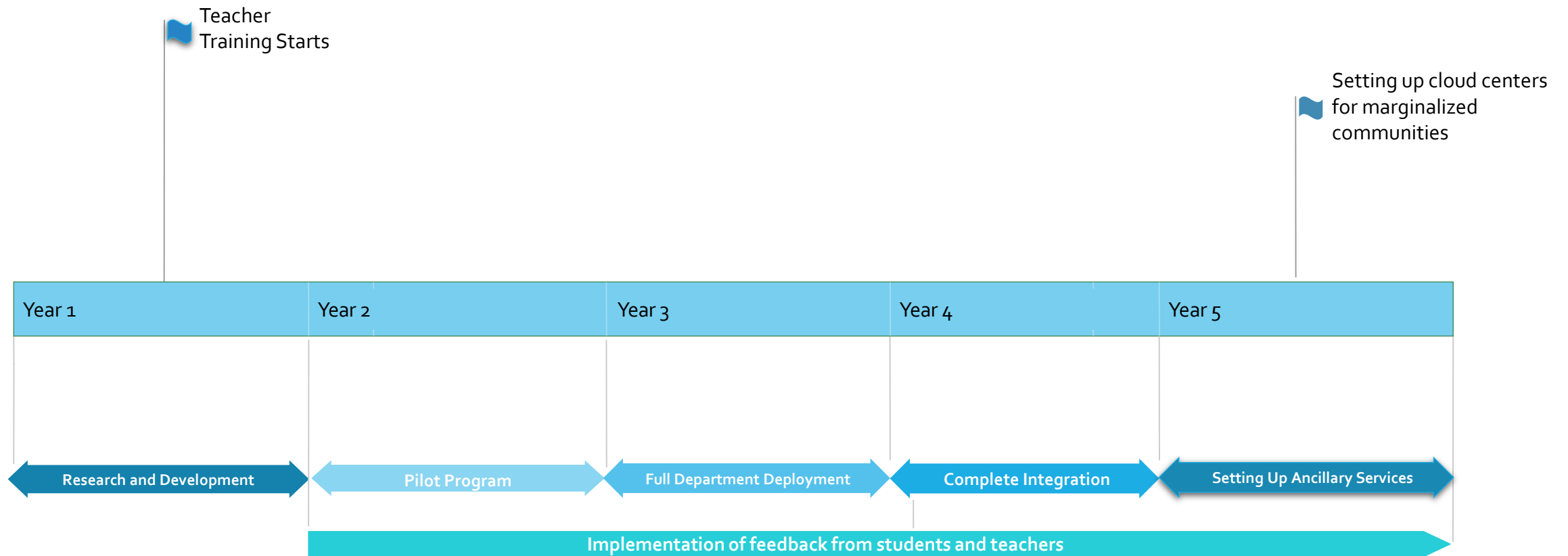


✓ *On-campus experience not simulated through online delivery*



✓ *Too many trade-offs drive students away from online learning*

Roadmap



Finances

FIXED

Game Development



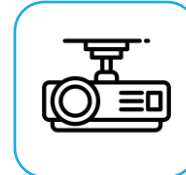
\$500k

Teacher Training



\$100k

Classroom Equipment



\$1M

Student Equipment



\$1M

RUNNING

Iterative Development



\$1M

Ops & Maintenance



\$1M

Customer Acquisition



\$250k

Financial Aid



\$2M

Cloud Centers

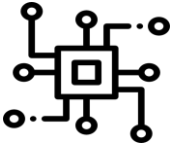


\$10M

Entry Barrier



Simulating and enhancing the current in-Person university experience.



Usage of proprietary technologies



Current online learning platforms

Solution Tradeoffs



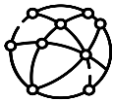
Technology setup and maintenance



Defining new solutions in a saturated market



Scaling overseas



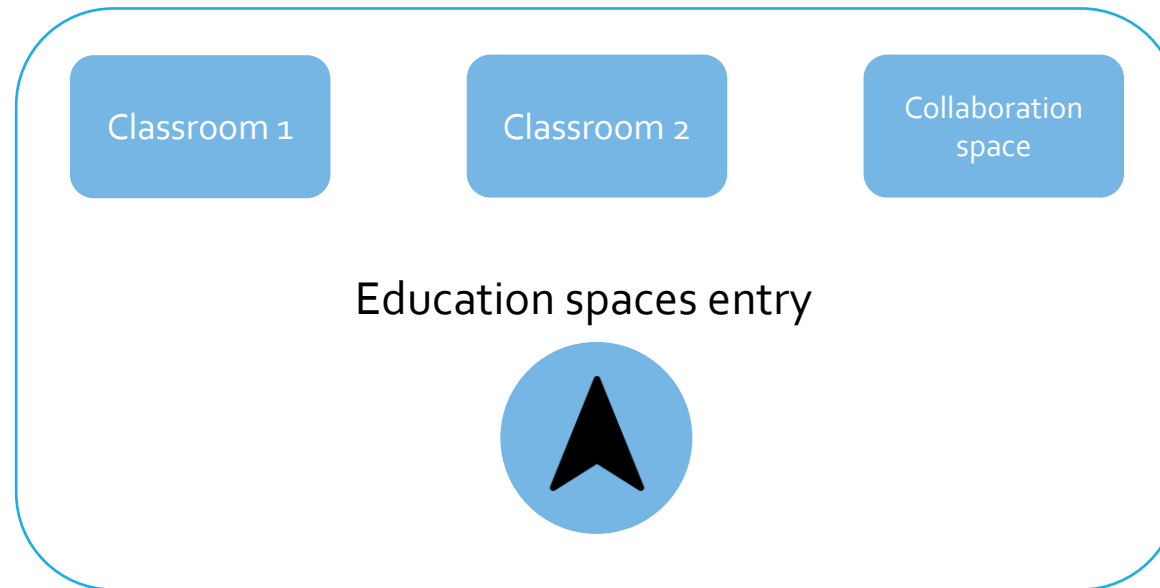
Internet Connectivity



in-Person experience

Customer Acquisition

- ✓ Free trial offering pre-recorded lectures for three different courses that are most in demand.
- ✓ Mini game interface to engage user, demo for the live experience



- ✓ Students can choose to continue with the trial and engage in the pilot for the complete experience

Tested Prototype for video stream analytics - <https://vimeo.com/642924867>

Team



ABHINAV SINGH

*4 years at Schlumberger
as a Software Engineer
[LinkedIn](#)*



AKSHAY BAHADUR

*4 years as a Data Scientist
[LinkedIn](#)*



CHIRAG HURIA

*3 years at Deloitte as a Data
Analytics Consultant
[LinkedIn](#)*



NAMAN AROA

*3 years at Deloitte as a
Consultant in Analytics &
Regulatory Compliance
[LinkedIn](#)*



Thank you

Lifeboat

Shipping education worldwide
