



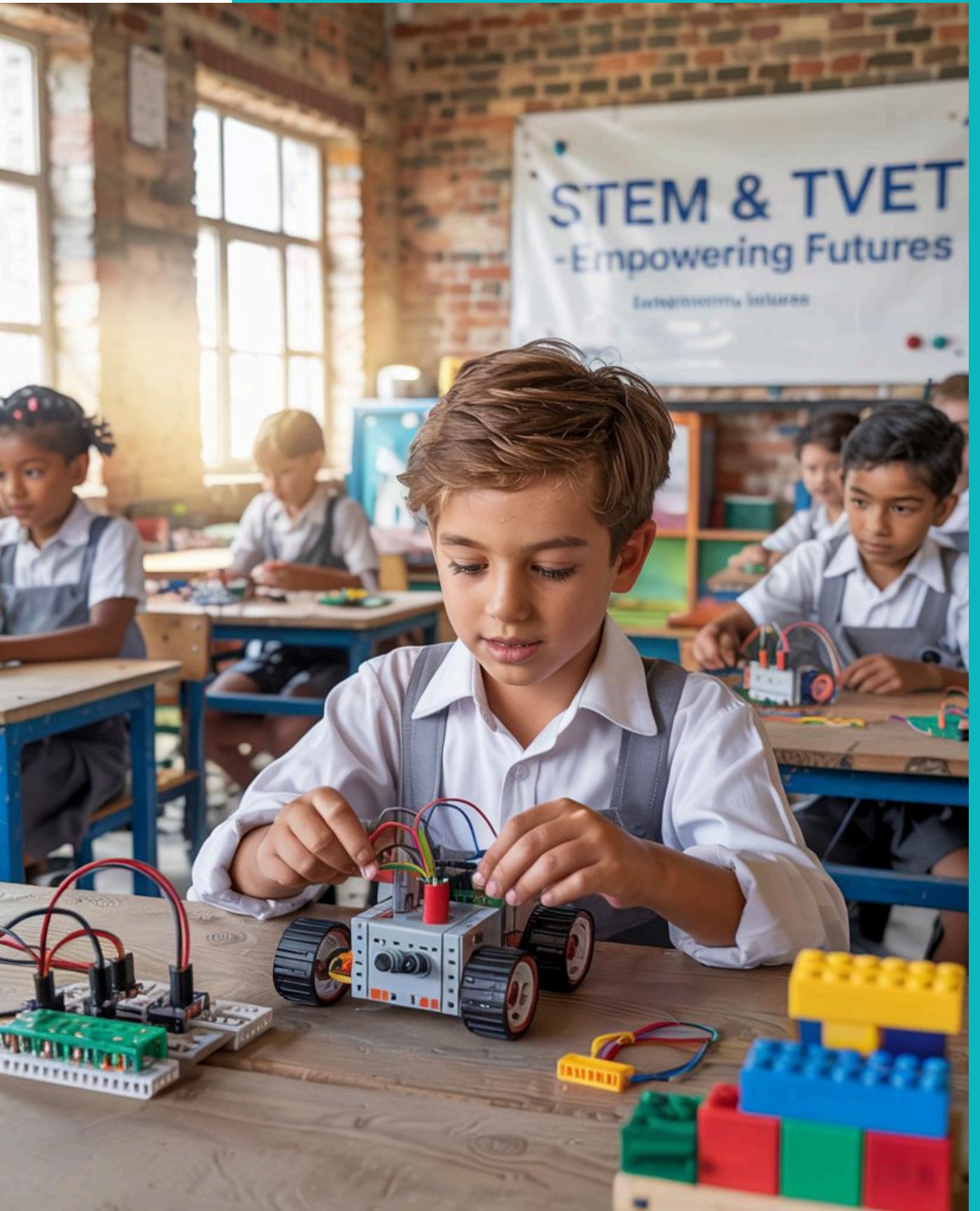
# ABSOSKILL





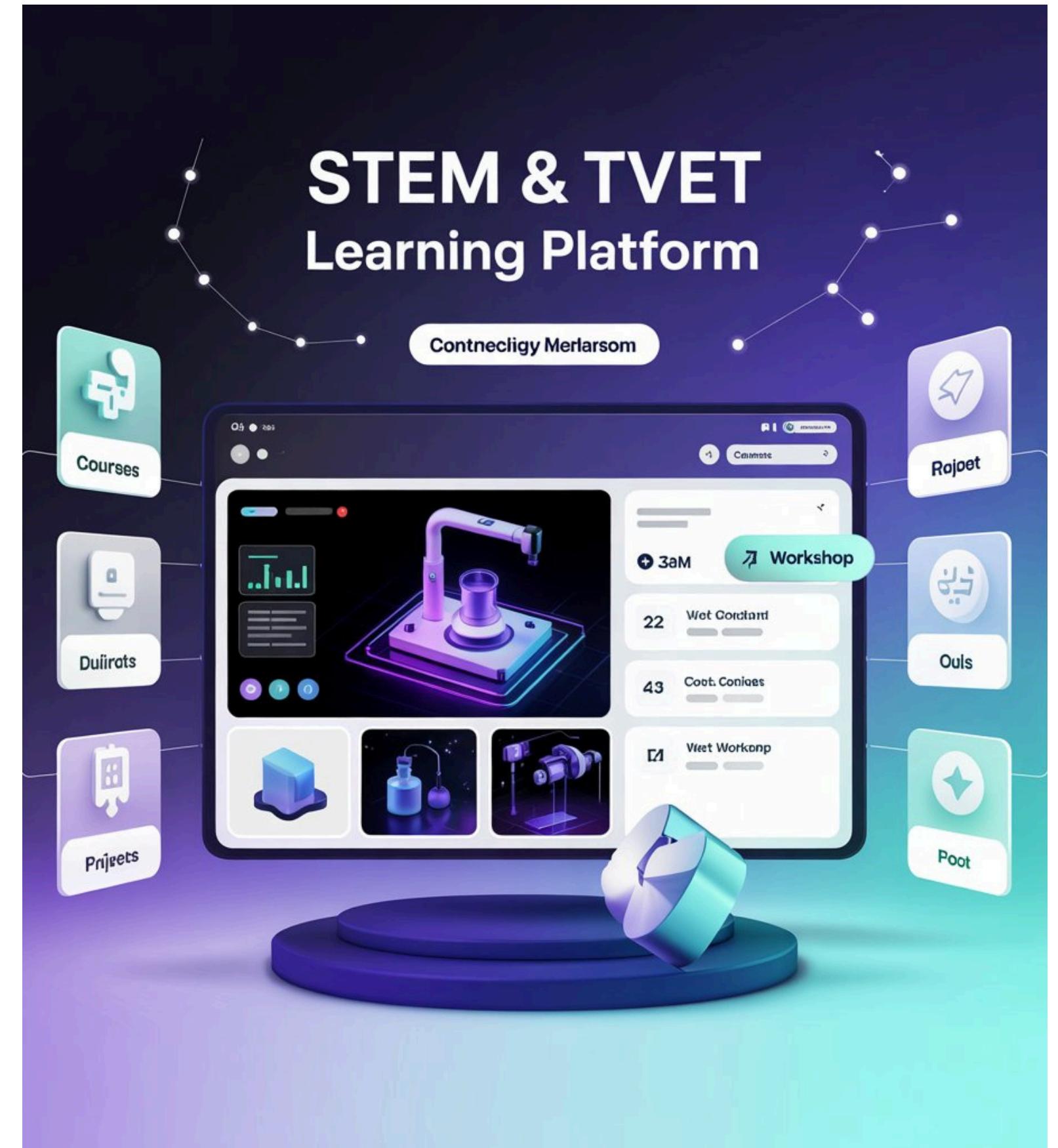
# Problem

Millions of learners, especially in underserved regions, lack access to quality STEM and TVET education. Existing platforms either focus only on theory or overlook vocational and hands-on skills crucial for workforce readiness.



# Solution

An all-in-one software platform that combines STEM and TVET learning through interactive courses, virtual labs, workshops, and real-world projects—accessible anytime, anywhere.

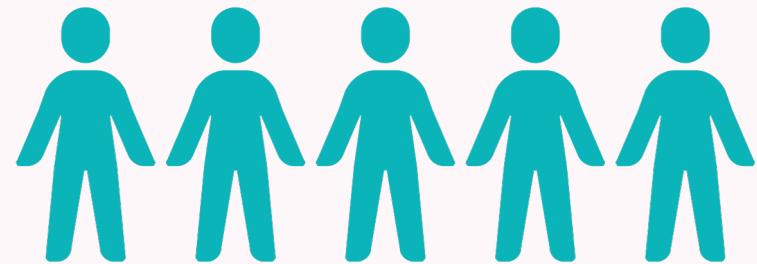


# Product



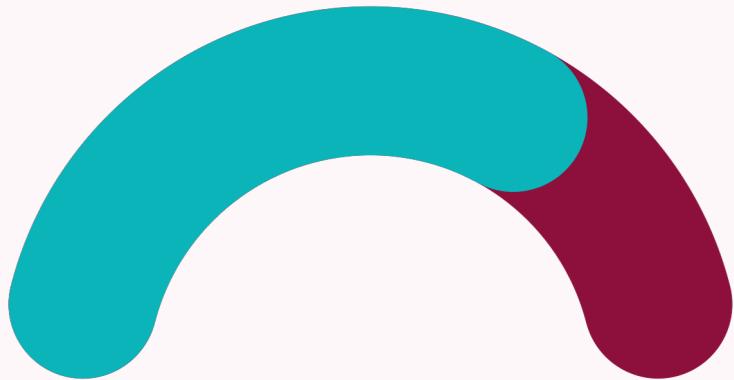
- Cross-platform (Web, iOS, Android)
- Virtual Labs & Workshops
- Adaptive Learning Paths
- AI Tutoring & Assessment
- Digital Library with multimedia content

# Target Market



**1.5 Billion**

Youth in emerging markets aged 10–35 in need of quality education, vocational skills, and future-ready training



**400 Million**

Learners with mobile or internet access in Africa and Asia actively seeking digital learning opportunities



**50 Million+**

Vocational learners, high school/university students, and early-career professionals reachable through partnerships with schools, NGOs, and workforce programs in the next 5 years

# Market Size

Absoskill provides affordable STEM and TVET education to learners in emerging economies, addressing the need for flexible, skills-based learning in digitally underserved areas.

## TAM – Total Addressable Market

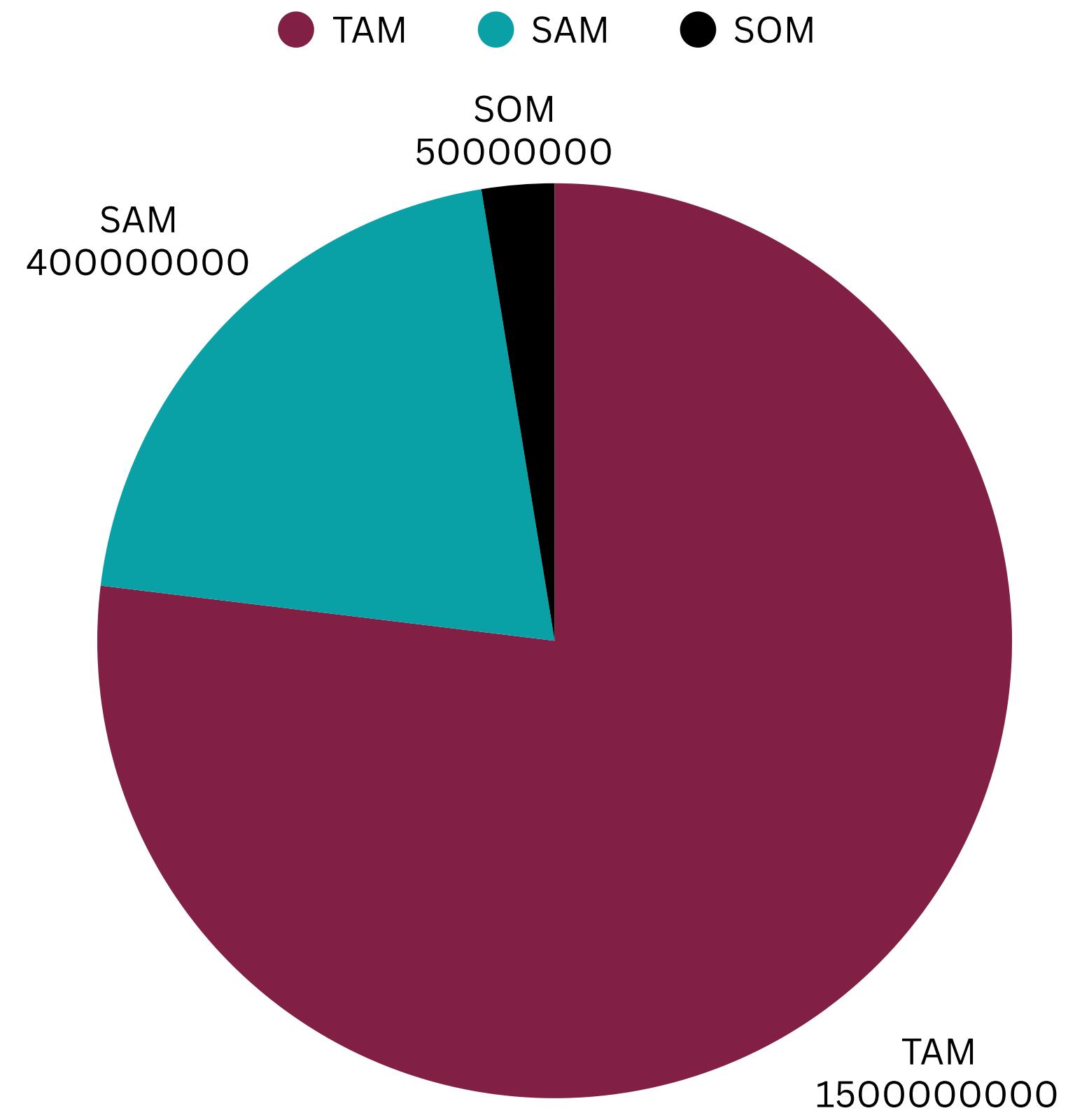
There are about 5 billion learners in emerging markets, creating a \$37.5B market.

## SAM – Serviceable Addressable Market

There are 400 million learners with access to smartphones and the internet.

## SOM – Serviceable Obtainable Market

50 Million reachable users In partnership with schools, NGOs, and job training programs over 5 years





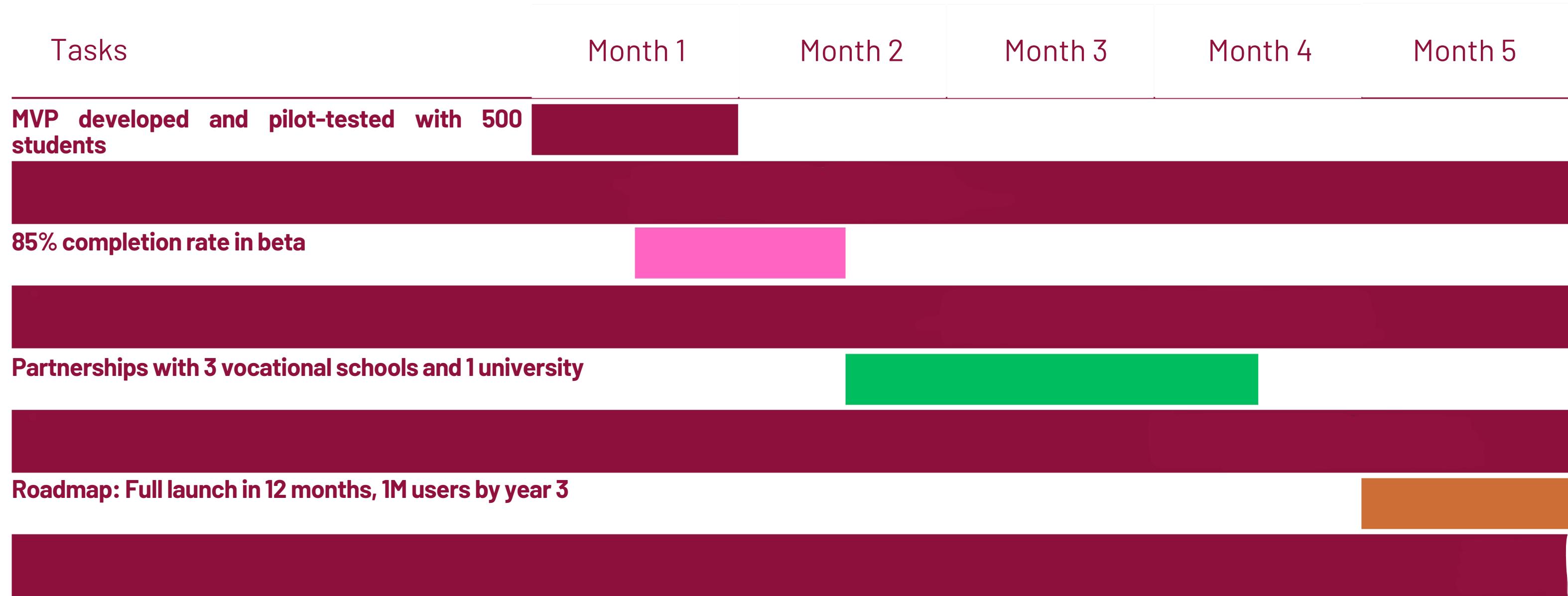
Competitor	Strengths	Gaps
 udemy	Massive content library, global reach	Less localized, minimal TVET & community engagement
 coursera	University partnerships, certifications	Expensive, less practical/hands-on content
 alx	Strong local branding, employer pipeline	Limited breadth in TVET, less flexible access
 Power Learn Project	Project-based learning, strong peer support network, leadership development focus.	Primarily centered on software development

# Competitive Advantage

What makes us unique?

- Unique STEM + TVET integration
- Virtual workshops & simulations
- AI-driven personalization
- Offline access + multilingual support
- Built-in industry certification and job placement support

# Project Traction



# Business Model



## How are we making money?

**ABSOSKILL operates a hybrid revenue model designed for scalability and inclusion:**

- **Freemium Model**

Core learning modules, virtual labs, and community features are free to use, encouraging mass adoption.

- **Subscription Model**

Premium access to advanced content, AI tutoring, skill certifications, and exclusive workshops via monthly or annual plans.

- **Retailer/Leasing Model**

Institutions (schools, NGOs, and workforce development programs) can license the platform on a tiered pricing plan.

## Profit Margins

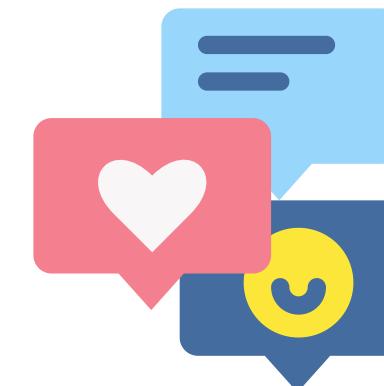
**Profit Margin = Total Revenue – Total Operational Costs**

We aim to maintain healthy margins through digital delivery, low-cost scalability, and minimal physical infrastructure.

# Go To Market



Partner with educational institutions and NGOs



Social media campaigns targeting Gen  
Z/Millennials

Ambassador program in schools and universities



Government and donor-funded programs for scaling



# Social Impact

## **Access to Quality Education**

Bringing affordable STEM and vocational education to marginalized and low-income communities.

## **Youth Empowerment**

Equipping learners aged 12–35 with the skills needed to succeed in a digital economy and contribute to nation-building.

## **Gender Inclusion**

Promoting equal learning opportunities for girls and young women in traditionally male-dominated sectors.

## **Community Development**

Enabling grassroots accountability through civic-tech features and digital reporting tools.

# Our Ask

 **Seeking \$1.2M** in seed funding

**For:** Product development, content creation, onboarding educators, marketing, and expanding infrastructure

**Runway:** 18 months

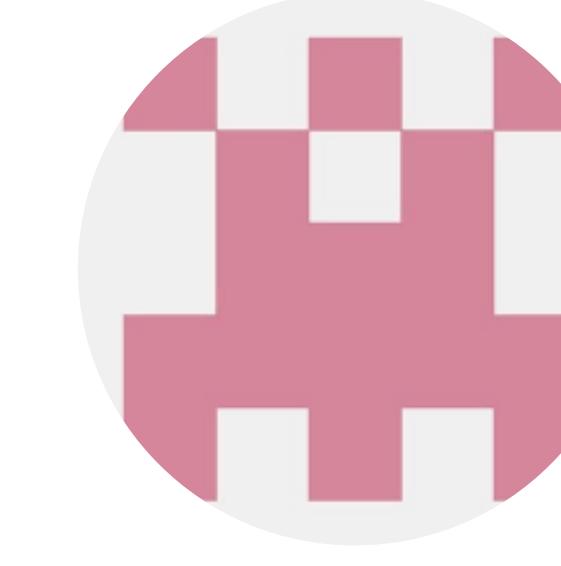
**Target:** 100K users and institutional partnerships across 3 countries

# Team Members



**SOMAD SAID**

Founder & CEO (ABSOSKILL)  
strategist, background in  
STEM and digital education



**HERTZ**

Tech lead with experience in  
virtual simulations and scalable  
platforms



**TAYLOR LAUREN**

Industry expert from education,  
tech, and development sectors

# Thank you!

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