

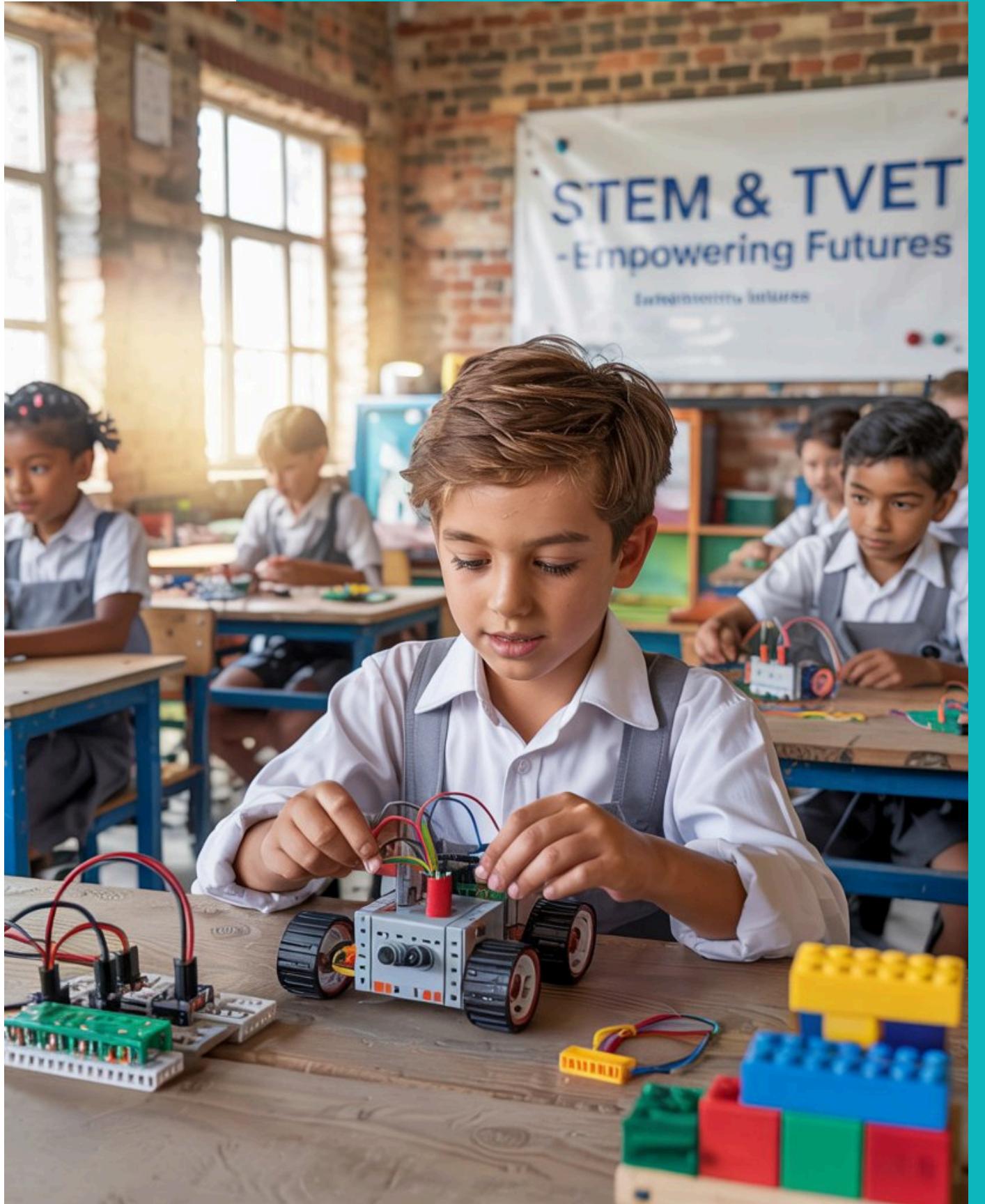


ABSOSKILL



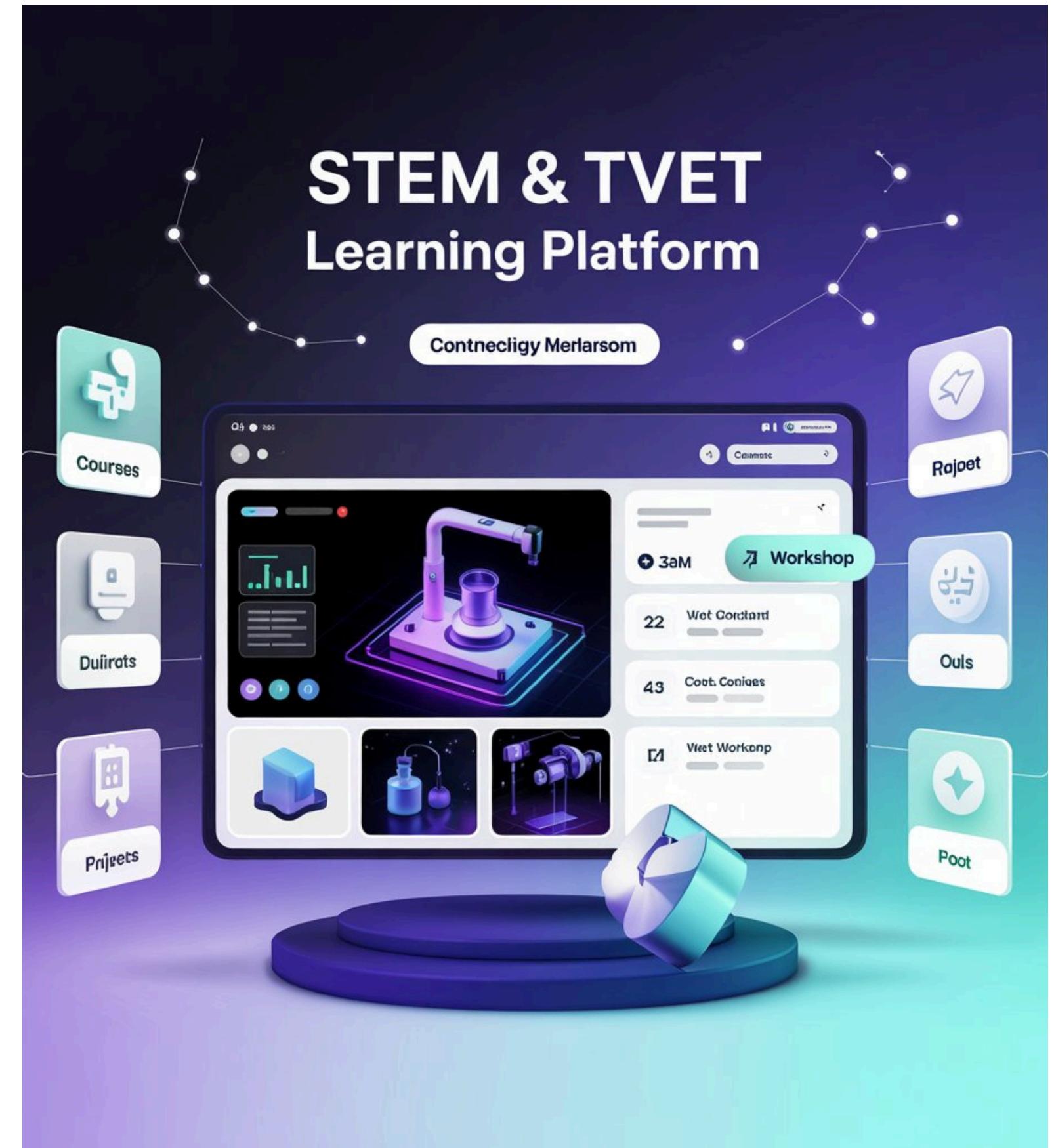


Millions of learners, especially in underserved regions, lack access to quality STEM and TVET education. Existing platforms either focus only on theory or overlook vocational and hands-on skills crucial for workforce readiness.



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.

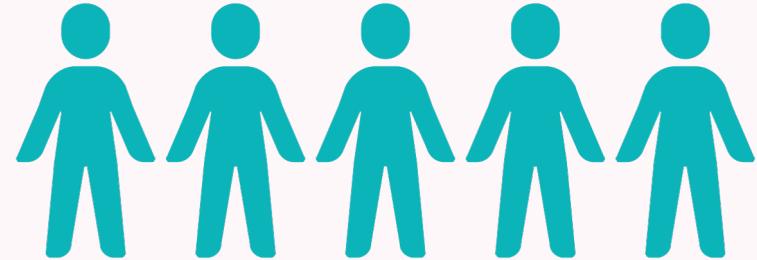


Product



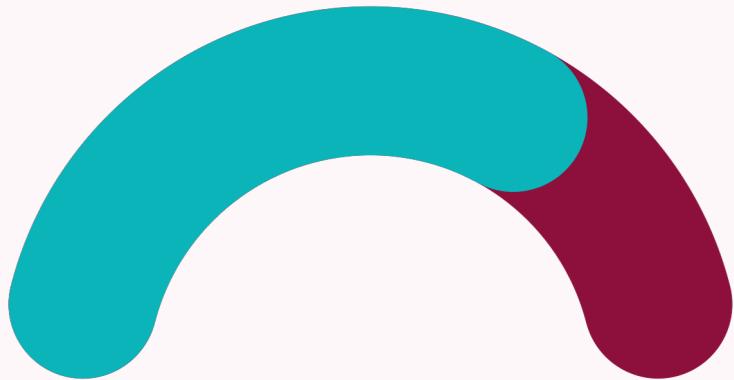
- Cross-platform (Web, iOS, Android)
- Virtual Labs & Workshops
- Adaptive Learning Paths
- AI Tutoring & Assessment
- Digital Library with multimedia content

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

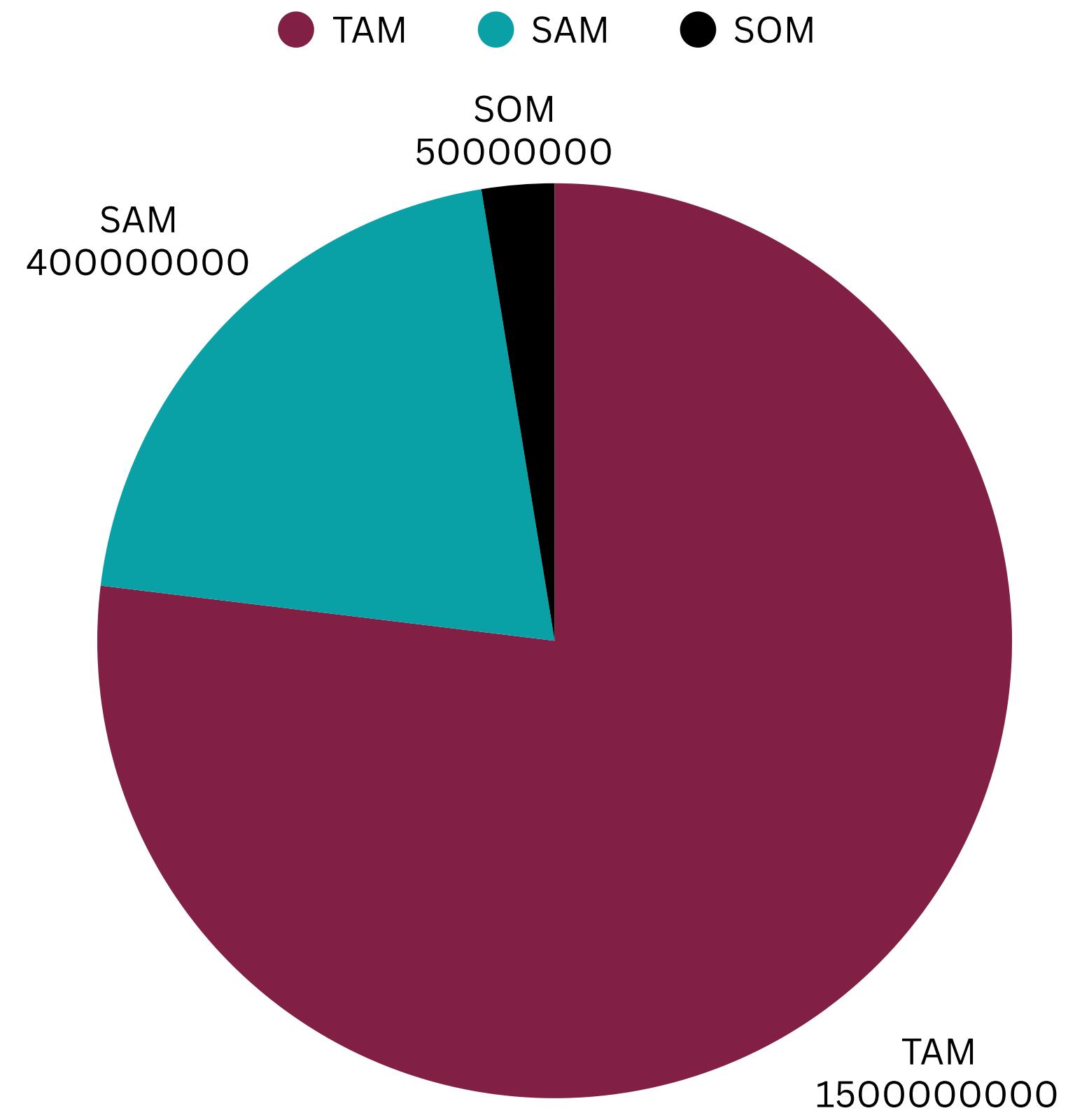
There are about 5 billion learners in emerging markets, creating a \$37.5B market.

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





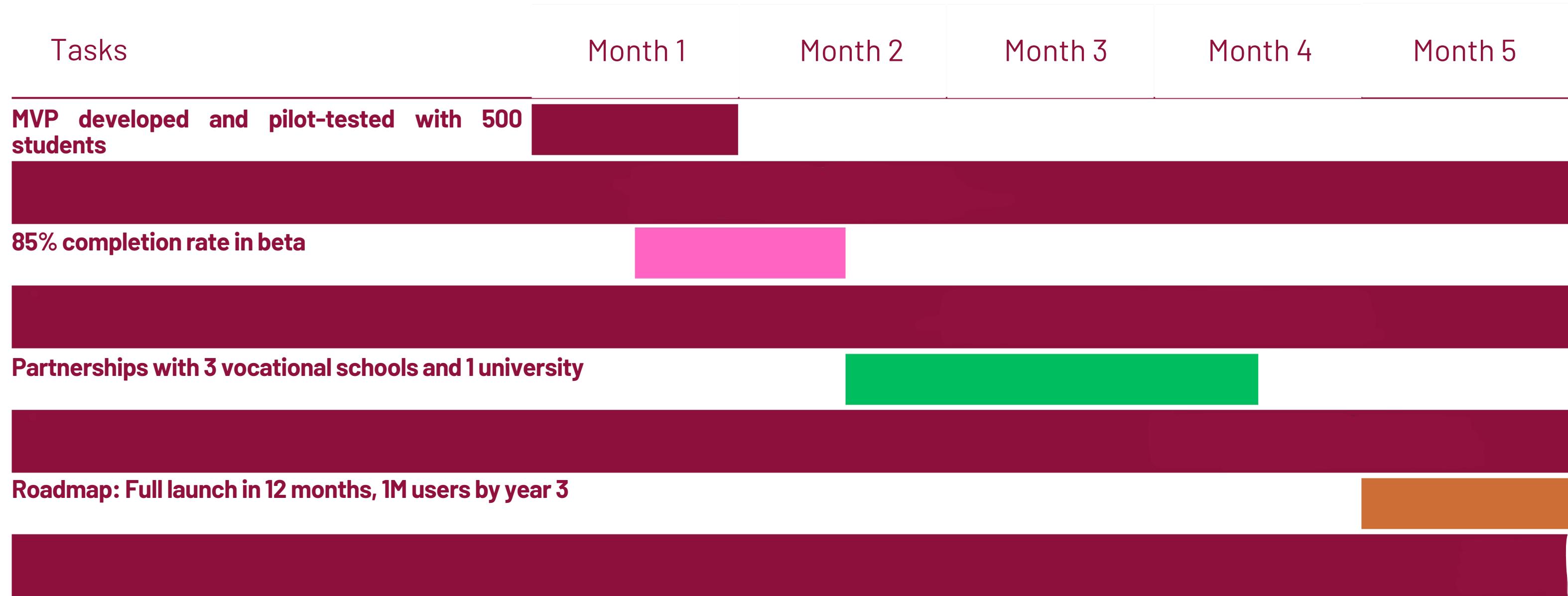
Competitor	Strengths	Gaps
 udemy	Massive content library, global reach	Less localized, minimal TVET & community engagement
 coursera	University partnerships, certifications	Expensive, less practical/hands-on content
 alx	Strong local branding, employer pipeline	Limited breadth in TVET, less flexible access
 Power Learn Project	Community-driven, local relevance, skill-building	Limited scalability and tech-driven customization

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

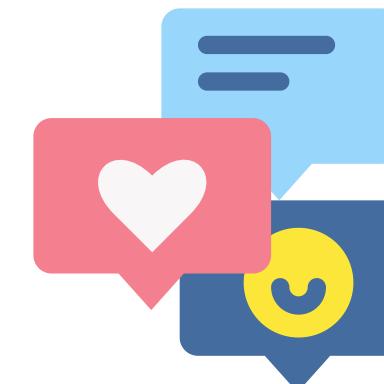
Profit Margin = Total Revenue – Total Operational Costs

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

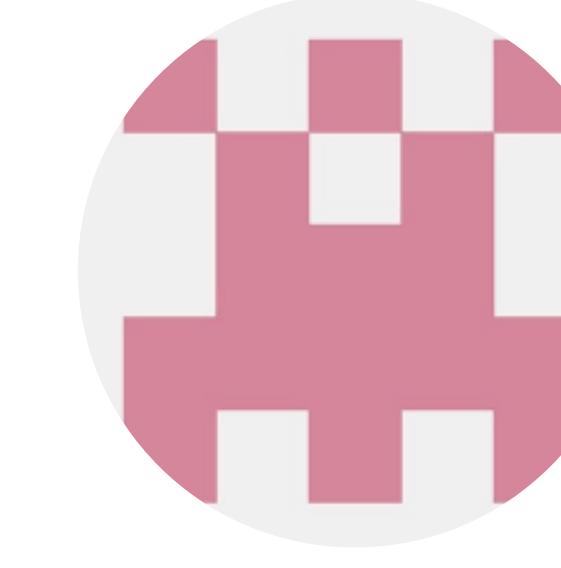
Target: 100K users and institutional partnerships across 3 countries

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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