

# CreacuentosApp

Phase 3 Results

Global score

61,5

Your global score consists of the following components:

Idea and context	Technology	Business model, finance and corporate	Team
16,5	13	12	20

Comments from Evaluator 1:

Creappcuentos is an app that enables the kids to create their own storybook or access a library of existing tales. Once they start creating the stories, they have the possibility to buy new “stickers” to make their stories more convincing. The project is both an app and an editorial adventure. Illustrators are part of the project (so far as I understand their contribution is for free and an IP issue will have to be raised). The team is based in Galicia and has been very active in the startups circle. But what do they want to achieve? Are they willing to compete with playtales that offers online tales and are considered the best children bookstores app?

Comments from Evaluator 2:

Avelino and Antonio have built a different app that can certainly foster creativity / pragmatism and communication skills. When you say social network, I understand enabling collaboration and sharing possibilities. The user scenario is not defining what the user can experience on your app (and the forthcoming collaboration tool to be integrated in such experience). Therefore, it remains unclear what children can do with the existing technology even when partially addressed in other questions (and what parents / teachers when they count with assessment elements) and how this will be complemented by a gamified experience. I would like to know more about their experience in schools and also on the business development / technical milestones. 120.000€ sounds a very reasonable amount and would like to know how they envision users growth. Also it would be good to learn more on the relation with Pumpun Dixital. Are they providers? Partners? Why not in-house developing? Finally, is that new technical development habilitating school licensing (to distribute / sell saas or similar solutions)?