

# CryptoStein







#### PLEARN (PLAY.LEARN.EARN)

Litepaper v 1.1

# **Contents**

- 1. Executive Summary
  - Vision
  - Mission
- 2. Introduction
- 3. Problem
- 4. Solutions
- 5. BusinessModel
- 6. Token model
- 7. Revenue Model
- 8. Target Market
- 9. Comeptitive Landscape
- 10. Roadmap
- 11. Team





# **Executive Summary**

PLEARN was founded on the belief that financial literacy matters. Not only does financial literacy serve as the foundation for making sound financial decisions, it also increases financial responsibility. We believe that financially savvy teenagers can make smart economic decisions that help avoid costly long-term consequences. On the rise, teenagers will be forced to consider sustainable investment opportunities when making asset allocation decisions. However, without a thorough understanding of sustainability and it is incorporation into financial instruments, teenagers will be unable to make well-informed investment decisions and achieve efficient market outcomes. When this knowledge is missing or inadequate ,youth are vulnerable to manipulation by potentially misleading marketing and advertisers.

#### Mission

Raising the awareness of the importance of teaching financial literacy and sustainable finance and how youth will inevitably be confronted with sustainable investment options when deciding how to allocate their assets.

#### Vision

Empowering youth through strong financial literacy to be able to make savvy financial decisions.



## PLEARN( PLAY.LEARN.EARN)

#### Introduction

After conducting a thorough research, we found that teenagers lack the basic skills and knowledge to make financial decisions. This means that there is a great need to develop youth's financial skills. Introducing financial literacy in a fun and engaging way through **PLEARN** can help teenagers minimise the cost of managing financial instruments, improve their financial safety net in emergencies, and strengthen their financial security. The gap between the level of economic responsibility afforded to youth and their ability to make economic decisions and seize economic opportunities is widening. Financial literacy remains a barrier to teenagers' economic security unless critical action is taken to change this and enable them to make smarter financial decisions.

Most people think that trying to make more money is the secret to achieving financial freedom, but the real secret is knowing how to make money work for you. Rich people know that what matters is not how much you earn, but what you do with what you earn.



#### **Problems**



 Basic knowledge: 1 in 5 young people (10-24 yearold) lacks a basic foundation to build on for financial literacu.



**Spending:** due to lack of financial literacy, youth (under 39) waste about \$11.7 billion a year.



 Lack of confidence: 74% of young people (10-24 year-old) don't feel confident about their financial education.



· Lack of sustainable finance literacy in school



 Millennials lack the basic skills needed to make savvy financial decisions



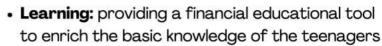
Financial (Education - responsibility) **gap**: Widening



#### Solution









 Investment: introducing new investment strategies



 Modern Finance tool powered by Analytics-rich insights and Embedded digital skills and capabilities



 ESG Launchpad platform to enrich sustainable financial knowledge

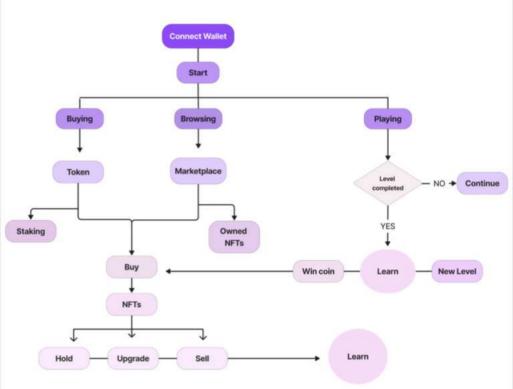


 promote financial capability among the millennials



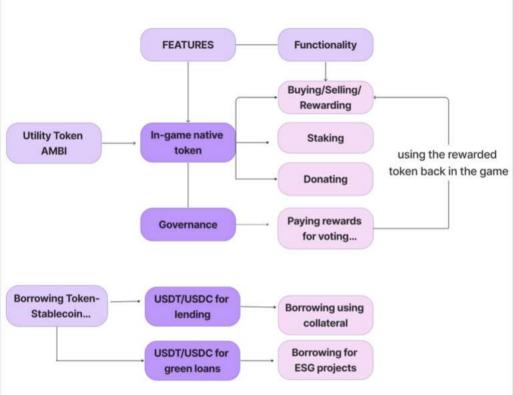


# **Ecosystem**





#### **Token Model**





# **Target Market and Opportunities**

smartphone and tablet gaming, combined, make 49% of the total market



Educational games gained popularity among parents owing to the closure of schools with the online sale increasing by 18% across the globe.





Only 0.71% of the world's population (65 million people) use blockchain technology.

45% - of teenagers know about crytpo and Blockchain

People who have income, do not know how to invest, and would like to learn about financial management People who have no income, would like to learn and start investing

 Passionate teens about blockchain and crypto currency

Gamers

- Parents who are interested in increasing their kids' awareness about the financial literacu
  - Desktop and Tablets games users



# Roadmap





### **Team**



Nada Jabr Founder/CEO



Souad Allhham **Financial Officer** 



Rawan Mohsen **Product Owner** 



Paolino Pagliuso Social Media Manager



Mahmoud Allhham Front-end developer



Beshoy Shehata **Tech Lead** 



Game developer



Sanskar Tyagi Front-end developer



# Thank You! adm.crytpostein@gmail.com



