

LearntVerse

LEARNTVERSE PITCH DECK

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- 10-08-2022

SUMMARY/OVERVIEW



- LearntVerse is a web 3.0 lifestyle DAPP with Edu-fi and Social-fi elements.
- It will reinvent education from NFT and metaverse to broader crypto, blockchain and multi-disciplinary knowledge body.
- It is an Edu-Fi platform while also Decentralised Autonomous Organised, which will incentivise people to engage in the community building while the earning from learning motivates the participants to learn further.
- It connects web 2.0 education and web 3.0 knowledge.

TABLE OF CONTENT

- The Problem
- The Solution
- The Business Model
- The Market Opportunity
- Competition (web 2 & web 3)
- The Team
- The Product (demo video)
- Milestones (roadmap)
- Financials (budget)
- Exit Strategies
- The Mission and Vision
- Potential Partnerships



THE PROBLEM

Web2.0

People got used to acknowledge information from academic education institutions — postgrad/undergraduate/diploma either online or offline; the latest technology from some centralized social media platforms like Bloomberg\Facebook\Financial Times etc.

DYOR?

DAOs?

FOMO

NFT?

ETH?

Web3.0

Web3.0 ppl are active in Twitter, but a platform is chaotic.
We need a Toolkit for information

We need a Toolkit for information delivery and platform to knowledge sharing.

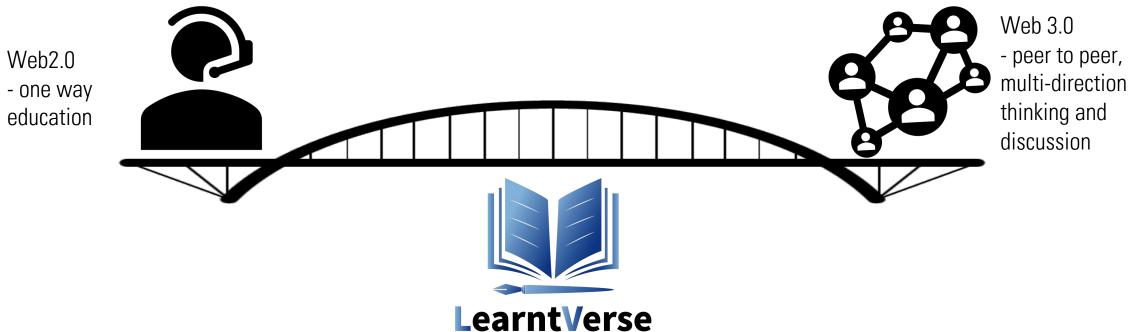
People don't know how to start their journey in web3.0

Knowledge Barrier

Need more Users, more views, and more ecosystem builders to enlarge the metaverse



THE SOLUTION



Build the **Bridge** between Web2.0 and Web3.0

THE BUSINESS MODEL

Edu-Fi

Incentivised knowledge exchange

Monetised curiosity

Certifised learning & teaching exprerience

Social-Fi

Earning & learning by sharing

Creator dominant platform

Tokenised ideas and opinions

DAO

Giving back to community

Decentralised community operation

Hearing from community

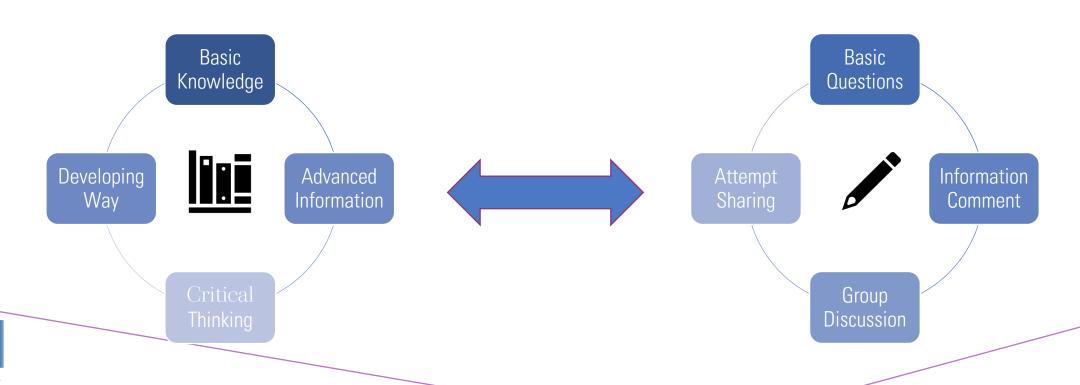


THE BUSINESS MODEL

• LearntVerse:

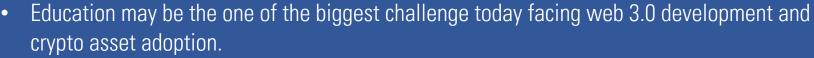
.earntVerse

A user-friendly Learn-to-earn based platform with knowledge sharing in web3.0 world



THE MARKET OPPORTUNITY





- The number and diversity of quality educational resources has blossomed in recent years.
 A wide range of podcasts now exist to help both new and existing crypto asset owners become better educated and informed.
- New reliable data and analytics from firms such as CoinMetrics, The Block, Nansen and Glassnodes have grown to compliment longstanding tools.
- The "crypto asset canon" blogs, research reports, movies, books, etc articulating the innovation underpinning blockchain technology has continued to expand and sharpen.
- More and more universities are adding blockchain technology to the curriculum.



However the gap in web 3.0 education is deeper and bigger. While the demand is growing, the climate is suitable for us to start this journey from the learn-to-earn community.









COMPETITION (WEB 2 & WEB 3)

Web 2.0

Web 3.0

- Online course platforms: i.e. MOOC; COURSERA;
- Knowledge sharing social platforms: i.e. QUORA; ZHIHU;
- Learn-to-earn built-in element on various centralised platforms: i.e. Coinbase; Binance.

Wirte-to-earn platforms: i.e. mirror.xyz

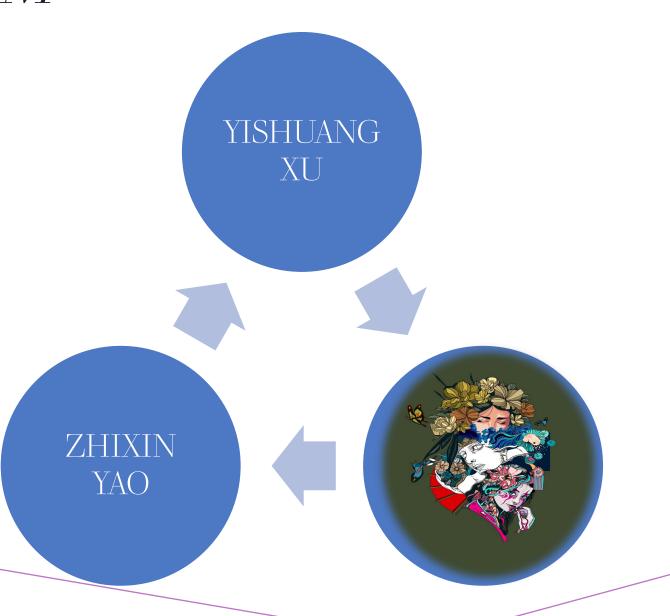
We are different:



- Learn and teach --> both earn;
- Social interaction --> discussion and comments;
- NFT Certificates for your teaching and/or learning experience.



THE TEAM



THE PRODUCT

Demo video



MILESTONE (ROADMAP)



2022 Q4

Website design & construction

Website (alpha) goes online

NFT test-net mint

NFT white-list

NFT to be listed on large NFT marketplace (i.e. OpenSea)

DAO build-up



2023 Q2

Mobile DApp design & construction

Governance token

Marketing leveling up for bigger adoptions

Website in beta stage

NFT marketplace build-in website (PC version)

NFT public sale

Learning (game) token



Mobile DApp alpha version launch

Charities & corporates engagement

Partnership build-up

2023 Q3

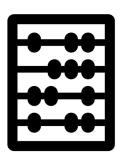


FINANCIALS (BUDGET)

proposed budget for the first year

Total USD 10,000 – from September 2022 to August 2023 (12 months)

- Website design & construction US\$ 5k
- Marketing US\$ 3k
- Human Resource US\$ 2k





EXIT STRATEGIES

Governance & Learning token

- staking
- trading

NFT

- royalties
- listing fees

collaboration

service charges



THE MISSION AND VISION

- to build a platform for web3.0 participants to share their knowledge, opinions, analysis, and comments towards the information about blockchain, metaverse, NFT and crypto;
- to bridge web 2.0 educational stake holders and web 3.0 teaching & learning participants;
- to democratise educational systems in the composition of users and community;
- to nurture diversity which can lead to strong outcomes and better problem-solving.

POTENTIAL PARTNERSHIPS

- Crypto- and blockchain-friendly universities (for example, HKUST; Standford University);
- UNAI (Education for AII) initiative;
- TEDEd (TED's youth and education initiative)
- and many more...



THANK YOU

