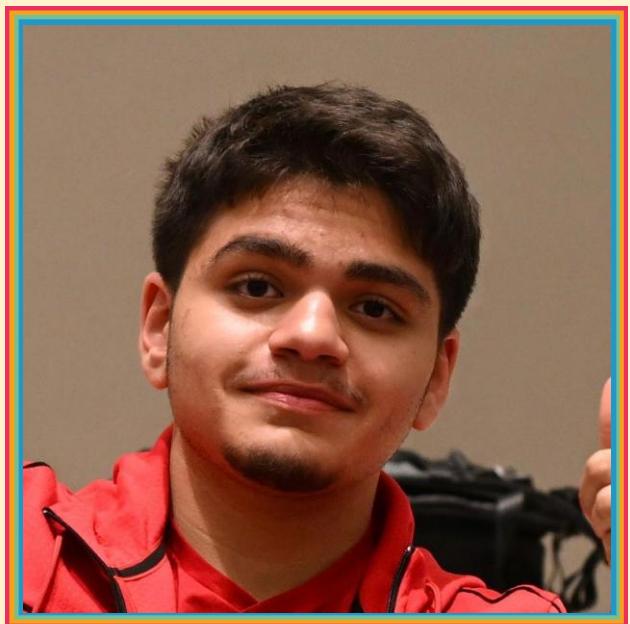




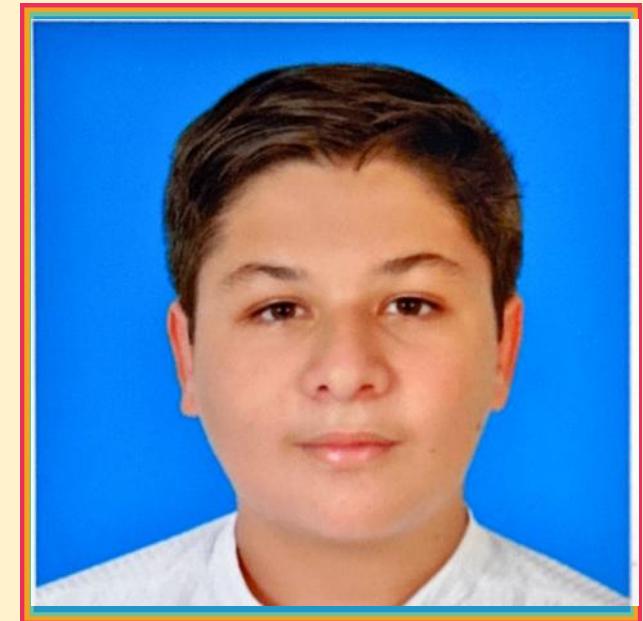
# About us



**Hussein Amine**



**Hatem Samad**



**Hozaifa Samad**

# What inspired us to create Gam3a?

We found a gap in the market for a program that connects learning and fun.

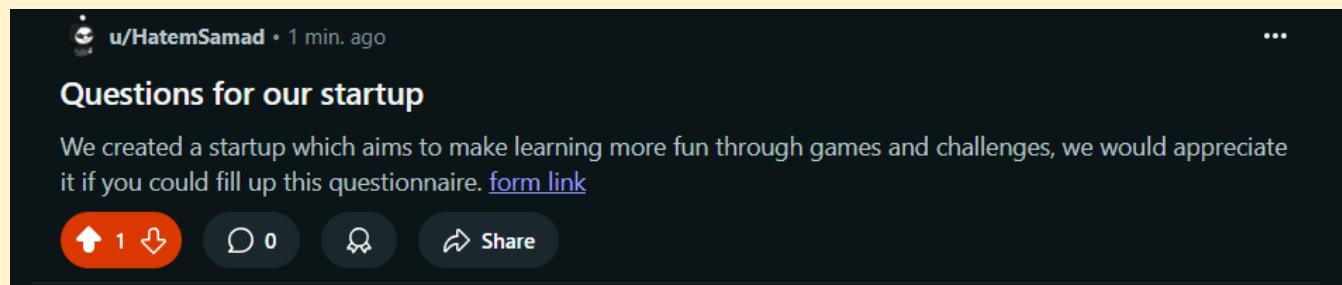
# How did we validate our analysis?

We did public surveys using google forms and shared them on:

Personal Stories



Reddit



استبيان اجتماعي

يمكنك تسجيل الدخول إلى Google لحفظ مستوى التقدم.  
مزيد من المعلومات

\* تشير إلى أنَّ السؤال مطلوب

إلى أي فئة عمرية تنتمي \*

9-15

16-21

21-35

35+

هل تواجه صعوبة في تعلم شيءٍ جديد \*

نعم

لا

\* هل تظن ان لعبة اسئلة واجهة جماعية قد تساعدك في  
التعلم؟ (العبة مثل سينجيم مثلاً)

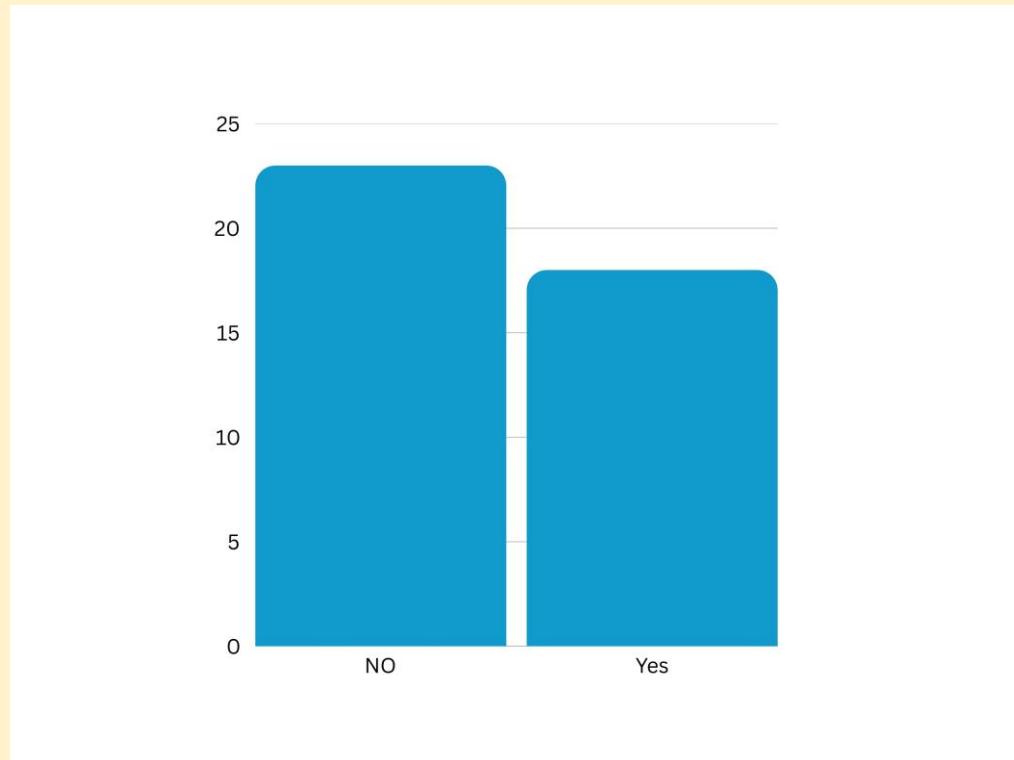
نعم

لا

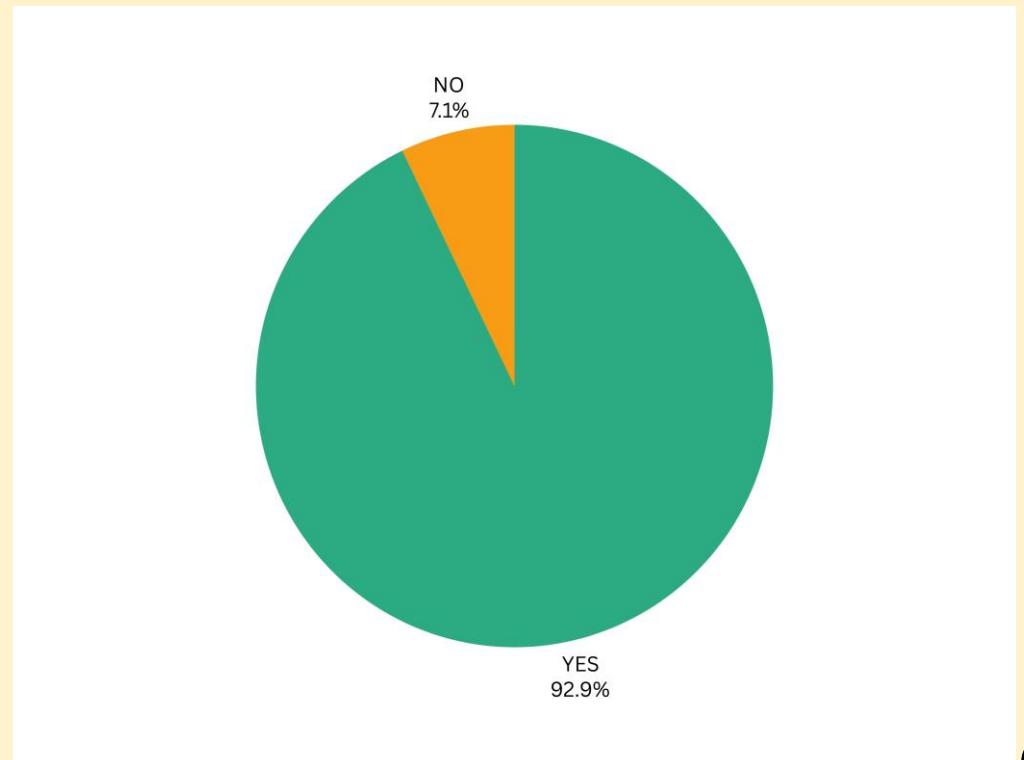
GamBa

# The response

Do you face challenges when learning something new?



Do you think a Trivia game would help you learn?



# Revenue

We have multiple revenue streams:

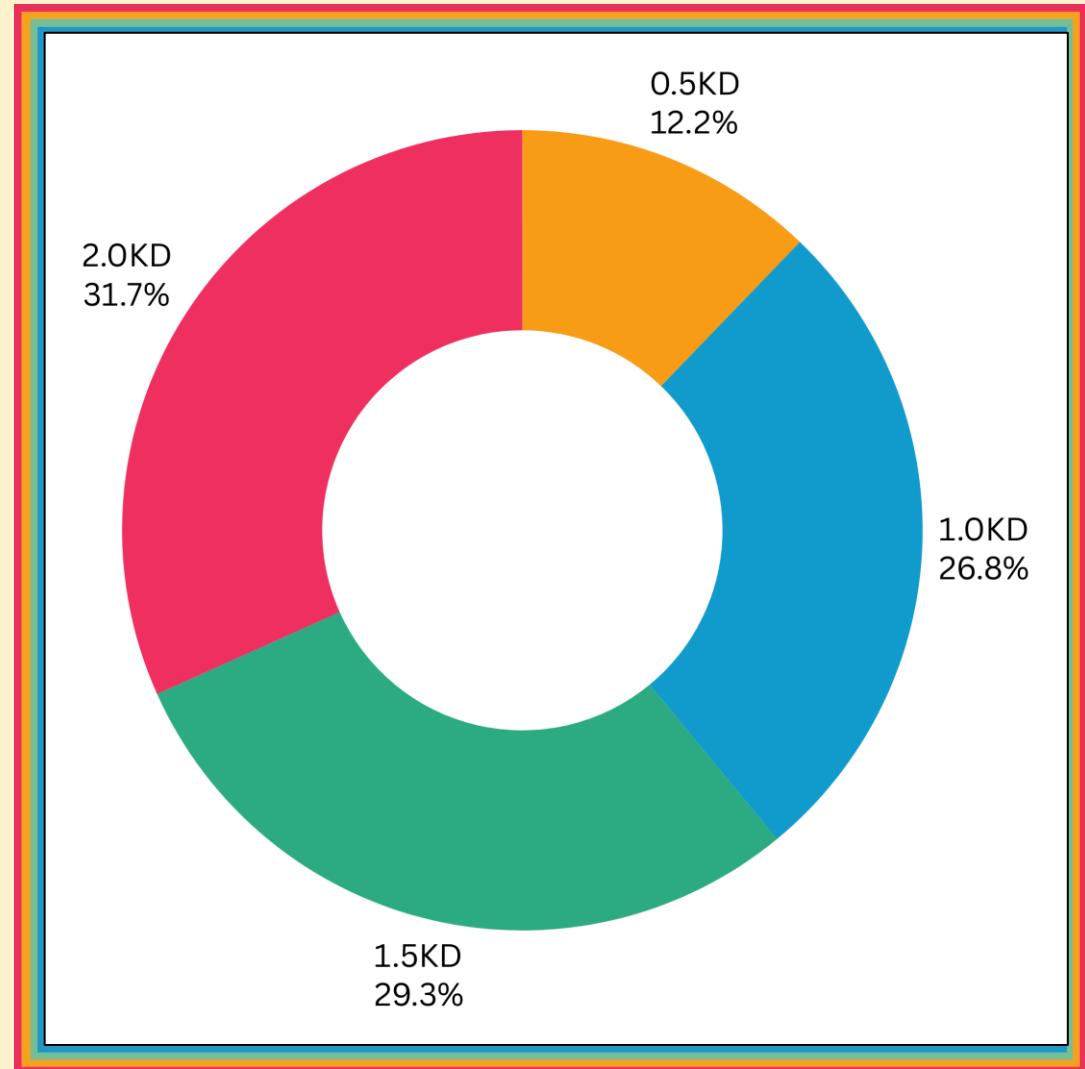
- Game Packs
- Subscription services
- Customized orders for organizations



# Price people will pay

Price people are willing to pay:

Median = 1.5KWD



# It's currently a hot topic

In the couple past months especially in Ramadan many Influencers did challenges similar to our idea getting millions of views, but they had to create their own games. Some of these influencers are people like Abu Nou7 and Banderita X



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# Value Proposition

What do we provide?

- We turn learning into a fun and interactive experience
- We encourage people to spend more quality time together.

Why are we unique?

We make it easier to learn whether it is a school subject or a certain course.

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Who is our target audience?

We are currently focusing on gen z and millennials.

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Instagram

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How will we make money?

Our revenue consists on 3 different modules:

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- Subscriptions
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