



Techas

Inspiring the Next Generation of STEM Leaders.

The survey we have conducted among 180 students aged from 12 to 20

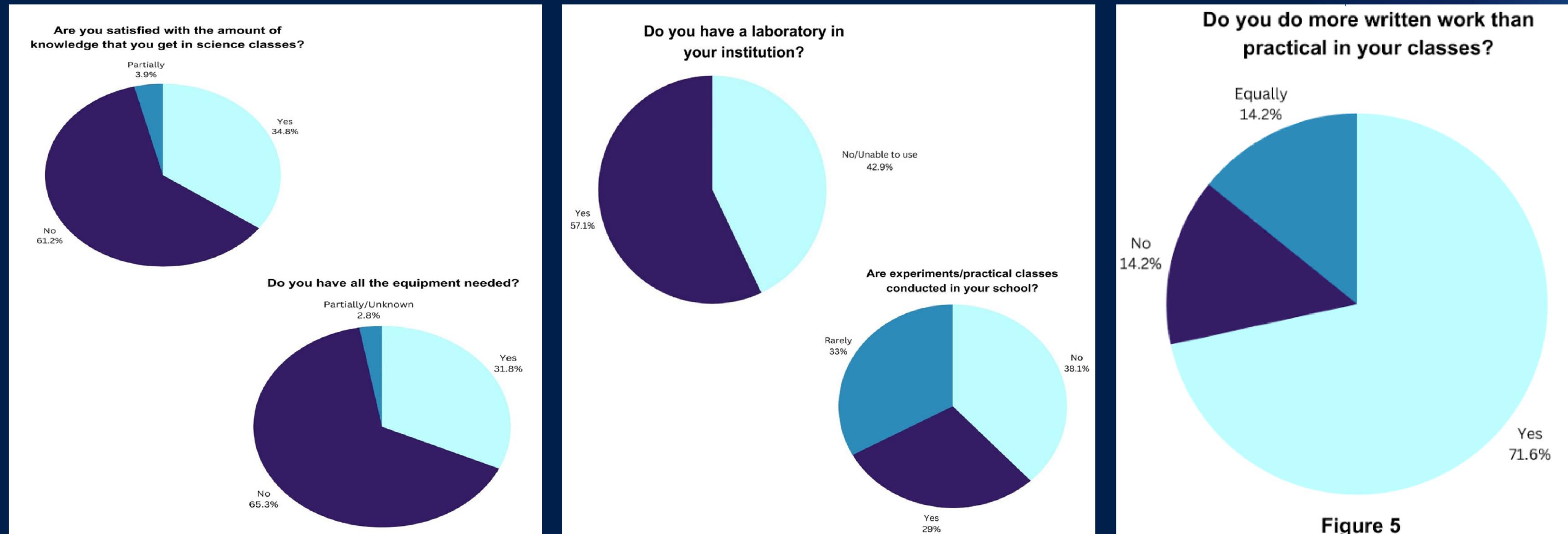
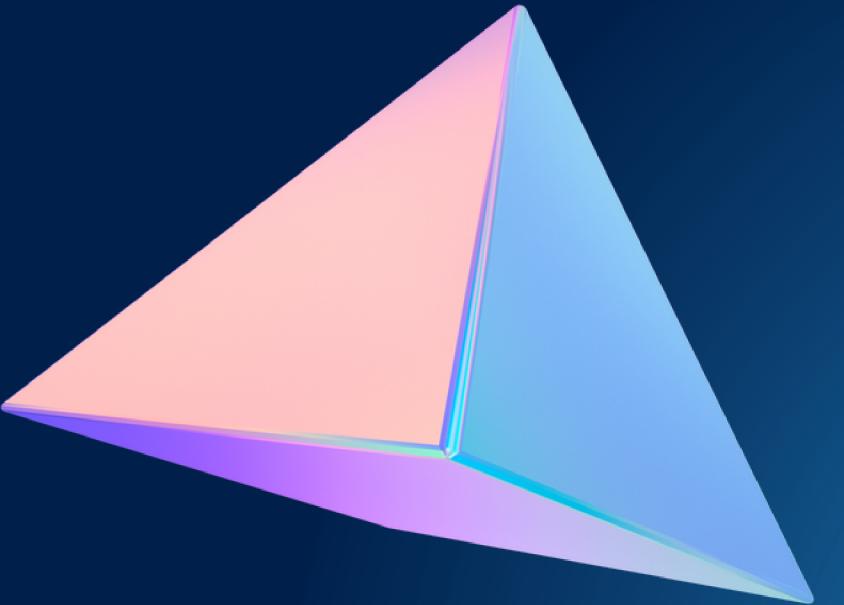


Figure 5



Sinov

- Chemistry, physics and biology experiments in VR
- VR 3d visuals on different topics to complement every-day lectures
- Affordable, eco-friendly VR cardboard goggles





Target audience

The main target audience of Sinov is the young generation residing in Uzbekistan with basic smartphone technology, seeking better knowledge in the sphere of science.

Sinov is the only VR laboratory app in Uzbekistan, yet it has about 15 competitors on a worldwide scale.

	Sinov	MEL VR science simulations	Planet simulations	Physics lab	BEAKER
VR experience	+	+	-	-	-
Free	+	-	-	+	-
Variety of experiments in science	+	+	+	-	-
Gamification	+	-	+	+	+
Cross-platform	+	-	+	-	-

Business model

Key Partners:

- Ministry of Public Education (Uzbekistan)
- Ministry of Innovation and Technology (Uzbekistan)
- Local paper factory (cardboard goggles production)

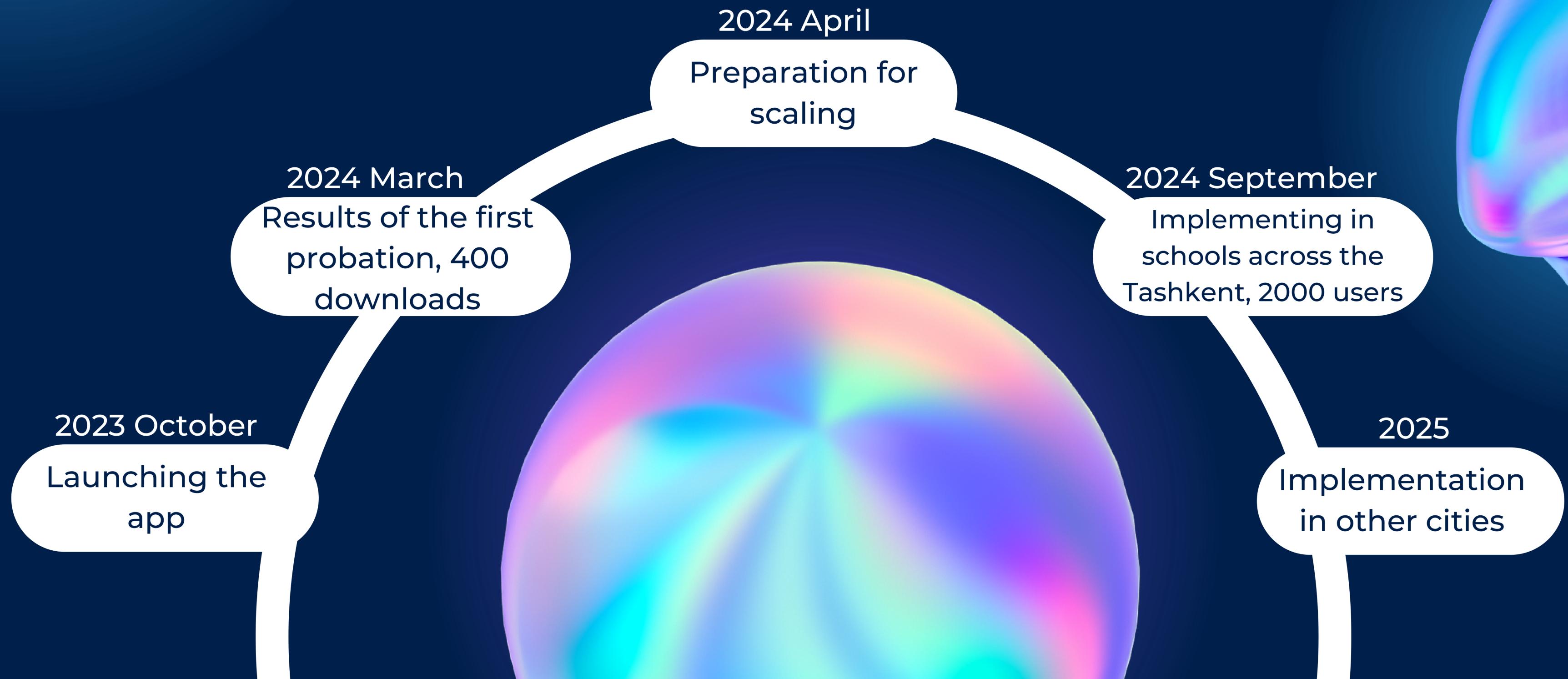
Customer Segments:

- Schools (public and private)
- Universities and colleges
- Students in Uzbekistan of all ages

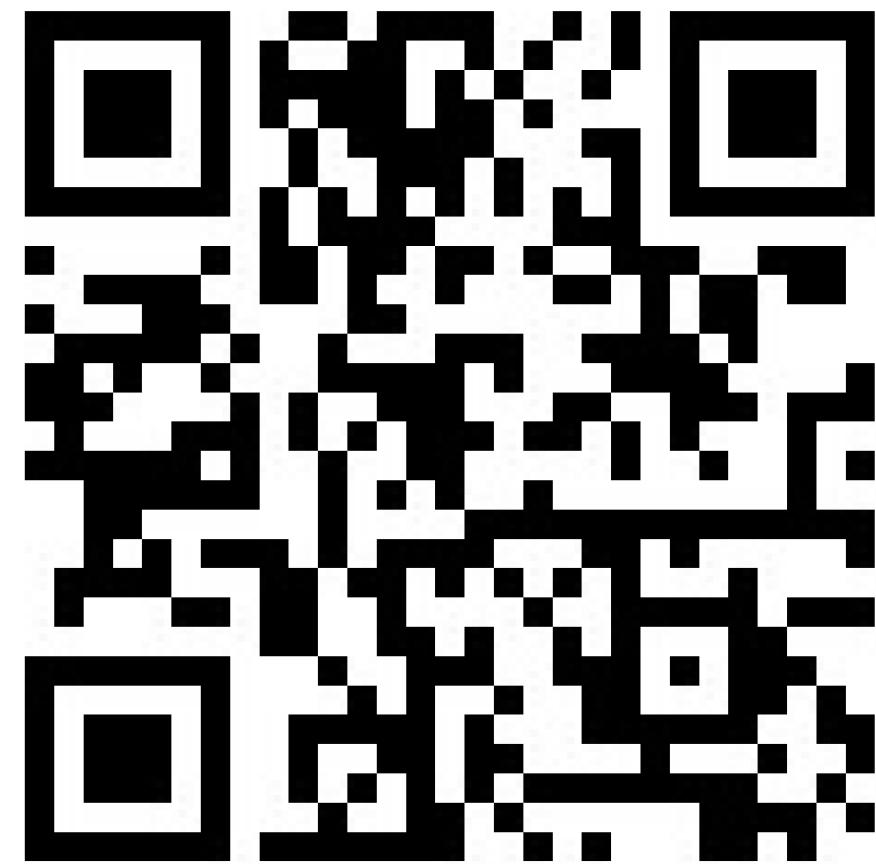
Revenue Streams:

- App sales (one-time purchase or subscription model)
- Revenue sharing from school implementations
- Revenue from hardware sales in partnership with local factories

Milestones



Contacts



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