Loop

The learning higher education environment to shape your future

WHAT IS LOOP

Loop is a comprehensive platform designed for students and young professionals, combining social interaction, learning, and career growth. Our mission is to create a gamified and engaging ecosystem that enhances education and career opportunities.

PROBLEM

What we Solve

Problems in College Learning and higher education

1. Outdated & Irrelevant Curriculum:

Colleges fail to provide industry-relevant skills, leaving students unprepared for real-world jobs.

2. Lack of Structured Learning:

No clear roadmaps, poor fundamentals, and scattered resources make skill-building inefficient.

3. No Hands-on Experience:

Students memorize theory but lack real-world projects and competitive exposure to test their skills.

4. No Motivation or Tracking:

No progress tracking, or peer competition leads to low engagement and weak learning outcomes.

Problems in Student & Professional Networking

1. Limited Access to Opportunities:

Students struggle to discover hackathons, internships, and startup events, both within and beyond their colleges.

2. Scattered & Unfocused Discussions:

Existing platforms are cluttered with distractions, making it difficult to find valuable career, tech, and learning discussions.

3. No Dedicated Learning & Collaboration Hub:

There's no single space where students can connect, share projects, and engage with peers and industry experts. Aspiring entrepreneurs lack right networks as well.

4. Lack Of Access To Industry trends and Latest Tech Advancements:

Students and professionals often miss out on the latest tech advancements, industry trends, and career opportunities due to scattered and unreliable sources. There's no dedicated space for curated, career-relevant news, discussions, and expert insights.

SOLUTION

How we solve these problems

Solution: Loop College

1. Structured Learning with Clear Roadmaps:

Well-designed learning paths ensure students build strong fundamentals before advancing.

2. Project-Based & Competitive Learning:

Real-world projects, coding challenges, and peer competitions make learning practical and engaging.

3. Industry-Aligned Curriculum:

Courses are designed with direct input from industry professionals to match job market demands.

4. Motivation & Engagement Through Gamification:

XP, leaderboards, and rewards keep students motivated and consistent. The right user experience that lets more features still feel less distracting.

Solution: Loop Social

1. Smart Networking & Career Connections:

Students can find the right peers, mentors, and recruiters based on skills and interests.

2. One Place for Hackathons & Career Opportunities:

A dedicated hub for discovering competitions, internships, and job fairs.

3. Focused Learning Spaces & Discussions:

Topic-based communities for in-depth knowledge sharing and collaboration.

4. Curated Tech News & Industry Trends:

A dedicated feed for relevant updates, startup news, and career insights.

UNIQUE SELLING PROPOSITION

What characteristics make our solution a "never-before" solution

Unique Selling Proposition

•Seamless Integration:

Unlike fragmented platforms, *Loop* connects learning, networking, and career-building into one ecosystem.

•Structured & Job-Ready Learning:

No more scattered resources. Roadmaps, projects, and competitive environments ensure real skill-building.

Actionable Networking :

Focused on career-driven discussions, hackathons, startup collaborations, and industry connections—no pointless scrolling.

Focused Discussions & Learning Spaces:

Unlike traditional social platforms that encourage mindless scrolling, *Loop* provides structured forums where students, professionals, and startups can discuss relevant topics, seek mentorship, and collaborate on ideas.

Unique Selling Proposition

•College & Industry Aligned:

Designed to fill the gap between outdated college curricula and real-world job requirements.

Distraction-Free, Productive UI:

Unlike cluttered or engagement-driven social media, *Loop*'s clean and intuitive UI ensures users stay focused on learning, networking, and upskilling without unnecessary distractions.

•Competitive & Engaging:

Gamification, leaderboards, and XP-based progress keep students and professionals motivated while maintaining a structured learning flow.

Curated News & Trends:

Stay updated with the latest tech advancements, industry trends, and job market insights—all in one place. No need to sift through irrelevant content.

COMPETITION & BARRIER TO ENTRY

Competition & barrier to entry

Who we compete with:

- •EdTech Platforms (Coursera, Udemy): Provide courses but lack structured integration with college curriculums and real-world projects.
- •Networking Platforms (LinkedIn): Great for professional connections but lacks targeted student communities, structured learning, and engaging discussions.
- •Recruitment Platforms (Naukri, Indeed): Primarily job boards with minimal Al-driven skill assessments or learning-based hiring pipelines.

Why we stand out:

- •Built for Students & Colleges First: Unlike broad platforms, we start at the foundational level—integrating learning, networking, and recruitment from within colleges.
- •Holistic Career Pipeline: We don't just provide courses; we guide users with structured roadmaps, real projects, and direct job connections.
- •Difficult to Replicate: Our staged expansion model (college integration → social platform → recruitment) creates a unique ecosystem that competitors would struggle to adopt quickly.

Competition & barrier to entry

How Easy is it to Replicate?

- •Deeply Integrated Approach: Existing platforms are focused on one niche, making it hard to shift towards a fully connected ecosystem like ours.
- •Strategic Partnerships: Collaborations with colleges, mentors, and companies will give us a strong foothold, making it difficult for new entrants.
- •Gradual Expansion Strategy: By building each layer (education → networking → recruitment) with precision, we ensure credibility and sustainable growth, making replication a slow and costly process for competitors.

REVENUE MODEL

Revenue Model

B2C (Students & Professionals):

• Freemium model with paid premium courses, Al mentorship, and job-readiness programs.

B2B (Colleges & Companies):

- Subscription plans for institutions to integrate Loop into their curriculum.
- Companies pay for Al-powered recruitment tools and targeted talent acquisition.

Advertisements & Partnerships:

• Monetization through sponsorships, career events, and corporate training collaborations.

TARGET MARKET

Market Size and Reach

India's EdTech and hiring market is projected to hit \$30B+ by 2030. Yet, millions of students struggle with outdated education, and companies waste months filtering unqualified candidates. We bridge this gap with an integrated learning and recruitment solution.

Acquisition Strategy

Campus partnerships:

Starting with our college, scaling to **10+ institutions** in a year.

Influencer & community marketing:

Leveraging LinkedIn, YouTube, and coding communities.

Hackathons & events:

Driving real-world engagement and brand visibility.

Customer Segments

Students (18-30 yrs):

Need job-ready skills and structured learning beyond outdated curricula.

Colleges & Universities:

Seek **industry-aligned courses** and better student engagement.

Companies & Startups:

Want **skilled hires faster**, reducing inefficiencies in recruitment.

YOUR PRODUCT/SERVICE

The Product

•All-in-One Platform for Learning, Networking, and Career Growth

Instead of juggling multiple apps, students use Loop to build skills, find opportunities, and connect with mentors—all in one place.

Loop Features Testimonials Pricing Login Get Started

Level Up Your Programming Skills

Join our gamified learning platform. Master programming through hands-on projects, earn XP, and showcase your achievements.

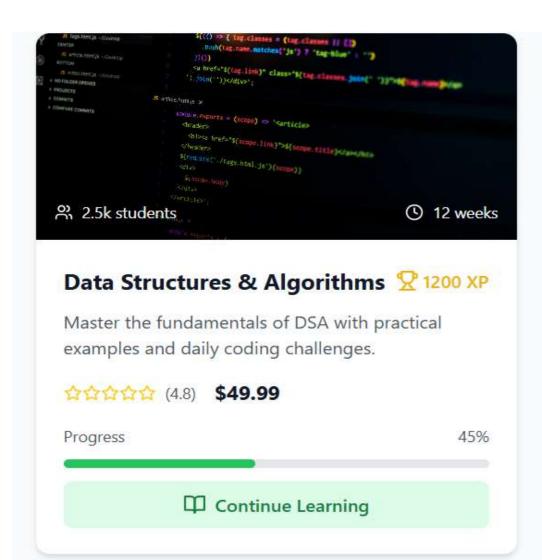


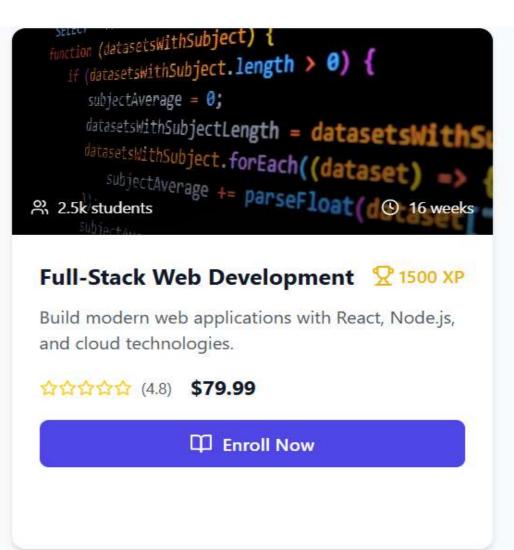
Learn More



•Learn Job-Ready Skills Through Real Projects and Clear Roadmaps

Loop offers structured learning paths and practical challenges that prepare students for actual jobs, not just exams.

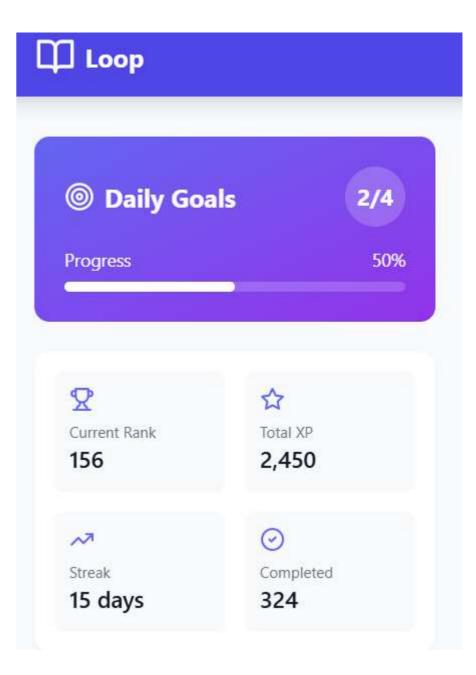




The Product

Stay Motivated with Gamified Learning and Competitions

XP points, leaderboards, and rewards make learning fun and engaging, helping students stay consistent and track progress.



•Connect with the Right People, Not Just Everyone Smart matchmaking helps students find peers, mentors, and recruiters relevant to their skills and goals, avoiding irrelevant noise.



•Discover Internships, Hackathons, and Jobs Easily Loop features a dedicated hub for students to explore competitions, career events, and opportunities curated for them. •Stay Updated with Curated Tech News and Trends
A clean, focused news feed keeps users informed about
the latest in tech and industry without wasting time on
irrelevant content.



THE EXECUTION

Phase 1: Build & Validate (0-6 Months)

- & Start with one college, preferably our own.
- **∀** MVP Development (First 2 Months)
- •Launch the learning platform with courses aligned to our college's curriculum.
- •Integrate gamification, assignments, and practice challenges.
- •Test features, collect feedback, and refine for better engagement.
- **⊘** Social Media Platform (Parallel Development Next 2 Months)
- •Build Loop Social as a student-centric platform for discussions, projects & networking.
- •Enable peer-to-peer learning, mentorship & collaboration.
- •First launch within our college, then expand to nearby institutions.
- **⊘** Onboard More Colleges (Months 5-6)
- •Leverage our first success to pitch to 3-5 more colleges.
- •Expand courses, introduce certifications & premium learning content.

Phase 2: Scale & Monetize (6-12 Months)

- **Expand learning, grow the social platform & prepare for recruitment integration.**
- **⊘** Loop Social Growth (Months 6-9)
- •Refine engagement features (groups, events, project showcases).
- Start collaborations with industry experts & professionals.
- •Monetization: Paid mentorships, premium content, and college partnerships.
- **⊘** Advanced Course Expansion & Market Reach (Months 6-9)
- •Expand tech, business, and domain-specific courses.
- Collaborate with industry experts & professors for high-value courses.
- Offer college-specific premium course packages.
- ✓ Loop Recruitment (Final 3 Months of Year 1)
- •Beta launch Al-driven hiring for internships & fresher jobs.
- •Onboard mid-sized companies & startups for initial hiring programs.
- •Seamlessly integrate hiring into Loop Social & Learning.

THE TEAM

- Anmol Pandhi(Founder)
 - UI, Product and Research
- Arghadeep Nath(Co-Founder)
 - Analytics, Development and Community

Thank You!