



The **EdTech** that creates **possibilities** beyond barriers through **innovation** & **empathy**.

Business Introduction

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– Innovation Lead

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How EdTech Can Support Education

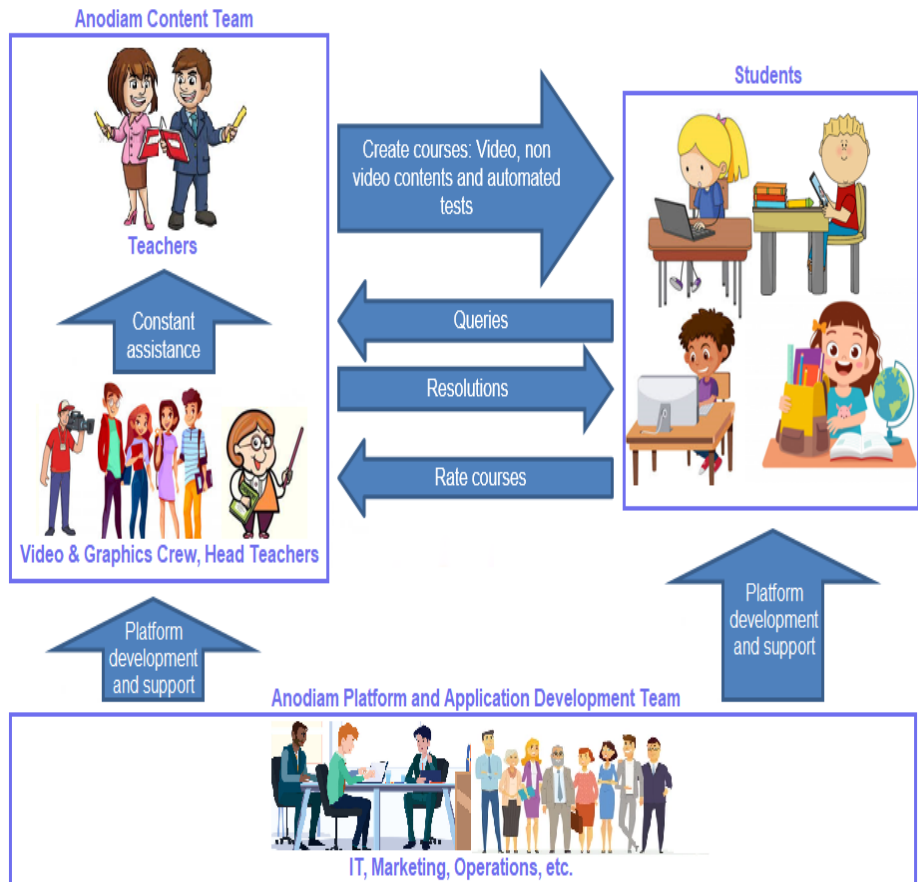


PC: news.yale.edu – Jan, 2020

- **Learning is fun, still many kids dislike school**
 - Yale says 75% students - tired, stressed & bored
- **Small attention span of most students**
- **Repetition is key but not possible without year loss**
- **Good institutes capped by number of seats**
 - Steep competition to qualify
 - Most exuberantly unaffordable
- **Lacks empathy, top-down approach**
 - Not much scope for student centric design thinking
- **Most kids unable to attend sports etc. after school**
 - Excessive time & money drained already
- **Disruptions due to absenteeism, pandemic etc.**
- **300 to 3000 year old system needs evolution**
 - Ideation & innovation difficult
 - Futuristic tech like AI / AR / VR not easy

Anodiam's Solution

- **Mobile app & website:** fast, secure, scalable, no downtime
 - Students learn in own time, pace & comfort
 - 80% video & 20% non-video (notes, diagrams) contents
 - Queries resolved through app within 3 business days
 - Self tests, repeat until perfection, no red ink
 - Performance dashboard for students
- **Content created from students' perspective**
 - Before go-live, we try each course with real students
 - Ensure better grades for students of all merit levels
 - Collect rating & detail feedback
 - Update 5-20% of content quarterly
- **Ensure genuine learning**
 - Comprehensive coverage of syllabus & exam oriented
 - Highly engaging, fun, in-depth, one stop solution
 - Best teachers & HoDs from renowned institutes
 - Award winning film & media professionals & youtubers
 - Seasoned managers with decades of expertise
- **Competitive pricing**
 - AI based pricing model to ensure profit maximization
 - Discount schemes, scholarships, coupons, flash sales



Core Anodiam Team



Anirban Chakrabarty

– Innovation Lead

Empathetic innovator with expertise in Cloud technologies, Artificial Intelligence, Project Management and Design Thinking.



Vivek S Bendre

– IT Head

IT entrepreneur with experience in setting up multiple off shore delivery centers from scratch. Presently CEO, of FluxionBits, Bangalore



Parag Biswas

– Content Development Head

Award winning film maker, TV reporter, actor, anchor, quiz master, commentator & school teacher.



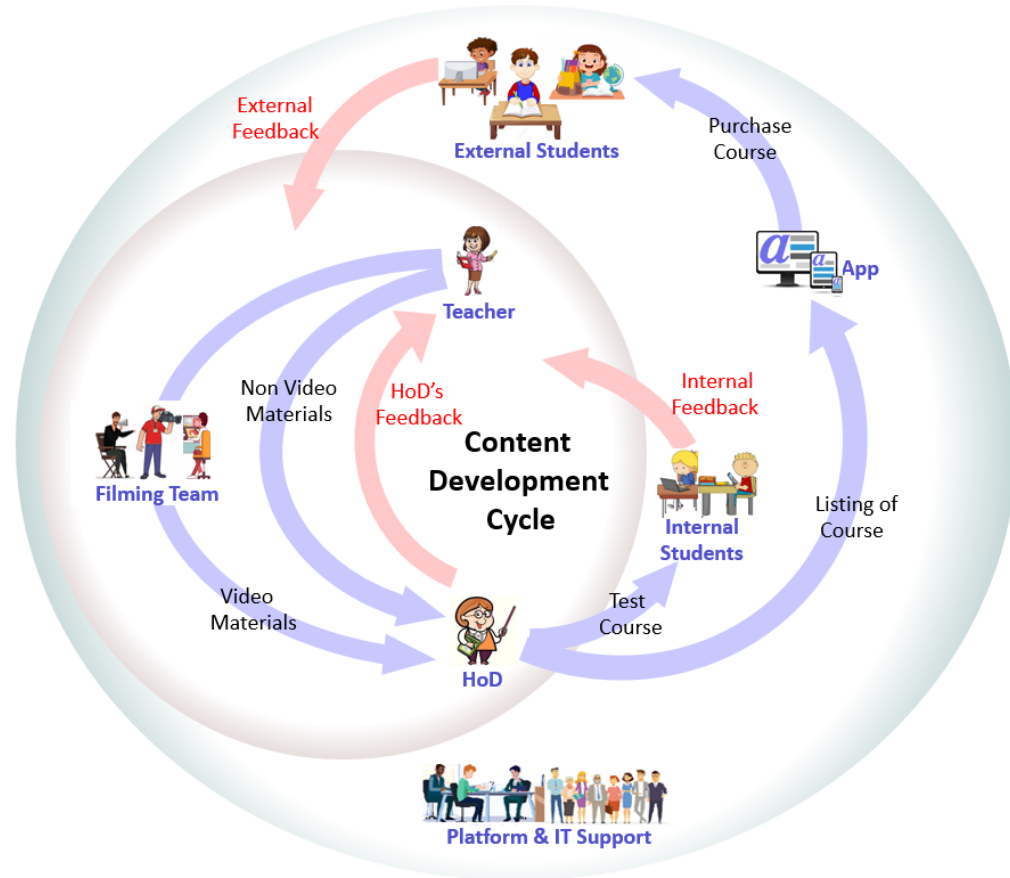
Ananya Moitra

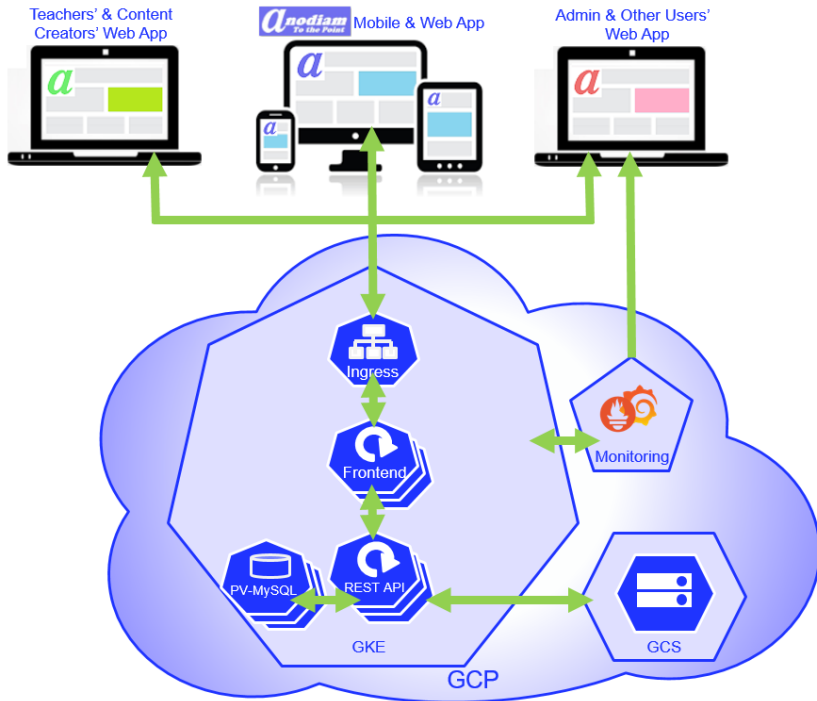
– Marketing Head

25 years of experience in promoting & campaigning products & services across geographies. A noted poet & musician. Has MBA in Finance.

Present Status

- **App & IT development in progress**
 - Bangalore office set up
 - Application architecture & prototyping
 - DevOps, cloud & containerization
- **Content creation in progress**
 - Pilot phase of content creation successful
 - Content dev cycle & QC process established
- **Excellent talent pool**
 - HoDs from premier institutions on board
 - Talented on-screen teachers
 - Award winning film makers, youtubers
 - Tollywood videographers, graphic artists
 - Excellent IT & management team
- **Studio Infrastructure**
 - Studio setup: lighting, recording, light board etc.
 - Studio space - 5000 sqft for free
- **Challenges**
 - Most resources are part time business partners, full time employment would be easier to manage
 - Require investment in equipment & infrastructure
 - Need funds for marketing & campaign





Tech Stack:

- **Cloud and Containerization:** GCP, Kubernetes, Itsio, Prometheus, Grafana
- **CI/CD, DevOps:** Ansible, Jenkins
- **App Dev:** Java Spring Boot, Hibernate, MySQL
- **Cyber Security**
- **UX:** Bootstrap, Java Script, Thymeleaf
- **Mobile Dev:** React JS
- **Analytics, Data Science & AI:** Python, Keras
- **Tech support**

Offshore Development Centre:

- DBS Business Center, Cunningham Road
Bengaluru, Karnataka, India – 560052

Plan to Market, Marketing and Campaign

- Eventually cover all business appropriate boards across geographies
 - Initial Launching for ICSE & CBSE year 9 through 12; all major subjects
 - Huge market: ~20 million students, mostly affluent & eager to spend on education
 - Prevailing tutoring culture
 - content production easy
 - Social media
 - Google and search engine ads
 - Free courses, offers & coupons
 - Advertisements
 - BGB

Analysis of The Competition

- **Story of Edtech Unicorns**
- **What most fail to deliver**

- **How much financial success they still enjoying**

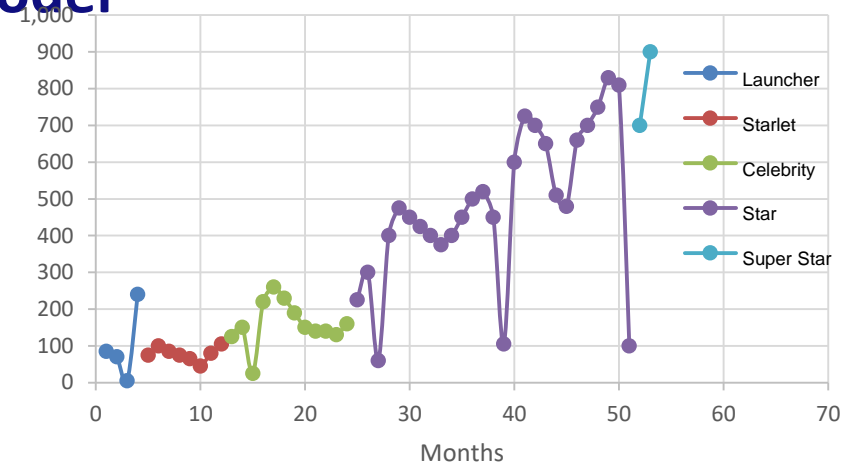
Business Model

Sample Unit Price Variation of a Course



| Unit Pricing (₹) of Courses | |
|-----------------------------|-----------|
| Min Price | 1,099.95 |
| Target Q1 Price | 2,199.95 |
| Target Mean Price | 2,899.95 |
| Target Median Price | 4,399.95 |
| Target Q3 Price | 8,699.95 |
| Max Price | 17,499.95 |
| Upper Outlier | 34,899.95 |

Sample Sales Monthly Figure (Pessimistic)



- Unit price of courses will be variable and not fixed
- AI algorithm will decide course price and aim to maximize
 - Total profit
 - Numbers of courses sold
- Discount sales schemes will include:
 - Offer prices
 - Coupons
 - Scholarships
 - Flash sales
 - Buddy schemes
 - Etc.
- 'M' shaped seasonal curves with periodicity of 1 year

Return on Investment, Profitability



Thank You!

Key Takeaways on low risk, High gain with Edtechs especially Anodiam