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# AdaptEd Labs



Personalizing Education Through Adaptive  
Gaming

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# Team

## **Chris Morris - Founder & CEO**

- 8 years game development experience
- 5 years as an educator
- 9 years U.S. Navy intelligence analyst
- Unique interdisciplinary background bridging technology, education, and strategic thinking

## **Warda Patel - Technical Director**

- Backend Focus - Website
- AI Engineering

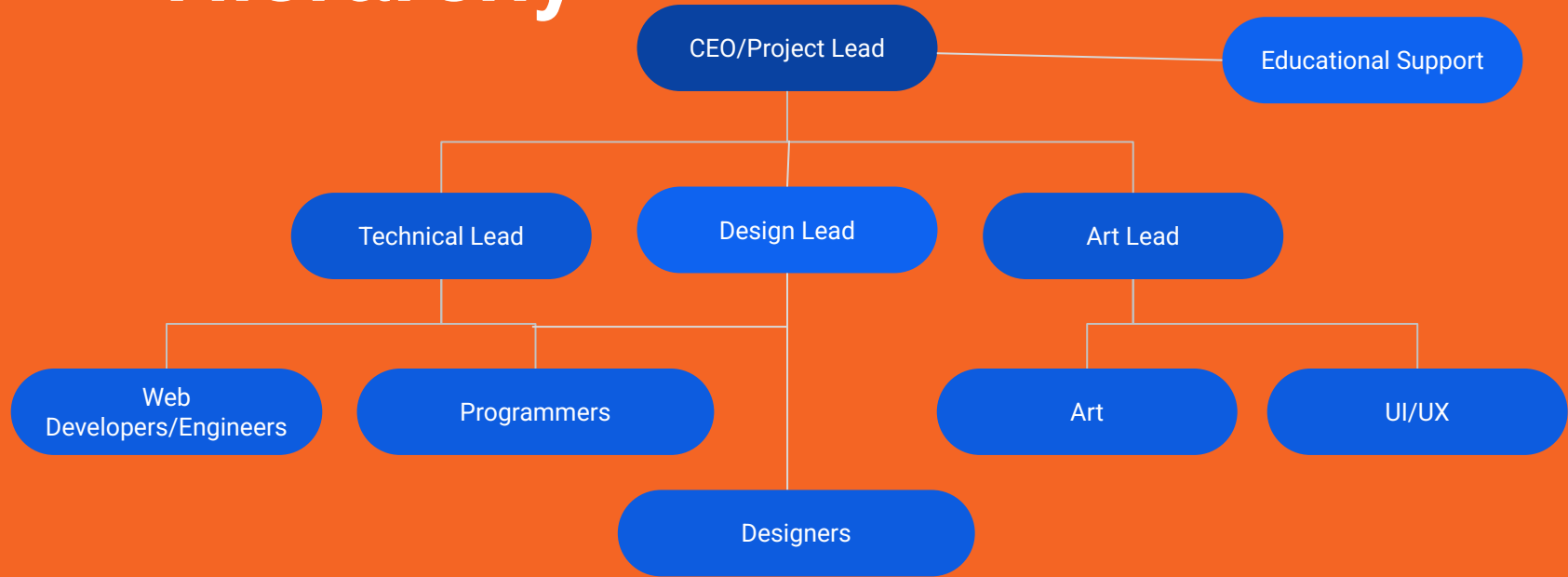
## **David Plesel - Design Director**

- Lead Game Design

## **Erica Chiem - Art Director**

- Web UI/UX
- Game UI/UX

# Hierarchy



14 total team members: 2 US Based (California and Texas), 11 Canada Based (Toronto), 1 France Based (Paris)

# The Educational Challenge

## The Problem:

- Traditional education struggles with:
  - One-size-fits-all learning approaches
  - Low student engagement
  - Inability to personalize learning experiences

## Market Context:

- EdTech projected to reach \$680 billion by 2027
- Growing demand for innovative learning solutions



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# Our Revolutionary Solution

## AdaptEd Platform Features

### Core Capabilities:

- Adaptive Learning Engine (ALE)
- Real-time performance analysis
- Dynamic content adjustment
- Immersive 3D game environments
- Multi-subject educational content

# Technology Deep Dive

## Adaptive Learning Engine - The Goal

Technical Innovations:

- Machine learning algorithms
  - Real-time student performance tracking
  - Personalized learning paths
  - Automatic difficulty adjustment
  - Cross-platform accessibility (web, mobile, tablet)
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# Game Design Philosophy

## Design Principles:

- Narrative-driven gameplay
- Educational objectives embedded in game mechanics
- Collaborative multiplayer experiences
- Gamification elements:
  - Experience points
  - Leveling systems
  - Achievement tracking

# Market Opportunity

## Market Landscape:

- Global EdTech Market: \$250B (2022)
- Projected Growth: \$680B (2027)

## Target Markets:

- K-12 Education: \$100B market

## Expansion Opportunities

- VR
- Mobile
- Console



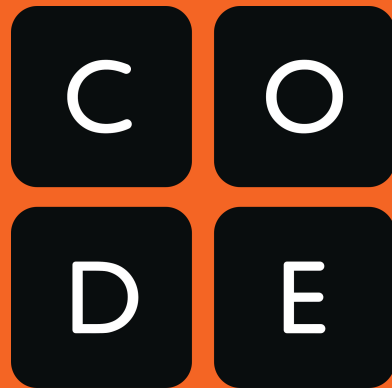


# Competitive Landscape

## Unique Differentiators

### AdaptEd Advantages:

- Multi-subject adaptive learning
- Cross-platform gameplay
- Machine learning-powered personalization
- Educator-friendly content management
- Comprehensive analytics



# Financial Projection

5-Year Revenue Forecast (K-12 Partner Projections):

- Year 1: \$0 (Development Phase)
- Year 2: \$500,000
- Year 3: \$2,500,000
- Year 4: \$5,000,000
- Year 5: \$10,000,000

**Thank you for your time**