

Buddies!

A peer protection network keeping students safe

The Problem

- Sexual assault cases are rampant in universities
- Students don't feel comfortable reporting incidents
- Students are unaware of what to do after an attack

- ▶ 1 in 5 women are sexually assaulted in college
- ▶ 60% of students find campus programs and services not useful

Solution

A mobile app that educates and combats sexual assault on university campuses.



Creating a peer-to-peer network of safety



Maintaining privacy with an anonymous reporting system



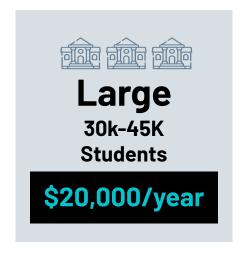
Educating users with access to meaningful resources

Business Model and Market Size







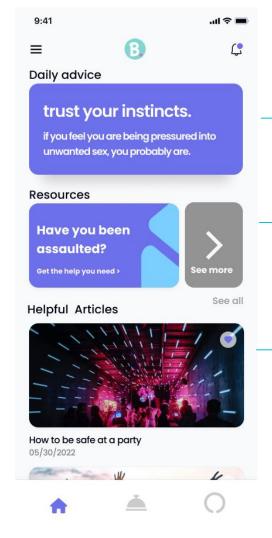


Users Students who feel unsafe regarding sexual assault

Customers Universities seeking better S.A. protection for students



Roughly 5300 colleges with a total of 14.5 million college students in the US

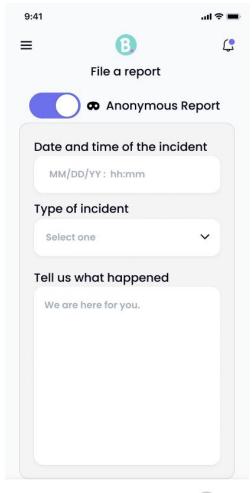


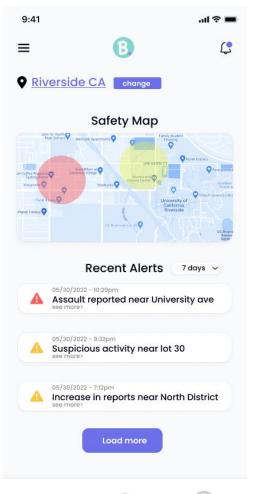
Our Product - Home Screen

Learn passively with valuable daily advice

 Access to important information through helpful resources

Be proactive by reading relevant articles





Reporting and Alerting

- Adjustable notifications
- Interactive safety map
- Details on recent reports



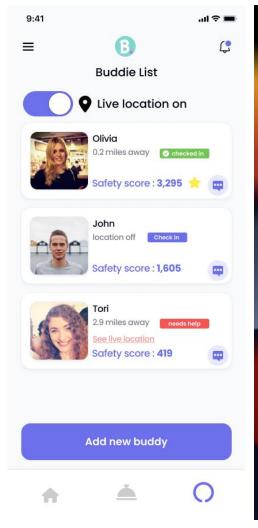


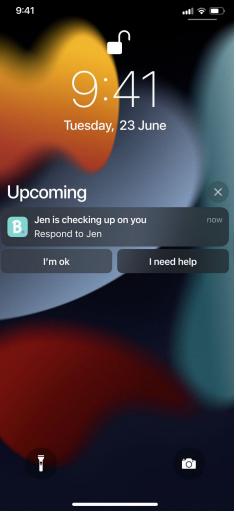












Check-in with your Buddies

- Safety Score (Gamification)
 - Gained by checking in with others and daily logins
 - Star awarded to top 8% scores
- Non-intrusive check-in
 - Lock screen or in app
- Privacy with optional live location

Competitive Advantage

We combine privacy, behavioral economics, and smart alerts into one solution.

Clery Act compliance appeals to existing University requirements.



Protecting students with a privacy first approach



Ensuring safety with smart warnings



Engaging behavioral economics



Providing Clery Act compliance

Competition

Current Competitors

- School developed apps
- Student organized outlets (Reddit, Twitter, etc.)
- LiveSafe

Future Competitors

Schools mimicking our app

Competition Checklist

		Student organized outlets	School developed apps	LiveSafe	Buddies!
>	Anon. Reporting	\Diamond		< >	<
>	Educational		\Diamond		<
>	Gamification				< < < < < < < < < < < < < < < < < < <
>	Live Safety Map		\Diamond	♦	

Marketing and Sales

Dedicated Sales team that meet with School officials Social Media team for creating evangelists

	Monthly Marketing Budget	Monthly Reach	Monthly Conversion
Students	\$10,000	200,000	20,000
Small School	\$8,000	30	3
Mid-Size School	\$6,000	20	2
Large School	\$5,000	10	1

10% Conversion Rate

Management Team



Trevor Cappon

Chief Executive Officer



Angelica Simityan

Chief Operating
Officer



Bryan Orozco

Chief Technology Officer



Brayan Montiel

Chief Marketing Officer



Cody Steimle

Chief Financial Officer

Financials - Revenue

~\$15K Per College

Year 1: 8 Colleges (\$120K)

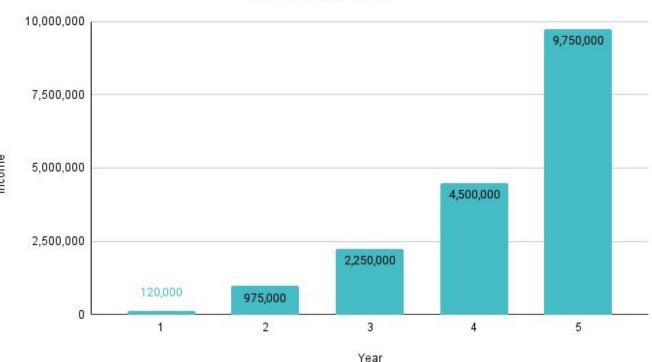
Year 2: **65** Colleges (**\$975K**)

Year 3: 150 Colleges (\$2.25M)

Year 4: 300 Colleges (\$4.5M)

Year 5: **650** Colleges (**\$9.75M**)







Detailed Financials

Yearly Performance			
	Year 1	Year 2	Year 3
Sales	\$ 120 000	\$ 980 000	\$ 2300 000
Transaction Fees	\$0	\$ 0	\$0
COGS	\$ 238 987	\$ 423 346	\$ 534 386
Gross Income	\$ 118 987	\$ 556 654	\$ 1765 614
Operating Expenses	\$ 245 263	\$ 543 571	\$ 546 657
EBITDA	\$ 364 249	\$ 13 083	\$ 1218 956
Additional Expenses	\$ 1 373	\$ 41 679	\$ 488 878
Net Income	\$ 365 622	\$ 28 596	\$ 730 078

Profitable by Year 3

Current Status

- We surveyed university students
 - Most students would feel safer with a college provided S.A. app

- Discussed the solution with the Clery Act Coordinator of UCR
 - Stated they would be willing to pay for this service

- Finalizing Design and UI/UX
 - Figma Interactive Mockup

The Ask

We are asking for \$500,000 in return for 2,000 shares. (currently 25,000 total shares)

- R&D
 - Al & Machine Learning
- Expand Computing Power
 - Cloud Services and Servers
- Expand the Team
 - Hire Sales, Engineers, PR Professionals

By 2024, 400,000 student users and 80 University customers

Summary

We are striving to combat the growing problem of S.A. in Colleges.

Our app solution educates and puts the power in the hands of the students.

Questions?