



SEPTEMBER 1'24

JANUARY 1'24

App prototype (no human in the loop)
SEPTEMBER 1 '23

App prototype (no human in the loop)
Possibility to request courses (24h?)

20 ready courses made using the beta version 5 grant applications partner NGO



MARCH 1 '24

Partnership with language school



JULY 1 '24

Apple Store release

AUGUST 1 '24 Begin marketing campaign:

NGOs
Travel influencers
Free events
Schools



first B2B partnership 100 success stories

\$100,000/month from partnerships 10,000 montly users introducing next language starting work on in-house LLM introducing gamification

JANUARY 1'25



www.targetyourlanguage.com