









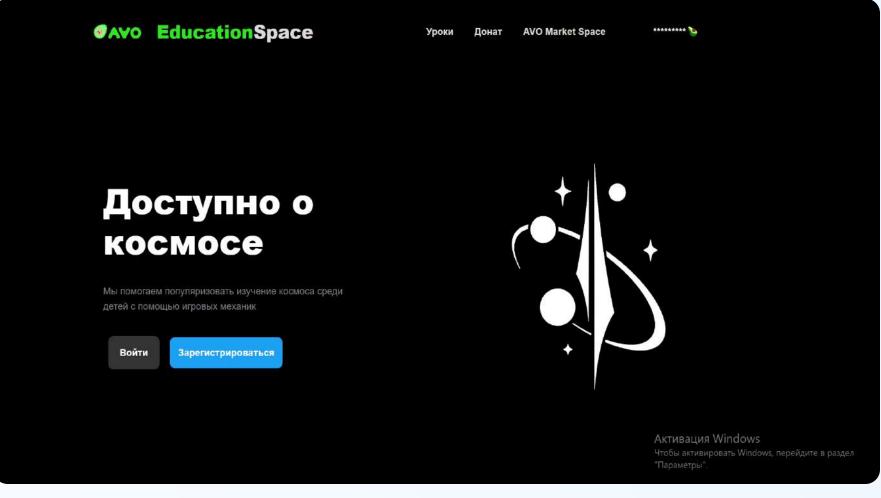




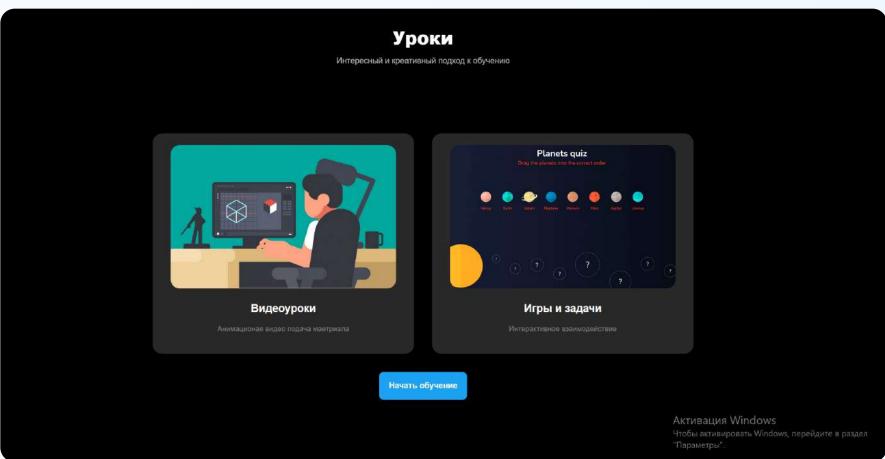


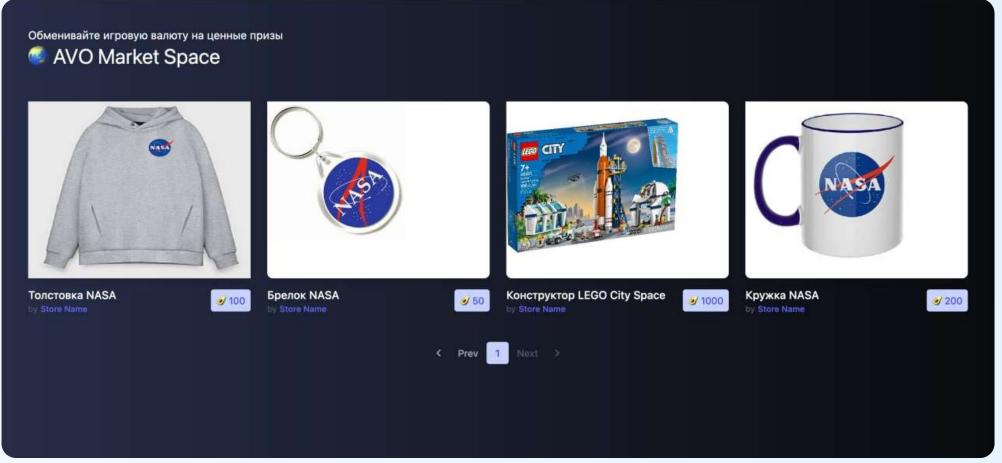
Service for creating interest in learning

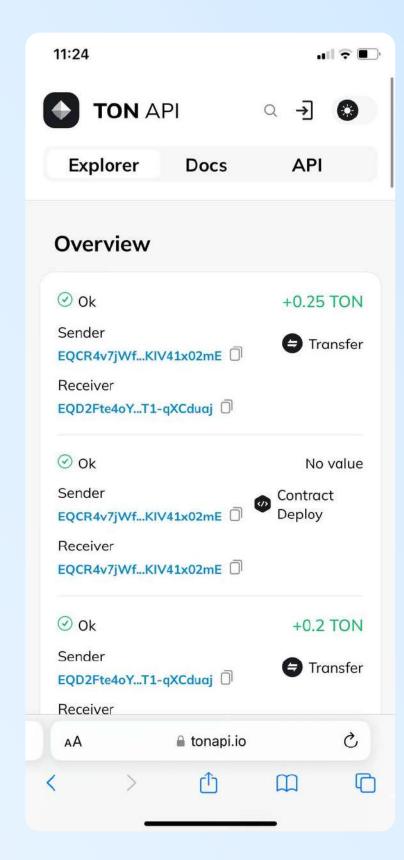












## Education system



**Training** 

# Choosing a course

Viewing video material with interactivity



Exam

# Passing the game (exam)

For the correct completion of the game, the player receives 1 coin for the correct answer



Purchase / Donations

# What can i do with coins?

- -Buy goods in the store (from partners)
- -Buy paid courses
- -Add monet to create a lesson
- -Add money to an emerging startup

(All this can be done with cash, too)

### Business model

#### Key partners

- Nasa
- Foreign space programs
- Universities

#### Key attraction

#### attraction:

advertising in social networks, the opportunity to earn on the application (PR)

#### retention:

work support, content updates in the app and in social networks

### Value propositions

- high level of expert content in simple language in the app
- opportunity to get instant benefits for studying

### Customer Relationships

a playful but not too childish application interface, and active social networks

### Customer Segments

children from 10 -22 interested in space, movies, anime, in search of themselves,

#### **Key Resources**

- Information and Data about space programs
- Teachers
- Programmers
- Animators

- Servers

#### Cost structure

- creation and development
- content
- advertising
- salary of employees

#### Channels

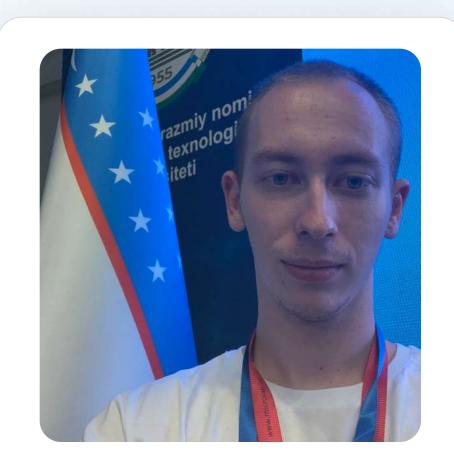
social networks, PR, word of mouth

Service: Web **Application** 

## Similar projects

	Interactions with video	Games	Chat for communication	Awards for training
astronomyforbeginners				
jpl.nasa.gov				
spaceplace.nasa.gov				
solarsystemscope.com				
AVO education				

### Our team



Arthur Imamutdinov

CEO 🤶



Shokhrukh Umarov

Marketing 🤶



Almazbek Davranbekov

Back-end developer



Vsevolod Gorobec

Frontend developer 🚨

## Road map

1. start of development	Q1.04. 2022
2. adding more than 30 instructional videos and text articles	Q2.01.2023
3. adding chat and interest groups (ability to create)	Q3.02.2023
4. adding team games	Q4.03.2023
4. adding more than 100 instructional videos and text articles	Q5.04.2023