



TangiGuru : A Tangible E-Learning Solution



Problem Statement

There are children who have learning disorders

739 million

In Primary Education

Dyspraxia

Dyslexia 30% **ADHD**

Dyscalculia

90 million



User Persona



- 4 - 7 years old
- Starting their journey to learn.
- Who have learning disorders



From previous research work, it was found that use of tangibles truly beneficial for children's who have learning disabilities.

Market Validation

TangiGuru can help the children to develop thier early childhood

739M Students
enrolled in Primary education worldwide

Total Adresseble Market

Service Adresseble Market

300 Million Students
Children 4 - 7 years

90 Million Students
Children who have learning disorders

Share of the market



The Product

We wanted to create an interactive, easy to use fun product with tangibles.



Tangible objects to perform learning activities.



IOT enabled with real time triggers



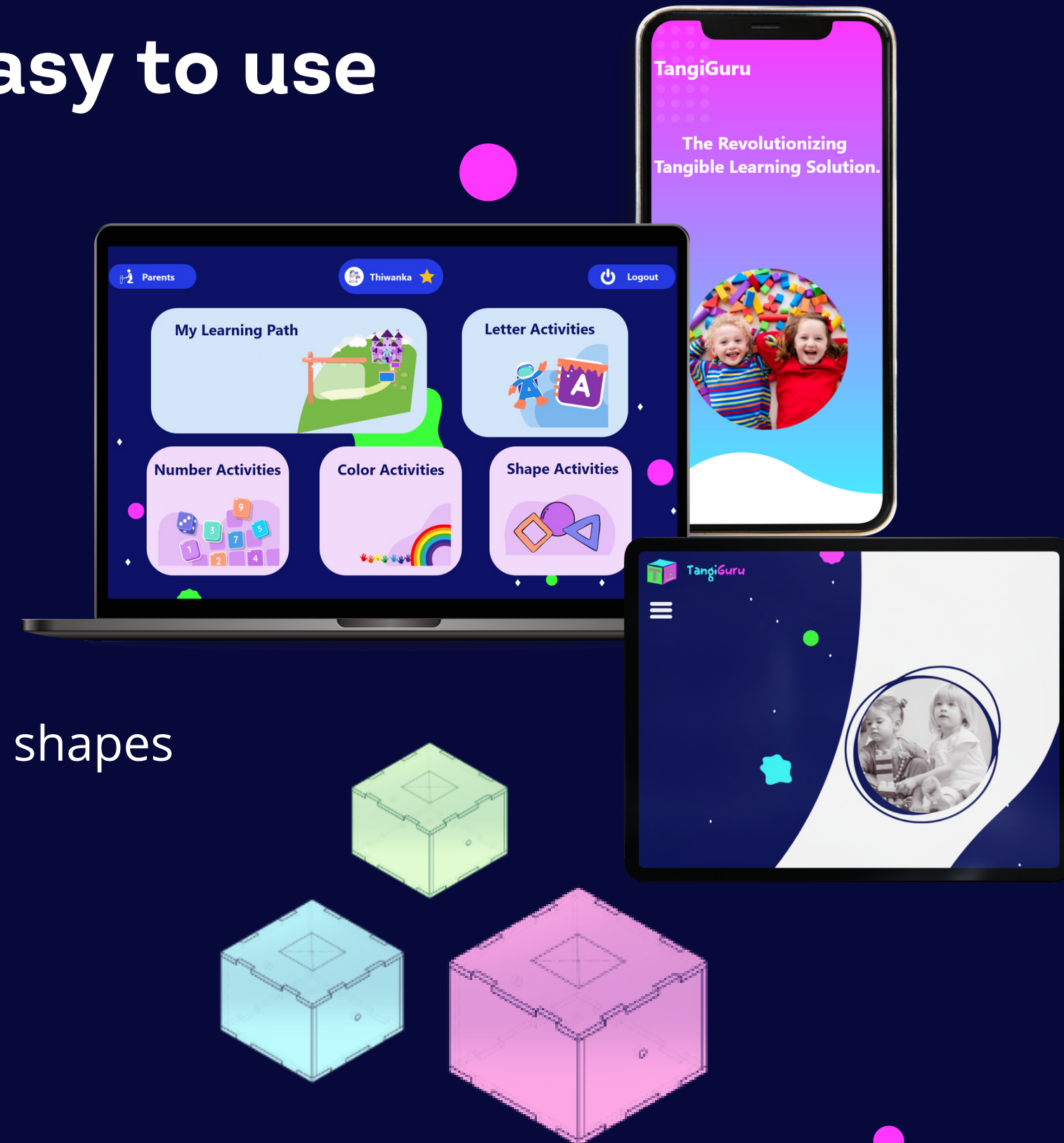
Learning activities based on letters, colors, numbers, and shapes



Automated evaluation after activity is performed.

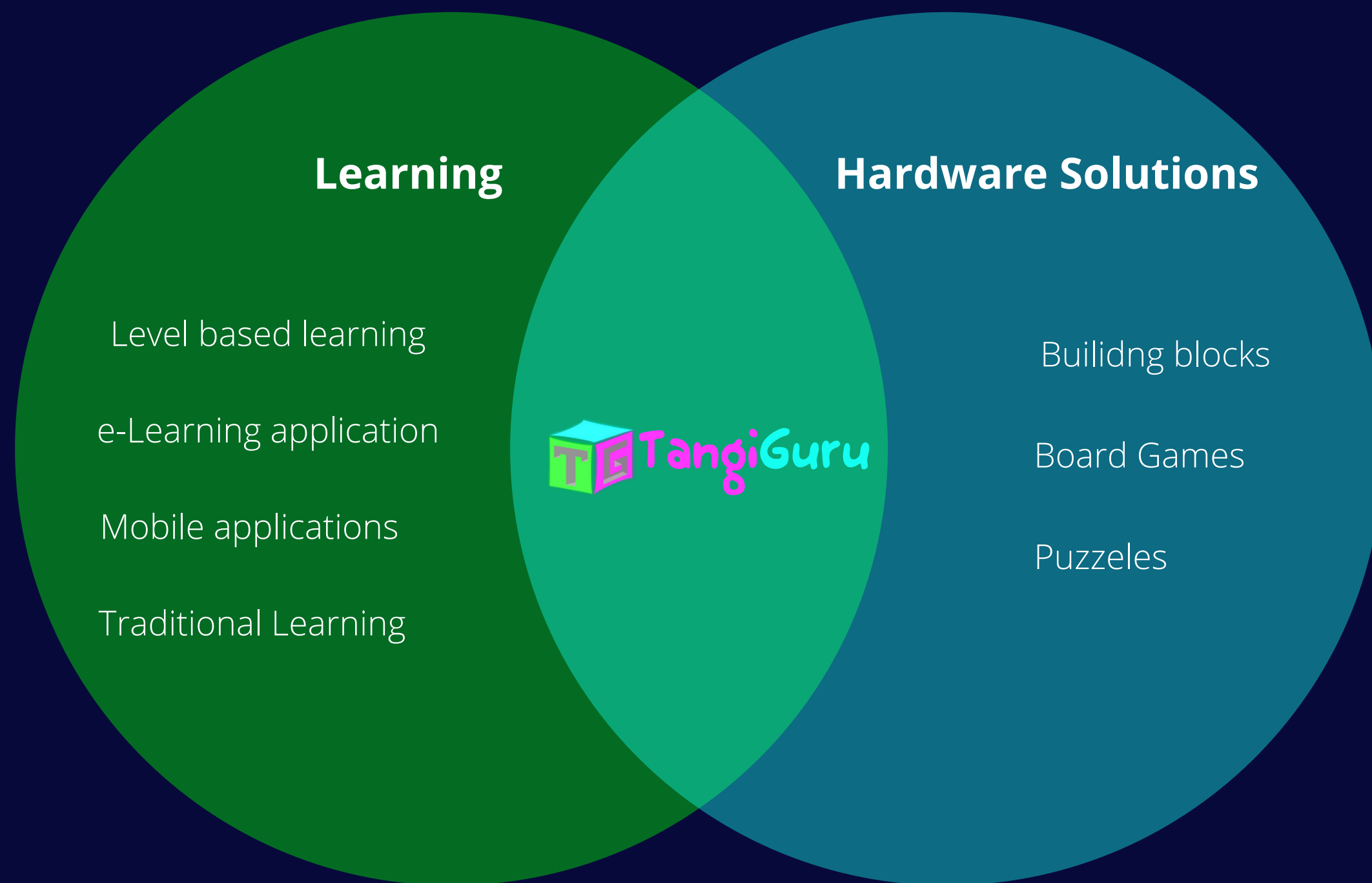


Child friendly design to help the child to perform



Unique Value Proposition

Our goal is to develop the early childhood by making the learning fun and interactive with the tangibles.



Individual Plans

Kit is Just **for** US\$ 125

Basic

FREE

PRIMITIVE LEARNING
ACTIVITIES

LIFETIME*

Standard

\$2.99

PRIMITIVE LEARNING
ACTIVITIES

ADDITIONAL LEARNING
& PLAYING ACTIVITIES
EACH MONTH

PER MONTH

Pro

\$3.49

PRIMITIVE LEARNING
ACTIVITIES

ADDITIONAL LEARNING
& PLAYING ACTIVITIES
EACH MONTH

LEARNING ANALYTICS

PER MONTH

Organizational Plans

Micro

\$39.99

SHOULD BUY MINIMUM
20 KITS AT US\$ 120
PER EACH

UP TO 100 USERS

NEW LEARNING
& PLAYING ACTIVITIES
EACH MONTH

LEARNING ANALYTICS

PER USER/YEAR

Medium

\$34.99

SHOULD BUY MINIMUM
50 KITS AT US\$ 110
PER EACH

UP TO 250 USERS

NEW LEARNING
& PLAYING ACTIVITIES
EACH MONTH

LEARNING ANALYTICS

PER USER/YEAR

Mega

\$24.99

SHOULD BUY MINIMUM
200 KITS AT US\$ 100
PER EACH

UP TO 1000 USERS

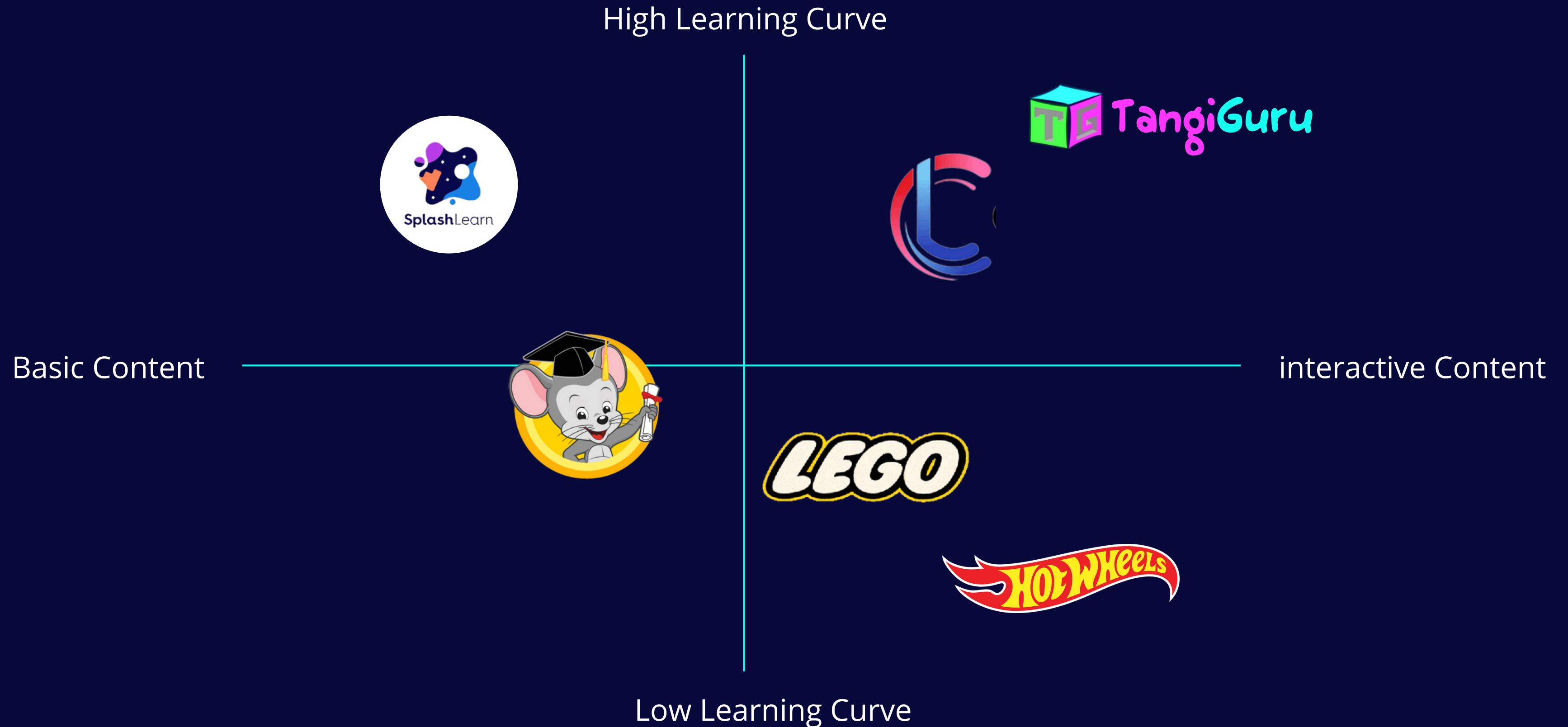
NEW LEARNING
& PLAYING ACTIVITIES
EACH MONTH

LEARNING ANALYTICS

PER USER/YEAR

Competitive Landscape

Players are focused on content delivery rather than content learning.



Technologies Used



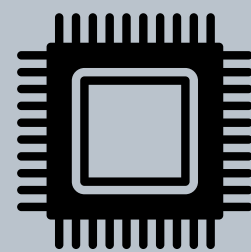
HTML/CSS/Angular/Type Script
Web Application



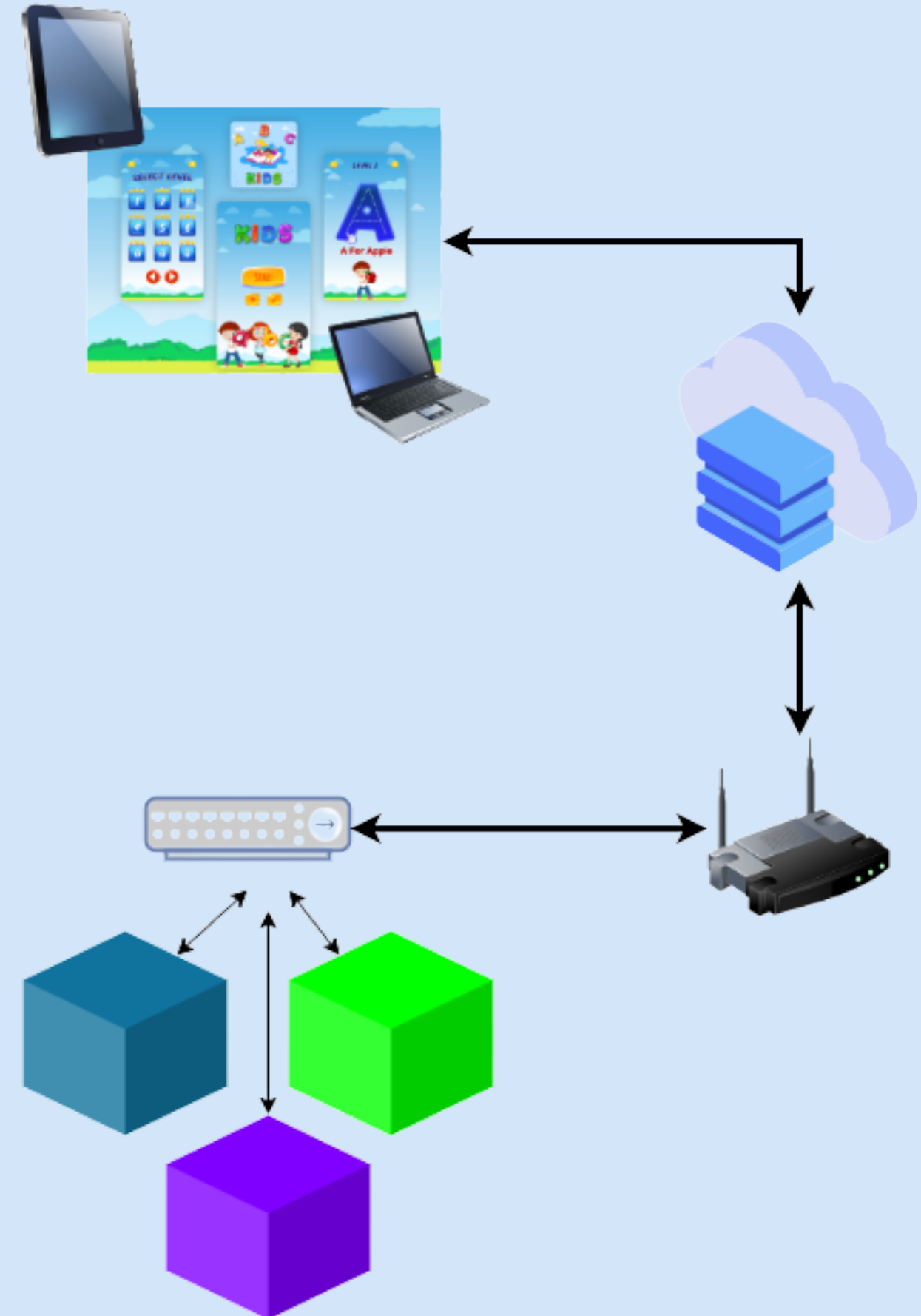
Spring Boot
Back-End



Wi-Fi/ HTTP
Communication



ESP-32/ OLED/LED
Tangi Cube



Development Team



Thiwanka Cholitha

Electronics, IOT Developer, and
UI-Designer



Imalka Gunawardana

Full-Stack Developer



Lakisuru Semasinghe

Networking and Cloud
Infrastructure Developer



Thank You!