

Qatalyst Studios

Catalyst for Learning

Merging Corporate Training with Gaming

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The Problem

Corporate Training

"useful training is boring"

"death by PowerPoint"

"monotone lecturers"

"drink 4 red bulls just to stay awake"

Our Product



Game-based Learning Management System



Our Solution

Compliance guidelines, existing training content



Games



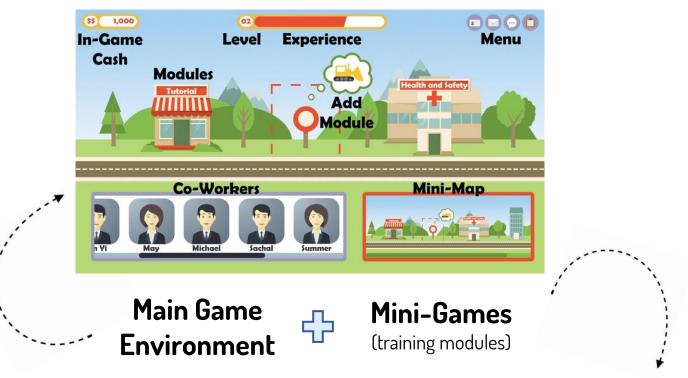
Corporate training

















The Market

Learning Management Systems (LMS)





The Market

2,356,433 potential users

x \$29.26/user-year



\$68.9m/year



The Competitors

→ Traditional LMS









→ Gamified LMS







→ Game-based LMS

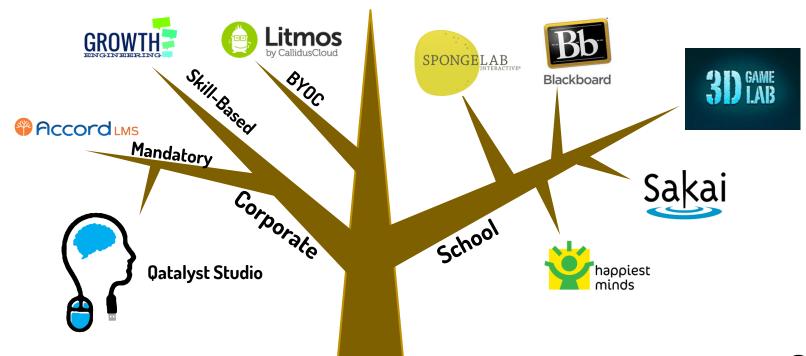








The Competitors





The Competitors

Monthly cost of LMS for 500-user company

20 LMS Average	Accord	DigitalChalk	Docebo	LearnUpon	Litmos	Mindflash	Qatalyst
\$1,219	\$475	\$1,099	\$490	\$399	\$899	\$549	\$425



Our Pricing Model

Two Part Pricing Structure

Subscription Size	Price per User			
50 - 450	\$0.50			
500 - 900	\$0.45			
1000 - 1800	\$0.42			
2000+	\$0.40			

- Steady revenue
- Server upgrade and maintenance

Mini-game	Price per User		
<1 hour	\$2-5		
1 - 4 hours	\$5-10		
4 - 8 hours	\$10-20		
Customised	Varies		

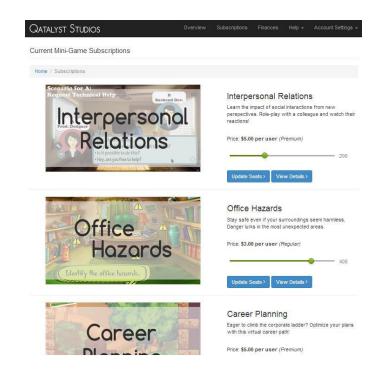
- Main revenue source
- Monthly adjustments by HR

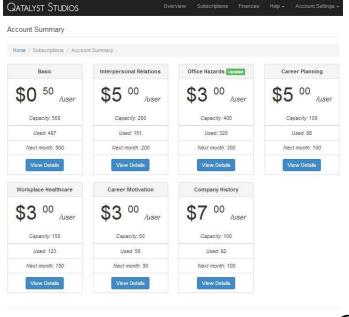


Our Pricing Model

Monthly Mini-game User Allocation

Qatalyst Studios 2014







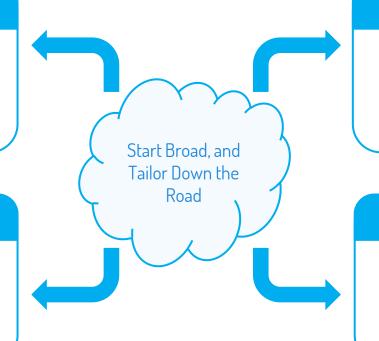
Our Business Model

Pricing: Monthly Subscription

Steady flow of basic revenue

Pricing: Mini-games

Main source of revenue



Cloud-Based Software

Geographic flexibility

Quick updates

Training Mini-games

Initial in-house development

Subsequent offshoring

Our Go-to-Market







Promotion

- HR Conventions
- Beta testing
- Meetups
- Free trials

Salesforce

- E-commerce
- Website
- Google AdWords
- Direct sales
- Live demos
- System optimization

Partnerships

- Rewards system
- Retails stores
- Gift cards
- Travel miles

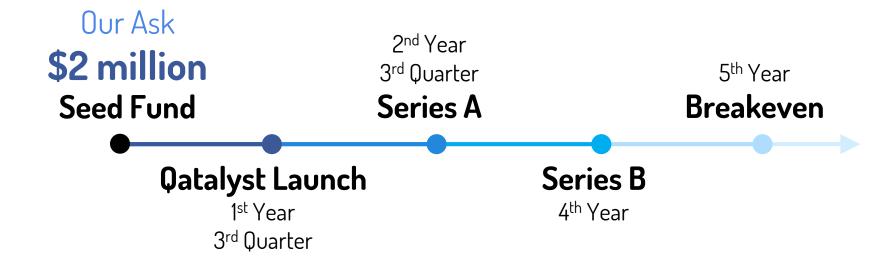


Our Financials

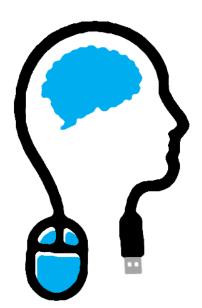
Fiscal Year		% Revenue				
	2014/15	2015/16	2016/17	2017/18	2018/19	
LMS Subscription	7	134	549	1,544	3,078	
Mini-Games	10	374	2,687	12,582	35,078	
Revenue	17	508	3,236	14,126	38,156	
COGS	3	91	582	2,543	6,868	
Gross Profit	14	416	2,653	11,584	31,288	82.0%
R&D	694	1,295	1,943	2,766	3,771	9.9%
S&M	55	785	1,843	4,234	9,321	24.4%
G&A	218	510	812	1,275	2,209	5.8%
Op. Expenses	967	2,591	4,597	8,275	15,301	40.1%
Net Income	(953)	(2,174)	(1,944)	3,308	15,986	41.9%



Our Timeline







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Thank You