

# Anything 2 RPG



01.02.2026

Cursor AI Hackathon

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# **The Illusion of Learning: Why we forget almost everything we watch?**

**We fail to transfer information into our long-term memory**

**YouTube's largest engine: 22% of its 2.7 billion users are the Young Professionals (25-34).**

**Passive watching & listening leads to 90% memory loss in 7 days!**



**\$54B Personal Development Market**

**Is there a way to become the main character of the context?**

# Solution?

## Vibe: RPG

### A Playable Memory Palace

**Turning passive knowledge into interactive RPG quests**

**Learn by Doing: Interactive quizzes boost retention by 50% vs. passive reading**

**90% Retention thanks to gamification**

**Dual-Challenge: Every chapter has Easy and Hard questions**

**Automated notifications stop the "Forgetting Curve."**

**Our Featured Use cases**



# Business Model



## Free Users: Monetized via Rewarded Ads

- One game per day w/o ads
- An advertisement video before the game



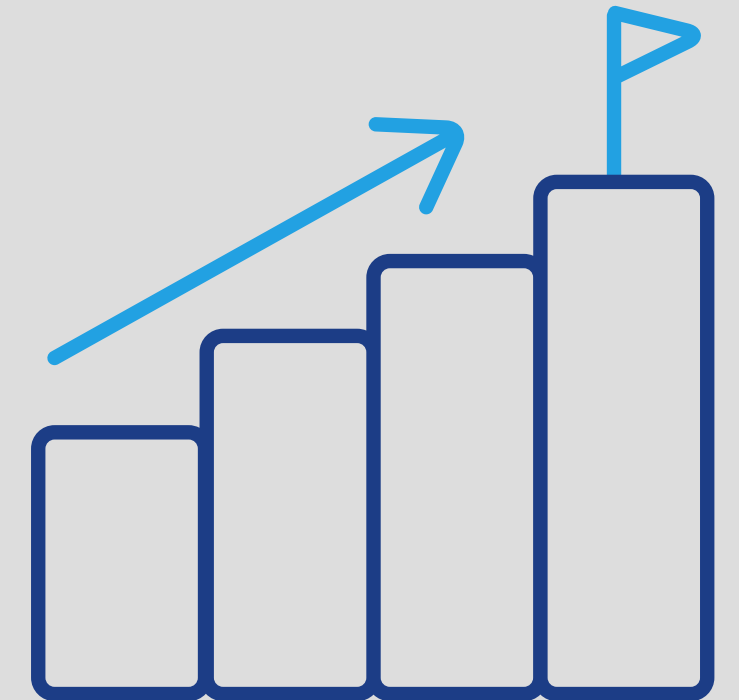
## Pro Subscribers (€4.99/mo)

- Without ads & 10 times per day
- Spaced Repetition
- Being the bridge between topics



## Gross Margin: ~50% (Scalable high-margin software)

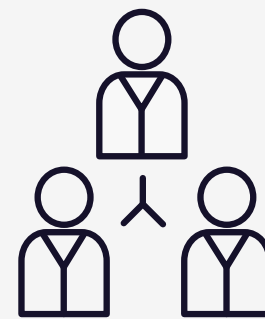
- Strategy: Caching and AI deflation will drive margins toward 80%.



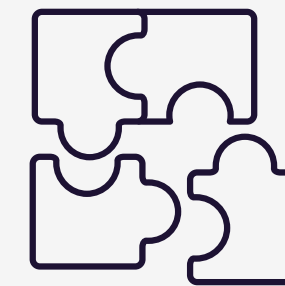
# Go-to-Market Plan



**Influencer  
Partnerships**

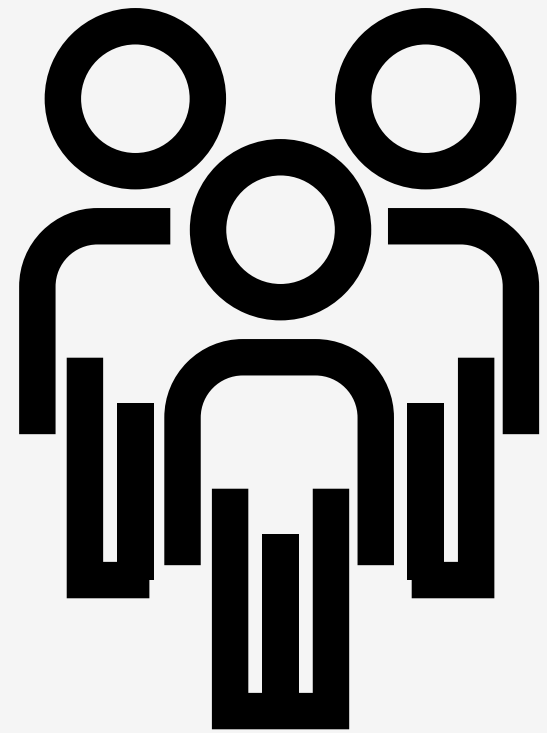


**Knowledge  
Communities**



**Engaging  
Learning  
Platform**

# Why Us / Why Now



**We Are the Target  
Professionals (25–34) solving our own  
knowledge decay.**

**The AI Opportunity  
2026 tech makes "Memory Palaces"  
scalable and affordable.**



**Thank You**

FOR YOUR TIME