



Stimuler

NITI YUKT

Simulation round  
Case Study

# BUILT IN INDIA, TESTED BY THE WORLD – CAN STIMULER WIN AT HOME?

## A morning in the CEO's office

It's a quiet start at the early mornings in Stimuler Office in Bangalore—phones charging, whiteboards half-erased, a long table still scattered with last night's sticky notes. Outside, the city is already awake; inside, the team's dashboard is the first thing that stares back: speaking sessions completed, time-to-feedback latency, D1 and D7 retention curves, paid conversion cohorts. Inside his cabin, Akshay, the CEO of Stimuler, sits down, not with a speech, not with hype, but with a sentence that has been repeating for months—like an internal drumbeat that will not go away: It's time to do what we built this app for—make every Indian fluent in English.

He knows the irony. The app is built in India, but much of the revenue has come from outside India. That is not an accident; it's a consequence of where consumer subscription conversion showed up first. Even public reporting has described India as the third-largest market, while revenues skewed to Latin America and Southeast Asia. But now the question is different. It is no longer "Can we build voice AI that improves spoken English?" The market already answered that with retention, reviews, and paying users across countries. The question is: "Can we win India without becoming just another English app—and without breaking what already works globally?"

Akshay flips open a notebook page with four words underlined twice: *Speak. Feedback. Repeat. Share.* That loop—practice, correction, reinforcement, and social proof—is the product's simplest truth, and it's the company's best distribution idea hiding in plain sight. The morning becomes a decision-making ritual: not "enter India," but "enter India with a playbook that makes India the next compounding engine."

## Origins and founder journey

Stimuler's founding story follows a now-familiar pattern in India's new consumer-tech wave: four undergraduates build something intensely personal, discover it is universal, and then realise distribution is as hard as the tech. Coming from Indian heartlands, the four enterprising youngsters quickly realised a problem the country is facing- Spoken English. In India, many learners are not "illiterate in English." They have studied English in school for years.

The pain is fluency under pressure—interviews, exams, workplace conversations, and social embarrassment. They realised that the real gap is “fluency, not literacy.” The founders were themselves non-native speakers, and were motivated by firsthand experience of English’s career and social impact. The founding team had four members-

- a. **Akshay**- Had experience building newsletters around education & Had backgrounds in speech & debating
- b. **Anesh** - Had experience building newsletters around education
- c. **Ankit**- The AI backbone of the team.
- d. **Akshat**- The app developer of the team

The story begins with Akshay, Aneesh and Ankit, who were friends as undergraduate students at IIT BHU. The idea of the business had stemmed from a college project, in IIT BHU. However, the idea developed into a full scale product when Akshat joined the team, who was a student at IIIT Allahabad. The ball started rolling once the founders moving into a two-bedroom house near their campus to work together in one room

## **From college project to Bengaluru operations.**

After final exams, the team moved from Banaras to Bengaluru in May 2023—with an aim to set up their first office in the “startup capital”. By June 2023 they moved operations to Bengaluru and ran product and support from there. By then their constant hardwork and sacrifices started showing results as they won Google Play’s “Best with AI” category winner in India (2023), and Google’s official blog explicitly calling out Stimuler for helping improve English speaking with AI-powered voice technology. By December 2023, they raised approximately ~\$1 A pre-graduation round and a \$3.75M pre-Series A round was announced in April 2025.

## **Product, technology, and learning design**

Stimuler’s product can be understood as a “practice machine” designed around one constraint: fluency improves when you produce language under semi-real conditions, get corrected quickly, and repeat with targeted drills until the correction sticks. Talk more than you normally would: voice conversations or prompts (themes, roleplays, impromptu speech, “phone call simulations”). On the basis of the talk, receive prompt feedback on speech: pronunciation, fluency, grammar, vocabulary and additional speech metrics via a report. Do targeted exercises customised to weaknesses: drills or practice tasks generated from the speech analysis.

Stimuler uses proprietary in-house models trained to evaluate speech at the phoneme level and incorporates accent considerations spanning India, Latin America and Southeast Asia.

It runs a pipeline combining proprietary and open-source models; separate models assess pronunciation, vocabulary and fluency; another set generates personalised exercises.

The team explicitly contrasts its goal with assistants like Siri / Google Assistant: those systems optimise for intent understanding, not corrective feedback. From a “voice AI product” perspective, the architecture includes Automatic speech recognition (ASR) or phoneme recognition + forced alignment, Pronunciation scoring (phoneme-level error detection, stress and intonation estimation), Fluency scoring (speech rate, pausing patterns), plus lexical richness, Grammar detection (either via transcripts with an NLP model or direct speech-to-grammar inference) and A content engine that maps detected weaknesses to drills. Due to this, the app is able to provide a live feedback, due to which the time-to-correction drops from days to seconds. Additionally, the learners avoid “social anxiety tax. As the AI coach removes judgement and scheduling friction. Hence, one of Stimuler’s most important positioning decisions is not technical—it is semantic. The product narrative is consistently about fluency and conversation rather than vocabulary lists or grammar lessons. For India GTM, this matters because “spoken English” is a high-volume search term, but it is also a high-competition category. Stimuler’s differentiation must be kept crisp: it is not a course, it is practice + correction.

### **Mission, vision, and values**

The Vision of Stimuler is to build speech AI models to “empower the next 2Bn+ “non native English speakers,” Their ambition is to build “one of the most iconic global consumer-tech companies ever from India.” For which the mission of the organisation is to be a Global-first distribution (build in India, sell globally), develop Product-led learning outcomes (feedback engine as moat) and have Lean execution (repeated references to small team, fast shipping, distribution experimentation)

### **Market sizing and competitive landscape**

A good India entry strategy requires quantifying the opportunity and understanding how learners already “buy fluency” today.

#### **Global baseline:**

##### ***The connects “Future of English” research to a headline statistic:***

Approximately 2.3 billion people speak English as a first or additional language, using a 2025 perspective, places English at roughly 1.53 billion total speakers (native + second-language), reinforcing the scale.

## **India baseline:**

A widely cited anchor from the 2011 Census language data is that English is the mother tongue of ~0.26 million people, a second language for ~83 million, and a third language for ~46 million—totalling ~129 million who report English as a first/second/third language.

These data tells us three GTM truths:

- **India fluency demand is enormous but unevenly distributed.** English usage correlates with urbanisation, education, and income
- **The market is not “one India.”** India is multiple willingness-to-pay and willingness-to-speak markets stacked in one country.
- **A voice-first tool can unlock “practice at scale.”** The bottleneck is not reading; it is speaking opportunities and corrective feedback.

## **Category economics: how much money is in “language learning” and “digital English learning”?**

- Technavio projects the India language training market to increase meaningfully between 2024 and 2029 (growth signal, though exact segmentation depends on the report’s scope).
- Mordor Intelligence estimates the digital English language learning market at ~\$13.94B in 2025 with growth to ~\$31.62B by 2031 (again, scope depends on definitions, but directionality supports a large, growing paid market).
- Broad online language learning market forecasts (not English-only) often project very high growth toward 2030–2031.

## **TAM / SAM / SOM estimates (with explicit assumptions)**

**Definitions used here:**

- **TAM (Total Addressable Market):** all potential English learners reachable digitally (global / India).
- **SAM (Serviceable Available Market):** learners with smartphones + willingness to practice speaking via app (comfort with voice interface), focusing on non-native speakers.
- **SOM (Serviceable Obtainable Market):** share realistically capturable by Stimuler in 3 years, given competition and execution.

**Global TAM (learners):** A conservative working number is 1.5B English learners globally, a figure widely attributed to British Council contexts through various citations and discussions (note: exact learner counts fluctuate by definition).

**Global SAM (digital spoken-English app users):** Assumption: 35–45% of global English learners have both (a) smartphone access and (b) willingness to practice speaking through an app. This yields ~525M–675M SAM globally.

**Global SOM (3-year):** Assumption: Stimuler can capture 0.3%–0.8% of that SAM in 36 months with strong distribution and retention, given competition from giants. That yields ~1.6M–5.4M active learners in a defined 3-year window (note: “active learners” is not “installs”). This is plausible given Stimuler’s existing multi-million install base.

India TAM (learners): Rather than equate “English speakers” with “English learners,” we use a blended approach:

- Census-based speakers (L1+L2+L3) are ~129M (2011).
- India’s digital access and English-medium education has expanded since 2011; however, the report does not assume a precise updated number without an official recent count.

Assumption for 2026: 200M–300M Indians are “English learners or aspirational speakers” (including school/college learners and workforce aspirants).

India SAM (voice practice app fit): Assumption: 25–35% of India TAM will adopt a speaking-practice-format if onboarding reduces anxiety (Hindi/vernacular scaffolding) and price is accessible.

That yields ~50M–105M serviceable users.

**India SOM (36 months):** Assumption: With a well-funded, partnership-heavy GTM, Stimuler could win 1–3% of SAM in 3 years (India is fragmented; distribution and trust are key). That yields ~0.5M–3M active India users by month 36.

These ranges are intentionally wide. The strategic implication is stable: India is large enough that even *a narrow wedge* can create a large business.

Competitive landscape: who Stimuler fights, and on what axis?

Stimuler competes across three “adjacent” categories:

1. Gamified language learning platforms (Duolingo)
2. Human tutor marketplaces / conversation platforms (Cambly; coaching classes)
3. AI pronunciation / speaking tools and language exchange networks (ELSA, Speak.com-like products; HelloTalk; Speaky; local Indian AI fluency apps)

The key competitive axis is not “content volume.” It is time-to-speaking + quality of correction + motivation mechanics + cost.

**Comparative table: competitors, positioning, and what Stimuler should learn from them**  
*(Pricing is indicative and varies by region, promotions, and platform fees. Citations point to official pages where possible; where pricing is not officially listed, sources are market articles or app-store purchase listings.)*

Company / Product	Primary interaction model	Strength in speaking fluency	Human network?	Indicative pricing signals	Strategic lesson for Stimuler
Duolingo	Gamified lessons; newer AI features like "Video Call" in Max described in coverage	Medium (broad learning; speaking improving, but not originally fluency-first)	No (mostly automated)	Public financial disclosures show massive scale (50M+ DAUs) and investment in AI features; pricing varies by region	Habit pedagogy: streaks, reminders, and rewards can beat "high quality" if motivation is stronger
Cambly	Video sessions with native tutors; also automated feedback mentioned on plans	High for real conversation but costly	Yes	Cambly subscription pages emphasise access and per-lesson pricing (region dependent)	Trust and accountability: paid users value scheduled practice; AI must simulate accountability
ELSA	Pronunciation + some conversation feedback	High pronunciation; medium in full conversation	No	India-facing pricing offers discount plans, product positions "instant speaking feedback" and accent training	Own one metric deeply (pronunciation), but expand to conversation to retain users
HelloTalk	Language exchange chat rooms, voice translation aids	Medium (depends on partner quality)	Peer network	HelloTalk positions VIP subscription and ad-free features; pricing varies by region	Network effects: conversation is sticky, but inconsistent; curated matching and safety matter
Speaky	Language exchange matching, no tutor	Medium	Peer network	Speaky claims core is free; app store copy emphasises global partner network	"Free conversation" is acquisition hook, but poor correction quality creates a ceiling

TalkPal	AI teacher + call activities	Medium-High	Mostly automated; some B2B offerings	YearStory reports ₹299/month (2025) subscription	India monetisation can work at ₹299/month, but positioning must be sharp
Mondly	Multilingual “learn English via your language” lessons + tutor features	Medium	Mostly automated	Google Play listing shows premium version; brand known for multilingual scaffolding	Vernacular scaffolding is a distribution edge in India; onboarding language matters
Speak (app)	AI tutor focused on speaking out loud	High	No	Product positioning emphasises speaking-first AI tutoring	Speaking-first framing is globally resonant; category is converging, differentiation must deepen
ChatGPT voice / AI avatars	AI avatar-led conversation and lessons	High-ish	No	OpenAI profile describes daily conversations and exam/professional use cases; app store shows in-app purchase pricing	Avatars and personality can improve retention, but must not dilute corrective feedback quality

## India go-to-market strategy

India GTM should be designed as a distribution system that compounds, not as a campaign. The company already has global distribution learning—especially around organic and short-form virality—and the India plan should reuse the same muscle with India-specific localisation and partnerships.

### The strategic goal for India

A practical, measurable India objective (aligned to the company's global ambition) should be:

Year 1 (12 months): become a top 3 “spoken English + AI” brand in India by share-of-voice in key cohorts (IELTS + job seekers), and build a repeatable acquisition model where India cohorts match global retention quality.

Year 3 (36 months): India becomes either #1 or #2 revenue geography, with multi-channel distribution moats (coaching + creators + telcos + B2B2C), and with India-specific product features (vernacular scaffolding, accent-aware feedback tuned for Indian learners) improving conversion.

## Economics, KPIs, risks, and scenarios

This section answers the CEO question: "If we enter India seriously, what does it cost, what do we earn, what can break, and what do we do in the next 90 days, next 12 months, and next 36 months?"

### Current business signals and what they imply for unit economics

- **April 2025:** 4M installs, 45k+ paying users, 500k–600k MAU; 40% of revenue from Latin America (founder quote).
- **December 2025:** "100k+ paying users from 180 countries"; revenue spikes and intent to reach cashflow positivity in 2026 (founder recap).
- **February 2026:** ">1 Mn Monthly Active Users" and ">100k Paying Subscribers"; "10 Mn installs" framed as near-term.

### Interpretation:

Stimuler likely already has positive unit economics in its strongest geographies (otherwise 5x growth and a cashflow-positivity trajectory would be unlikely, especially with a lean team). But India economics can be different: lower ARPPU, more price sensitivity, and higher trust barriers.

### Notes on plausibility:

- Gross margin depends heavily on inference costs (voice AI computation) and on subscription fee structures; Duolingo's reporting and Reuters coverage highlight that GenAI features can pressure margins.
- Stimuler has received substantial AWS credits through an accelerator, which can temporarily subsidise compute, increasing runway for experimentation.

### Budget scenarios (India GTM)

Budgets are shown as marketing + partnerships + local ops (excluding core global R&D). These are suggested ranges, not official company budgets.

Budget category	Conservative (₹ Cr / year)	Base (₹ Cr / year)	Aggressive (₹ Cr / year)
Creator/influencer engine (micro + mid creators)	0.8	3	8
Performance marketing (Google/Meta + app networks)	0.7	4	10
Coaching centre partnerships (sales team + materials + rev share support)	0.5	1.5	4

Community funnels (WhatsApp/Telegram ops + moderators + tools)	0.2	0.8	2
Brand + PR (India credibility, awards leverage)	0.2	0.7	2
Data/attribution stack + experimentation	0.2	0.5	1.5
<b>Total annual India GTM</b>	<b>2.6</b>	<b>10.5</b>	<b>27.5</b>

How to choose the scenario:

- If India cohorts show D7 retention  $\geq$  global benchmark and paid conversion >2% in the first 90 days, move from Conservative  $\rightarrow$  Base.
- If partnerships (coaching/skilling) begin producing low-CAC paid users, accelerate to Aggressive because partnership-driven acquisition scales with lower marginal CAC than pure ads.

### **Regulatory and policy considerations in India**

Stimuler's India strategy must respect two policy realities: education policy complexity and data privacy enforcement.

#### **Education policy (where it matters):**

The National Education Policy 2020 emphasises mother tongue/local language medium of instruction at least until Grade 5 (preferably Grade 8) and references the three-language formula, while also stating no language will be imposed. This is stated in Government communications about the policy.

Implication for Stimuler: do not position as "English replacing local language." Position as "spoken confidence and opportunity," compatible with multilingual identity.

#### **Data privacy (where it becomes a GTM blocker if ignored):**

India's Digital Personal Data Protection Act, 2023 and the subsequent operationalisation via notified rules (2025) create obligations around notice, consent, and especially children's data. The DPDP Act includes restrictions on tracking/behavioural monitoring and targeted advertising directed at children, and requires verifiable parental consent for processing a child's data.

### **Implication for Stimuler:**

- If targeting minors directly (Persona D), build age gating and parental consent workflows.
- Avoid targeted ads to children; keep marketing aimed at adults or institutions.
- Maintain clear consent + deletion processes (Stimuler already links to data deletion and privacy pages publicly).

### **Key risks:**

- India conversion is weaker than global markets (price sensitivity + trust).
- “AI English” becomes a commodity as competitors add voice chat.
- Compute costs rise (voice + LLM).
- Brand backlash around accents (“Indian accent is wrong”).
- Regulatory friction in school distribution.

### **What success looks like by time horizon**

#### **In 90 days:**

India D7 retention within 10–15% of best global cohorts

A repeatable creator funnel producing qualified users (activation >30%)

Early coaching centre pilots showing better paid conversion than pure ads

#### **In 12 months:**

India is a top 2 MAU geography

- India cohorts show stable paid retention (month-2 retention improving)
- Partnerships contribute ≥20–30% of new paid users (lower CAC than paid ads)

#### **In 36 months:**

- India is a compounding growth engine with defensible distribution moats
- Stimuler becomes the default “spoken English practice” brand for key aspirational cohorts
- The company’s global mission (“build a global consumer tech company from India”) becomes true because India is now a strong home-market base rather than a difficult market to monetise.

#### **The challenge**

That evening, long after the dashboards had dimmed and the office lights switched to their energy-saving glow, Akshay remained seated, staring at a single question written in the margin of his notebook: India. The product worked. The feedback engine was sharp. Millions had downloaded it. Thousands were paying. Latin America had converted faster. Southeast Asia had surprised them. But India — the country that shaped the founders’ own anxieties about fluency, interviews, and belonging — still felt like an unfinished sentence.

He closed his laptop, leaned back, being fully aware that strategy is less about certainty and more about disciplined choice under ambiguity.

On the whiteboard, one final line remains uncrossed: What would be the ideal GTM strategy for Stimuler in India — one that scales, sustains margins, builds trust, and truly makes every Indian fluent in English?

The answer, he knows, will define the company's next chapter

## Sources

- Stimuler primary and semi-primary sources:
- Stimuler "About" page (mission framing; founders; debating/AI background)
- Stimuler "Careers" page (2Bn+ non-native speakers; global users; recognition claims)
- Stimuler Google Play listing / developer page (feature claims; scale signals such as 50L+ downloads)
- Founder Medium recaps (2023, 2024, 2025) for installs/revenue/strategy signals
- Founder LinkedIn post (MAUs, paying subscribers, "10M installs soon")
- Apple App Store listing (Indicative India pricing language)

Independent reporting and recognition sources:

Google's official blog: Google Play's Best Apps & Games of 2023 in India (Best with AI winner list)

YourStory deep feature on Stimuler (origin, product mechanics, phoneme-level/accent-aware models, pricing and user metrics)

The Economic Times report on \$3.75M raise (installs, paying users, MAU estimates, geo revenue mix)

Entrepreneur India coverage of funding and early metrics

Market sizing and policy sources:

British Council "Future of English" programme and summary; English scale statistics

Ethnologue insights on most spoken language / 2025 speaker counts

India Census language tables (English counts; referenced via Census PDFs and analysis)

National Education Policy 2020 and Government PIB summary (language policy; mother tongue emphasis; three-language formula)

Digital Personal Data Protection Act, 2023 and DPDP Rules 2025 (children, consent, targeted advertising constraints)

Telecom bundling signals (Airtel press release + commentary on bundling)

Competitor sources used for pricing/features:

- Cambly pricing pages
- HelloTalk FAQ + website positioning
- Speaky website + Google Play listing
- SpeakX pricing in reporting
- ELSA Speak positioning + India pricing offers
- Speak.com positioning
- Praktika (OpenAI profile + App Store pricing)

## **Positioning**

As Stimuler enters a critical phase of domestic expansion, the company faces the need to articulate a market position that is structurally coherent, empirically grounded, and defensible over time. Such a position cannot be derived from messaging alone; it must emerge from a clear definition of the category the firm intends to occupy or construct, including the rules of competition within that category and the metric by which success is evaluated. This requires a shift from feature comparison to problem ownership, with careful delineation of the precise moment at which the underlying user difficulty becomes behaviourally salient, the economic and psychological cost of leaving it unresolved, and the structural inadequacies of prevailing alternatives.

A credible position must also be anchored in a distinct value-creation mechanism that explains how outcomes are generated, why this process is difficult to replicate, and how it strengthens through continued usage via data accumulation, behavioural reinforcement, or system learning. The selection of a primary outcome metric becomes central in this context, as it functions not only as an internal performance indicator but also as the external scoreboard that defines category leadership. Differentiation must therefore be expressed across multiple dimensions, including speed of value delivery, granularity of feedback, cost efficiency, accountability structures, personalisation logic, and scalability of the experience model, while simultaneously establishing the appropriate competitive frame of reference and rendering certain comparisons strategically irrelevant.

The durability of the position depends on the construction of a layered credibility architecture that integrates demonstrable product capability, verifiable evidence of user improvement, recognised authority signals, and observable patterns of sustained usage. This must be supported by a coherent narrative spine that explains the limitations of existing approaches, the necessity of a new evaluative logic, and the causal pathway through which the product produces measurable transformation. Positioning extends beyond communication into the design of the user experience itself, encompassing the identification of the first moment of realised value, the pathway through which repeated engagement becomes habitual, the recurring signals that indicate progress, and the visual or interactional artefacts that make improvement legible.

Pricing structures must reflect the nature, frequency, and measurability of delivered outcomes, thereby reinforcing rather than diluting the proposed value proposition. At the same time, mechanisms that reduce perceived adoption risk are required to address trust barriers and demonstrate early efficacy. The long-term defensibility of the position is contingent upon identifying elements that compound over time, such as data effects, behavioural loops, or distribution advantages, and ensuring that organisational functions including product development, growth

strategy, partnerships, and performance measurement remain aligned with the same core outcome. Where the proposed position challenges existing category boundaries, it also necessitates a deliberate process of category education that introduces new criteria of evaluation and gradually replaces legacy metrics with an outcome-oriented framework.

## Risk Scenario 1

India Momentum, Revenue Question

Three months into the India push, the dashboards look impressive.

Installs are growing faster than any previous geography during its first quarter. Creator-led campaigns are driving strong top-of-funnel acquisition. Cost per install remains competitive. App Store rankings in the Education category show consistent upward movement in major metros.

Activation metrics are encouraging. A strong percentage of new users complete their first speaking task within 24 hours. Weekly speaking minutes per activated user are comparable to early Latin America cohorts.

The team feels validated.

However, another set of metrics begins to raise questions.

Paid conversion at Day 7 and Day 30 trails global benchmarks. The free tier is being used actively, but the transition to subscription is slower. Discount campaigns temporarily improve conversions, yet renewal rates soften once standard pricing resumes.

Average revenue per paying user in India is materially lower than in other top geographies. At the same time, creator payouts and performance marketing budgets are gradually increasing to maintain acquisition velocity.

In leadership discussions, two interpretations begin to surface.

One view suggests India is fundamentally a scale market. With enough volume, network effects, and strong brand presence, monetisation will follow over time. The belief is that habit and daily usage must be built first before pricing power can be strengthened.

Another view argues that unless monetisation discipline is embedded early, India risks becoming a large but margin-dilutive geography that consumes resources without strengthening the business.

Additional signals complicate the picture:

- Users in Tier 1 cities show higher subscription intent, but Tier 2 and Tier 3 adoption is growing faster.
- IELTS-focused users convert better than general fluency users.
- Monthly subscriptions experience higher churn compared to annual plans.
- Report cards are widely shared on social media, yet referral-to-paid conversion remains inconsistent.

The internal question slowly shifts from "Are we growing?" to "What exactly are we building?"

At the next strategy review, a cohort comparison table between India and Latin America remains on the screen longer than usual.

## Risk Scenario 2

The Feature Convergence Problem

Six months into the India expansion, the category begins to shift.

What was once positioned as a differentiated "AI speaking practice" product is no longer alone in that claim.

A major global language platform launches a new AI speaking feature in India. It is bundled inside their existing subscription at no additional visible cost. The feature includes simulated conversations, instant feedback, and gamified speaking challenges. At the same time, several India-focused apps began advertising "AI interview practice" and "IELTS speaking simulator with instant band score prediction." Pricing is aggressive. Some competitors undercut standard subscription pricing. Others position themselves as premium coaching alternatives.

Influencers start using broader language such as "AI English apps" instead of naming specific brands.

Early India users begin asking support questions such as:

"How is this different from Duolingo Max?"

"Why should I not just use my coaching centre's AI mock test?"

"Isn't this similar to ChatGPT voice practice?"

None of these signals alone feel alarming.

But collectively, they begin to blur category boundaries.

Inside Stimuler, product confidence remains high. The phoneme-level evaluation engine is stronger. The correction depth is more granular. The feedback loop is tighter. The learning design is structured for fluency improvement, not casual practice.

However, perception and technical superiority do not always move together.

India marketing data shows a subtle shift:

- Click-through rates on performance ads decline slightly.
- Cost per install rises compared to previous quarters.
- Organic traffic remains strong but branded search growth slows.
- New users are increasingly comparing apps before subscribing.

Coaching centres that initially saw Stimuler as a differentiated practice layer now report that students mention multiple AI tools.

The internal discussion evolves.

Is the company operating in a category it defined, or in a feature that others can replicate?

If AI speaking becomes a standard checkbox across education apps, then what becomes the moat?

One slide during the strategy meeting shows three columns:

Technology Depth

Brand Perception

Distribution Strength

The numbers under each column are not the same.

The question is not whether competition exists.

The question is whether Stimuler is building a product advantage, a brand advantage, or a distribution advantage in India.

### Risk Scenario 3

Accent Sensitivity and Brand Perception Shift

As Stimuler's India user base expands beyond early adopters into Tier 2 and Tier 3 cities, qualitative feedback begins to evolve.

Initial reviews highlighted the product's instant correction and non-judgmental AI coach. Many users described the experience as confidence-building and practical. However, over time, a new pattern emerges in support tickets, app reviews, and social media commentary.

Some users report feeling that their pronunciation is marked incorrect even when they are clearly understood in everyday conversation. A few regional creators post short videos discussing whether AI-based feedback reinforces a "standard" accent that does not reflect

India's linguistic diversity. Conversations begin appearing online around the idea of accent neutrality versus accent correction.

Engagement metrics remain stable at the aggregate level. Speaking sessions per active user continue to show healthy averages. Pronunciation scores improve across repeated sessions. Yet cohort analysis reveals that a small segment of users disengage after receiving repeated corrective prompts in early sessions.

Within IELTS-focused cohorts, stricter correction correlates with perceived seriousness and exam readiness. In general fluency cohorts, however, qualitative sentiment is more mixed. Some learners express appreciation for detailed feedback. Others report feeling discouraged in the initial days of usage.

Marketing language also begins to show strain. Messaging centered around "perfect your pronunciation" performs well in certain segments, while messaging around "speak confidently in real-world situations" resonates more broadly.

Internally, the product relies on structured phoneme-level benchmarks and defined evaluation standards. The technology is functioning as designed. The brand perception, however, begins to vary by region and persona.

No regulatory issue has arisen. No major public controversy has occurred. But the brand narrative in India starts becoming more nuanced.

In a market where English carries social mobility implications as well as cultural sensitivity, perception begins to matter as much as performance. The product continues to improve fluency scores. At the same time, the emotional experience of correction becomes an increasingly visible variable in India's long-term adoption curve.

## Risk Scenario 4

### The Retention Illusion

Nine months into the India expansion, Stimuler's growth narrative appears strong on the surface.

Monthly active users cross internal milestones. Creator campaigns continue delivering volume. Install numbers trend upward steadily across metros and emerging cities. Brand recall among IELTS aspirants improves measurably.

Activation metrics remain healthy. A large percentage of new users complete their first speaking session within 24 hours. The onboarding funnel shows minimal friction. First-session satisfaction scores remain high.

However, deeper cohort analysis begins revealing uneven behavioural patterns.

### Usage Patterns

- A significant portion of new users demonstrate intense usage during the first 5 to 7 days.
- Speaking minutes peak during the first week.
- Drill completion rates drop sharply after the second week.
- Many users return only before an exam or interview deadline.

Weekly speaking minutes per activated user look strong in aggregate. Yet distribution analysis shows heavy skew. A smaller group of highly engaged users drive a disproportionate share of total speaking time.

### Persona-Level Variation

- IELTS-focused users demonstrate structured engagement aligned with exam dates.
- Job interview users cluster around application cycles.
- General fluency users show inconsistent long-term engagement.

College students engage socially but demonstrate lower subscription renewal rates.

Retention curves show that while Day 1 and Day 7 retention remain competitive, Day 30 retention diverges across segments. India cohorts lag slightly behind the strongest global benchmarks in sustained weekly engagement.

### Behavioural Signals

User feedback reveals a pattern:

- "I used it for my IELTS test, now I don't need it."
- "It helped for my interview prep."
- "I'll resubscribe when I have another exam."

The product is clearly delivering short-term value. Improvement reports show measurable pronunciation and fluency gains within weeks. Yet habit formation appears conditional rather than embedded.

### Economic Implications

Short subscription cycles increase churn volatility. Monthly plans see recurring drop-offs post milestone events. Annual plans show stronger stability but lower initial adoption.

Marketing efforts that emphasise urgency such as "Crack your interview in 30 days" drive strong acquisition spikes. However, these spikes correlate with short engagement cycles.

In certain Tier 2 and Tier 3 clusters, community-based motivation appears weaker compared to urban competitive environments.

### Strategic Context

The product was originally built as a continuous practice loop:

Speak. Feedback. Repeat. Share.

In India, user behaviour suggests episodic engagement rather than daily habit integration.

Usage intensity exists. Outcome satisfaction exists. But long-term stickiness varies significantly across personas.

India growth remains visible. Revenue continues flowing. However, the predictability of engagement over extended time horizons becomes less stable.

The distinction between a "tool for milestones" and a "daily fluency companion" begins to matter more in financial projections than in download numbers.

## Slide 1: India Positioning Strategy

### Deliverable Summary

This slide defines the core strategic direction for Stimuler in India. It must clearly state who the company will serve, how it will position itself, and what economic role India will play.

Participants should articulate a focused target segment, a clear category choice, and a distinct value proposition relevant to the Indian market. The positioning must reflect conscious trade-offs and a defined scale versus profitability stance.

At least one key risk being accepted should be acknowledged. This slide should provide a sharp strategic foundation that guides all downstream decisions.

## Slide 2: Marketing and HR Strategy

### Deliverable Summary

This slide translates positioning into growth and capability execution.

Participants should outline their go-to-market approach, including channel architecture, messaging direction, and acquisition logic aligned with their target persona. The marketing strategy must reflect the chosen monetisation philosophy and risk posture.

The HR and organisational section should define the key capabilities required to execute the strategy in India. This includes hiring priorities, incentive logic, and alignment between growth goals and team structure.

This slide should demonstrate how strategy becomes executable through people and market action.

## Slide 3: Operations and Financial Architecture

### Deliverable Summary

This slide establishes structural sustainability and economic realism.

Participants should outline their operational approach, including localisation depth, partnership logic, and scalability design. The model should show how execution will remain flexible in the face of market uncertainty.

The financial section should define investment philosophy, unit economics approach, and milestone logic. The numbers need not be calculation-heavy, but the economic reasoning must be coherent and defensible.

This slide should demonstrate that the strategy is operationally feasible and financially viable within the Indian context.