

EduPlay

Learn while earning money and
having fun.



PROBLEM



01.

Children study without
motivation

02.

There is no competition
between children

03.

Lessons and examination
make system uninterested
for children

01.

It makes students' learning more interesting.

02.

Tests are conducted in the form of interesting games to increase their motivation.

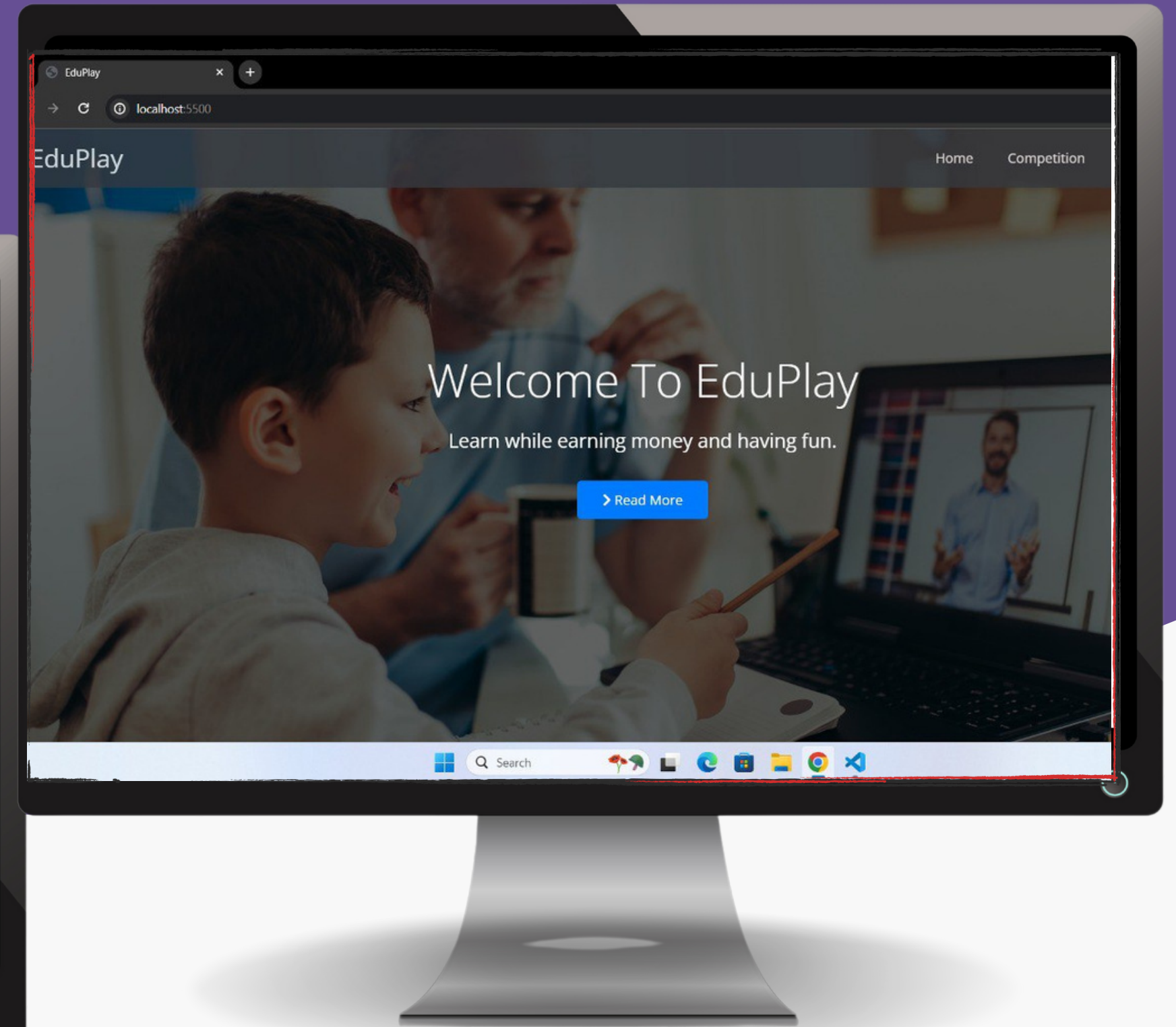
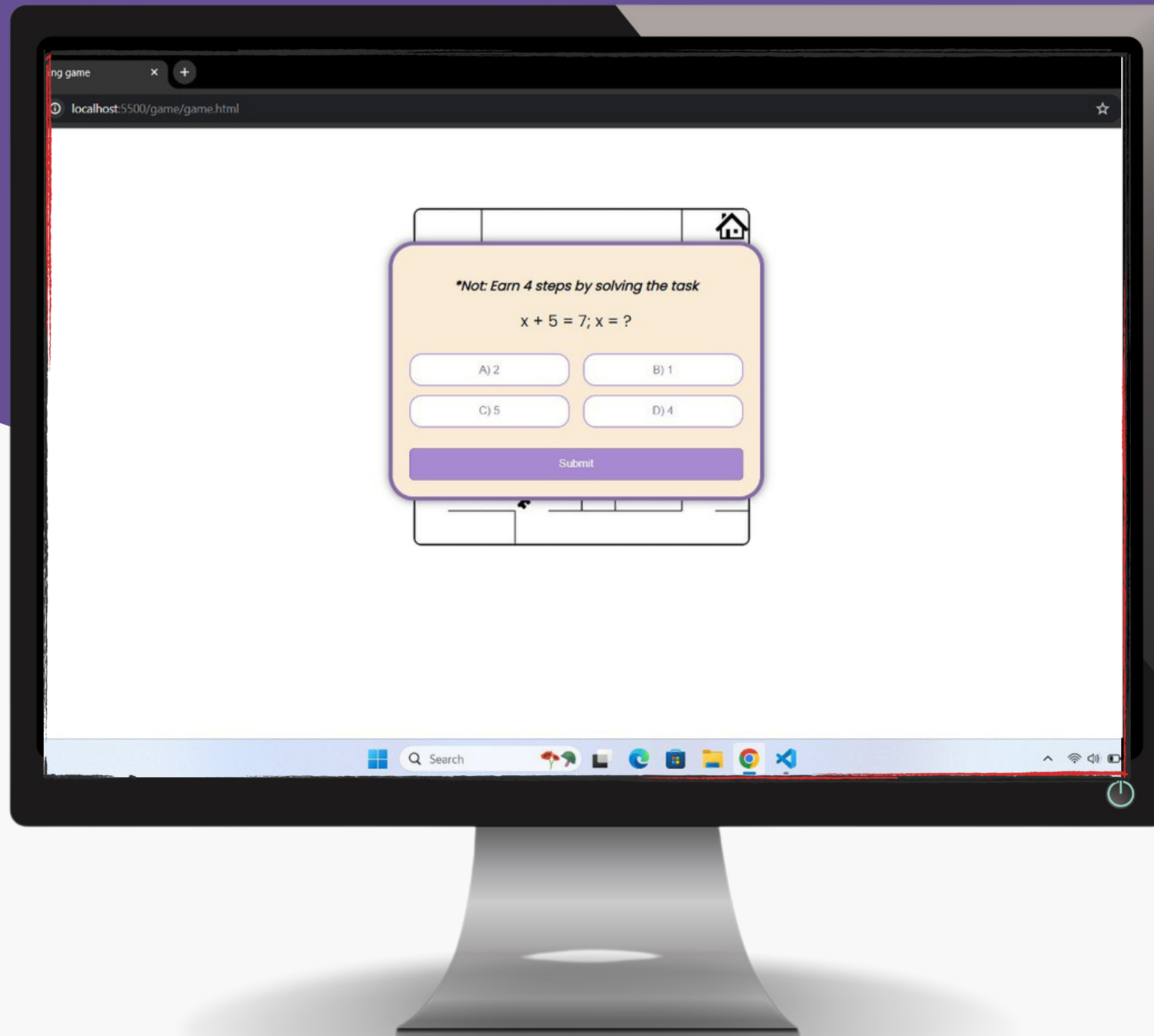
03.

For those who earn money by testing, they know the value of money

SOLUTION



Product overview





BUSINESS PLAN

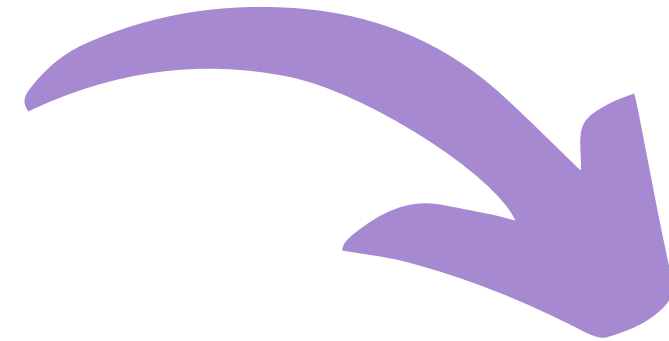
1\$



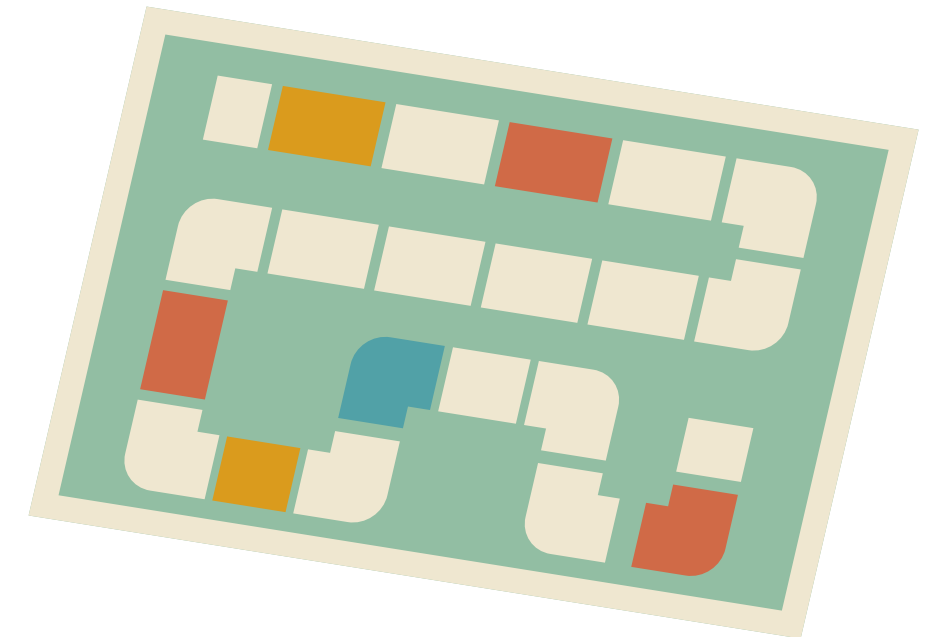
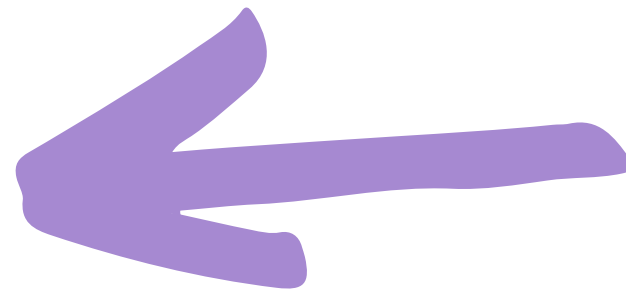
11\$



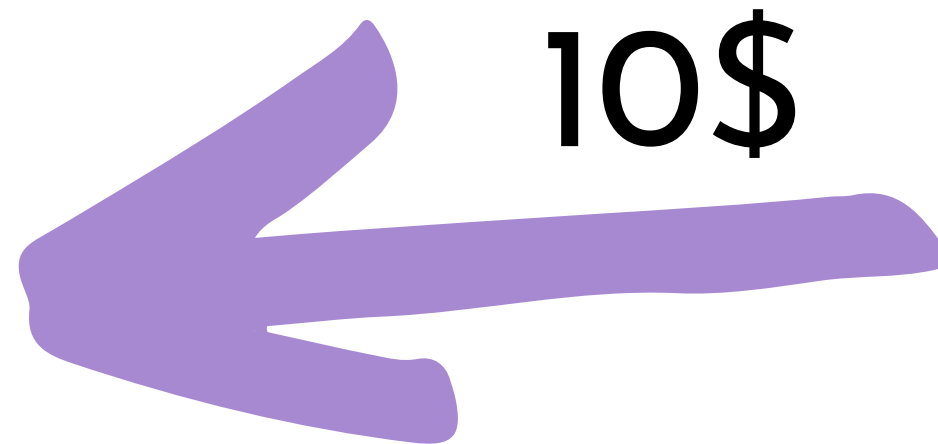
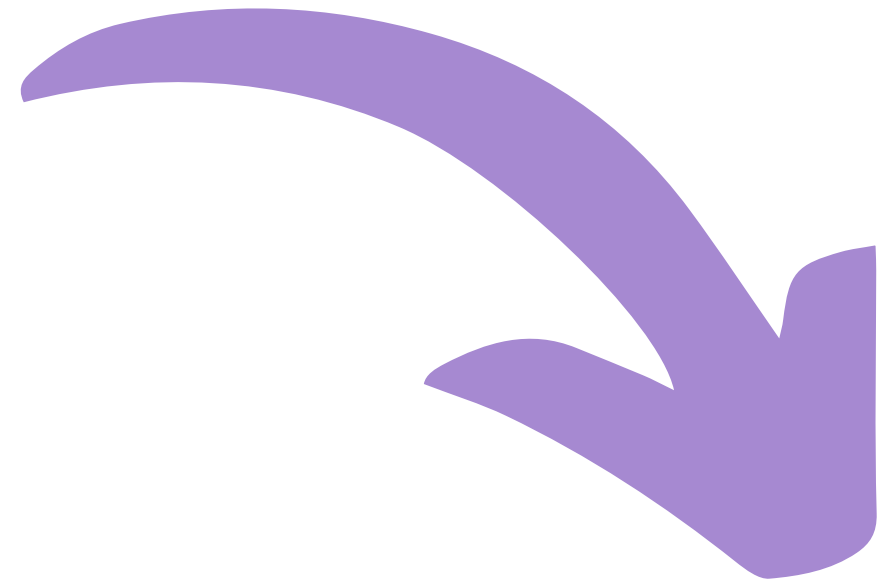
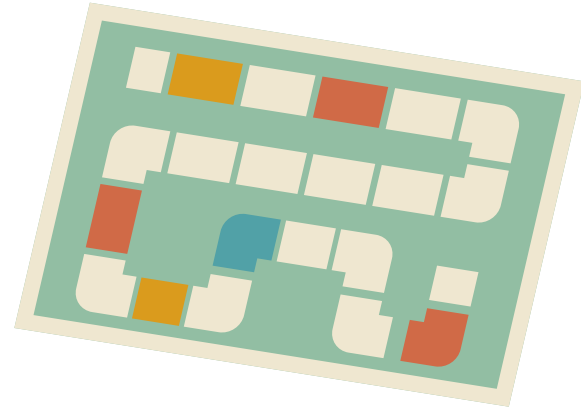
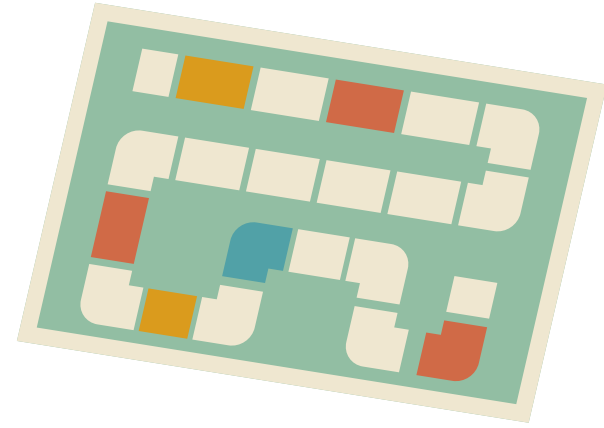
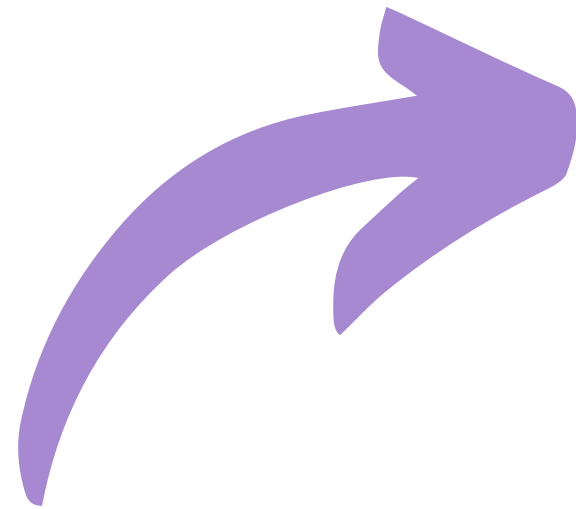
EduPlay



10\$



Business plan



MARKET SIZE

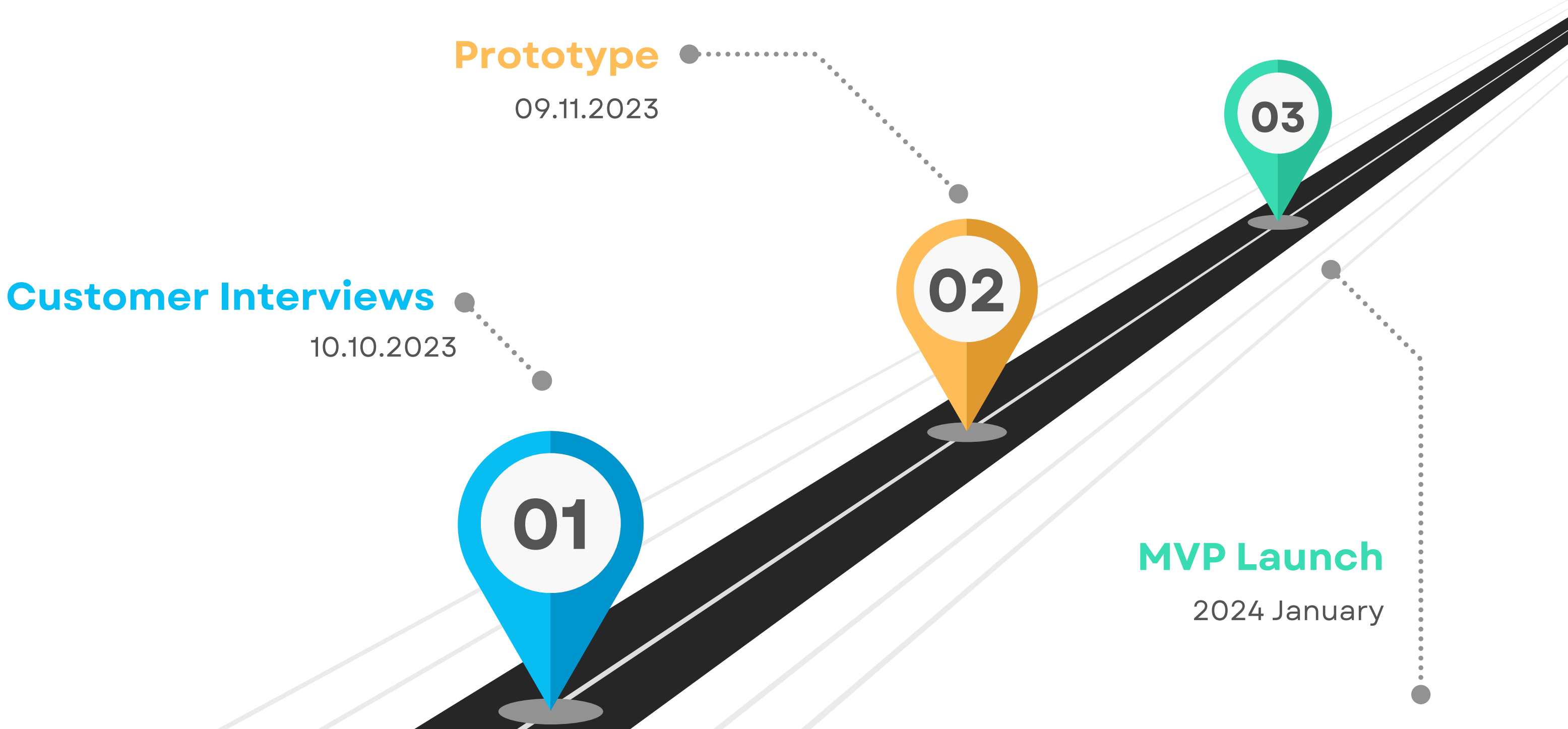
TAM 2.4 B

SAM 6M

SOM 160K



Roadmap Timeline



Prototype

09.11.2023

Customer Interviews

10.10.2023

01

02

03

MVP Launch

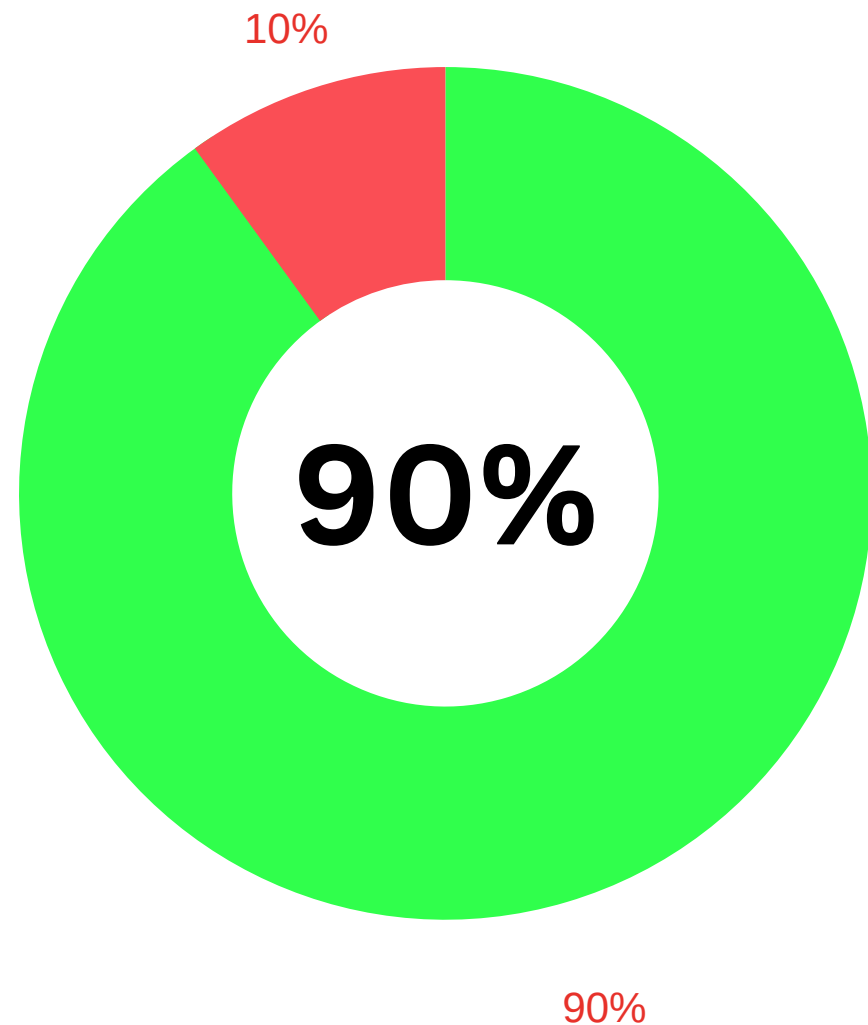
2024 January

Interview results

YES ●

NO ●

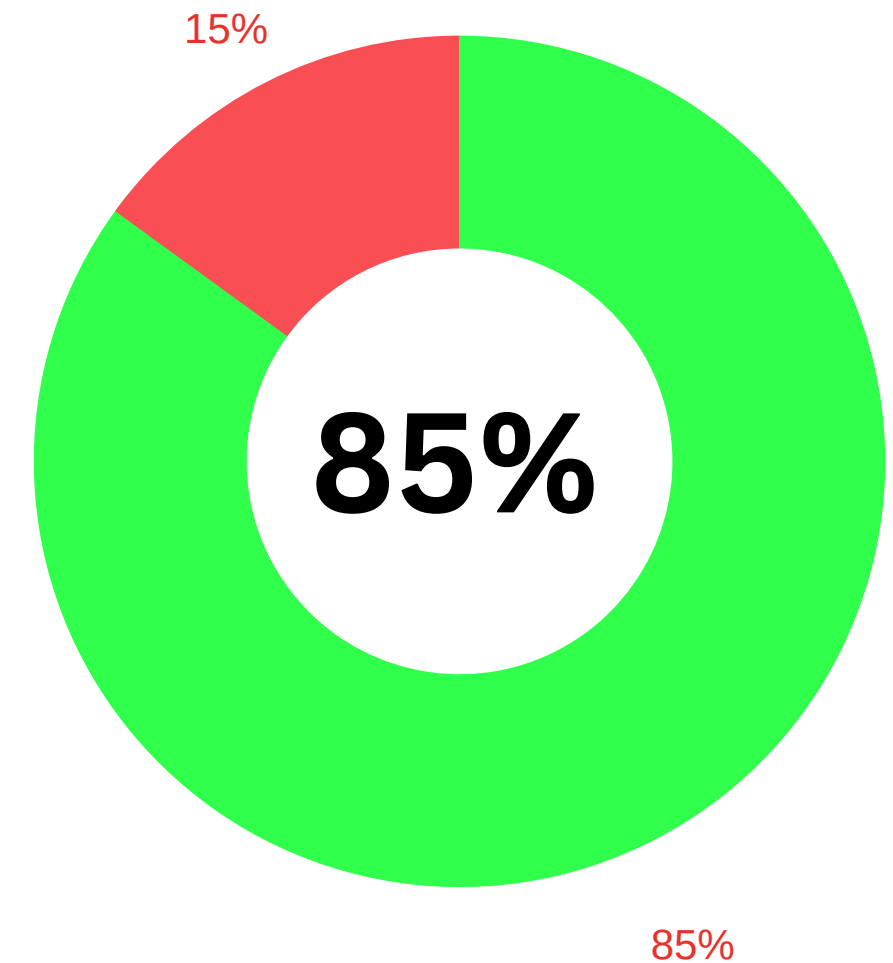
Would you use a program where they learn their lessons by playing games?



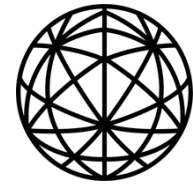
Average weekly allowance

10-15 \$

Do you think children study with enthusiasm?



COMPETITIVE ANALYSIS



	Brilliant	Khan Academy	Mimo	EduPlay
Earning by learning	✗	✗	✗	✓
Competition	✗	✓	✓	✓
Natural sciences	✓	✓	✗	✓
Gamified learning	✗	✗	✓	✓

THE TEAM



**Murad
Abbaszade**

Back-end developer



**Ilkin
Karimov**

Business Analyst



**Cəsarət
Abdullayev**

Full stack developer



**Abdullah
Teymurov**

Front-end developer

THANK YOU !

