





Technologies

What is the Problem?







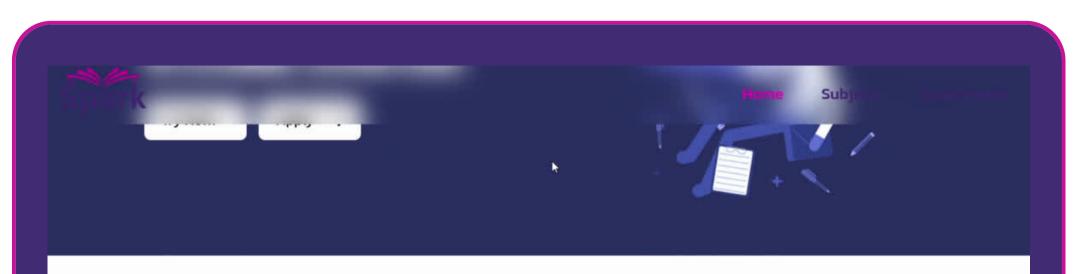


Sitting behind the computer for 3 minutes for studying

Playing games for 5 hours

Our Solution

We are using 3D models to to solve all this problems



What is our mission?

Empowering young minds through the magic of immersive 3D models is at the heart of our mission. We embark on this hackathon journey with unwavering dedication, aiming to craft a solution that goes beyond sparking curiosity — we aim to revolutionize the very essence of how children learn and play.

Our goal is not merely to create an experience; it's about transforming the way kids engage with the world around them. We envision a future where learning is not just a process but a journey filled with enriched exploration and boundless joy. In this hackathon, we are not just coding; we are architects of a new era in education, where empowerment and excitement converge to shape the minds of the next generation.









Who Are We?

As a Spark team, we offer our solutions by participating in innovation-based competitions. At the "Engineering Hackathon" dedicated to the 100th anniversary of

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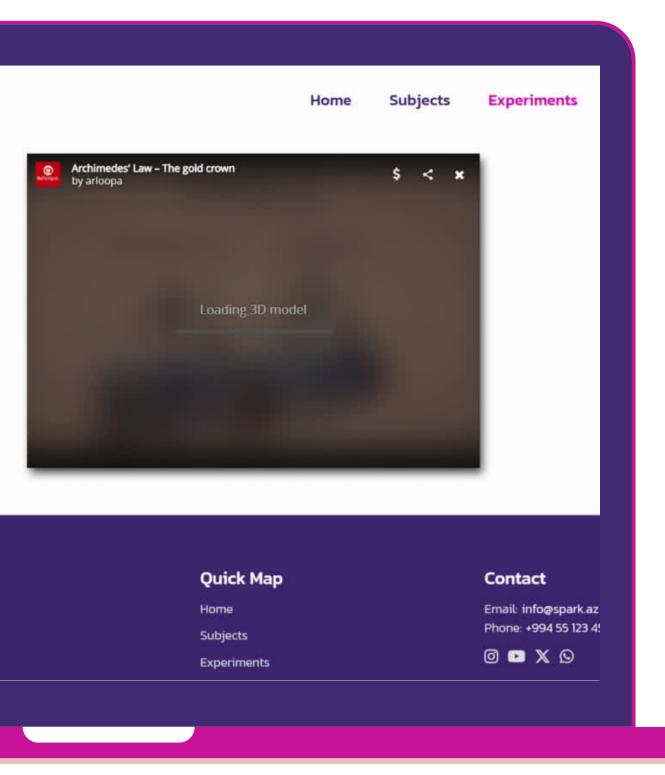
Archimedes' Law - The gold crown Experiment

Archimedes' principle states that the upward buoyant force that is exerted on a body immersed in a fluid, whether fully or partially submerged, is equal to the weight of the fluid that the body displaces. Archimedes' principle is a law of physics fundamental to fluid mechanics. It was formulated by Archimedes of Syracuse.



realm of educational innovation, our mission is to empower children gh the marvel of immersive 3D models. This hackathon marks our it commitment to redefine the landscape of learning and play for the ler generation mecon





Qualitative Results Research findings and highlights

#1

Study shows that using the 3D models, increases the motivation: (1) interest, (2) effort to actively participate, (3) perceived competence, and (4) understanding the usefulness of the subject matter.

#2

Strongest positive effects in Chemistry (g = 0.74) and Biology (g = 0.72) instructional domains.



Business Model Our business model is the "B2B Pay Per User" and "B2C Freemium"

Unlimited usage 2\$/year for per user

10\$/month

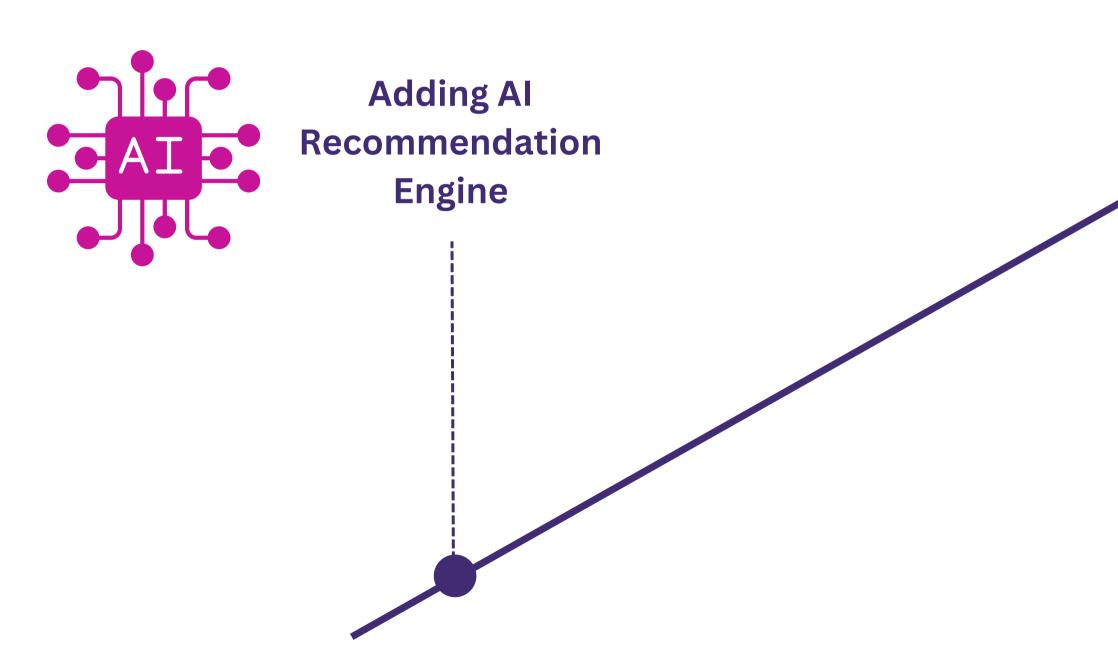
Business Plan

- Annual revenue prediction: 3 000 000 \$

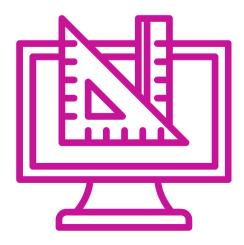
Individual Plan

- Free for first 3 model views
- Annual revenue prediction: 100 000 \$

Future...



Adding CAD - CAM Engine for Engineering Students



Team Members Spark



Arzuman Abbasov Data Scientist





Zaman Kazimov Backend Developer

Ayaz Damirov Front-end Developer



Ali Hasanli Frontend Developer

Thanks for Your Attention The future is closer than tomorrow...

