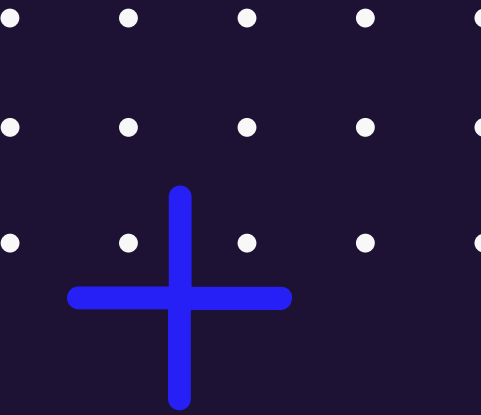


EduTechPlace



Aggregator / navigator educational platform. Your key to another reality

Our mission:

We are changing the paradigm of content perception in education to immersive and engaging courses in VR/AR/MR.



Problem research

Representatives of our team participated in the NTI 2.0 foresight.

During 6 months we, a group of professionals from different areas of the education market came to the concept of a new market and laid the road map for its implementation. We paid much attention to the problems of education in terms of packaging and content form.

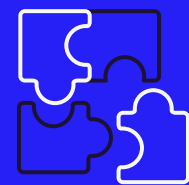
Our researches have been confirmed by leading institutes of development in Russia and many leaders of the market, and also visionaries of NTI.

This is what we see...



Material base costs.

Nowadays it is expensive to keep the objects of study in working order, storing them needs a lot of space.



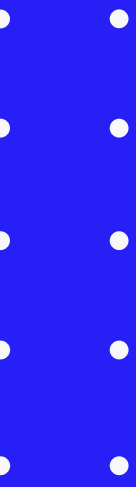
You're not going to see this.

Can you see in your life the fusion of two black holes and feel the effect of direct presence?.



Lack of personalization.

A teacher cannot provide you with proper attention and constant monitoring of your learning process.



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Digital twins and process simulations

Exact copies of objects with moving and interactive elements in VR. AR as a way to complement learning with the property of mobility. Processes are simulated in MR in real time.

Immersion and engaging

The effect of full presence and supplement the training with game elements. You get endorphins in the process of your development..

AI assistant in AR/VR/MR

AI is aimed at interaction and shows clues when you work with objects. It doesn't get tired and is always there for you..



The Utopia

Imagine a world in which you can touch key events and objects despite the impossibility of what is happening or distance. You can learn many times faster thanks to the theory combined with practice and help from AI. Learning with us does not bring any discomfort from the need to make an effort, thanks to game mechanics and pedagogical design of courses of our partners.

You can try yourself in practice in thousands of different professions, and the neuro-interface and our analytics will always show you the real indicator of your involvement and satisfaction with your chosen profession. With us, you will know exactly who you want to become.

All this is possible with...

EduTechPlace



EduTechPlace platform

Our platform exists in the web interface of the Internet. It is a marketplace with our partners' courses on a user-friendly LMS with many features for interaction and user convenience. We also sell devices for VR/AR/MR





Open selection 2020

4th place in team scoring and
3rd place of team leader in
individual track (2020 y.)

NTI foresight 2.0

Team leader became the
curator of the Edunet "digital
and mixed products/platforms"
market segment (2020 y.)

Archipelago 2035

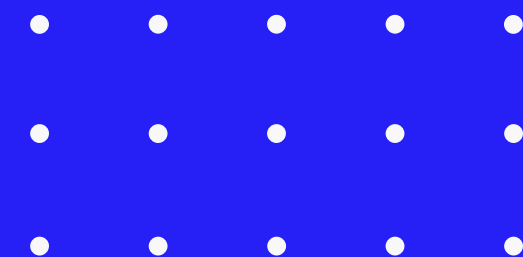
5th place in the leaderboard
and entering the finalists of the
contest (2020 y.)

First born NTI unicorn

MVP release in december 2020

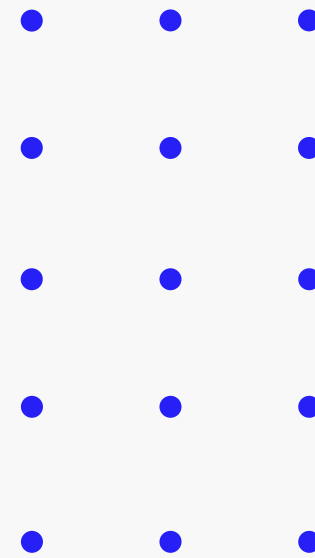
The idea of our project and the team formed at one of the events of the national technology initiative. We forgave many other events of different development institutions where we received prizes and sometimes lost. We believe that the experience of failures helped us to make our project better, and victories gave us strength to move forward. We believe that it was thanks to the NTI community and the principles of the sharing economy that we were able to build a product created by people for people in a complete metaphysical sense of the term. We believe that it is thanks to openness and collaboration that world unicorns are born.

We are grateful for the work we have done together.



Target customer group

People who want to gain competitive knowledge faster than in standard distance learning courses and gain practical skills at the muscle memory level.



Strategic customer group

The zoom generation does not accept standard lessons and is difficult to engage in the learning and development process.

Target Market

We have made a product for the international market. Our key markets are: America, Europe, Russia, Asia and Africa.



Market size Ed-Tech and Edunet future market

Market calculations were made by Sberbank of Russia,
HSE University and foresight market group Edunet.

300 Billion \$

Total Available
Market Ed-Tech

32 Billion \$

Total Available new
Market Edunet 2020 y.

1.540 Trillion \$

Total Available
Market Edunet in 2035 y.

500 Billion \$

Serviceable Obtainable
Market for EduTechPlace in
2035

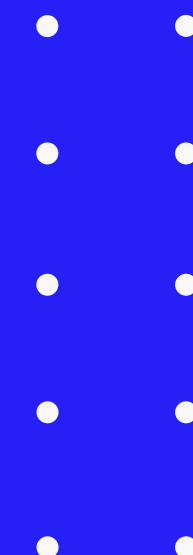


Development principles



Headquarters and head office

We will open representative offices in every market we are interested in, but our head office will be in Moscow.



Promotion

We rely on progressive social networking and advertising in applications. We are going to build the ecosystem and community around the project



Events

We are going to develop youth technological entrepreneurship around the world through hackatons, intrasives and educational activities..



Business or Revenue Model

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We also believe that everyone can get the same good education and offer free courses on our platform.



We aggregate and navigate on products and courses of our partners and charge 10-15 percent for content monetization. Both IT companies and individuals can become partners. We sell equipment for virtual, augmented and mixed realities of our partners and charge 20% for their monetization.

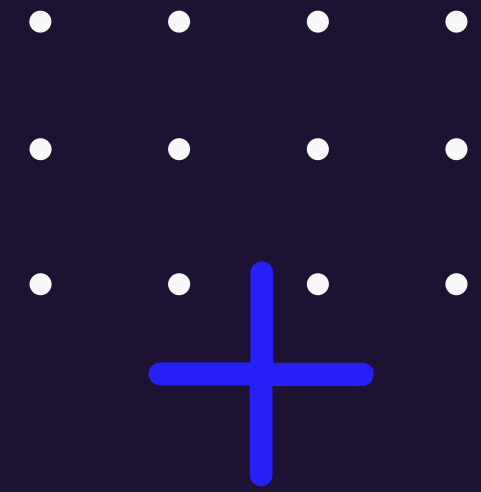


We offer users to lay out auxiliary content for developers of VR/AR/MR in the form of 3D models or CAD/BIM models on the market of our platform.
We charge 5% for monetization of this content.



We offer organizations three types of subscriptions for b2b, b2b2c, b2g segments. Subscription prices vary and are agreed upon individually according to the customer's metrics.

Key people of platform



Dmitrii Kozyrev
CEO EduTechPlace



EduTechPlace
All team



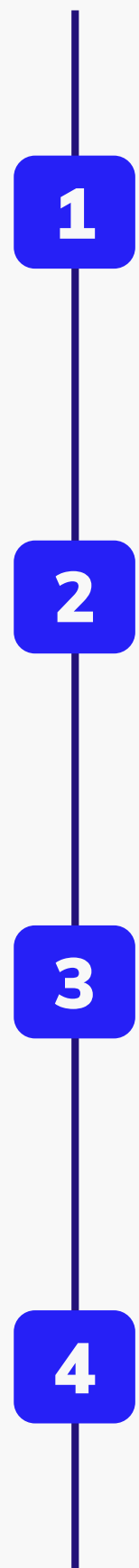
YOU
Because we care and
want you to be a part



Roadmap

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We believe that together with our users, the help of the communities will allow us to go through each stage of the process.



MVP

Q4 2020 December

Approbation programme with DVFU

Q4 2020 - Q3 2021

Go global

Q4 2021

IPO on 10 billion EduTechPlace value

Q2 2030





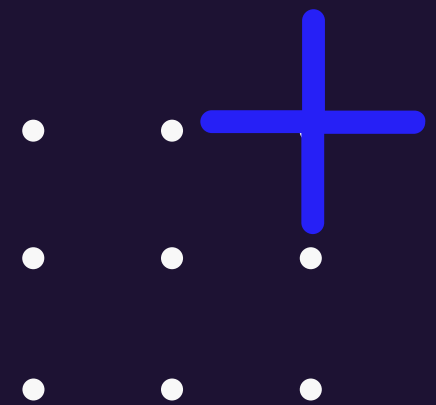
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Now its your turn