

Exciting Entertaining Engaging



Education in Metaverse

Google for Startups



1990s







2023



Change.



s



Change?





91%

Kids Playing Video Games Worldwide

400 mln

Monthly Active Users in Metaverse 85%

Users of Metaverse aged 13 and under













VR

Education in Metaverse

Interact with other users in virtual world

Anytime, Anywhere join the classes

Engage in gamified exciting classes

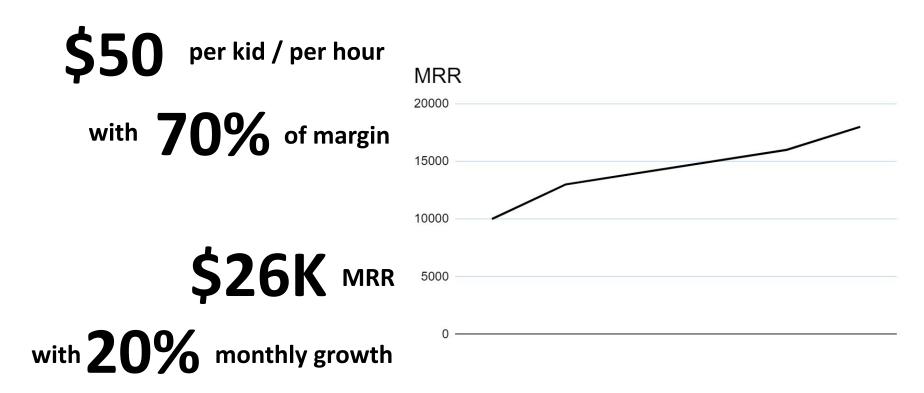
















\$7,7T

\$320B

\$3.2B

Global Education and Training Market Size in 2026 Global Online Education and Market Size in 2026 1-5% of the Available Market Size in 2026

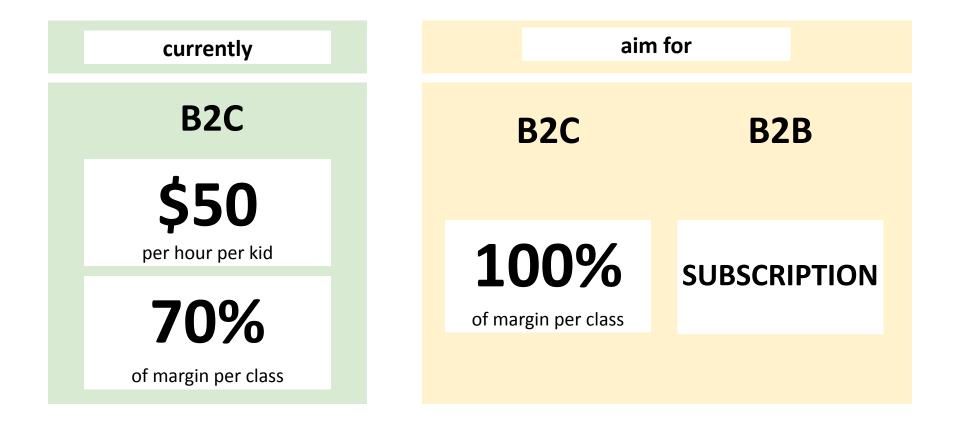
Road Map



done	under development	
B2C	B2B	
EXTRACURRICULAR ACTIVITIES	ELEMENTARY & HIGH SCHOOL	UNIVERSITY
STEAM Science English Coding	Biology Chemistry History	General Medicine Anatomy Case Study













Gunay Imanzada Founder & CEO Worked at Ministry of Education of the Republic of Azerbaijan and Swiss Federal Institute of Technology.



Aghababa Baghirov CGO Game Designer and Developer with experience over 5 years, VR and AR expert.



Pusta Abasova COO Digital Illustrator, Motion Graphics expert and producer of scientific cartoon series for kids.



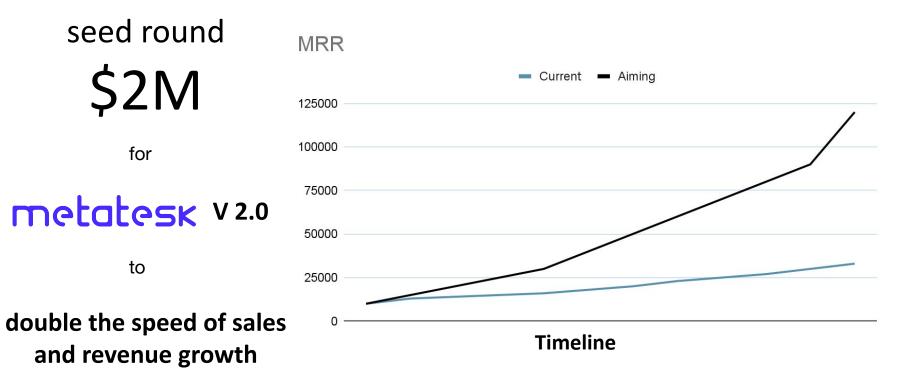
Shahin Khalilov CTO MSc in Software Engineering, Founder of logistics startup WakeMeUp.













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