

### Exciting Entertaining Engaging



### **Education in Metaverse**

Google for Startups



### **1990s**







2023



### Change.



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## 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

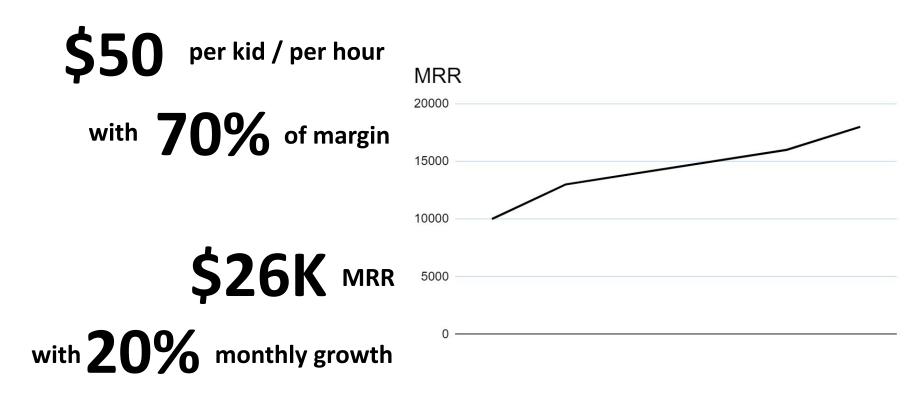
















# \$7,7T

## \$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

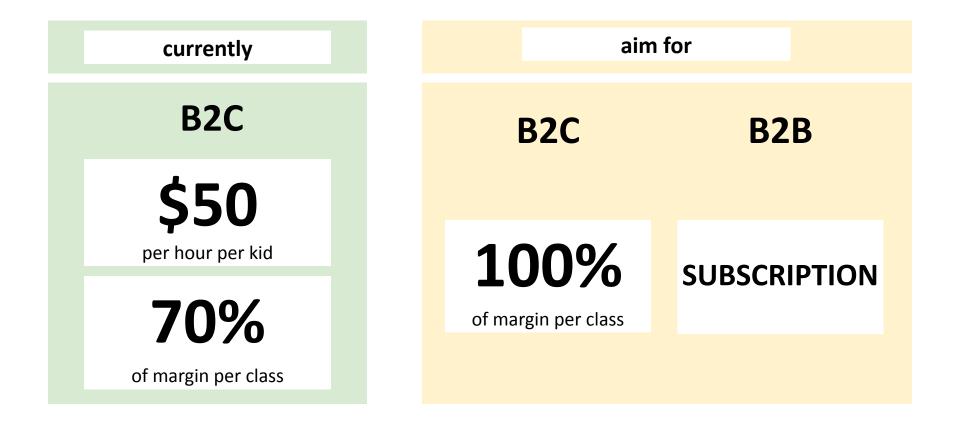
## Road Map



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.



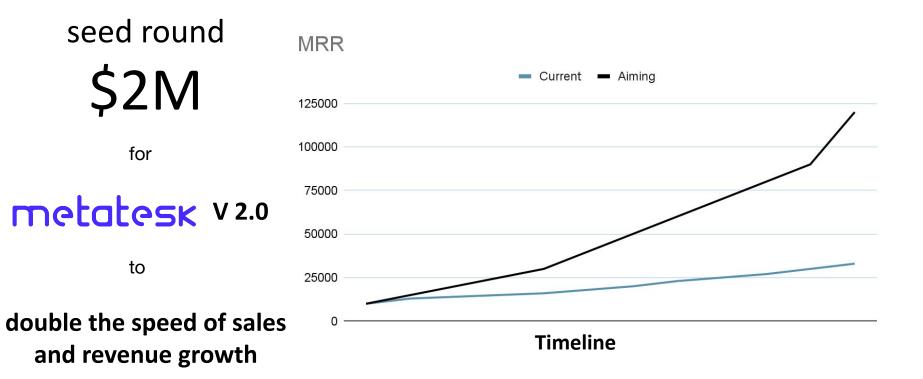
Shahin Khalilov CTO MSc in Software Engineering, Founder of logistics startup WakeMeUp.













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