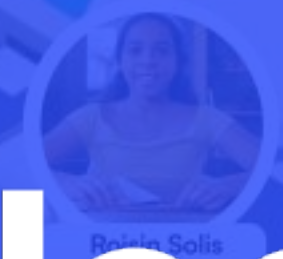


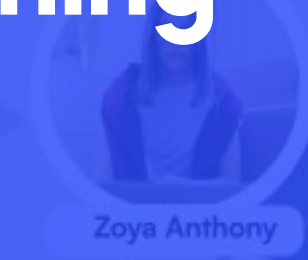
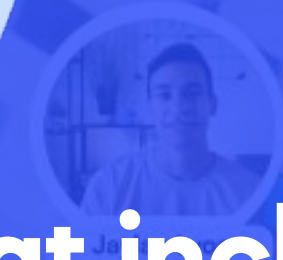
Teddy Goodman



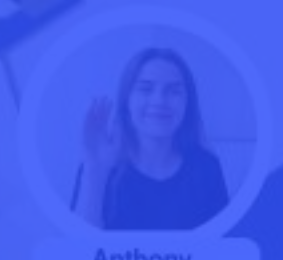
Jaydan Holman



Robin Solis



Zoya Anthony



Anthony

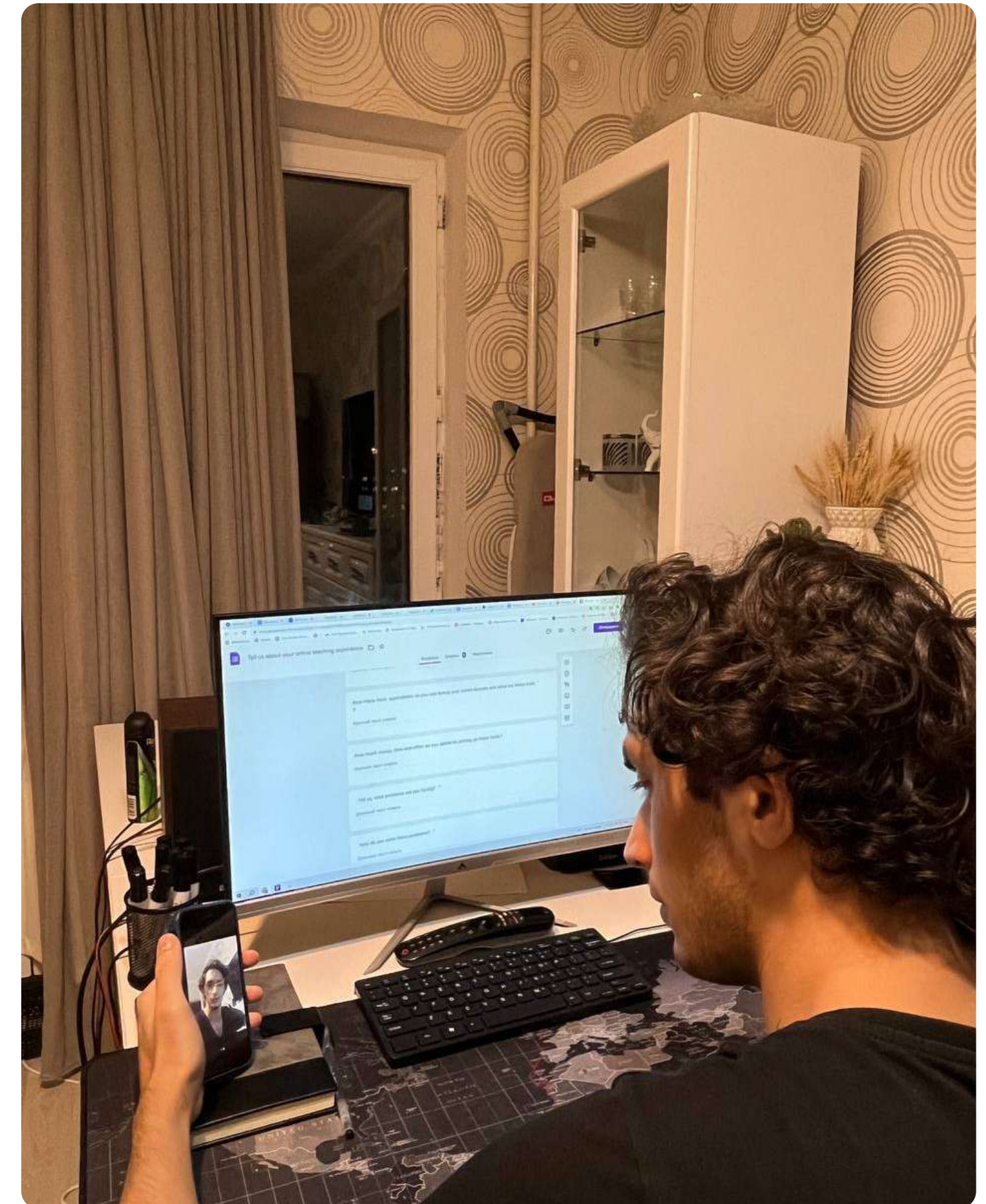
# wideely

Wideely is a 3D classroom that includes all the tools you need for teaching and learning

# History

**The idea for [Wideely](#) came about when I was taking an online exam and holding a smartphone with Zoom in one hand and doing the task on the computer with the other. It was ridiculous and very uncomfortable.**

**Determined to help teachers find the right tool for them, I discovered that there was no solution with which to deliver a full lesson without combining it with a bunch of other tools and also encountered important problems that hinder a productive virtual lesson, and here are the most important of them**



# Problem



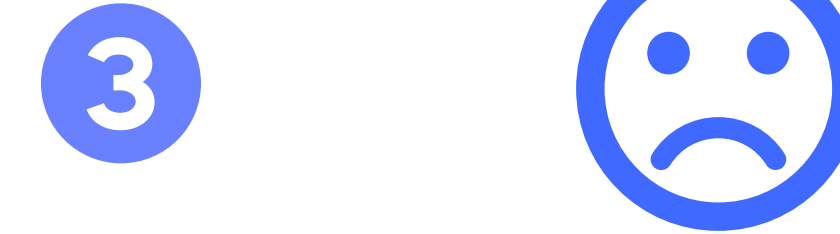
## Video conference service

Most of the interaction during an online lesson takes place in video conferencing services, but they do not include the necessary tools to meet the growing educational needs, which leads to...



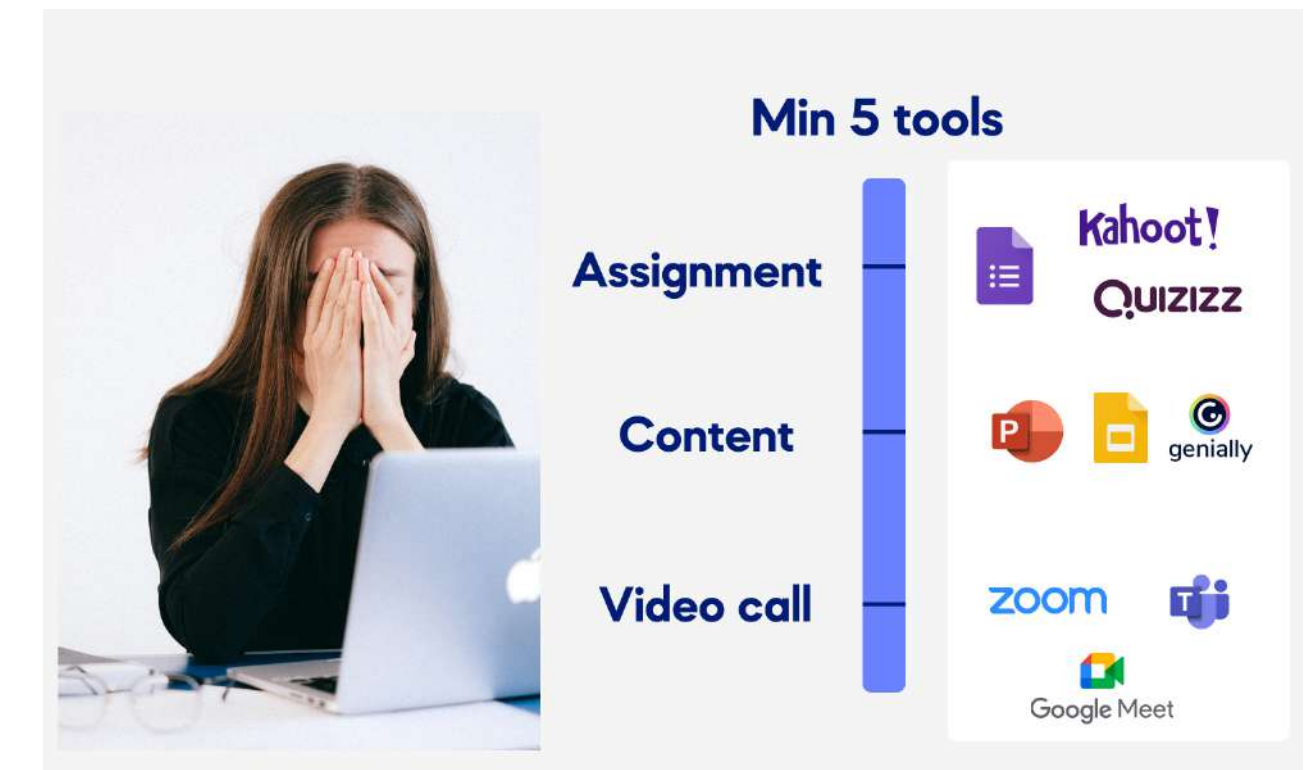
## Engagement

Low student concentration and engagement due to lack of engagement tools



## Congestion

Teachers are juggling multiple apps at once to increase engagement and solve educational problems, which takes up a lot of time, money, and energy



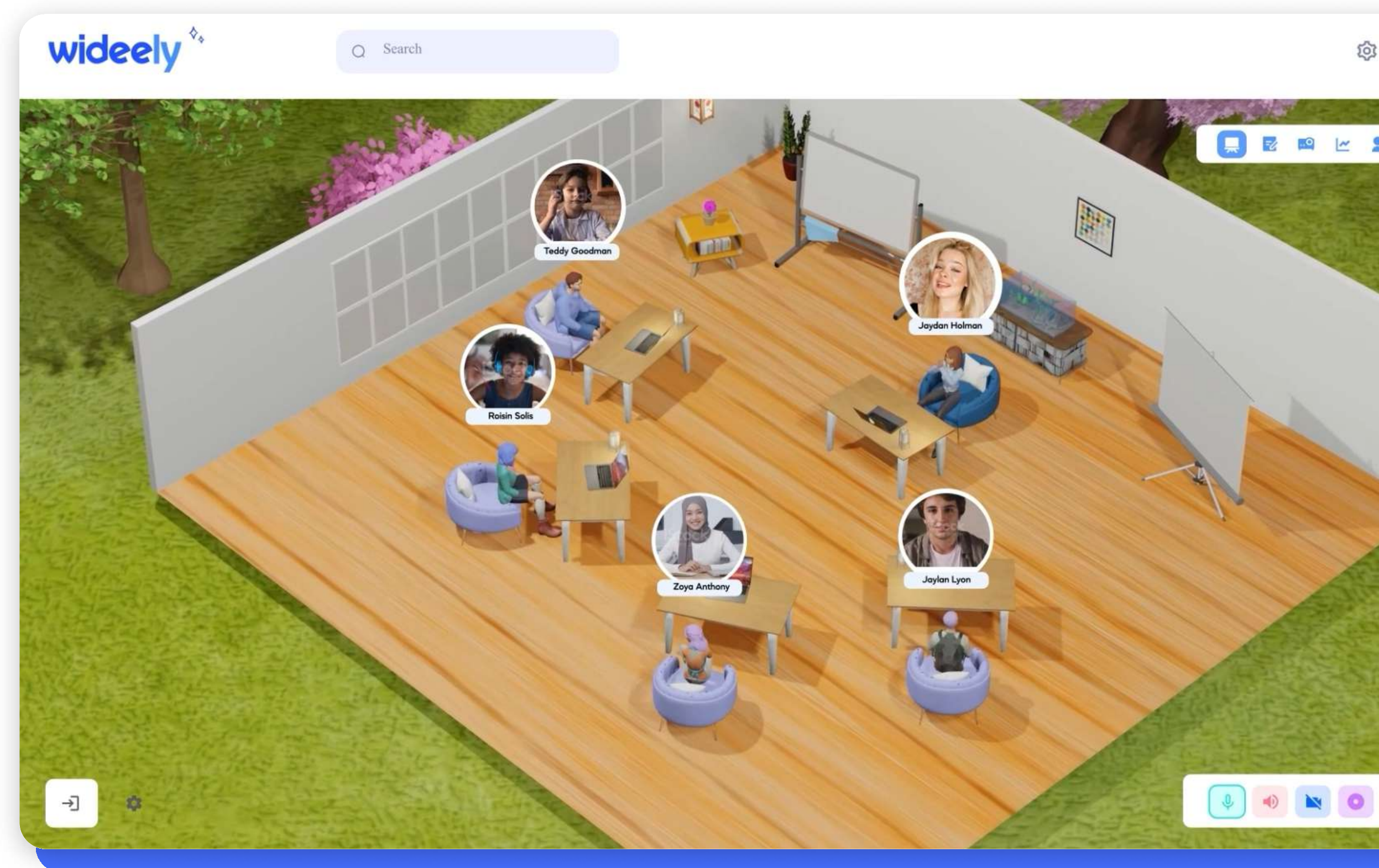
# Confirmation of the problem

**Conducted over 118 video interviews with teachers from Western countries, 45% of whom confirmed these problems**

# Solution

## How Wideely unties the knots

- **A specially created virtual classroom for the needs of teachers and students**
- **All the necessary tools are at hand**
- **Gamification tools to increase student engagement**
- **Interaction based on human experience**



# **Solution confirmation**

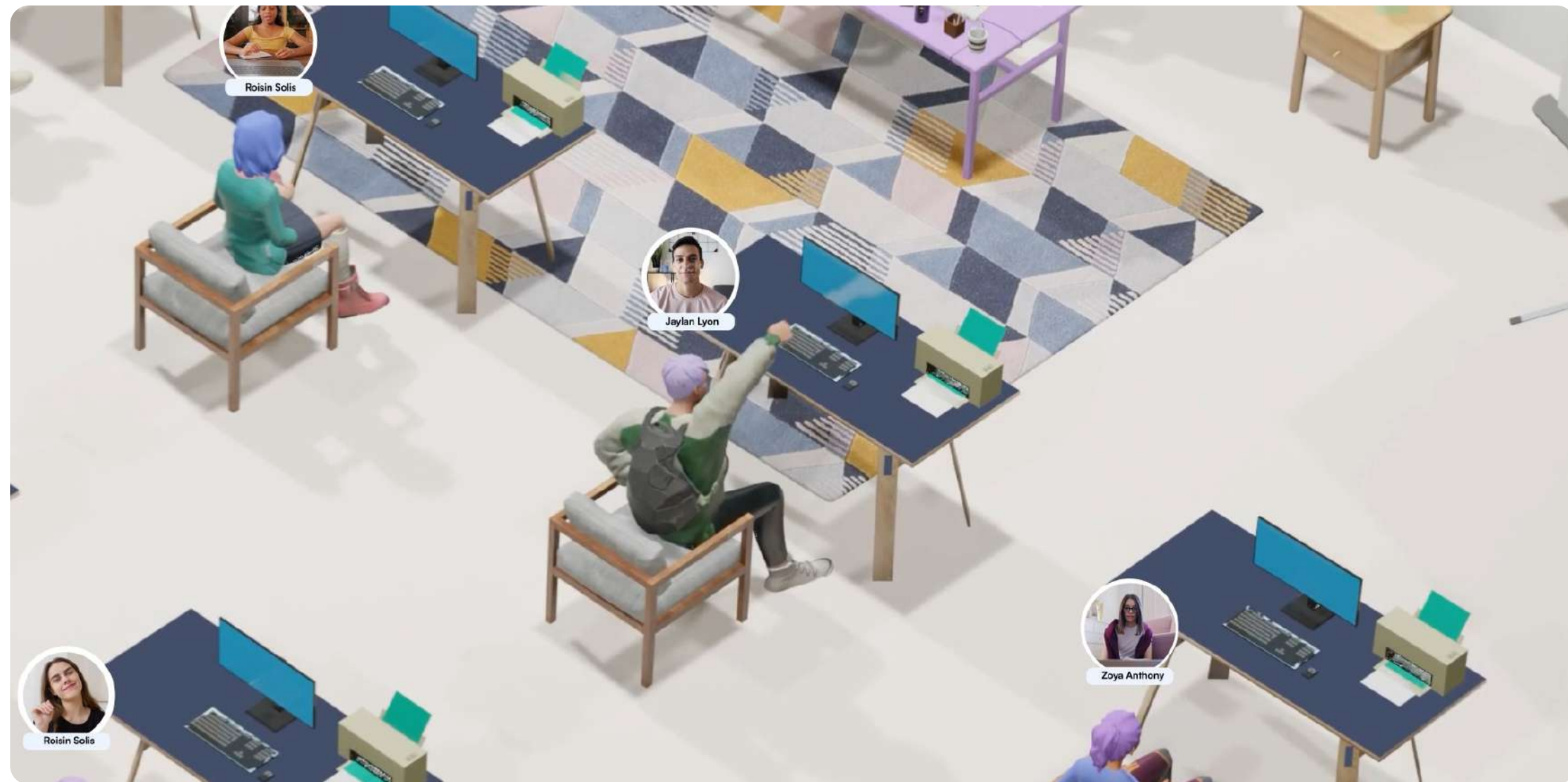
**Conducted more than 120 interviews**

**68% confirmed problem solving**

**Waiting list 3200+**

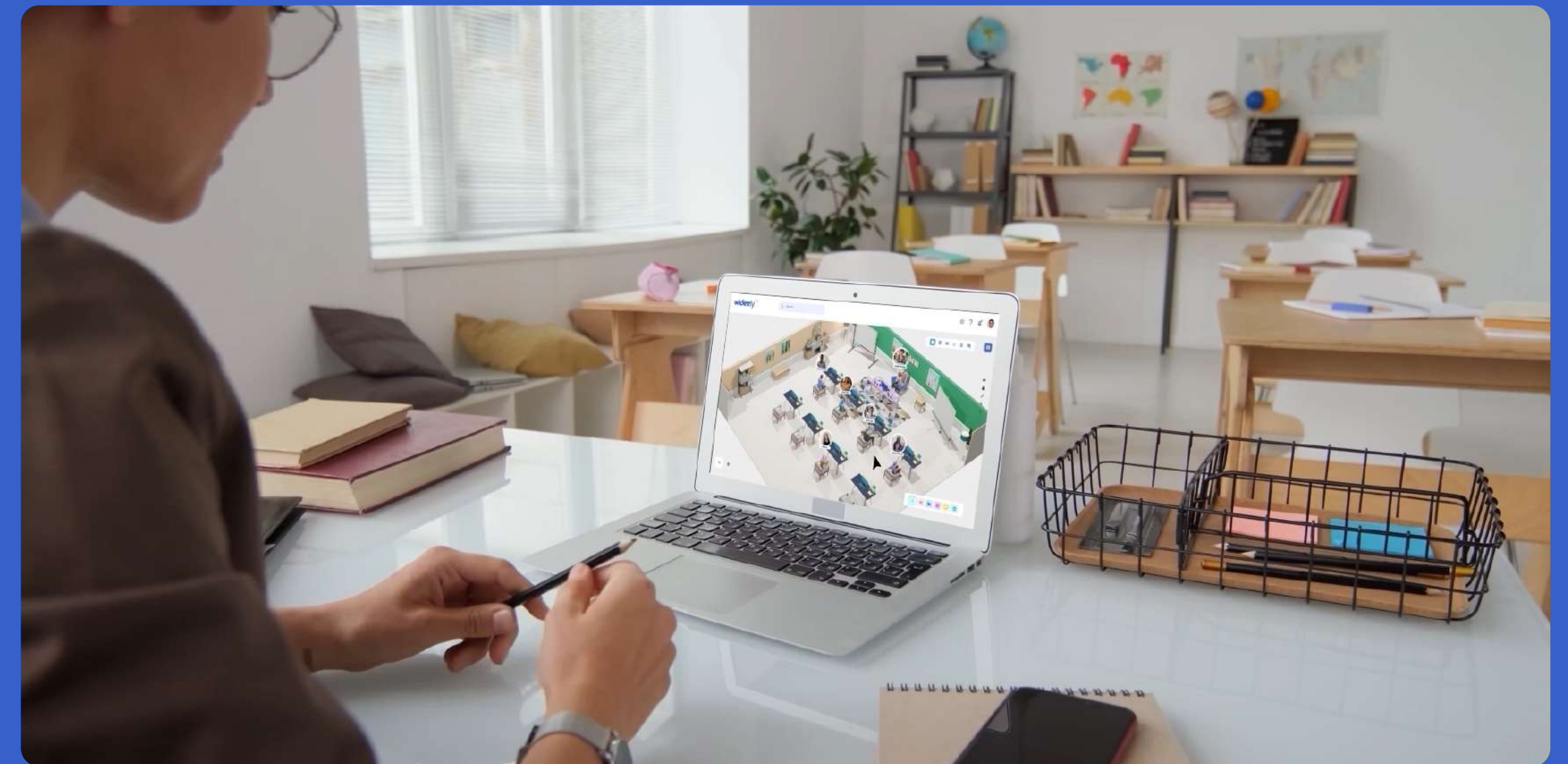
# Vision

**Build the world's No. 1 virtual classroom**



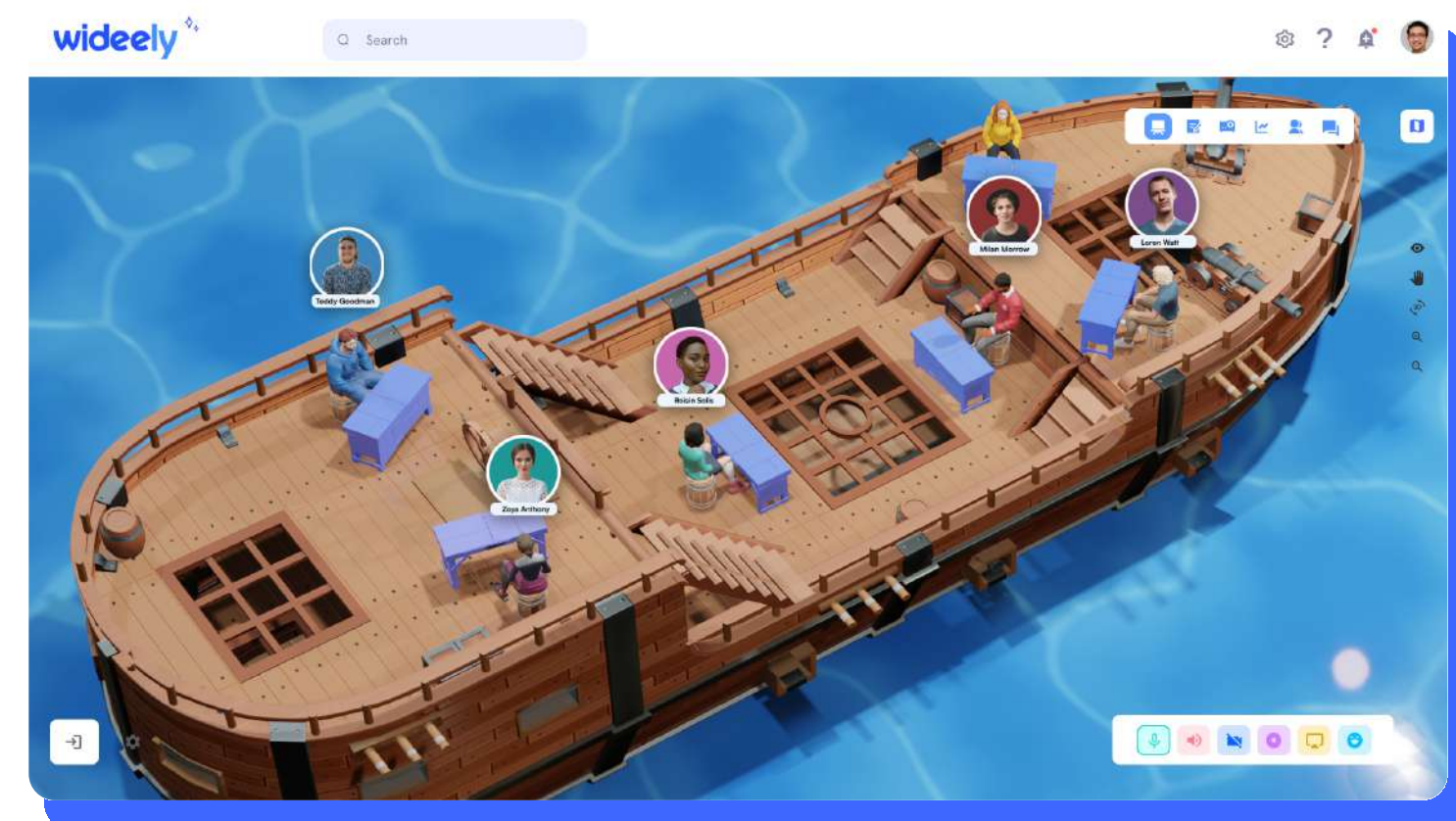
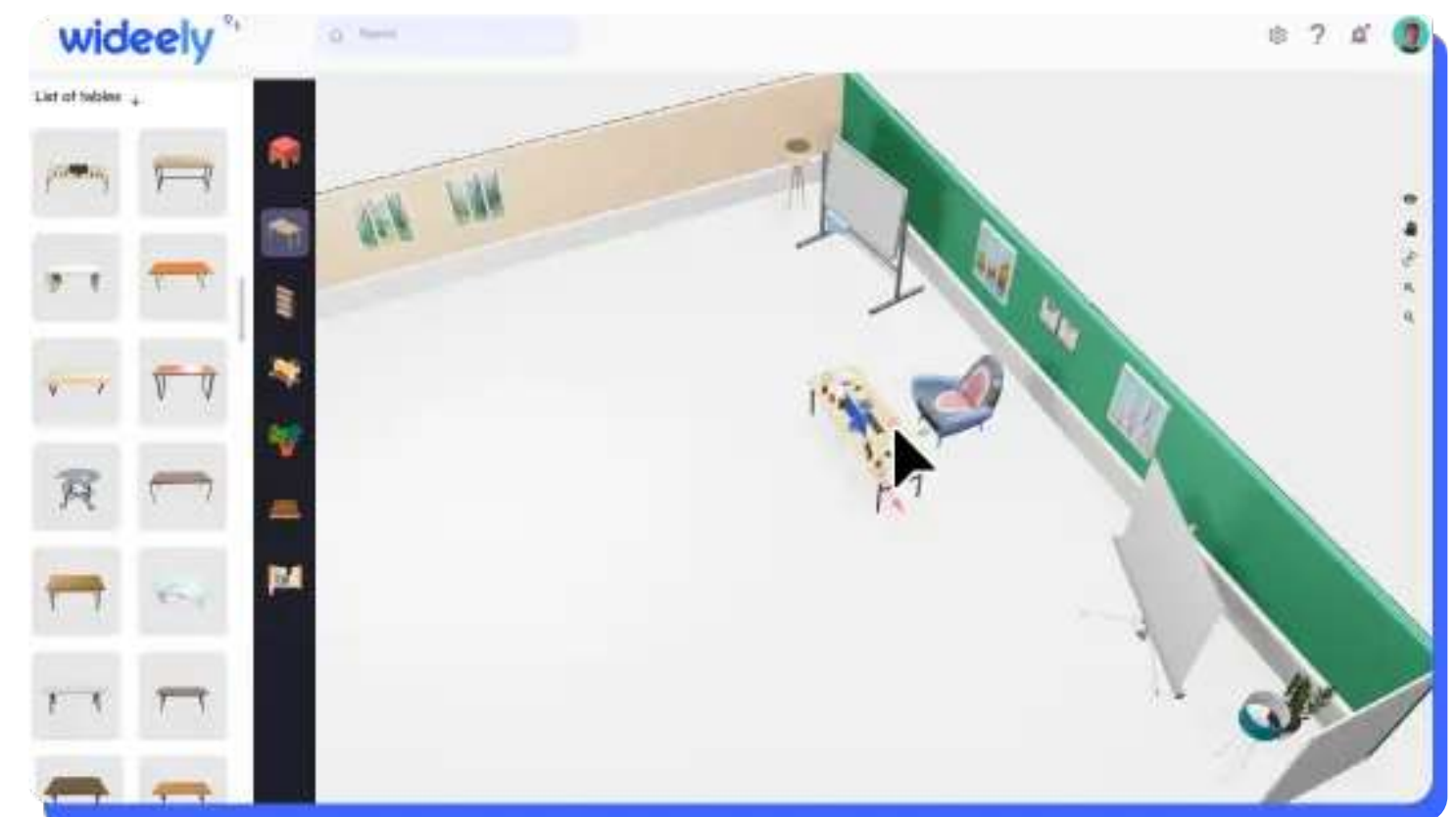
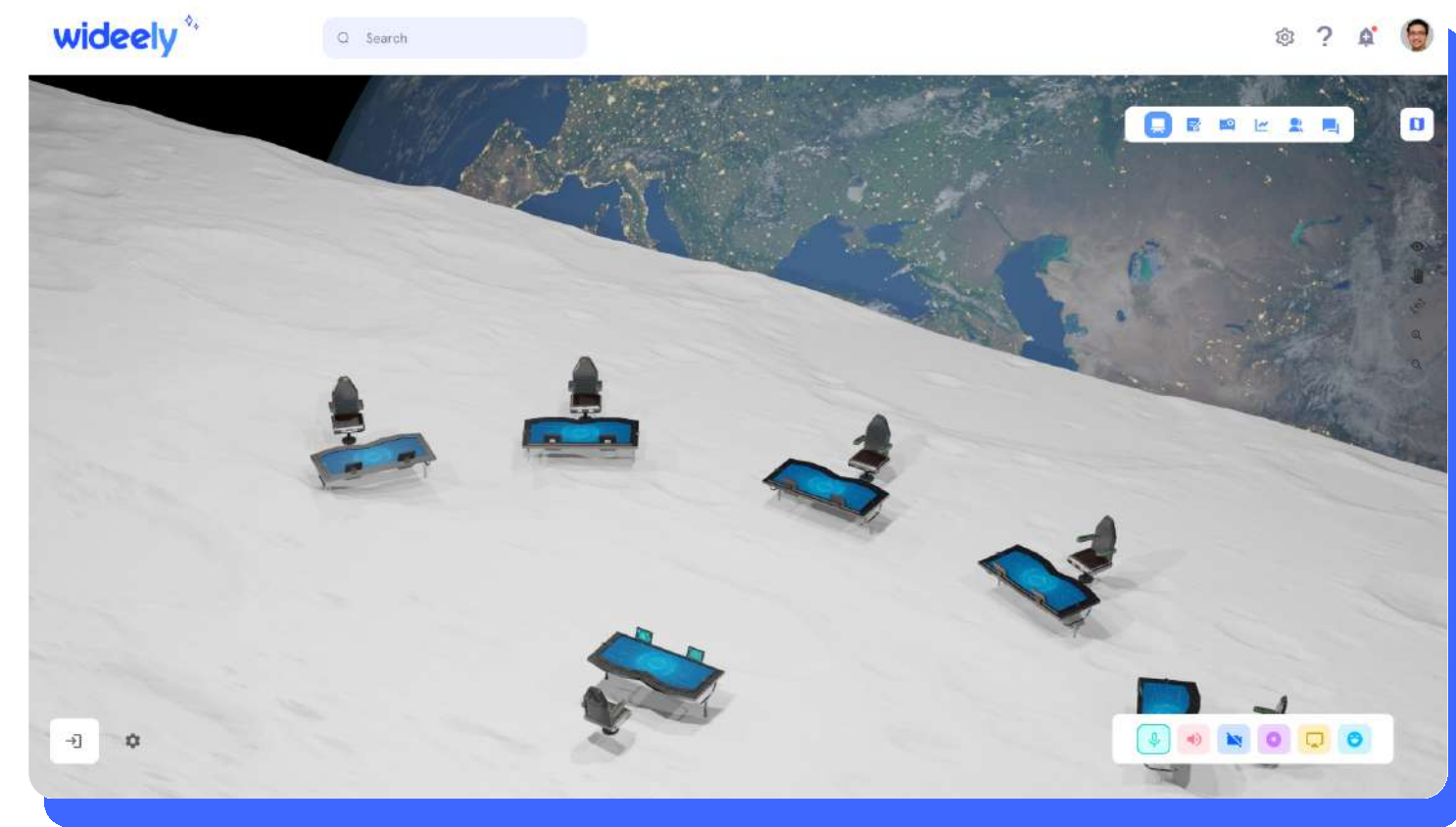
# Mission

**Break down the boundaries of education by creating a superior virtual interaction experience between teachers and students as if they were in a real classroom with all the tools needed for successful teaching and learning**



# Product Building 3D class

For the first time, Wideely allows teachers to build their own classrooms and customize them to their liking

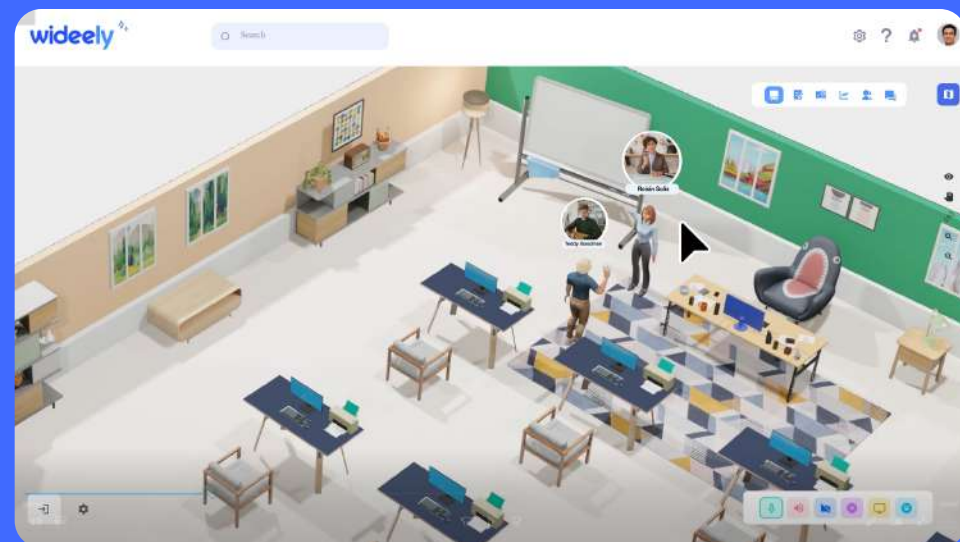




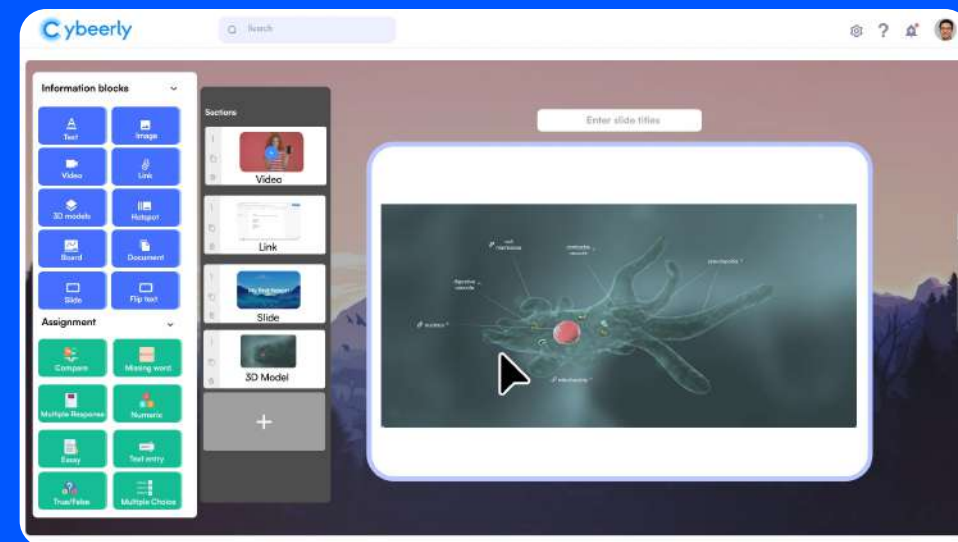
# Product

## Most important needs in one solution

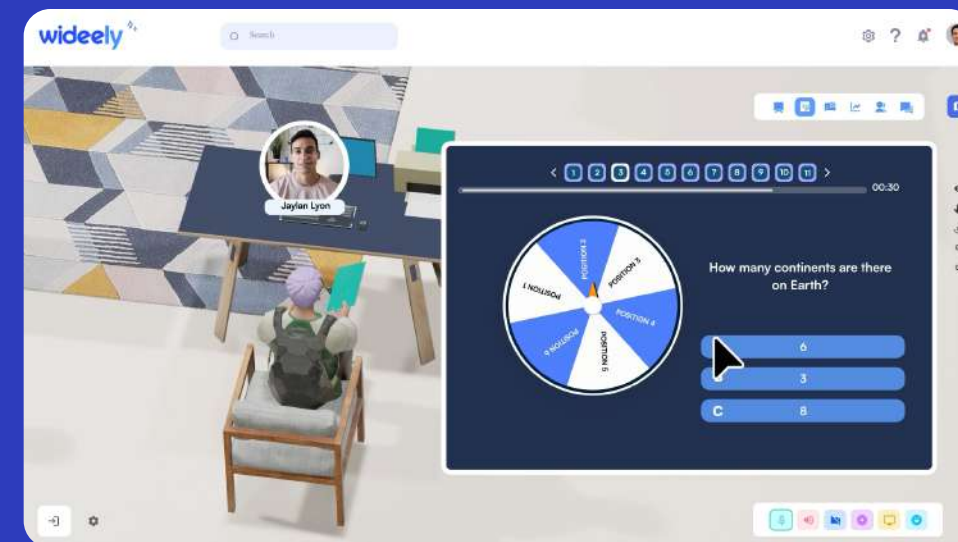
Human  
interaction



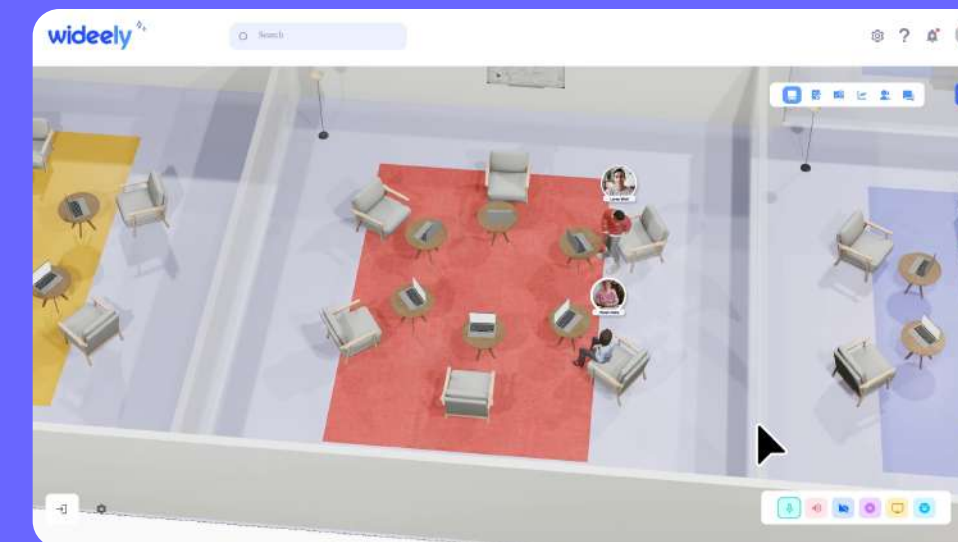
Interactive  
textbook



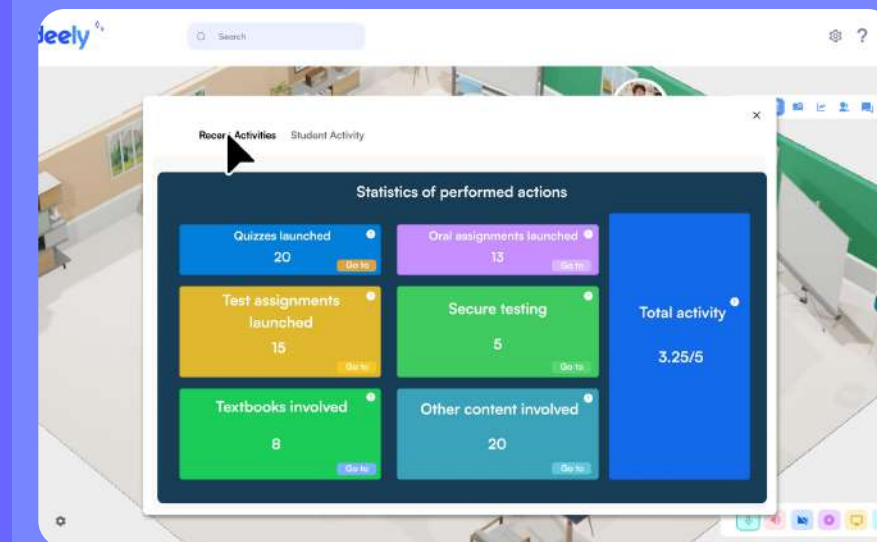
Gamified  
assignment



Collaborative



Analysis and  
statistics



+

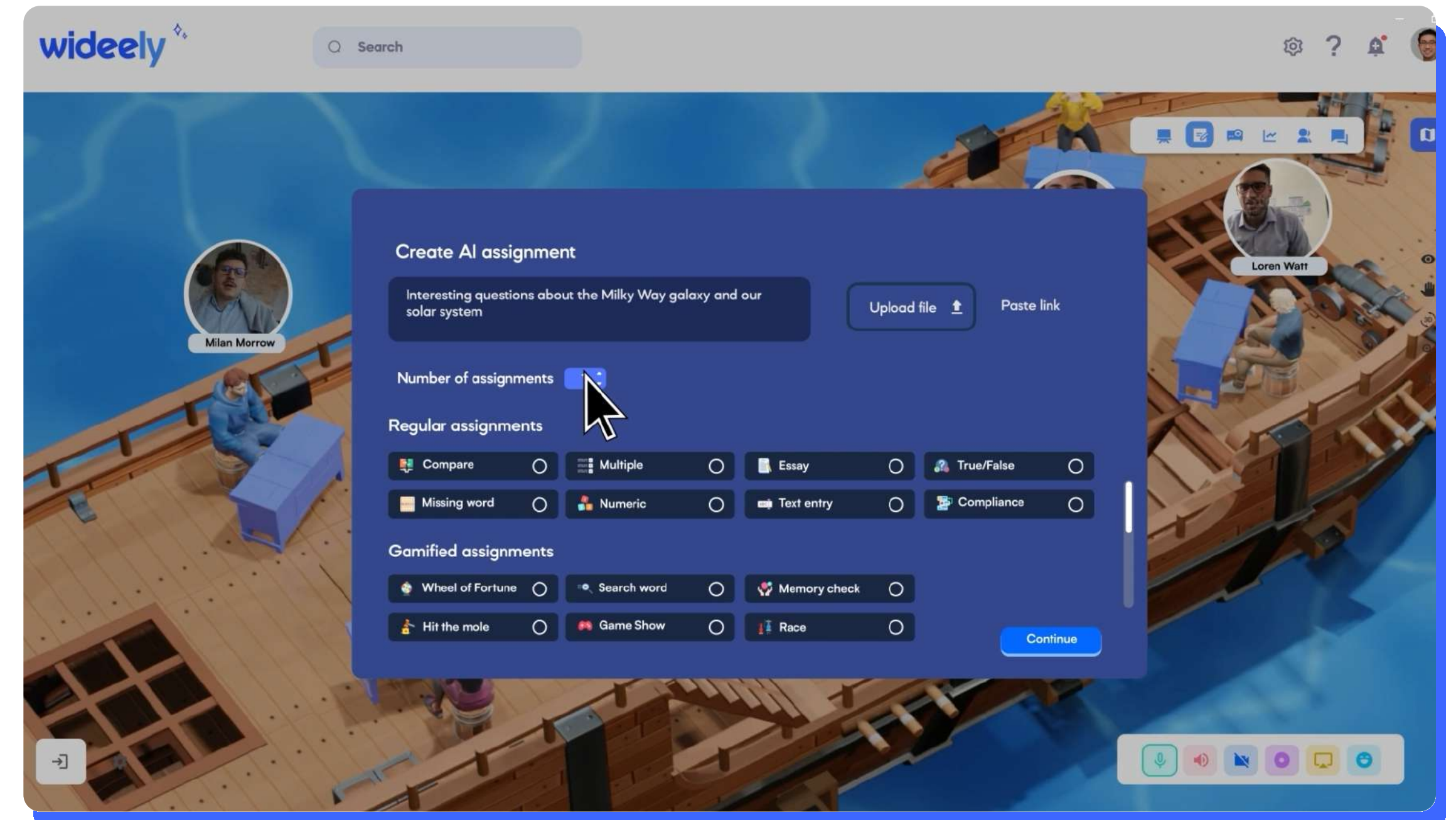
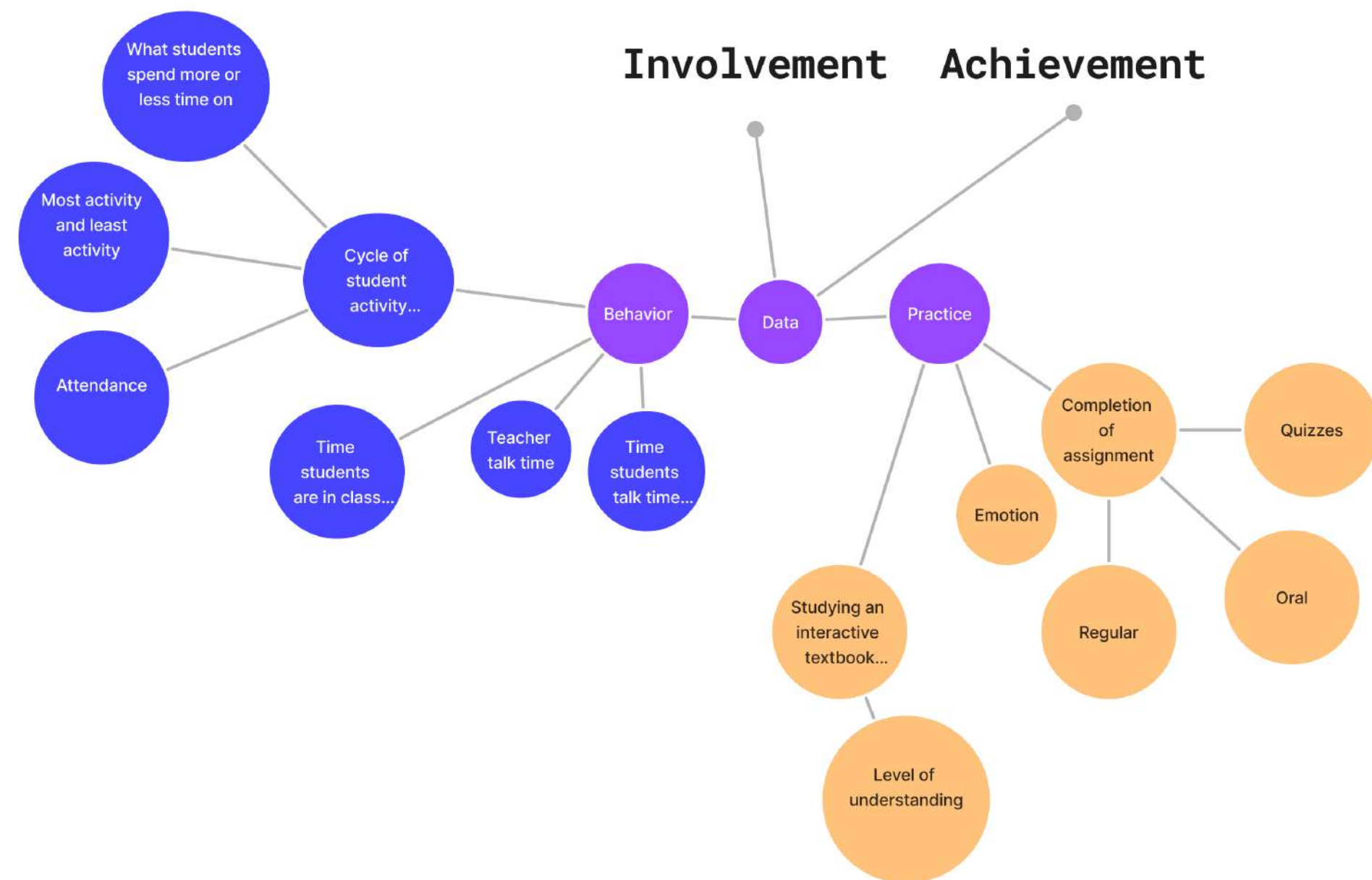
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# Product

## Personalized interactive content for the whole class using AI



# Why now ?

## Our investment thesis **6X WHY?**

● Virtual education is the future of global education

● Growing educational needs after the pandemic

● Based on the important need to interact with faculty and classmates in real time

● Attractive value proposition for teachers and clients

● Scalable technology solution

● Large market TAM



# Market

Global e-learning market

## TAM

USD \$198.2 billion 2022 > USD 602.0 billion by 2030

<https://www.vantagemarketresearch.com/industry-report/online-education-e-learning-market-2028>

CAGR of 17.2%

Europe e-learning market

## SAM

USD \$67.9 billion 2022 > USD 136.9 billion by 2028

CAGR of 12.2%

Europe K12 Online  
Technology market

## SOM

USD \$1.3 billion 2022 > USD 4.1 billion by 2026

<https://reports.valuates.com/market-reports/>

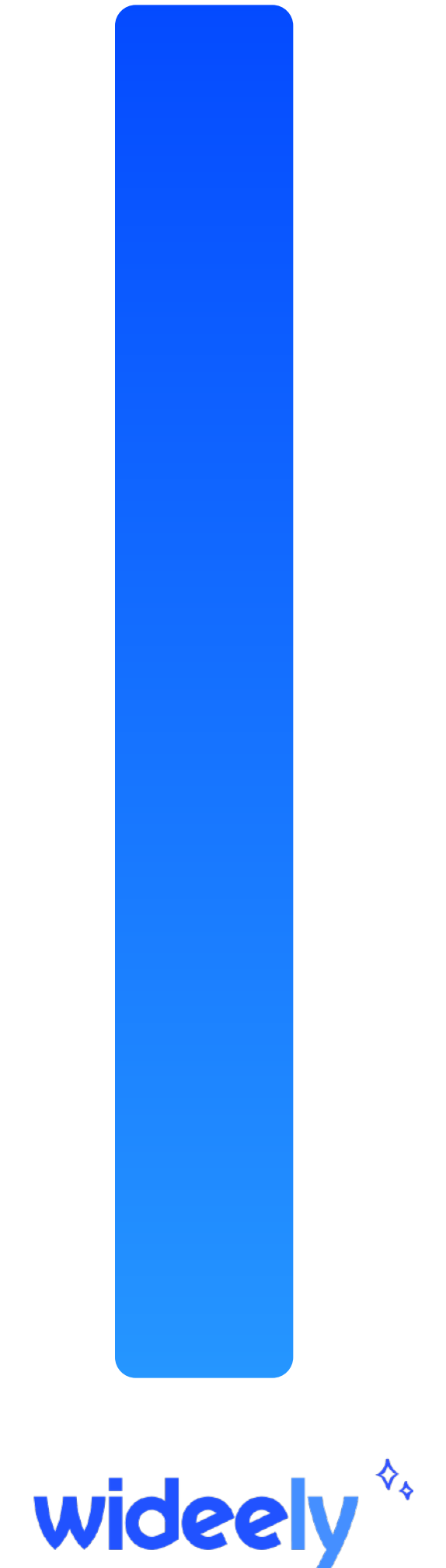
CAGR of 32.22%

# Competitors

Used by 90% of teachers

- Gamification
- Specific tools for learning
- Immersive Environment

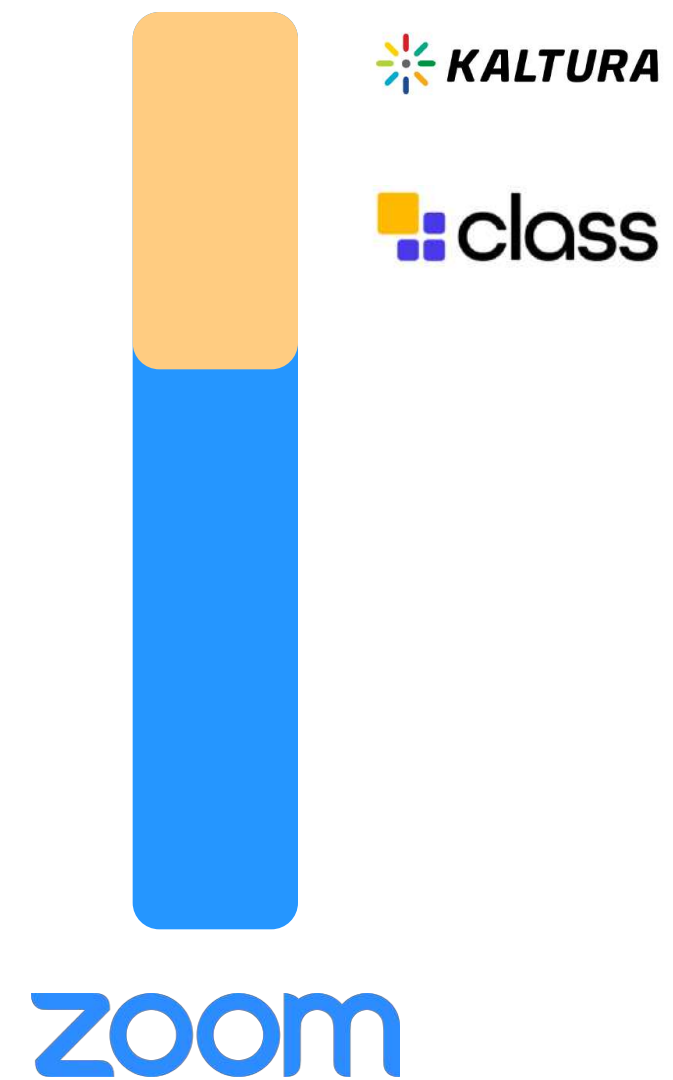
- Board
- Polling
- Recording, screen sharing
- Synchronous communication



# Competitors 2

- Gamification
- Assignment modes
- Creating an interactive textbook
- Build 3D classroom
- Quiz
- Board
- Polling
- Screen demo, recording
- 2D video communication

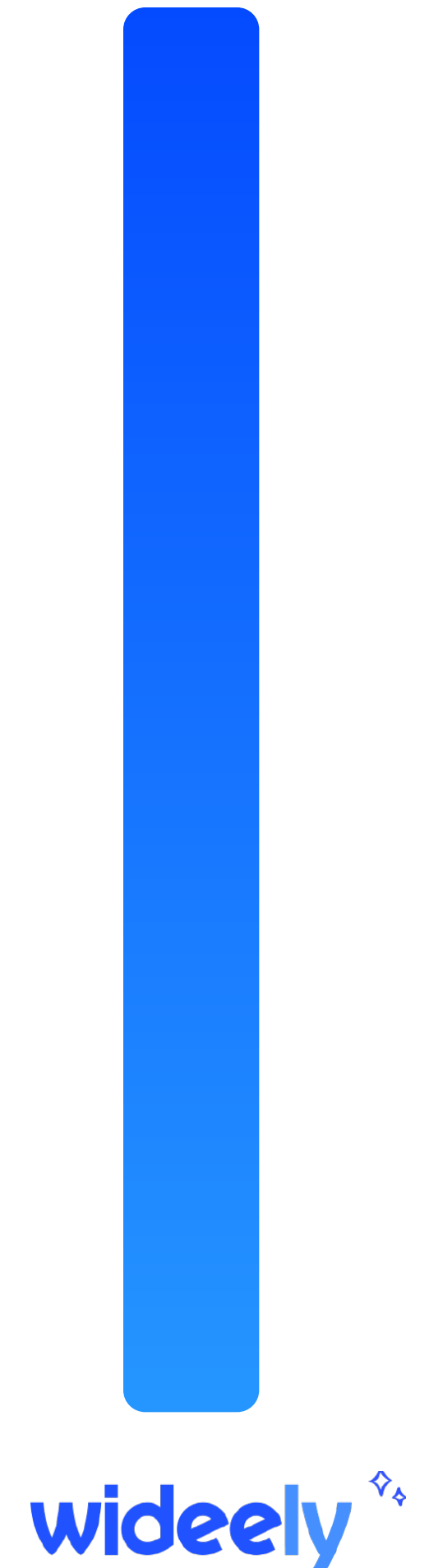
Plugins

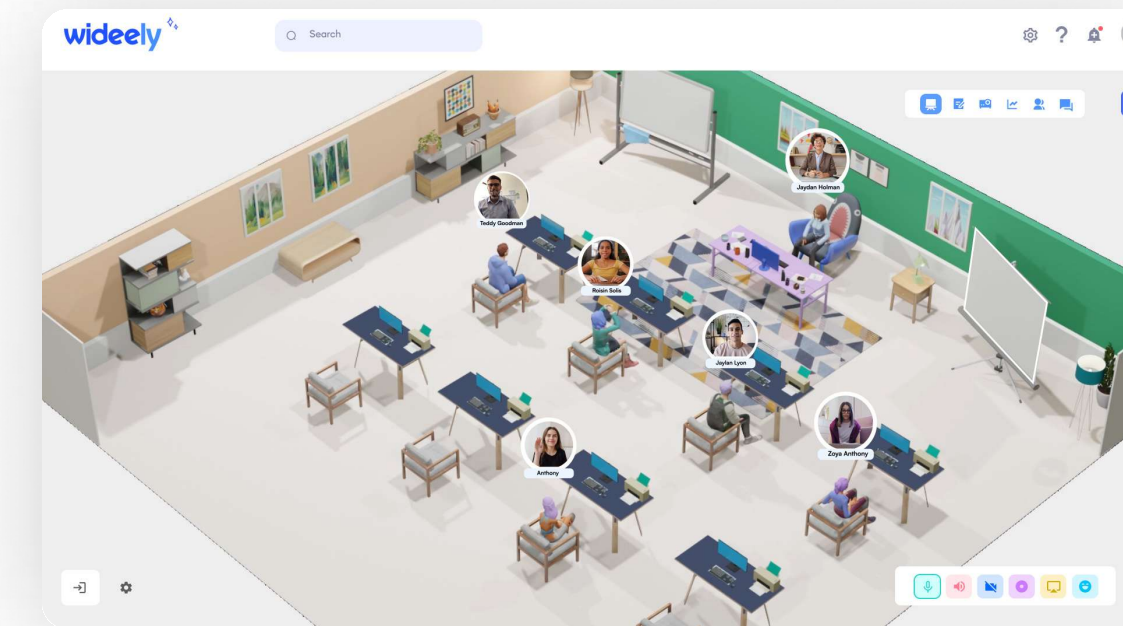
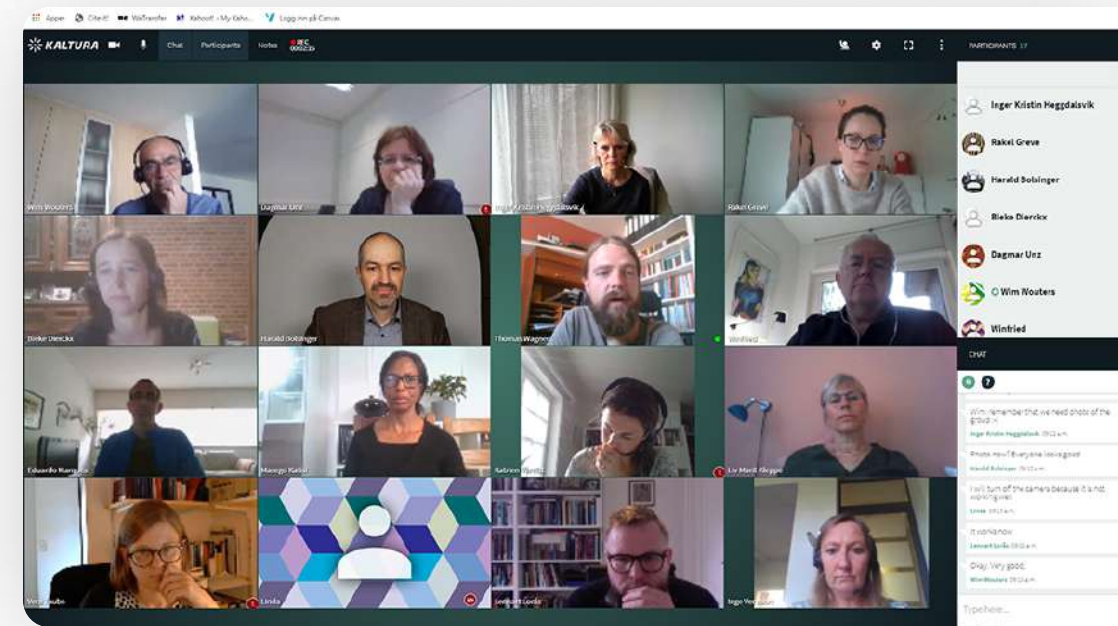


engageli

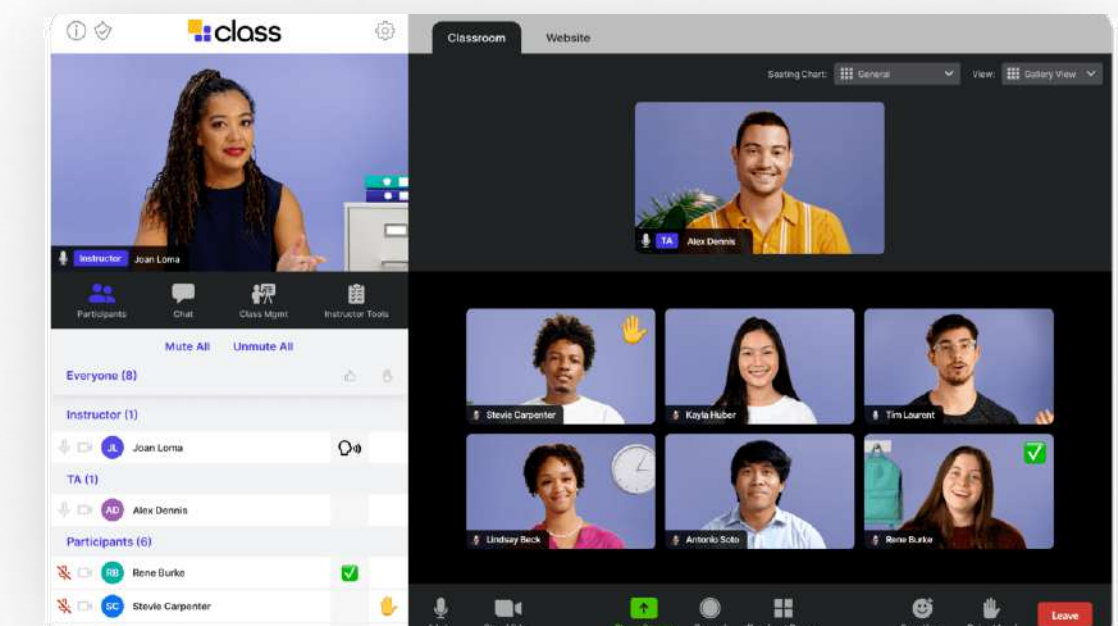
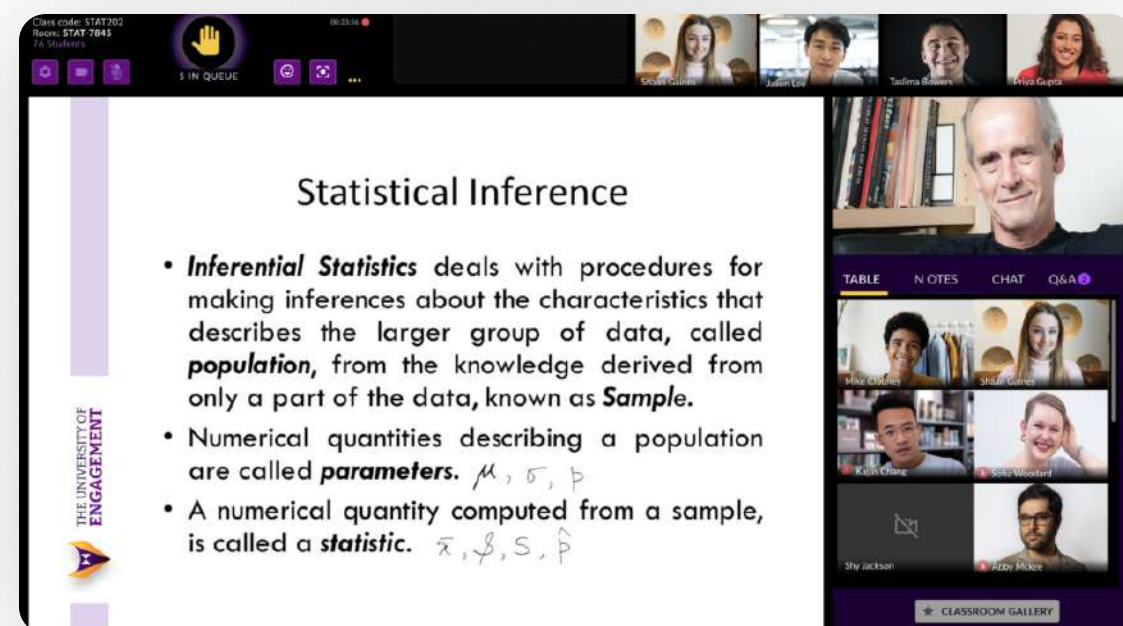
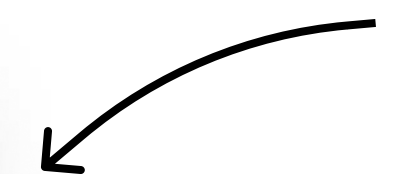


Classin





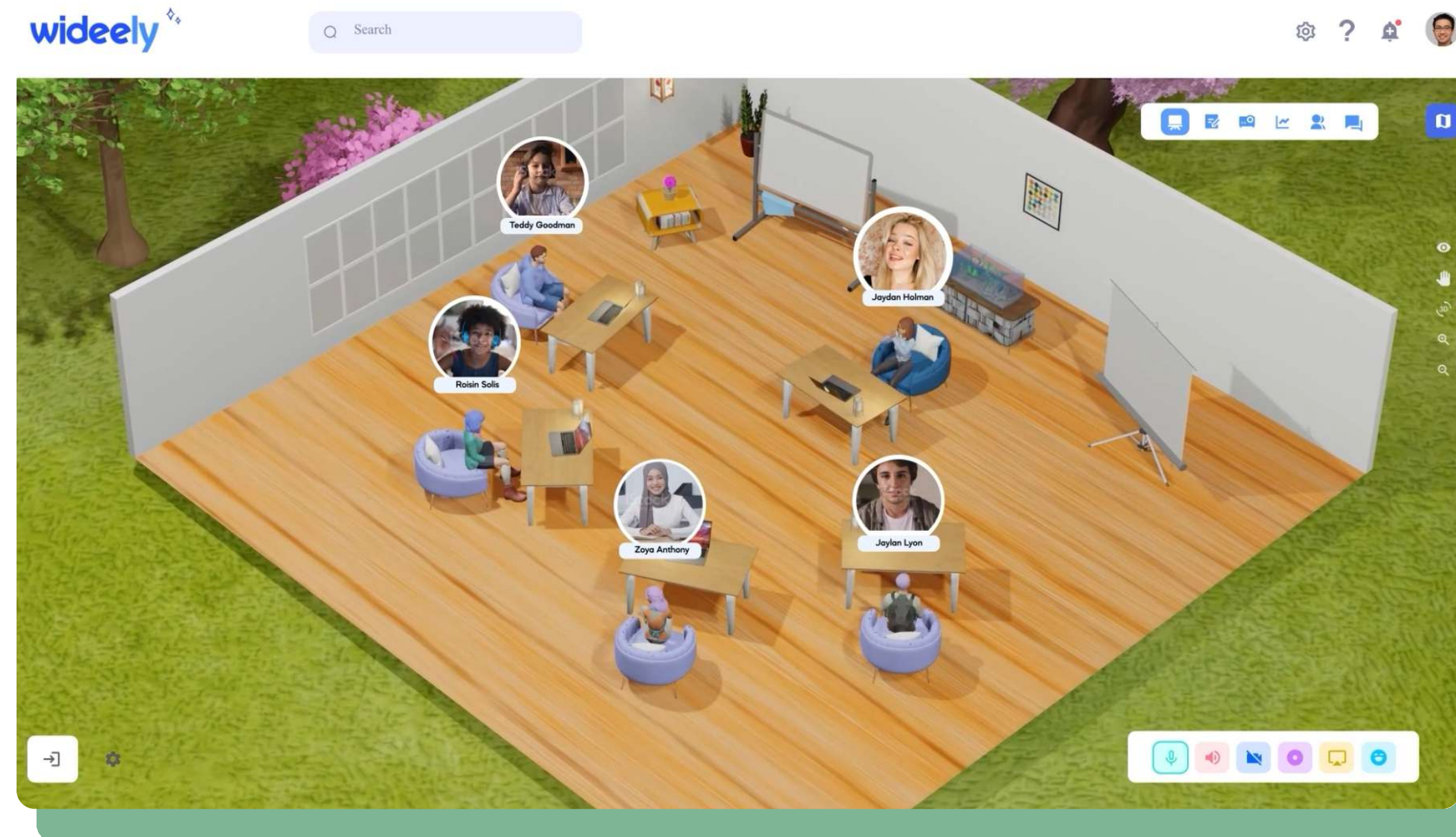
White Crow



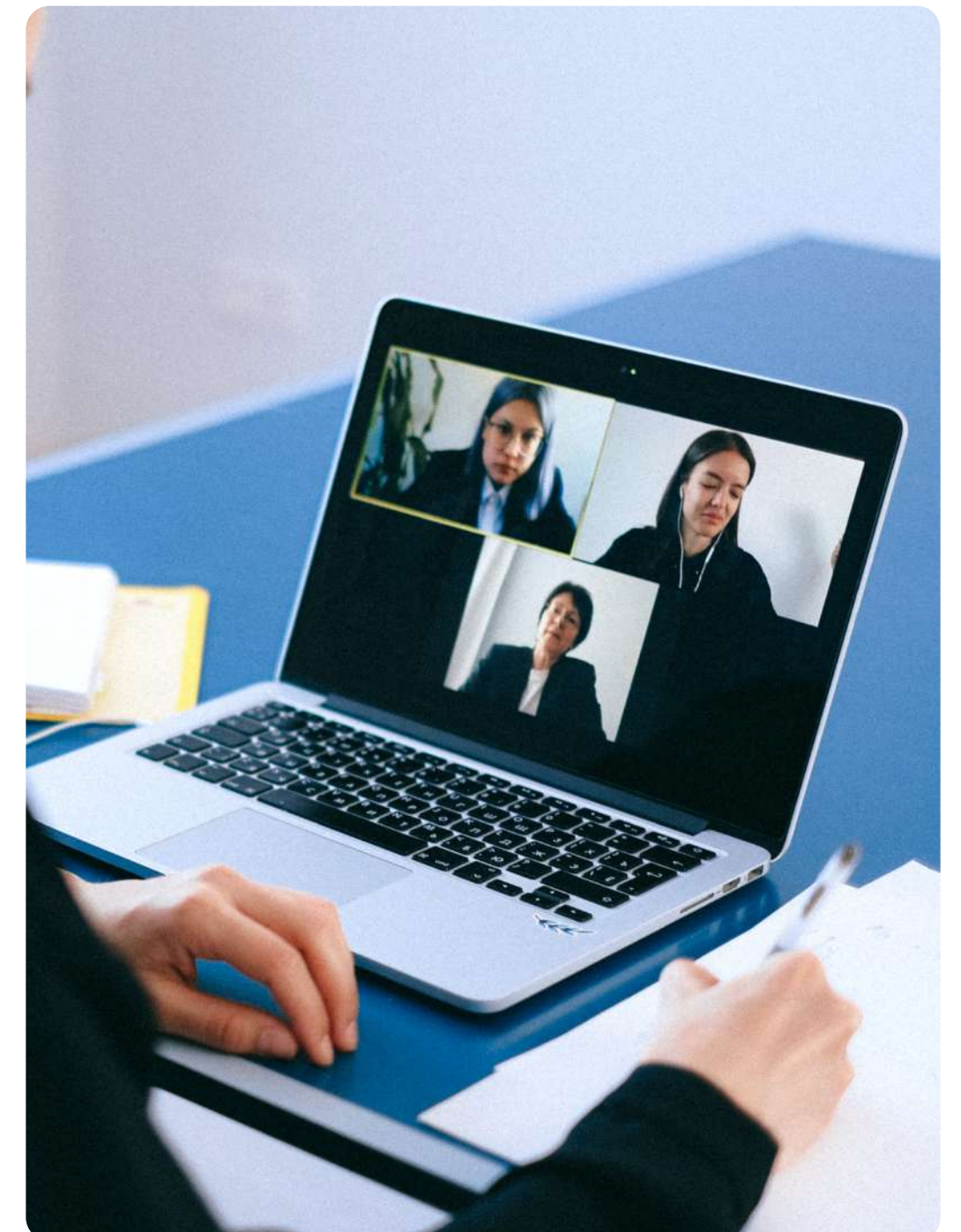
# Goal

## Global Classroom

Human interaction



Accessibility from around the world





# Business model

## Freemium

Monthly

Annually

### Free

\$0

- Up to 10 students per class
- Building 3D classroom
- Interactive textbook builder
- 5 types of assignments

### Individual 1:1

\$10

- Only for 1:1 classes
- Building 3D classroom
- Interactive textbook builder
- 10 types of assignments
- Gamification
- Activity analysis
- General statistics
- AI personalized content

### Group

\$25

- Up to 50 students per class
- Building 3D classroom
- Interactive textbook builder
- 10 types of assignments
- Gamification
- Activity analysis
- General statistics
- AI personalized content

### For K-12 School

**Let's talk!**

# Team



**Rufat Gulmalizada**

CEO & co-founder

1x founder, 3+ years  
experience edtech



**Veronika Dedushko**

CMO & co-founder

10+ Years of experience in data-  
driving digital marketing & PR, 3+  
years of experience in edtech

# Funding

