

**Change the way you see
traditional reading!**



Our team

Emanuele 🇮🇹

Natalia 🇪🇸

Ioannis 🇬🇷

Igor 🇷🇸

Oleh 🇮🇪

Kateryna 🇺🇦

Sofiia 🇺🇦



THE CORE CONCEPT

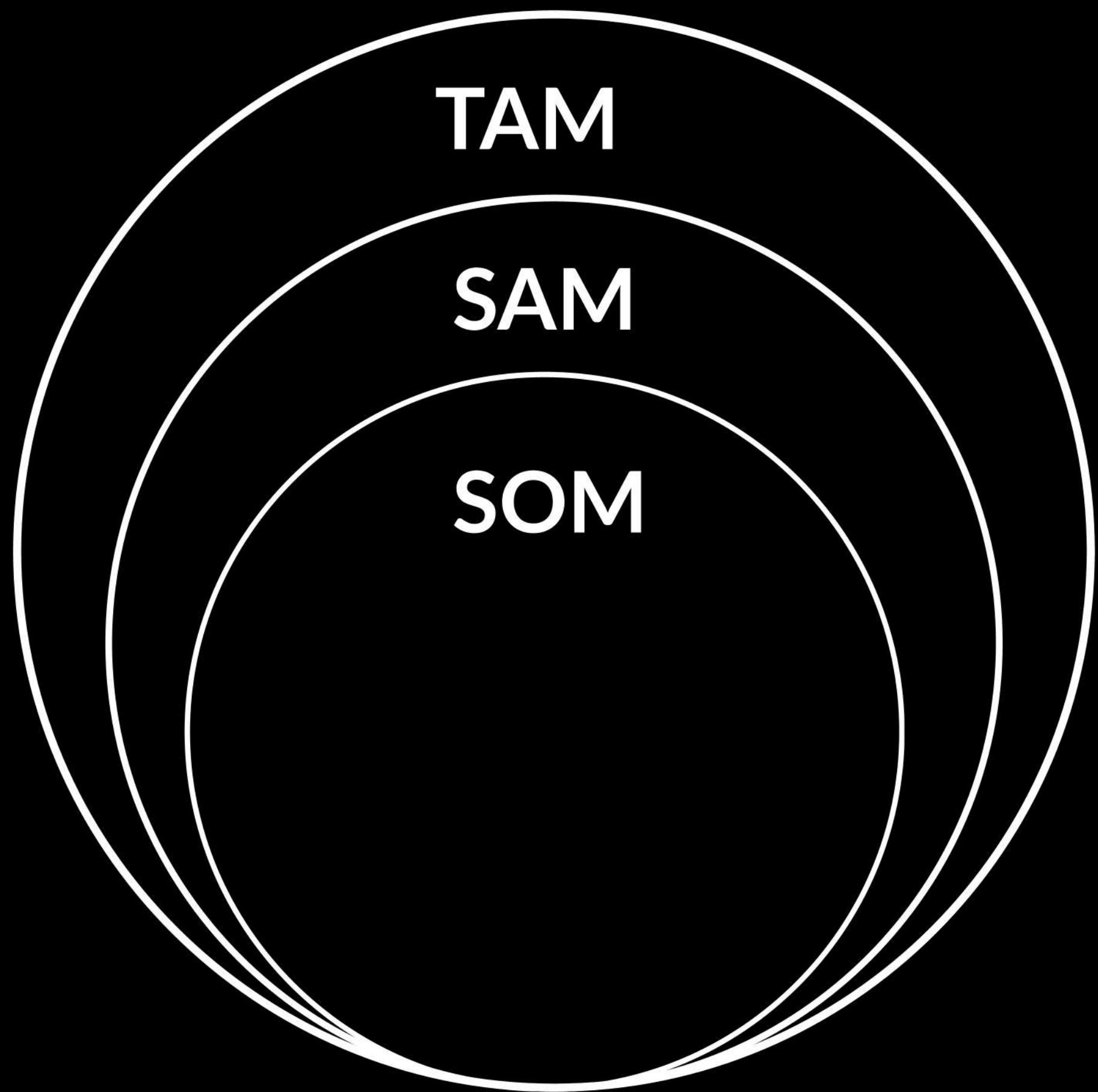
To make the younger generation read more and improve their skills. To help parents solve the problem of encouraging children to read. This is not a test, this is a real game that will engage active youth.

Mission

To give students an easy way to test their knowledge, and connect with peers, helping them stay motivated and learn better.

Vision

To be the main platform where students can learn, and grow through digital books, fun tests, and an active learning community.



€151 B

€84 M

€33 M





PROBLEMS OF OUR TARGET AUDIENCE

- Lack of motivation to read regularly
- High costs of textbooks and academic literature
- Low concentration

TARGET AUDIENCE

- 01** Parents of children aged 6-17
- 02** Average income level
- 03** Interest in their children's self-development



OUR SOLUTION



Gamified reading levels and semester competitions



Expert-to-student Q&A system



Voice Reader accessibility

Competitors



	Testing	Gamification	Community	Rewards
LitUp	+	+	+	+
MagicBox	+	+	-	-
BibliU	-	-	-	-
Perusall	-	-	+	-

WHAT DO WE NEED..?



MVP Development (~\$35k-40k)

- Web + mobile app (basic digital reading + tests + badges).
- Basic analytics & leaderboard system.

Marketing & Partnerships (~\$7k)

Reach out to pilot universities and schools.

Legal & Admin (~\$6k)

Licensing agreements, terms of service, privacy policy

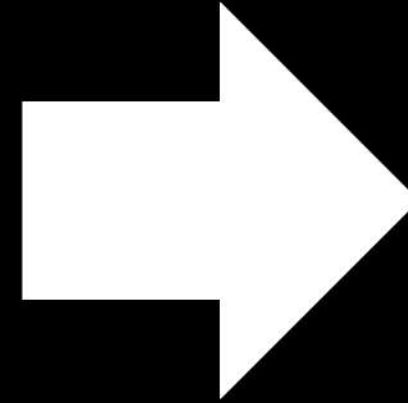
UI/UX & Gamification (~\$5k-7k)

Gamified progress & badge visuals

Business model



Free version

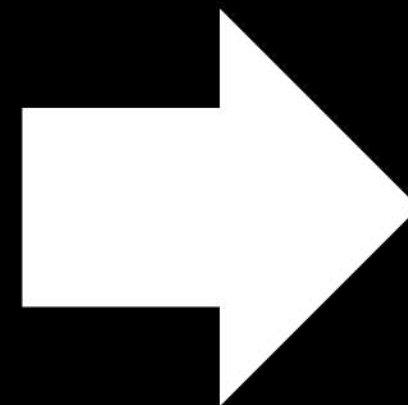


Limited access + ads

Subscription

1 year - €120

1 month - €12



**Full access, no ads,
personalization**



Our web

