



AWAGAS GROUP

MMORPG software development at the request of educational institutions, government agencies, businesses, cultural and art spheres, research organizations

PROBLEMS

01



Low academic performance

Academic performance in the world is 15% according to the monitoring of the Academy of Sciences

02



Low motivation and involvement

80% of parents are dissatisfied with the education system of 1.6 billion people do not have access to education

03



Lack of highly qualified personnel with experience and skills

Corporations hire foreign specialists

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The crisis of the traditional education system in the world

60% of countries poor countries Education problems overlapping with the industrial gap, together create problems of a double technological gap, according to UNESCO

DECISION



Software development and game mechanics for individual requests

Educational institutions
State structures
Corporations



Visualization of the educational process

Interactive photorealistic world
The storyline
350 languages of the world



User-friendly and beautiful interface

Logging in to the software on the site from any convenient device (smartphone, tablet, laptop, computer, TV), the platform can support 100 million users online at the same time.



MMORPG Platform Game mechanics Artificial intelligence

ANALYTICS

Generation of the material and technical base.
An interactive photorealistic world.
Intellectual classes and laboratories.
Interactive tasks and levels.
Analytics and digital user profile.



Marketplace of works and projects

Product Stores
Service Stores
Exhibitions of projects and works



VR, AR and AI
Virtual Reality
Augmented Reality
Neurointerface



RESULT

165 countries of the world
350 languages
More than 100 million users

Students

Freedom of action
High motivation
Full immersion in the learning process
Obtaining the skills and experience necessary for the modern labor market

Parents

Successful self-realization of the child
Comprehensive development of the child
Obtaining professional skills and experience

UNIVERSITIES SCHOOLS

Improving academic performance 85-100%
Involvement in the educational process 85-100%
Increase in the speed of assimilation and perception of information by 70%
Reducing the workload of the teaching staff
A unified system of monitoring and analytics for each student

CORPORATIONS

Highly qualified specialists
Highly motivated specialists for a continuous process of learning and mastering skills and experience



BUSINESS MODEL



> Escort

Contracts for maintenance, maintenance and updating of platforms

Payment monthly

> Software development

The cost depends on the client's requests
One-time payment

> Training of employees and users

Subscription

ONLINE EDUCATION EdTech
(educational technology)
MARKET 2021



200 billion dollars

Global market



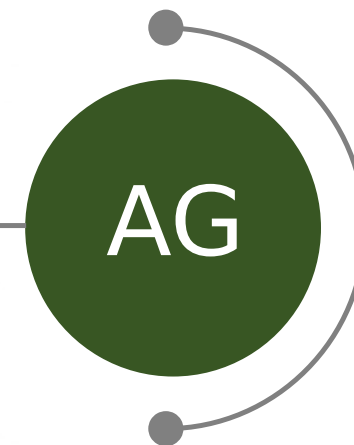
120 billion dollars

online e-learning



15 billion dollars

Virtual classes



15 million dollars

Software
development
contracts

COMPETITORS

КОНКУРЕНТЫ



Skillbox



Stages of development



Directions of implementation	Completed activities	Completed activities		
		2020	2021	2022
Research and development	2010-2020			
1. Demo version	V	21.11.2020		
2. MVP Development			V	
3. MVP Testing			V	
4. Development of the II version of MVP			V	V
II. Marketing and implementation				
Pilot implementations and sales			V	V
III. Intellectual property				
Patenting of intellectual property results		V	V	V
IV. Attracting financing			V	V
Presentation of the project results for potential investors		V	V	V

TEAM



Victoria Skrylnikova
CEO
Founder
The author of the software

Data scientist
Big data in GameDev
Data Drive preparation of
methods and algorithms
for professional
diagnostics and digital
profile



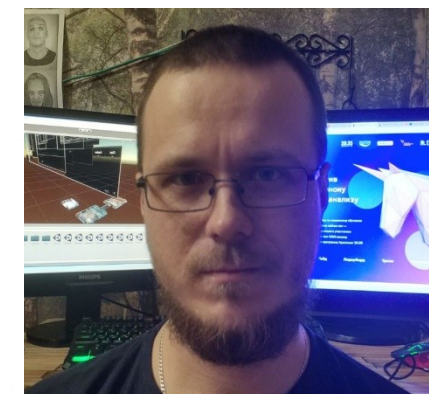
Dmitry Surin-Sorokin

Data scientist
Big data in GameDev
MMORPG development
System configuration,
logic programming,
testing, documentation



Yulia Pidlisna

Data Driven Epic
GamesGame design and
software architecture,
hierarchy of metrics,
control, funnel
construction, testing



Pavel Yaroslavtsev

Data scientist
Big data in GameDev
Development and
maintenance
SERVER software:
logic programming, testing,
documentation

INVESTMENT

Cash flows start from 2022. Investments are necessary for the development and promotion the project before the funds are received. The project is profitable and self-supporting. Offers to the investor of \$ 15 million for a 20% share of the company.

