POLO VR

EXPLORE BEAUTY

EXECUTIVE PITCH



EXPLORE BEAUTY

ELEVATOR PITCH





PROBLEM LANDSCAPE

The **new generation of students** is not feeling stimulated when learning geography. This causes a decrease in their learning efficiency, and it's due to a great disparity between the way they approach **content in school** and the way they are used to approaching any other form of **content online**.

Schools receive funds, but they don't implement **enhanced experiences**:

- teachers can't create their own (lack skills/time)
- lack of continuous-learning platforms

Teachers sometimes try to implement **YouTube videos** during the lesson, which could be a good way to break **monotony**. Nevertheless, the content is generally not delivered with continuity, the quality is often not high level, and the students can feel **disengaged** because they don't have any practical task which could help them remember.



EXPLORE BEAUTY

PROBLEM STAKEHOLDERS

Students (8-14 y.o.), Teachers, Parents, School (institution), Textbook Publishers



SOLUTION (TECHNICAL)

In this cohesive, user-friendly **platform**, students will find:

- The original textbook (divided by chapters)
- For each chapter, original gamified content (accessible in VR and Laptop
- Gamified virtual, interactive tests on the gamified contents
- Section for the Teacher's notes
- Section for the Student's notes
- Country Map with extra locations to visit
- Leader board Earn points by exploring and through the tests (class school, city, region, country)

SOLUTION VP

I aim to make the next generation of students associate the **responsibility** of learning geography with the thrilling, unforgettable sensation of **exploring** their **world** with **new eyes**.

An **engaged** student is a **better-performing** student. A generation which is **conscious** about their world brings a positive impact, and it's a **light of hope** for the future.





BUSINESS MODEL

Subscription:

- School buys yearly subscriptions through their favourite
 Textbook Publishers (percentage of the sale)
- Parents buy a yearly subscription directly from the website (connected to a Textbook Publisher/No Textbook)



ROADMAP

First Recruitment

Proof-of-concept Development

Market Research and Validation

Redefine the Product

Pitching to Publishers

Second Recruitment

Marketing

Content Production and Set-Up to Go Live

OBJECTIVES FOR ACCELERATION

- Get Funds
- Find collaborators to make a Proof-of-Concept Platform
- Find a collaborator for Market Research and validation (P.O.C. as a base)
- Get in contact with publishers to pitch Polo VR
- Define the best technological solutions for the platform
- I know I don't know... Tools to manage my business



POLO VR

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THANK YOU!

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