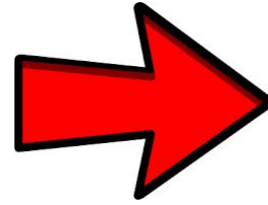
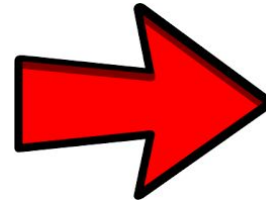
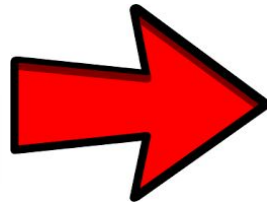


Means of  
Learning



Means of  
Entertainment



# Learning in the Future

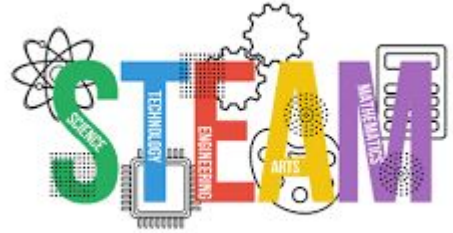
- Mobile-First Approach
- Gamification of Mathematics Learning
- Personalized Learning Path



***Mobile Learning Systems!***

# United States MLS Market Size and Potential

- \$35.4 Billion in 2021
- \$230.1 Billion in 2029 (Mordor Intelligence)



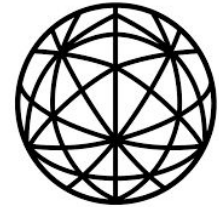
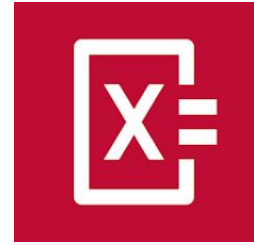
## Math Segment of MLS Market

- \$5.2 Billion in 2021
- \$33.8 Billion in 2029



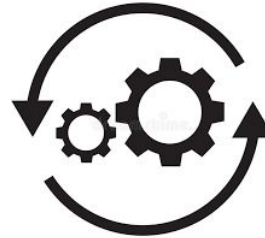
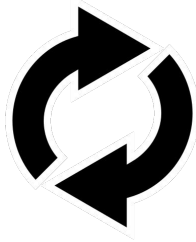
# Market Entry and Players

- Simple: \$10,000 - \$50,000
- Moderate: \$50,000 - \$150,000
- Complex: \$150,000+
- Affected by: Features, Design, Platform, Development Team, Testing, Maintenance



# Problems with Current Mobile Learning Systems

- Limited Interactivity
- Repetitiveness
- Lack of Personalization



# nousQuest

# The NousQuest IP

# nousQuest

- Problem Bank



- Machine Learning Algorithms



- Gamified Features



**Gamification in Education**

# The NousQuest Team

# nousQuest



Arul Rhik Mazumder



Omar El Nesr



Alex Chen



Shreyan Ronit  
Mazumdar



# Model and Distribution

- Freemium



- Partnerships



- Direct to Consumer





## Next Steps

- Finished: Customer Interviews and Launch Connections
- To Do: Develop MVP for next stage of testing

Help us make Math Education more Enjoyable!