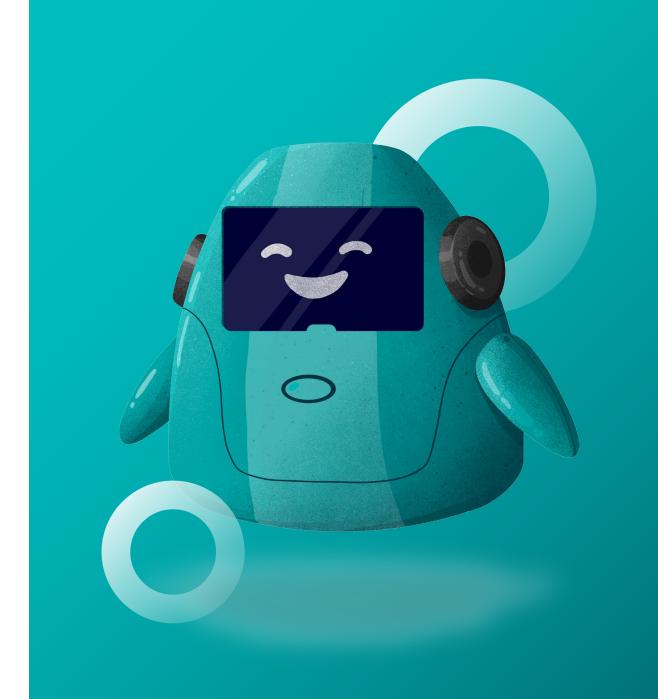
Natitu

Let that robot make your kids fluent English speakers!



We develop an innovative toy-tablet with Al voice assistant that helps children to become native English speakers from the very first years of life



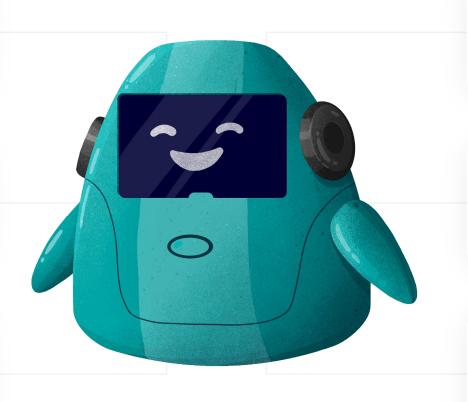
Combination
of an attractive toy
with built-in Android tablet



Parent's control by iOS/Android app for parents



Educational games and apps for 2-7 years old children





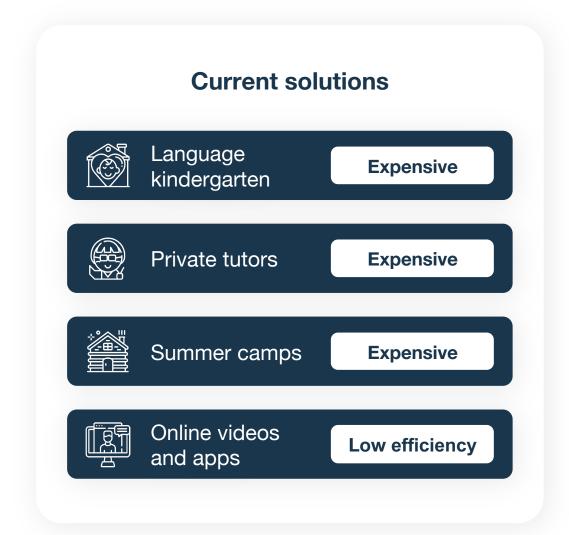


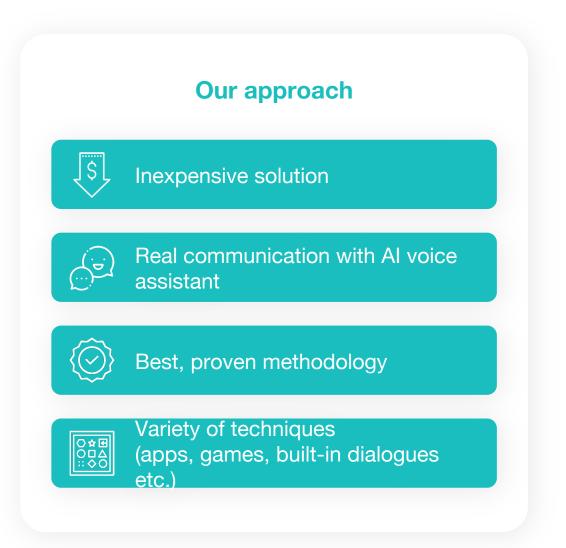
Built-in innovative educational practices in English



Voice Assistant

The importance of English is obvious for parents from non-English speaking areas however there is no reasonable solution yet





We are working on the ultimate teaching methodology – combination of best practices applicable for children from only 2 years old



Daily communication.

The robot as a 24/day partner

Daily routines (brushing your teeth, wash your hands etc):

- Initiator: Natitu involves a child into convo by asking questions and suggesting activities
- Assistant: ability to answer child's questions



Game as the main form of educational process

- Situational role play as a teaching method for preschoolers
- Music games
- Scenes and plays
- Word games



Video support

 Combination of audio and video helps children to faster learn and understand new words and phrases

700 million families are waiting for our solution





4 billion people considered as the middle class, with the majority living in Asia and Europe with less than 10% born in English speaking families



3.6 bln. middle class people are possibly forming (conservatively) 700 mln. families – potential clients

The long-term 10 years goal is set as 10% of the middle-class families – 150M



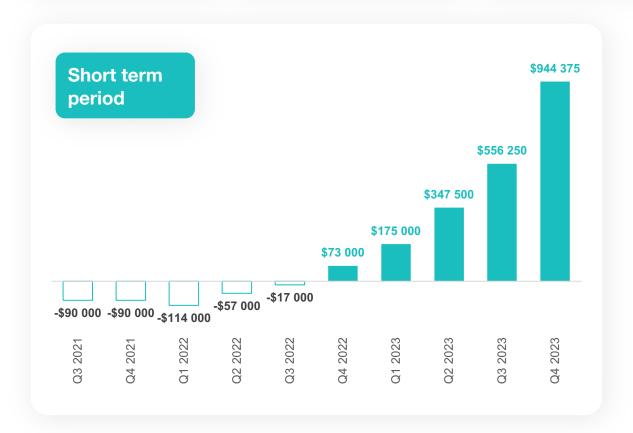
Device sales

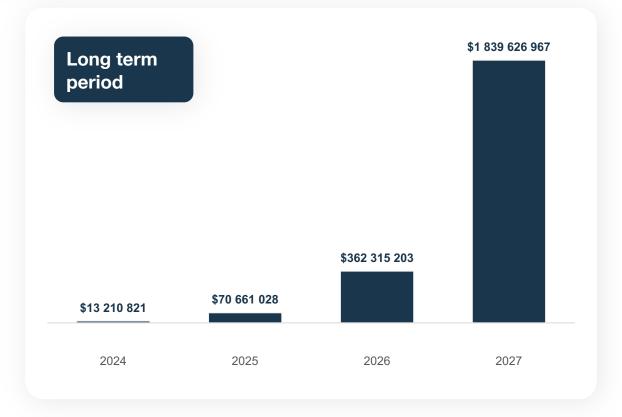




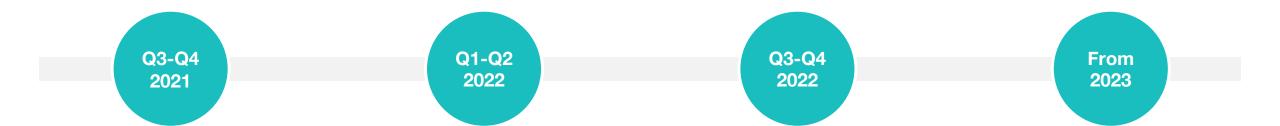
White labeling for big corporations

Most of the income will come from subscriptions with expected median LTV \$150 (\$30 from the device and \$120 from subscriptions)





We developed a working model with step by step way to market



- Teaching methodology
 R&D
- Android shell and app developments
- Hardware design and engineering

- Educational content preparation
- Android development
- Parents iOS app development
- Hardware: first testbatch
- Hiring marketing and sales team

- Hardware polishing and first deliveries
- Apps launched
- Real users testing, bug fixing & enhancements
- First sales

- Constant content / teaching methodology development
- Hardware enhancements and updates
- Hardware production optimizations
- Marketing / sales growth

Our plan is to raise \$378K on a pre-seed stage for our 1-year launch plan



1-st year objectives:

- Build a team
- R&D on the teaching methodologies, best techniques
- R&D on the hardware design and production
- Android shell with built-in apps, games, videos
- Al voice assistant as part of the shell
- iOS/Android app for parents



We analyzed all the risks and are confident in our strategy

- New strong competitors go for our market OK, BUT the teaching methodology is not something you can easily find/create and implement. We'll be at least 1 year ahead
- Same features become available with existing voice assistants
 OK, BUT our device is built especially for kids, so we are more than just a voice assistant, and more than just an app



Our options:

Become profitable from the year 3 and head to the IPO

Being acquired by some of the market leaders (Amazon, Google)

We use competitors' flaws to make our product perfect



Miko 2 Robot



Very expensive



Not dedicated to the language learning



Mishka



Not dedicated to the language learning



Doesn't have a built-in tablet (touch screen)



Very vulnerable form of soft toy



AILA Sit & Play



Not dedicated to the language learning



Only for toddlers



No Al/voice assistant component

Contact me:





