

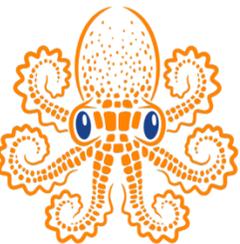
Alter-Learning

Pitch Deck



“We need technology in every classroom and in every student and teacher’s hands, because it is the pen and paper of our time, and it is the lens through which we experience much of our world.”

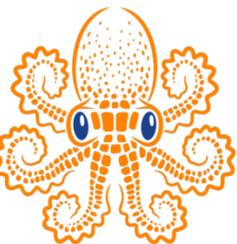
-David Warlick





About Us

We are a cloud-based, fully integrated STEAM educational platform that transforms the latest scientific research into fun and immersive educational extended reality XR (3D, AR, MR, VR) experiences across multiple disciplines.



Alter Learning website

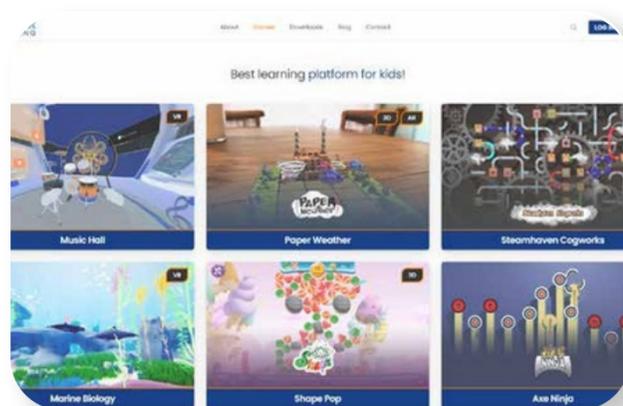
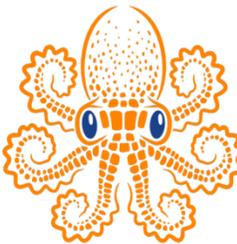
Official Website: www.alter-learning.com

Discover educational excellence on our website!

Explore our educational games, insightful articles about the latest in tech-education trends.

Access our multiplatform download center and find everything about our company.

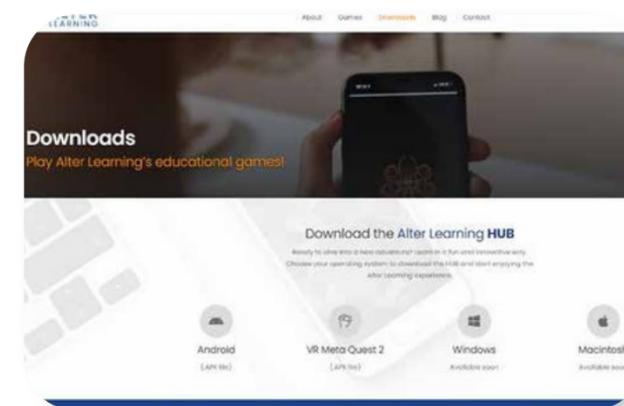
Join us in shaping the future of learning!



Games



Blog



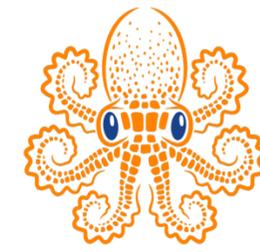
Download



Contact



Why choose us?



- Fully integrated platform.

- Barrier-breaking educational content.

- A hub for educators, families, scientists and entrepreneurs to learn, play and collaborate.

- Cutting-edge scientific research and technology.

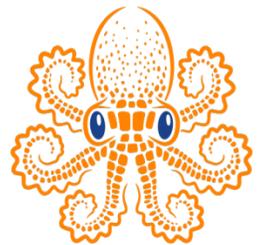
- Interactive Experience: A hands-on, immersive platform  that combines learning with play to keep students actively engaged..



VR products, Games, Classrooms, and Laboratories

Our integrated platform includes virtual learning spaces for students, teachers, and parents to collaborate, interact, perform, and practice. It allows for 1-on-1 or group teaching.

XR Education



STEAM

Geared towards the Science, Technologies, Engineering, Arts and Math



ARTS

Geared towards the Arts, whether it's music, visual art, or dance



CLASSROOMS

Geared towards learning environments



PLAYGROUNDS

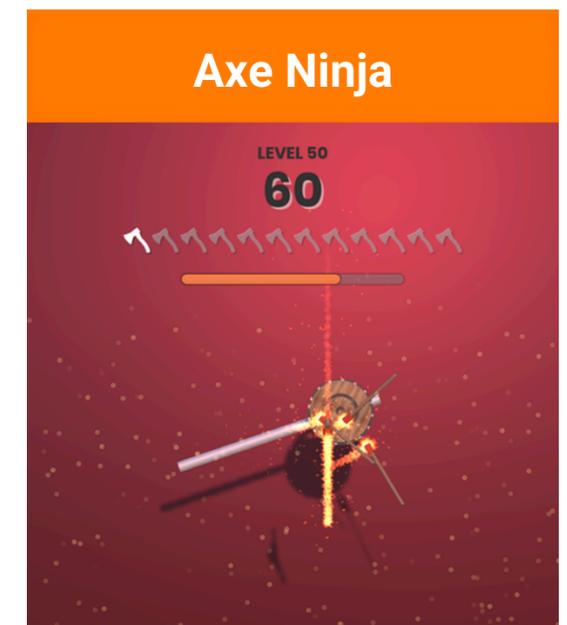
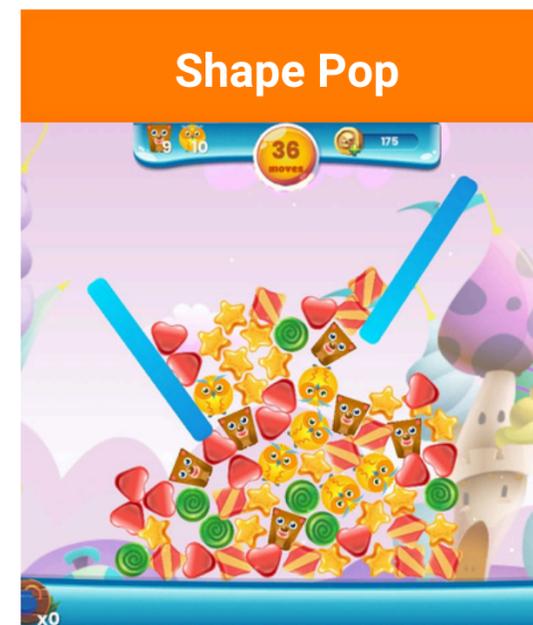
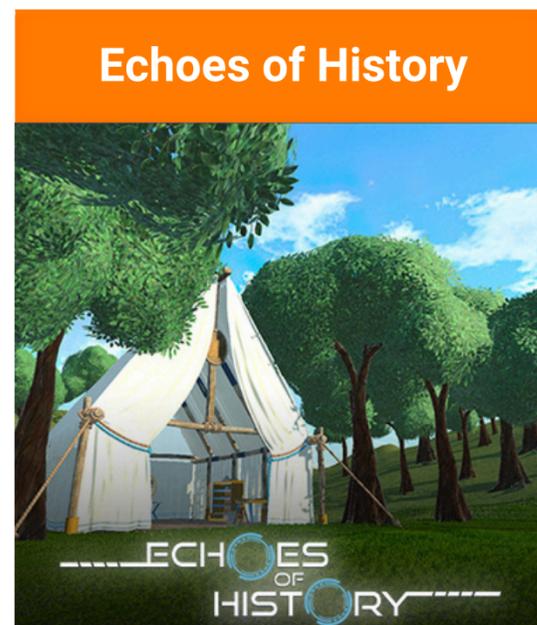
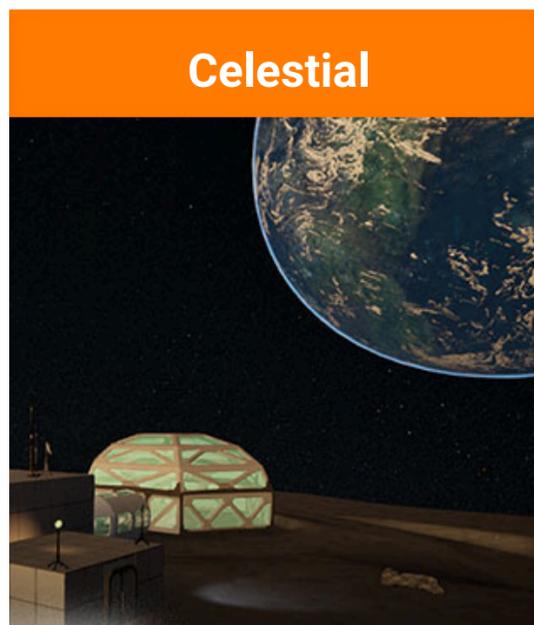
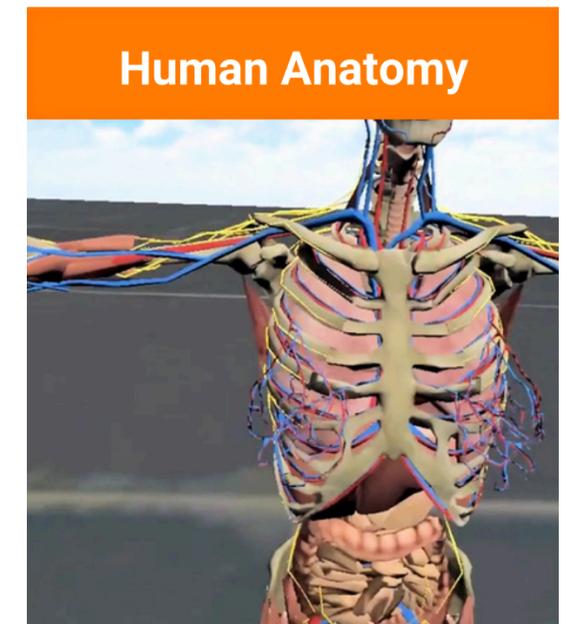
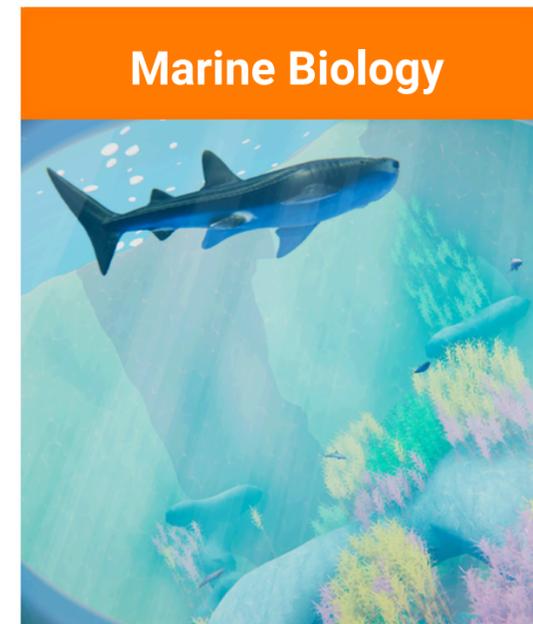
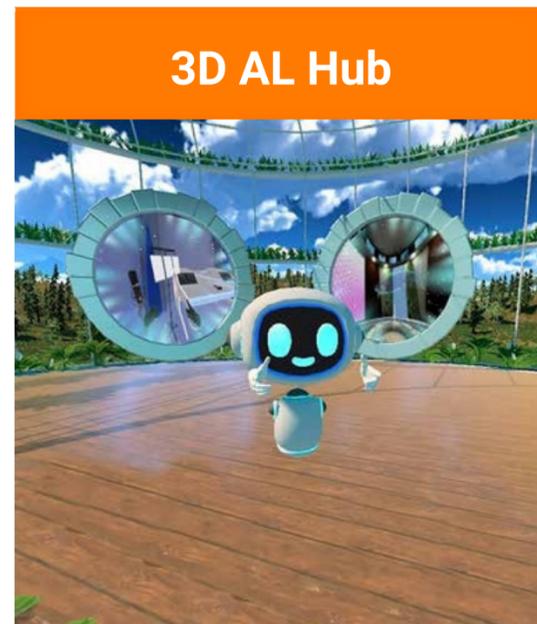
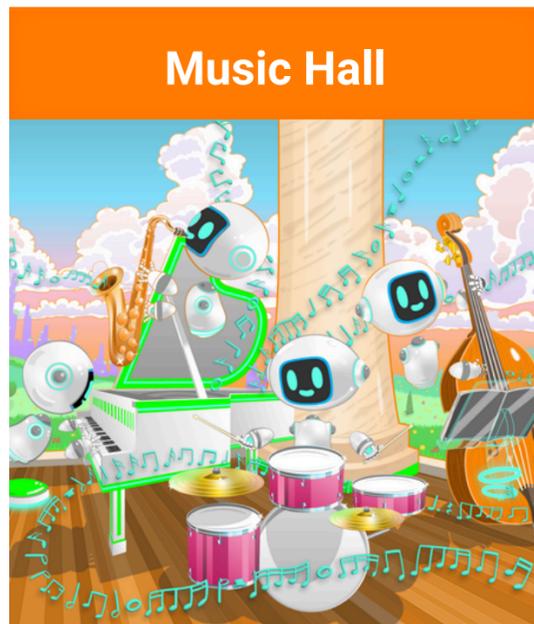
Playful environments for social & kinetic activities before and after lessons

Educational Games

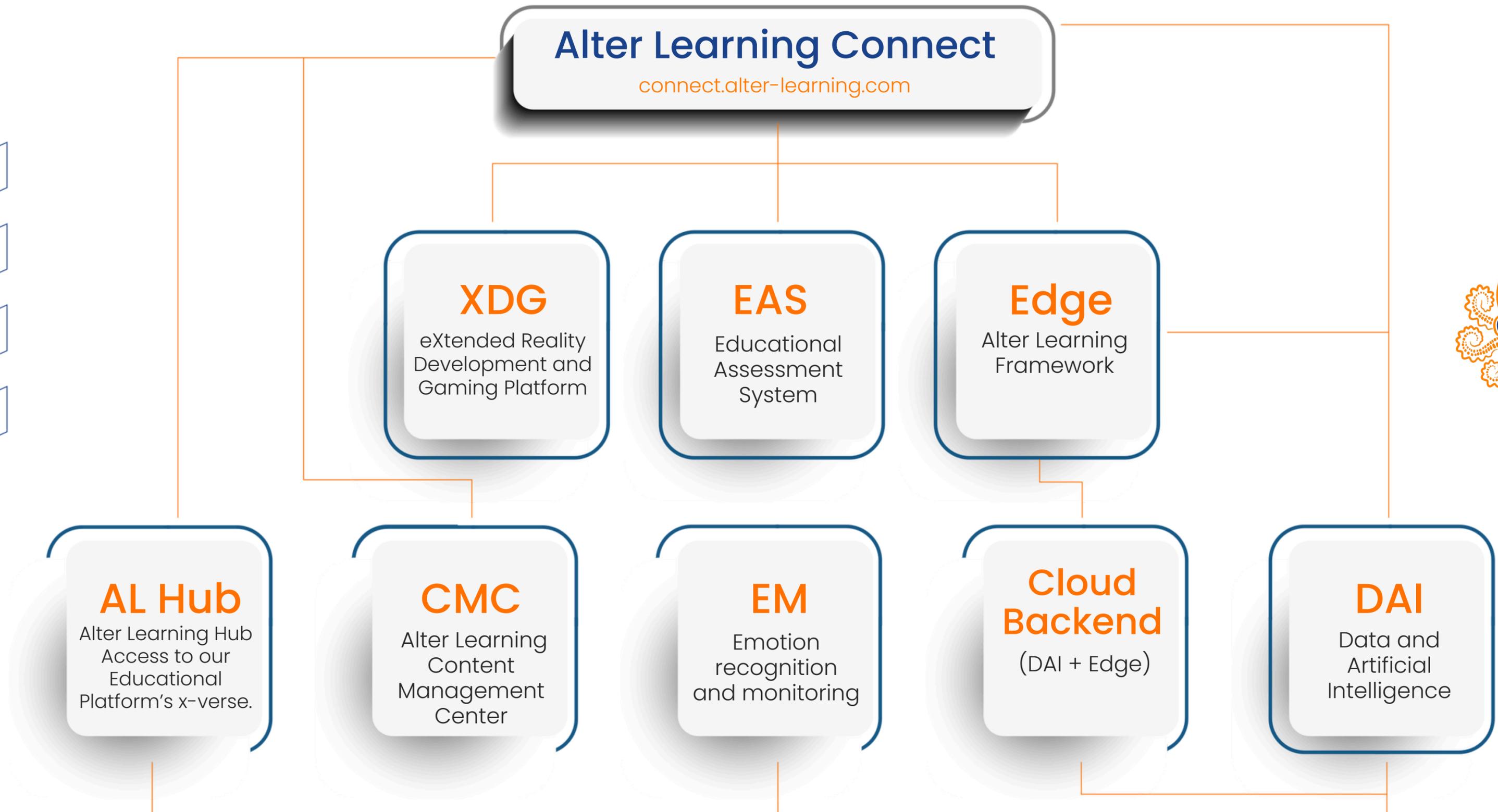


Alter Learning's XR experiences combined with our AI learning assessment system to meet the unique educational needs of each student.

(Click on the thumbnail images to learn more about each game.)

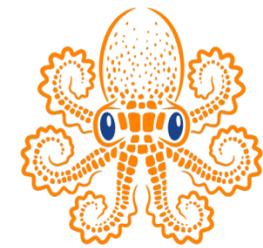


Alter Learning Educational Platform



Alter Learning CMS

A content management system that transcends conventions, unlocking new frontiers for scientists, developers, educators, students, and their families.



Games demo: Sign up for free and experience all our educational games with a complimentary 5-minute trial. Immerse yourself in a world of interactive learning and fun.

Market: Explore our catalog of educational games and learn through play. Choose the subscription that best suits your needs, unlocking a diverse range of engaging and educational experiences.

Community: Create your own social network to connect with friends and colleagues.

Join a vibrant community of passionate individuals, fostering interaction and collaboration with like-minded people.

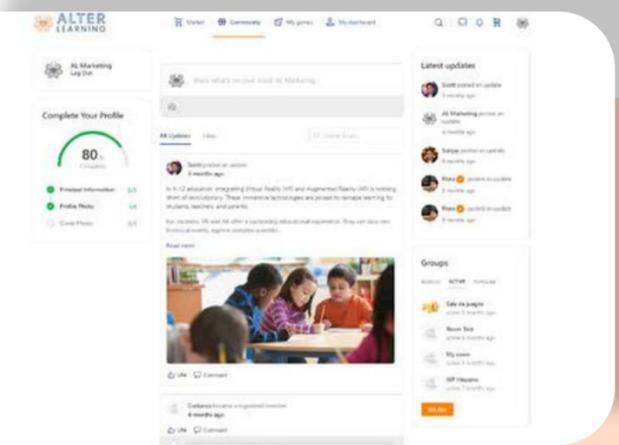
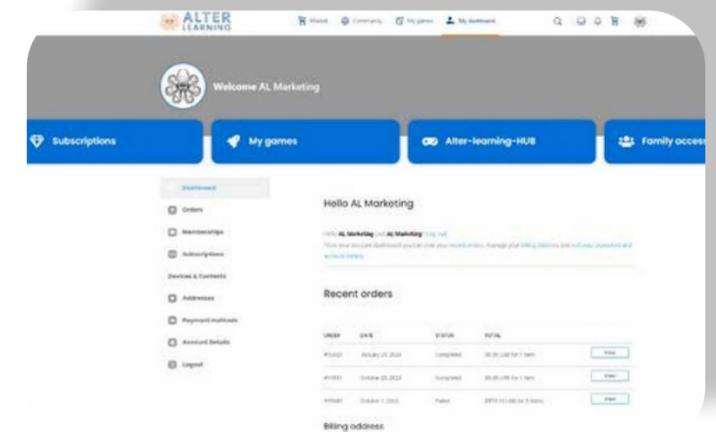
LMS (Schools): Engage with diverse educational communities, exchanging knowledge and connecting with individuals from different educational backgrounds. Broaden your horizons, enriching your learning experience by interacting with people from various locations.

User dashboard: Take control of your personal account with our user-friendly dashboard.

Manage subscriptions, grant family access, handle payment methods, and keep track of your acquired games. All in one.

Support: The Alter Learning specialists are at your service, ensuring that your only concern is enjoying the experience of playing and learning.

Reach out for assistance, guidance, or any inquiries, and let us support you on your educational journey.

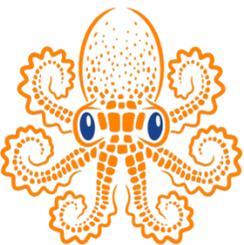




Alter Learning Connect HUB

Where learning meets limitless possibilities.

Unlock the boundless capabilities of Alter Learning effortlessly with Connect HUB – your all-in-one destination for educational empowerment. Our multi-platform application (compatible with Android, VR, Windows, and Mac) seamlessly manages all our cutting-edge educational games. Dive in to download and update with ease, orchestrate engaging multiplayer events, and join us in expanding and enriching our educational community.



Connect HUB features

Embark on a transformative educational journey with us,
where learning meets excitement and innovation!



Store

Discover the latest additions to our extensive collection and explore our comprehensive catalog of educational games. Subscribe to a plan that suits your preferences, unlocking a world of educational possibilities.



Library

Your personal haven for all the educational games you've acquired. Execute, update, or remove games seamlessly from this central Hub, providing you with full control over your learning journey.



User Account

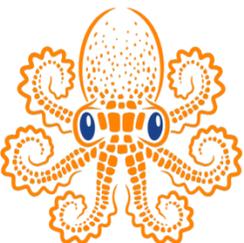
Review and modify your subscription, access invoices for acquired games, add users to your account, tweak payment methods, and update your online profile—all within the user-friendly interface of your personal account.



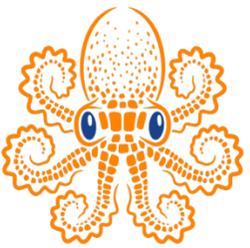
Support

Our dedicated specialists are always at your service. Whether resolving issues or answering queries, we've got you covered. Focus on learning and playing, leave the rest to us.

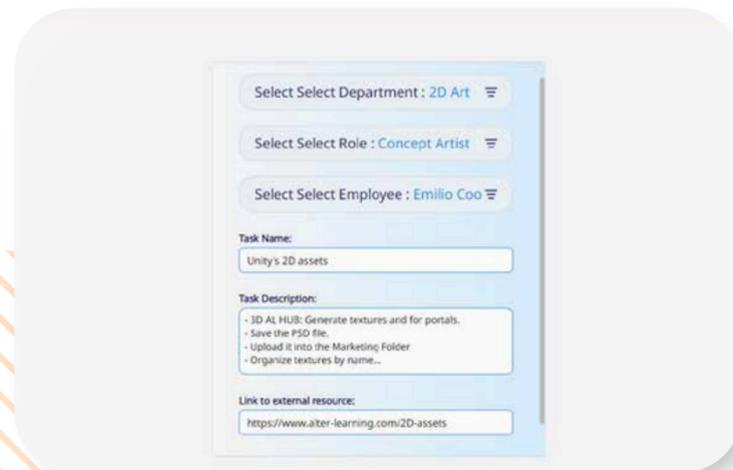
Welcome to our revolutionary educational gaming platform, a one-stop destination for an immersive learning experience!



Accounting App

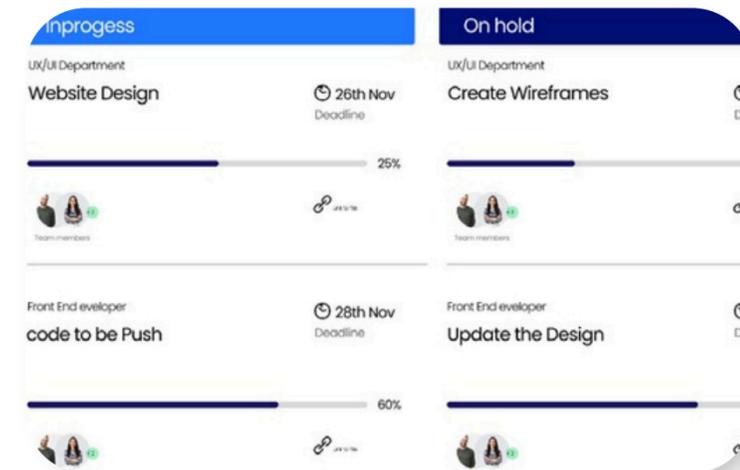


Alter Learning optimizes global operations, providing our investors with the benefits of efficient accounting management, centralized administration, and streamlined task monitoring for enhanced productivity and success in the international business arena.



Efficient task management

Streamline task allocation and management by categorizing team members based on departments and roles. Facilitate effective communication and collaboration through centralized task assignment.

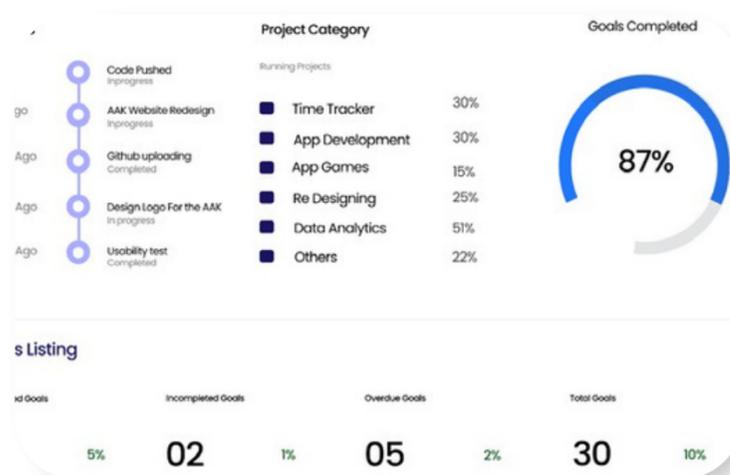


Accurate time tracking

Record and monitor work hours systematically for accurate payroll processing and resource allocation. Enhance transparency in time management, ensuring fair compensation and resource optimization.

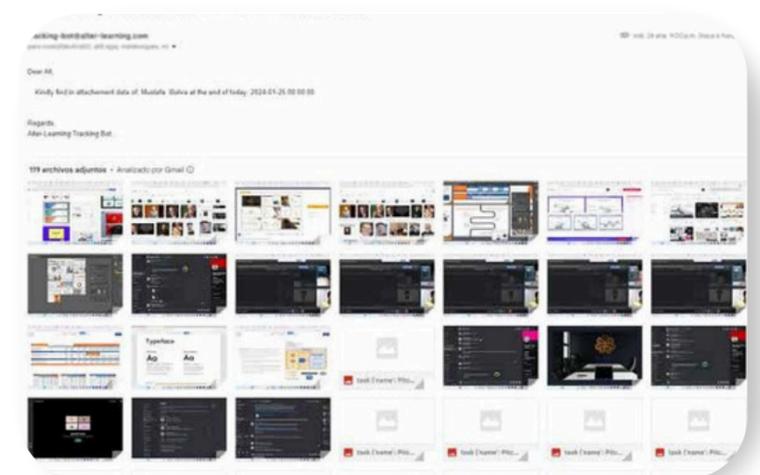
Performance Evaluation

Evaluate individual and team performance through insightful analytics and performance metrics. Identify areas of improvement and acknowledge exceptional contributions to enhance overall team efficiency.

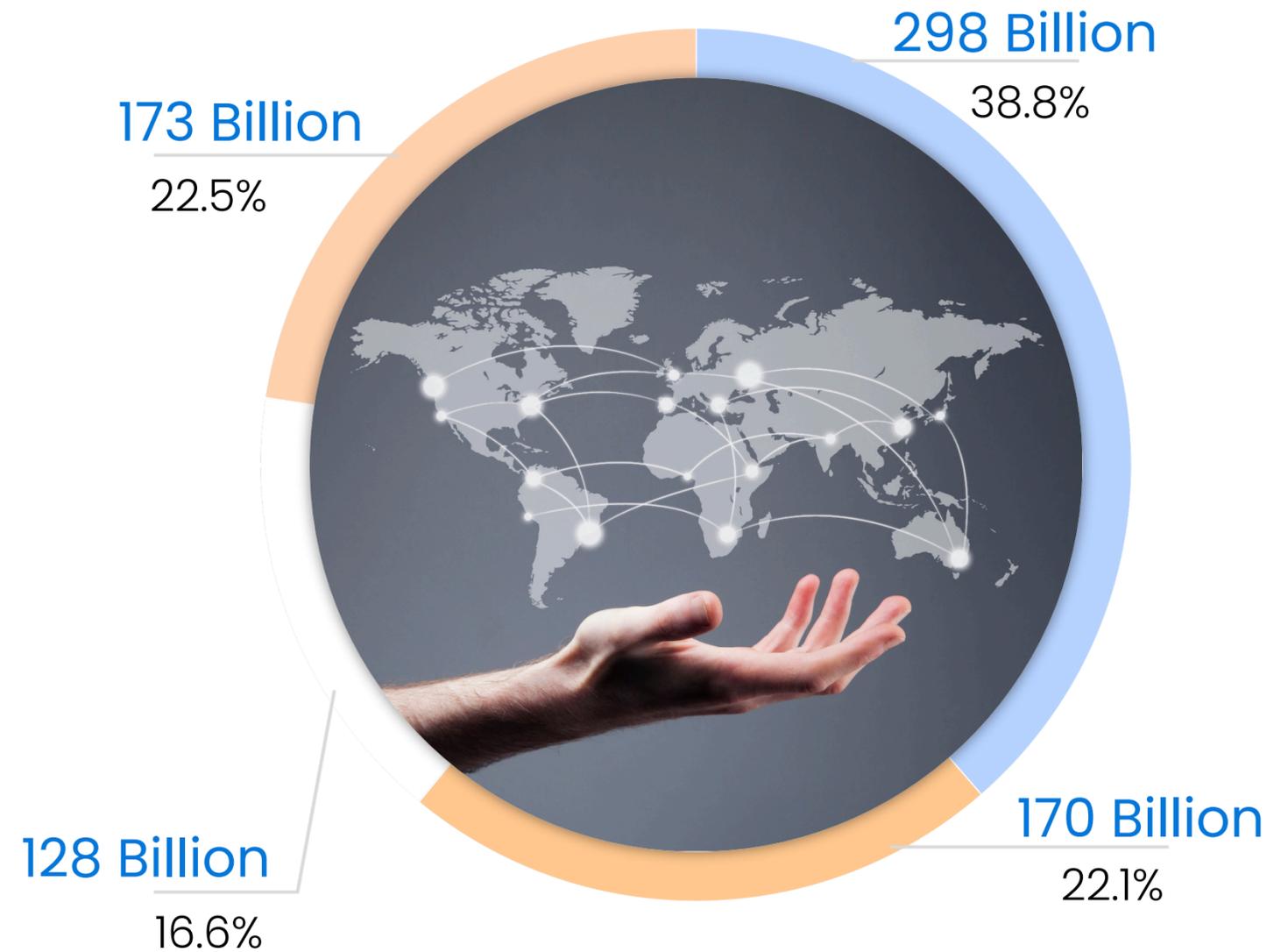


Automated reporting

Receive detailed daily reports via email, summarizing individual and team activities. Keep leaders and executives informed, facilitating data-driven decision-making for organizational growth.

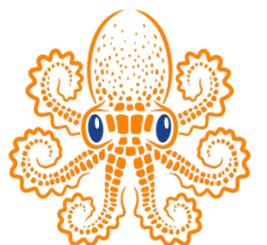


- **3D Edu-Gaming:** 173 Billion by 2028 with a CAGR of 36.7%
- **XR Edu-Gaming:** 298 Billion by 2028 with a CAGR of 46.7%
- **AR Edu-Gaming:** 170 Billion by 2028 with a CAGR of 43%
- **VR Edu-Gaming:** 128 Billion by 2028 with a CAGR of 42%

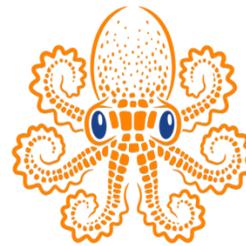


Global Market

769 Billion by 2028



COMPETITIVE ADVANTAGE



01

Unique

Our platform connects directly with research institutions worldwide for scientifically proven content through our proprietary APIs.

02

Innovative

Connected scientists, artists and independent developers to every school in the world via Alter Learning Connect.

03

Our Technology

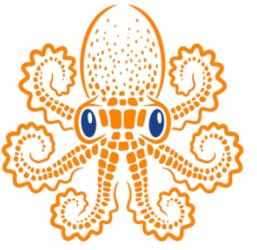
Integrated multiplayer XR production and distribution platform providing a customized support for hardware and software configurations.

04

Accounting App

With robust security measures, it monitors activities and provides detailed daily reports, fostering transparency and accountability

Competitive Landscape

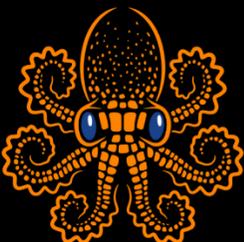


													
Educationally focused content	✓	✓	✓	✓	✓	✗	✓	✗	✓	✓	✗	✗	✓
Provides a gaming service	✓	✓	✓	✓	✓	✓	✓	✓	✗	✓	✗	✗	✗
AR, MR, VR, XR	✓	✗	✗	✗	✓	✗	✓	✓	✗	✓	✗	✗	✗
Marketplace for developers	✓	✗	✗	✗	✓	✓	✓	✓	✗	✗	✗	✗	✗
Social media platform	✓	✗	✗	✗	✓	✗	✗	✗	✓	✓	✓	✓	✓
Integration for families and educators	✓	✗	✗	✗	✗	✗	✗	✗	✗	✓	✗	✓	✓
Select content approved by educators	✓	✓	✓	✓	✓	✓	✓	✗	✓	✗	✗	✗	✓
Requires payment for service	✓	✓	✓	✗	✓	✗	✓	✓	✗	✗	✗	✗	✗
Multi-platform support	✓	✓	✓	✓	✓	✓	✗	✗	✓	✓	✓	✓	✓

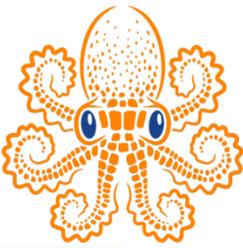


US Market % Estimates / Year	Progressive Revenue Model				Number of App Users						
	EGames	XRLabs	Median	% Users	100	10,000	1,000,000	10,000,000	30,000,000	90,000,000	100,000,000
In-platform Ads for free users	12	4	\$12.00	95.00%	\$1,140	\$114,000	\$11,400,000	\$114,000,000	\$342,000,000	\$1,026,000,000	\$1,140,000,000
Single Subscription	24	5	\$19.99	45.00%	\$900	\$89,955	\$8,995,500	\$89,955,000	\$269,865,000	\$809,595,000	\$899,550,000
Family Subscription (Up to 4)	24	5	\$45.00	55.00%	\$2,475	\$247,500	\$24,750,000	\$247,500,000	\$742,500,000	\$2,227,500,000	\$2,475,000,000
Total Freemium & Subscription Valuation					\$4,500	\$450,000	\$45,000,000	\$450,000,000	\$1,350,000,000	\$4,050,000,000	\$4,500,000,000
Private Edu. Institutions	24	5	\$2,000.00	60.00%	\$120,000	\$12,000,000	~27% Total US Market				
Public Edu. Institutions (Freemium)	24	4	\$100.00	100.00%	\$10,000	\$1,000,000	~48% Total US Market				
Data Monetization			\$3.50	100.00%	\$350	\$35,000	\$3,500,000	\$35,000,000	\$105,000,000	\$315,000,000	\$350,000,000
E-comm. & affiliated product sales			\$5.00	100.00%	\$500	\$50,000	\$5,000,000	\$50,000,000	\$150,000,000	\$450,000,000	\$500,000,000
In education currency (Aero)	24	4	\$5.00	100.00%	\$500	\$50,000	\$5,000,000	\$50,000,000	\$150,000,000	\$450,000,000	\$500,000,000
Total Revenue					\$135,865	\$13,586,455	\$58,645,500	\$586,455,000	\$1,759,365,000	\$5,278,095,000	\$5,864,550,000
Cost to Acquire Registered User			\$1.47	100.00%	\$147	\$14,700	\$1,470,000	\$14,700,000	\$44,100,000	\$132,300,000	\$147,000,000
Cost to Acquire App-Purchase User			\$4.00	48.00%	\$192	\$19,200	\$1,920,000	\$19,200,000	\$57,600,000	\$172,800,000	\$192,000,000
Cost of Infrastructure (CAPEX)			\$0.50	100.00%	\$50	\$5,040	\$504,000	\$5,040,000	\$15,120,000	\$45,360,000	\$50,400,000
Total Cost					\$389	\$38,940	\$3,894,000	\$38,940,000	\$116,820,000	\$350,460,000	\$389,400,000

Revenue Model – Projected US Market



AL – Current Burn Rate



Edugame and XR Education Development				
Team	Hourly	HW	Tax/Comp	Burn Rate
A. Bhagawati	\$60.00	20	32.87%	\$82,910.88
A. Kami	\$60.00	40	32.87%	\$165,821.76
A. Nandanwar	\$60.00	30	32.87%	\$124,366.32
B. Geer	\$60.00	20	32.87%	\$82,910.88
C. Grassotto	\$60.00	40	32.87%	\$165,821.76
C. Kasareddy	\$60.00	40	32.87%	\$165,821.76
C. Jackson	\$60.00	40	32.87%	\$165,821.76
E. Miller	\$60.00	40	32.87%	\$165,821.76
E. Turnbull	\$60.00	15	32.87%	\$62,183.16
F. Bejleri	\$60.00	20	32.87%	\$82,910.88
G. Dev	\$60.00	20	32.87%	\$82,910.88
I. Monges	\$60.00	30	32.87%	\$124,366.32
JC. Mariscal	\$60.00	40	32.87%	\$165,821.76
J. Yarbrough	\$60.00	40	32.87%	\$165,821.76
J. Fischbeck	\$60.00	40	32.87%	\$165,821.76
K. Liang	\$60.00	20	32.87%	\$82,910.88
M. Cardinal	\$60.00	20	32.87%	\$82,910.88
R. DiGioia	\$60.00	30	32.87%	\$124,366.32
R. Ramesh	\$60.00	20	32.87%	\$82,910.88

Edugame and XR Education Development				
Team	Hourly	HW	Tax/Comp	Burn Rate
S. Keni	\$60.00	20	32.87%	\$82,910.88
U. Chaudhary	\$60.00	30	32.87%	\$124,366.32
V. Nalawade	\$60.00	30	32.87%	\$124,366.32
I. Chokri	\$60.00	20	32.87%	\$82,910.88
P. N. Ulriksen	\$60.00	20	32.87%	\$82,910.88
R. Zagala	\$60.00	40	32.87%	\$165,821.76
A. Dunne	\$60.00	20	32.87%	\$82,910.88
K. Lallemand	\$60.00	40	32.87%	\$165,821.76
D. Meyer	\$60.00	40	32.87%	\$165,821.76
I. Prati	\$60.00	40	32.87%	\$165,821.76
A. Schleiner	\$60.00	40	32.87%	\$165,821.76
C. Spencer	\$60.00	40	32.87%	\$165,821.76
J. Estrada	\$60.00	40	32.87%	\$165,821.76
E. Goldamez	\$60.00	40	32.87%	\$165,821.76
R. Goennier	\$60.00	40	32.87%	\$165,821.76
W. Chilcote	\$60.00	40	32.87%	\$165,821.76
R. Clarke	\$60.00	40	32.87%	\$165,821.76
M. Smithwick	\$70.00	20	32.87%	\$96,729.36

Administration - Platform Development and Production				
Team	Hourly	HW	Tax/Comp	Burn Rate
A. Agaj	\$590.00	84	45.60%	
A. Abdulkareem	\$60.00	18	32.87%	\$76,533.12
C. Colman	\$90.00	40	32.87%	\$248,732.64
E. Bennett	\$90.00	40	32.87%	\$248,732.64
F. Mua	\$60.00	20	32.87%	\$82,910.88
K. Robertson	\$90.00	40	32.87%	\$248,732.64
M. Reeves	\$60.00	20	32.87%	\$82,910.88
P. Ghimire	\$60.00	30	32.87%	\$124,366.32
P. Deshpande	\$60.00	40	32.87%	\$165,821.76
P. Prakash	\$60.00	40	32.87%	\$165,821.76
R. Villanueva	\$60.00	20	32.87%	\$82,910.88
V. Youri-Owiro	\$60.00	40	32.87%	\$165,821.76
M. Forkan	\$60.00	40	32.87%	\$165,821.76
C. Molina	\$60.00	40	32.87%	\$165,821.76
P. Ghimire	\$60.00	40	32.87%	\$165,821.76
Iskmeath	\$60.00	40	32.87%	\$165,821.76
JC. Ruiz			32.87%	
D. Coe			32.87%	

Projects	Developers
Marine	12
Anatomy	8
Celest	9
MusicH	11
HybridC	7
ArtCen	7

Projects	Developers
GsG	16
Apollo	8
Suns	10
Solar S.	9
Gene-X	11
STEAM	6

Projects	Developers
PWeath	14
HTrain	9
Kitchen	10
Construct	10
Office	11
Board	7

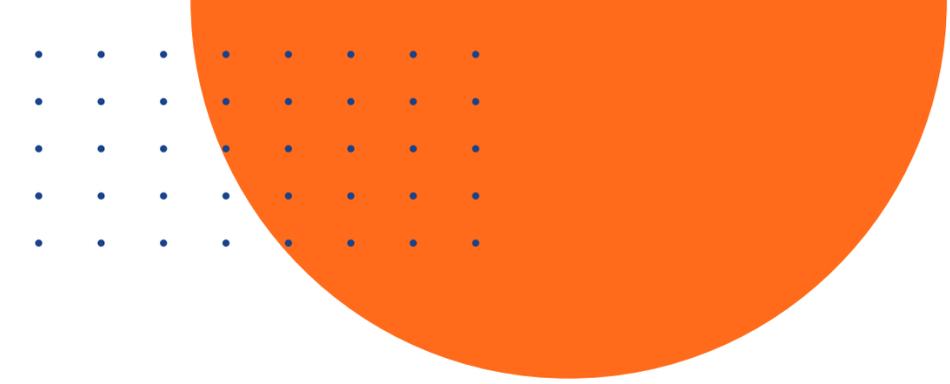
Projects	Developers
Hangar	8
PlayG	10
YOGA	6

Total Annual Burn Rate	6.77m
+ Addtl. 22% Overhead	8.26m
Monthly Burn Rate	688.3k
Monthly Burn x Person	12.5k
18 Month Burn Rate	12.39m
Total Task Force	55 people





Roadmap/Pipeline



2025
Fourth Quarter

Integrate AL Platform cross-cloud (AWS, Google, IBM) to host 20m users.

2026
Second Quarter

Continue marketing campaign geared to reach 30m users between North America and the European Union.

2027

Launch the next pipeline of 22 products in development

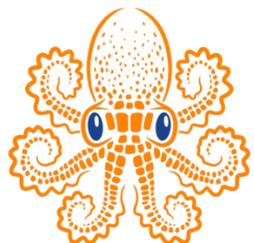
Launch 30 products in the US market using our Hybrid Classroom XR framework: Echoes of History, Celestial, Music Hall, SteamHeaven Cogworks, Hybrid Classroom and the Hypercasual Games.

2026
First Quarter

Complete and launch an additional 6 titles ready by Fall of 2026.

2026
Third Quarter

Concentrate marketing strategy on geographical regions and outreach to school districts in the United States, Canada, EU, and commonwealths. By end of campaign extend outreach to 40m users internationally.





Target Audience

Geographic

USA

EU

Age Group: K-12

Families with children

Interests: STEAM

Diverse learning needs

User Types

Educational Institutions

School Districts

Private School Organisations

Families

Scientists

Developers





Our Games

Much more than Educational Games



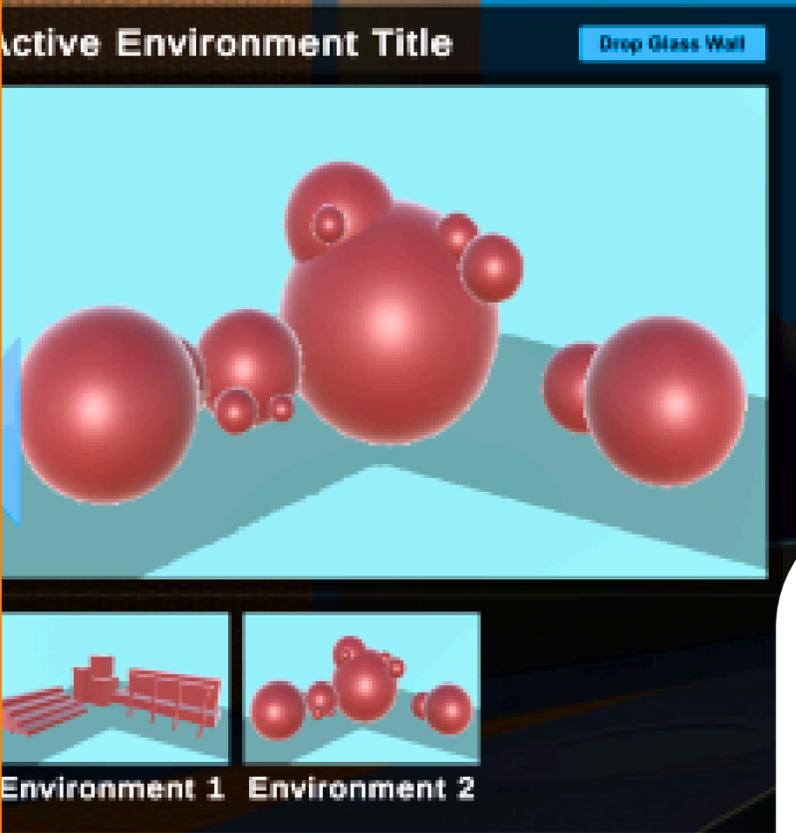
Learning games for kids

Educational Games Don't Have to be Boring!

Alter Learning's game collection, designed in consultation with cutting-edge scientists, brings the joy of discovery to students of all abilities. Some games are tailored specifically for neurodivergent children learners.



Hybrid Classroom



Hybrid Classroom is a virtual learning space where teachers deliver interactive lessons across subjects. Designed for desktop and VR, it offers intuitive tools that make remote learning immersive, practical, and fun, redefining the classroom experience.

Ages 5-18+ yrs Grades PK-12th+
Cross- Curricular Multiplayer



AI in Hybrid Classroom & Wellness Center

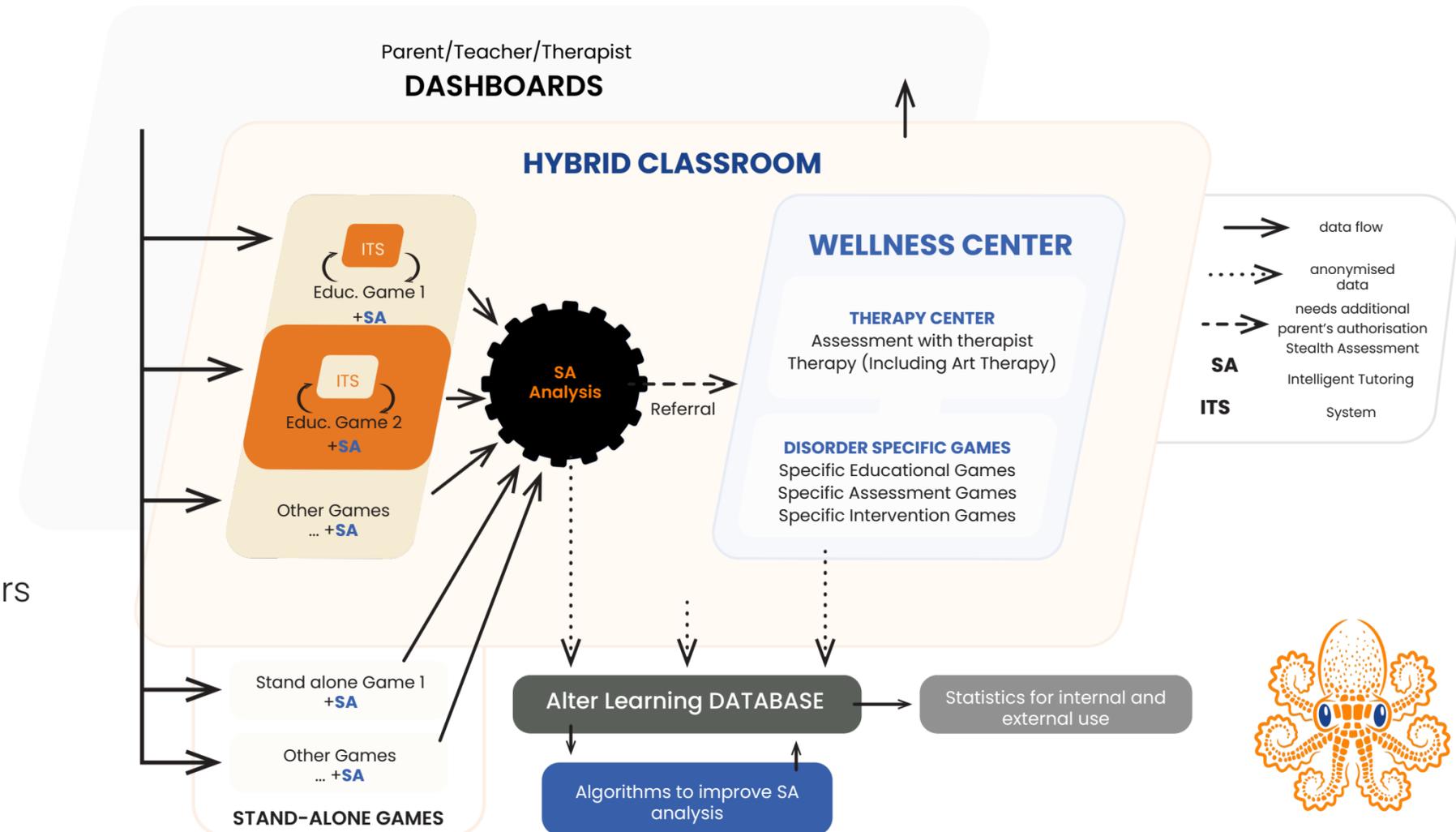
Hybrid Classroom is a space that can be used by teachers to support and enhance their activity. Through the parent/teacher/therapist dashboards, information about each child's activity on the platform can be exchanged, along with results from the screening and the child's activities in the **Wellness Center** (if authorized).

🦑 **Screening for learning disorders** (e.g. dyscalculia) or disorders that affect learning (e.g. ADHD, autism).

🦑 Utilizing AI, embedded assessment in educational games discreetly evaluates skills, offering **real-time insights into learner capabilities** without disrupting the gaming experience.

🦑 With parent's authorization, within the **Wellness Center** the child will be able to:

1. receive a more thorough screen by a licensed therapist,
2. receive care (including art therapy),
3. play games designed specifically for that disorder.



🦑 Advance **facial and voice recognition technology**: our platform actively monitors user emotions. By dynamically responding to the user's emotional context, we enhance engagement and tailor interactions within our platform to better suit individual needs.

Celestial

Celestial is an immersive Multiplayer experience where players take on the role of robot astronauts stationed at the Moon Base. In this near-future scenario, players must navigate unexpected challenges after a supply cargo from Earth explodes, scattering viral resources across the lunar surface and damaging the station.



Age 8-14 yrs Grades 3rd-9th
Maximum players: 4

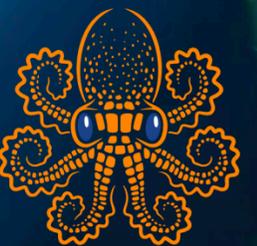
CCSS:MS-ETS1-1, ETS1.A, HS-ETS1-2, ETS1.C, MS-ETS1-4, MS-ESS2-2, ESS2.A, ESS2.C, 4-PS4-3, MS-PS4-1, CTE: G3.0, G3.1, G3.3, G3.4, G3.6, G6.0, G6.2, G6.3, G6.4, G9.0, G9.2, G11.0, G11.1

Marine Biology

Dive into Marine Biology—explore vibrant ecosystems, encounter fascinating sea life, and uncover the ocean's delicate balance. Through interactive gameplay, build scientific knowledge, environmental awareness, and a passion for conservation. Start your adventure and become a guardian of the sea!

Ages 10-18 yrs Grades 5th-12th Multiplayer 1-5

NGSS: ESS1, ESS1.B, ESS1.C, ESS2, ESS2.C, ESS2-5, MS-LS2-1, MS-LS2-2, MS-LS2-3, MS-LS2-4, MS-LS2-5, HS-LS2-1, HS-LS2-2, HS-LS2-6, HS-LS2-7, HS-LS4-2, HS-LS4-3, HS-LS4-4, HS-LS4-5, HS-LS4-6

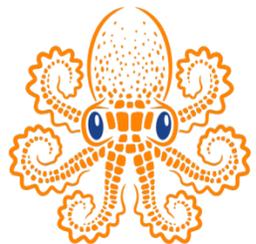
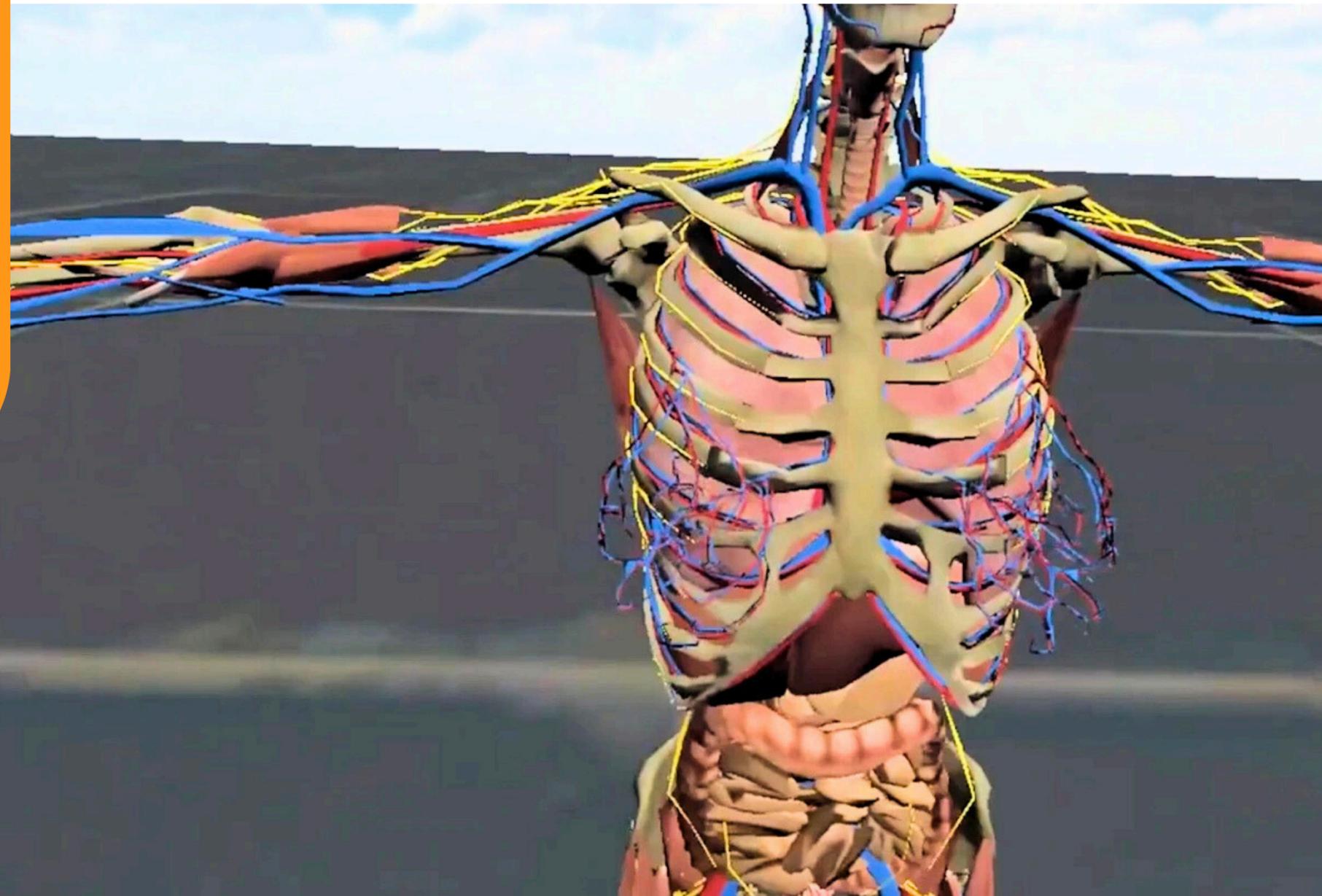


In Human Anatomy, players explore the body's 11 systems through interactive challenges, mastering organ functions, cell models, and key biological processes. Investigate genetics, mitosis, and protein synthesis while building scientific reasoning. Test your knowledge and uncover the incredible inner workings of the human body!

Ages 9-18 yrs Grades 4th-12th Singleplayer

NGSS: MS-LS1-1, MS-LS1-2, MS-LS1-3, MS-LS1-5, MS-LS1-7, MS-LS1-8, MS-LS3-1, HS-LS1-1, HS-LS1-4, HS-LS3-1

Human Anatomy



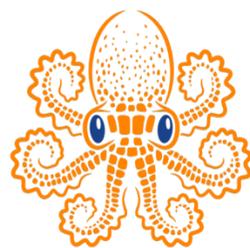
ECHOES OF HISTORY

Echoes of History immerses students in historical and archaeological challenges, promoting critical thinking and problem-solving. Players explore ancient cities, solve puzzles, and connect history to geography through interactive 3D environments and excavation mini-games, building skills in history, technology, and spatial design.

Age 10-13 yrs Grades 5th-8th

Single Player

HSSCS: 6.2, 6.7 ISTE: 1.1D, 1.3D, 1.4C



Steamhaven Cogworks

In Steamhaven, learners explore forces, motion, energy transfer, and magnetic and electric interactions through hands-on challenges. They'll discover how forces and energy shape the physical world and apply their knowledge to real-world problems, like designing energy-converting devices. Along the way, they'll develop creativity, critical thinking, and engineering skills to shape the future.

Age 11-18 yrs Grades 6th-12th Cooperative Multiplayer 1-4

NGSS: 3-PS2-1, 3-PS2-3 , 3-PS2-4, 3-5.ETS1-2, 4-PS3-1, 4-PS3-2, 4-PS3-3, 4-PS3-4, MS-PS2-1, MS-PS2-2, MS-PS2-3, MS-PS2-5, MS-ETS1-3, HS-PS2-5, HS-ETS1-2

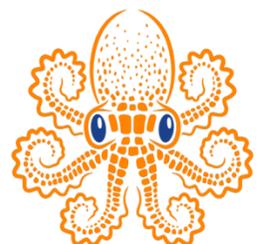


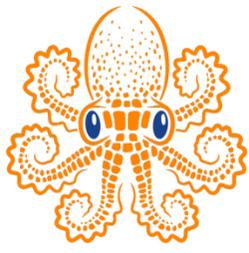
Music Hall

In Music Hall, players explore music concepts like rhythm, melody, and harmony while developing skills in performance, improvisation, and composition. This STEAM-based experience enhances creativity, critical thinking, and collaboration, supporting growth in both the arts and problem-solving.

Age 5-18 yr Grades PK-12th
Multiplayer 1-4

NAfME: Cr1.1a-b, Cr2.1a-b, Cr3.1a, Cr3.2a,
Pr4.3a, Pr5.1a-b, Pr6.1a, Re7.1a, Re7.2a-b,
Re8.1a, Re9.1a, Cn10.1a, Cn11.1a





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Thank you!



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