Funzi

- Leader in mobile learning with focus on emerging markets
- Produces better than industry-average results
- World-class team of experienced professionals
- Builds on experience from Nokia Life Tools (150+M users)





Lack of Access

Low Quality

Funzi revolutionizes access to learning

Useful quality content

In an easy-to-use package

Designed mobile first

Learning

Motivation

+

Content layer

Quizzes Learning & Tests Packages

Stories

Motivational Packages

Expert voices

Social Actions - Like, Rate, Share, Comment/Ask

Gamification - Scores, Badges, Leader Boards, Competition

User action layer



Funzi DNA

Opportunity & market

Education

- Formal processes & structures
- High HW & NW requirements
- Established market players
- Coursera, Pearson, Udemy

Internet PCs

1 billion users

Tablets

1 billion users

Typically a grey, local economy

Grows from education system inefficiency

Tutoring

- No / little automation and tools
- Potential for franchising systems

Learning & Information

Entrepreneurship, literacy, numeracy Job creation and professional skills Health-related information Empower local ecosystem

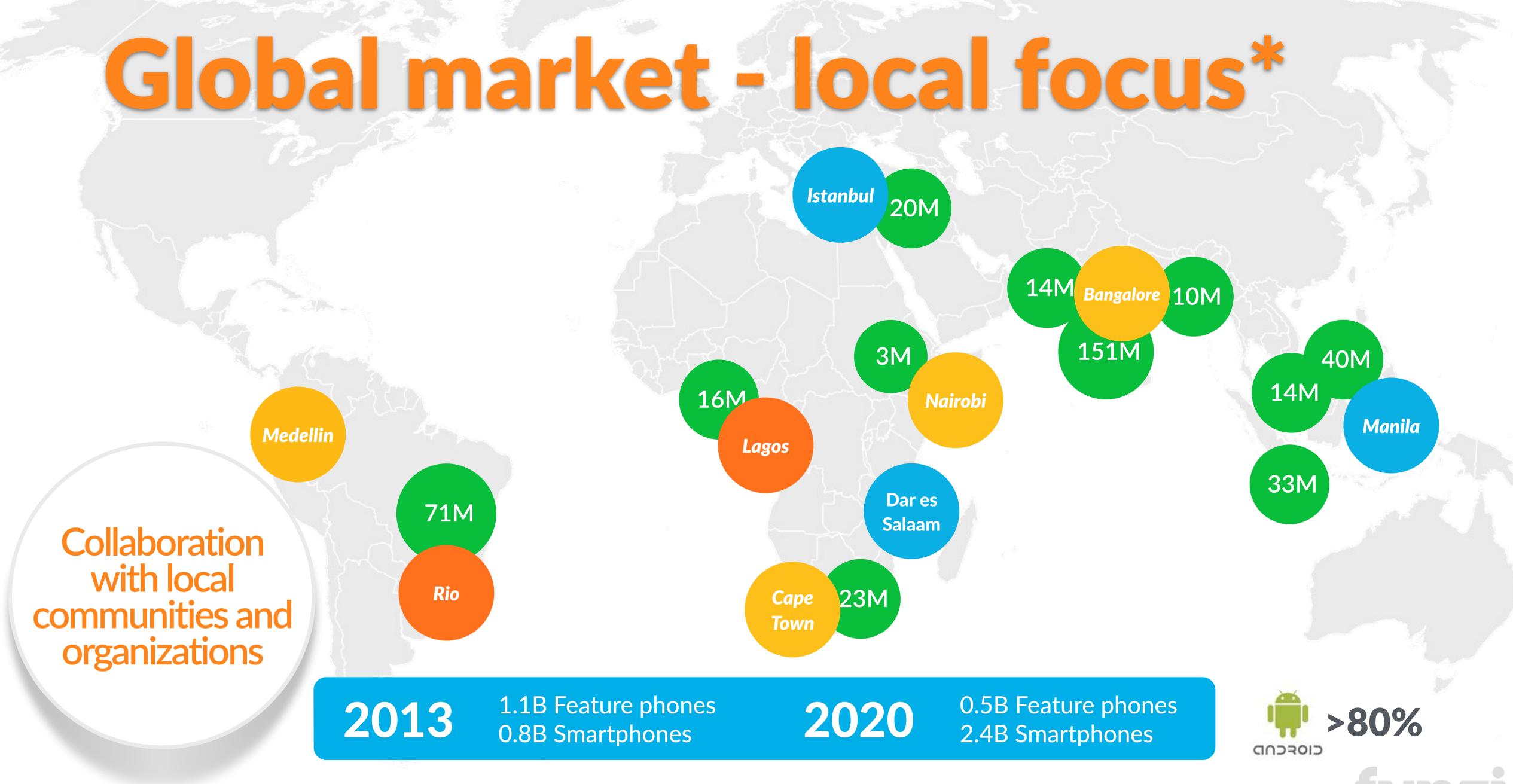
Mobile only
4 billion total market

funzi

No mobile yet

1 billion users





*We focus on markets with high smartphone penetration and good skills of English. We have relationships in all of these locations enabling fast implementation. The numbers represent an estimated size of our target group in these markets. They are compiled from different data sets.



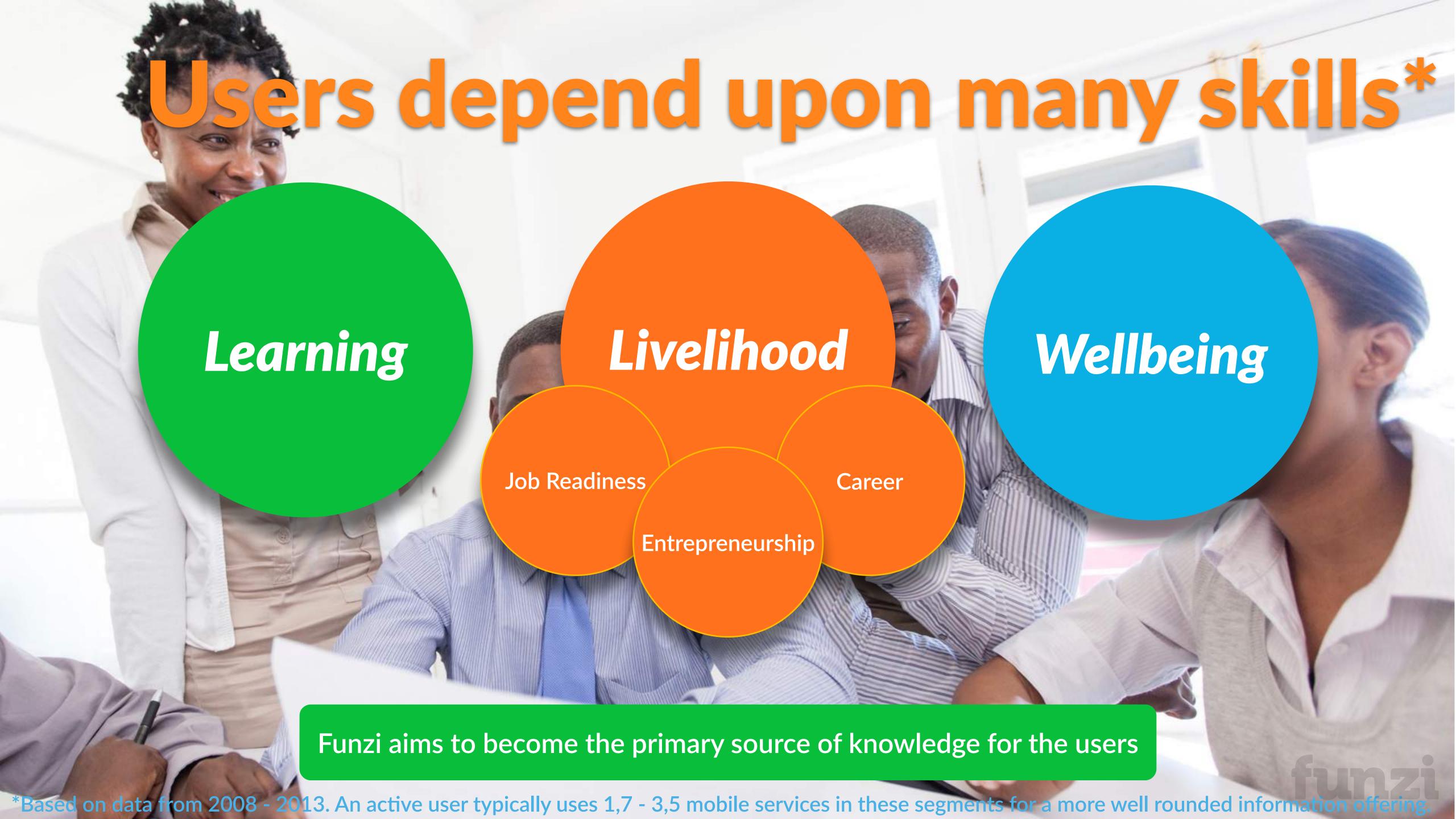
Target users

Young, urban and peri-urban, mobile centric high achievers

Aspirational, with a passion to change standard of life

Know basic English, have a smartphone & use mobile Internet

4B consumers, a €20 trillion economical impact by 2025*







First service launched successfully with very limited marketing.

Of the first 1 000 users 43% remained subscribed for the entire course.

FIRST RESULTS: SUCCESS!

8,9% of all registered users completed the whole course!



Competition

Web Solutions

Replicate classroom learning

UX not optimized for mobile

Use a lot of [mobile] data



courserd



Mobile Applications

Limited to one content area

No social components

Expensive and slow production







Our competition tries to force a web-oriented approach to mobile.

Or they offer mobile apps that can only offer limited functionality.



How we'll grow

Effectuation

Business logic and model development with practical and scientific research

Communities

Causality

Scalable and repeatable business processes with predictable outcomes

Corporates NGOs

OEMs

Operators

Scalability

Increased usage without negative impact on profitability

Governments

Operators

Large **OEMs**

Large **NGOs**

Large Corporates

Validation

Accelerators

Scale-up

Growth

2016

2014

Incubators

2015











Partners and prospects













Business model

User acquisition

From partner and mobile communities with social media and digital campaigns

Mobile communities



Partner communities











Content consumption and learning progress data from Funzi

Private sector

Public sector

Content partners

Monetization

Campaign badges, achievement and qualification certificates, and advertorials produce revenues shared with partners

Funzi team

Operations



Tero SalonenFounder, CEO
Serial entrepreneur in digital and mobile business

1 B\$ Exit



Antti Kokkinen
Chairman of the Board
Helped Waze disrupt
traffic information

150 M users



Bhanu Potta
Product & Ecosystem
Built Nokia Life Tools to 150 M
mobile users in 20+ countries



Aape Pohjavirta
Founder, Chief Evangelist
Innovation ecosystem
builder, m-Media inventor

Emerging

markets

Science



Dr. Paul KimAdvisor
Stanford School of Education CTO





Marlon Parker
Advisor
World Economic Forum
Future Africa Leader



John Traxler
Advisor
World's 1st professor
for mobile learning

