



Executive Summary - Oct 2020

A fun, educational virtual reality game that transforms science learning

With over 200 co-creation sessions completed, Futuclass is a game-changing educational VR game that gives upper middle school students the opportunity to solve science challenges and see the practical demonstrations and experiments that cash-short schools and home schooling programs often cannot deliver. Futuclass is the brainchild of game designers and science teachers, covering subjects from upper middle school chemistry and physics curricula. Using gamified learning progression, Futuclass' interactive approach uses VR simulations and puzzles to dramatically increase students' understanding of complex formulas. It accelerates learning and improves knowledge retention. Impact studies on the Futuclass chemical equation balancing mini-game have shown that an average 8th grader can master equation balancing in just 45 minutes.

The Problem

Students struggle with physics, chemistry and maths. Traditional learning methods often deliver poor results and low student engagement. Government and private funding for education frequently falls short of providing adequate resources for science teaching.

The Solution

An interactive virtual reality educational game platform that makes learning science fun. Content designed by professionals, proven to deliver results in learning natural sciences.

Why now?

In the US alone there were 2 mln homeschoolers pre-covid (~170k 8 graders). Today half of the world has tried homeschooling. Everyone now understands the need for digital learning solutions.

Futuclass brings chemistry and physics practical lessons direct to the student.



Financials	Global EdTech market size	89 billion\$	Global VR market size	16 billion\$
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- 1) Homeschoolers pay 10\$ per module and 30-50\$ per bundle (3-5 modules) as a one time purchase on platforms like Steam, Oculus Store, SidequestVR etc
- 2) Schools pay 15\$ per headset per month with SaaS model to access all modules plus additional learning guides and materials
- 3) Location-based entertainment facilities and museums pay 8 cents per minute through device management platforms such as SpringboardVR, Synthesis, Viveport

Investment

A seed investment of 300 000€ will have a burn rate of 25 000€ and cover costs of content development for one year. The first chemistry module will start generating revenue in Q4 of 2020 and first chemistry bundle of 5 modules in Q1 of 2021. One year allows us to cover the whole 8th grade chemistry curriculum with VR modules and to start selling to schools worldwide.

Core Team



Kristen Tamm
CEO

VR innovator
since 2016



Jens Mikson
CTO

Senior VR
developer



Karl Lomp
Content designer

Early days VR
tinkerer



Märt Lume
Product lead

15 y. of game
design exp.



Arnold Tatunts
Edu designer

Natural science
teacher



Gleb Skibitsky
VR Developer

Successful solo
dev

Contact

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