SOLVE EDUCATION:
an education game app that facilitates self learning

Providing access to education for the 263 million out-of-school children and youth and helping them increase their employment prospects

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- **THE CHALLENGE: LACK OF QUALITY EDUCATION IN SCHOOLS**

- **SE!'S SOLUTION: PROVIDE FUN & QUALITY EDUCATION FOR ALL**

- **WHERE WE ARE AT NOW**

THE CHALLENGE: 263M OUT OF SCHOOL GLOBALLY

61M children of primary school age

60M adolescents of lower secondary school age

142M youth of upper secondary school age

Countries with the largest out-of school numbers

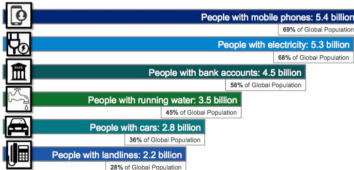| India	Pakistan	Indonesia	Ethiopia	Mexico	Sudan	Myanmar	Brazil
61M	22M	8M	6M	3M	3M	2M	2M

- **THE CHALLENGE: LACK OF QUALITY EDUCATION IN SCHOOLS**

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SE!'S SOLUTION: PROVIDE FUN & QUALITY EDUCATION FOR ALL

Smartphone penetration to reach 70% globally by 2020

Game designers, educators and tech researchers in one team

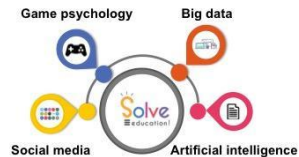**Educating with the focus on employability, and towards a secure future**

SMART PHONE PENETRATION TO REACH 70% IN 2020

Mobile Growth Continues Through 2020
By 2020, more people will have mobile phones than electricity at home

People with mobile phones: 5.4 billion
69% of Global Population

People with electricity: 5.3 billion
68% of Global Population

People with bank accounts: 4.5 billion
58% of Global Population

People with running water: 3.5 billion
45% of Global Population

People with cars: 2.8 billion
36% of Global Population

People with landlines: 2.2 billion
28% of Global Population

Latest trend and technology leveraged ...

... to deliver best gaming and educational experience in smartphone

Game psychology   Big data

Solve education!

Social media   Artificial intelligence

Meta game "The fun"   Mini game "The study"

Meta game increases user retention of the application

High quality education for all

Educate	Enable	Empower
"Achieve basic level in Mathematics and English"	"Achieve professional level in Mathematics and English"	"Equip with skills relevant to job requirement"
English	English (TOEFL)	Business Process Outsourcing
Math	Math	Hospitality, etc

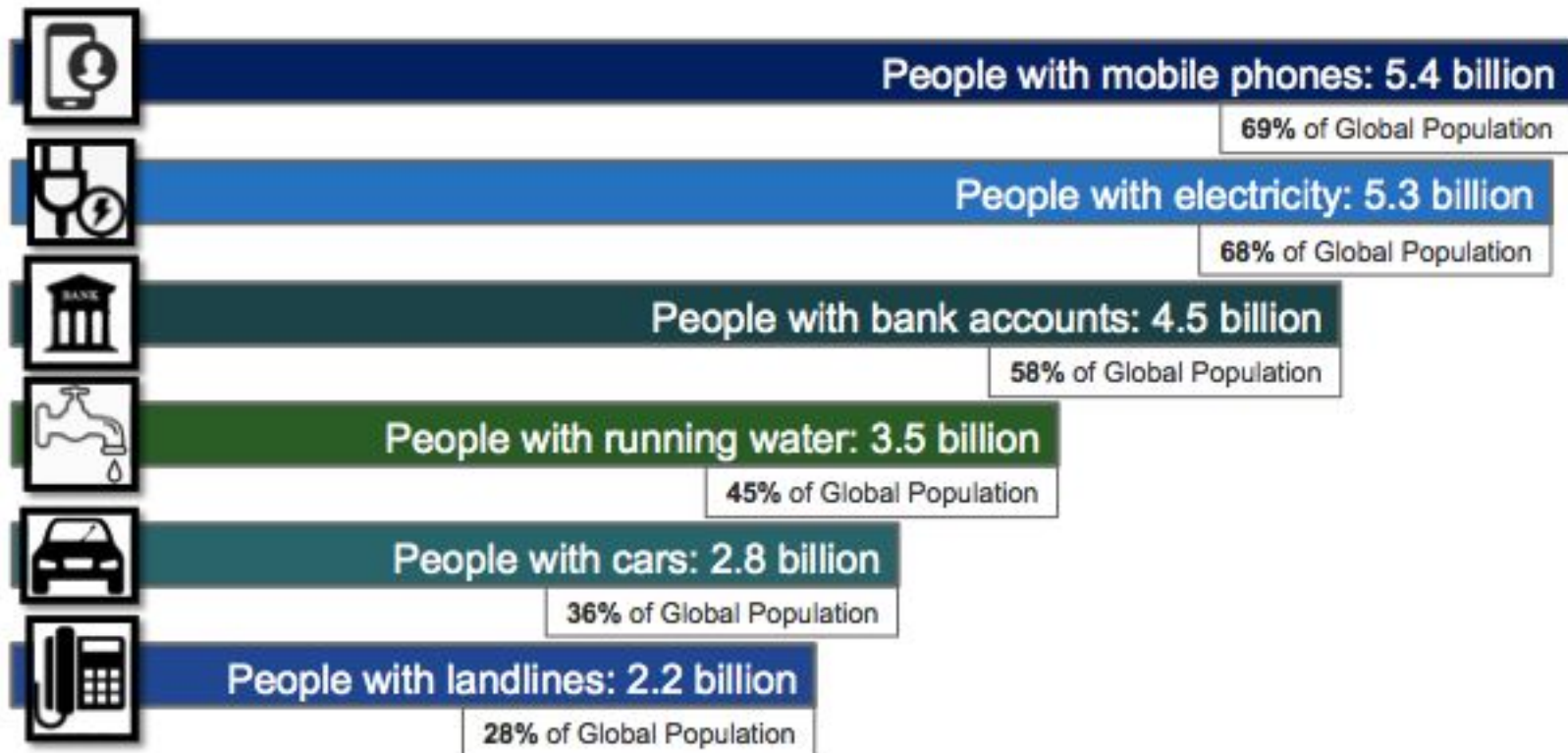**Opportunity to provide access to quality education**

Fun, addictive and educational platform, focusing on literacy & numerical skills

Equipping users with relevant skills, and linking them up with employment

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Latest technology to deliver best self-learning opportunity

Latest trend and technology leveraged ...

... to deliver best gaming and educational experience in smartphone

Game psychology

Big data

Social media

Artificial intelligence
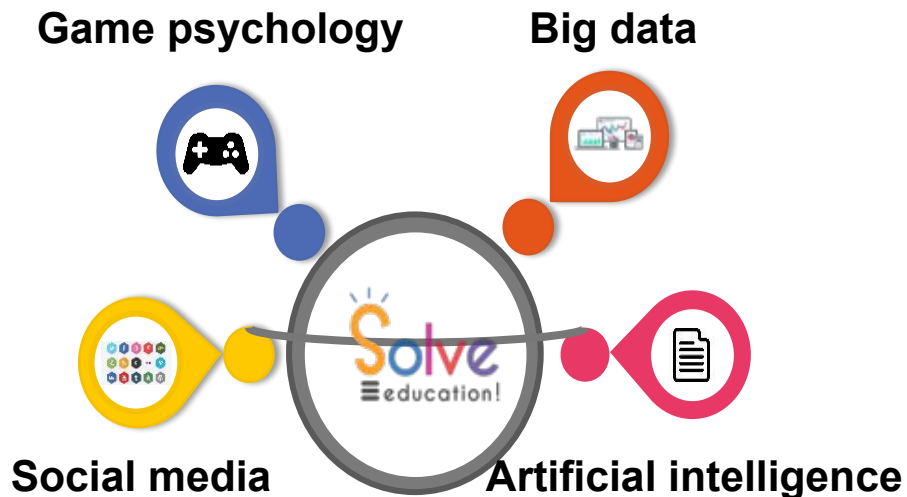
Meta game
"The fun"

Mini game
"The study"

Meta game increases user retention of the application

Meta game and mini game to ensure stickiness of the platform

Meta game is "The fun"

Mini game is "The study"

Speaking game

Writing game

3 Es: Education with the focus of employability, towards a secure future

High quality education for all

Educate

"Achieve basic level in Mathematics and English"

Literacy (English)

Numerical (Math)

Enable

"Achieve professional level in Mathematics and English"

Literacy (TOEFL)

Numerical (Math)

Empower

"Equip with skills relevant to job requirement"

Business Process Outsourcing

Hospitality, etc

- **THE CHALLENGE: LACK OF QUALITY EDUCATION IN SCHOOLS**

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STATISTICS SINCE JANUARY 2017...

Solve Education!

1,612 Users
3,633 Learning Sessions
13 mins Average Session Duration
47,229 mins of Learning

SE! vs OTHER SOLUTIONS

	SE!	MOOCs (Coursera, Udacity)	Duolingo	Quizlet	Quipper
Scales fast	★	★	★	★	★
Supports large user base	★	★	★	★	★
Offers flexible learning hours	★	★	★	★	★
Enables learning on-the-go (outside classroom)	★	★	★	★	
Runs on low end mobile devices	★		★	★	
Has high user retention	★				
Allows online & offline learning	★				
Direct link to employment	★				

FEEDBACK FROM BETA USERS

Carlo Gabriel

Unlike · Reply ·

↳ Janin

Brian Loya Ver

Unlike · Reply ·

↳ J

Turfa Auliarachma

Unlike · Reply · 👍 1

Judhistira Natha J
Sure, the second Re
game. But, i prefer t
so combined with a
the users.

Unlike · Reply · 👍 1

Fayya Nadhira Anyatasia second<3
Unlike · Reply · 👍 1 · January 21 at 6:03pm

Enrico Jano I prefer the second Rena, that uniform looks great on her.
Unlike · Reply · 👍 1 · January 21 at 6:22pm

Fahmi hmm, i prefer the second one
Unlike · Reply · 👍 1 · January 21 at 6:53pm

Nabila Jasmintia Both of them are nice! However I prefer the first one, the t-shirt and boots suit her better 🙂
Unlike · Reply · 👍 1 · January 21 at 8:12pm

Judhistira Natha Junior Nice!
Unlike · Reply · 👍 1 · February 2 at 6:51am

Riandy Dimas Banimahendra Looks great! 👍
Unlike · Reply · 👍 1 · February 2 at 7:04am

Reza Briyan Pratama They look so much better!
Unlike · Reply · 👍 1 · February 2 at 7:37am

Fransisca Natalia Damayanti They both look more sophisticated 😃
Unlike · Reply · 👍 1 · February 2 at 8:42am

Meet Sarah, currently at beginner level…

Sarah (in pink) is a shy, soft spoken young lady. She is 15 years old, and grew up in the slums of Jakarta. Her household income is below $11 per week (less than Rp150,000).
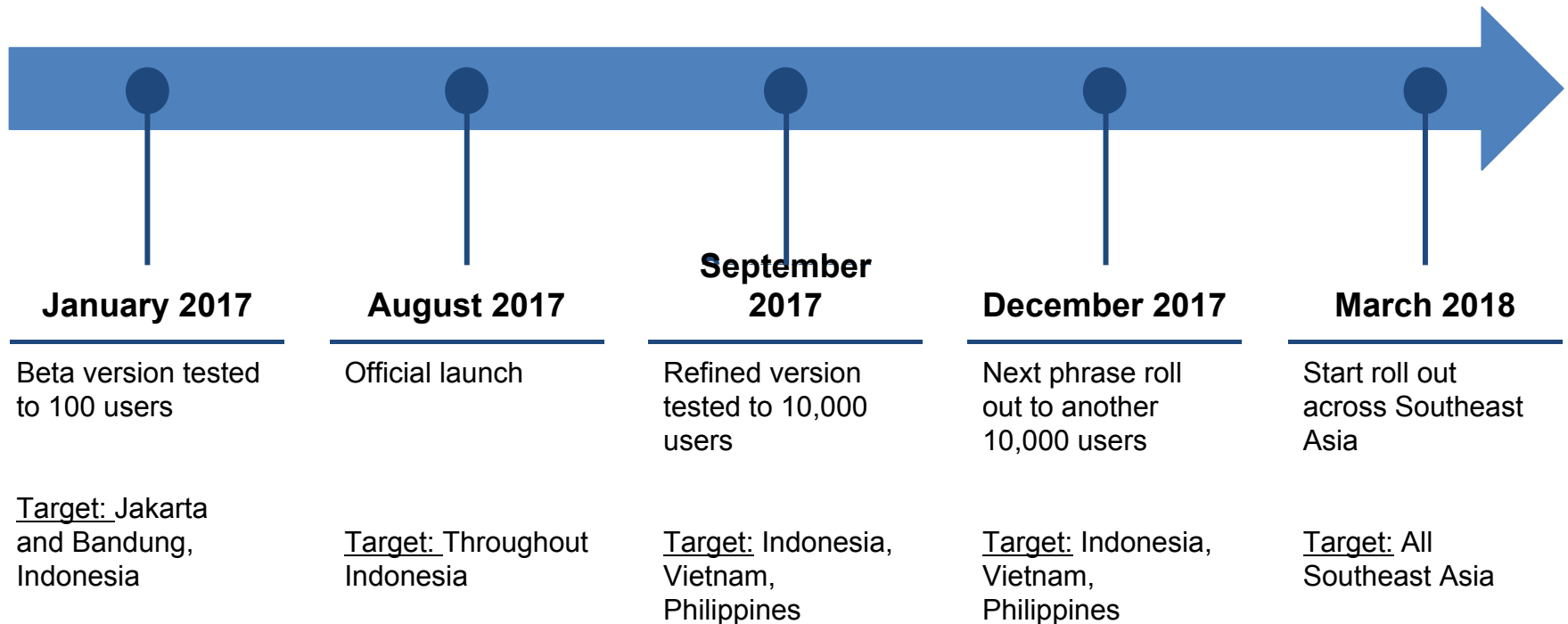She hopes to be a doctor one day.

Meet Rizki, now at intermediate level…

Rizki is a jovial and outspoken young man, he is 16 years old, and grew up in the slums of Jakarta.
His household income is below $11 per week (less than Rp150,000).
His dream is to become an engineer.

Timeline: Start in Indonesia, then roll out in Southeast Asia

January 2017

Beta version tested to 100 users

Target: Jakarta and Bandung, Indonesia

August 2017

Official launch

Target: Throughout Indonesia

September 2017

Refined version tested to 10,000 users

Target: Indonesia, Vietnam, Philippines

December 2017

Next phrase roll out to another 10,000 users

Target: Indonesia, Vietnam, Philippines

March 2018

Start roll out across Southeast Asia

Target: All Southeast Asia

Our aspiration is to serve quality and fun education globally

TEAM

- **Experienced entrepreneurs**
- **Curriculum development experts**
- **Game designers/developers**
- **Web developers**
- **AI expert**
- **Data Analysts**

HOW YOU CAN CONTRIBUTE

Solve Education!

Donate to us

All funds will go into software development and research, and will enable us to build better and faster.

Outsource to us

Are there any entry level jobs that your company needs to get done? Give our students a chance – engage them!

Volunteer with us

Help us with web development, writing, social media management, community building, etc.

Be our ambassador

Be our extended Public Relations team! Increase awareness of the current state of education, and also what SE! is doing

Awards and recognitions:
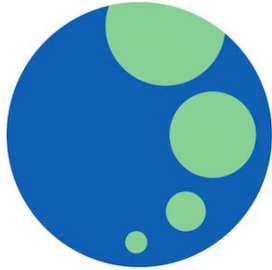
Singularity University
Global Summit

Global Learning Challenge Top 3
finalists 2017

Global Challenge finalist 2017: Youth, Skills & the
Workforce of the Future

Future Makers 2017 grantee

You might have seen us on:

Solve Education!

EdTech Asia Summit 2017

SLUSH

THE HUFFINGTON POST

938 LIVE
A MEDIACORP Station

CID-4 JAKARTA GLOBAL SUMMIT AUGUST 21-22, 2017

avpn
Asian Venture Philanthropy Network

Bangkok Post

Let's work together!

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