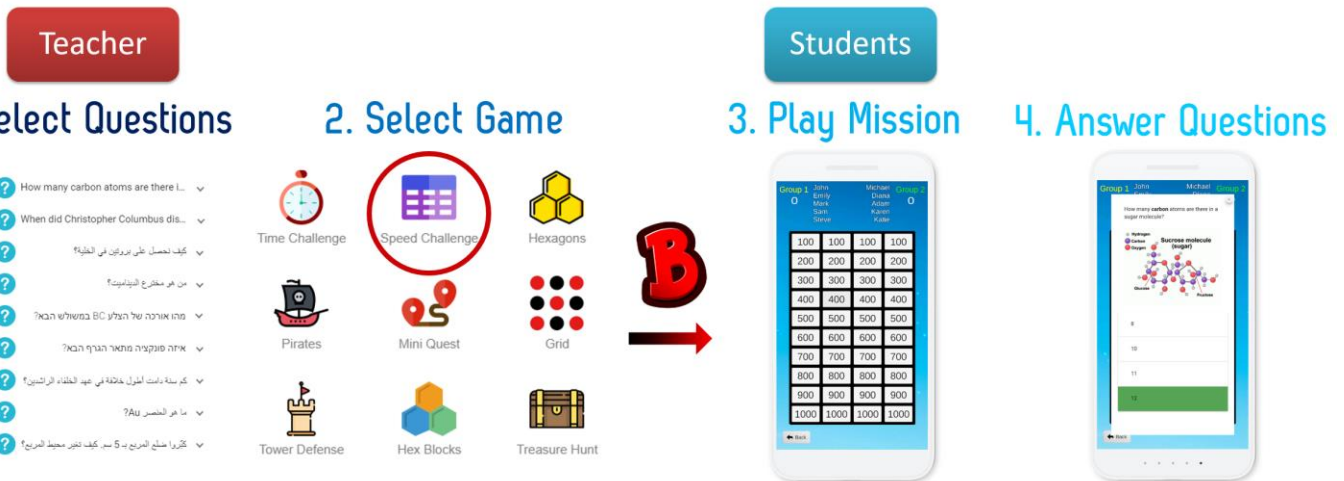




Summary

Most students find homework boring, so many don't complete their assignments and fail to achieve the results they need. The problem is worsened by the difficulty for teachers to track students' progress and offer them appropriate guidance. We offer a platform for teachers to easily assign homework in the form of a fun game, and get analyzed results back.

With a few clicks, the teacher can select a game type and some questions, and send them to the students' phones, where they solve the questions as a mission inside the selected game, which could be single-player or multiplayer or team vs team. Unlike most educational games, Brainkos is designed to work for **any subject**, support **many games**, and be **adaptive**.



Competition

	Any subject	Many games	Adaptive AI
Kahoot!	✓		
matific		✓	
knowre			✓
BRANKOS	✓	✓	✓

Scalable Always Fun Personalized

Business Model

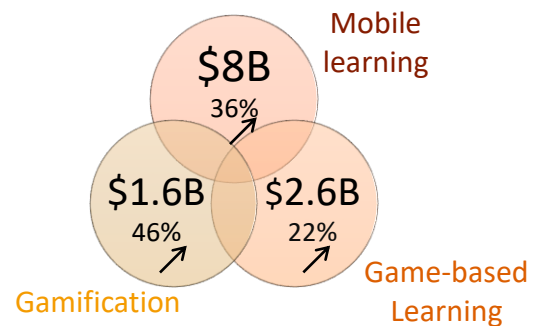
Schools → \$2/student/month

Free for teachers (1 class).
School subscription unlocks unlimited classes and school-wide statistics.

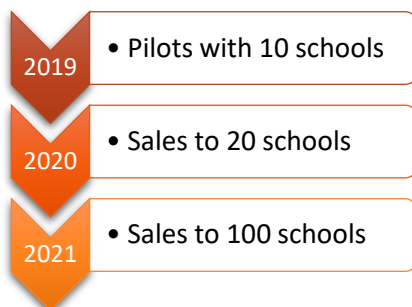
GTM Strategy

Bottom-up growth (focus on teachers).
Top-down sales for engaged schools.

Market



Roadmap



Links

- brainkos.com Landing page
- app.brainkos.com Teacher website
- brainkos.com/game Students app
- youtu.be/6DJRb7GmYgg Demo video
- brainkos.com/flyer_he.pdf Tutorial

Anis Abboud, CEO



- TECHNION B.Sc. 94.3/100
- Software Eng.
- UNIVERSITY OF BIALA M.Sc. 4.0/4.0
- TECHNION Startup MBA