FocusX by Inclusive Solutions

LABLAB AI BUILD YOUR AI STARTUP HACKATHON 2023

> Hi, I'm FocusX, an intelligent bot helping people with attention deficit disorder to study in more efficient way!

Meet Our Team!



Adrian Przybysz
Team Leader



Alicja Kołodziejczyk
Design & Frontend



Aleksandra Kowalczuk
Tech Leader



Ida Skubis Scientist



Kamil Neumann

Data Scientist

Hi, I'm Ala!

And these are my learning struggles

- Spending much more time on learning than my peers
- Being distracted by surroundings and my own thoughts
- Being easily bored during study from traditional materials





My learning superpowers

- hyper-focusing on subjects that are interesting to me
- Creativity as I see the world differently
- Patterns recognition

The Scale of the Challenge

We took results of our survey research and commonly available data

7.2 mln people with

learning disabilities worldwide

93%

People with ADHD who agreed that they struggle with learning

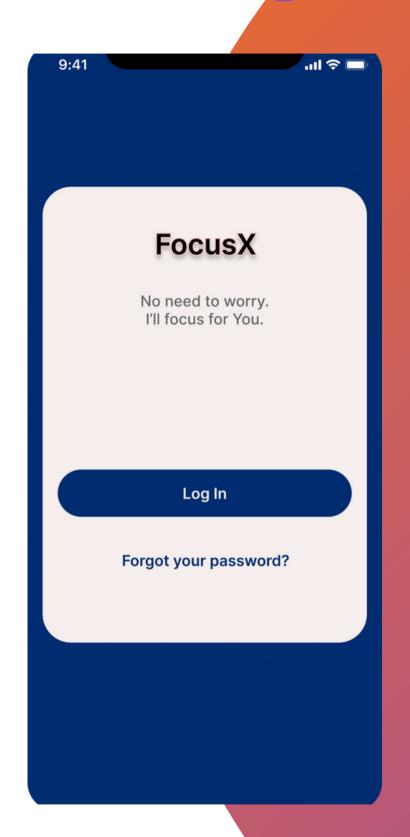


What is FocusX? Our response to the needs of the market

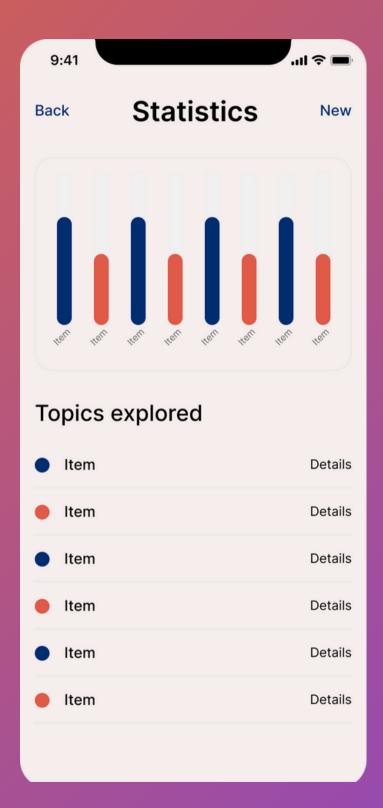
An **intelligent chatbot** supporting people with learning disabilities as well as those without to guide them through the personalized learning journey.

Check the Application

Register, complete short survey and you are ready to learn!

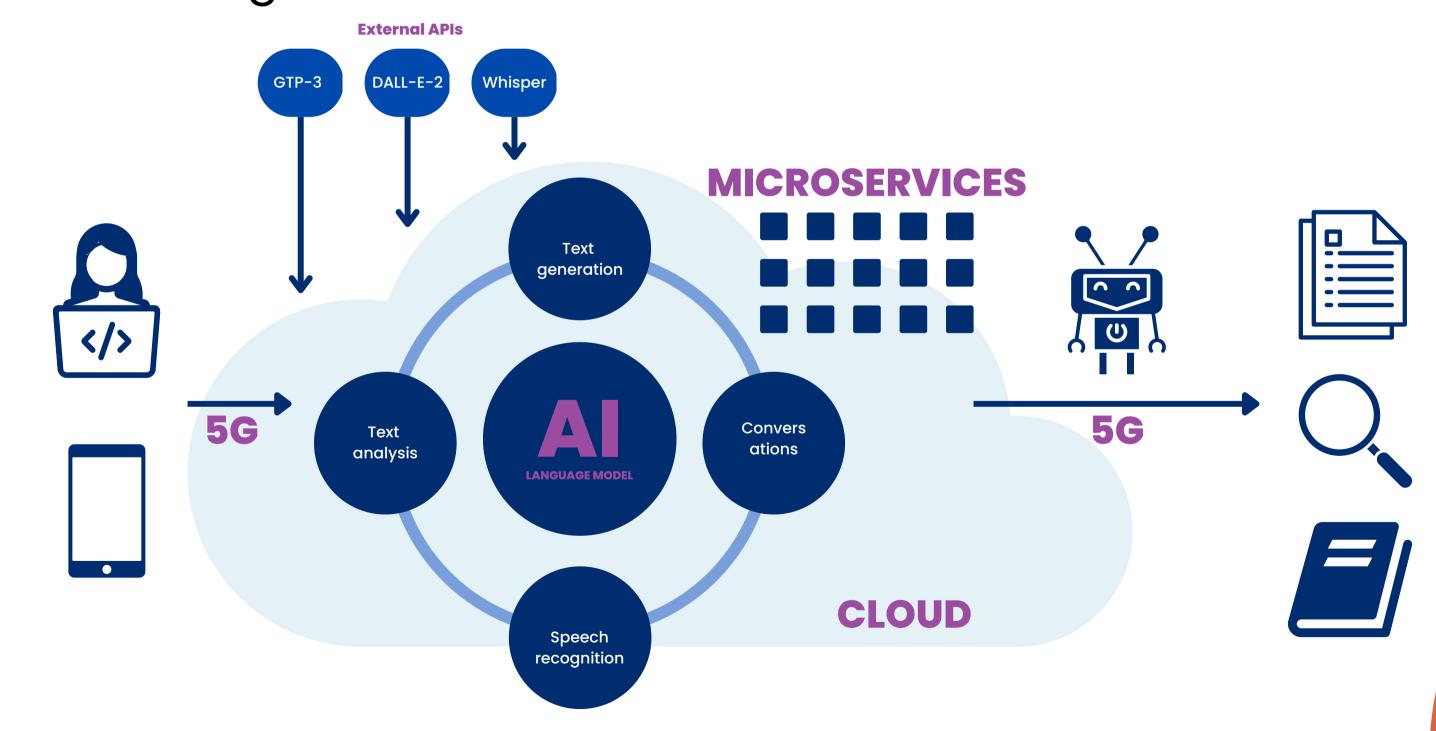






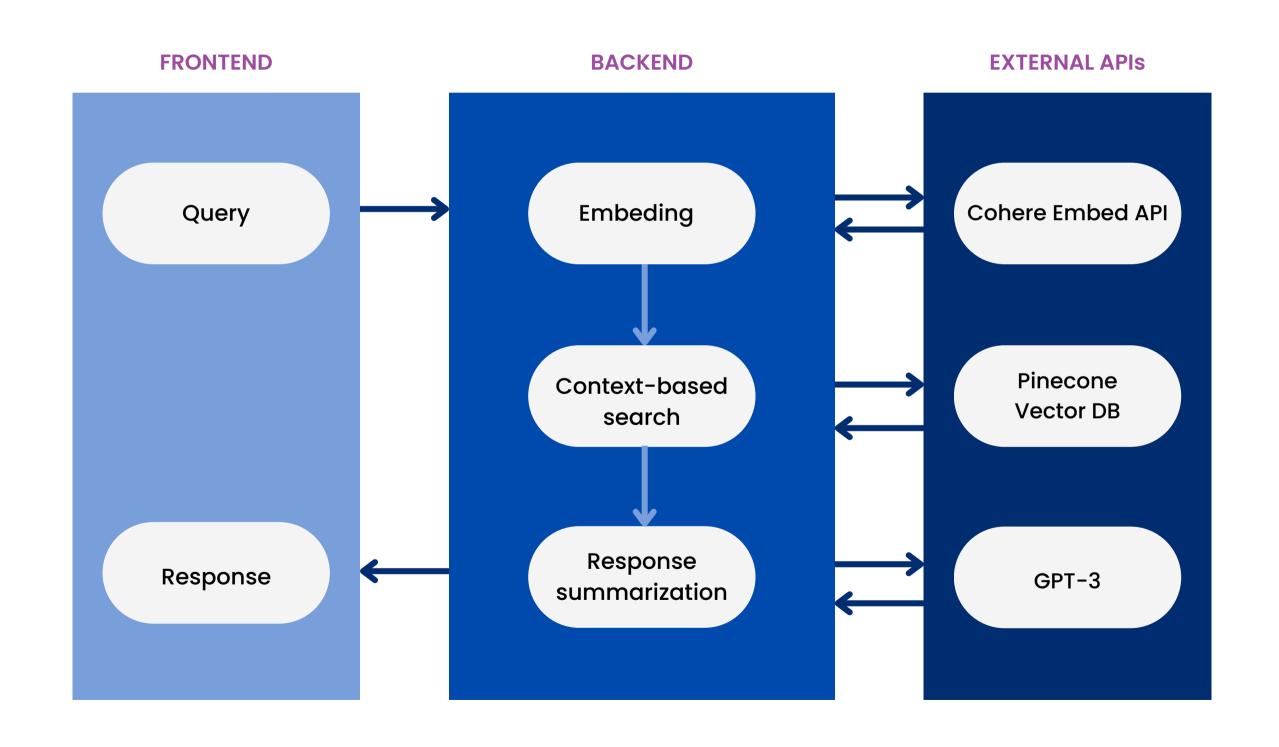
How Does it Work?

The bigger picture: we use the power of algorithms combined with other technologies.



Deep Down Into Details

Current status of our implementation.

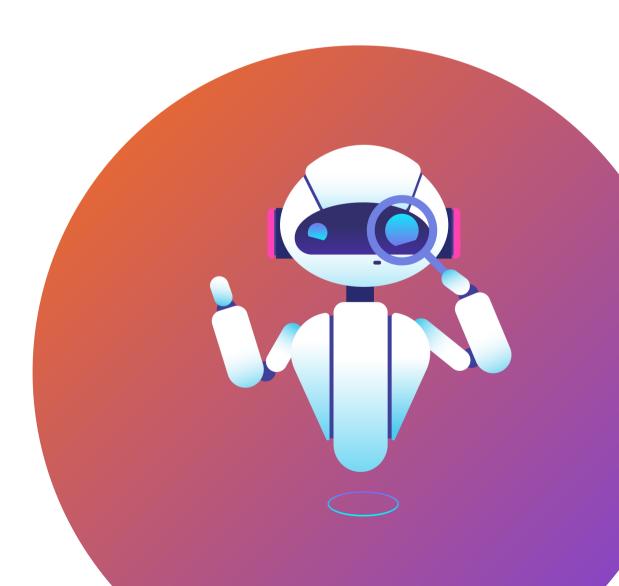


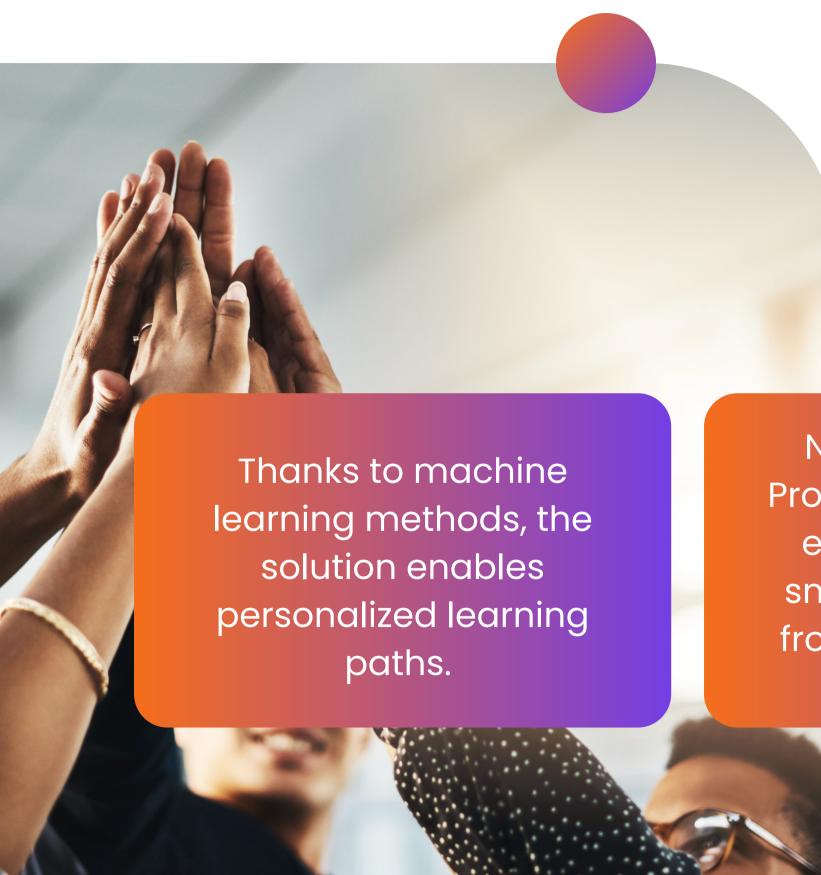
CompetitionBlue ocean market

Indirect Competitors:

- Mainly time-scheduling apps: Focus To-Do, Canban Flow, etc.
- Apps to increase focus: SimpleMind, MindNode
- Apps for learning: studyBlue, NeuroNation, Poplet
- Apps for materials organization
- Educational chatbots: Duolingo, Mondly, Andy

No direct competitors: Blue ocean market





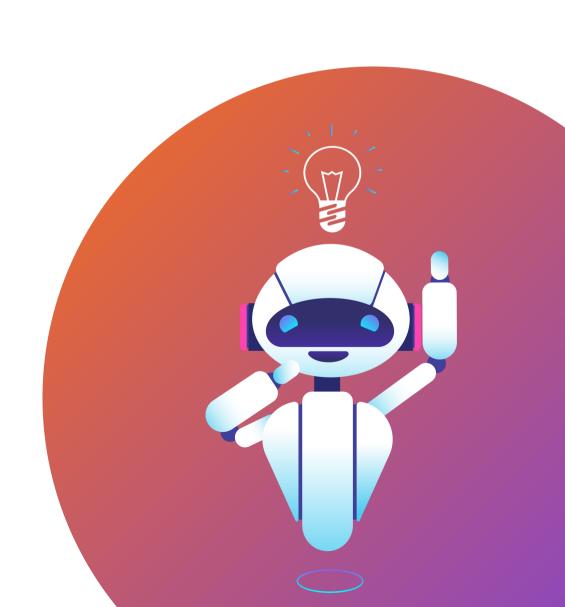
Competitive Advantage Why we are doing it better?

Natural Language
Processing algorithms
enable creation of
smart notes starting
from typical learning
materials.

Learning progress is analysed and adjusted by using gamification methods.

Business ModelWhat is our strategy?

- Business Model Canvas
- Full software/plugin integration
- Subscription-based model
- Market entries:
 - Business meetings with traders,
 - Trade fairs, industry conferences,
 - Internet (ads on Tik Tok, Instagram, Tencent),
 - Official web page.



Cashflow Sources of income and costs



- **Key Partners**: investors (business angels, venture capital/investment funds), government (grants), startup incubators and accelerators
- Revenue streams: Freemium for private use, sell to: schools(public, private), learning centers, centers that care for people with disabilities.

Next Steps We are going to expand our product





Product Development

Building a prototype and MVP with basic functionalities, dedicated to a small group of users.

Business Activity

Starting marketing activities, building a network of contacts, and reaching potential customers.

Carry out our Mission

Developing brand by building awareness of the problem: information campaigns, promotion at conferences, organisation of workshops.

Expand the Target Group

Expanding application's functionality into a tutor system, and launching the offer to a wider group of recipients (including gifted people).

Sustainable Development Goals Agenda 2030





























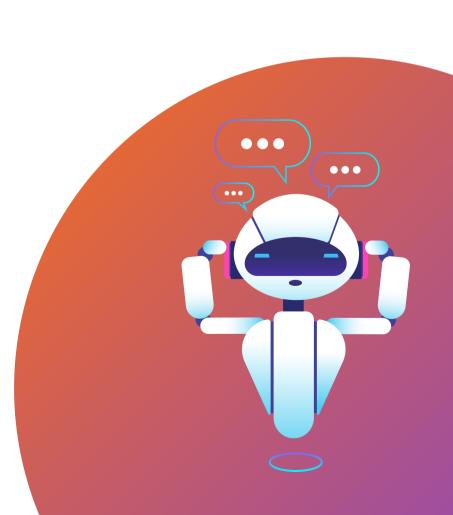














ThankYous

WE INVITE YOU TO INVEST IN OUR IDEA!

