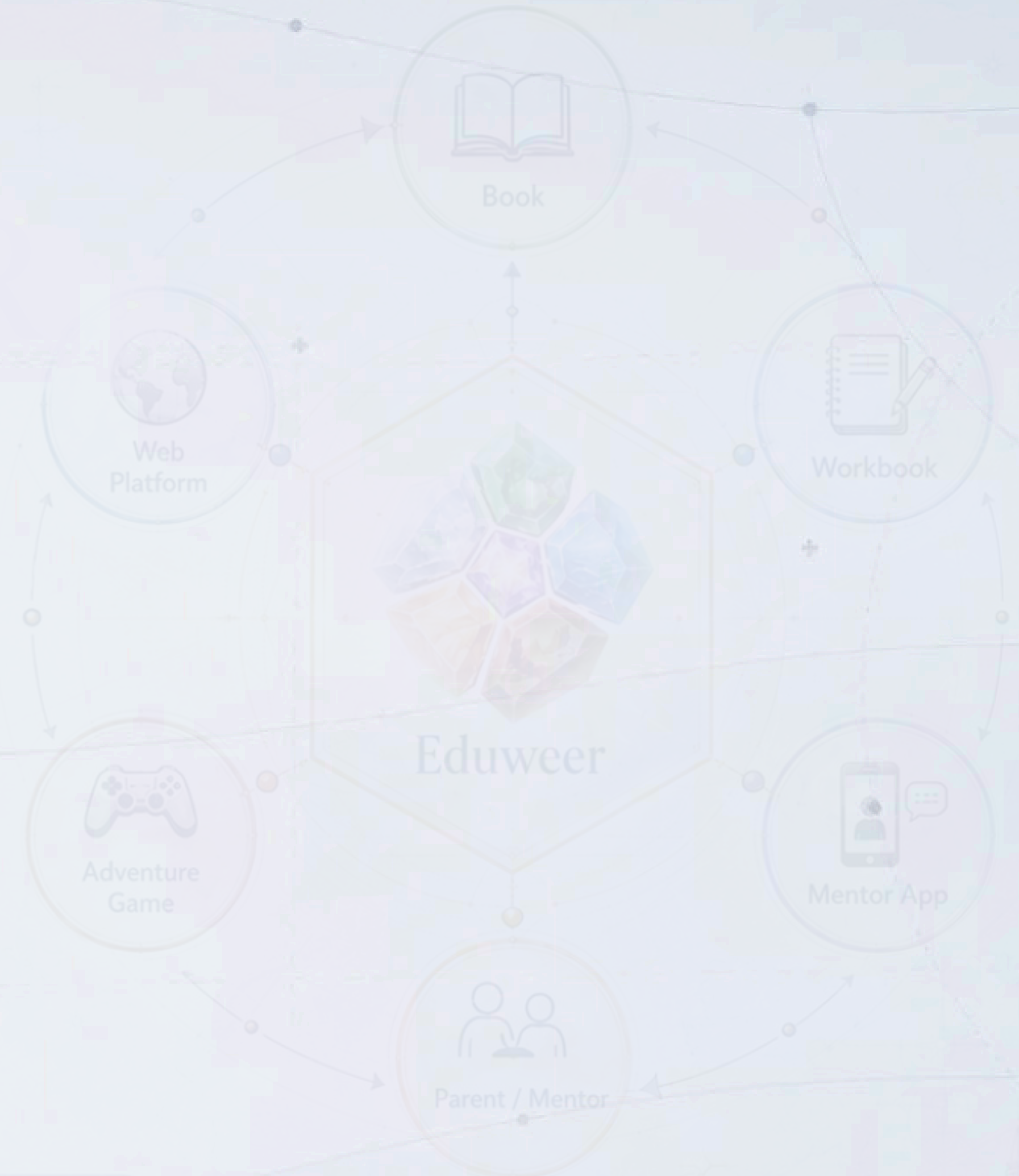




EDUWEER

Learn. Play. Become a Hero.



- Global localization ready
- Parent-guided model
- Ethical monetization



Why traditional education fails to engage kids?



01. LOSS OF MOTIVATION

“KIDS START EXCITED... BUT QUICKLY BURN OUT.”

- Many children lose interest in learning within their first year of school. By grade 4, motivation drops sharply.
- 69% of school dropouts cite lack of motivation
- Up to 75% of school leaders report inattention is a major barrier to learning



02. BOREDOM AND DISTRACTION

“OVERSTIMULATED, UNABLE TO FOCUS.”

- Constant action and instant rewards make sustained effort feel boring.
- Overstimulation from an early age reduces focus and persistence in school tasks.
- Lack of parental control → kids consume what they want, as early as Grade 1.



03. LACK OF PURPOSE

“THEY DON'T SEE THE 'WHY' IN LEARNING.”

- Knowledge feels detached from their everyday life.
- Focus on tests and grades, not on real meaning or adventure.
- Without a clear “why”, learning becomes just a chore, not a journey.

Eduweer: Transforming Learning Into Adventure



01. REIGNITE MOTIVATION

- Learning becomes a story-driven quest.
- Progress, rewards, and exploration keep children engaged, turning study into play.



02. BEAT BOREDOM & DISTRACTION

- Fun, casual game mechanics.
- Short, meaningful tasks, safe environment, guided by parents.
- Education feels exciting, not overwhelming.



03. GIVE LEARNING A PURPOSE

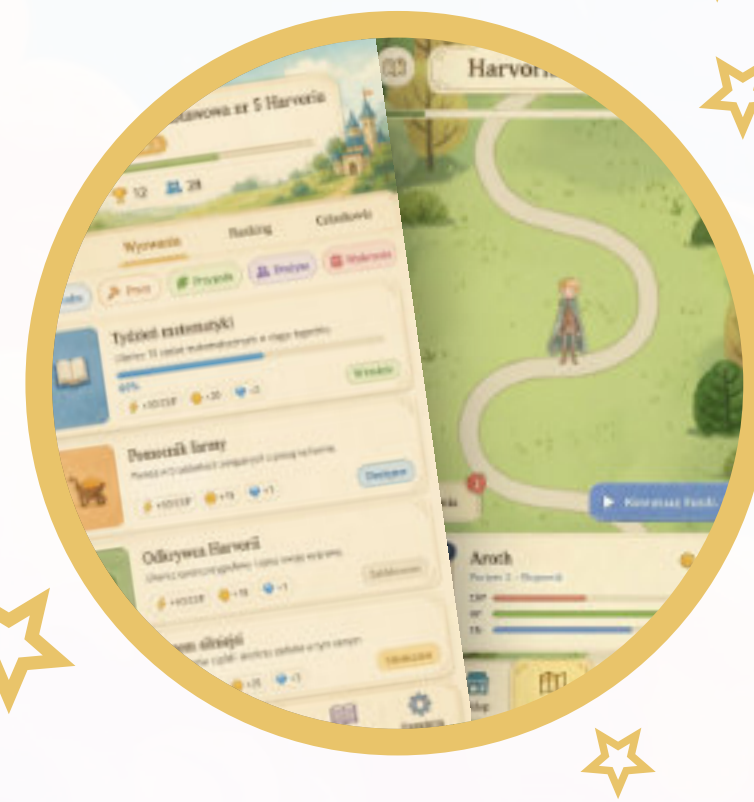
- Every book chapter = a mission.
- Points unlock skills, spells, and new worlds.
- Learning becomes part of a hero's journey.

One Ecosystem – Three Connected Products



01. BOOKS

- Narrative adventures with educational tasks.
- Parents act as mentors, guiding kids through chapters
- Every story expands the Eduweer universe.



02. MOBILE APP

- Progress tracking, points, and quizzes.
- Parents assign stars and manage learning.
- Children create and develop their heroes.



03. ADVENTURE GAME

- Open-world fantasy with farming, quests, and crafting
- Tasks reinforce knowledge from books.
- Safe multiplayer, exploration, and rewards.

*„Books inspire.
The app guides.
The game brings it all to life.”*



Books

STORIES THAT TEACH AND INSPIRE



Fantasy stories with built-in educational tasks.



Parents guide children through chapters like mentors.



Tasks give stars and points, tracked in the app.



Each book expands the Eduweer universe and storyline.





Mobile App

PARENTS AND KIDS CONNECTED IN LEARNING



Parents manage multiple children's profiles.



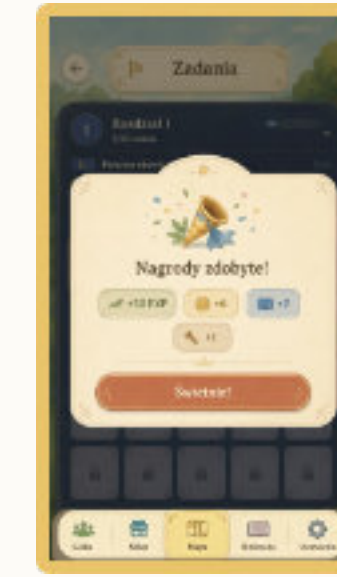
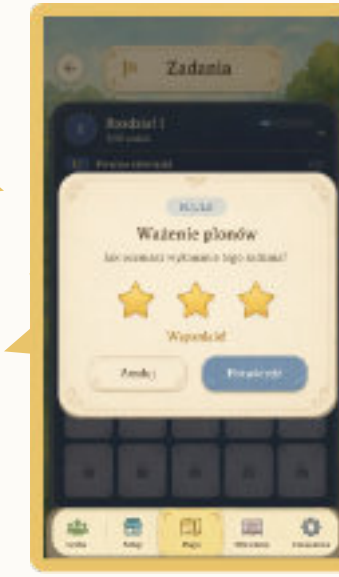
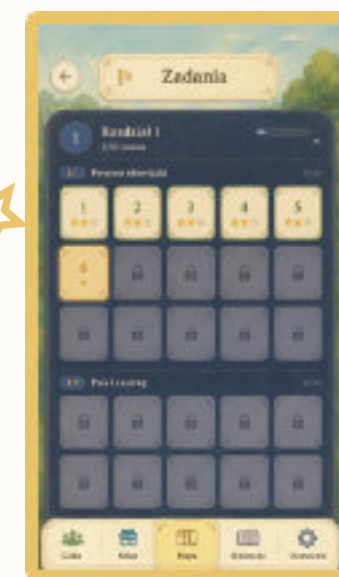
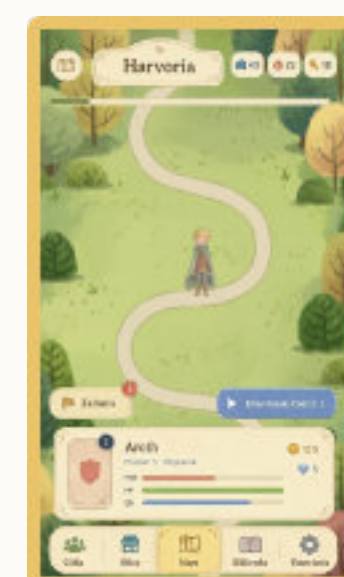
Assign stars and experience points for completed tasks.

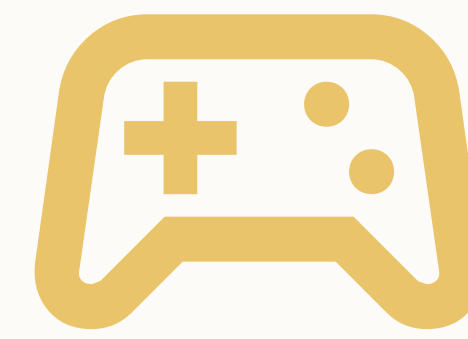


Track progress with clear dashboards and reports.



Extra quizzes, exercises, and parental control features.





Adventure Game

LEARNING THROUGH PLAY, IN A MAGICAL WORLD



Casual RPG with farming, quests, and crafting.



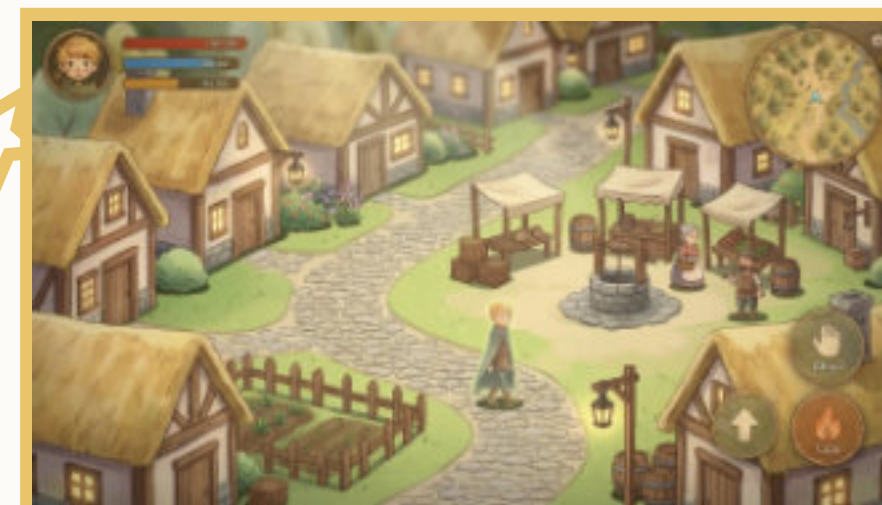
Educational puzzles connected to the books.



Safe multiplayer promotes teamwork and social skills.



Unlock skills, spells, and new worlds through learning.





Modern technology powering learning and play

EXPANSION

(LOCALIZATION)

Multilingual and culturally adapted, ready for global markets

SCALABILITY

(APP + GAME)

Hybrid data models ensure smooth growth

PERSONALIZATION

(AI)

Adaptive tasks and quizzes personalized for each child

OWNERSHIP

(BLOCKCHAIN)

Secure ownership of items within Eduweer's closed ecosystem

TRANSPARENCY

(PARENTAL)

Safe tracking of progress, rewards, and achievements

A growing global EdTech and gaming market



Education is a ~\$10T global market by 2030



Educational games market valued at \$18B by 2026, fast growth.



Target group: children 6–12 + parents.



Huge opportunity in Europe + US, with scalability worldwide.



Covid-era digital adoption + parents seeking safe, meaningful screen time.



Multiple revenue streams, one safe ecosystem



BOOKS & EPISODES

Core product sales, each book expands the universe.



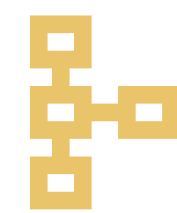
IN-APP PURCHASES

Cosmetic items (skins, gadgets), extra quests.



PREMIUM SUBSCRIPTION

Access to new chapters, special events, advanced content.



EDUCATIONAL PARTNERSHIPS

Licensing for schools, bundles for institutions.



SAFE ECONOMY

Coins & rubies earned through learning no pay-to-win.

“Eduweer generates revenue while keeping learning fair, safe, and at the core of the experience.”

Early progress and validation

- ✓ First book draft completed with tasks.
- ✓ Mobile app concept, architecture, and screen flows designed in Figma.
- ✓ Backend for app and game currently in development.
- ✓ Investor overview prepared.
- ✓ Initial consultations with teachers and educators.
- ✓ Early concept tested with a small closed group.



How Eduweer stands out?

	Anton App	Duolingo Kids	Prodigy Math	Lingokids	Osmo	Eduweer
Core Education (Math, Reading)	✓	✓	✓	✓	✓	✓
Storytelling / Narrative	✗	✗	✗	✗	Partial	✓ (Books + Quests)
Parent Involvement	Limited	Limited	Limited	Moderate	Moderate	✓ Strong (Mentor role)
RPG Gameplay Mechanics	✗	✗	✓ (math battles)	✗	✗	✓ (Adventure + Skills + Spells)
Multiplatform Ecosystem	✗	✗	✗	✗	✗	✓ Unique
Adaptive Learning (AI)	✗	Partial	Partial	✓	✗	Planned Phase 2
Blockchain Ownership	✗	✗	✗	✗	✗	Planned Phase 3

“Unlike competitors, Eduweer combines storytelling, parental involvement, and RPG gameplay into one connected ecosystem — making learning both meaningful and fun.”

Our Roadmap

- Finalize first book (graphics, layout, printing prep)
- Build core Mentor App (architecture, backend, prototype)
- Develop Adventure Game concept + core mechanics
- Expand team (developers, artists, educators)

FOUNDATION & DEVELOPMENT

2025

2026

FIRST LAUNCHES

- Publish Book I officially
- Launch Mentor App (MVP with key features)
- Release Beta of Adventure Game (Harvorvia region)
- Prepare localization for EU & US

2027

- Publish Book II + additional quests
- Full Adventure Game launch (multi-region, multiplayer)
- AI adaptive learning (personalized tasks & quizzes)
- Blockchain ownership for in-game items
- First educational partnerships with schools

EXPANSION & ADVANCED FEATURES

2028+

MORE ADVENTURES

- Publication of next books.
- New worlds, quests, and seasonal content in the game.
- Expansion into board games and family products.
- Potential for cross-media formats (animated series, collaborations).

“2025 is about building. 2026 brings first launches. By 2027 Eduweer expands globally with AI and blockchain.”

Eduweer Team

RADOSŁAW KAMYSZ (FOUNDER)

- Experienced Engineering Manager & Backend Developer
- Background in game development, blockchain, and large-scale systems
- Worked with major gaming studios (mobile/web/blockchain)
- Author of Eduweer world and core mechanics

Looking for

- Mobile Developer (Flutter) — Mentor App
- Game Developers (Godot, Rust) — Adventure Game
- Artists (print & digital) — books, assets, world-building
- LLM/AI Developers — adaptive learning tasks
- Educators — guiding quest design and learning content

“A unique blend of technology, creativity, and education— building Eduweer step by step with the right people.”





Building the Eduweer Universe

EXPAND THE BOOK SERIES

new worlds, new adventures, more learning quests.

GROW THE ADVENTURE GAME

new regions, multiplayer events, seasonal content.

CROSS-MEDIA EXPANSION

board games, family products, rewards exchange platform
(mobile games collaboration)

AI-POWERED PERSONALIZATION

adaptive quests tailored to each child.

EDUWEER CHAMPIONSHIPS

school and inter-school educational competitions, culminating in
epic live finals.

“Eduweer is more than a product — it’s a global educational universe, combining stories, games, and real-world community events.”

Join us on this journey

RADOSŁAW KAMYSZ (FOUNDER)

@ radoslaw.kamysz@gmail.com

in <https://www.linkedin.com/in/radoslaw-kamysz-6486b23b/>

We are looking for mentoring, networking, and seed preparation support.

Help us bring **Eduweer** to children and families worldwide.

“Eduweer: Learning becomes an adventure.”

