



Touch the Knowledge



- Redefining Education in the Multiverse

What's Aytunga



- It is a multiverse startup project focused on information and education.
- We provide information and education content created by professionals and instructors, which are presented in a categorized manner in 2D environments, and a multi-content consumption experience in 3D environments.

The Problem



- Limited access, outdated methods, lack of creator incentives.

The Gap in Education Technology



- Traditional 2D platforms (e.g., Udemy) lack immersion.
- 3D platforms (e.g., Virbela) lack categorized content.
- Limited interaction between educators and students globally.

The Solution



- Aytunga: A multiverse platform blending 3D learning, AI personalization, and blockchain economics.

Aytunga: The Best of Both Worlds



- Combines 2D categorized content with 3D immersive experiences.
- AI-powered teachers and avatars for content creation.
- 3D environments for educator-student interactions.

Market Opportunity

- Targeting a \$10T global edtech market by 2030.
- Key Markets: Singapore, USA, Japan, Europe, Turkey, and more.



A Growing Global Market

- AR/VR education market: \$3.8B in 2023, projected to reach \$14.2B by 2028.
- UK tech investments: \$30B in 2022.
- London startup ecosystem: 4,000+ startups valued at £100B.



Marketsandmarkets.com, UK Government 2022.

- Standing out in a crowded market.

Multiverse Immersion

AI Personalization

Blockchain Fairness

VS

Coursera

Udemy

Other VR Platforms..

Competitors

Udemy (2D)

Virbela (3D)

Framevr (3D)



59M students, 75K
instructors, \$599.22M
revenue (2022).

5x monthly active users,
6x new users, 260%
revenue growth (2020)

Niche player,
browser-based growth
potential.

- Udemy, ThinkImpact, PR Newswire.



Demo
Launched

Community
Built

Blockchain
Token
Economy

Initial User
Feedback
Collected

- Proven concept with early wins.

- Participated in Marmara Bilişim Zirvesi, showcasing to tech leaders.
- Preparing to launch globally in English, with plans for Spanish, Turkish, Arabic, Hindi.
- London Tech Week 2025: Connecting with global investors and educators.

TÜM SEKTÖRLER KULLANABİLİR

Tüm sektörlerin Aytunga'dan faydalanabileceğini söyleyen Kani Fatih Turhan, özellikle reklam ajansları, içerik üreticileri ve organizasyon şirketlerinden talep gördüklerini ifade etti. Pandemi öncesinde sadece etkinliklerin duyurularının paylaşıldığı, biletlemesinin yapıldığı ve tüm sosyal ağlarda yer alan standart özelliklere sahip farklı bir arayüzü olduklarını belirten Turhan, "Bizim büyüme modelimiz etkinliklere bağlıydı. Pandeminin buna ara vereceğini öngörerek, ilk vaka açıklanmadan hazırlıklara başladık. Mart 2020 itibarıyla etkinliklerimizi online gerçekleştiriyoruz" dedi.



Eğitim odaklı metaverse platformu: Aytunga

BTM girişimlerinden Aytunga, eğitimlerini, etkinliklerini paylaşmak isteyen kurumlara, 3D ve 2D gezilebilir dijital alanlar ile güçlü bir teknoloji ekosistemi inşa ediyor.

Beğen 0 Paylaş Tweetle Takip et: @itohaber WhatsApp LinkedIn E-posta

Yayınlanma tarihi: 28 Şubat 2022 Pazartesi

TUĞÇE ÖZKUŞ

Bilgiyi Ticarileştirme Merkezi (BTM) girişimlerinden Aytunga, öğretici ve geliştirici içeriklerin sergilenbildiği, öğrenirken sosyalleşmeyi sağlayan dijital bir



Yıllık geliri 1 trilyon dolara ulaşacak metaverseye katılmanın tam zamanı

Kredi Garanti Fonu finansman paketleriyle ekonomiye destek oluyor

Fiyat etiketlerinde yeni dönem 1 Mart'ta başlıyor

Özel yetenekli çocuklara destek

Global Language Strategy:

- English as the primary language.
- Additional languages: Spanish (500M speakers), Mandarin (1B+), Arabic (400M), Hindi (600M).
- Scalable based on market demand.

Targeting High-Growth Markets



Why London?

- Robust EdTech ecosystem and business-friendly policies.
- Advanced digital infrastructure, skilled workforce.
- Stable economy, inspires investor confidence.

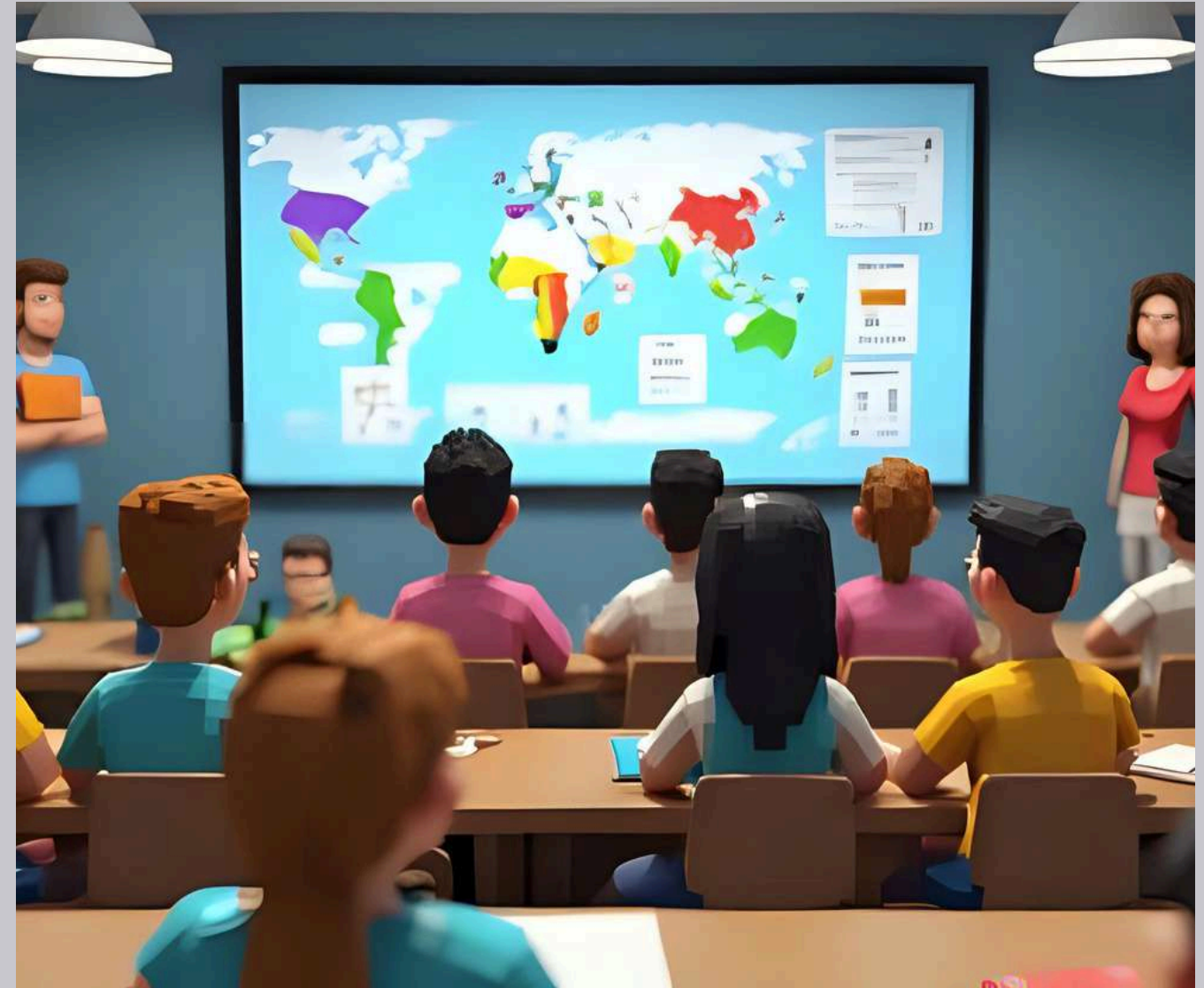
UK Government 2022



Future Vision:

- Transforming education by integrating VR, AI, and Blockchain step-by-step.
- Empowering global institutions (e.g., Harvard, Oxford) to spread quality education worldwide.
- Align with UN SDG 4: Quality Education.

Aytunga's Global Vision



Innovative Approach:

- **For instructors:** Apart from 3D rooms, we offer artificial human avatars, editing and publishing, event ticketing and forum tools. There are also conference and connection guidance tools in 3D rooms.
- **For students:** We provide the opportunity to learn by chatting with AI assistant teachers, learn by discussing simultaneously with remote multi-content consumption and communicate directly with instructors.



- Features:

3D
Classrooms

AI Tutors

Blockchain
Rewards

Content
Creation Tools

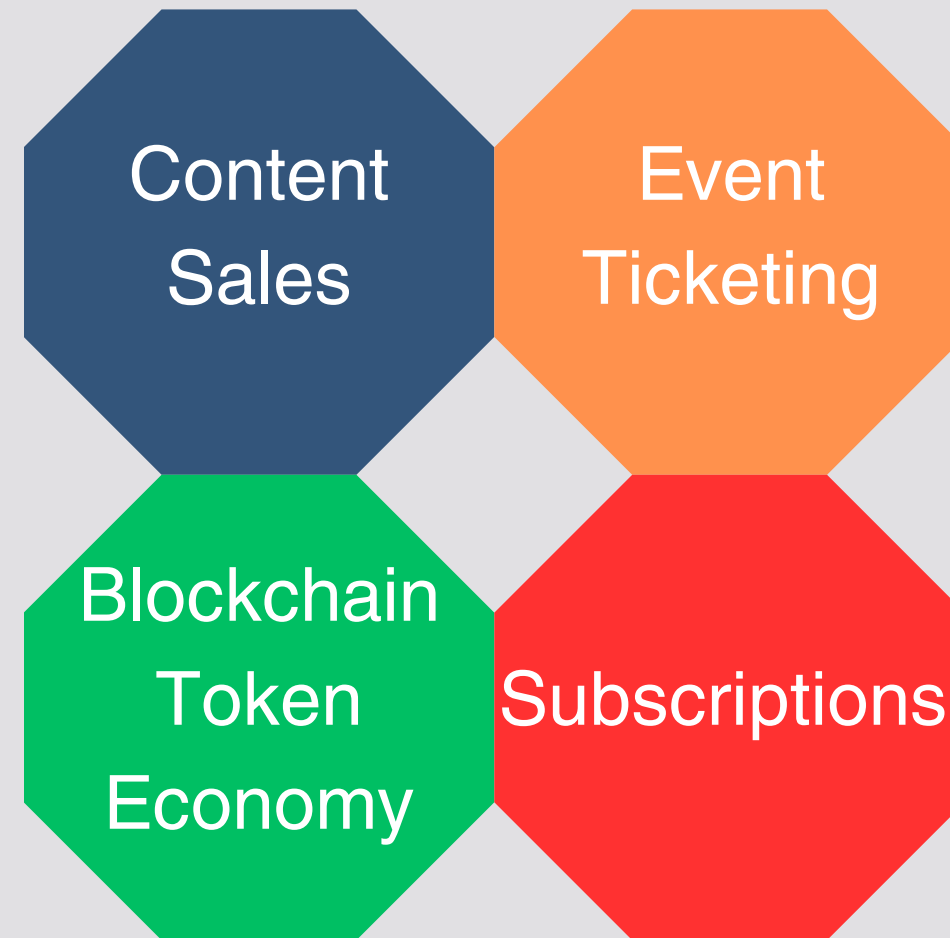
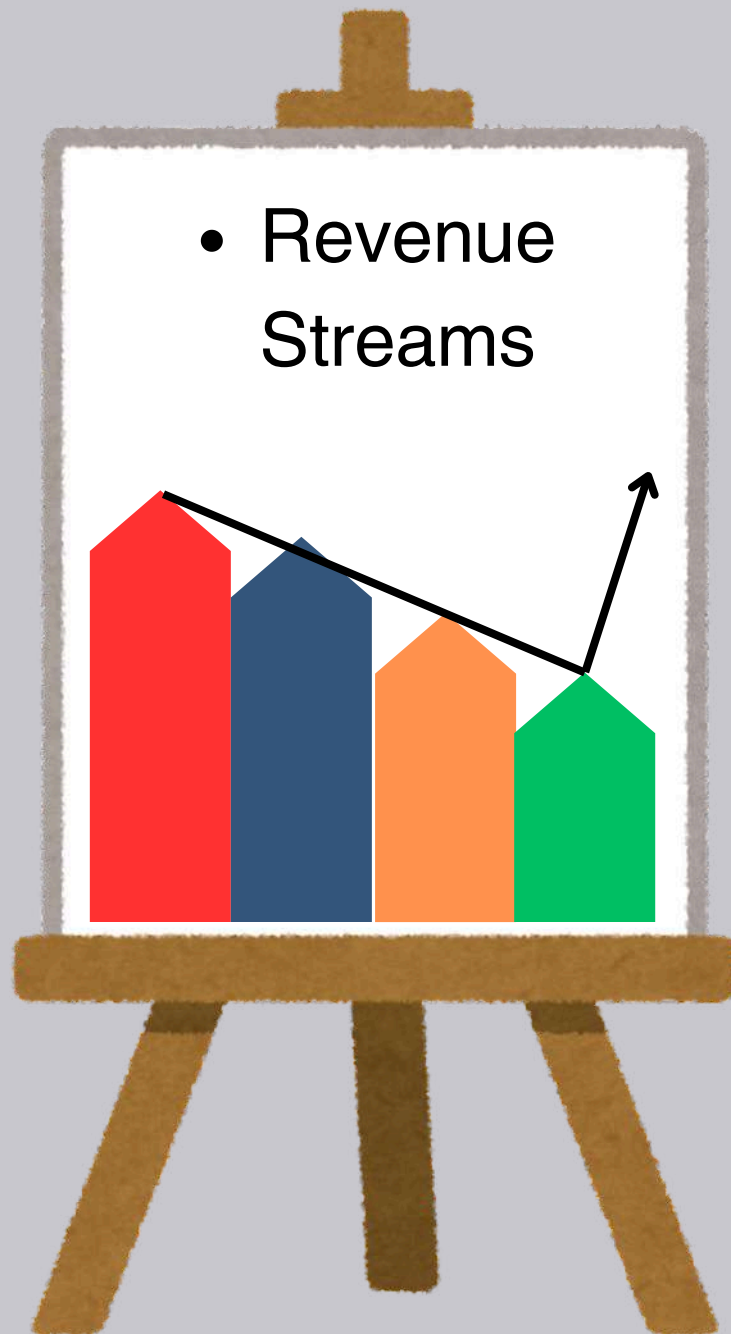
- A next-gen ecosystem for educators and learners.

The Ecosystem



- We also provide AI-supported tools for those who want to produce content. With these tools, we help create quality content and manage communities.
- Think of it as an ecosystem. For this reason, we do not define it as a simple metaverse or VR project.
- We promise you a multiverse ecosystem with a quality community.

Bussiness Model



- Scalable revenue streams for sustainable growth.

- A world-class team driving innovation.



50% Product
Development

30%
Marketing

20%
Operations

- Seeking \$800K to scale our vision.

- **Milestones:**

1. **Q2 2025 (April-June 2025):** Analysis of the existing no-code prototype and start of ground-up development (transition to custom software stack).
2. **Q4 2025 (October-December 2025):** Alpha version of the rebuilt platform and limited user testing.
3. **Q2 2026 (April-June 2026):** Beta launch, opening to a broader user base, and collecting feedback.
4. **Q4 2026 (October-December 2026):** Global rollout, full launch, and entry into international markets.

- From existing prototype to global leader in 24 months.

Thank You!



- Join us in revolutionizing education for the next billion learners.
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