





TRANSFORMING STEM FROM A SUBJECT STUDENTS FEAR INTO ONE THEY LOVE

BY CREATING THE MOST ENGAGING, GAMIFIED, AND HANDS-ON LEARNING EXPERIENCE

KEY INVESTMENT HIGHTLIGHTS

- **01** Massive Market Opportunity
- **02** Category Leader
- **03** Proprietory Technology
- **04** Strong Growth Drivers



WHO ARE WE?

OUR MISSION

At STEMverse, our mission is to reignite curiosity in STEM by making science, technology, engineering, and math fun, accessible, and unforgettable for learners of all ages. We blend interactive workbooks, game-based learning, and story-driven digital worlds to help students not just consume content—but actively engage with it.

OUR FOCUS

We're not just teaching skills. We're nurturing the next generation of scientists, engineers, and creative thinkers—through fun, challenge, and story-driven engagement.



THE STEM LITERACY GAP



Demand for STEM vs Non STEM Skills in the market



Non STEM Skills

VS

1/3

Annual Pakistan produces 450,000 STEM Grads



0.6% of the workforce

THE STEM LITERACY GAP



- Outdated, One-size-fits-all STEM education methods
 - All Theory No Application
 - Same text heavy textbooks
 - o no skilled teachers or engaging lessons
- Low student engagement and real-world application gaps
 - Still focused on Rote learning
- Critical need for STEM literacy and 21st Century Skills



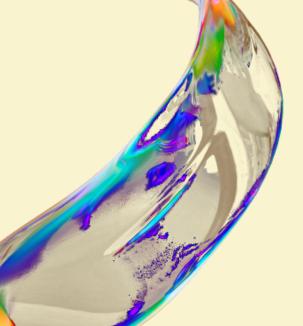
MARKET POTENTIAL

Growing global demand for STEM skills
 Rising at 10.8% Annually

Market need for tech-driven, interactive educational solutions

• Opportunity to capture a significant market share in Pakistan!





OUR INNOVATIVE SOLUTIONS







Interactive
Workbooks for
continuous STEM
Learning



Teacher's Training,
Curriculum
development and
Makerspace Set ups



Online and In
Person
Afterschool
Camps and Clubs



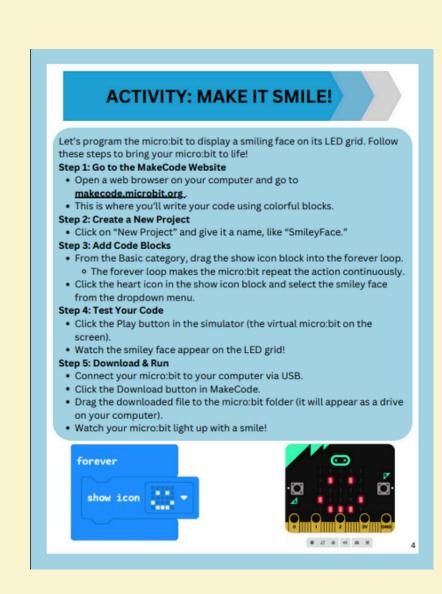
STEM and Educational Hardware Kits

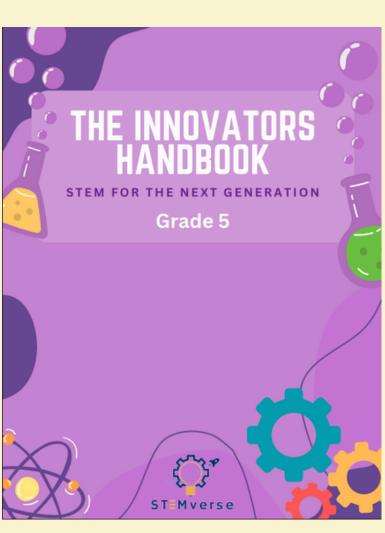
STEM WORKBOOK PROGRAM

Aimed at schools with fewer technological resources, our workbooks follow a standardize curriculum and allow students to learn essential STEM skills with hands on activities

Features:

- Standardized STEM Curriculum
- Holistic Learning
- Offline Accessiblity
- Add-ons:
 - Hardware Kits
 - Teacher's Training





Future Expansions: Creating MR Apps for upcoming hardware!!



THE FUTURE OF LEARNING: STEMVERSE

A web and mobile application to deliver STEM based skills in an

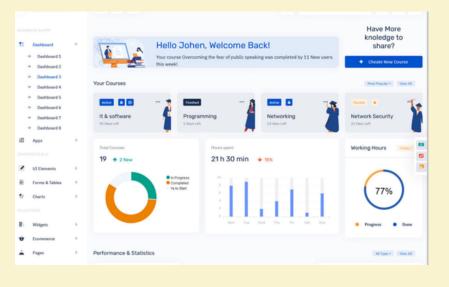
interactive and gamified manner.

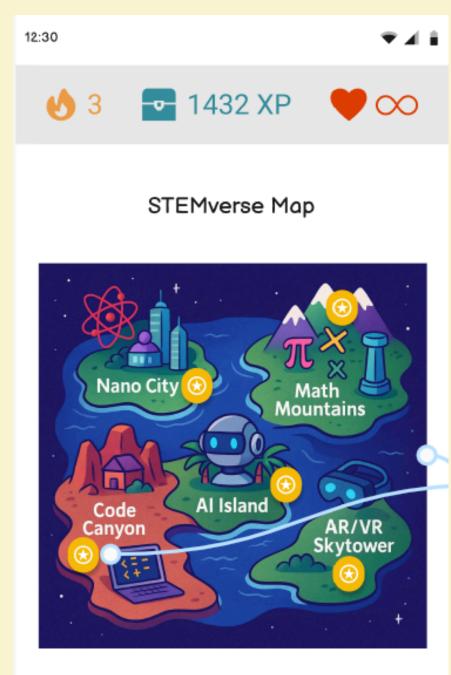
Features:

- Gamified Learning
- Analytics Dashboard to track progress
- Individual Student class accounts
- Al Based personalization

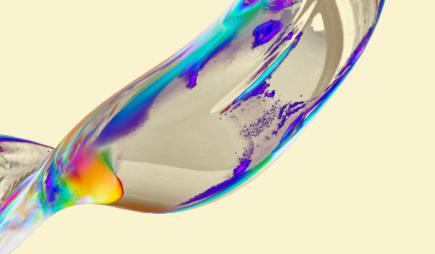
Milestones:

- Phase 1: Web app to schools on subscription
- Phase 2: Mobile app for consumers ages 5 -18
- Phase 3: Expand age group to include lifelong learners









TRACTION AND IMPACT



First 3 Months



2 Partnerships

50+
Students
Impacted

5+
Bootcamps
Conducted

Since 2025

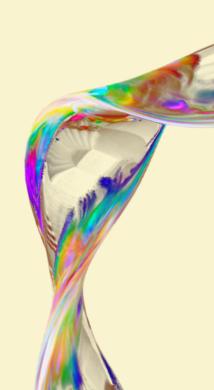


15+
Partnerships

1500+ Students Impacted

20+
Bootcamps
Conducted

Successful 90% Customer Retention





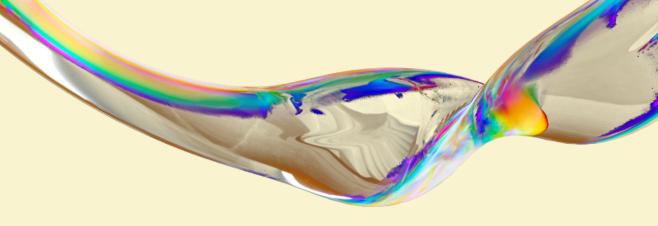
UNIT ECONOMICS

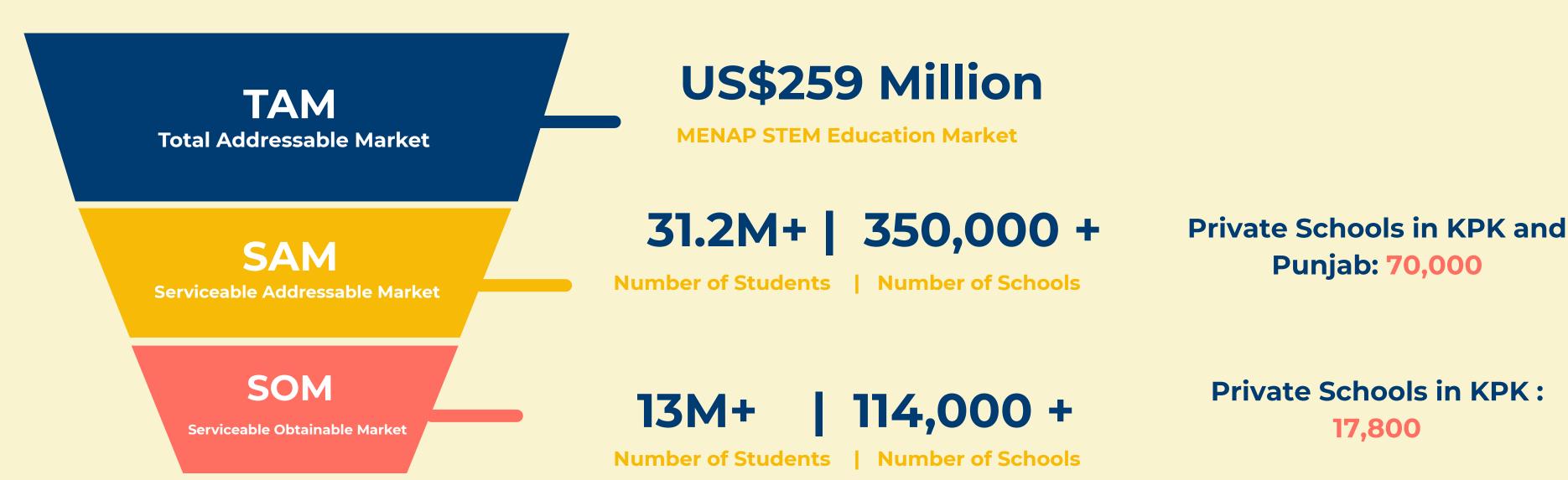


Customer Acquisition Cost (CAC)	Rs 450	Based on actual campaign spend	
Lifetime Value (LTV)	Rs 9,600 Multi-product lifetime per learner		
LTV:CAC Ratio	22:1	Strong early economics	
Gross Margin (Schools)	45–55%	Based on materials cost and salaries	
Gross Margin (Camps)	50 - 70%	After materials, and staff costs	
Payback Period	<1 month	CAC recovered quickly via one transaction	



MARKET SIZE





Targeting 10% of Private schools in KPK in first 18 Months: 1,780 Schools

Targeting private schools as privately owned institutes are easy early adopters

COMPETITORS

Feature	STEMverse	LearnOBots (Pakistan)	Lumosity/Elevat e (USA)	Quiver (New Zealand)	Science Bee (Bangladesh)
Hands-On STEM Learning			×		×
Emerging Technologies (AI, AR/VR)		×			
Digital Literacy for Adults		×		×	×
Full-Service for Schools			×	×	×
Teacher Training & Curriculum			×	×	
Custom Hardware Kits			×	×	×

SWOT ANALYSIS

Strenghts

- Strong Founders Background
- Valid Market Gap
- Dual delivery Model: Physical Sessions + SaaS
- Low CAC and High Retention
- Engaging delivery methods

Opportunities

- First Mover advantage
- Expanding demain for STEM in Private schools
- NGO partnerships due to increasing demand of capacity building programs
- Scalable SaaS to expand to global markets including South Asia and Africa

Weaknesses

- MVP in development phase
- Small Team currently of technical background. Need to increase diversity.
- Limited Brand awareness as we're a year old in the market

Threats

- Edtech fatigue or app-overload among schools/parents
- Slow procurement cycles in schools may delay adoption
- Hesitation to adoption of new technology particularly in public school sector

CAPITAL INJECTION MILESTONES



- Launchworkbooks
- Pilot long term camps
- Develop and Pilot
 MVP

Mid Term (5-12 Months)

- Expand to Mobile application
- Scale in-person programs
- Establish makerspaces.

Long Term

- Fully Develop and launch the app
 with AR/VR
- Expand
 nationwide/intern
 ationally.



FOUNDERS



MASHAAL JAWAD
Founder & CEO
BS Mechatronics Engineering
Ontario Tech University, Canada
5+ years in Ed Tech



QURAT UL AIN
Co-Founder & CAO (Academics)
MS Biomedical Engineering
NUST Islamabad
3+ Years in Ed Tech

CAPITAL BREAKDOWN

Category	Details	
Product Development	 Building Web App Dashboard Building Mobile App Dashboard Building STEM based games 	
Operations and Logistics	 Venue Rental for Camps Laptops/Tablets Purchasing Salaries of Instructors 	
Marketing and Sales	 Marketing of Application Outreach to schools Salaries Ads and Influencer marketing 	
Research and Development	 Developing content for additional age groups Marketing to a different segment 	



THANKYOU

Lets Continue the conversation







