



A virtual playground for out-of-school learning.

Who We Are

GlobeKin Inc. is an e-Learning platform offering children a virtual playground for out-of-school learning. We strongly believe that by empowering children to connect with the world around them, they can build a better tomorrow. With this core belief in mind, we are committed to making out-of-school digital learning engaging, accessible, meaningful, and fun.

Why Now?

In today's world, millions of children lack access to enriching out-of-school activities, hindering their academic and social development. As children spend 80% of their waking hours beyond the classroom, the demand for quality out-of-school learning experiences has surged. Despite this pressing need, the sustainability of afterschool programs is under threat with three out of every five programs facing the risk of permanent closure or staff layoffs. Unfortunately, many children resort to spending over 4 hours daily on screens, with only a meager 3% dedicated to e-learning apps. This glaring gap underscores the urgent need for out-of-school learning to evolve, offering purposeful screen time and curated activities aligned with children's developmental needs.

The Platform

At the heart of our platform lies an extensive on-demand content library brimming with captivating activities and games that span the globe. From immersive interactive adventures to virtual excursions, DIY demos, and day-in-the-life videos, there's something to pique every child's interest. To heighten engagement, children can earn tokens by completing the game-based activities seamlessly integrated into all our content. These tokens can then be redeemed for Real-Life Rewards available in our marketplace, which features partner-backed offerings such as summer camps, museum tickets, virtual tutoring, and more. Moreover, our platform is fortified by adaptive learning reports, empowering parents and educators with comprehensive insights into each child's academic interests, developmental stage, and learning style, while offering tailored strategies to deepen their progress.

Business Model

We offer a freemium model with limited access and a \$9.99/month subscription for advanced features. In addition, strategic partnerships will enable collaborators to gain exposure through our marketplace of partner-backed offerings or by sponsoring our content.

Market Opportunity

The global e-learning market has grown by 900% since 2000, with the US market reaching \$110.5 billion in 2022 and projected to reach \$204.4 billion by 2028. GlobeKin aims to capitalize on this growth by providing innovative learning solutions for children worldwide in the out-of-school learning environment.

Our Ask

Over the next 12 months, our primary goal is to develop and launch our prototype while conducting early user and market research. We are actively seeking strategic partnerships with afterschool programs and institutions like museums and aquariums. These collaborations will help us gather valuable user feedback to validate our product and expand our content library through sponsorships.

Thank you for considering GlobeKin as we strive to revolutionize education beyond the classroom.

For any questions or interests in learning more, please visit our www.globekin.com or reach out to:

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