

- ❖ **zero2hero** is the start-up project trading name for **Oasis Software Technology Limited**
- ❖ Our project leverages blockchain technology for the primary purpose of enhancing digital identity management and digital ownership management in the education and training sector. We are not utilizing blockchain for financial transactions, trading, or any other financial activities that would be considered financial services or fall under the financial activity exclusion for SEIS/EIS.
- ❖ Our blockchain-based solutions are designed to provide secure, efficient, and transparent management of digital identities and ownership of digital assets, such as educational content and intellectual property. This application of blockchain technology is focused on improving data security, access control, and verification processes in our industry, rather than engaging in financial transactions or providing financial services.
- ❖ We understand the concerns of HMRC regarding blockchain applications that may be related to financial activities. However, our project's primary objectives and use cases do not involve financial transactions or services. Instead, we are dedicated to harnessing the power of blockchain technology to enhance the education and training sector by improving digital identity and ownership management.



Education

Digital Assets

Metaverse

Metaverse

Virtual Reality

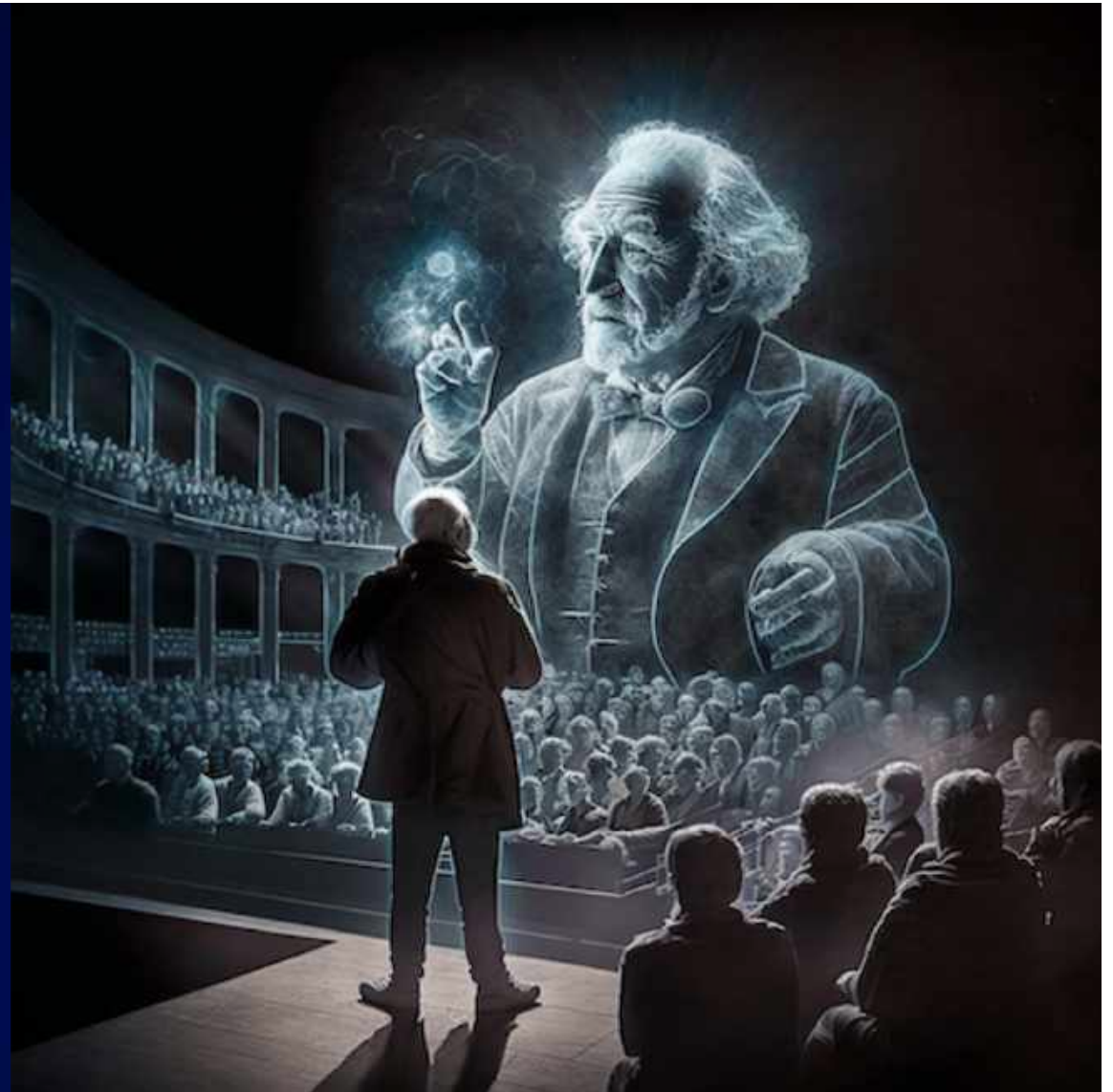
Cryptocurrency

Virtual

Educate, Elevate, Innovate
Blockchain & AR/VR Unleashed

Unite, Learn, Thrive!

*One Metaverse for Equal
Opportunities and Global
Prosperity in Education and
Training*



Problem

Dropout rate of %96²

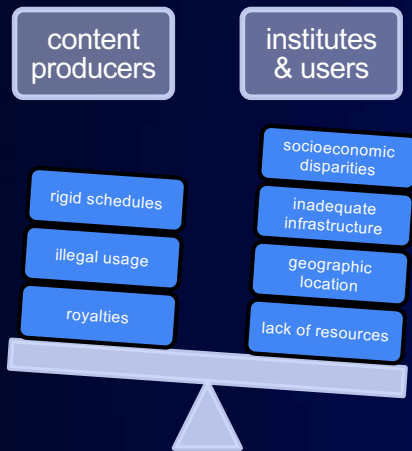
implementation of inclusive and equitable education policies

Completion rate of %15 or Less¹

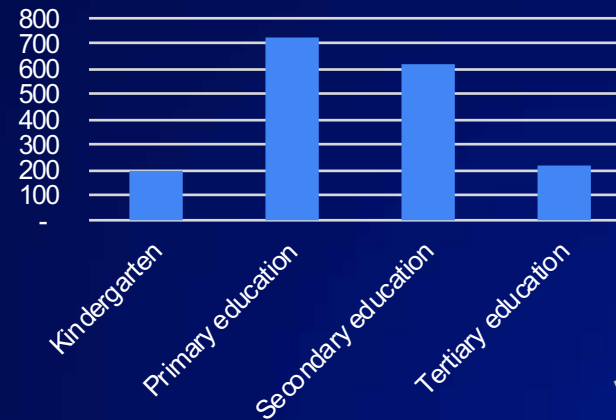
teacher training

improvements in school infrastructure

increased investment in education



Students in the world by 2021(Million)



FINDING THE RIGHT EDU or TRAINING IS OFTEN **PHYSICALLY** AND **SOCIALLY** IMPOSSIBLE

THE SOLUTION

THE SOLUTION IS



**INTERACTIVE, PERSONALIZED
LEARNING EXPERIENCE by

COMBINING 3D, VIRTUAL REALITY
AND BLOCKCHAIN on METAVERSE**



Solution

zero2hero metaverse project solves by

- > blockchain,
- > gaming engine,
- > AR/VR
- > AI

over a centralized platform.

Institutes, create your building

Users, upskill, train, educate and socialize

No geographical and socioeconomic boundaries



Market Size

Global E-Learning Market

The e-learning market was projected to reach \$374.3 billion by 2026, growing at a CAGR of 17.2% from 2021 to 2026¹

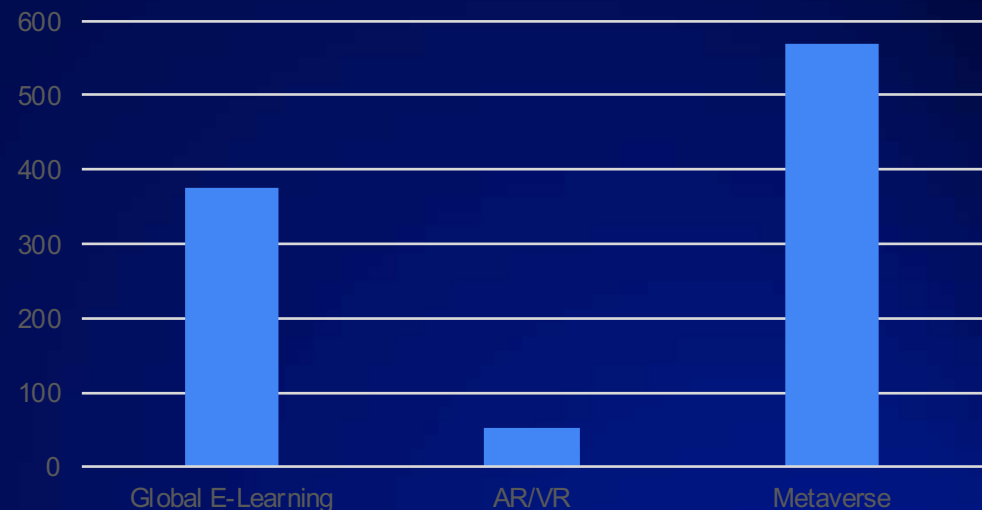
AR/VR Market

Revenue is expected to show an annual growth rate (CAGR 2023-2027) of 13.72%, resulting in a projected market volume of US\$52.05bn by 2027².

Metaverse Market

The global metaverse market is estimated to surpass around \$ 570.03 by 2028 with a registered CAGR of 44.5% during the forecast period 2022 to 2030³

Market Caps by 2028(\$ Billions)



1. <https://www.gminsights.com/industry-analysis/elearning-market-size>
2. <https://www.statista.com/outlook/amo/ar-vr/worldwide>
3. <https://www.precedenceresearch.com/metaverse-market>

Why Now?

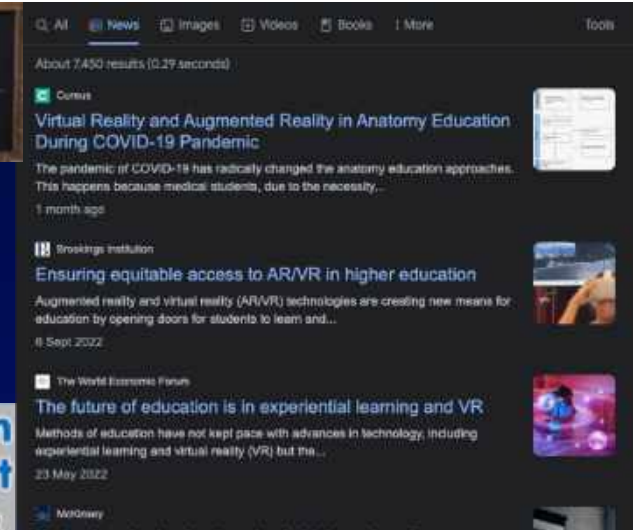
- ❖ Rapid Adoption of Remote Learning(The COVID-19 pandemic)
- ❖ Advancements in AR/VR and Metaverse Technologies
- ❖ Growing Acceptance of Blockchain
- ❖ Societal Shift towards Lifelong Learning
- ❖ Global Connectivity

CLASS ATTENDANCE
ABSENT: 168 MILLION CHILDREN

What To Do When
a Student
Refuses
to Work

People also ask

- Why is my Zoom stuck?
- How do I unfreeze Zoom?
- Is there a problem with Zoom today?
- Why does my Zoom keep not responding?
- How do I force quit Zoom?
- How do I force restart Zoom?



COVID-19's Staggering Impact On Global Education

Number of learners impacted by national school closures worldwide



Figures refer to learners enrolled at pre-primary, primary, lower-secondary, and upper-secondary levels of education, as well as at tertiary education levels. Source: UNESCO.



Products



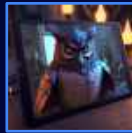
Education and Training
Materials



IoTs



Avatars



BC Tablet

NFT Collections



EDUCATION AND TRAINING METAVERSE PLATFORM
WITH VIRTUAL REALITY AND BLOCKCHAIN ON

ZERO2HERO

zero2hero is a cross-selling and training platform with
production and virtual reality (VR) gaming experiences.
Join our community to stay in the loop with our latest
updates, news, and more. Join our community to stay in the loop with our latest
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START PRESALES

OCTOBER 6, 2022 10:00 AM (GMT)



Metaverse Event

2 22 58 29

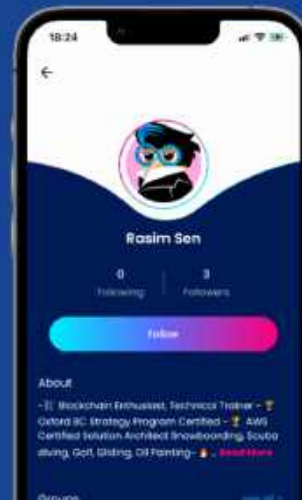
Start Presales



NFT MARKETPLACE



Create your account quickly,
then find activities in your
area or on metaverse.



About Us

zero2hero is a technology and training platform with blockchain and virtual reality (VR) gaming experiences. It is a cross-selling and training platform with production and virtual reality (VR) gaming experiences. It is a cross-selling and training platform with production and virtual reality (VR) gaming experiences.



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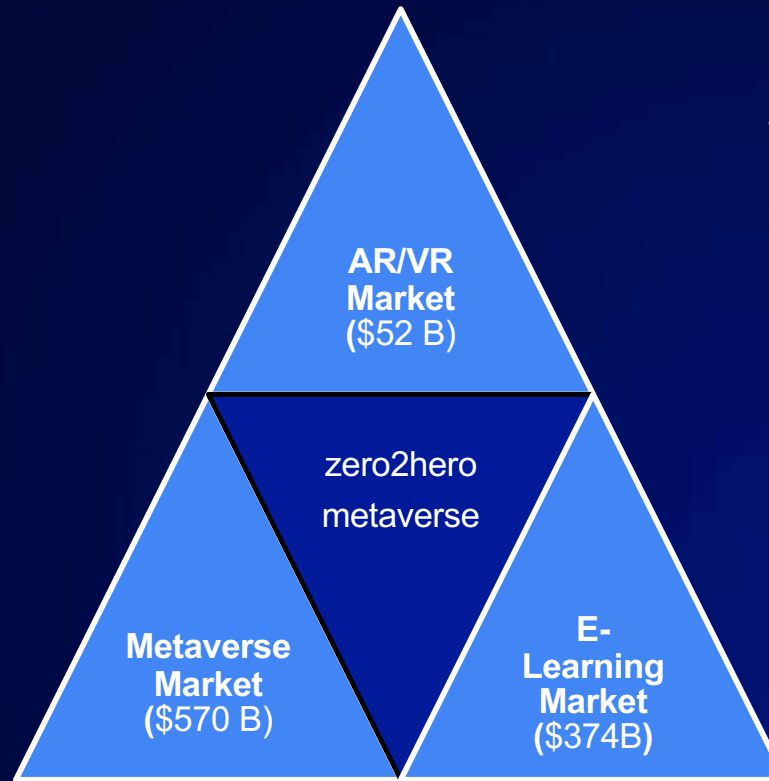
Our Story

zero2hero is a technology and training platform with blockchain and virtual reality (VR) gaming experiences. It is a cross-selling and training platform with production and virtual reality (VR) gaming experiences. It is a cross-selling and training platform with production and virtual reality (VR) gaming experiences.

Market

Target Customer

- ❖ Universities
- ❖ Colleges
- ❖ Craft occupations
- ❖ Extinct/facing
- ❖ Extinction professions
- ❖ Vocational qualifications,
- ❖ Technical Qualifications
- ❖ Apprenticeships
- ❖ Content Producers
- ❖ Students
- ❖ Upskilling - Professionals
- ❖ Life Long Learner
- ❖ Hobbyists
- ❖ Digitals art collectors
- ❖ Influencers and Social Leaders



Strategies & Channels

- ❖ Market Segmentation & Targeting
- ❖ Content Development & Acquisition
- ❖ Platform Development & Innovation
- ❖ Marketing & Brand Awareness
- ❖ Strategic Partnerships & Collaborations
- ❖ Community Building & Engagement
- ❖ Customer Support & Success

Global market cap estimation by 2028



Platform revenue models



EDUCATION&TRAINING MATERIALS

Lessons, workshops, bootcamps, seminars



INFLUENCERS

create your own unique style with knowledge, life style, tech skills. Monetize yourself



METAVESE GUIDES

help others with your metaverse experience and monetize it



SOCIAL LEADERS

Create your groups, events. Monetize or socialize with like minded people.



ART CREATOR/COLLECTOR

Convert your art into an NFT or NFT Collections, or be an art collector or monetize them



E-BOOKS/WRITERS

Publish your books as an NFT and monetize them.



TEACHERS/TRAINER/CONTENT PRODUCERS

Create your contents/trainings as an NFT and monetize it. Math, Volleybol, knitting, science, painting, acting, golf, simulations etc.,



NFT MARKETPLACE

Buy or sell your NFTs, create NFT, NFT Collections



MATEVERSE PROFESSIONALS

Create your metaverse objects/ toolkits with or without VR and monetize them. Work as an e-employee as an analyst, sales person, engineer, teacher, MHR(Metaverse Human Resource), as a doctor, nurse, pharmacist, psychiatrist, scientist etc..

Technology/Projection/Roadmap

Create

Our metaverse creates community and contents for niche sector.

- Smart Contract and NFT PoC on Testnet(Rinkeby, Solana)
- Gaming Engine Discovery Works for Metaverse(UN)
- UI/UX - Corporate Identity/Branding
- Mobile Infra - Flutter / Website Infra - React/Next
- AWS Ecosystem / CI/CD and DB
- TradeMark Application for UK
- Dev/Test Teams - Orientations
- Game Development with VR Plan
- Whitepaper, Social Media Accounts

Run

We've built metaverse on a gaming engine, simplifying setups, and instant event/training creation online/offline

Optimise

Evaluation with AI, life long education and training programs according to changing technologies



SWOT Analysis

Risk To Capital Condition

S	INTERNAL STRENGTHS
1	Proven track record in IT consultancy
2	Blockchain expertise in digital identity
3	Established technology training programs
4	Positive attendee feedback
5	Oxford Blockchain Strategy Programme degree
6	Competent and experienced team
7	Strong industry network
8	Cost efficiency and faster development
9	Diverse expertise across IT and blockchain
10	Continuous improvement focus
11	Passion for education and training
12	Knowledge-sharing culture

O	EXTERNAL OPPORTUNITIES
1	Expanding e-learning market
2	Increasing metaverse adoption
3	Digital transformation demand
4	Remote work and learning trends
5	Growing blockchain integration
6	Partnerships and collaborations
7	Government support for digital education
8	Personalized learning experiences
9	Technological advancements in AR/VR and AI

W	INTERNAL WEAKNESSES
1	Limited brand recognition
2	Resource constraints
3	Dependency on technology
4	Market competition
5	Regulatory challenges
6	Talent retention
7	Scalability issues
8	The need for continuous investment in R&D to stay ahead of the competition
9	Potential gaps in technical expertise in specific areas
10	Difficulty in maintaining a consistent company culture as the team grows
11	Limited financial resources compared to well-funded competitors
12	Challenges in establishing and maintaining strategic partnerships

T	EXTERNAL THREATS
1	Competition
2	Technological disruptions
3	Regulatory changes
4	Cybersecurity threats
5	Economic downturns
6	Shifts in market trends
7	Intellectual property infringements
8	The emergence of new competitors with innovative solutions
9	Global economic uncertainties affecting funding and investment

Competitive Landscape



Competition

- ❖ Niche Sector
Just for education and training
- ❖ Easy to Use
Built in simplified blockchain and VR experience
- ❖ Global Accessibility and Inclusivity
No socioeconomic disparities and inadequate infrastructure
- ❖ Cost-effective Solutions
No intermediaries
- ❖ Enhanced Security and Data Privacy
Digital Identity management by blockchain
- ❖ Customization and Collaboration
Build tailored solutions, fostering innovation and collaboration
- ❖ All in one place



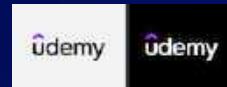
One of the world's largest metaverse



The other one of the world's largest metaverse



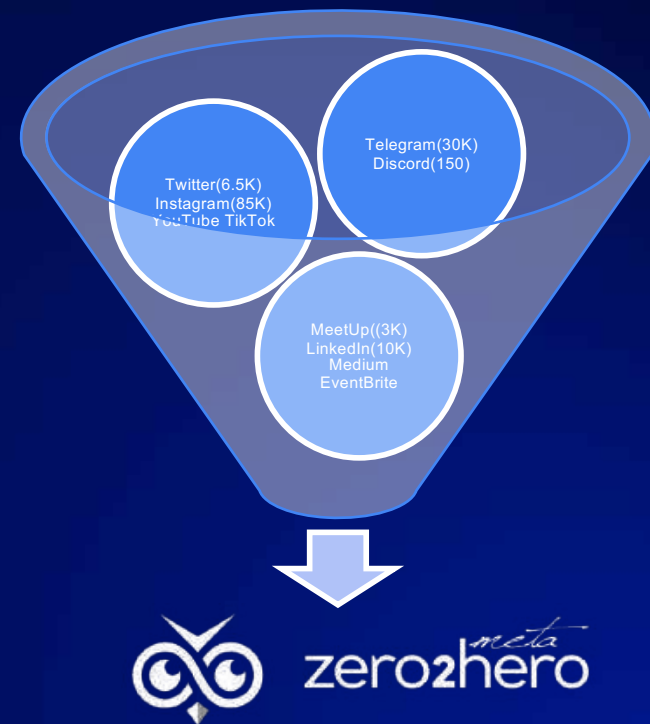
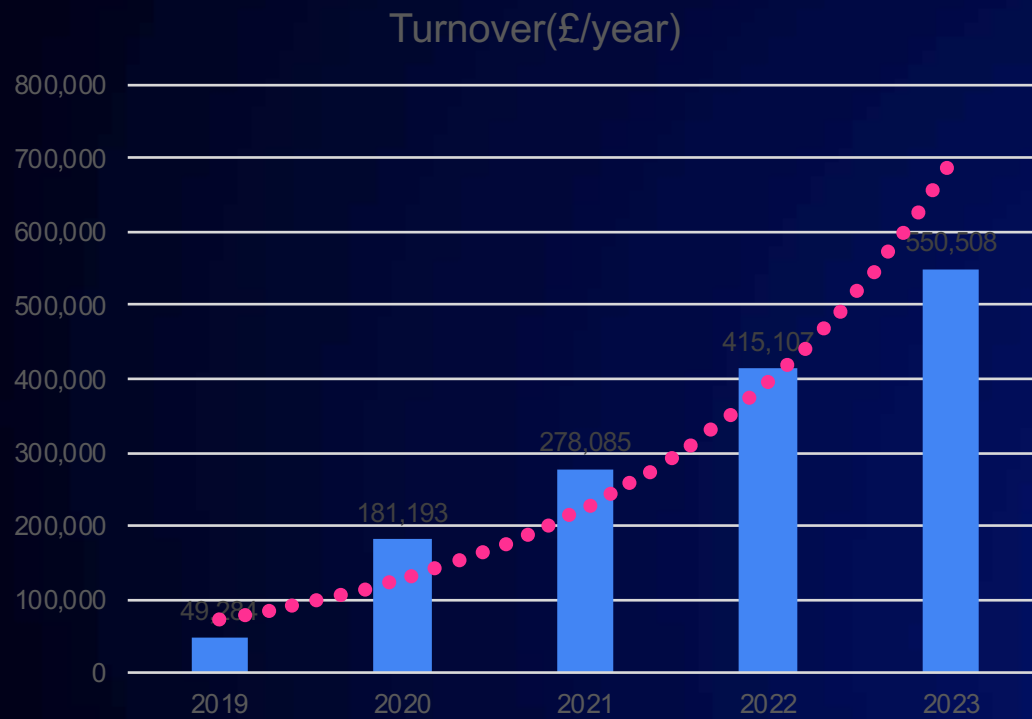
One of the world's largest event platform



One of the world's largest training platform



Traction



Strategic Partners



Our metaverse project utilizes Unreal Engine, a leading game engine, to develop a dynamic and immersive educational environment for users. As a key component of our platform, Unreal Engine enables us to create realistic and interactive virtual spaces for learning and training.



In our project, we employ Gnosis Safe, a renowned smart contract-based wallet, for multisignature management. This security measure ensures that transactions and important decisions within our platform are authorized by multiple trusted parties before execution.



Our project takes advantage of AWS Startup Support, which enables us to quickly develop, deploy, and scale our platform while leveraging the wide range of services and resources provided by Amazon Web Services (AWS). This support accelerates our growth and allows us to focus on our core mission of revolutionizing the education and training sector.



Our project utilizes Venly.io, a trusted and secure blockchain wallet provider, to ensure end-user wallet security and enhance transparency within our platform. By integrating Venly.io's wallet services, we empower our users with a seamless and secure way to manage their digital assets while participating in our education and training ecosystem.



Financial Projections

23 Y/E
Gross Profit £150K
5K Users

Positive EBITDA
Q2 2024

	Y/E 22	Y/E 23	Y/E 24	Y/E 25	Y/E 26
Registered Users	200	5,000	20,000	30,000	50,000
Registered Institutions	-	1	2	25	50
Revenue	£ 130,550	£ 150,000	£ 250,000	£ 1,000,000	£ 2,500,000
Direct Costs	£ 83,403	£ 100,000	£ 150,000	£ 500,000	£ 1,000,000
Gross Profit	£ 42,638	£ 50,000	£ 100,000	£ 500,000	£ 1,500,000



Team



Rasim Sen/Founder
Head of zero2hero Project

Blockchain Architect, Cloud Architect, Fullstack Developer. Experienced in Finance/Banking/DeFi. Previously created/launched several Cryptos and Website/Apps

rasim@zero2hero.net



Cem Sen
Head of IoT/Industry 4.0

IoT & mechatronics enthusiast, passionate about PLC, sensors, and smart solutions. Innovating the world, one device at a time!

cem.sen@zero2hero.net



Seçkin Yalın
Metaverse Head of Animation

Animator. Previously work on Avengers/ Marvel series

seckin@zero2hero.net

Adviser



Pritam Basu

Pritam is the Founder of Roseman, a company based in London and Silicon Valley and a multi-award winning FinTech Entrepreneur, with awards from the likes of Singularity University (NASA Research Park, CA), Unicaf, Innovate Finance and others for the innovative use of emerging technologies to challenge and improve long established financial service models.



Shay Ijaz

Talent Acquisition Leader

Shay is a Global Head of Talent for Yonogel & Koen leading a global team in the SaaS space. With the acquisition, closing out and the two businesses transitioning, Shay is also building a talent acquisition platform which facilitates in building talent pools for companies.



Ahmet Selcuk Ozyurt
Head of Development

Fullstack Developer & Architect. Experienced in MicroFrontend, Finance/ Banking. Previously created several Website/Apps

asozyurt@zero2hero.net



Oladeji Ikuesan
Metaverse Compliance Dir.

NewLaw&Compliance, Product Owner

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Oguzhan Arslan
Web & Mobile Coordinator

Fullstack Developer & UI/UX. Experienced Finance/Banking. Previously created several Website/Apps

oguzhan@zero2hero.net



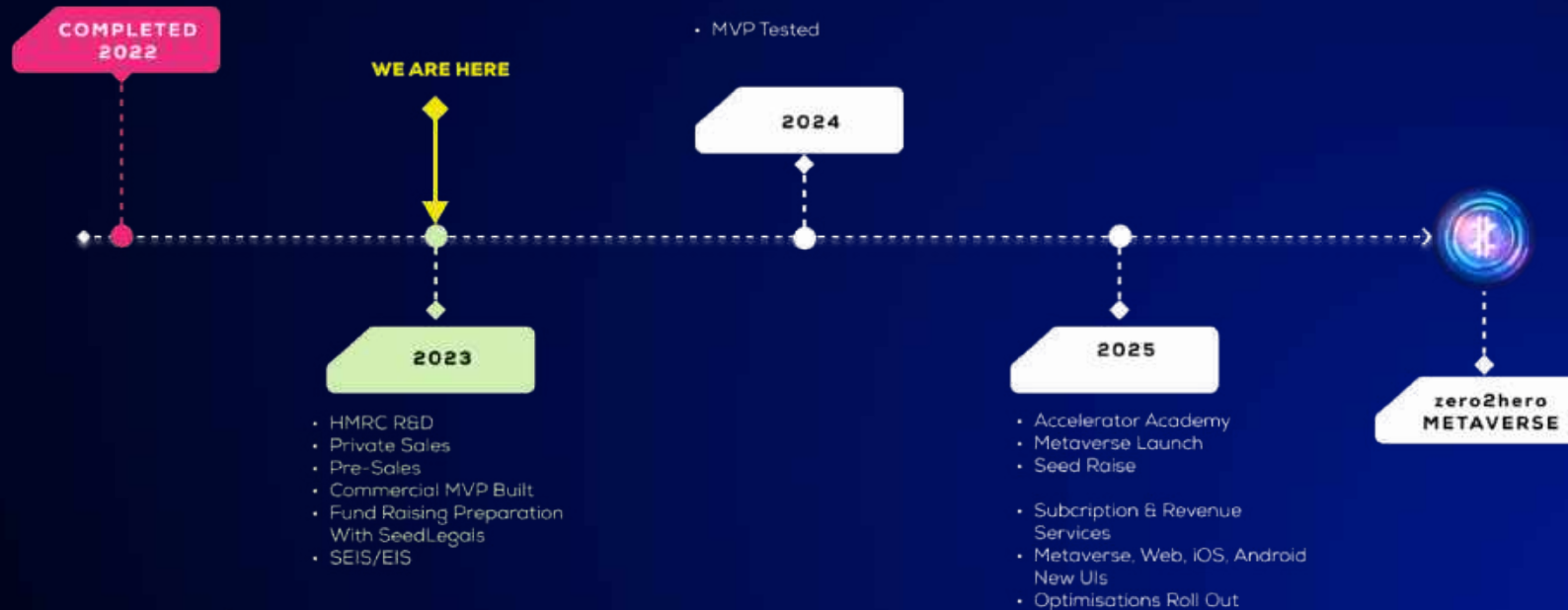
Philos Peh

Head of Data & Analytics, AI/IT China

Previously managed several financial/banking divisions at HSBC USA, Hongkong and Singapore

Our Journey

- Idea Conception
- Primary Research
- Exhibitions & Questionnaires
- Initial MVP Built & Tested
- Trademarks & Brandings



Investor Proposition

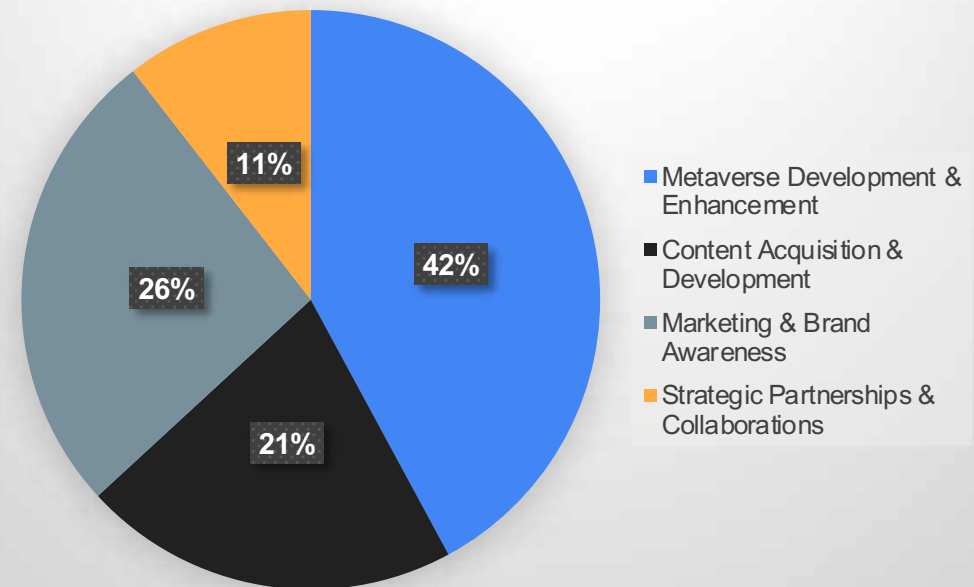
£250K

- ❖ Metaverse Development & Enhancement (40%)
- ❖ Content Acquisition & Development (20%)
- ❖ Marketing & Brand Awareness (25%)
- ❖ Strategic Partnerships & Collaborations (10%)
- ❖ Operational Expenses & Talent Acquisition (5%)

Recruitment plan

Product	Commercial
• 1 environment artist and game developer • 1 Fullstack developer • 1 blockchain developer	• Marketing Lead • Content Creator • Community Lead

Use of Funds





Stay in Touch

Thank you



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www.zero2hero.net



Education

Digital Assets

Metaverse

Metaverse

Blockchain

Cryptocurrency

Virtual