

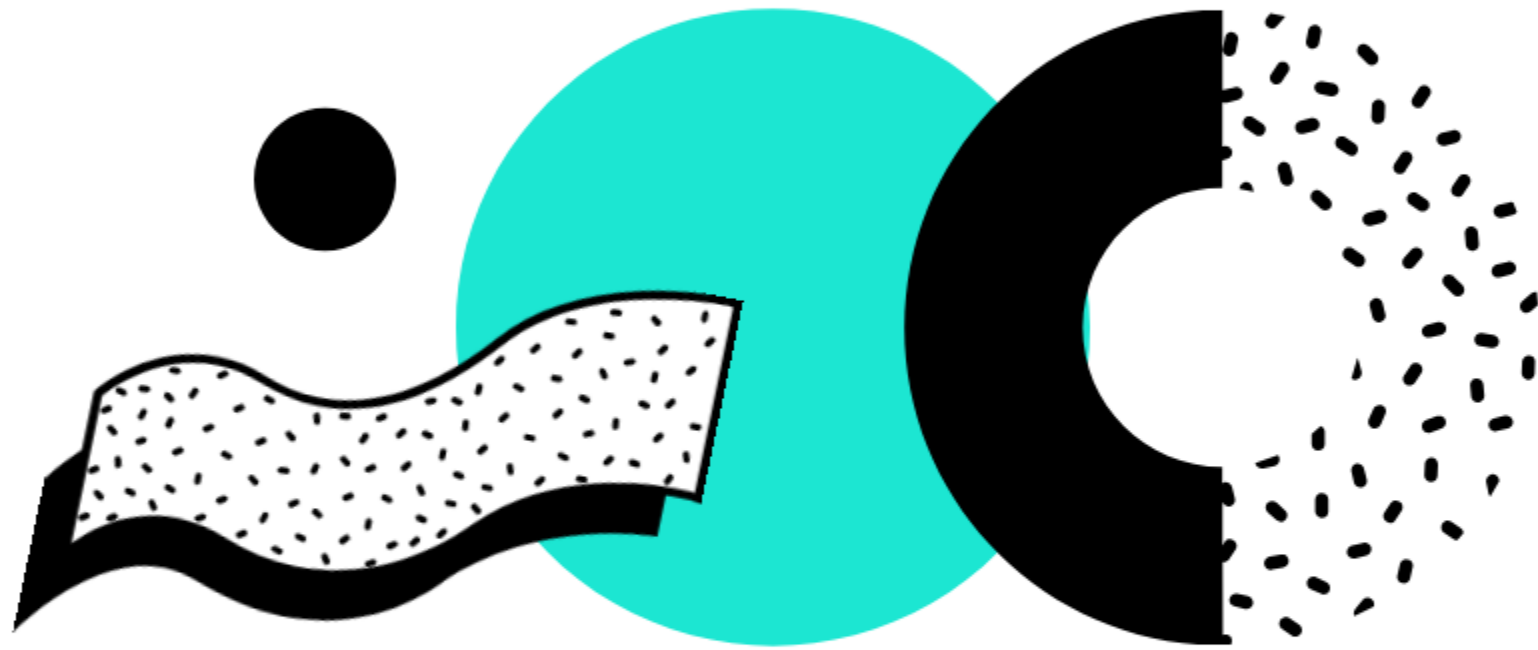
LEARNIT APP

Rethinking the promise
of Education in Africa
where no one is left
behind



PROBLEM

1. Access to Teaching/
Learning Materials by
Learners.
2. Audience/Market Ready to
Consume Learning courses
from Top Creators/
Institutions



Problem 1

Poor infrastructure for Digital Learning in Africa

Problem 2

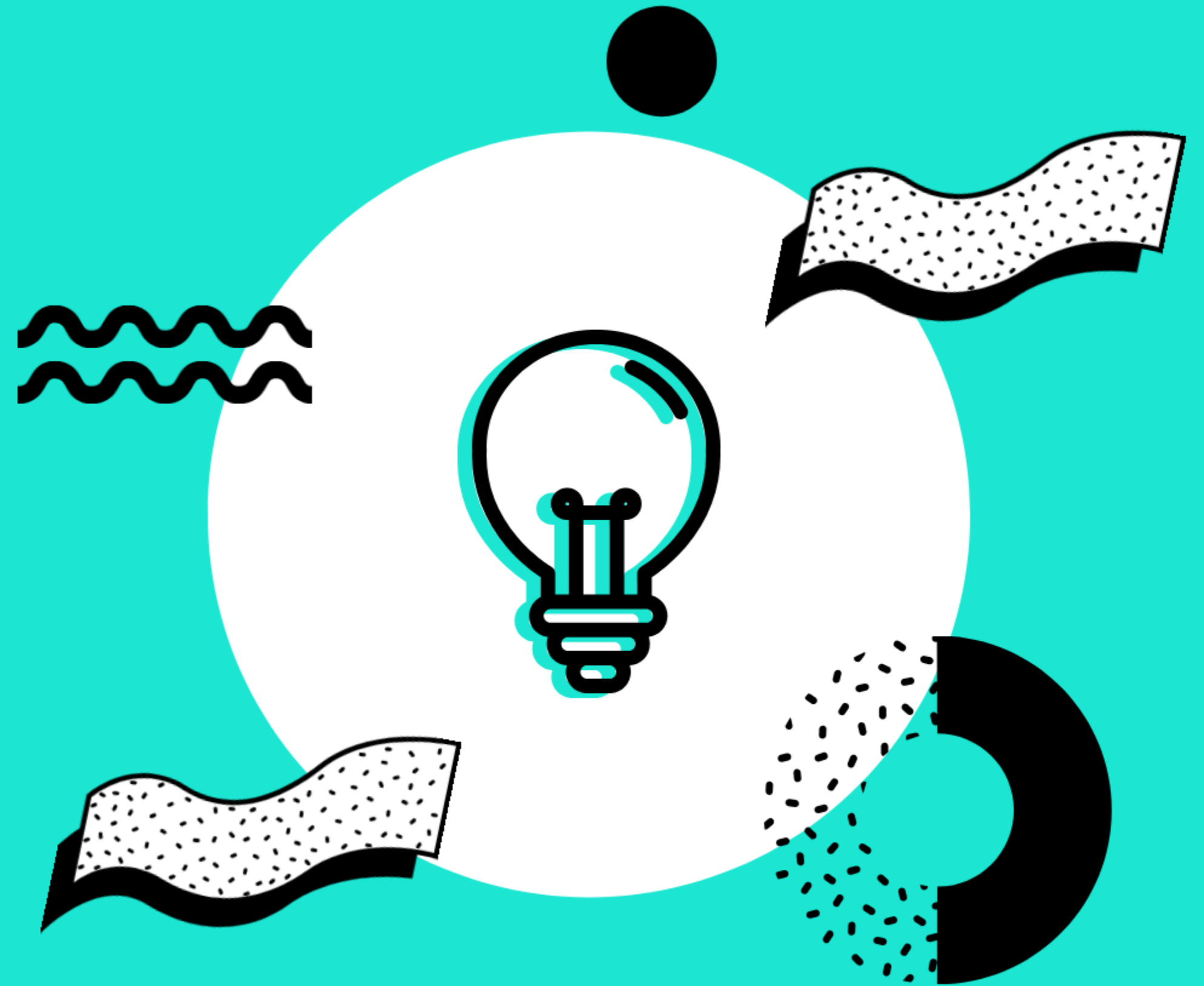
Geographical limitations for Educators/Institutions to Reach Larger Audience

Problem 3

Learning Content Relevancy and Reliability

LEARNIT APP

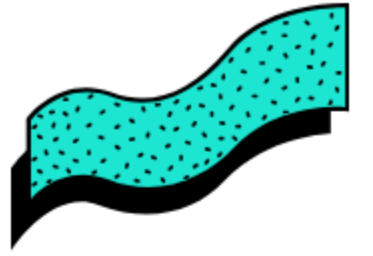
An ELearning and
Teaching Marketplace For
Africans By Africans for
Africa.





Solution 1

ELearning Mobile App for Learning Purpose by
Anyone anytime anywhere even offline.

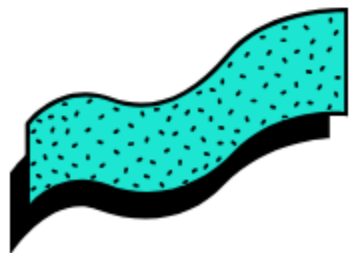


Solution 2

Teaching Marketplace for Educators/
instructors and Students to meet.

Solution 3

Digitalize Education delivery in Africa through
Cutting edge Emerging Technology

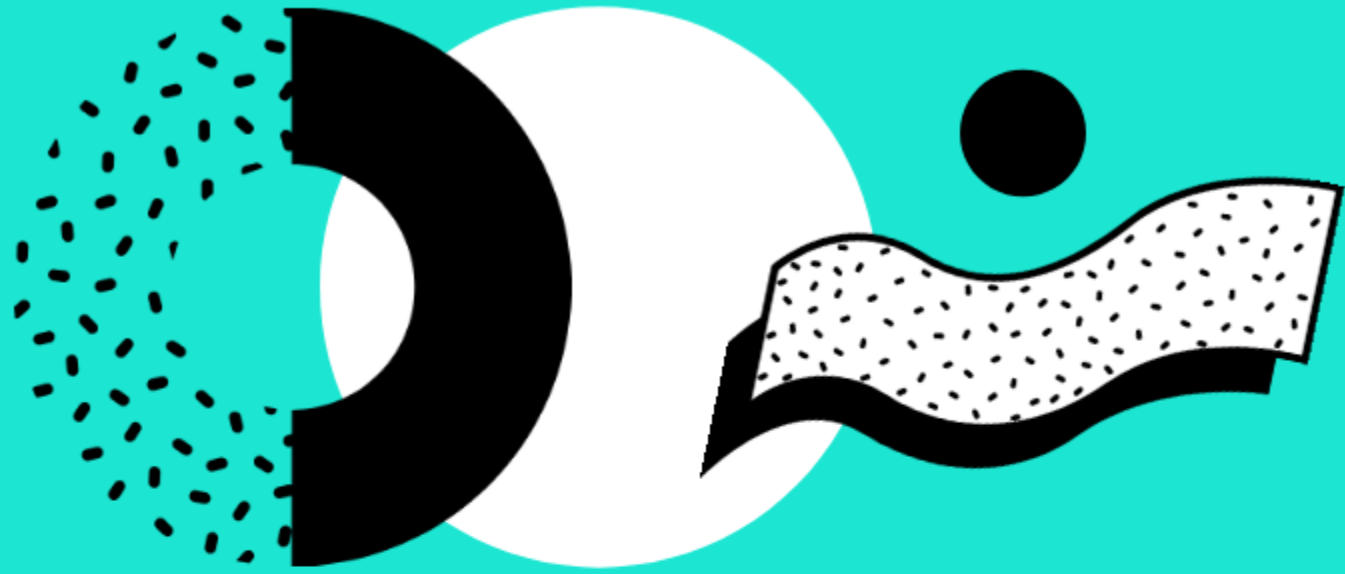


Learnit App (OUR PRODUCT)



An Artificial based
eLearning and Teaching
Marketplace designed for
Africans by Africans with
core mission to digitalize &
Democratize Continuing
Education in Africa.





TIMING

Reason 1

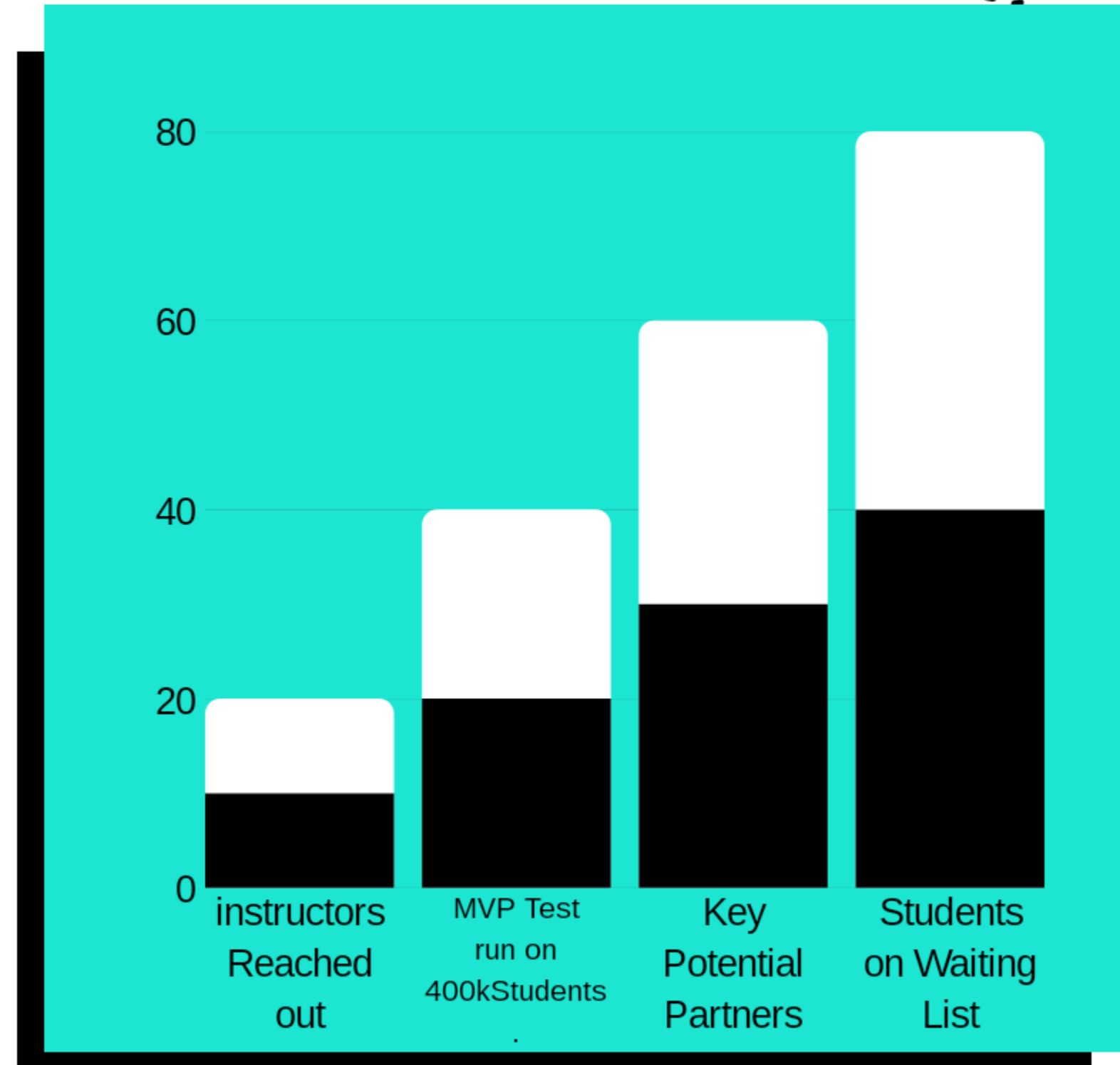
Skills gap and Unemployment Rate is increasing among Youth in Africa.

Reason 2

higher usage of Mobile internet among African Youth (e.i Mobile apps)

TRACTION

Since 2019 august, These are some of Milestone we've reached so far.



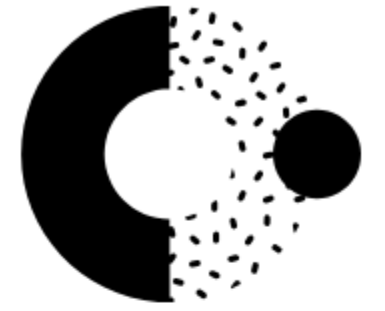
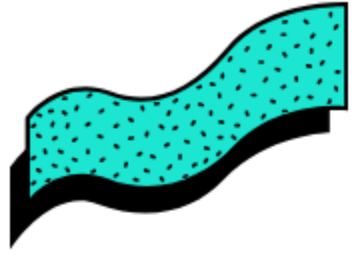


TARGET MARKET

*African Youth of age 17-29
Years old.

*African Instructors, Experts
and Educational Institutions





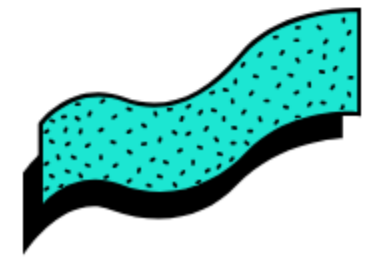
Target Market 1

Youth Of age 17-29 Years old who has
Access to mobile internet and has atleast
Completed Secondary school



Target Market 2

Educators, Experts and Educational
Institutions in Africa



Size the Market

With 1.3 Billion Africa Population where 60% are Youth below 29 Years old.

with 43% of Youth access Mobile Internet



360+ Million

Total Available Market (TAM)



180 Million

Serviceable Available Market (SAM)



58.2 M

Serviceable Obtainable Market (SOM)



Direct Competitors



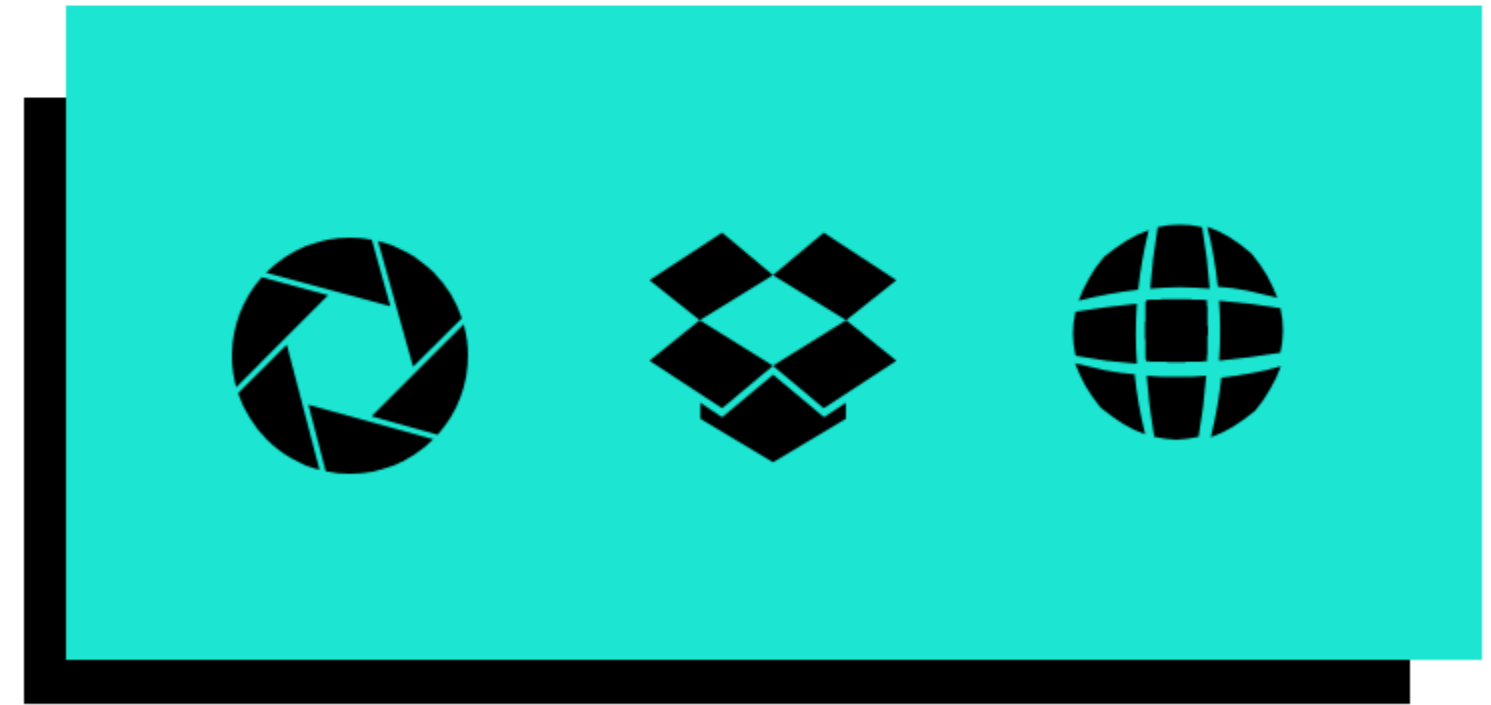
- Udemy & Coursera
- Traditional education Institutions



Indirect Competitors



- Experts & Instructors
- Blogs & eLearning websites.



Competitive Advantages



Advantage 1

Leverage use of Mobile technology

Advantage 2

Use of Micro Learning in Content Creation & Delivery for More Relevancy & Reliability of Courses

Advantage 3

Use of Case Study, Storytelling and Podcast like style for Content Delivery

Advantage 4

Focus on Creating Learning courses that can easily be adopted in African Landscape by African Experts

Competitor Approach



Approach 1

Personalized digital Learning Experience for our Learners

Approach 2

Digital Marketing and Top notch Courses from Top Experts in Africa

Approach 3

Partnership with Education Institutions for Business, Entrepreneurship & Computing studies



Business or Revenue Model

We'll Monetize the Learning Service, Platform as Service and

Course Fee

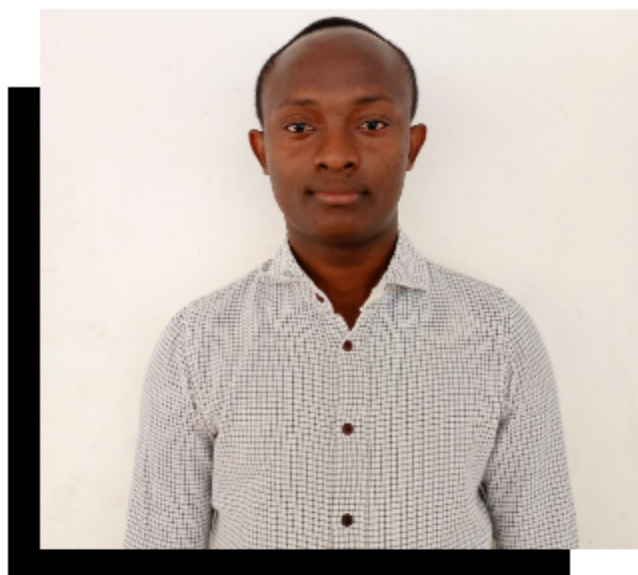
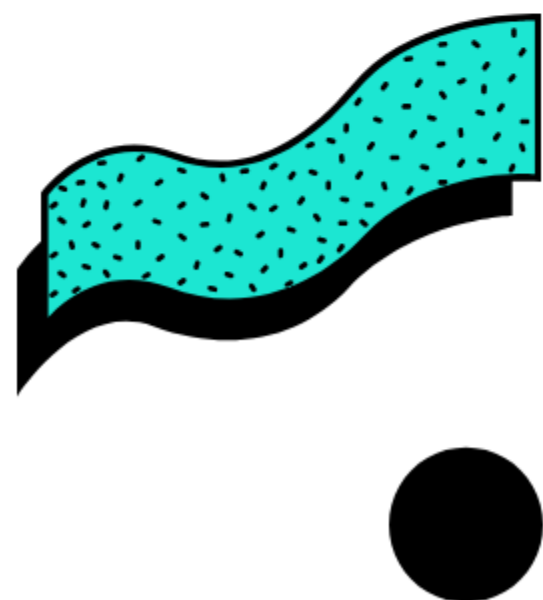


Comission 10% from other Educators Course Sales



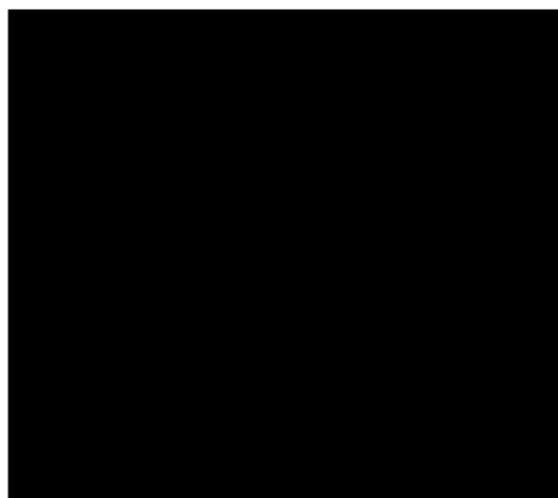
- Life time Value Subscription for Upskilling or Lifelong Learning
- Will Leverage Partnership to reduce Customer acquisition cost.

The Team



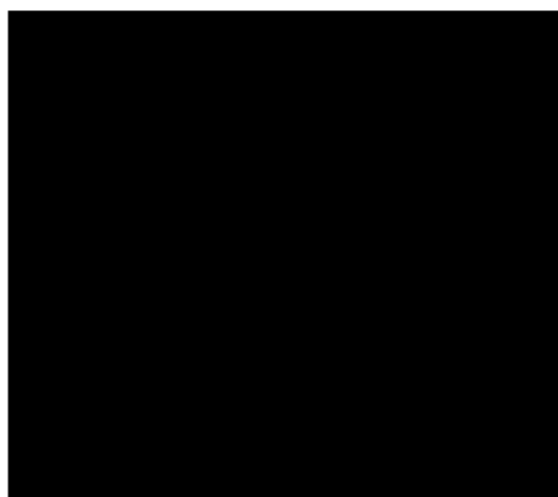
Innocent B Oneka

Founder & CEO



Rehema Bashiri

Head of Content



Paul Manoni

CTO

Future Roadmap

We are Planning for Launching & Operates on Tanzania

We are seeking 100,000\$ In exchange of 15% And also



Launching

Q2 2020



Office Setting

Q3 2020



**Partnership with Education
Institutions**

Q3 2020



**Expansion To Rwanda &
Uganda**

Q4 2020

CONTACT US



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[Www.learnit.co.tz](http://www.learnit.co.tz)

**TOGETHER WE CAN HELP BUILD BRIGHT FUTURE FOR
10MILLION AFRICAN YOUTH BY 2035 WHERE NO ONE
IS LEFT BEHIND FROM ACCESSING EDUCATION TO
GETING MEANINGFUL JOBS.**

