

## DidikBelajar: Fonik-Eja-Tulis

A mobile app to learn basic Malay phonics, spelling and writing through gamification using smart alphabet tangible cards and augmented reality technology.

Children are motivated with positive feedbacks, useful hints, and collecting rewards.





needs

PITCH INFO

special





# MARKET VALIDATION/ACHIEVEMENT

PICTL PECIPT PICTL 2020 A 2019 2018

International Competition Awards

Copyright (LY2018006891)
Trademark (TM2019032297) – Filed

**62%** stated that "study alone" is a challenge

73% of the students use smartphone for learning Top 3 reasons for choosing an app:

IIDFI

2018

UsabilityPrice

challenge for learning • Special Feature

2064 surveys & 36 interview sessions with parents,
teachers and experts

Early intervention is vital to help children in all groups to overcome their learning challenges. Our product targets on young children and students between the ages of 3 and 12 years old. We introduced DidikBelajar for all groups of children including children with special needs by promoting fun, personalization, and multisensory game learning.

Hive Digital Education was founded by a group of researchers from a prestigious research university

with a vision to provide sustainable digital

education for an inclusive society. We recognize

each child is unique especially children with

Current

interventions to learn the Malay Language is

limited in usability, interactivity and non-inclusive.





Students with Learning Difficulties Primary School Students Early Readers

RM 149 million

7,521,000 children <14 years old Total Available



2,996,177 preschool and primary school students Serviceable Market



computer-based

10% paid user Target Market

Product benefits are (1) blending learning through physicality (smart alphabet cards) and digitalization (mobile app), (2) enhancing engagement through various sensory and (3) gauging usability through dyslexia-friendly user interface.

# **NEXT MILESTONE**

### 1. Ask for fund

We are looking for **RM 150,000** pre-seed fund to finish product development, launch beta testing campaign, and hire key staff in 12 months.



#### 2. Partnership

We are looking for co-development partnerships to develop and deliver the innovative research solution into commercial product.

# **CONTACT INFO**

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