



PLANET EARTHLINGS

A stylized rocket ship with a red body, blue fins, and yellow accents, positioned centrally within a dark blue circle. The rocket has two yellow circular windows and a yellow flame at the bottom. The background features a radial pattern of blue and purple rays.

PLANET



EARTHLINGS

Gamified Educational Virtual World and Social Network

**Empowering Children
to Change the World**

Greg Acuna - CEO - greg@planetearthlings.org

PLANET EARTHLINGS



**Tweens
(8 to 12 Year Olds)
are NOT being
Empowered**

**The Majority of Tween Content is
Age Inappropriate or Time Pass**

PLANET EARTHLINGS

**Planet Earthlings is a
Website & Mobile App with:**

**Cooperative Gaming
Collaborative Apps
Educational Content
Offline Activities**



Creating a Universe of Fun & Learning

PLANET EARTHLINGS

Education + Gaming = Huge Market

**Global Smart Education & Learning
Market worth \$344.94 bn by 2019**

(MarketsandMarkets.com)

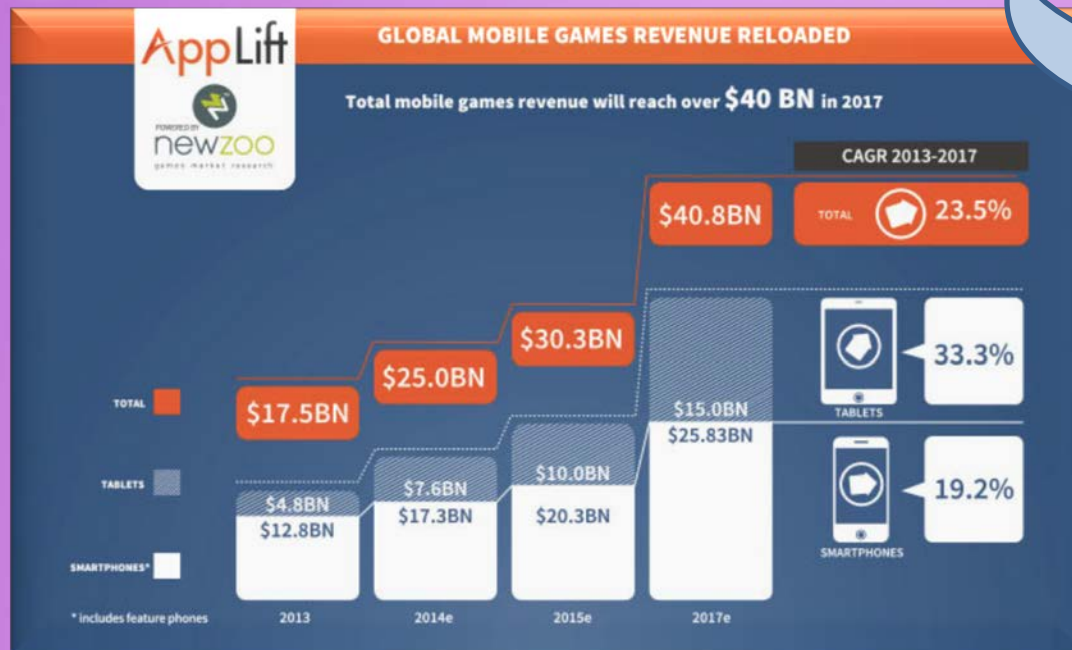
**Global Gaming \$86.1 bn in 2016
with 6.7% CAGR from 2012-2016**

(NewZoo.com)



PLANET EARTHLINGS

Innovative Business Model



In World
Mini-Games

Full Mobile
Versions
Released for
Android & iOS

Freemium
Premium

PLANET EARTHLINGS

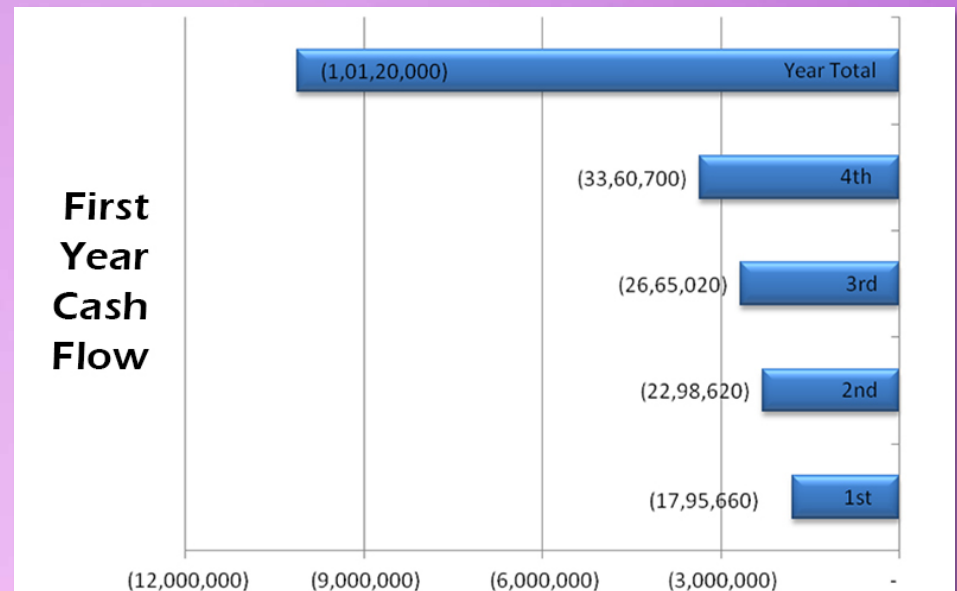


**Year One
Total Investment =
One Crore Rupees**

(All Figures in Indian Rupees)

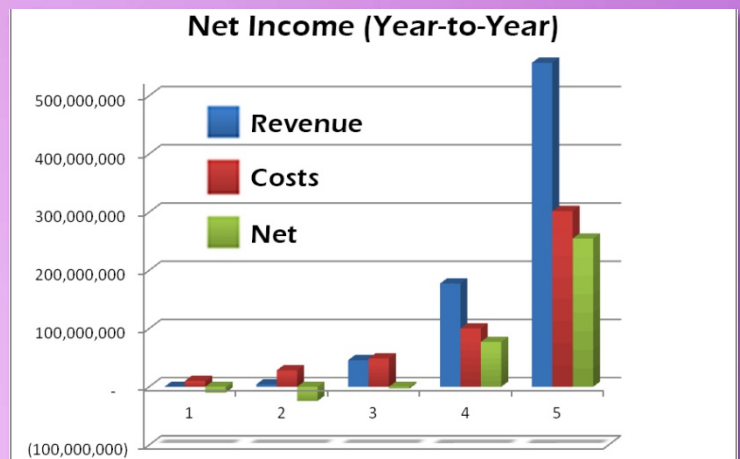
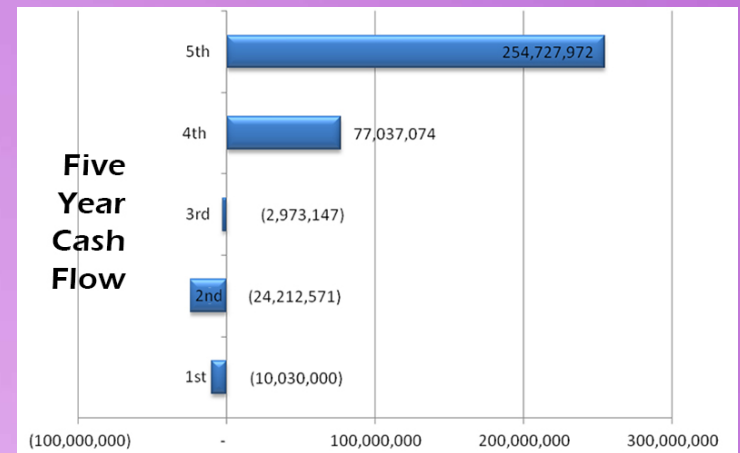
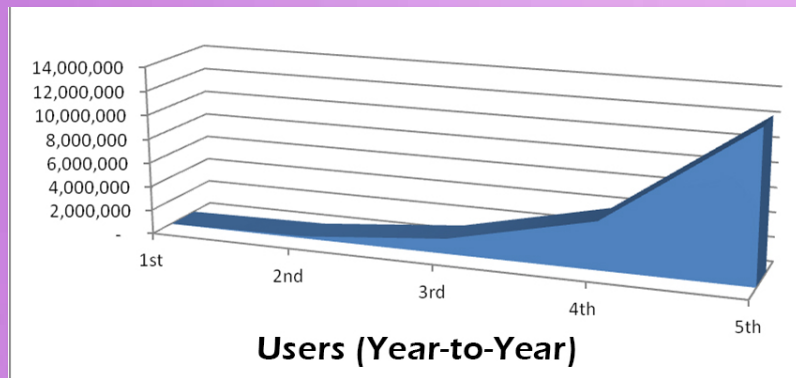
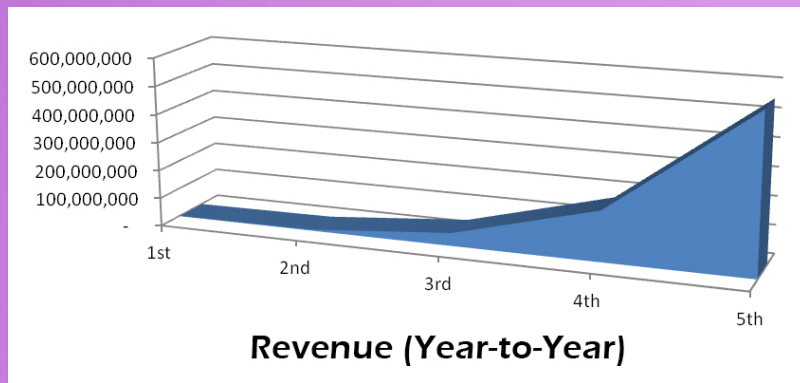
Year One

Expenditures & Cash Flow



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Projections - Five Years



(All Figures in Indian Rupees)

PLANET EARTHLINGS

Competition

Poptropica



Advantages

Long Established
Millions of Users
Large Platforms

Disadvantages

Old Technology
Lack Social Content
Limited Functionality
Time Pass Only



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Marketing Strategy

Development Social Network

- Pre-Release Awareness
- Builds Core Audience
- Parent/Teacher Buy-in



“SchoolConnect” Program
Uniting Schools - US/India•
Increase User Base•
Organic Growth•

PLANET EARTHLINGS

Team



CEO
Greg Acuna
Writer/Director
IT Consultant



PLANET EARTHLINGS

Revolution Has Begun

- 22 Minutes of Animation
- Assets - Characters, Sets, Props
- Initial Universe Design Docs
- First Games in Development
- 100s to Assist including Influencers
- 500+ Facebook Group
- Team Members Available
- Great Press Already



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Prototyping - 20,00,000 INR

- Months 1 to 3
- Development Social Network
- Pre-Production
- Prototype
- CrowdFunding Campaign



Phase One - 80,00,000 INR

- Months 4 to 12
- Releasable Product
- Three Planets
- Six Games / Three Apps
- Core Educational Content



PLANET EARTHLINGS

Vision

**Bringing children from
around the planet
together for cooperative
and collaborative
educational fun will
change the world.**

