

# SCHOOL • GAME

Guide your students in their digital life

**With them, for them.**

# Where **students** are now

After school, kids hop online into their **digital lives** — **watching, socializing, buying and playing.**

...but much of this online world is like the Wild West: **fun, but often without guidance, lasting value or meaningful purpose.**

# Where **schools** are now

Schools are on the sidelines, **missing chances** to guide, educate, and provide meaningful digital experiences.

Result? **Lost opportunities** for after-hours education, building a positive online presence, and discovering potential revenue streams.

# School.game app

**A digital connection **between** schools and students**

## **School digital assets**

We'll photograph your school's assets, turning them into educational NFTs for students to engage with. Under parental control, they can safely buy, trade, and learn. What are NFTs?

## **School digital experiences**

Extend learning beyond the classroom with a safe, school-specific virtual world, where students can connect, play, and learn under school and parental supervision. Discover Sandbox social experiences.

# Let's start

## Free 60-days initiative



### On-site **banner:**

An enticing "school.game" banner at the school's entrance, featuring a QR code. An easy way for students and parents to **show interest**.



### **Email** campaign:

Reach out to parents, **informing and exciting** them about this guided, fun and educational digital journey for their children.

# Who is already bridging the gap?

## Digital assets (NFTs)

Nike, Dolce & Gabana, Tiffany, Gucci, Adidas, Time magazine, Lacoste, Nickelodeon, McLaren, Coca-cola, Walmart, Amazon, Luis Vuitton, Starbucks and many more ...

### References:

🔗 [Top 12 brands using NFTs](#)

🔗 [Most NFT revenue](#)

## Digital world (Sandbox)

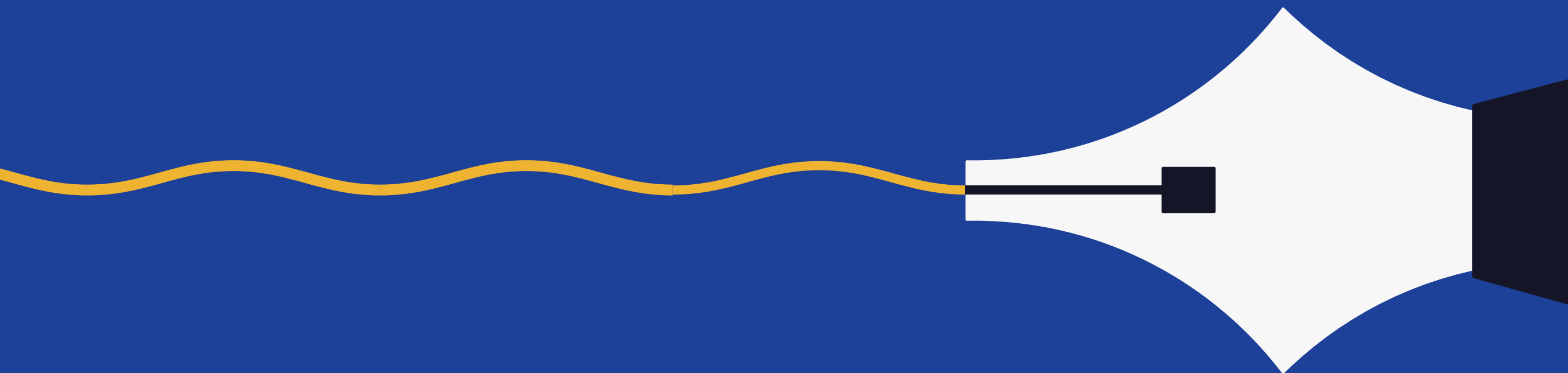
HSBC, Samsung, Gucci, Adidas, Atari, Square Enix, AXA, Snoop Dogg, The Smurfs, Ubisoft, Warner Music, Coca-cola, PricewaterhouseCoopers and many more...

### References:

🔗 [Top 10 brands using Sandbox](#)

🔗 [Global corporations in Sandbox](#)

Do you want **to guide and educate students** in their present digital life?





Guide your students in their digital life

**With them, for them.**



**Kacper Gazda**  
Founder

+971 052 8847851 | +48 604 131 027