SCHOOL •GAME

Open your digital school now

**Start collecting Web3 money
via fees and digital assets**

Capitalize on the momentum

The NFT market's growth to exceed 11% annually in 2024

Steady growth

Digital assets are quickly rising in value.

Opportunity for early investors

Already a multi-billion dollar market, NFTs show great potential for scalability and profitability.

NFTs in education

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.

U.S. Non-fungible Token Market

www.grandviewresearch.com

34.6%

U.S. Market CAGR
2024-2030

$5.3B

2020 2021 2022 2023 2024 2025 2026 2027 2028 2029 2030

● Digital asset   ● Physical asset

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Web3: Revolutionizing education and unlocking new profit channels

New revenue streams

Introduce NFT marketplaces and Web3 experiences to your school to create a continuous income source for your school (up to 10% extra revenue).

Competitive edge

Be the first to join the revolution and set your school apart. Early adopters in Web3 technology will lead the **digital transformation in education** and get high return on their investments.

Transforming education
## The Sandbox & Animoca Brands in Web3

"

Web3 turns knowledge and educational ideas into capital assets." — <u>Yat Siu</u>, Co-Founder, Animoca Brands

The Sandbox: A leading Web3 platform by Animoca Brands, **revolutionizing digital interaction** and **learning.**

Valued at $6 billion in 2022, Animoca is a global leader in gamification and blockchain with a mission to advance digital property rights and contribute to building the open Metaverse.

Let's redirect kids' online spending
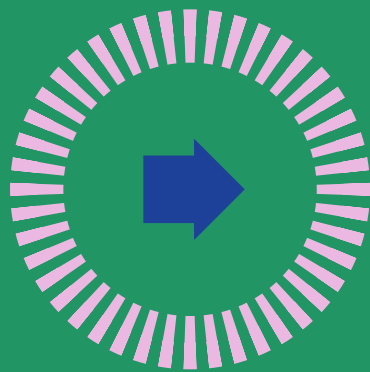
Current trends

Kids and their parents spend a lot on digital games. In 2021, spending on games for 6-12 year olds was over **$3.5 billion**. It's expected to jump to nearly **$21 billion** by 2030. That's a huge increase, showing kids really are spending more and more online.

A smarter way to spend

What if we use this spending for something better? With school.game, we can turn what kids buy online into educational and valuable experiences within the Sandox Metaverse.

From meaningless spending to learning through transactions

Instead of just spending on games, let's redirect children to buy educational content.

Knowledge as currency

In school.game, kids can earn **#IKNOW** tokens by showing what they've learned. These tokens can be used like money in our system.

Parental control

Parents set monthly spending limits, ensuring a balanced approach to digital spending.

Learning through transactions

Children learn valuable skills by trading items and managing their digital portfolio, making every purchase a step in their educational journey.

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Venture comparison
Assumption — 3,000 students

Physical school

Cost of building: approx. **$45 million**

➡️ **Revenue streams:**

- Tuition ($15,000/student) * 3,000 students -> $45 million
- Other revenue streams (activities, lessons, materials)

Metaverse school

Cost of building: 1% of the cost of building a physical school -> **$450,000**

➡️ **Revenue streams:**

- Tuition (2-10% of physical school) - $900,000 - $4.5 million
- Other revenue streams – All can be moved to metaverse school
- NFT (digital assets) – Royalties from every item created and from exchanges
- 2-5% transaction fee on every item within school.game

Metaverse School:
1% Investment, 2-10% Profit

Spend 1% of real-world school budget - Generate 2-10% of real-world school revenue.

➡️ Build your school in the Metaverse for extra 2-10% profits

➡️ Create a thriving educational marketplace

➡️ Unlock revenue from after-school activities

➡️ **A cost-effective investment with high returns**

More revenue opportunities await

Future opportunities:

Marketing access to educational brands

Educational games with learning focus

Metaverse experience events and tickets

Partnerships with educational content providers

#IKNOW token sale with value-based emissions

Learn more

Forbes

[↗] [What Is Web3 And How Can It Change The World?](#) (video)

[↗] [A Brief History Of Web 3.0](#) (article)

[↗] [What Is An NFT? Non-Fungible Tokens Explained](#) (article)

Wall Street Journal

[↗] [Why Some See Web 3.0 as the Future of the Internet | WSJ](#) (video)

Others

[↗] [The Sandbox Aims to Make India Its Largest Market](#) (article)

[↗] [Gucci Vault Land in The Sandbox](#) (video)

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