JUNGLE

YOUR LIFE. YOUR LEARNING JOURNEY. YOUR RULES

Jungle's mission

To improve lives of professionals through learning journey!

Opportunity



\$457.8 billion

value of the Global E-learning Market in 2026

98% of US

corporations have incorporated online learning

70% of students

agree that online classes are better than tradition- al learning

90% less energy

with distance learning compared to campus based learning

Regular IT Learning Guide are the worst!

Lack of Personalization -

Traditional IT education often follows a one-size-fits-all approach, which may not cater to the diverse learning styles and paces of individual students

Consistency - Traditional classroom-based IT education can be challenging to scale to a larger audience while maintaining consistent quality. - Effective assessment and timely feedback mechanisms may be lacking, hindering students' progress and growth.

Rapid Technological Changes

- The fast-paced nature of the IT industry means that educational content can quickly become outdated, making it challenging to keep up with the latest technologies and trends.

Assessment and Feedback -

Complex subjects and lack of engagement can contribute to high dropout rates in IT education programs.

Career Readiness - Graduates from IT education programs may lack the practical skills and real-world experience required to excel in IT roles.

Integration of AI and Emerging Technologies -

Traditional education methods may struggle to effectively incorporate emerging technologies like artificial intelligence into the curriculum.

High Dropout Rates - There is a persistent gap between the skills acquired through traditional IT education and the skills demanded by the rapidly evolving job market.

Engagement and Motivation -

Keeping students engaged and motivated in IT education can be difficult, particularly when faced with complex technical concepts.

Limited Accessibility -

Traditional IT education methods may not be accessible to everyone due to geographical constraints, high costs, or lack of flexibility for working professionals.

Skills Gap - here is a persistent gap between the skills acquired through traditional IT education and the skills demanded by the rapidly evolving job market.

Inadequate Practical

Experience - IT education platforms focus heavily on theoretical knowledge, often neglecting hands-on practical experience, which is crucial in the IT field.

Shortage of Skilled

Instructors - There is often a shortage of qualified and experienced IT instructors, leading to gaps in quality education.

We personalize offers based on intent

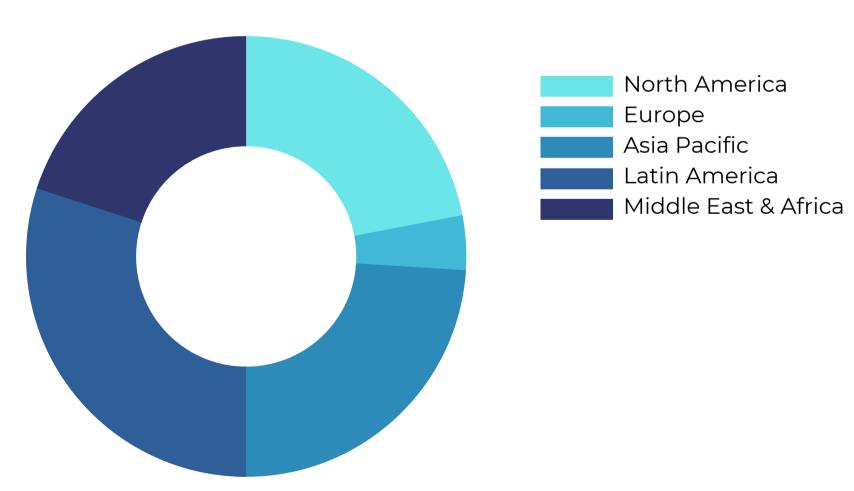
AI-Based IT Education Platform addresses these challenges by leveraging AI to provide personalized, up-to-date, accessible, and engaging learning experiences that bridge the gap between theoretical knowledge and practical skills. This approach leads to more effective IT education that prepares students for the demands of the modern technology industry.

Personalized Learning Journey

Global E-Learning Market

Global Online Education/E-Learning Market: Region Segment Analysis

- North America
- Europe
- Asia Pacific
- Latin America
- Middle East & Africa

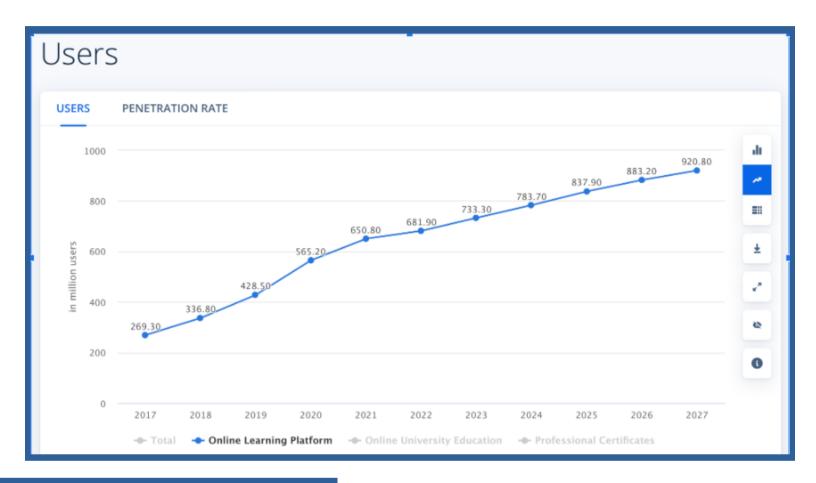


Snapshot

Forecast Years: 2023 - 2030
Historical Years: 2017 - 2021
Revenue 2022: USD 198.2 Billion
Revenue 2030: USD 602.0 Billion
Revenue CAGR (2023 - 2030): 17.2%
Fastest Growing Region (2023 - 2030) Asia Pacific
Q Largest Region (2022): North America

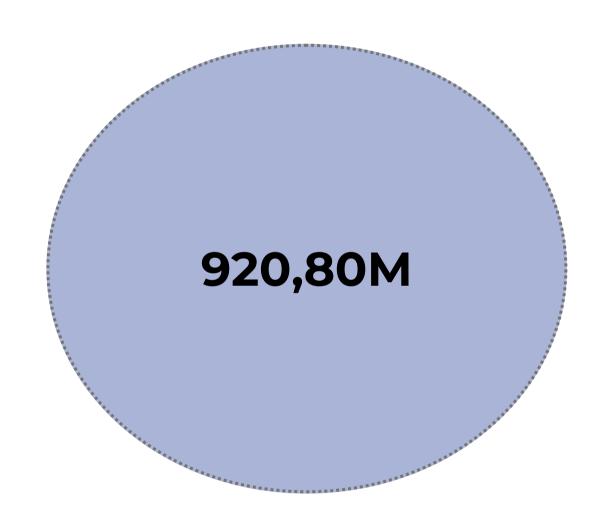
Online Learning Platform. Market Opportunity



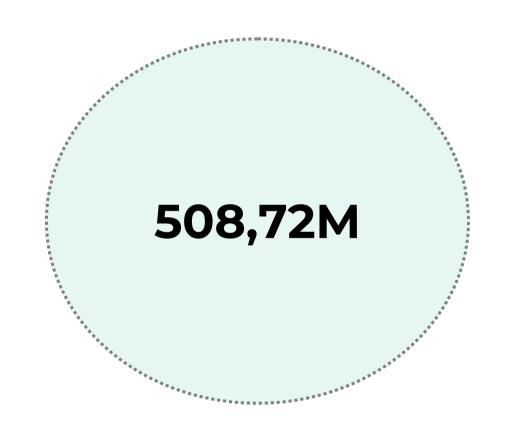


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÷	2017 ‡	2018 ‡	2019 \$	2020 \$	2021 ‡	2022 \$	2023 ‡	2024 ‡	2025 \$	2026 ‡	2027 ‡	^
Online Learning Platform	0.08	0.08	0.09	0.09	0.09	0.08	0.08	0.07	0.07	0.07	0.07	
Online												4
University Education	3.92	3.81	3.67	3.63	3.67	3.73	3.79	3.84	3.87	3.88	3.88	
Professional Certificates	0.11	0.11	0.11	0.11	0.11	0.11	0.11	0.12	0.12	0.12	0.12	8
Total	0.21	0.20	0.19	0.19	0.19	0.20	0.21	0.21	0.22	0.22	0.23	0
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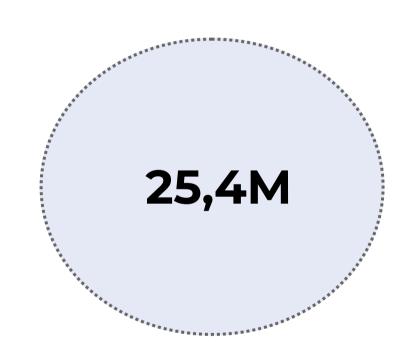
Market Size



The number of users by 2027 (WORDLWIDE) Total Available Market

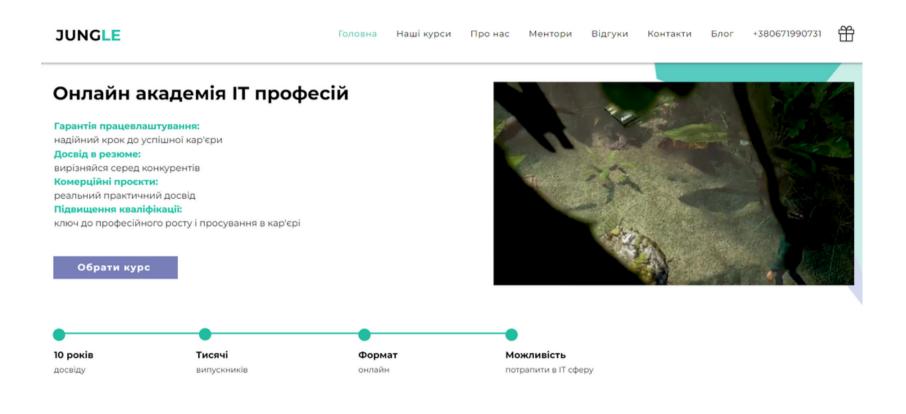


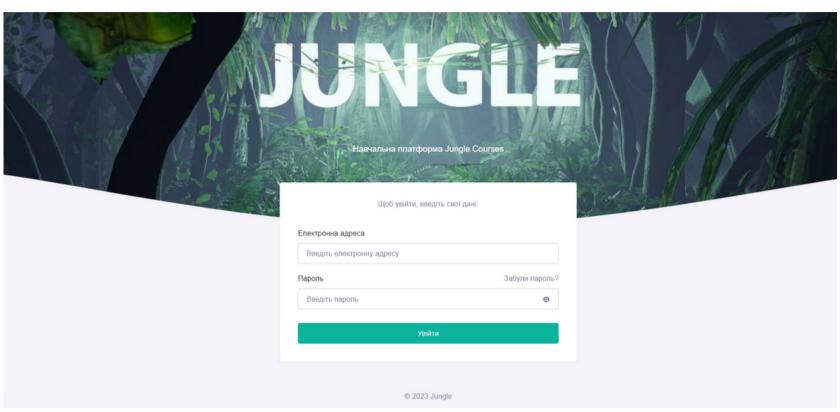
The number of users by 2027 (LATAM and APAC) Serviceable Available Market

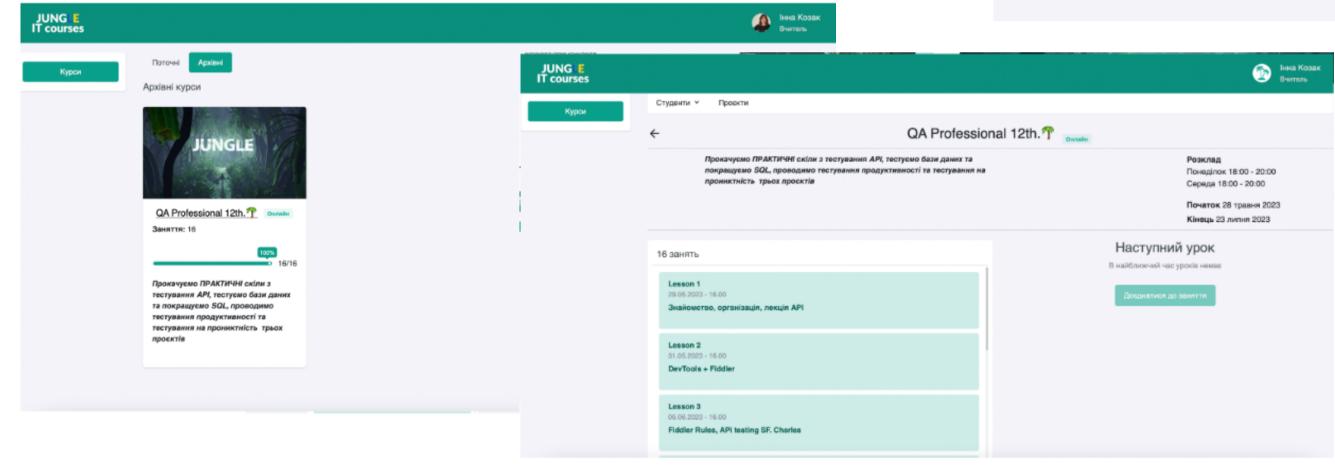


Learners via Jungle by 2027 Market Share

Product



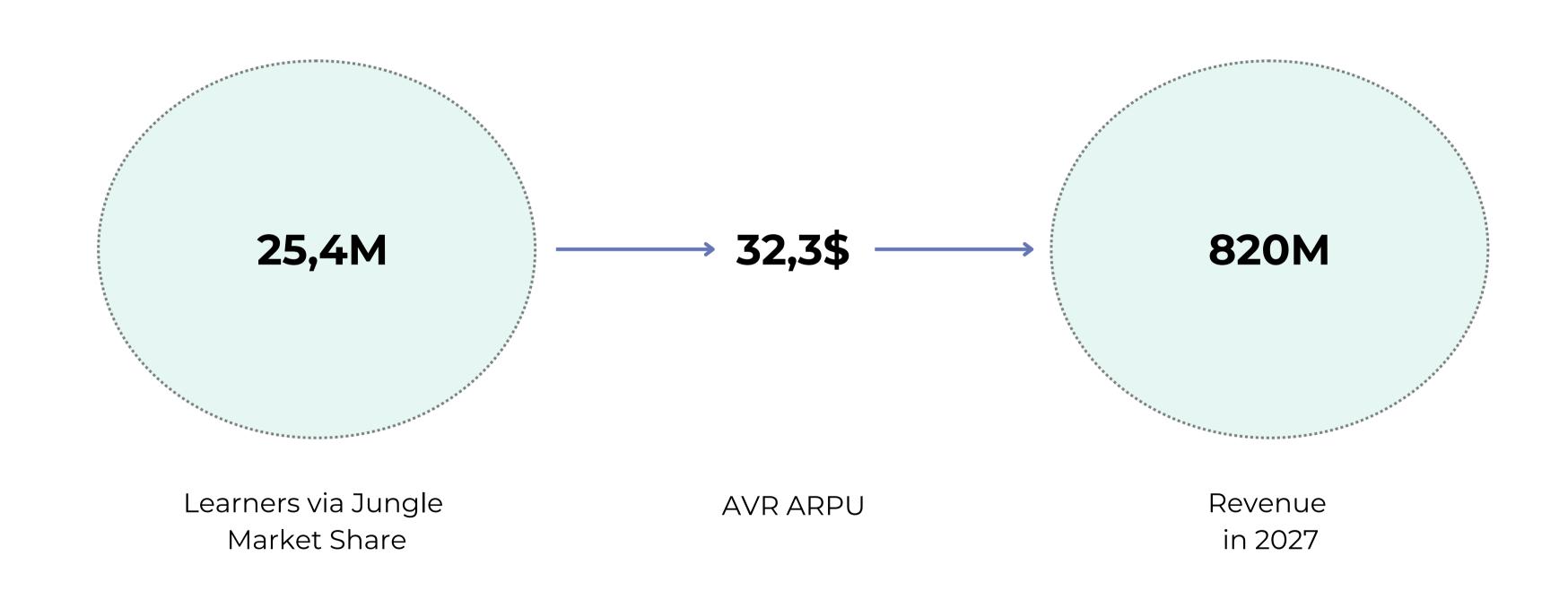




Target Audience: Empowering Aspiring IT Professionals and Lifelong Learners

- Early Career Enthusiasts
- Mid-Career Advancers
- Lifelong Learners
- Remote and Global Learners
- Busy Professionals
- Graduates and Students
- Corporate Training
- Career Changers

Market Share



Business Model

01

Subscription model

- Basic Tier: Free access to foundational courses and limited AI features, giving learners a taste of our platform's capabilities.
- Premium Tier: Monthly or annual subscription offering full access to personalized learning paths, advanced courses, Al-driven tutoring, and real-time progress tracking.

02

One-Time Purchase

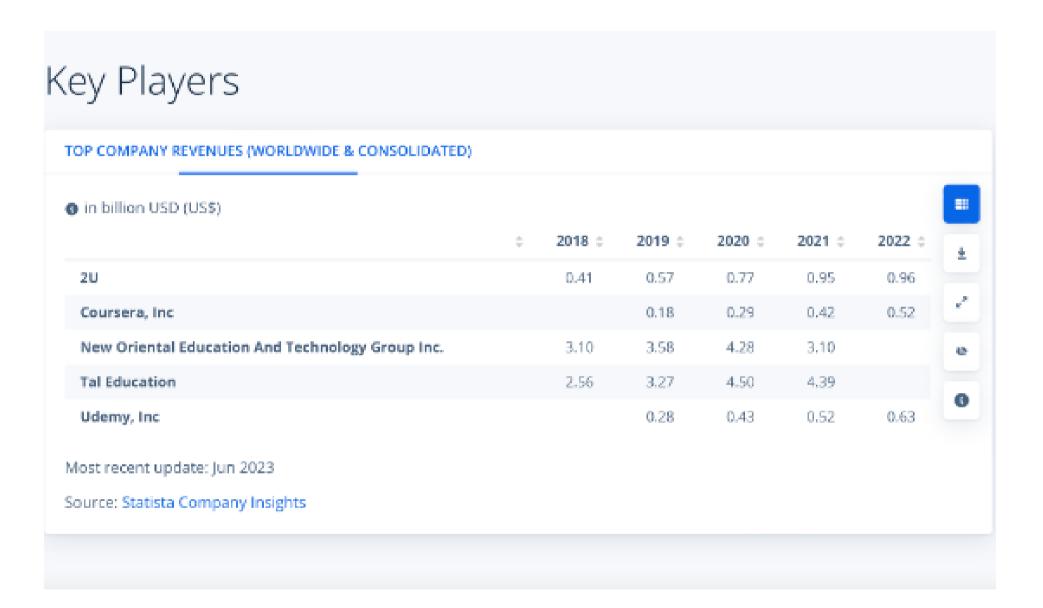
• Learners can opt for one-time purchases of individual courses or specialized modules, allowing them to tailor their learning experience to their immediate needs.

03

Corporate Partnerships:

 Tailored packages for businesses seeking comprehensive IT training solutions for their teams, with volume-based pricing and dedicated support.

Competitive Landscape









coursera



Competative Advantage: Quality, Technology and Al Integration

- Seamless Integration of Al
- **02** Tailored Learning Experience
- **O3** Dynamic Content Customization
 - Adaptive Curriculum
 - Real-time Progress Tracking
- **O4** Personalized Learning Paths:
 - Al-Driven Pathways
 - Flexible Learning Pace

- **05** Smart Content Recommendations:
 - Targeted Resource Suggestions
 - Curated Learning Experience
- **06** Interactive Assessments and Feedback
 - Al-Powered Assessments
 - Constructive Feedback Loop
- **7** Virtual Tutoring and Assistance:
 - Al Tutoring Assistants
 - AI-Enabled Problem Solving
- **08** Real-world Simulations
 - Immersive Learning Scenarios
 - Constant Evolution and Enhancement

MEET our team



Inna Kozak, CEO, Founder of Jungle

Opertions Director at Viseven, PhD of Information Technologies and Business Process Manager with 11+ years experience in software industry focusing on Global business operations, Strategic Business Relationships, Business Development and Planning, Process Management, Resource Management.



Vadym Kozak, CTO

Creator of GoGo Ride Sharing Service, High skilled business and software engineering leader with 10 years of experience leading, developing highload software services, mobile apps. Ability to bring strategic and technical leadership to a company's technology operations and achieve highly challenging business and profitability objectives.



Denys Kiiashko, Sales Manager Sales with more than 15 years of experience.



Solomia Liaskovska, Product Manager

PhD, Department of Artificial Intelligence Lviv Polytechnic National University



Kateryna Martynova-Kvitna, Product Owner

Product manager/QA Engineer at Jungle, Mentor at Jungle Courses



Albina Hertsun

Customer Support Team:

Content Manager at Jungle Courses



Alina Matyushinets

Sales Manager at Jungle Courses

Mentors team: Inna Zhurakivska, Solomia Liaskovska, Olena Lanets, Kateryna Martynova-Kvitna, Ivan Kolisnyk, Mykhailo Hordiienko, Yuliia Hromova, Oleksandr Voronkov, Taras Kornyk, Oksana Mykytyn, Danylo Klym.

Web and Mobile Development team: Tymofii Slipko - Golang

Veronika Hrybanova - iOS Bohdan Starunskyi - Android Nestorian Ananiev - Android Yurij Troshchenko - Fullstack Ivan Kolisnyk - QA Albina Hertsun - QA Ostap Semenihin - Golang

Oleksandr Shevchuk - Android

Anton Vasalatii - Android Oleksandr Aksyonov - Golang Oleksandr Shvydkyi - iOS Bohdan Staziiev - Golang Mykhailo Varna - iOS Ilya Palanin - Golang Yurij Todosienko - Golang Danylo - Golang

THANK YOU

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