



ABOUT EVULX



A Brief Intro About Us:

We strive to provide gamified learning solutions for organisations that address critical skill areas such as leadership development, financial acumen, critical thinking and strategic decision making.

As an organisation, we passionately believe that learning needs to be engaging in order to be impactful in our fast paced world. Game based learning has been touted as the future of organisational learning and development.



VISION

We aim to build digital simulations that help foster new learning pathways through the creation of novel, unforgettable and unorthodox learning experiences.

MISSION

We strive to help people upskill continously through digital learning that enables them to grow and adapt to the ever changing demands of the world.

We aim to reach a diversified global audience through digital and virtual solutions - via scalable products and offerings.









We strive for an engaging and immersive learning experience to drive knowledge retention. This is possible through unorthodox game based solutions.

We strive for adding value to all levels of organisations rather than focusing on the top tier employees. Learning is important for all!

PAIN POINTS

The main challenges in the B2B learning and development (L&D) industry is that most products / solutions are non digital and therefore not scalable. The impact? More expensive products that are solely concentrated at the top tier employee level rather than impacting the majority of the workforce. Going global and having affordable and scalable offerings are critical to take the L&D industry into the future.



A Brief Description of the Pain Points We Hope to Solve

Learning Engagement

Immersive and unorthodox game based solutions that involve real time decision making allows users to be fully engaged in the learning process.

e V U L X

Non Digital Learning Solutions

Fully digital offerings allows users to learn on the go vs the traditional classroom approach. This allows for the shift from WHO to WFH. Convenient and easily accessible anytime, anywhere.

Affordable Options for Organisations

Scalable and quality products that provide competitive options in the L&D landscape – allowing for deeper reach in the employee base within organizations.



SOLUTIONS



How we hope to solve this challenge

A holistic understanding of the gaps and challenges in learning has allowed us to create innovative solutions that feature key characteristics in enabling higher engagement and learning retention.





Immersive Solutions

Utilizing in-person or virtual player interactions to drive specific outcomes; leads to active engagement.



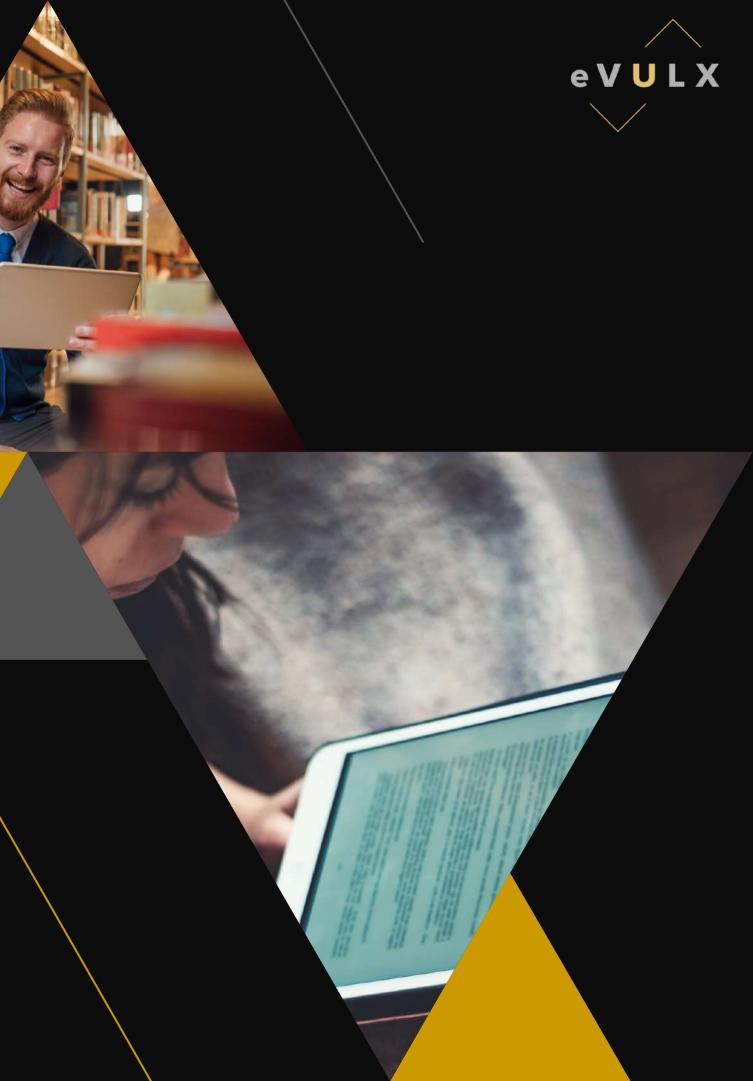
Gamified Solutions

Game-based learning model – simulating decisions and actions; leads to better adaptability.

Digital Solutions

Incorporating digital and virtual scenarios to provide the best learning outcomes; leads to higher scalability and reach.

PORTFOLIO OVERVIEW



BIZ SIM (THE REVIVAL)



A Brief Story About The Product

Put your management skills to the test in this "Sink-or-Swim" simulation. In this simulation, participants play the role of the management group that is tasked to turnaround a struggling organisation.

Put your strategic thinking hats on as participants go through a 2-day intense business case simulation.



Simulation Features

- Suitable for all levels of employees
- Multiplayer Simulation (groups of 5)
- Formats available: Physical and Virtual
- Duration: 2 days
- Platforms: Zoom, G-Suites, Miro

Simulation Trailer: <u>WATCH HERE!</u>



EXPANSION



A Brief Story About The Product

Participants compete among teams to devise the best go-to-market (GTM) strategy for their FMCG Company into the Philippines market. This is a learning focused simulation that takes participants through a well-developed GTM strategy to bring their ideas to life!



Simulation Features

- Suitable for junior to mid level employees
- Multiplayer Simulation (groups of 4-5)
- Formats available: Physical and Virtual
- Duration: 1.5 days
- Platforms: Zoom, G-Suites, Miro, Pidoco

Simulation Trailer: WATCH HERE!



LEADPRO



A Brief Story About The Product

In this fully digital simulation, participants have the options for multiple modules that cover soft skills such as leadership, influencing skills and change management. A truly scalable option for organisation that are looking to impact anywhere from 1 - 1000 employees. Participants have an immersive gamified experience with a personalised digital debrief!



Simulation Features

- Suitable for all levels of employees
- Single & Multiplayer Simulations
- Formats available: Digital
- Duration: 30 mins-3 hrs
- Platforms: Fully Digital Game Platform

Simulation Trailer: <u>WATCH HERE!</u>



INSIDE RISK



A Brief Story About The Product

In this amazing experiental program, participants witness and learn based on a true case in the 1980s (an employee kidnapping) that cover skills such as bonding, trust, communication and leadership.

Immerse yourself in this game-changing program based on a real-life, high stakes scenario and equip your organisation to deliver powerful leadership impact and manage real time crises.



Simulation Features

- Suitable for all levels of employees
- Single & Multiplayer Simulations
- Formats available: Digital / Virtual / Physical
- Duration: 3 4 hrs
- Platforms: Fully Digital Game Platform / Zoom

Simulation Trailer: WATCH HERE!



HOLO



A Brief Story About The Product

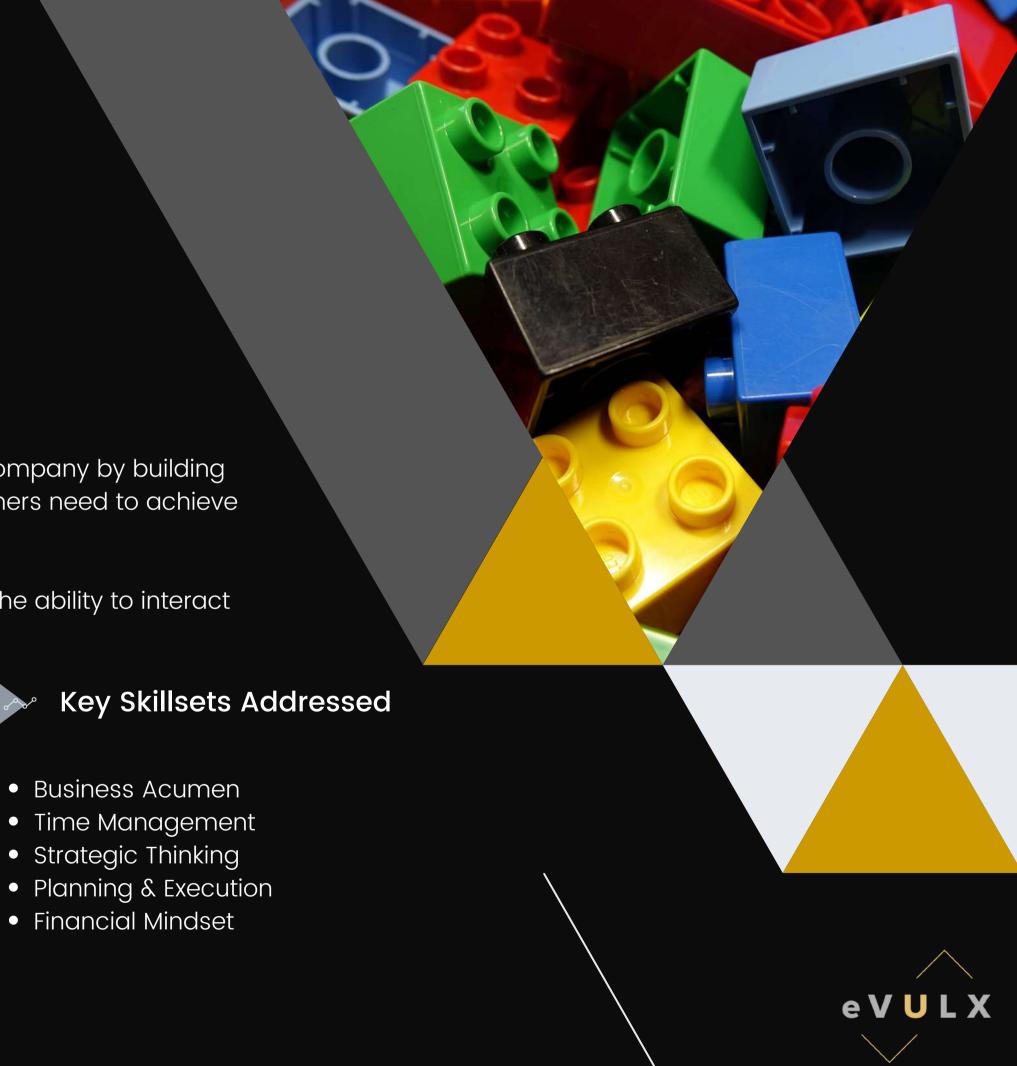
In this simulation, learners are required to run a logistics company by building LEGO-based transporters and selling them to clients. Learners need to achieve their sales target as they are pitted against other teams.

Using a hands-on learning experience, participants have the ability to interact and learn in the process.



Simulation Features

- Suitable for junior to mid level employees
- Multiplayer Simulation (groups of 4-5)
- Formats available: Physical
- Duration: 1.5 days
- Platforms: NA



THE CYCLE!



A Brief Story About The Product

In this simulation, participants play a real world virtual hiring experience over 2 phases: CV reviews and the shortlisting of candidates based on interview performances.

The simulations aims to help participants hire the right talent for their organisations but also allows B2C participants to develop critical interview etiquette and hiring insights that improves their potential in getting hired!



Simulation Features

- Suitable for junior to mid level employees
- Single Player Simulation
- Formats available: Digital
- Duration: 1 hour
- Platforms: Fully Digital Game Platform



STRATAGEM



A Brief Story About The Product

Set in the year 2030, this war-based simulation enables participants to experience an immersive collaboration adventure where they engage in diplomacy, conflict and conquest to attain victory in gaining control over regions, whilst simultaneously attempting to achieve individual team objectives. The core attribute of the simulation is to focus on collaboration and playing to win!

Integrated with Discord to allow players to easily and quickly transition from decision making to action implementation.



Simulation Features

- Suitable for all level employees
- Multiplayer Player Simulation
- Formats available: Virtual
- Duration: 3 hours
- Platforms: Zoom / Discord / G-Suite

Key Skillsets Addressed

- Collaboration
- Time Management
- Playing to Win
- Negotiation
- Strategic Decision Making



PARTNERSHIP PROGRAM



WHY PARTNER WITH EVULX

Product Scalability eVULX offers products that are scalable, fully digital and gamified to your clients, be it in your local market or internationally.

Quick Go ToLeverage on eVULX to develop and invest in the latestMarket PathwayLeverage on eVULX to develop and invest in the latestwhat you do best for your clients.

Access to Global Products eVULX not only creates but also partners with amazing organizations and individuals to bring the latest and best gamified products to the market. Leverage on our multi skilled simulations to bring added value to your clients.





GETTING STARTED

Partner Expectations

- Executed EP Reseller Agreement
- Full commitment to reach onboarding milestones + meetings
- Quaterly sales pipeline review meetings
- Sales support during the onboarding period
- Certification of 1 partner trainer for each simulation
- First partner sale within 120 days with eVULX sales support
- Annual review of sales / margins / pricing

eVULX's Commitment

- Dedicated eVULX Business Partner
- portfolio
- 60 days onboarding plan
- Sales support after the onboarding period
- against future sales
- Social Media partnership to boost product marketing
- simulations





• Full access to all simulations under the eVULX product

• Full train-the-trainer (TTT) process that is fully refundable

• Live simulation support during client deliveries in the first 3

ONBOARDING TIMELINE

60 days onboarding process

GTM Planning Getting Started

30 days

- Access to simulations / gaming platforms
- Go to Market (GTM) planning
- EP Reseller Agreement Signed!

15 days

- Co-planning with partners on GTM in local market.
- Sales deck / marketing planning

15 days

- TTT process for each simulation
- required for its go to market strategy

TTT Onboarding

Sales Commitment

JOM

• Partner is provided access to any sales and marketing materials

30 - 60 days

- Supporting partner on any client sales calls including demo runs for clients.
- Supporting partner on any simulation deliveries.



- Laravel + Back

PARTNERSHIP MODEL



Onboarding Process:

Partner selects required simulations based on client / market needs

Fully refundable vs. future sales TTT process for each simulation

Partner purchases licenses directly from eVULX

Part

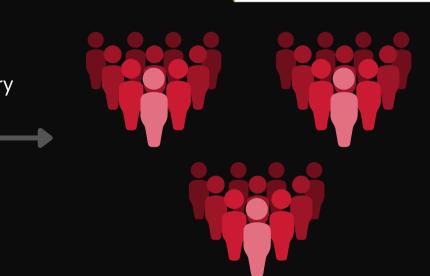
Partner Client Delivery

Client Delivery:

Partner maintains and holds the client partnership and sales process

Partner contextualises simulation to meet the needs of the local market

No revenue sharing within eVULX and partner - 100% revenue base.





PARTNERSHIP OPTIONS

PAY AS YOU GO:

Pay as you go structure per delivery no upfront license fees

Non-refundable TTT costs per simulation / trainer

Non dedicated eVULX support partner

Access to 1 month sales support from eVULX

LICENSING:

Simulation license structure for fixe time frame (i.e. 6 months - 2 years

Refundable TTT costs per simulation trainer against simulations sales

Fully dedicated eVULX support part

Access to 2 months sales support f eVULX

Annual partnership strategy check

20% – 25% Margin Potential

30% - 35% Margin Potential



ROYALTIES:

ed s)	Simulation royalty structure for fixed time frame (i.e. 6 months - 2 years)
on /	Refundable TTT costs per simulation / trainer against simulations sales
rtner	Fully dedicated eVULX support partner
from	Access to 3 months sales support from eVULX
k in	Quarterly partnership strategy check ir

Up to 50% Margin Potential

We can't do this alone...

We want you to be part of our dynamic journey to bring game based learning simulations to the world. Together we can help solve the engagement and retention deficit in L&D. Join us in that journey!

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