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Selenee 1701

# **About Science4You**

1.



## Who We Are



### **Mission**

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To be the world number 1 company in development, production and commercialization of educational games and toys.

### **Vision**

To develop, produce and provide to children and parents', innovative educational games of high-quality, perceived as good value for education in a fun, enthusiastic, hands-on, and interactive way.

# European Union Toy Market: €14.5 Billion in retail sales\* €1.8 Billion for Educational Toys (12.7% share)\*\*

\* Apollo Global Estimate (2013) \*\* EU Commission (2010)

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# **About Our Business**

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# **Target Market**





• Educated and IT-literate parents

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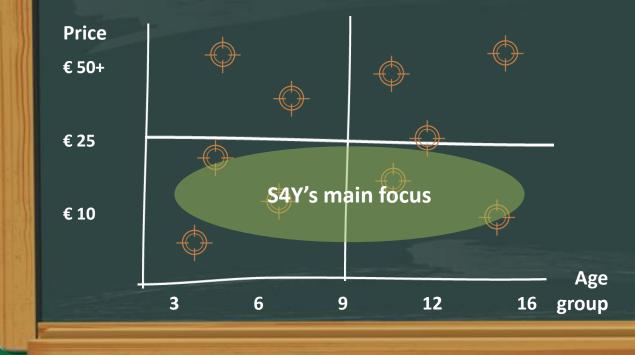
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- Highly committed to their children's development and education
- Concerned with linking play time with school time
- Looking for the right balance between online and offline activities

# **Strategic Positioning**

# S4Y's offer comprises several age groups (3-16) and price points (€5-100)

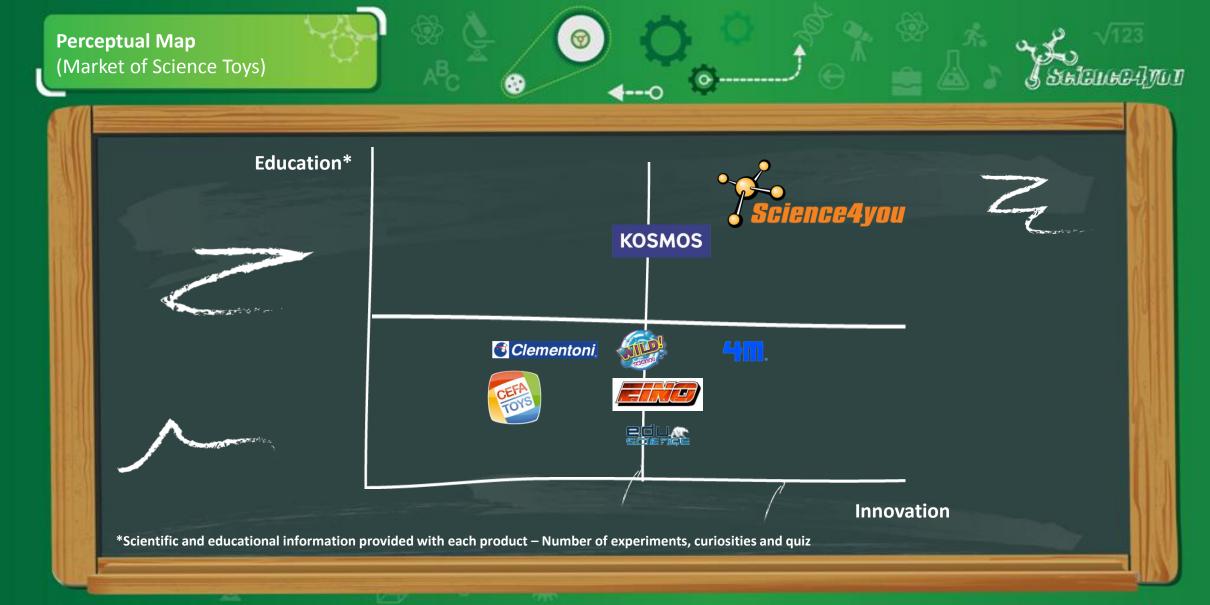
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Key Differentiators

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- In line with education curricula: promotes curiosity and complements educational content
- Stamps of approval issued from relevant education institutes (e.g. Oxford University and Faculty of Science of Lisbon University)
- On/offline variations/extensions: toys linked to tablet/web-based online content, which "expands" the product and promotes cross-selling
- Not for standalone use: designed to promote parent/tutor interaction

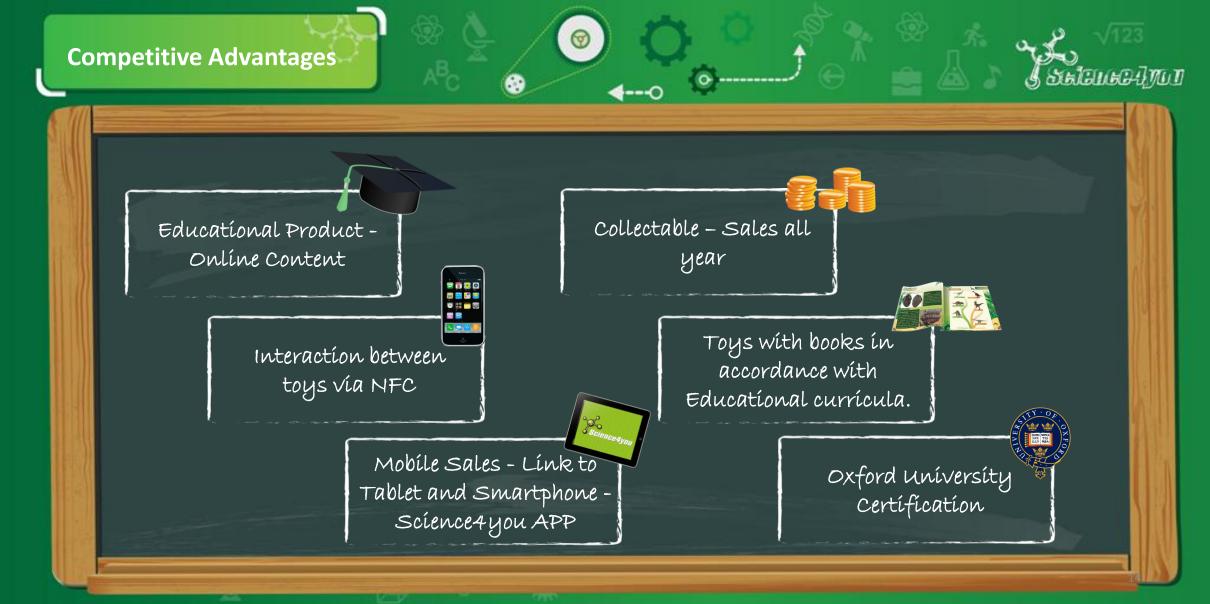


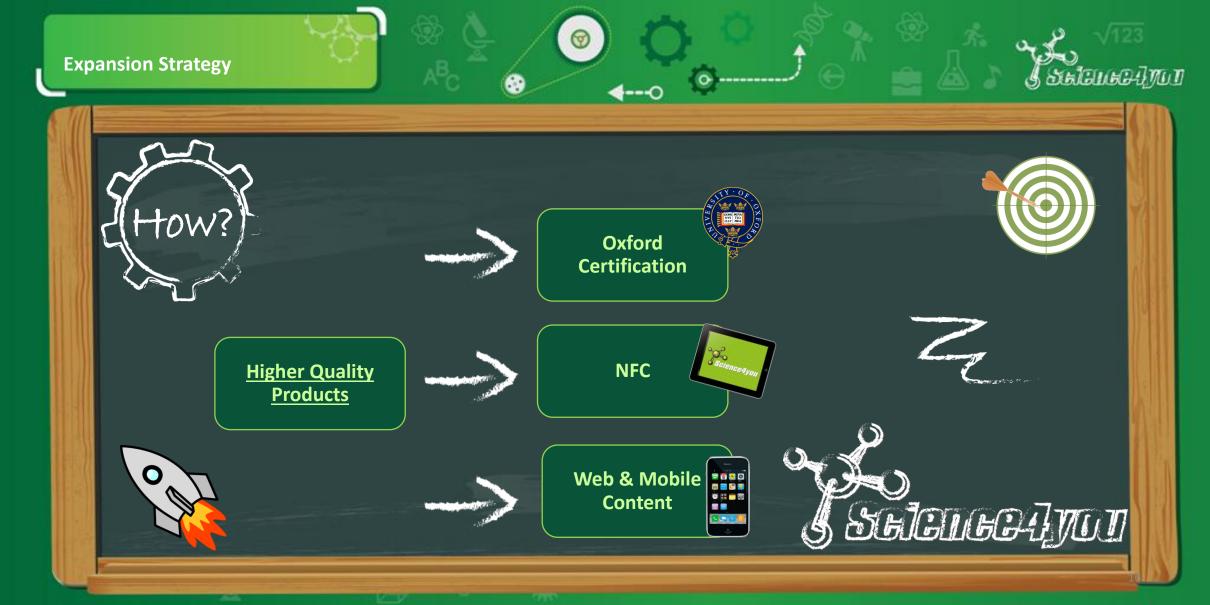














# **Development Challenges**

Educational

Contents

Collectable

To develop educational contents, to be made available both online and offline, "expanding" the toys lifespan and educational value, while simultaneously promoting cross-selling opportunities 4---0

**Build Int.** 

Brand

Revenues

**Online &** 

Offline

To build a worldwide reputable brand, allowing international expansion and sales growth

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To develop online content, allowing customers to "expand" playtime experience, while creating additional sources of revenue (e.g. through app add-ons, additional content, game extras, etc.)

To develop series of collectable products, so as to maximize sale repetition and reduce business seasonality, promoting sales all year.

# Current Operation

Retail

Shops

Activities

Enterprise

THE STORE



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# **Team and Contacts**

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# Science4you Team





# Miguel Pina Martins – CEO

- Degree in Finance -ISCTE-IUL
- Master in Management
- ISCTE-IUL



# Tiago Alves – Vice-President

Degree in Management
 – UNL

# Deloitte.



# João Simões – Vice-President

- Degree Management
   UNL
- Master in Int. Business Maastricht University



# WWW.sel

# Nuno Gato – Vice-President

S SECUERINI

 Degree Economics UNL
 Master in Management – INDEG/ISCTE



HITACHI

### Contacts

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