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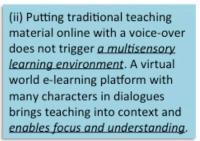
CORPORATE INFORMATION

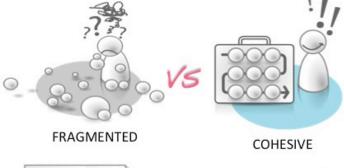
Based in Copenhagen and founded in the early 2000s, the mission and vision of Savivo is to bring education to life and in doing so, awaken a love for learning in children. As an award-winning education e-games and apps developer, we create fun, innovative and savvy games to give children a winning start in life.

We embrace a learning philosophy, with learner-centered and self-directed learning pedagogies underpinning our e-learning products. And we believe in fostering strategic partnerships with global institutions and governments to fight illiteracy, break down global and social barriers to empower children all over the world.

What makes us different? Our Learning Philosophy

(i) "Learn through play" - Online educational content is still very fragmented. A virtual world elearning platform enables a cohesive and holistic online learning environment to meet the learning objective of expanding a child's learning capacity in a fun, communal and smart way.















OUR CREATOR, OUR FOUNDER

Stephan Stephensen, CEO and Founder

An early pioneer in e-learning, m-learning, digital education games technology, Stephan Stephensen founded Savivo in the early 2000s in Copenhagen, Denmark, and started a process in revolutionizing English and Math learning in classrooms with award-winning mobile apps and web-based and home products.



With a background in business, Stephan launched his own IT company with a focus on online learning. The first education application the company released was dedicated to teach the Danish language to refugees in Denmark. That program had produced very successful results.

The early success allowed the company to reach out to Stephan's real passion—kids! Tapping into the resources and best traditions of Scandinavian educational system, the company built on this solid foundation to create quality e-learning products for children all over the world.

From paper learning to e-learning to m-learning, Stephan's keen foresight in the shifting trends of technology allowed the company to create series of mobile and online learning software, including Mingoville English and Mondiso Math programs.

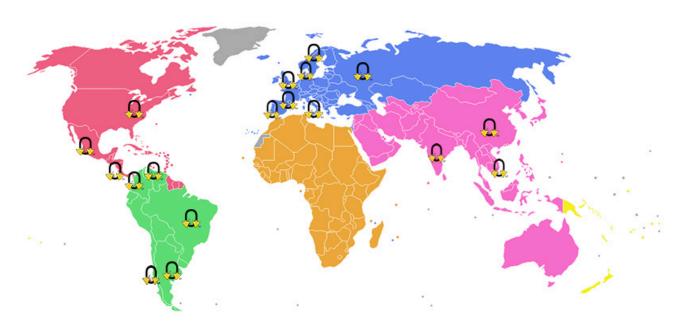
The result of this work is more than 30 educational apps, many of which have scored number 1 in the Apple Education App stores all over the world. Notably in Denmark, Norway, Netherland, Belgium, China, Argentina, Chile and Venezuela

Stephan is a frequent speaker and advisor on online education and learning. In 2013 he participated in panel discussions at The Global Mobile Internet Conference in Beijing and in the Autumn 2013, he is going to present his talk "The Impact of Gamification on Education" at two major European events: the "European Media and Learning Conference" in Brussels and the "Language Show Live" in London. His work has been recognized by awards such as the "Danish Mobile Award" 2011 for making an extraordinary impact in mobile technology and the "Best MoBiz and Innovative Enterprise Award" at the Global Mobile Internet Conference, Beijing, China 2013.





OUR TRACK RECORD OF SUCCESS



Savivo has business and governmental investors and partnerships across the world

Savivo is a portmanteau of the words savvy and vivo, the Spanish word for life. The name is new. Formerly the company was named after our flagship product Mingoville. However, the branding scope of the company's product portfolio, as well as the expanding global footprint, made necessary the separation of the corporate brand from the individual products and the corporate brand Savivo was introduced.

In just a week after the Mingoville Preschool English iPad app was launched in the China App Store in April 2013, the app soared to secure first place ranking in the Education category, and remains a commanding presence in the App Store.

Yet this success merely built on the on-going success of Savivo's good range of educational e-learning online games and apps with a focus in English and Math.

Developed by teachers, adopting a unique learning philosophy that focuses on creating cohesive 'learn-through-play' and dialogue-based multisensory learning, more than 30% of kids in Denmark use Savivo's mobile learning apps, with many apps ranked #1 in the App Store's Education category within Scandinavia.







BUSINESS AND GOVERNMENTAL PARTNERSHIPS

Savivo's products have been approved by several Ministries of Education in the world and sponsored by businesses. Savivo's flagship English e-learning virtual world, Mingoville English, has over *2 million registered users* around the world.

In 2006, Savivo's breakthrough came when we were awarded a tender by the Danish Ministry of Education to develop e-learning tools for Danish schools. This success was then embraced by Denmark's largest and oldest publishing house, **Gyldendal** (gyldendal.dk), who is today our distribution and commercial partner.

2009 saw Savivo going global as we teamed up with the Chilean government in their fight against English illiteracy in Chile. More than 200K Chileans signed up to Mingoville English in just the first two weeks of the campaign. The event was graced by the President of Chile and attracted the investment of mobile telco, VTR, to back the campaign and was followed by extensive media coverage.

Earlier the same year, Savivo was appointed by the Portuguese government to integrate Mingoville English on half a million Intel Classmate PCs in Portugal. The Portuguese Government had conceived an ambitious and realistic plan to equip all school children with a laptop. 1000 laptops were also sent to Botswana.

In 2011, Savivo joined forces with all the major telcos in Denmark to deliver a highly successful nationwide Corporate Social Responsibility program where our mobile-learning Math app was "adopted" by the telcos to stream-for-free to all their users.

AWARDS & RECOGNITION

>> In 2011, Savivo won the coveted "Danish Mobile Award" in recognition for making an extraordinary impact in mobile technology.
>> In 2013, Savivo won the prestigious "Best MoBiz and Innovative Enterprise Award" at the Global Mobile Internet Conference, where Savivo also sat on the mobile education panel in Beijing.
>> In April 2013, Preschool English debut in the massive China App Store and soared to #1 rank in the Education category in just a

week.









PRODUCTS OVERVIEW





MINGOVILLE - ENGLISH FOR PRIMARY SCHOOL

AGE GROUP: 6 - 12 YEARS OLD

AVAILABLE ON: WEB PLATFORM, IOS & ANDROID

WEBSITE: HTTP://www.mingoville.com

Mingoville is the World's most comprehensive online English program for kids. It is a virtual world with fun educational games and social interaction between the kids in English – it contains hundreds of English exercises and games. Mingoville offers:

- √ 10 different thematic missions
- ✓ An interactive dictionary in 32 languages
- ✓ All lessons are based on spelling, pronunciation, reading, understanding and listening exercises
- ✓ More than 10.000 audio files recorded by English, American, and Australian voice actors
- ✓ Developed by native English teachers



MINGOVILLE ENGLISH PRESCHOOL

AGE GROUP: 4 - 8 YEARS OLD

AVAILABLE ON: WEB PLATFORM, IOS AND ANDROID WEBSITE: http://preschool.mingoville.com

Mingoville Preschool will help your child improve its general understanding of English.

- ✓ Colorful and easy to navigate learning environment!
- ✓ 7 overall learning missions, each with 12 interactive games inside
- ✓ Developed by native English teachers
- ✓ Animated characters that talks directly to your child
- ✓ Hundreds of words and sentences presented by real US/British voice actors
- ✓ A growing reward tree illustrates the child's progression









MINGOVILLE FUN CLOCK

AGE GROUP: 4 - 8 YEARS OLD

AVAILABLE ON: IOS, ANDROID AND WINDOWS

WEBSITE: http://www.mingovillefunclock.com

Fun Clock is created to teach children how to tell time on an analogue watch. This App is not like any other "telling time app". Where most merely let your kid practice with some exercises, The Mingoville Fun Clock contains storytelling, explaining how the clock works and it includes funny animations.

- ✓ Great animations and sound effects
- ✓ It is ready for your kid with real voice actors in: English, Chinese, French, Italian, Spanish, German, Dutch, Danish, Swedish and Norwegian



MINGOVILLE STORYTELLING

AGE GROUP: 6 - 12 YEARS OLD

AVAILABLE ON: IOS

WEBSITE: HTTP://WWW.MINGOVILLESTORYTELLING.COM

Mingoville Storytelling is a new and fun way to help build your child's English vocabulary, created by the award-winning developer of Mingoville Preschool, Mingoville English and Mingoville Fun Clock. In Mingoville Storytelling, the child can tell stories using 160 descriptive pictures, written words and even record their voice! The educational highlights include:

- √ 10 funny and cute stories
- √ 160 descriptive pictures
- ✓ Full voice acting, with native American, British and Australian actors
- ✓ Share stories using email, Facebook or unique Book codes
- ✓ Uses storytelling to build up children's vocabulary and imagination
- √ Record your own voice









MONDISO - MATH

AGE GROUP: 6-8 YEARS OLD

AVAILABLE ON: WEB PLATFORM, IOS AND ANDROID

WEBSITE: http://mondiso.com

Join Manfred and his friends on the island of Mondiso and enter a fun math universe with access to:

- ✓ More than 200 cool instructional videos and interactive learning games
- ✓ Assignments formulated written and orally
- ✓ Funny animation characters explaining the children how to solve the task
- ✓ Interactive Dashboard for you to follow the child's progress
- ✓ Voices presented by real US actors
- ✓ Mondiso is available in English and Danish



HEXAVILLE - MATH

AGE GROUP: 10-13 YEARS OLD

AVAILABLE ON: WEB PLATFORM, IOS & ANDROID

WEBSITE: WWW.SKOLEMAT.DK

Hexaville is part of the SkoleMat program, developed to teach students everything from simple addition to coordinate systems. In Hexaville, the students learn together with ghosts, dragons and other magical beings.

- √ 30 missions, each of which teaches a specific subject
- ✓ Animated videos explaining the mathematical terms
- ✓ Several thousands calculations
- ✓ Homework possibilities
- ✓ Speaks to children in their own language
- ✓ Thousands of training missions, with new generated all the time
- ✓ Available in Danish









PITROPOLIS - MATH

AGE GROUP: 13-16 YEARS OLD

AVAILABLE ON: WEB PLATFORM, IOS & ANDROID

WEBSITE: WWW.SKOLEMAT.DK

In Pitropolis, the students follow the siblings Monica and Alex, their distracted father and their friends Josephine and Ian. The content is designed to be relevant to students in that age group.

- √ 30 missions, teaching diagrams, economics and statistics
- ✓ Animated videos explaining the mathematical terms
- ✓ Formulas
- ✓ Evaluations, showing solved assignments
- ✓ Award winning approach to teaching interest calculation
- ✓ Available in Danish

MINGOVILLE ENGLISH APPS

AVAILABLE ON: IOS







MONDISO MATH APPS

AVAILABLE ON: ANDROID, IOS





















COMING SOON: MINGOVILLE ENGLISH CLASSIC

AGE: 6 - 12 YEARS

