

ABOUT TEACH ON MARS

EUROPE'S FINEST MOBILE LEARNING TECHNOLOGY SOLUTION

Teach on Mars is a 100% mobile-native learning technology provider. Our solution helps today's organisations connect people with the learning and the communities they need to do their jobs and live their lives better.

Winner of numerous industry awards, Teach on Mars is recognised as European leader in the mobile learning space. Since its foundation in 2013, the company has delivered its solution to over 100 blue-chip clients, in 20+ languages across more than 60 countries throughout the globe, and today it has bases in Sophia-Antipolis, Paris, Milan and London. 60 Teach on Mars staff and an extensive worldwide network of 40+ content and technology partners collaborate to equip organisations with the toolset, mindset and skillset required to create their next-generation learning ecosystem. And because Teach on Mars takes its responsibility for the future of our planet seriously, it invests 1% of its revenues in education projects contributing directly to the UNESCO Sustainable Development Goals.



TEACH ON MARS

KEY FIGURES



EUROPEAN LEADER



CLIENT PORTFOLIO INCLUDING 50% OF FRANCE'S CAC 40



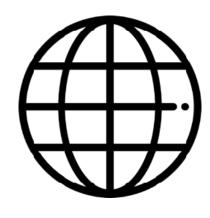
100% ANNUAL GROWTH **OVER LAST 3 YEARS**



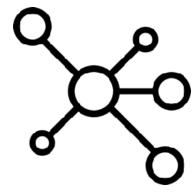
40+ PARTNERS



8 PRESTIGIOUS **INDUSTRY AWARDS**



SOLUTION DEPLOYED **IN 64 COUNTRIES**



1 000 000+ LEARNERS



MARKETPLACE WITH 100+ **OFF-THE-SHELF MOBILE** NATIVE COURSES

DIGITAL LEARNING MARKET & MOBILE USE

KEY FIGURES

- · Research suggests the online learning market will balloon from \$165 billion to \$275 billion by 2022. (source: https://elearningindustry.com/mobile-learning-revolutionizes-education-reasons)
- "EdTech" companies leveraging latest-generation technology to improve the impact and reach of learning and education, are experiencing spectacular growth worldwide. The global "EdTech" market is expected to be worth \$250 billion by 2020. (source: https://blog.carewan.com/ledtech-un-marche-en-croissance-gui-entend-disrupter-leducation/)
- · At the end of 2017, the mobile learning market reached an estimated value of 12.2 billion dollars, with an annual growth rate over 50%. 70% of m-learning (= mobile learning) users say they feel more motivated to learn when using a mobile device rather than a computer. They also complete training programs 1.5 times faster than when using a computer. (source: <u>https://group.bnpparibas/en/news/mobile-learning-a-training-ground-palm-hand</u>)
- The global mobile learning market is expected to reach \$37.6 billion by 2020, with an annual growth rate of 36.3%. (source: The MarketWatch News)
- 80% of people have a smartphone & 90% of Millennials have their smartphone on them at all times (source: <u>https://elearningindustry.com/mobile-learning-revolutionizes-education-reasons</u>)
- 7.7 billion mobile subscription plans worldwide at the end of 2017 *according to the International Telecommunication Union.
- Millennials check their smartphone, on average, 150 times per day. 2.73 billion people used a mobile device to go online in 2017. Projections estimate this number will rise to 3.44 billion people by 2020.
- 50% of smartphone users expect to get exact answers to their immediate needs. (source: <u>https://group.bnpparibas/en/news/mobile-learning-a-training-ground-palm-hand</u>)

OUR CLIENTS

THEY CHOSE TEACH ON MARS TO DEPLOY THEIR NEXT GENERATION LEARNING ECOSYSTEM













































































































OUR AWARDS

A PROVEN TRACK-RECORD OF INNOVATION AND EXPERTISE



CEGOS Awards Grand Prix 2016 More information



Learninnov 2016 **GENIUS Grand Prix** More information



Business France Orange Awards 2017: Special Jury prize Read article



2017 Eco Trophy by Nice-Matin: "Start-up of the Year" More information



2017 Mediterranean Technology Fast 50: Revelation Prize Read article



Accredited Learning Technologies since 2017 by Learning & Performance Institute (UK) Read article



Winner of the French Tech Pass in Provence-Alpes Côte d'Azur Read article



LPI 2018 Top 15 "Learning Technology Providers" Read article

TEACH ON MARS 3 CO-FOUNDERS



VINCENT DESNOT - CHIEF EXECUTIVE OFFICER

(http://www.linkedin.com/in/vincentdesnot)

Passionate entrepreneur. Founder & CEO of Teach on Mars (2013), the European leader of the mobile learning market. Founder & CEO of Epistema (2000), one of the very first Learning Management Systems, sold to the CrossKnowledge group in 2009. Humble sailor, happy father of 3 children.



TANGUY DELEPLANQUE - CHIEF PRODUCTION OFFICER

(http://www.linkedin.com/in/tanguydeleplanque)

Tanguy has been working in digital education for the past ten years. Co-founder of Teach on Mars, he manages the App Factory and is in charge of building client apps and pedagogical methodology.



QUENTIN DÉRUNES - PRODUCT OWNER

(https://www.linkedin.com/in/quentinderunes/)

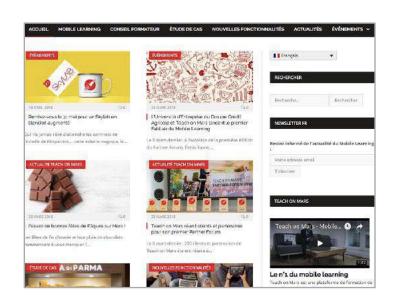
Quentin has spent more than 10 years as a web developper in learning software houses such as Epistema, Crossknowledge and more recently Teach on Mars, where he is also a co-founder. He is now in charge of client feedback management and coordinating the Teach on Mars product design process.

AROUND THE TEACH ON MARS GALAXY

WHERE TO GO TO FIND OUT MORE



Web site teachonmars.com



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Twitter twitter.com/teachonmarsfr



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TEACH SIN MARS

Teach on Mars is the finest next generation learning ecosystem in the (known) universe.

We connect people with the learning and the communities they need to do their jobs - and live their lives - better.

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