FXG INVESTMENT PLAN

Using immersive technology to provide high quality, cost saving, engaging, corporate education

Challenges of traditional corporate education

- Cost
- Quality
- Scalability

As quality increasing, so does cost and the ability to scale.

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Market Validation

Immersive Education currently used by

- GE
- Walmart
- UPS
- Boeing
- China State Grid
- KFC
- ExxonMobil

and many more leading companies worldwide.

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Market Size

- Online education market was 310 billion in 2019. [iresearch]
- Corporate education market was 300 billion in 2018. [ibaogao]
- VR education market is predicted to grow to 6.3 billion in 2020. [ABI Research]

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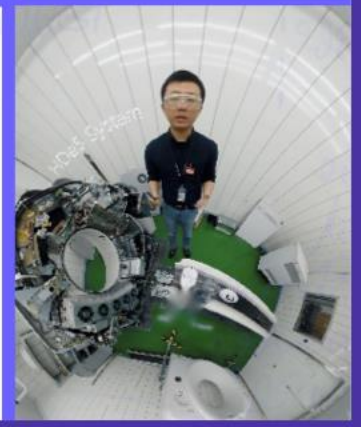
Solution

FXG's VR corporate training platform where businesses can train their employees for a cheaper price while achieving great results and collecting valuable data.

- Cheaper
- Higher Quality
- Infinitely Scalable
- Data

Statistics provided by GE on their FXG VR corporate training project

less time (human travel, tool logistic, etc) 60%	wait time (for equipment availability) 0	cost saving, per employee, per certificate $10,000
downtime for training lab 0	cost down for fragile key component failure 90%	

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Product

Educational XR platform

Teacher chooses content for student, prerecorded or live streamed

↓

Student views content through their headset and engages in interactions

↓

Teacher receives report on students completion and statistics on interactions as well as general viewing directions

Example Training Content

New employee onboarding, sales, customer service, IT, safety, language, etc

Target Industries

IT, Health, power, water, agriculture, architecture, engineering, etc

Teacher → Student → Teacher

Useful across many industries.

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Business Model

Subscription Service

Free License

- 1 lesson from each content pack for free
- No customization

Basic

500 USD/month

- Contains 1 content pack
- Basic company personalization
- User account management

Pro

5000 USD/month

- Full personalization of internal app
- Statistics
- 3 content packs
- Interactive content
- 1 hour of live VR video/month
- 5 minutes of personalized content/month

Enterprise

50 000 USD/month

- Includes a camera and 1 employee based at the company, filming unlimited content
- New app created under company brand
- 50 hours of live stream
- Full statistics

Example Lesson Packs Used by Multiple Clients:

Language Training、National Safety Regulation Training、Public Speaking Training/Practice

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Adoption Strategy

① Events/conferences

② Partnerships

FXG works with GE, Sony, Huawei, China Mobile, XiaoMi and many more industry leaders.

③ Free version

④ Redirect from other immersive content

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Competition

Technology Competitors

- Google, Facebook, Insta360 and Kandao all have VR film technologies, but they cannot film within 1.5-meters.
- FXG's tech has the closest safety distance in VR film – 30cm from the camera!

Before GE tried our tech they worked with all of the above companies, but were not satisfied. Since testing our technology they have decided to exclusively use our solution.

Content Competitors

- There are other corporate education providers like 1001 platform - a company that uses game engines to create 3d scenes for training.
- This method has a long development cycle with a gaming 3d look, not realistic.
- VR film can be created very quickly at high volume for a low cost and is life-like.

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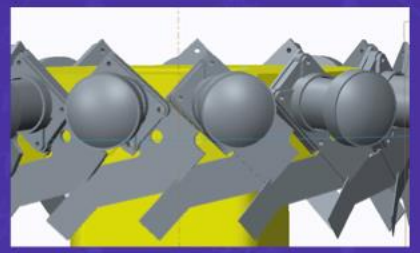
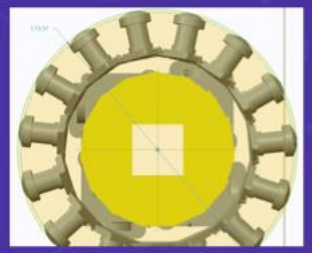
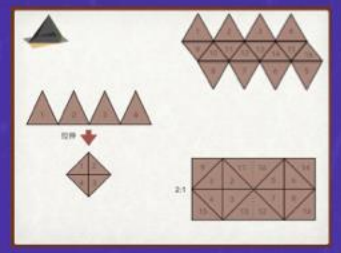
Competitive Advantages

Self Owned Technology Advantage

Camera, production software, and video playing technology are all developed in house.
This allows us to have a fully integrated system for a low cost that is always on the leading edge.

FXG offers complete integrated solutions for indoor and outdoor filming, aerial photography, and live streaming.

Experience Advantage

Having worked with some of the biggest companies in China and the west we have experience and reputation to set us apart from our competitors.

- Packing Layout

- Results

visualized boundary continuity

3D video frames

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Team

Wilson Lee

CO-FOUNDER AND CTO

One of the earliest researchers of VR video in China, and Chief architect of HangSeng from 1997 to 2017. His patented VR video technology developed in 2011 is now industry standard. While his current VR video solutions are the future.

Nikk Mitchell

CO-FOUNDER AND CEO

Software project manager, developer, film maker, and lifelong entrepreneur. More than 7 years experience in the VR industry. Founder of the first VR community in China (Oculus China, which was later bought by Facebook).

Baiwei

CO-FOUNDER AND ART DIRECTOR

A master of Chinese painting from the China Academy of Art, the only foreign graduate to win the gold medal in the Chinese Painting Department. A pioneer in using traditional art philosophy to bring new value to hardware and software technology development, creating a revolutionary user experience.

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Government interest in FXG and our immersive training platform.

Li Keqiang

Chinese Premier

Li Zhanshu

Chairman of the standing committee of the national people's congress

The Prime Minister of Serbia

The Minister of Commerce of Thailand

The Finance Minister of Western Australia

The Mayor of Birmingham, United Kingdom

Press Attention

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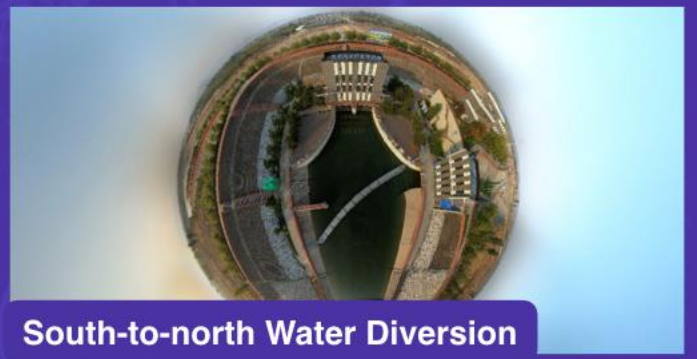
User Testimonial

GE Healthcare

“With FXG's technology, we've trail-blazed a strong biz path to bring-in organic revenues while making solid cost down”

China State Grid

VR safety training saves lives



South-to-north Water Diversion

VR education makes typically dry content fun and interesting.

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Financial

Plan	%
Technology R&D	35%
Hardware Procurement	5%
Product R&D	30%
Marketing	25%
New People Hiring	5%

Angel round

RMB 20 million

for 10%

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THANKS

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