



AUGMENTED COMPUTER
ENTERTAINMENT LTD



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04. BUSINESS MODEL

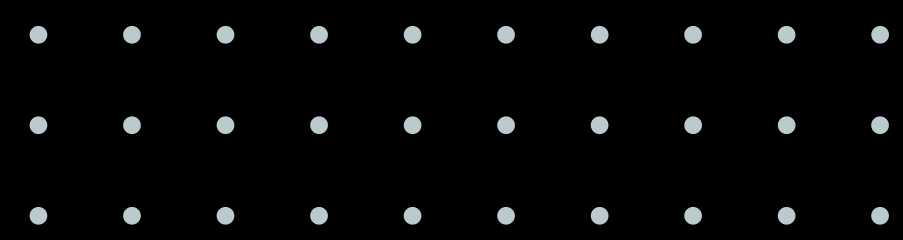
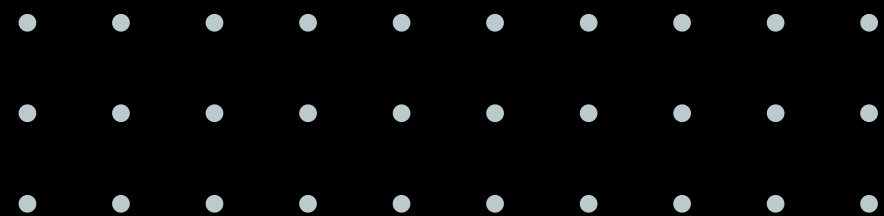


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INTRODUCTION & MISSION

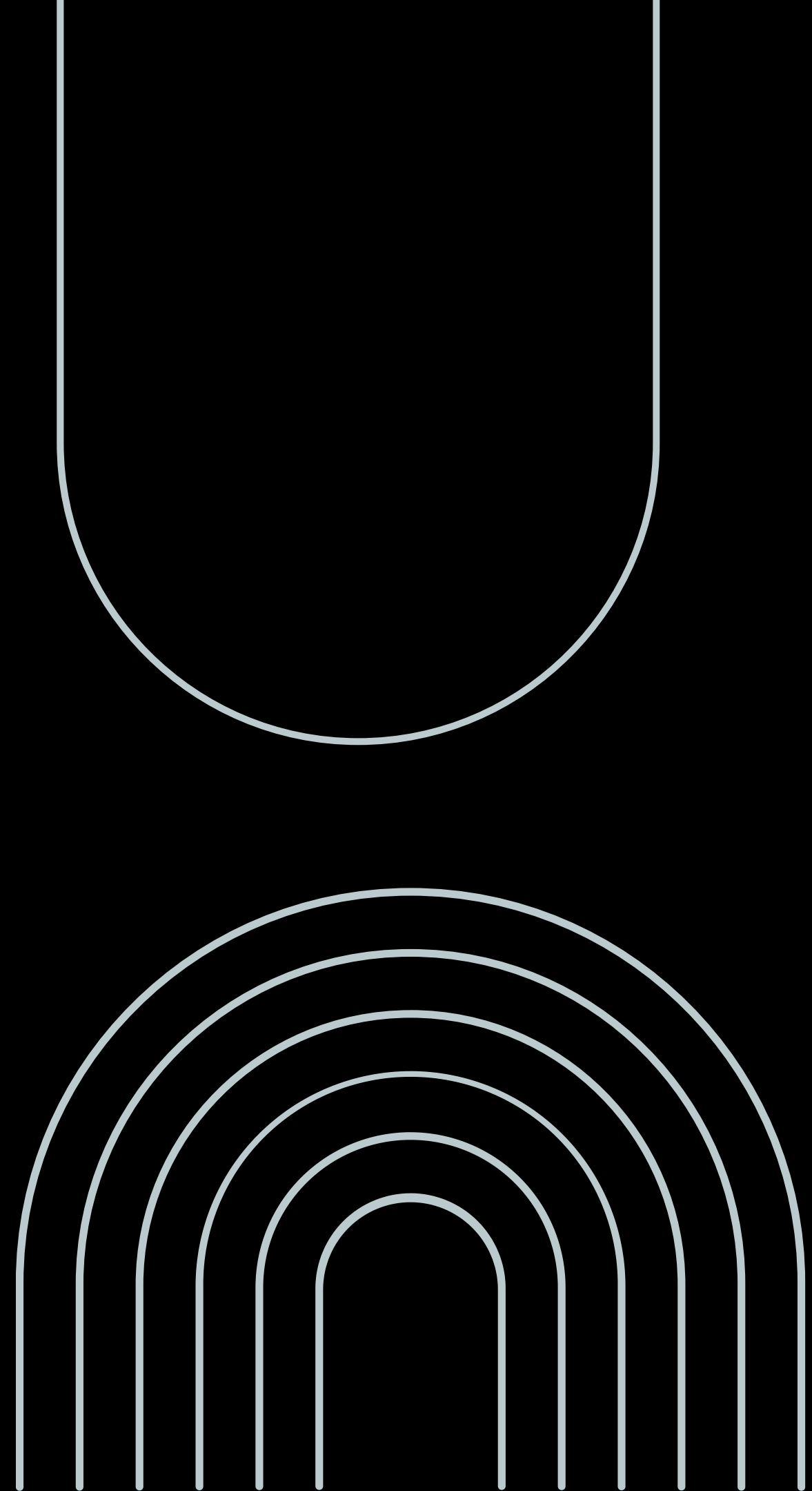
To revolutionize education and entertainment by integrating augmented reality and STEM learning into immersive, health-conscious gaming experiences."Our mission is to transform gaming and education through innovative AR experiences for users of all ages.



OUR COMPANY

ACE Ltd. is an AR technology company focused on creating innovative hardware and immersive STEM games. We blend augmented reality with health-focused, interactive experiences to promote active learning and entertainment.

Our products are designed to engage users physically and mentally, making both gaming and education fun, dynamic, and beneficial for long-term well-being.

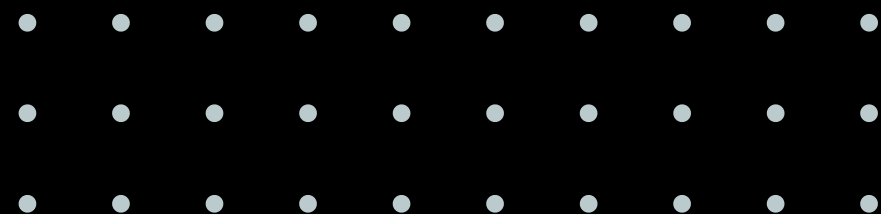


MEET OUR FOUNDER

CEO of A.C.E. Ltd., is an AR/VR tech visionary, leading innovation to transform gaming and education through immersive, health-driven experiences.

Michael C-C

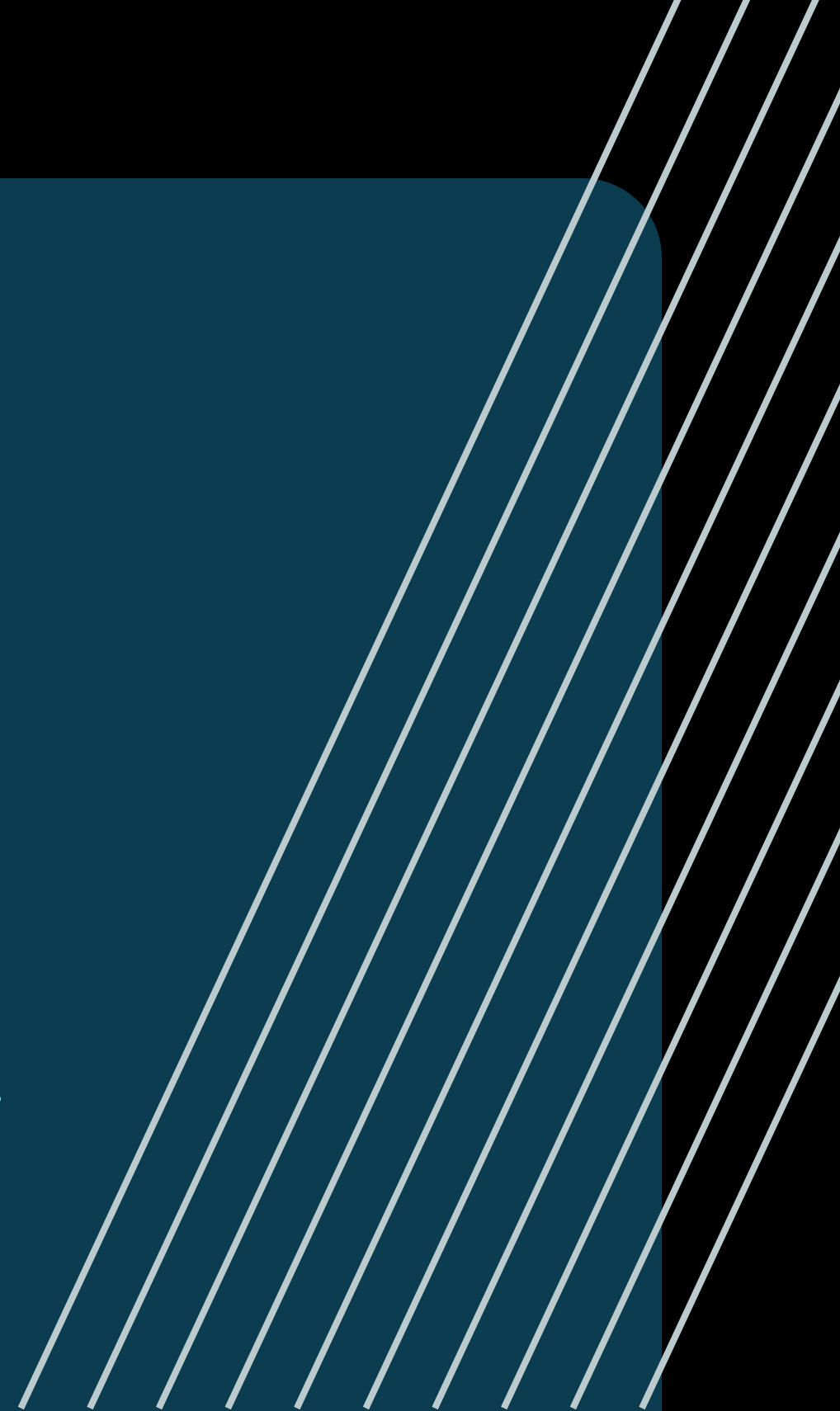
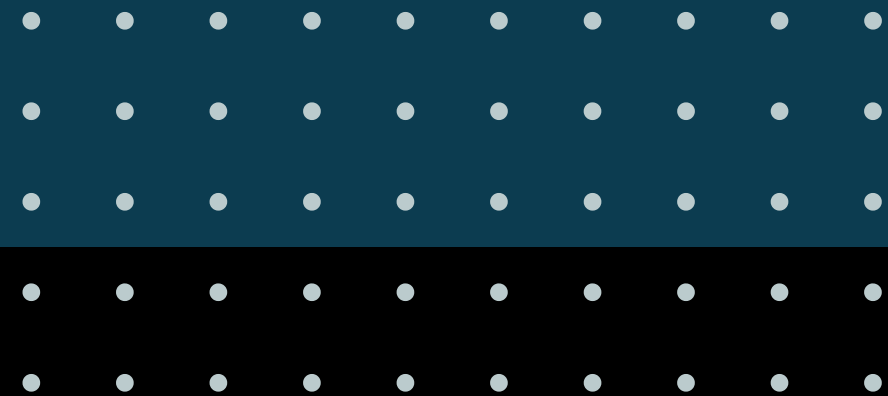
Founder



01.

PROBLEM VS SOLUTION

A.C.E. Ltd.



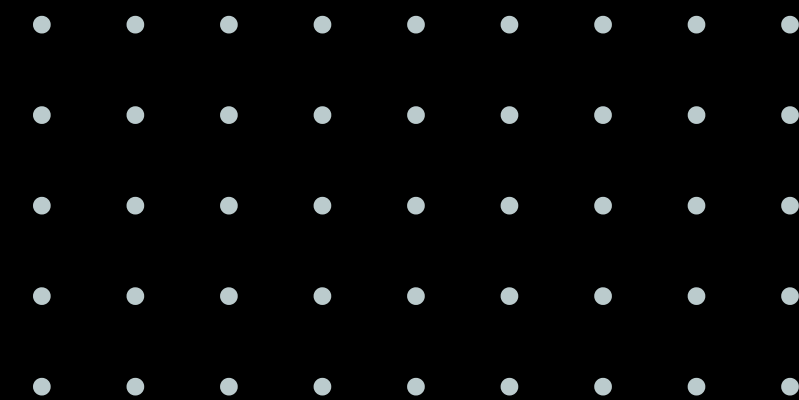


PROBLEMS

- Current gaming encourages inactivity and poor health
- STEM education is often boring and unengaging
- AR/VR tech is cumbersome and underutilized

SOLUTIONS

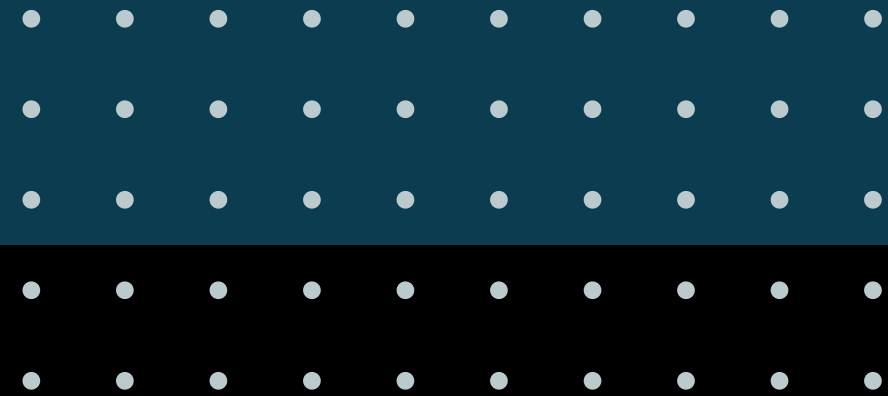
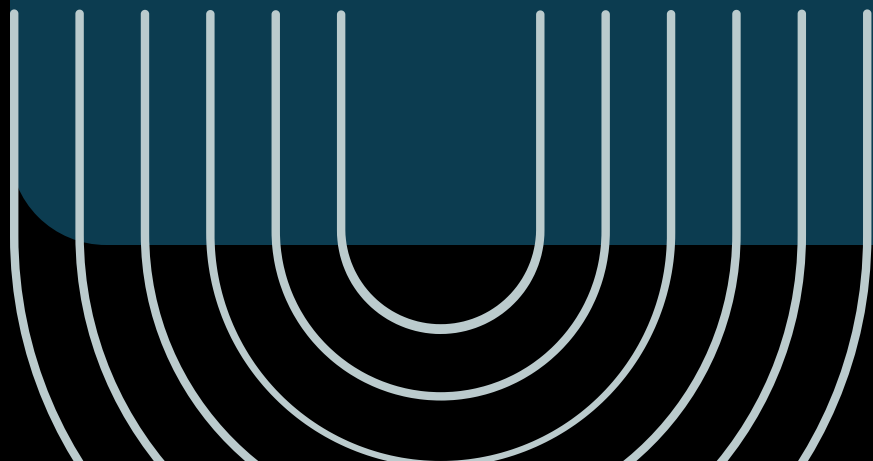
- Our AR games promote active, healthy play with movement.
- Immersive STEM games make learning fun.
- Wireless, affordable, durable AR hardware leveraging current and cutting-edge technologies



02.

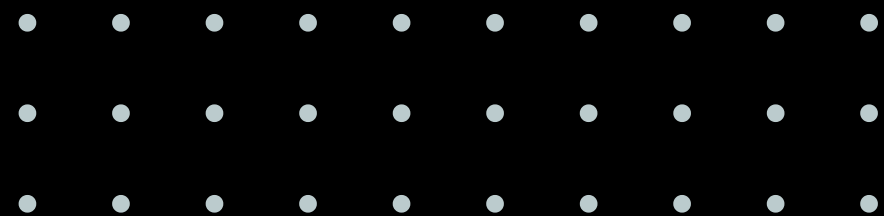
PRODUCTS

A.C.E. Ltd.



Our Products

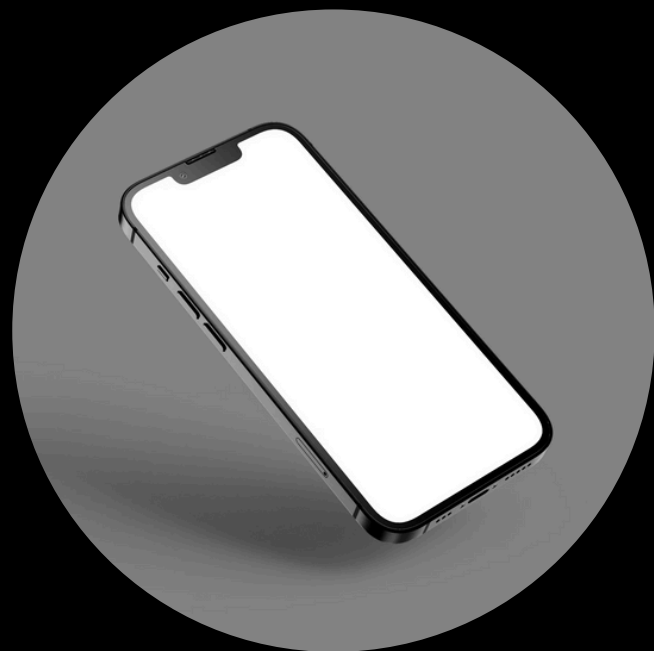
ACE Ltd. combines immersive AR headsets with AI-assisted STEM games, creating engaging, active gaming and learning experiences.





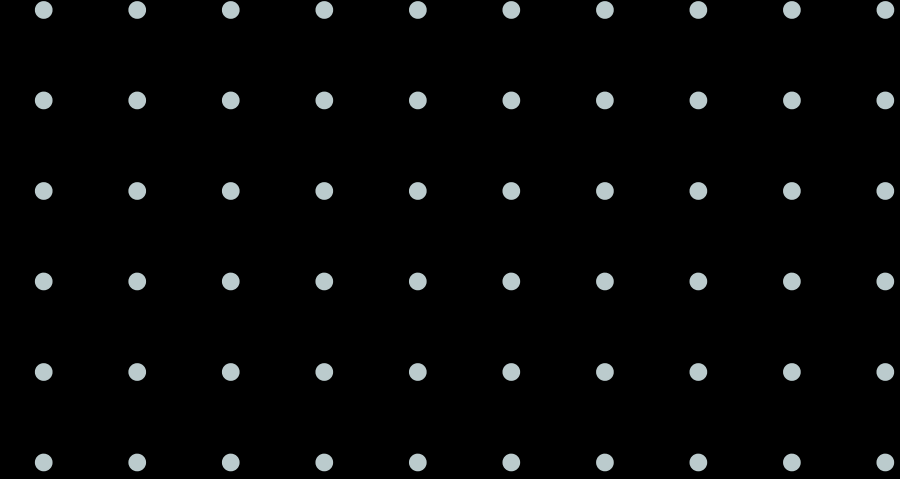
Head Mounted Display

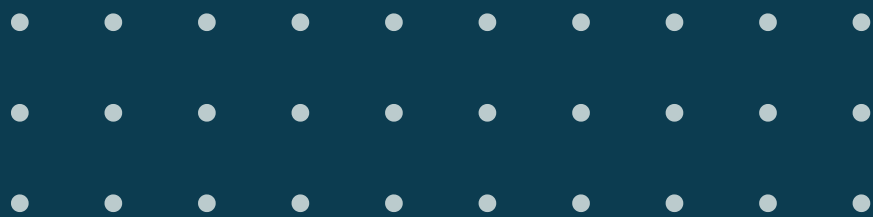
- Raspberry Pi 02W+ for processing power.
- 9 DoF IMU for precise head motion tracking.
- Motion Controller for hand tracking and interaction.
- LCoS Display for high-quality visuals.
- Lightweight, durable, ergonomic design, fully wireless



Mobile Applications

- Interactive STEM challenges as kids' games
- AI-Powered Adaptability: Games adjust difficulty based on user performance, providing a personalized learning experience.
- Active Gameplay Encourages use out of the classroom & outdoors
- Cross-Platform Compatibility: Available on both mobile devices and our custom AR headsets.





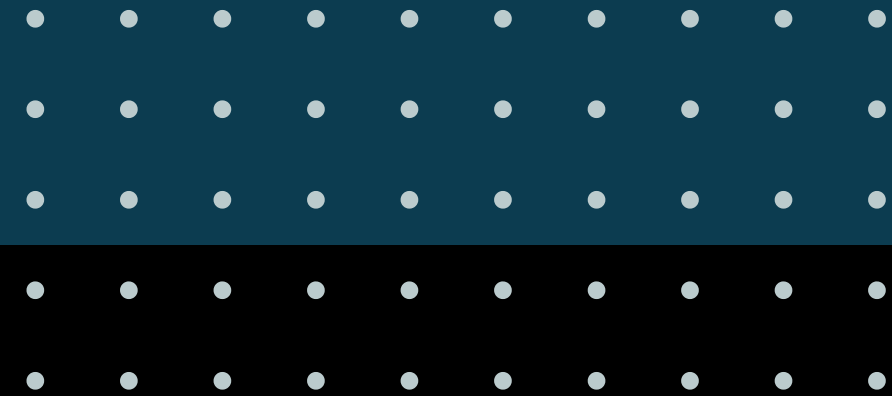
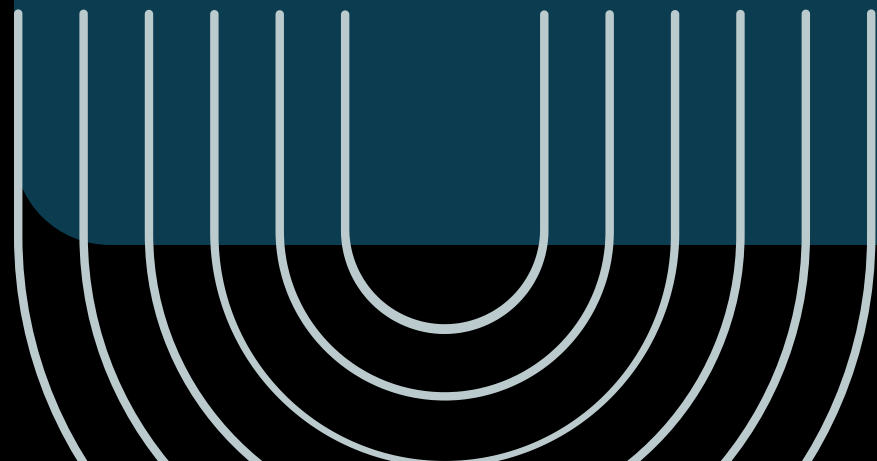
**“KEEP MOVING
FORWARD.”**



03.

MARKET ANALYSIS

A.C.E. Ltd.



OUR MARKET

HEALTH-CONSCIOUS CONSUMERS

48% OF PARENTS

Are concerned about the sedentary nature of traditional gaming and seek **active, health-conscious** alternatives.

64% OF EDUCATORS

See AR **enhancing student engagement** while STEM-focused organizations are increasingly adopting **tech-enhanced** learning tools.

VALUED AT \$30.7B IN 2021

The VR/AR market is projected to grow to **\$296.9B** by 2030 (CAGR 27.9%) and AR gaming is expected to hit **\$11.6B by 2027**.

2.7B GAMERS GLOBALLY

57% of gamers are interested in AR gaming, reflecting the growing consumer appetite for more immersive and interactive gameplay experiences, with AR gaming growing at **29.8% CAGR**.

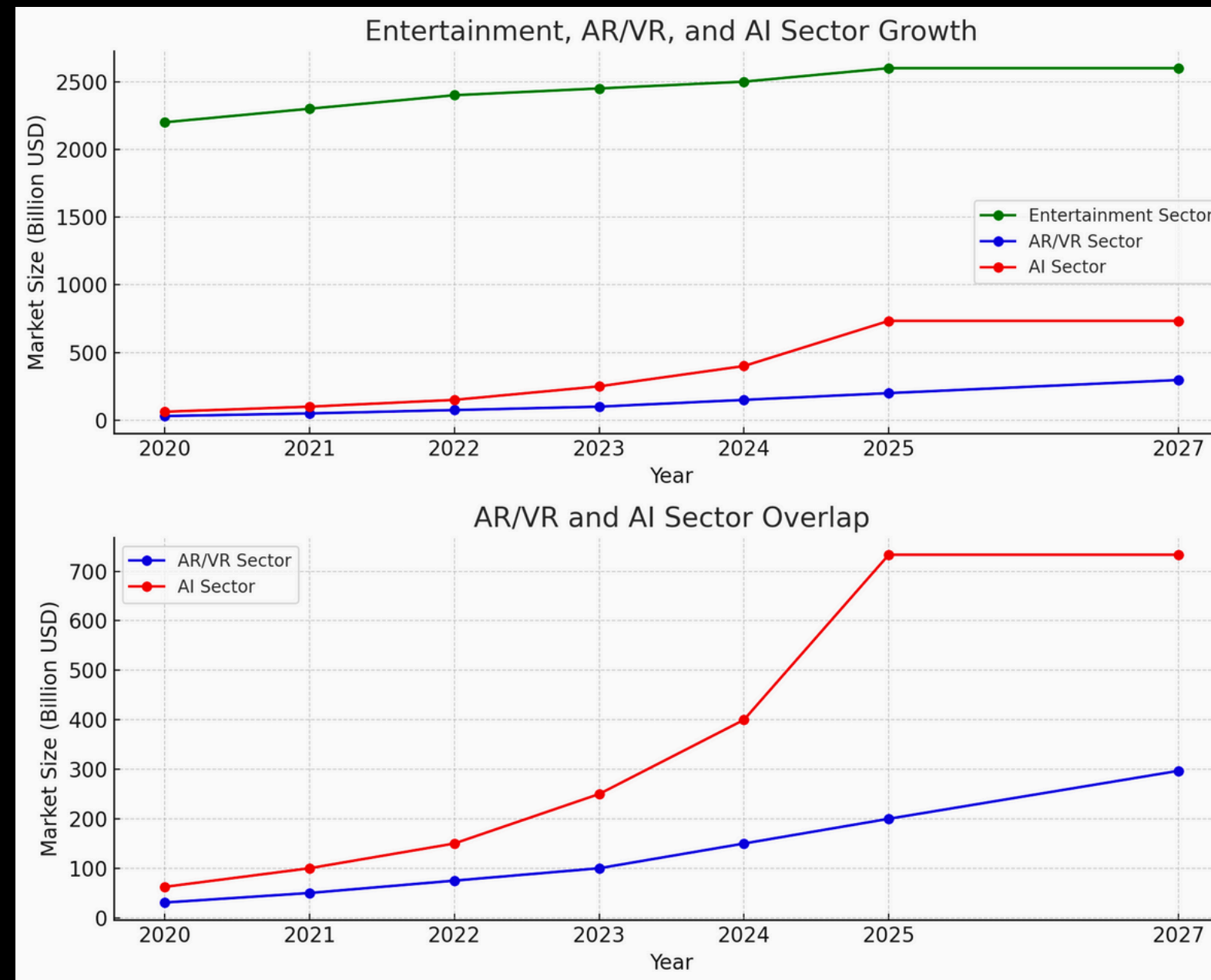
STATISTICS

PEOPLE

People find current VR/AR to be restrictive, bulky, and fragile

MARKET

Capturing a modest 1–3% market share across these sectors would result in a potential market opportunity of \$3 billion to \$9 billion by 2027.



PROJECTED PROFIT
IN 8 YEARS

Over \$2.5M

~\$1.7M

Total HMD sales
alone

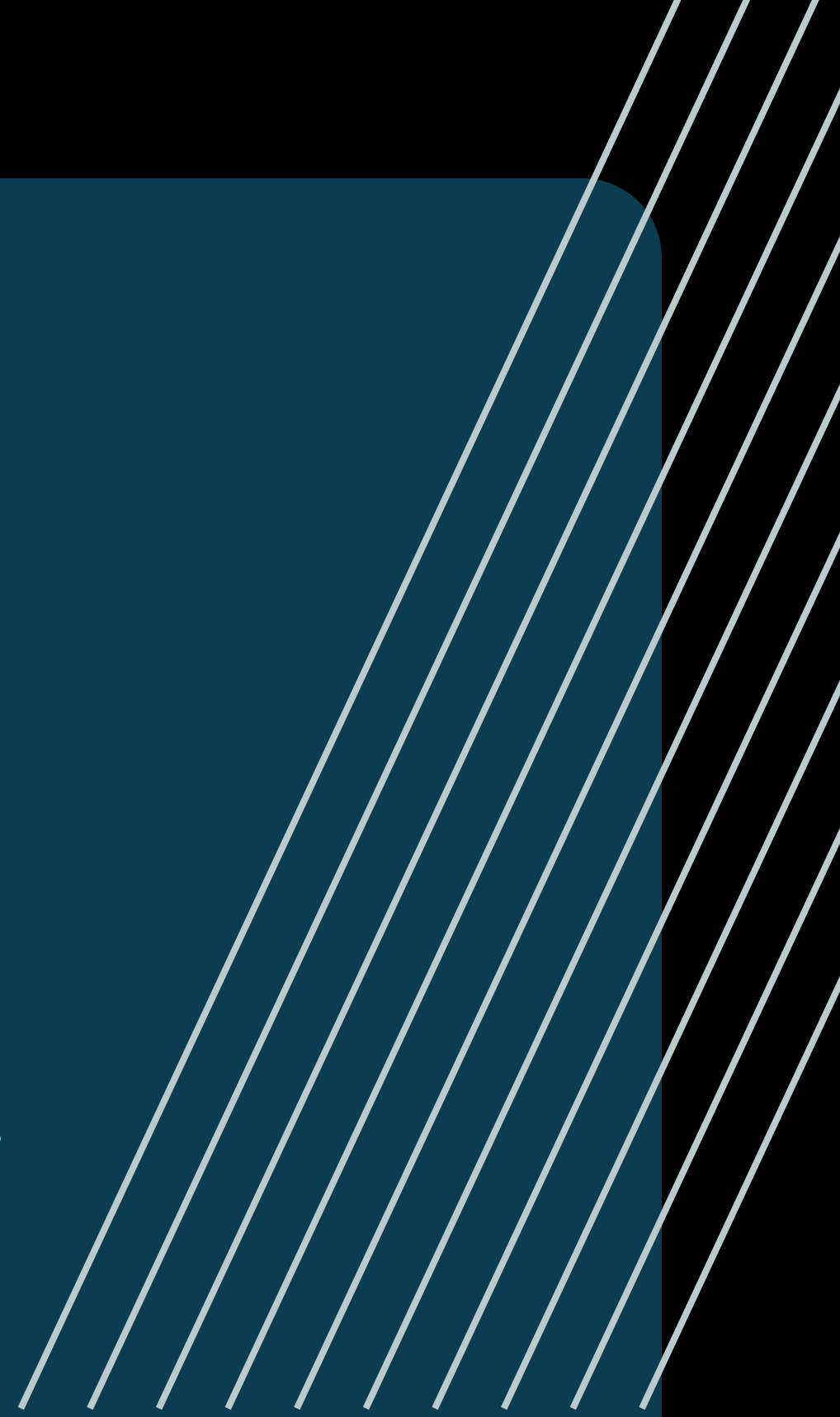
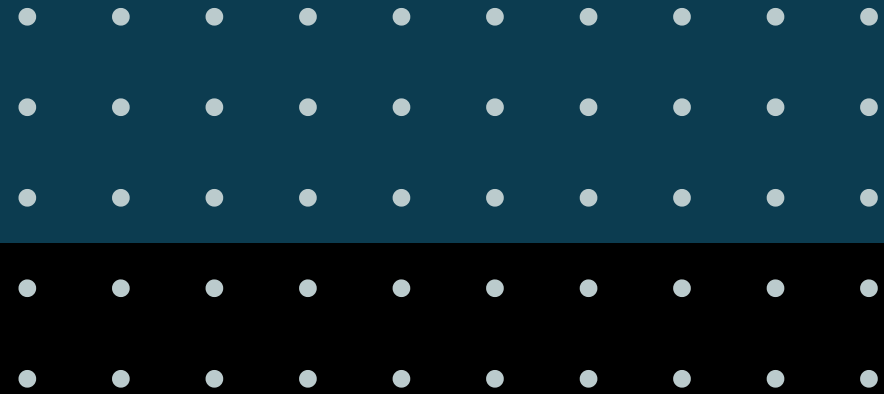
86%

Market share in
global

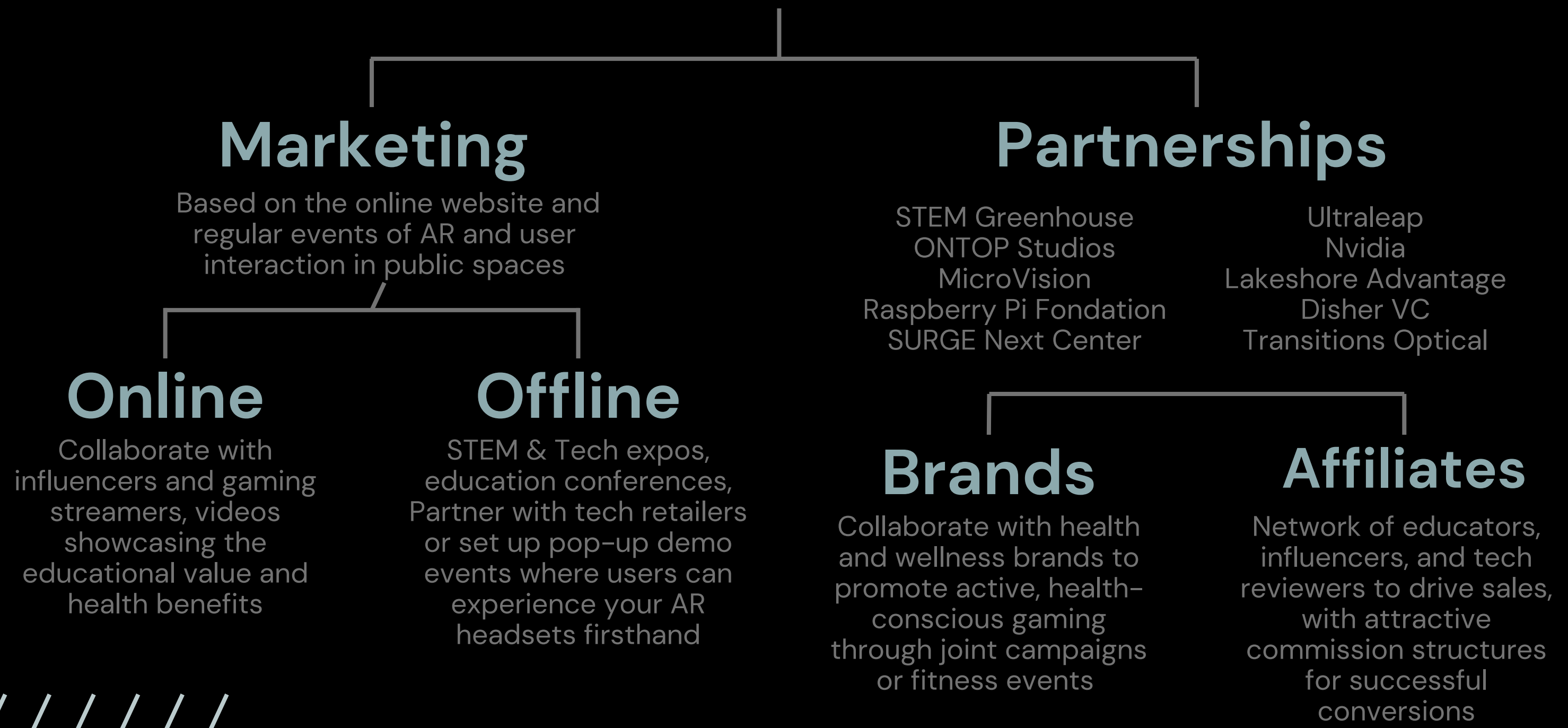
03.

BUSINESS MODEL

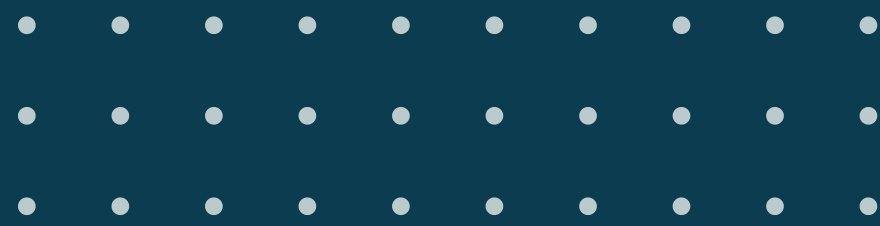
A.C.E. Ltd.



OUR STRATEGY



TIMELINES



Year	Milestone
Year 1	- Finalize HMD prototype design.
	- Launch the beta version of the STEM-based AR app.
	- Secure \$3M in funding.
	- Conduct small-scale user testing for HMD and app.
Year 2	- Expand pilot programs in schools and public venues.
	- Begin production of the first 1,000 HMD units.
	- Roll out targeted marketing campaigns and brand awareness initiatives.
	- Launch the final version of the mobile app.
Year 3	- Officially release V1 HMD to the market.
	- Host large-scale AR events to demonstrate products.
	- Expand global distribution for HMD and app.
	- Begin R&D for V2 HMD with enhanced features.

Year 4	- Launch V2 HMD with improvements such as battery life and display resolution.
	- Scale international partnerships and AR events.
	- Enhance in-app features, including premium content and subscription options.
Year 5	- Achieve profitability through diversified revenue streams.
	- Expand to new global markets, particularly in education and gaming hubs.
Year 6-10	- Release V3 HMD with cutting-edge technology.



PROPOSED PRICING TABLE

APPLICATION

Available on:
Google Play Store
Apple Store
Site Download

\$9.99

HMD

Webstore Purchase
+ESP/Arduino
controllers

\$569.99




S

STRENGTHS

ACE Ltd.'s unique blend of health-focused gaming and educational tools offers a competitive edge in the rapidly growing AR market.

With the AR/VR and EdTech markets booming, we are well-positioned to capitalize on these expanding sectors.

OPPORTUNITIES



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W

WEAKNESSES

While we are innovative, overcoming high costs and building stronger brand awareness to scale effectively are needed.

ACE Ltd. must navigate a competitive landscape of patenting and mitigate external risks to maintain momentum, value, and growth.

THREATS



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ASK

We are seeking \$3 Million in funding that will enable us to finalize product development, scale production, and drive market adoption of our innovative AR solutions.

BUILD & INNOVATE (50%) \$1,500,000

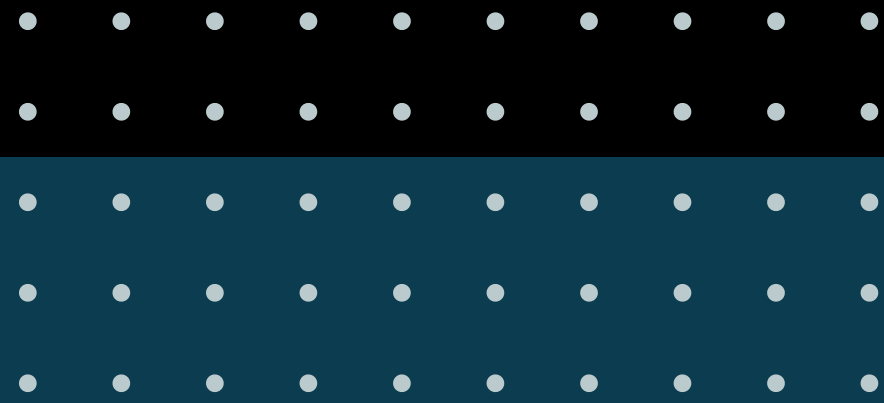
- **HMD Production (\$800,000):** Finalize the design and finalization for the first 1,000 units.
- **App Development (\$500,000):** Complete beta testing, optimize performance, and ensure seamless integration with the HMD.
- **R&D Investments (\$200,000):** Enhance hardware efficiency and begin prototyping next-generation features for future product iterations.

MARKET & LAUNCH (30%) \$900,000

- **Marketing Campaigns (\$500,000):** Create digital advertising, partner with influencers, and execute educational outreach to build awareness.
- **Pilot Programs (\$250,000):** Launch pilots in Michigan schools and local AR events to gather feedback and validate product effectiveness.
- **Event Execution (\$150,000):** Organize AR demonstrations and public events to showcase ACE's technology, driving engagement and early sales.

GROW & OPERATE (20%) \$600,000

- **Team Expansion (\$300,000):** Hire engineers, software developers, and marketing professionals to support growth.
- **Operational Costs (\$200,000):** This will cover expenses such as office space, utilities, legal compliance, and administrative support.
- **Infrastructure Development (\$100,000):** Build scalable systems for production, distribution, and customer support.



THANK YOU

Q&A

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