



### General information:

Founded: Apr 2020  
URL: <http://quest-42.io/>  
Contact: Mr. Nikita Gurin  
Phone: +353879434202  
Email: info@quest-42.io

### Funding:

€550.000 via seed money & crowd investing campaign.

### Seeking for:

Experienced VC investors, university partners, passionate early adopters

### Revenue forecast:

**2021:** development  
**2022:** 5.000 paying subscribers  
≈ €300.000 in annual Revenue  
**2023:** 20.000 paying subscribers  
≈ €1.440.000 in annual Revenue

Three-tiered subscription service at €4.99 per month as the main revenue driver at this stage.

### Core team:

**Alexander Nikiforov**, PhD  
Condensed Matter Physics, Professor;  
**Dmitry Samsonov**, 5+ years of high load software development;  
**Nikita Gurin**, programmatic Specialist at Google Ireland;  
**Pavel Korolev**, serial tech entrepreneur (projects with NASA & ESA);

### Current status:

- Idea & Concept dev completed;
- Conducted market research (300+ respondents);
- Locally-deployed functioning prototype;
- Crowd-investing campaign in the Netherlands is planned for Summer 2021;

### Key milestones:

- 'Personal Graph' stage (2022)
- 'Community Graph' stage (2024)
- 'Meta Graph' stage (2024)

### Name of idea: quest42

**One-liner:** A graph-based solution providing a personalized learning path to everyone.

### Elevator pitch:

The idea of quest42 is to represent human knowledge in the form of an interactive graph. This form allows anyone to see the relations between concepts and ideas enhancing their learning experience and providing deeper understanding. Graph structure promotes engagement with the material and proactive learning. The project aims to deliver personalized learning to everyone and involve them in the scientific exploration, advancing human knowledge.

### Problem:

Difficulty in transitioning to online learning which currently represent predominantly 'passive' ways to acquire material via recorded lectures.

Lack of tools to deeply engage with, structure and visualize learning material, especially abstract scientific concepts.

Modern online education is based on a 'one size fits all' paradigm mimicking traditional educational techniques instead of making a native digital solution.

### Solution:

We offer a graph-based system which allows to look at the studying material from different angles using flexible and interactive interface.

Structuring and consolidating scattered information on the subject allows anyone to personalize his educational experience.

Thoroughly developed system of quests which users give to each other enhances mentoring and collaboration.

### Business/revenue model:

Income from:

1. Monthly subscription service based on 3 tiers ('Core' tier is a free service);
2. Partnerships with universities and other educational institutions, custom solutions;
3. Affiliate programs with major educational content creators (Coursera, EdX, Udemy);

### Market:

E-learning and online education. A global market, projected to grow to €312 billion (\$375 billion) by 2026 according to Global Market Insights, Inc.

Go-to-market strategy:

1. Focusing on students, researchers and individual learners using the quest42 self-service tool via subscription service.
2. Expansions into learning communities and partnering with major universities.
3. Integrating personal and community graphs into a 'Meta Graph', expanding into personalized learning.

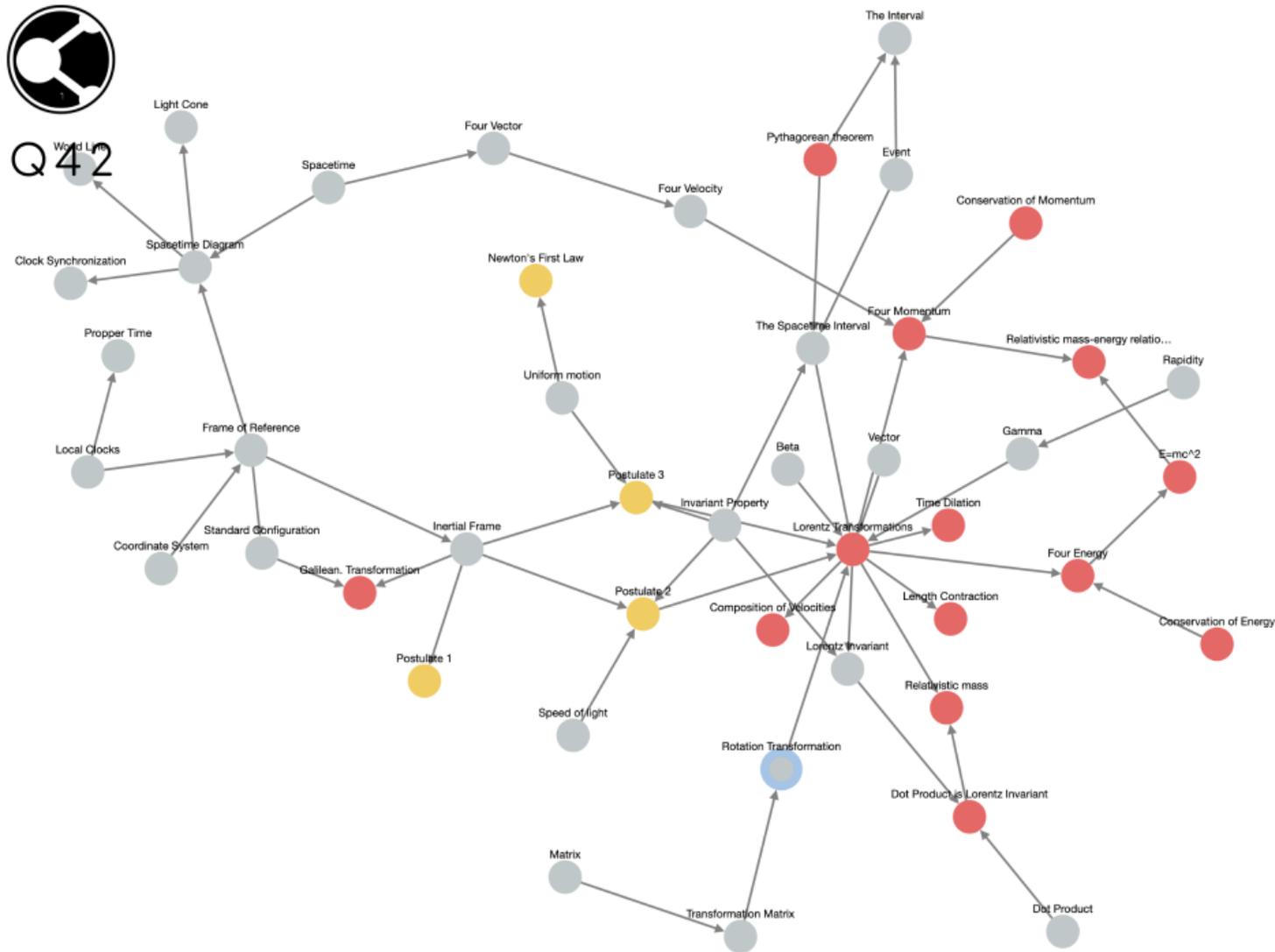
### Competition, Competitive advantage:

Three types of competitors:

- Online education content producers: *Coursera, EdX, Udacity, Udemy*
- Mind-Mapping software: *TheBrain, MindMapper, MindManager, FreeMind*
- Note-taking software: *Evernote, RoamResearch, Obsidian, Notion*



Q42



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[view](#)

[create](#)

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7ac43e7f-...

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946a6174...

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## Rotation Transformation

In two dimensions, to carry out a rotation using a matrix, the point  $(x, y)$  to be rotated counterclockwise is written as a column vector, then multiplied by a rotation matrix calculated from the angle  $\theta$ :

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

The coordinates of the point after rotation are  $x'$ ,  $y'$ , and the formulae for  $x'$  and  $y'$  are

$$\begin{aligned} x' &= x \cos \theta - y \sin \theta \\ y' &= x \sin \theta + y \cos \theta. \end{aligned}$$

The vectors

$$\begin{bmatrix} x \\ y \end{bmatrix}$$

and

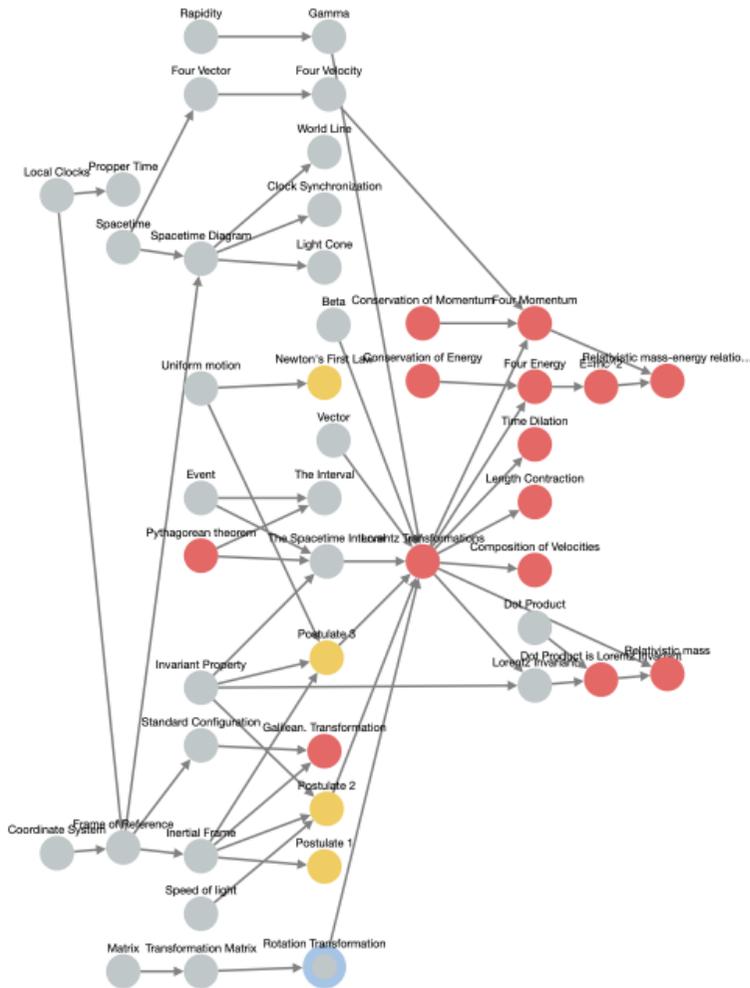
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have the same magnitude and are separated by an angle  $\theta$  as expected.

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Q42



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