Exploratory Language Learning

mirinae.io

MMAGE

Learning language while Experiencing language

The Problem

몰랐겟니

몰랐잔이



The Problem

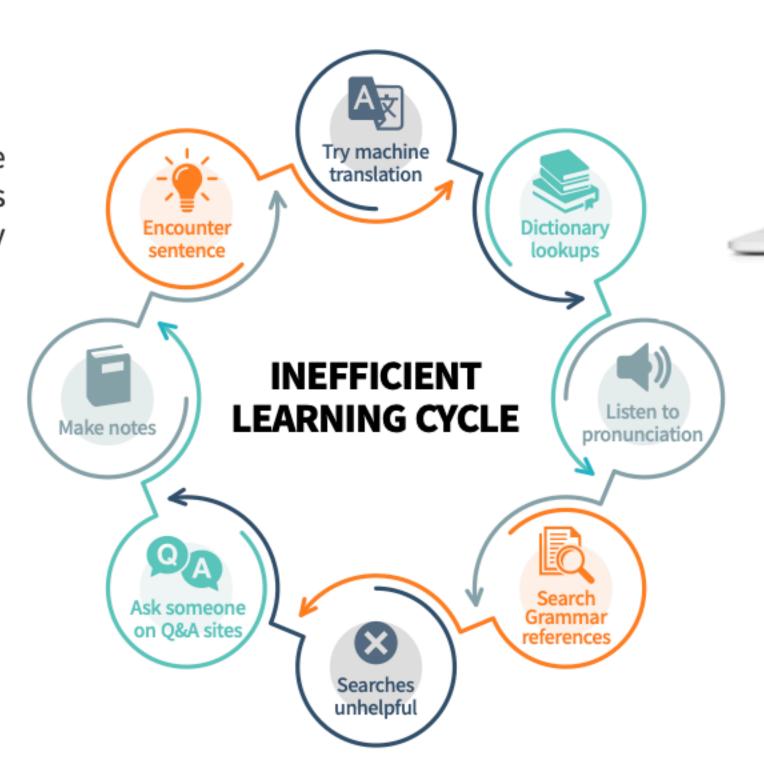
There are many kinds of learning resources that do not work well together





Solution

We can replace all these complex learning steps with a single exploratory experience





Just ask Mirinae Explorer



Mirinae Explorer

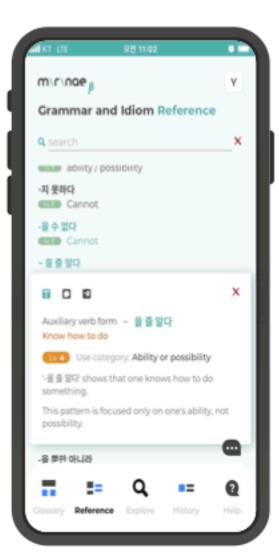
Responsive Home Site



Mirinae Explorer Mobile App









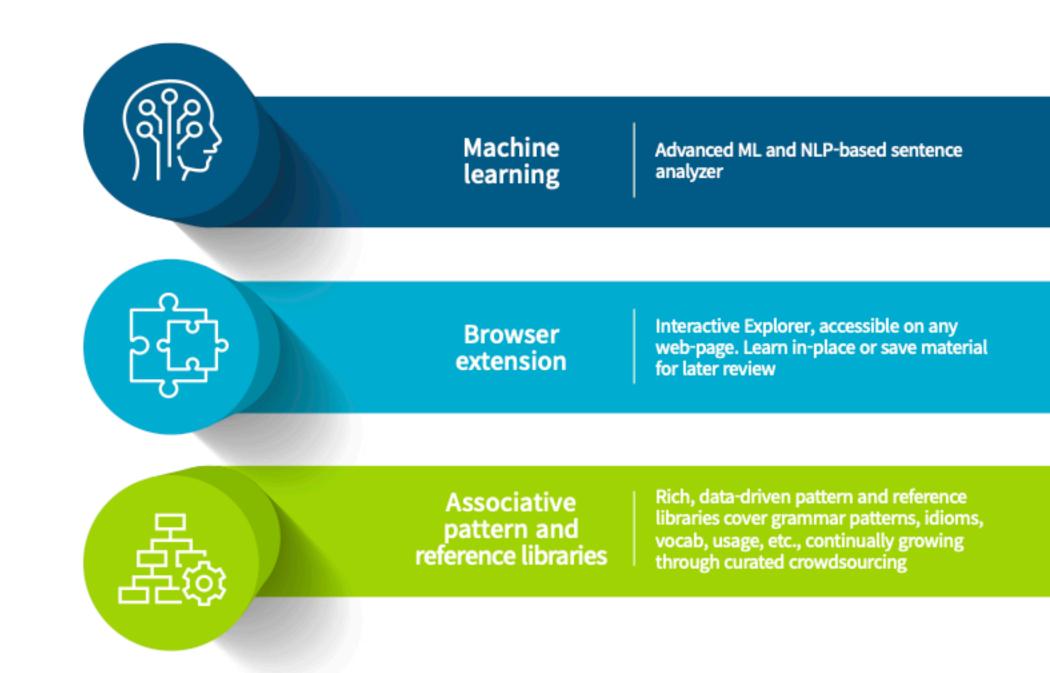
Mirinae Explorer Browser Extension

Learning while enjoying media



How we do it

Exploratory learning powered by ML & NLP, crowd-sourced libraries, and browser extensions



Market

Just type in korean mirinae will help you explore

B2C

Learners & students

subscription fees

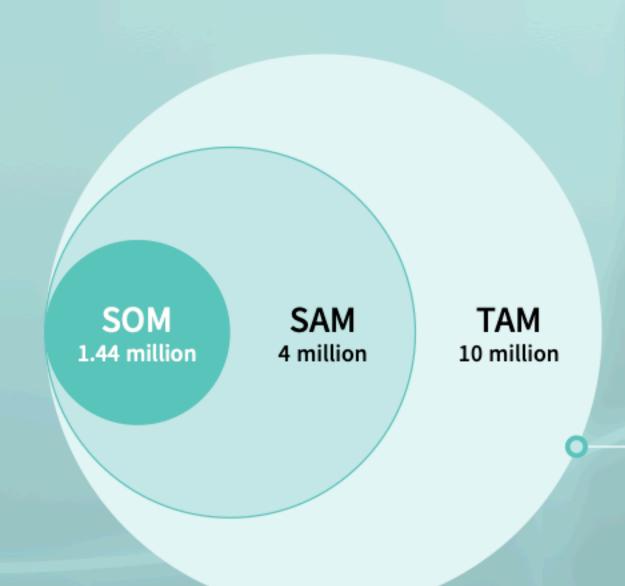
B₂B

B2B Content & learning -service companies

SaaS API usage fees

Market Size

Rapidly increasing number of Korean learners



Korean Learner

- · 213 Sejong Institute schools in 76 countries.
- Korean classes in many middle and highs chools globally
- 5.8M Korean learners on the Duolingo app
- TOPIK-test takers, 375K in 2019

Learners to study Korean while watching K-Drama.

· K-Drama fans learning by watching

Users who want to understand K-Pop lyrics

K-Pop fans wanting to understand song lyrics



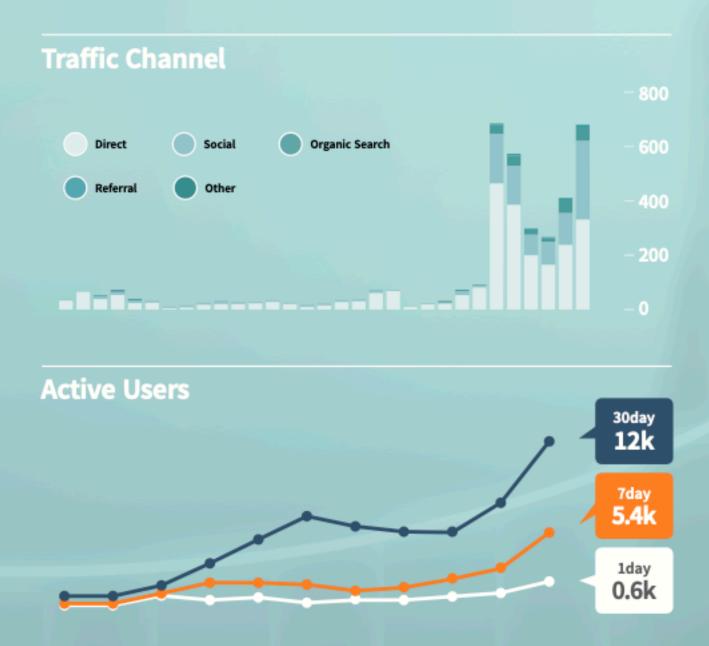
K-pop drives boom in Korean language lessons The Korea Herald

Korean: A rising language **Forbes**

How K-Pop And K-Drama Made Learning Korean Cool

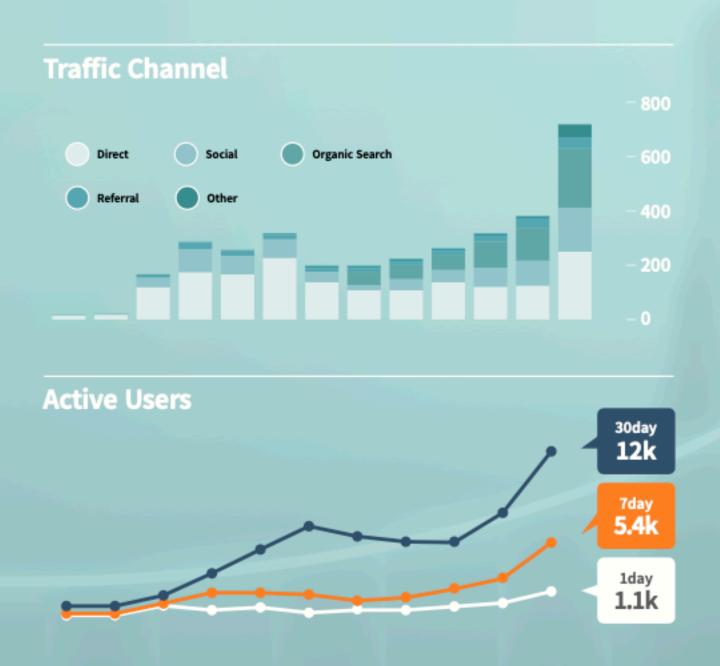
Launch response

Exceptional response after 30 days in market



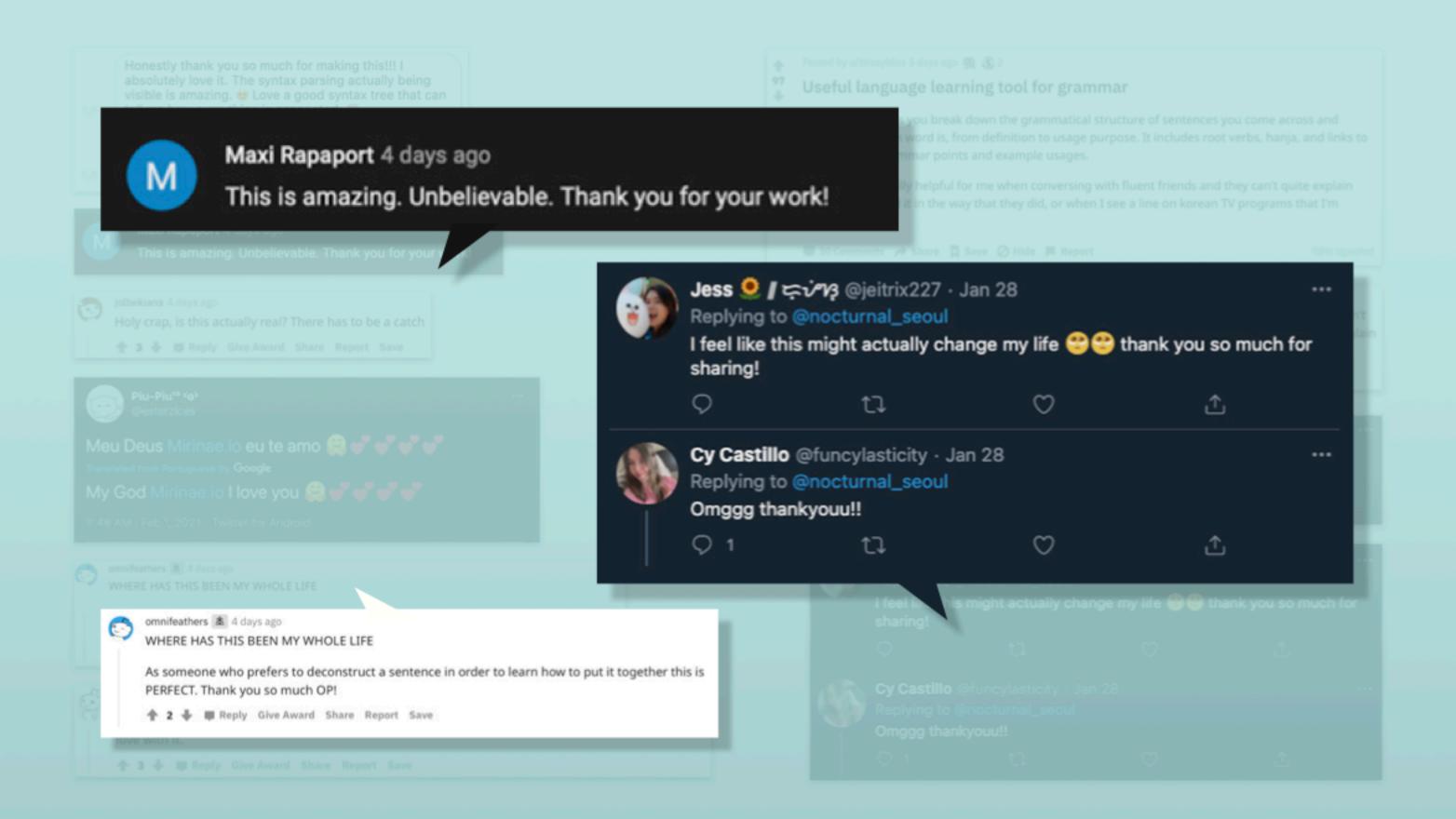
- · 3x-5x early viral spikes (via Reddit & Twitter)
- · 20% return visitors
- · 10% account sign-up, 25% SNS followers
- · 5-6 minute average site-time
- · Most visits due to a small Facebook ad campaign
 - To 7 countries, but now have hits from 88 countries
 - ~ 200 conversions => ~2,000 visitors
 - Effective \$0.10 average cost / visitor

Market entry strategy and performance



Since the beta service opened in February 2021, 27,922 users in 120 countries have viewed 312,953 pages.

- · Community posting spike (Reddit & Twitter)
- · More than 30% weekly user growth
- · 8.5% SNS followers, Registering rate 5%,
- · 4-5 minutes average connect time
- Visitor from 120 countries
- Google AdWords ~ \$0.09 CPC
- Facebook/Instagram ~ \$0.90 LPV US/Eur,
 \$0.30 rest-of-world



Growth plans

m\r\nae Explorer

- K-Pop, K-Drama
- Internationalization
- Korean Explorer++



- Structured curriculum
- Key-sentence Trainer
- Practice challenges & quizzes
- Integrated with Explorer

m\r\noe SaaS

Partners API/SDK

M\r\nae Portal

- Language Portal
- Embed existing learning tools
- · Tutor/tutee matching
- Language exchange

Team

A team of seasoned technology, language and Team creative specialists



CTO John Wainwright

Technology

- -Author of Objects-in-C, sold to Apple
- -Author of MaxScript , sold to Autodesk
- -Crowd Science Founder and CTO, Sold to Yumi
- Verisign, Chief engineer
- -Kollective Technology, Inc, Founder and CTO
- -50 years of software engineering
- -Univ. of New South Wales, Computer science
- -Wiki https://en.wikipedia.org/wiki/John_Wainwright_ (computer_scientist)
- -https://www.linkedin.com/in/john-wainwright-870110/



CEO 유환수

Business and Operation

- -GOMID, CTO
- -SealTronic Technololy, CMO
- -Infoen, CEO, DKI Technology R&D Head (M&A)
- -Gacheon Univ. Hanshin Univ., Adjunct Professor
- -TryCatch Media, CEO
- -Korea Game society, Director
- -30 years of software engineering
- -Ph.d in Computer Science, University of Seoul



CLO 이정희

Language

- -Tutor K, Korean textbook author
- -EBS, Cheer English Lecturer
- -Author of North Korean young children's
- -English grammar textbook
- -Author of 'Let's Touch Grammar 1,2'
- -BS from Seoul National Univ. English Education



VP of Engineering 이유나

Technology

- -Remote desktop solution, Senior engineer
- -Security company, UI Engineer
- -Portal, financing, UI engineer
- -15 years of software engineering
- Kyunggi Univ. Urban Planning & Transportationv

Team

A team of seasoned technology, language and Team creative specialists



CCO 김영웅 UI/UX Product design

- Fillgi Inc. CCO (Chief Creative Officer)
- Kloud studio LLC. Art Director
- YU creative Co. Ltd., CEO
- Jistnine, Director
- 17 years of product design experience
- BS in Culture contents, The Cyber Univ. of Korea



COO 김경아 Business management

- Pagoda Inc. English Lecturer
- Sing Sing Jungle Inc. COO
- Edu Cotton Inc., Chief Researcher
- Suna.Shoe. CEO
- COGi Inc. COO
- BS in Cognitive Psychology, UC Berkeley



이희동 Technology

- The Real Inc. Machin Learning R&D, CTO
- Unicomnet, Senior Researcher
- MS candidate in IT Consulting, Hansung Univ.



김윤환 Technology

- SJSU Silicon Valley Software Tech &Innovation Program 1st Place
- Software and Language Volunteer works in KyungHee Univ.
- BS candidate in CS, EE, KyungHee Univ.

THANS

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