



# Connecting Children, Teachers and Parents through Advanced Game-Based Education Technology





# About Us



We are a team of committed practitioners and academicians in the world of education. We aim at nurturing competent future generation by establishing quality education through the implementation of advanced technology.

We believe in the role of game-based education in making learning more addictive and meaningful with the triangulation of applications targeting the three key stakeholders of education: students, parents, and schools.

Our products are designed carefully by our curriculum experts, highly creative game designers and artists, along with our skillful programmers.



# Vision

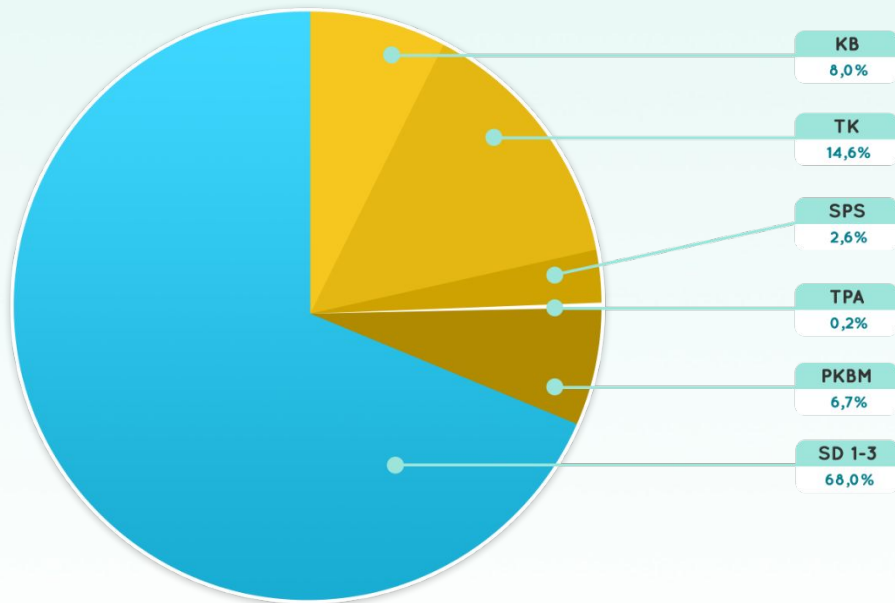
Create a strong and competent generation in the future who are curious, able to communicate and collaborate creatively in solving problems.

# Mission

- Revolutionize the old education system by using innovation and technology that is in harmony with the way each individual learns
- Present interactive learning methods through game-based education platform
- Present learning that is fit to the way each child learns by considering the character, interaction, and user experience in absorbing the material provided
- Connecting children, teachers and parents to build the best learning ecosystem for children to optimize early development

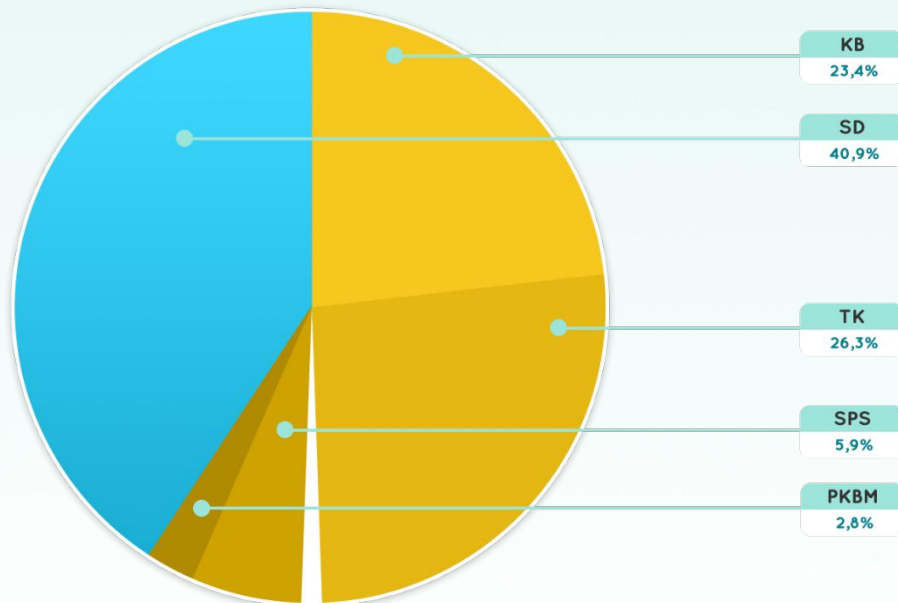
# Target Market

**Early Childhood Education Student Distribution**



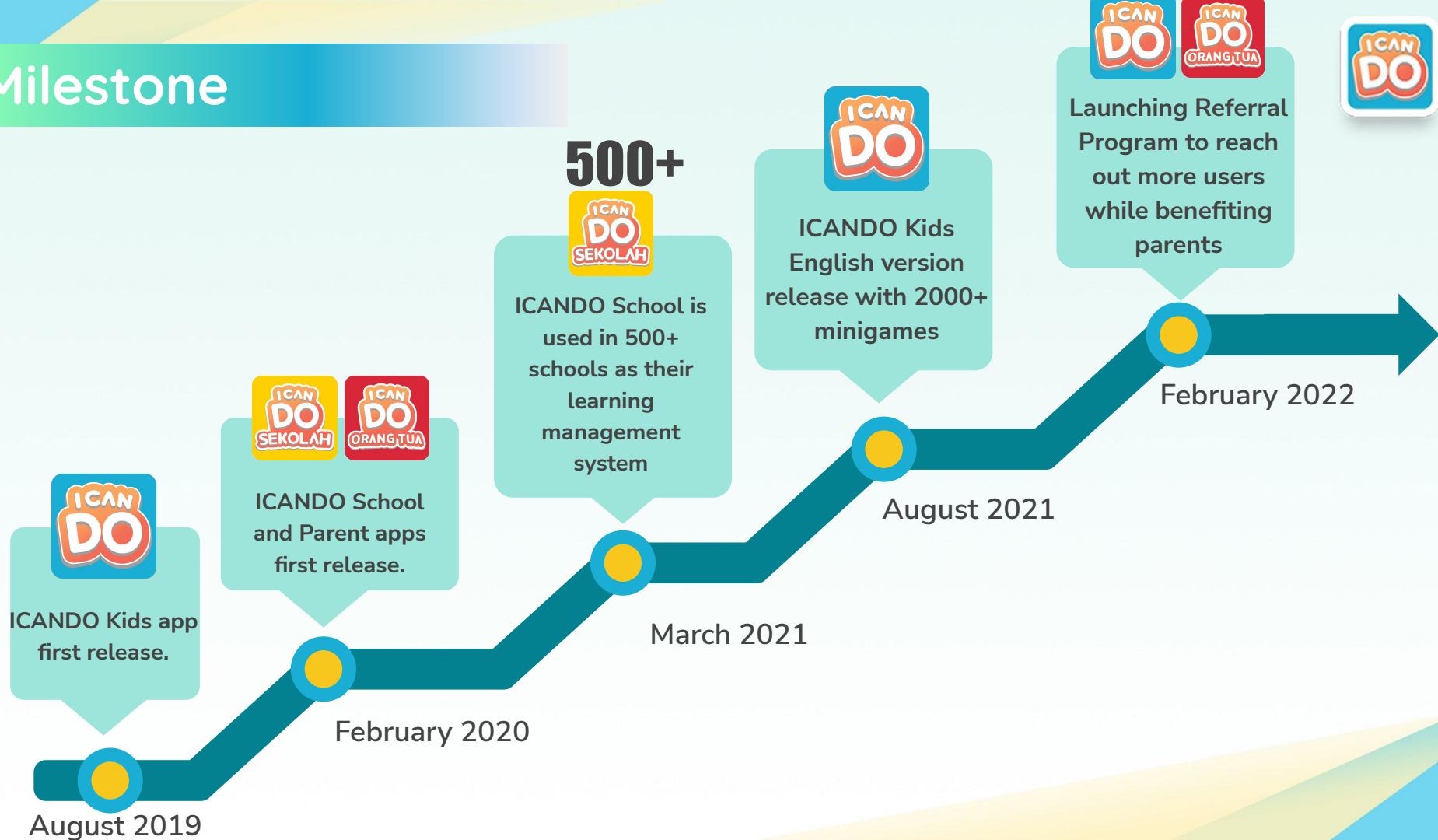
Total: 18,505,282

**Early Childhood School Distribution**



Total: 364,246

# Milestone





# Background



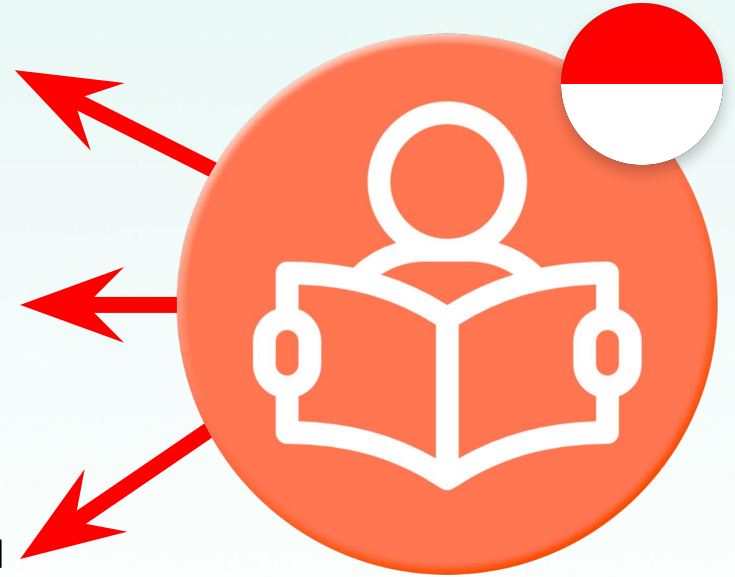
**Students are underperforming** in reading, mathematics, and science. In PISA 2018, Indonesian students ranked 74 out of 79 OECD countries.






**Gaps in teachers qualification** hinder the establishment of quality education. Only 47% of ECE teachers possess a diploma.



**Disconnected parents and school collaboration** jeopardizes students' achievement. Parents rarely aware of their children's activity and achievements due to lack of communication.



# What Seems to be the Problem?

	<h2>Children</h2>	<ul style="list-style-type: none"> <li>• Loss of learning since early age</li> <li>• Difficulty to access inclusive and equitable quality education</li> <li>• Lack of 21st century competence</li> </ul>
	<h2>Teachers</h2>	<ul style="list-style-type: none"> <li>• Heavy burden of administrative task</li> <li>• Inadequate knowledge of 21st century learning</li> <li>• Quality gap</li> </ul>
	<h2>Parents</h2>	<ul style="list-style-type: none"> <li>• Difficulty to track children's learning at school</li> <li>• Difficulty to reach out teachers</li> <li>• Lack of opportunity to be involved in optimizing children's competence</li> </ul>



# Implementing Real Solution for the Nation



We build our platforms around what early education of Indonesia really needs, thus we launch three integrated applications for the three main stakeholders of early age development, namely children, teachers, and parents.





# ICANDO Kids



## 300K+ downloads

With 2000++ interactive activities, children can play and learn at the same time. Not only Math, Science and Language Arts, ICANDO aims to build good habits for life skills that the child will acquire. ICANDO provides freedom for kids to learn within their pace and levels, they become the captain of their own learning-ship.



### ICANDO - Aplikasi Pendidikan Anak

PT. ICD Karya Indonesia

In-app purchases





## Comprehensive Game-Based Learning Features

- Over 2000 activities
- Available in 2 languages: Indonesian and English
- Personalized learning with daily mission
- Voice & handwriting recognition
- Instant feedback
- Journal book
- Stickers & medals





# ICANDO School



**500+ Schools**  
**2.500+ Students**  
**1000+ Teachers**



ICANDO School provides comprehensive solution that supports Early Childhood Education institutions to carry out daily learning and teaching process, from planning to reporting, both inside and outside the classroom, while simplifying the administrative task for every teacher.



# ICANDO Parents



1000+  
parents



ICANDO created a parent application that can track how far children have learned, what achievements have been obtained while studying, and the child's learning outcomes at school and home. One of the advantages of ICANDO Parents is that parents can manage their child's playtime with the screentime feature.

# Bring Early Education to Every Corner



Not only we provide education in form of digital apps, we also provide physical tools to bring comprehensive education to every house, villages, and any other places with or without prior education means.



# Bridge The Gap



## Donation Program

Donation program “Orang Tua Asuh” to bring to life the schools that are closed during The Pandemic. ICANDO initiates to bridge the learning gap by involving teachers and schools to help their students continue their education. This is an effort so that schools and teachers, that were limited financially, can still carry out their teaching activities with the help of this program.



# Making Real Impacts



Equip underserved educational institutions with the procurement of Meja Pintar ICANDO.



Improve the quality of Indonesian teachers by providing digital training.



Jump right into the field to equip children with 21st century skills.



Give high quality education tools & contents for our future generation.



# Networks



## KEMDIKBUD

ICANDO was declared a public-private partner of KEMDIKBUD



## HIMPAUDI

- **25,132** Schools
- **251,648** Teachers
- **2,884,606** Students

ICANDO has signed an MoU with HIMPAUDI to use and socialize ICANDO all around Indonesia.



## IGTKI

- **51,796** schools
- **282,494** teachers
- **3,924,634** students

ICANDO has signed an MoU with IGTKI to use and socialize ICANDO all around Indonesia.



## Vocacio - Reading App for Kids

ICANDO School is integrated with Vocacio app to give children new learning experience with their favorite characters from Disney, Pixar, and Marvel



## Politeknik Elektronika Negeri Surabaya

PENS is the only best Indonesian polytechnic with a major in Game Technology



# Unity in Diversity



**Not only we embrace diversity, we also proudly celebrate it by showcasing the vastness of Indonesian landscape, the diversity of culture and characters of Indonesian children through our educational games.**



# INTERNATIONAL AWARD WINNER



ICANDO is officially announced as the winner of Octava Foundation Social Innovation Challenge by MIT Solve, an initiative of the Massachusetts Institute of Technology.

Bringing home this award, ICANDO has been proven to be an innovative edtech solution to improve learning outcomes for underserved learners in Southeast Asia while being affordable and accessible.





# Meet Our Team



**Syaiful Lokan**

Chief Executive Officer & Founder



**Boyke Gozali**

Advisor



**Fandi Afif**

Chief Technology Officer



**Li Phin**

Chief Marketing Officer



**Budi Kusmartono**

Chief Business Development Officer

It's making a change o'clock with ICANDO!  
Are you ready to take a part?



## Contact Us



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