

Thinkster Product Strategy

Prepared for:
Thinkster



Agenda

Brand Affinity

Gaming Personas

Learning Journey

Student Engagement

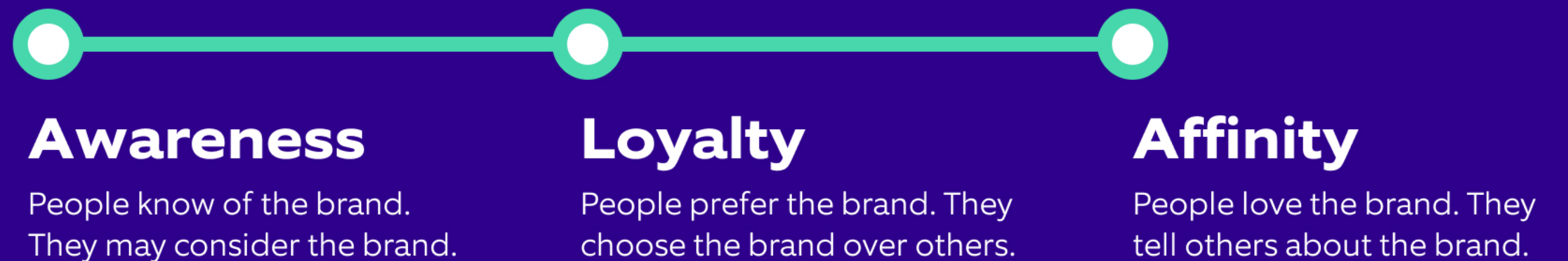
Community Growth



Brand

Affinity

For all brands, there are loyalty drivers that motivate customers to behave and act in certain ways.





Thinkster

Brand

Affinity

We want students to understand the value in the product, love the product, make it a daily routine they enjoy, and **encourage their friends to join.**

We need students to continually use the platform to see positive results. We need results so parents trust the product so they can renew it year after year and **recommend it to other parents.**



Insights

- Free language education for all.
- 300+ million users worldwide.
- Organic growth by word of mouth.
- The most downloaded educational app.
- Accessible and free with an internet connection.
- Has ads and in-app purchases.
- Every lesson is available for free.
- 100+ AB tests at a time for minor improvements.

Notable Observations

When a user fails, they go back and try again and again until they succeed.

Don't copy your competitors because you won't look any different.

Borrow ideas from outside your industry and remix them.

Always revisit previous ideas, because something might have changed since then.

3 Takeaways From Duolingo's Product Culture | Zan Gilani, Product Manager at Duolingo



Competitor Matrix

| | Math | Free Stuff | Tutoring | Technology | Languages |
|-----------------------|------|------------|----------|------------|-----------|
| IXL | ✓+ | ✓ | | ✓ | ✓ |
| Khan Academy | ✓+ | ✓ | | ✓ | ✓ |
| Varsity Tutors | ✓+ | ✓ | ✓ | ✓ | |
| Kumon | ✓+ | | ✓ | | ✓ |
| Thinkster | ✓ | | ✓ | ✓ | |
| Mathnasium | ✓ | | ✓ | | |



Gaming Personas



Killers

Focus on winning, ranking and direct peer-to-peer competition.

Engaged by leaderboards and rankings.



Achievers

Focus on obtaining status and achieving a preset of goals quickly or completely.

Engaged by achievements, collectibles, and special bonuses or streaks..



Socialites

Focus on socializing and a drive to develop a network of friends and contacts.

Engaged by newsfeeds, comments, friends list, chat, and avatar customizations.



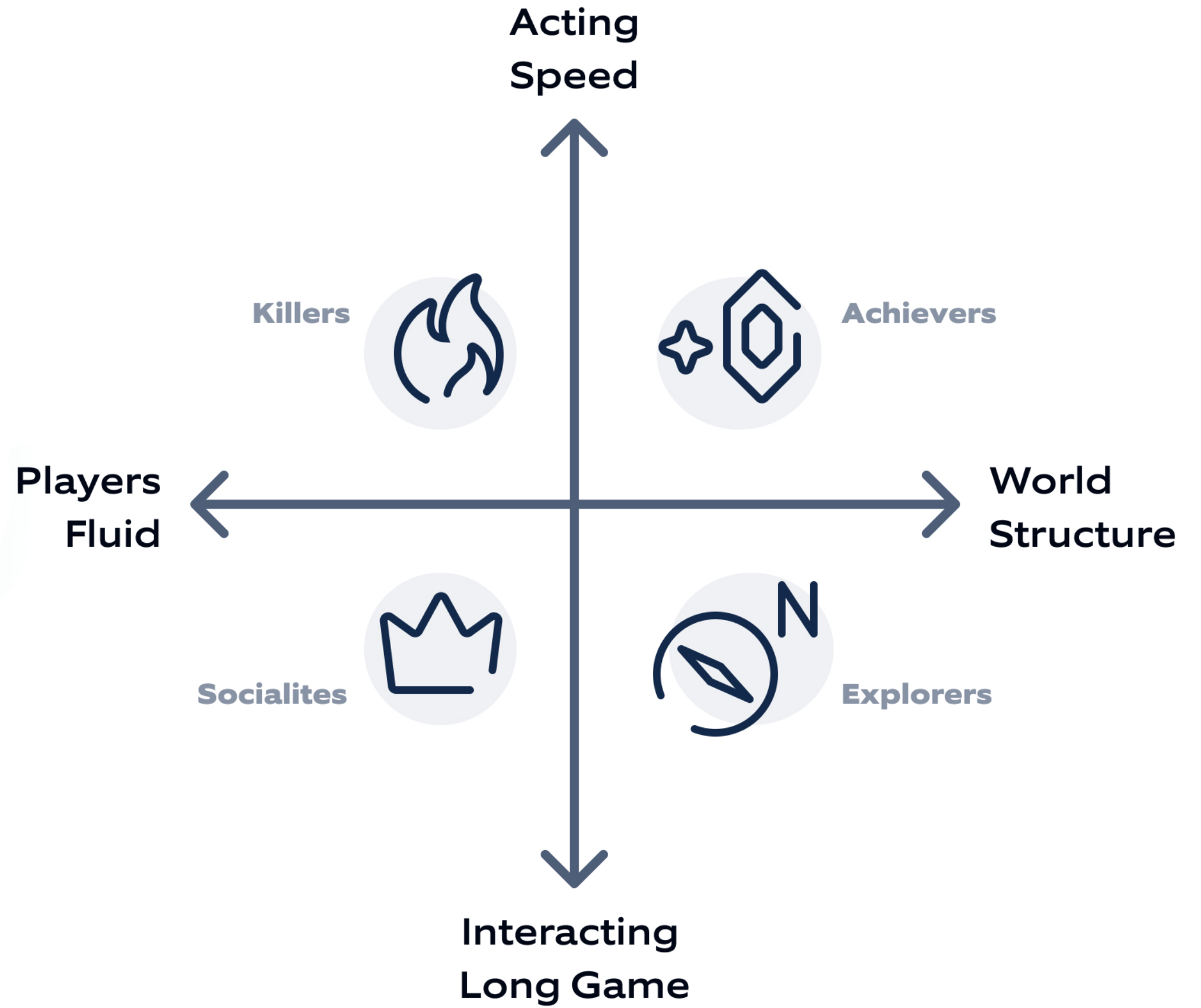
Explorers

Focus on exploring and a drive to discover the unknown.

Engaged by discovery, easter eggs, patterns, and surprises.

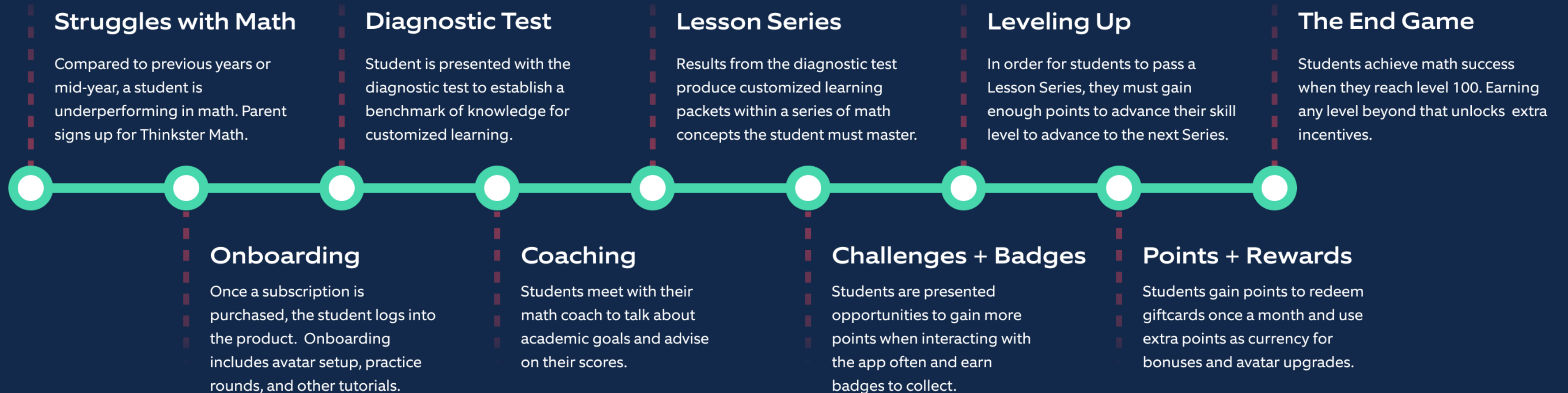


Persona Behaviors + Values





Learning Journey



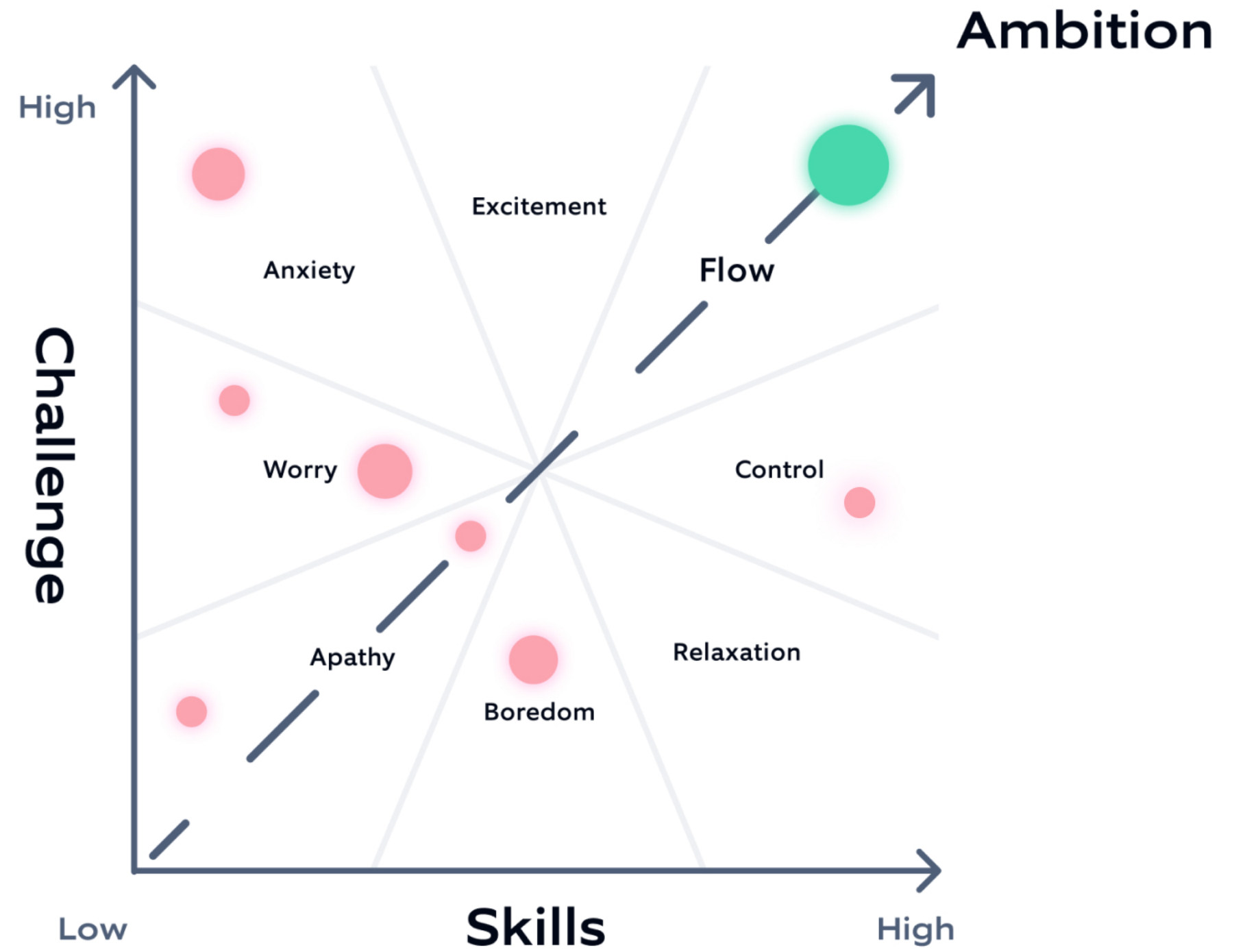


Psychology of Flow

 Where students start the product.

 Where we want them to go.

Positivepsychology.com | Catherine Moore



Auto- mated Learning Tasks

Lesson Series

Students build their skill levels by working toward completing custom worksheets within Lesson Series.

Remember Wrong Questions

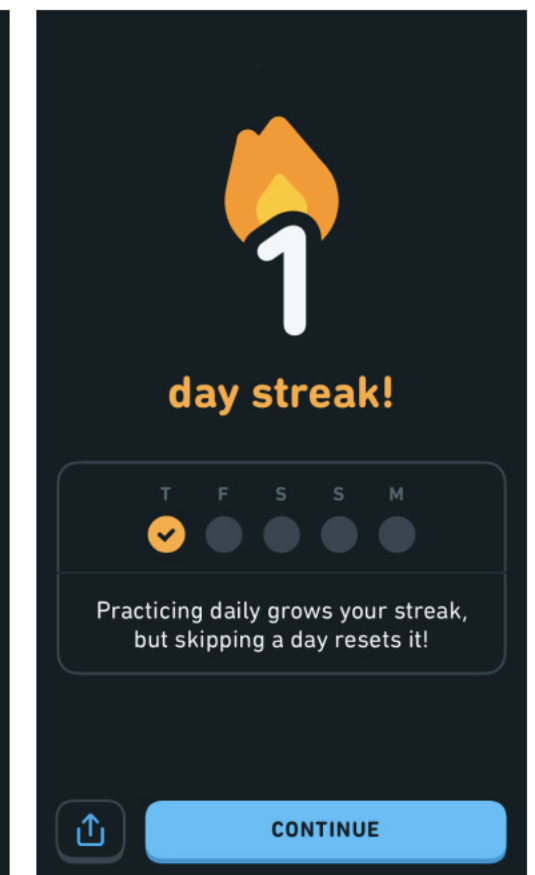
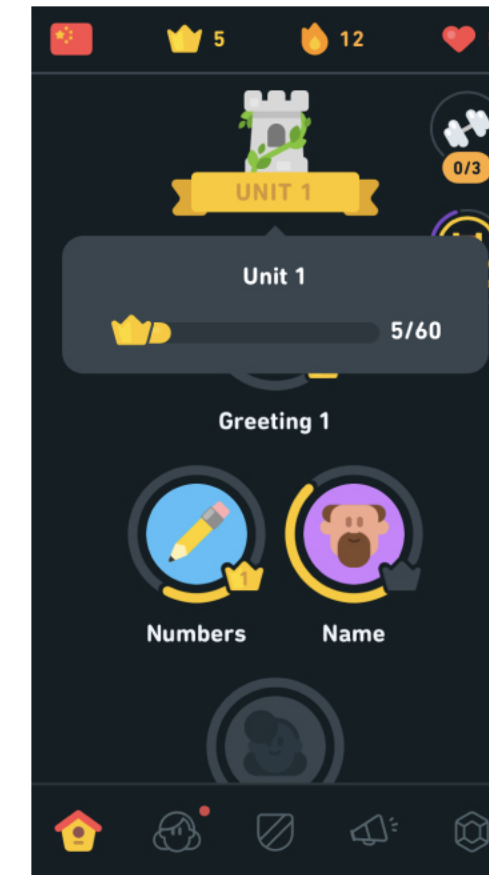
Repeat questions that were answered incorrectly into Practice Questions and Daily Questions and label them.

Practice Questions

Prompt students to try practice questions when question difficulty rises. When they do poorly on a worksheet, prompt practice again.

Daily Streaks

Prompt students to commit to a few questions a day. Offer bonus points that grow with each day.





Auto- mated Learning Tasks

Pop Quiz/Flashcards

When student progress is trending downwards, offer pop quizzes to help makeup lost points and breakup the worksheet routine.

Lightning Rounds

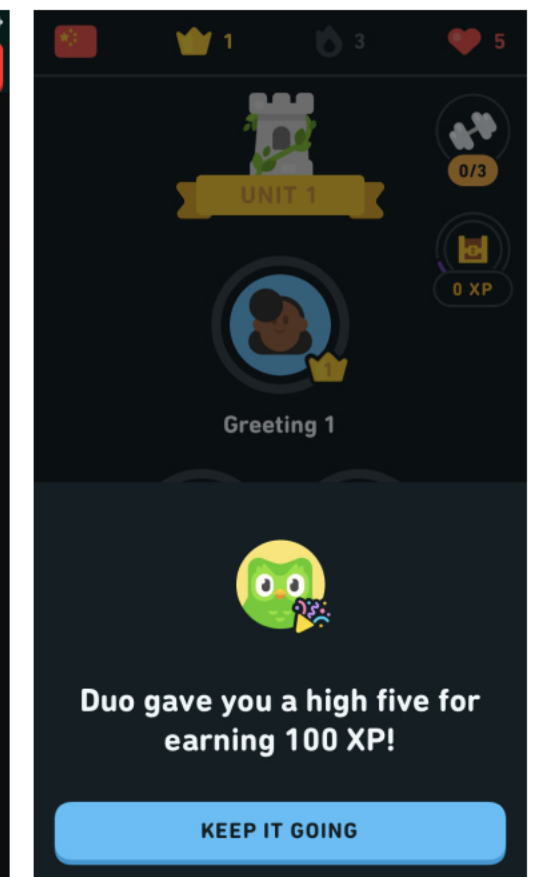
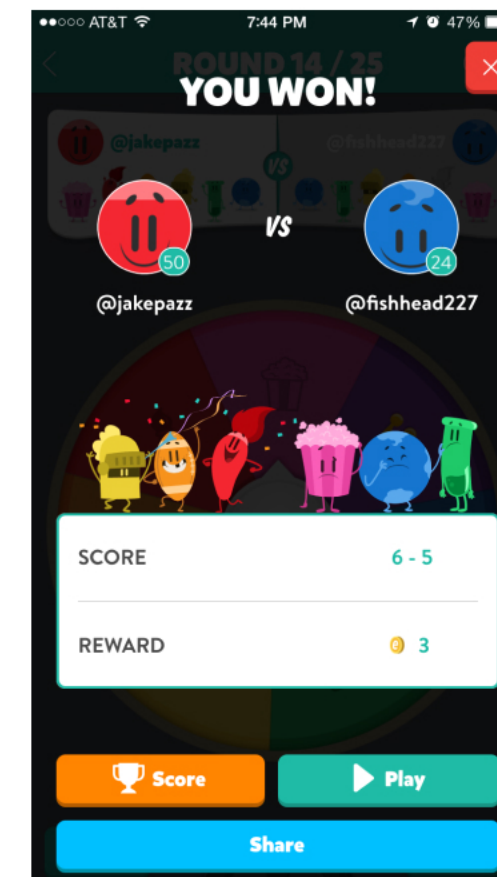
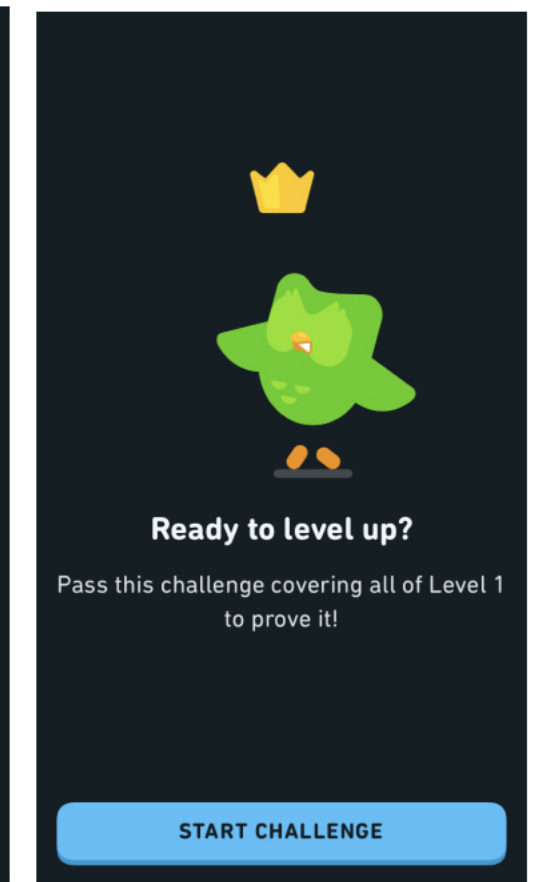
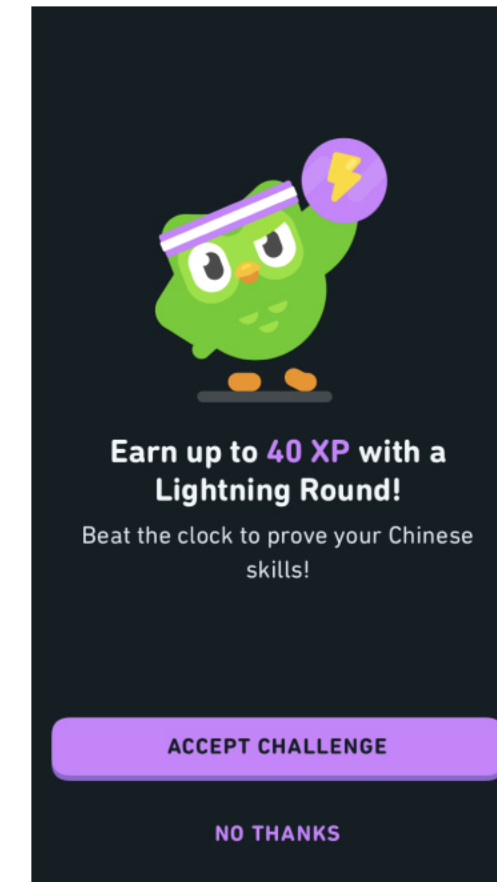
When student progress is trending upwards or they are completing lots of Packets/Worksheets in one sitting.

Friend Challenges

Students can interact with friends by prompting their friends or other players across the world to challenge based on their skill and grade level.

Motivating CTAs

Get students going with motivating calls to action to continue on to the next learning opportunity.





Learning Types

Most Important

| | Points | Recorded | Timed |
|-------------------------|--------|----------|-------|
| Diagnostic Test | | ✓ | ✓ |
| Worksheets | ✓ | ✓ | ✓ |
| Practice Qs | ✓ | | |
| Pop Quiz | ✓ | ✓ | |
| Lightning Rounds | ✓ | | ✓ |
| Friend Challenge | ✓ | | ✓ |



Learning Object Hierarchy

All Learning Objects Contain 2-6 Questions (except diagnostic)

Main Objectives



Supplemental

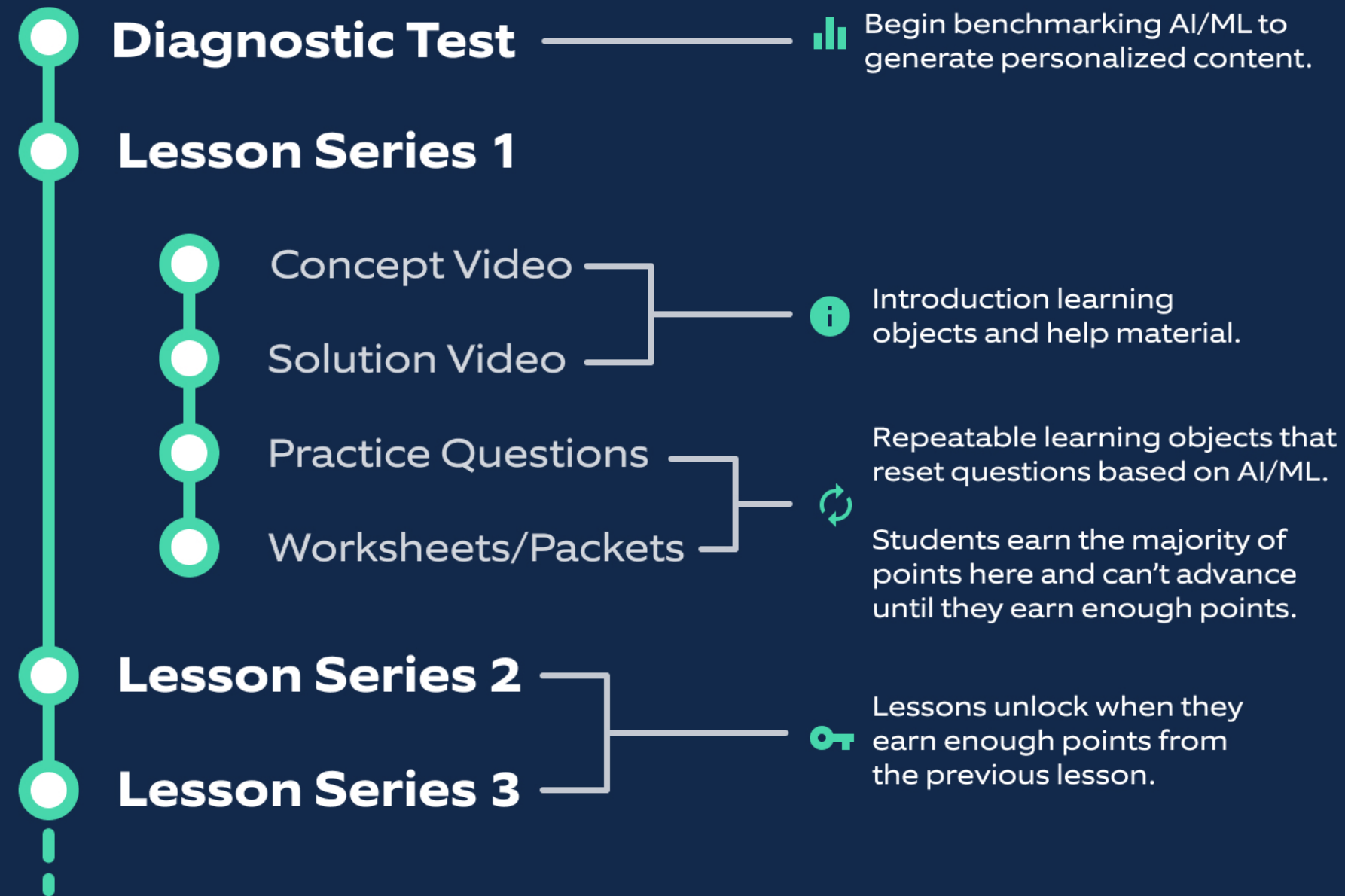
- Pop Quiz/Flashcards
- Lightning Rounds
- Friend Challenges



Learning Object Behaviors

All Learning Objects Contain 2-6 Questions (except diagnostic)

Main Objectives








Learning Object Behaviors

All Learning Objects
Contain 2-6 Questions
(except diagnostic)

Supplemental

- **Pop Quiz/Flash Cards** —  When student progress is trending downwards.
- **Lightning Rounds** —  When student progress is trending upwards.
- **Friend Challenges** —  Unlock when users reach level X to earn more points and build community engagement.



Student Engage- ment

Our Methods:

Gamification Methods

Engagement Loop + Trigger Strategies

Point + Reward Strategies

Positive Psychology



Gamifi- cation Methods



**Progress
Indicators**



**Points &
In-App Currency**



**Badges &
Stickers**



**Leaderboards
& Social
Interactions**



**Challenges
& Streaks**



**Rewards &
Collectibles**



Engagement Loop

New Students Learn About Daily Steaks from Onboarding

😞 "I'm so busy, but I can try."

Completing a Worksheet a Day

💪 "This isn't so bad, I can do this!"



Notices They Do Better Practicing Every Day

😏 "Wow, look at all those points I've earned today."

When Students Complete a Week Streak

😎 "I'm really good at this."



Engagement Loop





Engagement Loop

Complete 2 Worksheets in a Row Poorly

😞 "I'm not doing so good."

Prompt Pop Quiz to Help Catch Up

😊 "Let's see if this helps."

Regains Confidence to Do More Worksheets



Completes Worksheet With a Good Score

😄 "Phew that was better. I'll try another one."

When Students Complete Quiz Questions

😄 "I think I get it now. I'll try a worksheet again."



Engagement Loop

Complete 4 Worksheets in a Row with Good Scores

😊 "I'm doing so good!"

Prompt Lightning Round for Extra Points

💪 "Bring it!"

Sees Benefit of Longer Sessions



Visits Rewards to Redeem

😍 "Wow, look at all those points I've earned today."

When Students Complete Lightning Round

😎 "I'm really good at this."



Point Strategies

Main Objectives

■ Intro Videos

When students go through the concept and solution videos, they earn points.

■ Practice Questions

Prompt students to try practice questions when question difficulty rises. When they do poorly on a worksheet, prompt practice again.

■ Worksheets

Worksheets are the main objective of progression for students to master. With each round of questions the AI/ML makes it harder. They need a certain amount of points to consider mastery.

Other

■ Friend Challenges

Students can interact with friends by prompting their friends or other players across the world to challenge based on their skill level and grade level.

■ Lesson Series Mastery

When students have earned the maximum amount of badges within a lesson series, they earn more points and incentives.





Point Strategies

Streak Triggers

■ Correct Streaks

When students answer a number of questions correctly in a row, they display micro-interactions from the streak and offer bonus points.

■ Daily Streaks

Prompt students to commit to a few questions a day outside of Worksheets. Offer bonus points that grow with each day.

■ Worksheet Streaks

When students complete a number of Worksheets with passing scores in a row, offer bonus points.

Trending Triggers

■ Pop Quizzes/ Flashcards

When student progress is trending downwards, offer pop quizzes to help makeup lost points and breakup the worksheet routine.

■ Lightning Rounds

When student progress is trending upwards or they are completing lots of Packets/ Worksheets in one sitting.



Positive Psych- ology



No Negative Points



Motivating Characters



No "Wrong" Answers



No Red Indicators for Bad



Levels instead of Grading Scale



Optimistic & Simple Language



Community Growth

Be more inclusive & accessible.

♥ Freemium Play

Allow free accounts with limitations so more friends can play with each other and increase subscription enrollments.

♥ Custom Avatars

Use avatars as profile pictures for students to protect their identities and use avatar items as prizes and point redemption. Lucrative items can be used as status symbols.

♥ More Languages

Consider adding more languages, especially Spanish.

♥ Student Referral Campaigns

Run specials for existing subscription students to redeem their points for their friends to experience premium features.

♥ Parent Referral Campaigns

Run specials for existing subscription parents to refer other parents children to experience premium features.

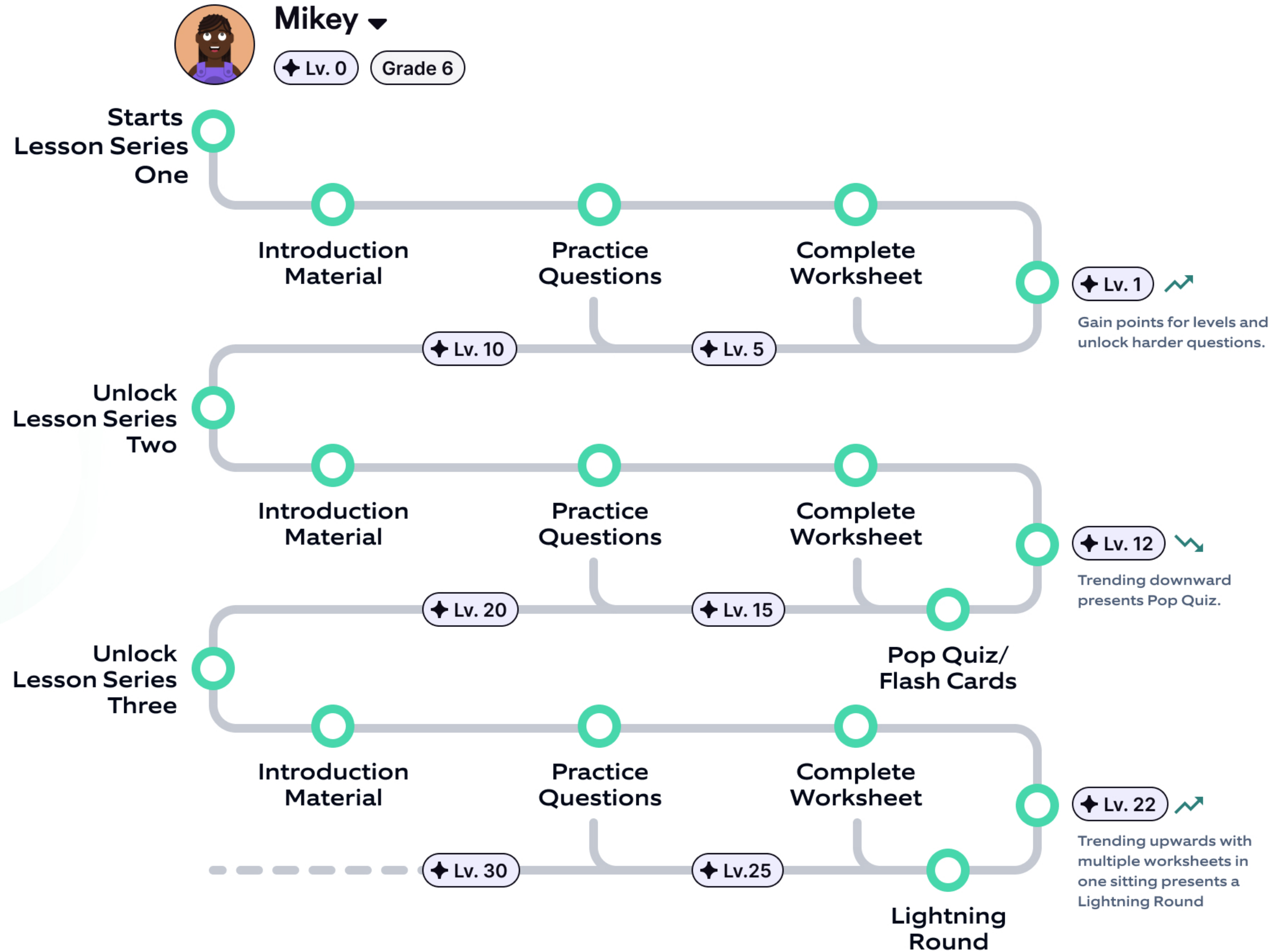


Subscription Tiers

| | \$0 | \$3.99 | \$58 | \$114 | \$475* |
|--------------------------------|----------|--------|---------------|------------------------------------|-----------|
| | Freemium | Basic | Silver | Platinum | Diamond |
| Custom Learning Journey | ✓ | ✓ | ✓ | ✓ | ✓ |
| Full Content Access | | ✓ | ✓ | ✓ | ✓ |
| “Play List” Features | | | ✓ | ✓ | ✓ |
| Gift Card Rewards | | | ✓ | ✓ | ✓ |
| Coaching | | | 1 call /month | 4 session /month Group Tutoring | Unlimited |



Student Learning Path



Thank you!

