

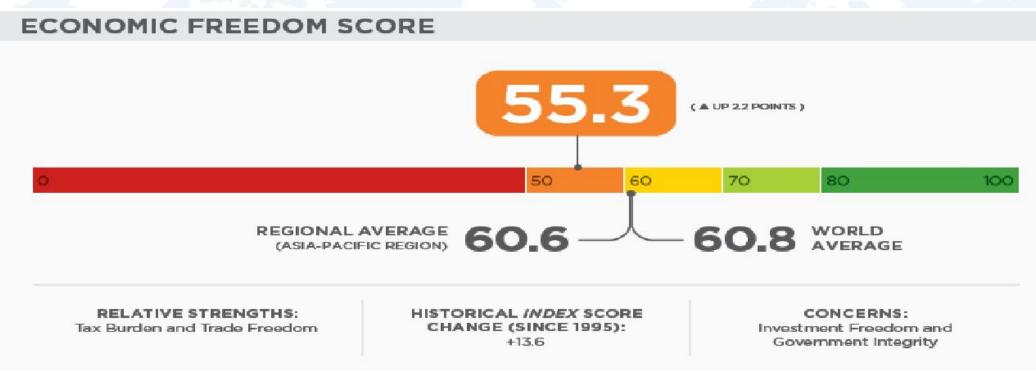
E-Learning in Vietnam

Dr. JENNY DANG

E-Leader Conference

Ho Chi Minh City, 6-8 January 2020

The Overview of Viet Nam





QUICK FACTS

POPULATION: 93.6 million

GDP (PPP): \$647.4 billion 6.8% growth in 2017 5-year compound annual growth 6.2% \$6,913 per capita

UNEMPLOYMENT: 2.1%

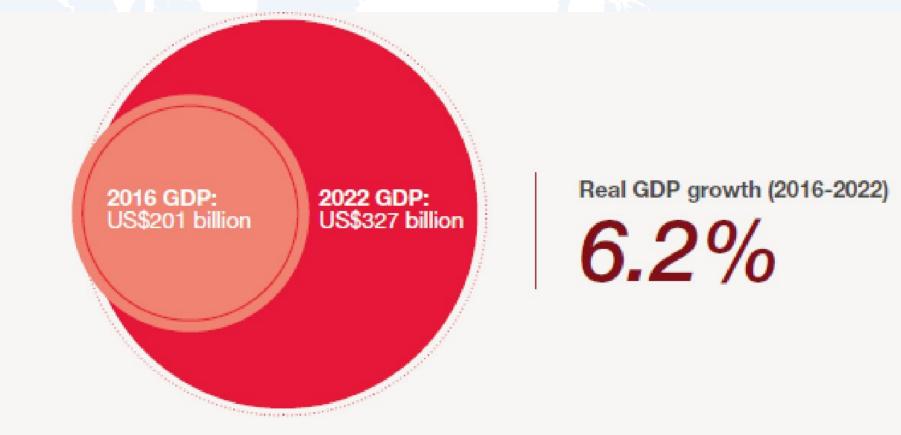
INFLATION (CPI): 3.5%

\$14.1 billion

58.2% of GDP

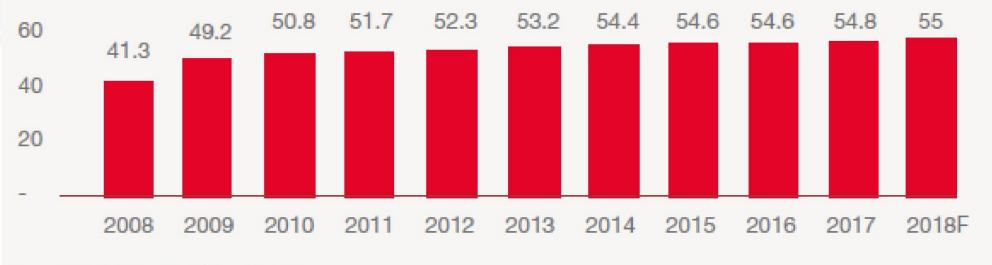
2017 data unless otherwise noted. Data compiled as of September 2018

VIETNAM'S ECONOMIC OUTLOOK IS POSITIVE



Source: IMF WEO Database, cited in PwC's "The Future of ASEAN - Time to Act," 2018

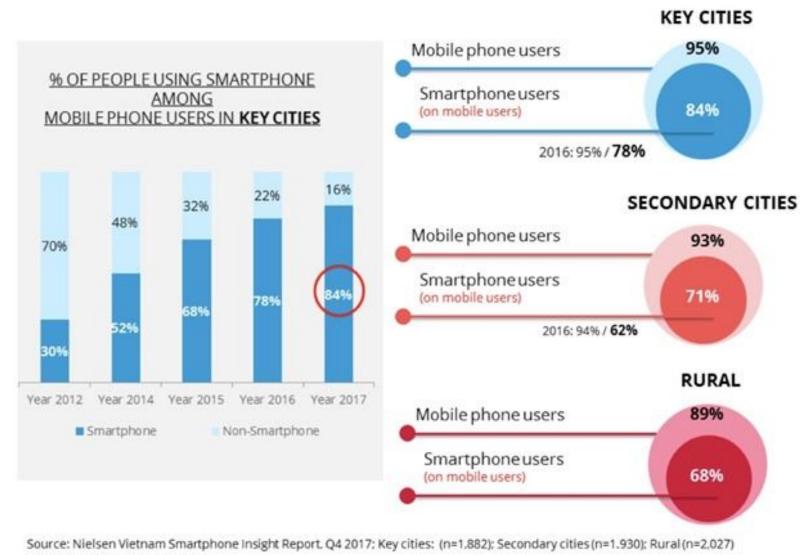
VIETNAM IS EXPERIENCING RAPID DEMOGRAPHIC AND SOCIAL CHANGE



Source: General Statistics Office of Viet Nam

- -70% of the population is under 35 years of age,
- The population is rapidly aging.
- An emerging middle class, currently accounting for 13% of the population, is expected to reach 26% by 2026.

SMARTPHONE PENERTRATION IN VIETNAM



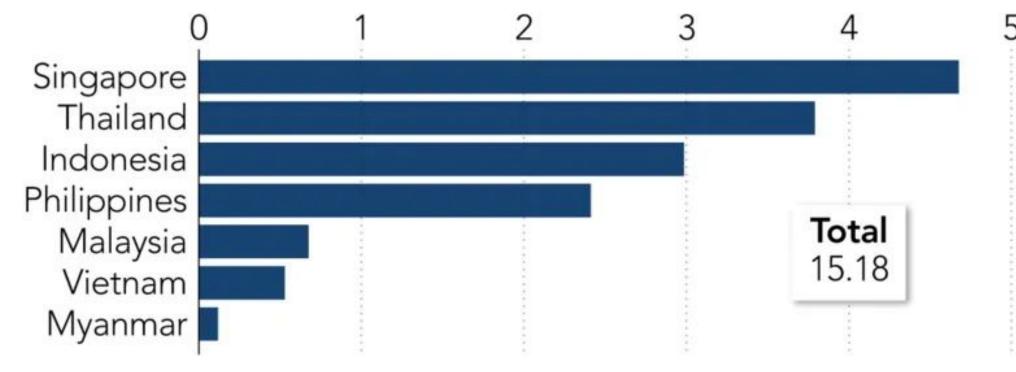
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Startup Ecosystem Players



Deal value by country

(January-July 2019, in billions of dollars)



Includes private equity, venture capital, corporate investments in privately held companies as well as M&A deals Source: DealStreetAsia

Vietnam startup fundraising in first half 2019

Company	Industry	Main investor	Funds raised (in millions of dollars)
Tiki	E-commerce	Northstar Group	75
VNPay	Payment	GIC	50
VNG	Online games	Temasek Holdings	29
VNTrip	Online travel agent	Hendale Capital	10
Leflair	E-commerce	GS Shop	7
Elsa	Education	Gradient Ventures	7

Including ongoing fundraising rounds where the amount might be revised in the future

Source: Cento Ventures, ESP Capital

THE OUTLOOK OF EDTECH VIETNAM





TOPICA LEARN ONLINE, GO GLOBAL

northstar



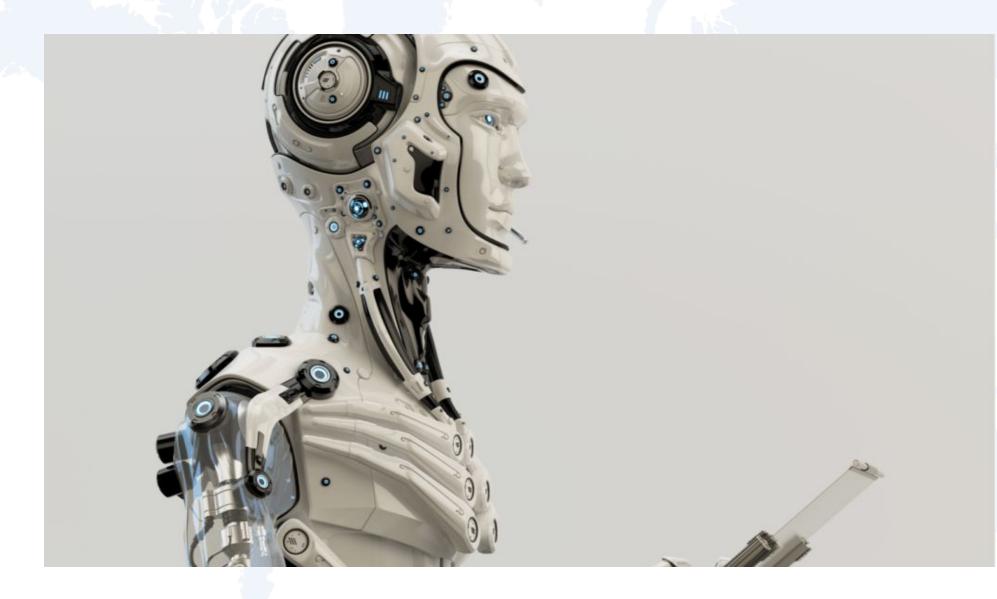


•Gotlt!, recently mobilised US\$12.5 million from some US funds.

- ELSA Speak, has raised over \$15 millions.
- Everest Education raised \$4 million in a Series B
- YOLA, has raised
 10 Millions from
 Kaizen PE



AI-Based Humanlike Trainers



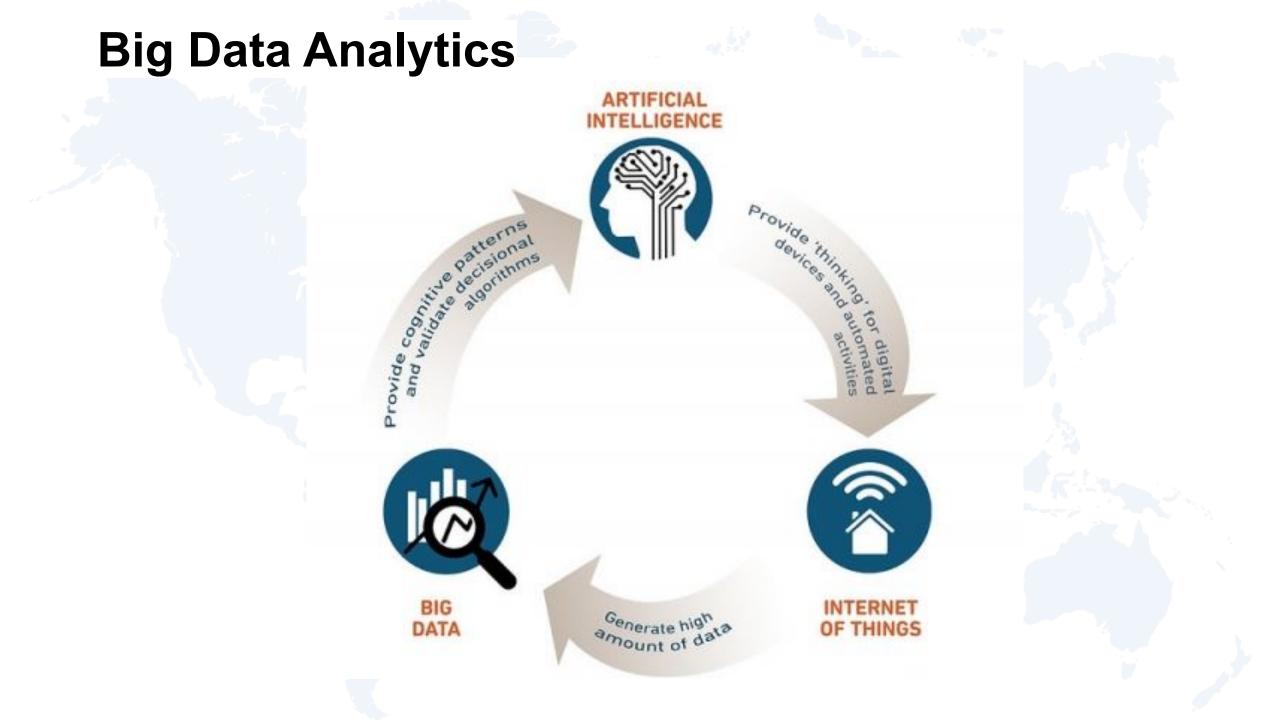
Learning Experience Platforms - The next level of LMS

LMS

Training content User base

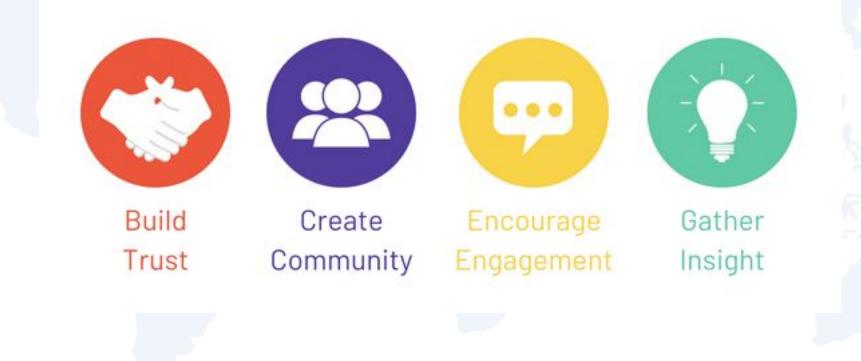
LXP

Multiple content sources Engaging user experience Focus on personalization Extensive analytics Al assistant



User-Generated Content (UGC)

Benefits of User-Generated Content



AR, VR, and MR

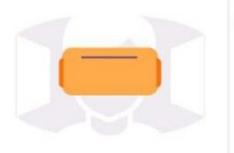
VIRTUAL REALITY (VR) Fully artificial environment V or

AUGMENTED REALITY (AR)

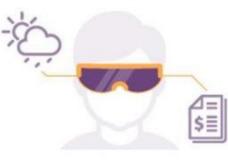
Virtual objects overlaid on real-world environment



Full immersion in virtual The environment with



The real world enhanced with digital objects



MIXED REALITY (MR)

Virtual environment combined with real world



Interact with both the real world and the virtual environment

