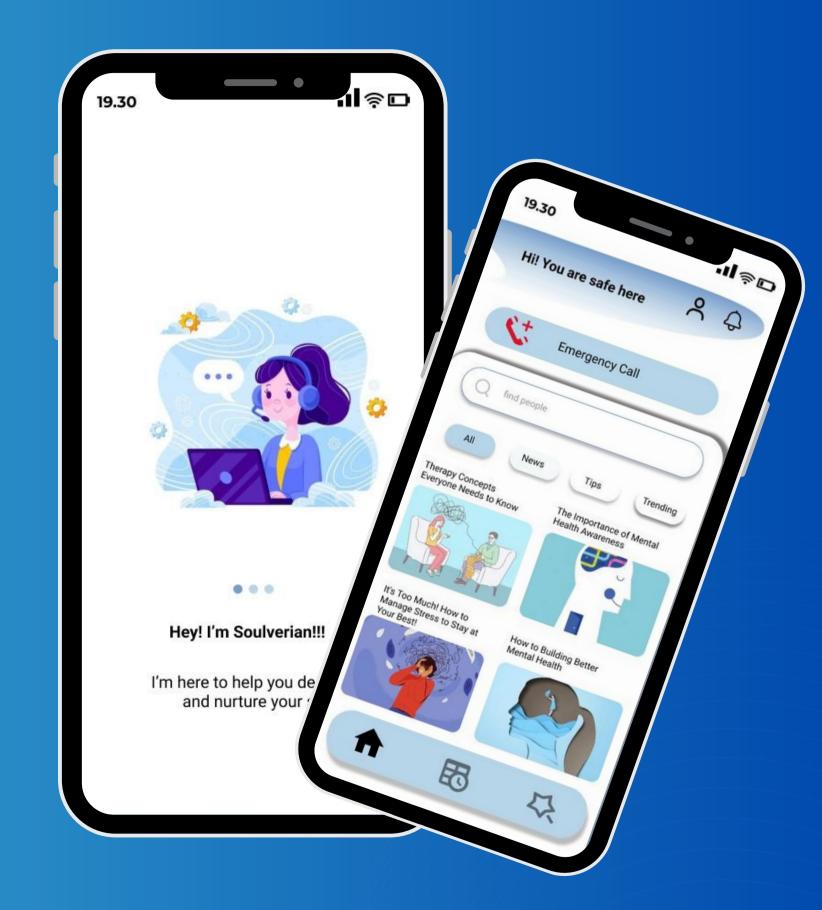


Soulvers

"Soulvers: Empowering Minds, Healing Hearts, and Guiding Your Path to Psychological Wellness"

Business Innovation 2023



PROBLEM

One out of three teenagers aged 10-17 in Indonesia has experienced a mental health problem in the past 12 months. This equates to approximately 15.5 million teenagers nationwide. This could be influenced by internal or external factors, leading many teenagers to experience depression, excessive stress, and trauma. The difficulty in finding professional help to address their personal or emotional problems may result in some choosing to end their lives.





SOLUTION

CONVENIENT ACCESS TO PROFESSIONAL SUPPORT

- 2 CONFIDENTIAL AND SAFE SPACE
- PROGRESS TRACKING AND SUPPORT

INTRODUCING, SOULVERS!

Soulvers is an platform designed to assist individuals in solving their personal or emotional problems with the support of psychiatrists, both online and offline. This application provides a secure and reliable platform for communicating with mental health professionals.

FEATURES

- Emergency Call
- News
- Consultation
- Tracking mood and recommendation



BUSINESS MODEL

REVENUE STREAMS



Consultation Fee

The money paid by customer for individual consultation sessions.



Advertising Fee

Related products and services that can be advertised: self-help books, essential oils, herbal teas, nutritional supplements, exercise programs, mental health awareness campaigns and events, etc.

COST STRUCTURE



General & Administrative

The day-to-day costs our business must pay to operate, including regular server maintenance & administrative overhead.



Research & Development

Budget for user research, platform enhancements, etc.



Marketing

Budget for digital marketing campaigns and promotional activities.



Salaries

Budget for employees' salaries.

MARKET SIZE

Total Available Market 275 M



Serviceable Addressable
Market
89 M

The app aims to target individuals aged 16-35, as they are more likely to be techsavvy and open to using digital platforms. A study has also found that Indonesian adolescents aged 16-24 years are prone to experience anxiety disorders.

Serviceable Obtainable Market

4.4 M

Total population of Indonesia

According to the 2022
Indonesia-National
Adolescent Mental
Health Survey, around
5% of adolescents
experience mental
disorders. So, the app
aims to capture 5% of
the SAM

Source:

https://www.bps.go.id/indikator/indikator/view_data_pub/0000/api_pub/YW40a21pdTU1cnJxOGt6dm43ZEdoZz09/da_03/1 https://www.kompas.id/baca/humaniora/2023/02/01/cita-cita-indonesia-2045-terhalang-masalah-kesehatan-mental-remaja https://www.halodoc.com/artikel/benarkah-remaja-indonesia-rentan-alami-gangguan-mental

GO TO MARKET STRATEGY

Market Entry

- Direct-to-Consumer:
 Launch the app directly to the end users.
- Employer Partnerships: Collaborate with companies and organizations to offer the app as part of their employee benefits.





Target Market

Students and working professionals.

Key Partners

- Licensed Mental
 Health Professionals:
 psychologists,
 therapists and
 counselors.
- Healthcare Providers: hospitals, clinics and mental health centers.





Channels

- App Store and Google Play Store.
- Social Media
 Platforms: Facebook,
 Instagram and
 Twitter to raise
 awareness, engage
 with target audience,
 share valuable
 content, and drive
 traffic to the app.

Long Term

- User Engagement and Retention
- Continuous
 Improvement and
 Innovation
- Partnerships and Collaborations
- Research and Validation





Short Term

- Branding and Positioning
- Marketing and Promotion
- Referral Programs and Incentives
- User Experience
 Optimization
- Customer Support and Engagement

COMPETITION

	Soulvers	ပုံ halodoc	ALODOKTER	bicarakan.id
Online & Offline				
Community				
Mood Tracking and Recommendation (song, book, coloring)				
Emergency Call				
Long Consultation Time				

OUR TEAM



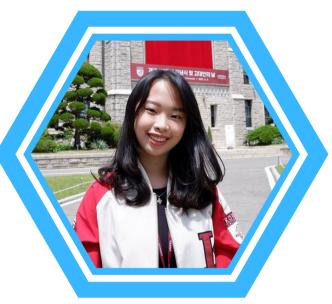
Caroline TheresiaCEO



Dian Oktaviani cto



Marcella Renata
VP RnD



Felicya Irenea
VP Financing



CatherineVP Marketing

FINANCIAL PROJECTION

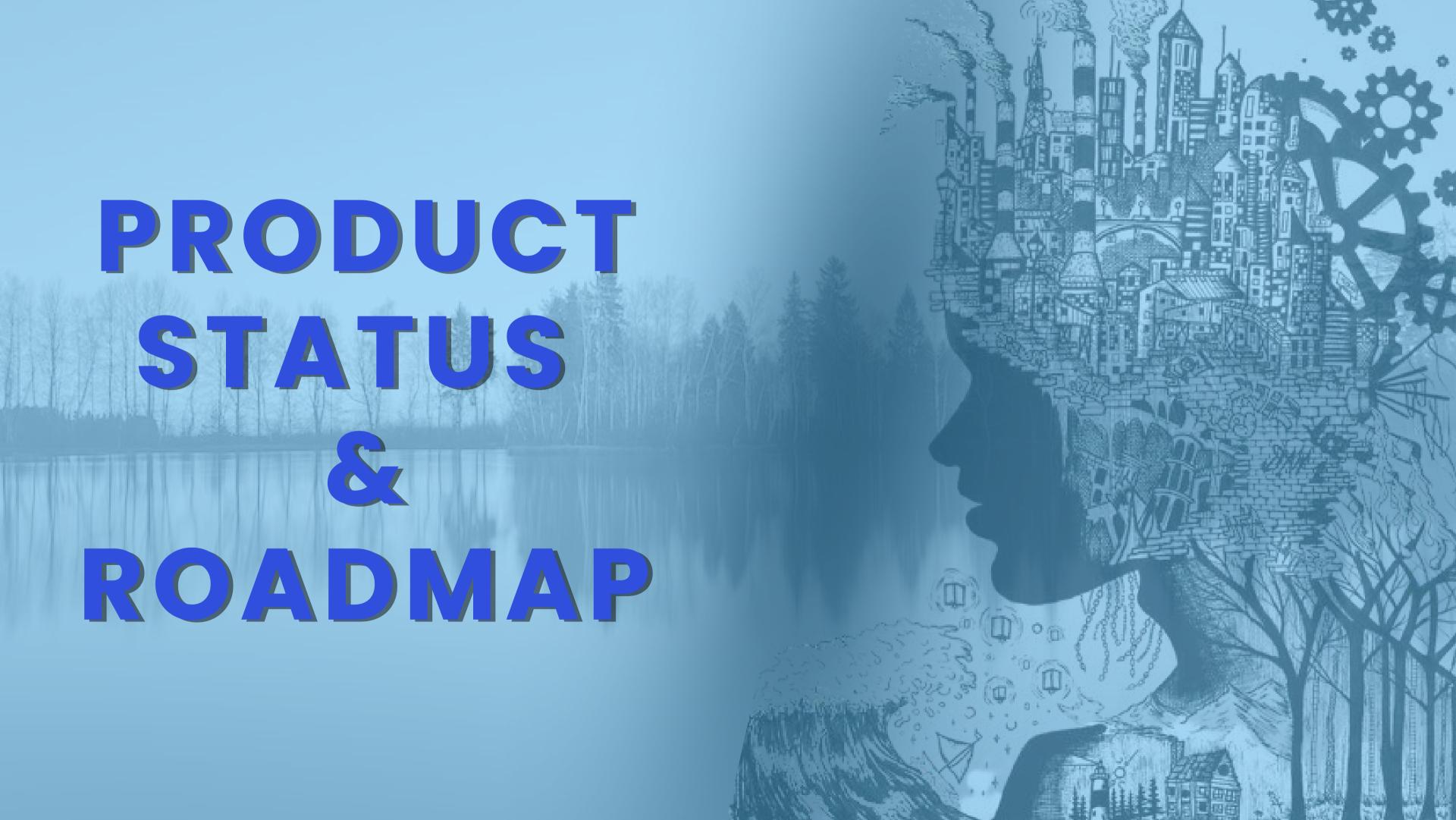
P&L Projection for 4 Years

	Source	Year 1	Year 2	Year 3	Year 4	
Povonuo	Consultation	Rp337,500,000	Rp540,000,000	Rp864,000,000	Rp1,382,400,000	
Revenue	Advertising	Rp120,000,000	Rp144,000,000	Rp172,800,000	Rp207,360,000	
	General & Administrative	Rp15,000,000	Rp15,000,000	Rp15,000,000	Rp15,000,000	
Expenses	Marketing	Rp60,000,000	Rp66,000,000	Rp72,600,000	Rp79,860,000	
LAPONSOS	Salaries	Rp180,000,000	Rp210,000,000	Rp240,000,000	Rp648,000,000	
	RnD	Rp1,120,000,000	Rp132,000,000 Rp145,200,000		Rp159,720,000	
Operating Profit		-Rp917,500,000	Rp261,000,000	Rp564,000,000	Rp687,180,000	

FINANCIAL PROJECTION

Equity Distribution

				Initial		After Advisors		Post Angel		Post VC	
Founders Title		Title	#	Shares	%	Shares	%	Shares	%	Shares	%
	Caroline	CEO		Rp330,000,000	30%	Rp330,000,000	29.33%	Rp330,000,000	26.4%	Rp330,000,000	18.6%
	Dian	сто		Rp192,500,000	17.5%	Rp192,500,000	17.11%	Rp192,500,000	15.4%	Rp192,500,000	10.9%
	Felicya	VP Financing		Rp192,500,000	17.5%	Rp192,500,000	17.11%	Rp192,500,000	15.4%	Rp192,500,000	10.9%
	Catherine	VP Marketing		Rp192,500,000	17.5%	Rp192,500,000	17.11%	Rp192,500,000	15.4%	Rp192,500,000	10.9%
	Marcella	VP RnD		Rp192,500,000	17.5%	Rp192,500,000	17.11%	Rp192,500,000	15.4%	Rp192,500,000	10.9%
	Total			Rp1,100,000,000	100%	Rp1,100,000,000	97.78%	Rp1,100,000,000	88%	Rp1,100,000,000	62.1%
Ad	visors	Per Person									
	Board Members	Rp5,000,000	5			Rp25,000,000	2.22%	Rp25,000,000	2%	Rp25,000,000	1.4%
Ор	tion Plan										
	UX/UI Designer	Rp1,500,000	2							Rp3,000,000	0.2%
	Sr. Developer	Rp3,500,000	3							Rp10,500,000	0.6%
	Jr. Developer	Rp1,500,000	4							Rp6,000,000	0.3%
	Admin	Rp500,000	5							Rp2,500,000	0.1%
	Total		14							Rp22,000,000	1.2%
Inv	estors										
	Angels (125M at 1.125B)							Rp125,000,000	10%	Rp125,000,000	7.1%
	VC Round (500M at 1.25B)									Rp500,000,000	28.2%
	Total									Rp625,000,000	35.3%
Gr	Grand Total			Rp1,100,000,000	100%	Rp1,125,000,000	100%	Rp1,250,000,000	100%	Rp1,772,000,000	100%

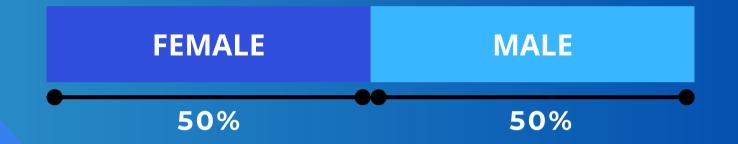


MATURITY LEVEL

Initial Product

Prototype Solution

(TARGET) MARKET VALIDATION



10.000 MONTHLY ACTIVE USER

AUDIENCE SEGMENTS:

Under 13 years old 13-30 years old 31-50 years old Above 50 years old

5%

80%

10%

5%

SHORT-TERM ROADMAP

CONSTRUCTIVE FEEDBACK

JULY 2023

ALPHA - BETA TEST (INCUBATOR)

AUGUST 2023

ANDROID & iOS APP LAUNCH (INCUBATOR)

SEPTEMBER 2023

& BEYOND

GO PUBLIC & ADS EXPANSION

SUSTAINABILITY & GROWTH

LONGTERM ROADMAP

2023

- Establish App
- Reach 50.000 users
- Hire essential team members

2024

- Launch Subscription & New Features
- Reach 100.000 Users
- Cooperate with government

2025 & BEYOND

- Focus on Growth
- Investment
- Partnerships

SUMMARY S CALLIC ACTION

JOIN OUR JOURNEY!

We are raising Rp125.000.000 in financing to perfect and sound this BREAKTHROUGH APP for a **MENTALLY HEALTH** INDONESIA

• 4% G&A • 16% MARKETING • 80% TECH BUILD BIZDEV

POTENTIAL COLLABORATORS







Investor Government







Psychologist Psychiatrist

We take the stigma away from mental health by creating a safe comfortable space for them to heal.

THANKYOU