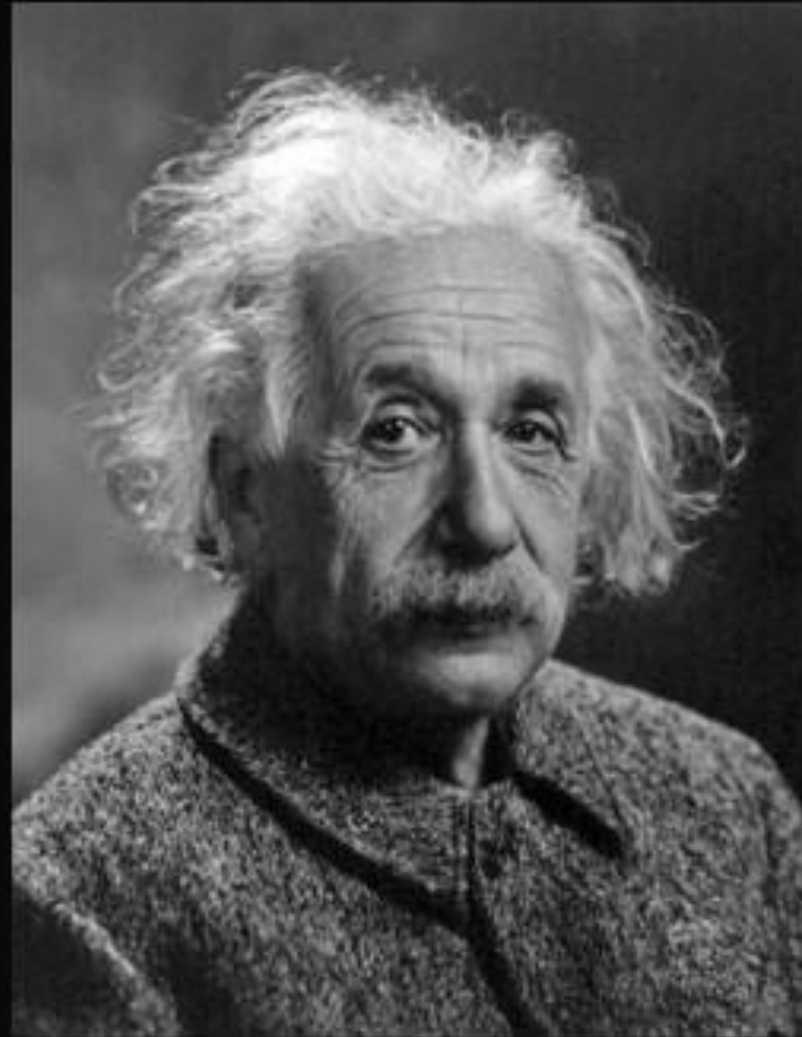


SPACEBUZZ

**On our way to create 100 mln ambassadors
for a beautiful planet Earth
2021 - 2026**





We cannot solve our problems with the same
thinking we used when we created them.

(Albert Einstein)

izquotes.com



Stock #318297221

MISSION MOVIE

https://www.youtube.com/watch?v=WcHzZFh6_Zo

MAIN CHALLENGES DEVELOPING SPACEBUZZ:

1. **I. HOW TO RECREATE THIS LIFE CHANGING EXPERIENCE ON EARTH?**
2. **2. EMPOWERING FUTURE GENERATIONS TO ACT**
3. **3. IN A WORLDWIDE SCALABLE WAY**
- 4.

THE SPACEBUZZ PROGRAM

HOW IT WAS CREATED

Astronauts, education specialists, scientists, gaming and XR-experts joined forces to create this global VR education program

Maximum learning impact is realized through an integrated approach of the latest immersive technologies triggering deeper levels of learning, a real live rocket vehicle and a digital education platform empowering teachers in classrooms.

The effectiveness of this immersive education program, is monitored by scientific research conducted by leading European universities.

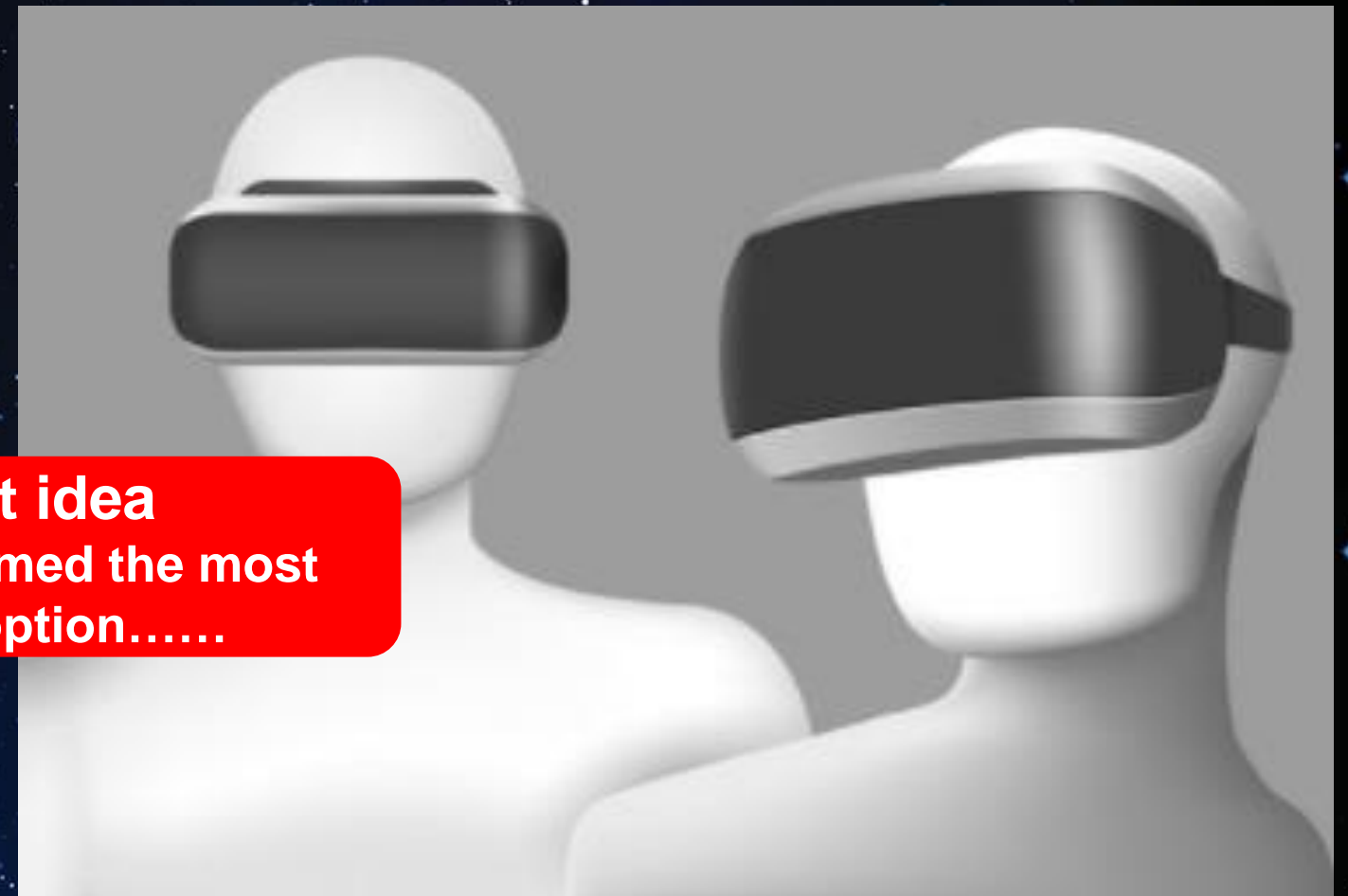
Inclusivity and open access are core values – making the SpaceBuzz program available to future generations across the globe.

APPROACH: MVP PROCES - FROM 0 -> 1

REQUIREMENTS: 100 MLN CHILDREN, IMMERSIVE, GLOBAL,
SCALABLE & LOWEST COST/CHILD AS POSSIBLE



First idea
As this seemed the most
viable option.....



A large white rocket model is the central focus, suspended in a museum or exhibition space. The rocket has the text "01 SPCBZZ" printed on its side. The background is filled with various celestial models, including a large blue and white planet, a red planet, and a large orange and red planet. People are seen walking around and sitting at tables, engaged in conversation. The lighting is dramatic, with blue and green hues. The text "NICE TO MEET YOU! INSPIRED BY OUR OWN CHANGE IN PERSPECTIVE!" is overlaid in the center of the image.

NICE TO MEET YOU!
INSPIRED BY OUR OWN CHANGE
IN PERSPECTIVE!

*'Je ziet het pas, als je het door hebt'**

Johan Cruijff

World renowned soccer player

*Translation

'You won't see it, until you realize it'



THE SPACEBUZZ PROGRAM

USING THE MAGIC OF SPACE TO DISCOVER BEAUFIFUL FRAGILE EARTH



**Pre flight
Astronaut Training**
Excite



**Space Journey
The Mission**
Experience



**Post flight
Earth Deal**
Activate

1. Experiential learning: technology (STEAM), – sustainability – 21st century skills
2. Twelve lessons (missions) matching the curriculum
3. Inclusive: all 7 education levels – girls & STEAM education
4. Results: Ambassadors of planet Earth – Earth Deal (personal action plan/child).

**Rated:
9.3/10.0
by teachers**



SUPER ASTRONAUTEN

VOOR PANEET AARDE

MISSIE 03

ONZE AARDE IN HET HEELAL

PLANETENPUZZ

ZONNESTELSEL

01 INTRODUCTIE

02 PROCEDURE

03 TIMER

04 MISSIE GESLAAGD!



MISSION CONTROL: AN EMPOWERING DIGITAL TEACHING TOOL IN CLASSROOMS

VOLGENDE



MISSION LOGBOOK FOR EVERY CHILD

MIX OF DIGITAL AND PHYSICAL – OUTREACH AT HOME/FAMILIES



MATCHING WITH SCHOOL CURRICULUM & 21ST CENTURY SKILLS

SpaceBuzz_Docentenhandleiding_V1.pdf (pagina 8 van 10)

Missie	Meegelerd in leskist	Zelf regelen
Debriefing		
- Pen potlood en papier		x
Een wereld zonder grenzen		
- Werkbladen denksleutels	x	
- Google Earth Pro (app) of Google Earth online		x
- Stapeltjes A2-, A3- A4-papier,		x
- Geeltjes		x
- Stiften		x
Boodschap voor buitenaards leven		
- Smartphone (memorecorder voor audio-opname)		x
Prototype		
- Werkblad behoeften	x	
- Werkblad gedrag	x	
- Knutselmaterialen in alle soorten en maten		x
- Scharen		x
Meten is weten		
- Werkblad meten is weten	x	
- Satellietbeelden omgeving	x	
- Geruit A4-overtrekpapier	x	
Persconferentie		
- Werkblad persconferentie	x	
- Alles wat het team gemaakt heeft tijdens het SpaceBuzz-programma zoals: Prototypes, zonnestelsel, waterraket, foto's en video's		x

KERNDOELEN EN 21ST CENTURY SKILLS

Het SpaceBuzz-lesprogramma gaat over wetenschap, techniek en burgerschap. Maar het raakt ook doelen van het vak Nederlands. Daarnaast worden verschillende 21st century skills geoefend.

Kerdoelen
Nederlands, mondeling onderwijs

Kerdoel 1
De leerlingen leren informatie te verwerven uit gesproken taal. Ze leren tevens die informatie, mondeling of schriftelijk, gestructureerd weer te geven.

Kerdoel 2
De leerlingen leren zich naar vorm en inhoud uit te drukken bij het geven en vragen van informatie, het uitbrengen van verslag, het geven van uitleg, het instrueren en bij het discussiëren.

Kerdoel 3
De leerlingen leren informatie te beoordelen in discussies en in een gesprek dat informatief of opiniërend van karakter is en leren met argumenten te reageren.

Mens en samenleving

Kerdoel 34
De leerlingen leren zorg te dragen voor de lichamelijke en psychische gezondheid van henzelf en anderen.

Kerdoel 37
De leerlingen leren zich te gedragen vanuit respect voor algemeen aanvaarde waarden en normen.

Kerdoel 39
De leerlingen leren met zorg om te gaan met het milieu.

Natuur en techniek

Kerdoel 42
De leerlingen leren onderzoek doen aan materialen en natuurkundige verschijnselen, zoals licht, geluid, elektriciteit, kracht, magnetisme en temperatuur.

Kerdoel 44
De leerlingen leren bij producten uit hun eigen omgeving relaties te leggen tussen de werking, de vorm en het materiaalgebruik.

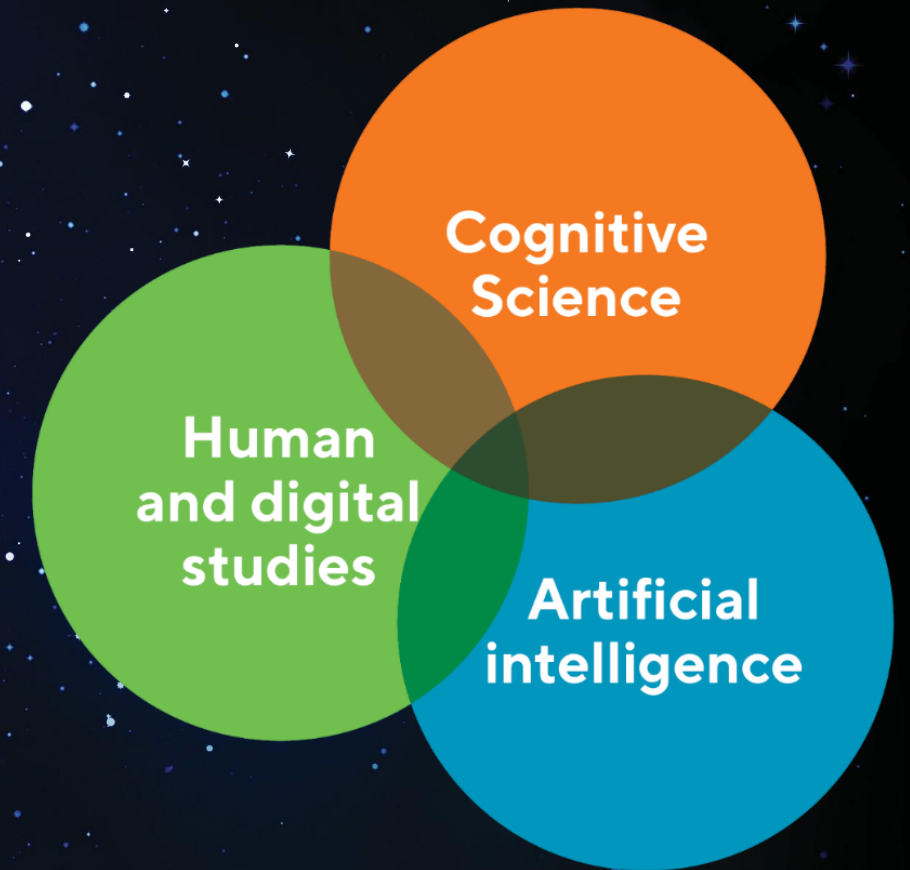


RESEARCH AND INNOVATION

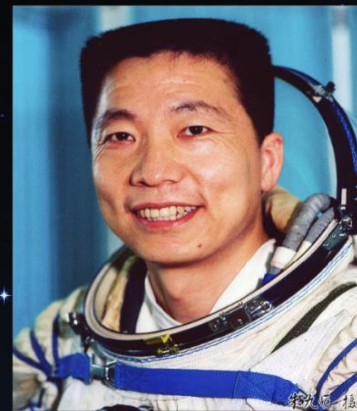
The program is scientifically validated by Tilburg University. The first results are very promising: impact of the Overview Effect, significant learning gains, inclusive and extra supportive for girls & STEAM education.



Professor Dr Max Louwrese TiU



ASTRONAUTS NATIONAL AMBASSADORS AND TUTORS



**The ultimate test panel:
tested and proven**



**GLOBAL LAUNCH USA
TESTIMONIALS OF CHILDREN
AND ASTRONAUTS**

<https://youtu.be/NuvLmIJur0o>

INTERNATIONAL AND GLOBAL AWARDS

EDUCATION-IMPACT- FEASIBILITY



Eventex Awards

- Global awards: symbol of excellence in the world of events and experience marketing
- Focus on innovation and effectiveness
- 570 entries from 37 countries worldwide
- 4 awards: 2x Gold and 2 x Grand Prix
- Immersive experience, live experience-education event, live event



Lovie Awards

- Pan-European prizes awarded annually to the best digital applications in Europe
- 1000 entries from 30 countries
- 4 awards: 2x Jury vote and 2 x Public vote
- Best Narrative Experience and Virtual Reality
- Competing against Ocean Clean Up, Ikea and The Guardian



Fast Company's 'World Changing Idea Education 2021'

- Honouring businesses, projects and concepts that are actively engaged and deeply committed in pursuing innovation when it comes to solving climate and health crisis, economic inequality and social injustice
- Focussing on feasibility and impact
- 4.000 entries from 70 different countries.
- One of 12 finalists worldwide category Education
- Competing against organizations such as Unicef and Stanford University



Webby Awards

- Industry-leading awards annually by the International Academy of Digital Arts and Sciences (IADAS) to the world's best internet and new technology
- 13,000 entries from 70 different countries.
- 2 awards: Jury vote and Public vote
- Immersive and mixed reality
- Competing against organizations such as BBC, National Geographic, Conde Nast and the Washington Post

OUR STORY



2017

Andre + Helen Kuipers
as co-founder and
ambassador

Establishment of
educational non-profit
foundation and first
fundraise in Ziggo
Dome



2018

August:
VR ready

October:
rocket ready

December:
Unveiling SpaceBuzz



2019

February:
start Dutch tour at
schools

October:
USA launch + full
global endorsement of
Association of Space
explorers (ASE) in
Houston

Launch at IAC in
Washington



2020

March:
Start construction
SpaceBuzz 02

September:
Launch international
partner program in
Italy, Hungary &
France



2021

May:
Start of the fixed
location formula with
Artis Amsterdam

September
Start localisation of
the program in 5
languages



2022

March:
Pilot Germany

May:
Pilot France, Italy &
Hungary

September:
Launch int'l education
program in 7
languages at IAC Paris

AMBITION: 100 MLN OF FUTURE GENERATIONS

THE 25% TIPPING POINT IN 2026

SpaceBuzz is a global 'experiential learning' program training future generations to become ambassadors of our planet. It teaches them about technology (STEAM) and sustainability.

The program travels across the globe through a fleet of rocket vehicles visiting future generations at schools but also at fixed locations like science and sustainability centers, global platforms and a 100% virtual approach.

SpaceBuzz uses the impact of the latest technologies to trigger deeper learning levels and support teachers. Inclusivity and open access are core values – making the program available to future generations across the globe

ON OUR WAY TO EMPOWER 100 MILLION CHANGEMAKERS

- Currently raised > EUR 6 million, 100% privately funded
- Proven concept > 50.000 children from 70 nationalities and highly rated by teachers 9.3/10.0 as well as by 80 astronauts
- Countries visited: Netherlands, Germany, Hungary, Italy, France, Belgium, USA
- Worldwide scalable: from rocket fleet to fixed locations and 100% virtual
- Scientifically validated impact (prof dr Louwarse, University of Tilburg, AI & psychology)
- > 15 international awards (e.g. World changing Idea Education, Lovies and Webbies)
- Lean and agile core team with active involvement of astronauts, scientists, VR & gaming experts and entrepreneurs

INTERNATIONAL ROLL OUT

PROVEN CONCEPT - > 93 NATIONALITIES



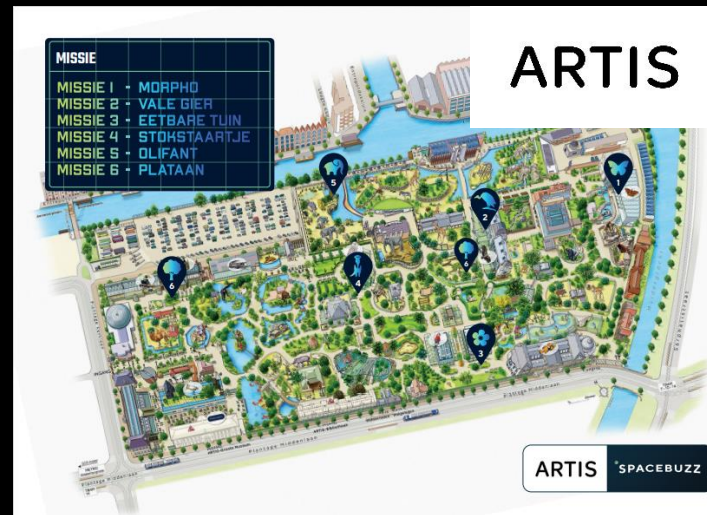
- Proven concept: > 36.000 children, teachers and adults
- Available in 6 languages – more to follow
- SpaceBuzz Germany is founded in 2022. Italy, Oezbekistan, Belgium and USA to follow
- Other contacts: Australia, Singapore, Dubai (UAE) , UK, Switzerland, Hungary, Brasil and Canada

**INTERNATIONAL TOUR
FEATURING CHILDREN AND
THEIR TEACHERS**

https://youtu.be/fG1G_SUKiC4

FORMULA 2: FIXED LOCATION

MORE VISITORS AND LESS LOGISTIC COSTS (FE ARTIS)



MISSION 05

DE AZIATISCHE OLIFANT

DIEREN ZIJN PERFECT AANGEPAST AAN HUN OMGEVING.

Door goed naar dieren te kijken kunnen wij zulke aanpassingen van de natuur afkijken en toepassen in menselijke technologie of producten. Het namaken van slimme oplossingen uit de natuur wordt ook wel bionica genoemd. Een dier dat heel goed is aangepast aan zijn omgeving is de Aziatische olifant (nummer 5 op de kaart).

Zien jullie ze al staan?

Olifanten kunnen hun slurf heel gericht bewegen. Er zitten wel 150.000 spiervezels in de slurf. Ze zijn zo precies met hun slurf dat ze zowel een maïskorrel als een boomstam kunnen oppakken.

WRAAI DE BLADZIJDE OM

* For example: Science centers like Casemate in Grenoble but also zoo's like Artis and/or space centers.

FORMULA FIXED LOCATION – SPACE CENTERS PARTNERSHIP WITH SPACE EXPO NETHERLANDS



Customized program

- Highlighting the added value of space technology in our world
- Showcasing EU space capabilities
- Explaining on future workforce possibilities

FORMULA 3: 100% VIRTUAL

INTERACTIVE AVATARS- INTELLIGENT TUTORING SYSTEM- ACCESSIBLE TO ALL CHILDREN ACROSS THE GLOBE



WELCOMING COMPANIES & STAKEHOLDERS NEED FOR NEW PERSPECTIVE – SOURCE OF EXTRA DONATIONS



INCLUSIVITY & DIVERSITY

KICKSTART FOR THEIR FUTURE



Double beneficial for children in lesser advantaged situation, -> doubling their chances for a better future

ROCKET NR 3: "ACCESS FOR ALL"

PRIORITY ACCESS FOR CHILDREN IN LESSER FORTUNATE SITUATIONS



AMBITION: UNITED NATIONS AND WEF

INSPIRING WORLD LEADERS WITH THE ASTRONAUT'S PERSPECTIVE



THANK YOU!

**'WE LOOK FORWARD TO
WELCOMING YOU ON BOARD!'**

CREATING GLOBAL PARTNERSHIPS

