



EXHIBIT E:
RAISE PRESENTATION AND ISSUER WEBSITE



FUNDOPOLIS



SUBMIT RAISE

Internet / Technology

IT'S PEEKA TIME

Peeka VR

Bringing picture books to life in virtual reality with Peeka

Jump into the pages of your favorite books in VR with Peeka!

Seattle, WA



\$0 of \$100,000 Goal

0 Funders 0 Days left

Invest



Community Impact

- Education
- Minority Owned
- Community Building
- Child Welfare
- Arts & Culture

Pitch

At Peeka, we bring pictures books to life in virtual reality so kids can jump into the pages of beloved books and let the stories happen to them. This all happens using a simple smartphone and cardboard or plastic VR headset. Our mission is to create delightful, practical experiences that promote learning/reading engagement, comprehension and retention.

We have built the first ever VR book library and platform, and have articulated a pipeline from which similar VR books can be made. Our mobile platform hosts our VR experiences and will eventually host more than only Peeka's experiences. Today, Peeka is live classrooms in SC, ID and exhibiting in WA and more.

Key Facts

We've already created three immersive virtual reality picture book experiences, and have begun production on our fourth.

This past summer, we beta launched our mobile app, allowing educators and parents to experience the magic of our experiences on the fly.

We've launched Peeka VR reading programs in Idaho, South Carolina all mostly states where reading scores need incredible help. Later this year: Washington state and Washington DC.

Our CEO and cofounder Michael used to work at Disneyland, where he wanted to make rides. Peeka experiences are based off classic Disneyland "dark rides"!

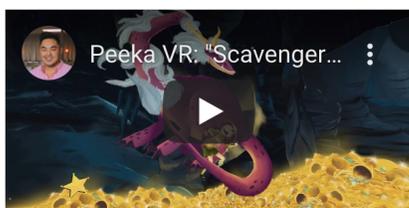
According to a recent VoucherCloud Parent Research Survey, the average child gets a mobile phone at age 6. We need to meet kids in the middle, on their terms, to improve literacy.

Expand all sections ▾

☰ Opportunity ^

Normal **B** *I* U ~~S~~ A ~~A~~ Raw Div

JUMP INTO THE PAGES OF BELOVED BOOKS AND LET THE STORIES HAPPEN TO YOU



With phones becoming more and more a part of a child's life, oftentimes from birth, it's never become more important to **meet children in the middle** to help inspire a love for literacy. There are so many games, apps and videos to compete with a physical book or even e-books.

This is why **mobile VR** and **Peeka** are the answer. Our opportunity is to onboard an entire generation of VR users, young people who don't have the same standards for fidelity, who love even the most base VR experiences, who are wholly underserved by the VR ecosystem at large. In turn, **we are creating new readers**. Further, their parents all have the requisite computing machine (a smart phone!) in their pockets already.



LIVE IN SCHOOLS ACROSS THE NATION, AND IN YOUR APP STORE

[Peeka](#) creates **practical VR experiences for kids** that work on their parent's smartphone. It's that simple. We are a trojan horse that uses the technology that drives kids away from books, to **bring them back to reading**.



When you work and invest with Peekka, you're investing in a team who has been operating, learning and building for over three years. In that time, we've **launched in classrooms across South Carolina and Idaho**, two states who are near the bottom of the list as far as reading scores go in the nation. We are now live in the App and Google Play stores. You can



live in the App and Google Play stores, you can download and try it yourself today.

HOW INVESTING IN PEEKA WILL GO TO WORK

Your investment will help us bring Peekka's immersive reading experiences to more families and schools who need them the most across the nation: In South Carolina, Mississippi, Washington, Idaho and more.

Use of Funds

- 1. Complete new app features:** Parent Portal (second screen), Peekka Points (motivation), etc
- 2. Grow content moat:** Create 8+ content pieces, grow content team, articulate partner SDK's and toolkits
- 3. Onboard 10+ enterprise partners:** More School Districts, Hospitals, Daycare, etc
- 4. Acquire 10,000+ downloads & 2,000+ active users**
- 5. Integrate with strategic partners:** Hardware + IP (toy companies)

PEEKA MEDIA

Watch our official pitch video [here](#).

Watch a run through of a scene from Peekka's experience "Scavenger Scout: Rock Hound" [here](#).

Watch our news coverage from ABC Savannah [here](#).

Read the S.C. State Resolution recognizing Peekka [here](#).



Governor McMaster trying his first ever VR experience with Peekka at the Capitol after [signing a bill recognizing](#) our efforts in his state of South Carolina.



Reading can be fun again.

Let's make it happen together.



Save

 Our Terms ^

Equity

\$100 Minimum Investment

\$0.37

Price per share/Unit

Every \$100 purchases the equivalent of .002500% equity at the maximum Raise target.

270,270

Shares Offered

Perks are provided at the investment levels indicated below.

1.27%

Min % of Company

Click on the dollar amount displayed to enter your exact amount.

2.50%

Max % of Company

Additional Terms (SEC Form C Filing)

Perk calculator

Please select potential investment amount to reveal available perks

\$100

30 Free Tokens

1. Free Tokens

Invest \$100

Benefits & Perks

\$100

30 Free Tokens

1. **Free Tokens** Each investor in our Fundopolis campaign will receive 30 Free Tokens! Upon the closing of the investment round, each investor will receive a unique promo code to enter in the 'Token Shop' section on our app. Do not share this code with anyone as it will be a unique, one-time code.

[Read less](#)

\$1,000

2 Free Peek a VR Headsets

1. **2 Free Peek a VR Headsets** If you invest \$999+, we will send you 2 Free Peek a VR Headsets!

[Read less](#)

\$10,000

Only 10 Packages Offered

Name In Lights

1. **Name on Website** If you invest \$9,999+, we will add your name, company name, or name of a loved one to a special section of our website.

[Read less](#)

Our Team

^



Alex Comfortes CO-FOUNDER

CHIEF OPERATING OFFICER

Informed by years building a variety of e-commerce startups, Alex brings strategic business perspective that ensures Peek a has the necessary revenue and funding to reach its milestones, while continuing to innovate in a new markets.



Michael Wong CO-FOUNDER

CHIEF EXECUTIVE OFFICER

As CEO, Michael's experience working for Disneyland and proven technology marketing track record contextualize his passion and skill for crafting Peek a's product, content and marketing visions. Michael also leads the content efforts for Peek a.





Hunter Stutsman OWNER

CHIEF SALES OFFICER

Hunter's experience as an apprentice for a \$200M+ venture capitalist fuels and informs his abilities to bridge new partnerships with schools, authors, capital and other strategic alliances across the nation.



Chyann Hughes

LEAD ARTIST

Chyann is the lead artist and animator on the Peeka Studios team.



Gavin Fridlund

LEAD DEVELOPER

Gavin is the lead developer who articulates the platform vision for Team Peeka.



Chris Dougherty

UNITY DEVELOPER

Chris is the lead Unity Developer on the Peeka Studio team.



Aaron Nguyen

BACKEND DEVELOPER

Aaron is a platform developer with Peeka who is most concerned with building out the backend "plumbing" for the Peeka platform.





Akiko Ambuehl
ARTIST / ANIMATOR

Akiko is an artist and animator on the Peek Studios team.



Aaron Andrews
UNITY DEVELOPER

Aaron is a seasoned Unity Developer on the Peek Studios team.

Our Milestones

Show All

2017

Lean Pre-seed Angel Funding

We received lean angel pre-seed funding - \$60K



First VR Book Experience

Completed our first VR experience - "Farful Foolong from Oolong Panshoo and the Grey

Begin our first pilot tests in Seattle-area private schools.

2018



would end up becoming our Educator Advisor. It was in Nampa and via our educator advisor's research that we discovered how impactful Peek can be for ESL students.



Pacific S
Center E
Startup:
We join th
Center's S
Residency

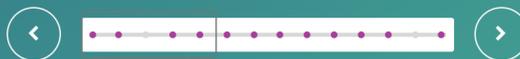
Mar 15th

Sep 15th

Nov 1st

Jan 1st

Apr 15th



Media



""[It will] spark an interest for those individuals who may not be avid readers, those individuals who may not want to read. Or might not want to pick up that traditional book to just sit and read,""

– ABC Savannah

FAQ ^

Q: Does VR affect eyesight negatively?

A: Where we land today is that virtual reality is not dangerous for eyesight, a view supported both by university research (check out Marty Banks, professor of optometry, vision science, psychology, and neuroscience at UC Berkeley) and by the American Academy of Ophthalmology (<https://www.aao.org/eye-health/tips-prevention/are-virtual-reality-headsets-safe-eyes>). The "why" behind this is because VR makes you focus in depth - that is, you see things in VR that are far away from you. ^
Where watching an iPad or TV up close to your eyes is potentially damaging to the degree that a person is forcing their corneas to repeatedly focus differently than it's used to. Some research is even showing that VR can improve eyesight (<https://www.aao.org/Assets/2dac9f9a-81b8-4260-a0cf-8e185acd22e4/636737811504330000/october-2018-feature-a-pdf>). I will spare you the details because research is still early, but it's an exciting future.

Q: What is the competition like in the space?

A: Right now, VR is wholly deluged by content that is one-off and explorative. Peekka creates practical education VR content for children, and is currently the only company that does so specifically. ^ Related players are making Augmented Reality focused content, such as WonderLens and Merge. In the classroom, Google VR has provided ample surface area for us to be able to expand on their current VR field trip offerings.

Q: What are your exit opportunities?

A: As we're still building, we're not eyeing an exit any time soon. However, ^ possible acquisition targets include Amazon (books and kid media devices), Facebook (Oculus), Google (YouTube, Google VR and Google EDU), and Disney (powerful family media).

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peeka

Where children's books come to life in VR.

Submit your email for free tokens!

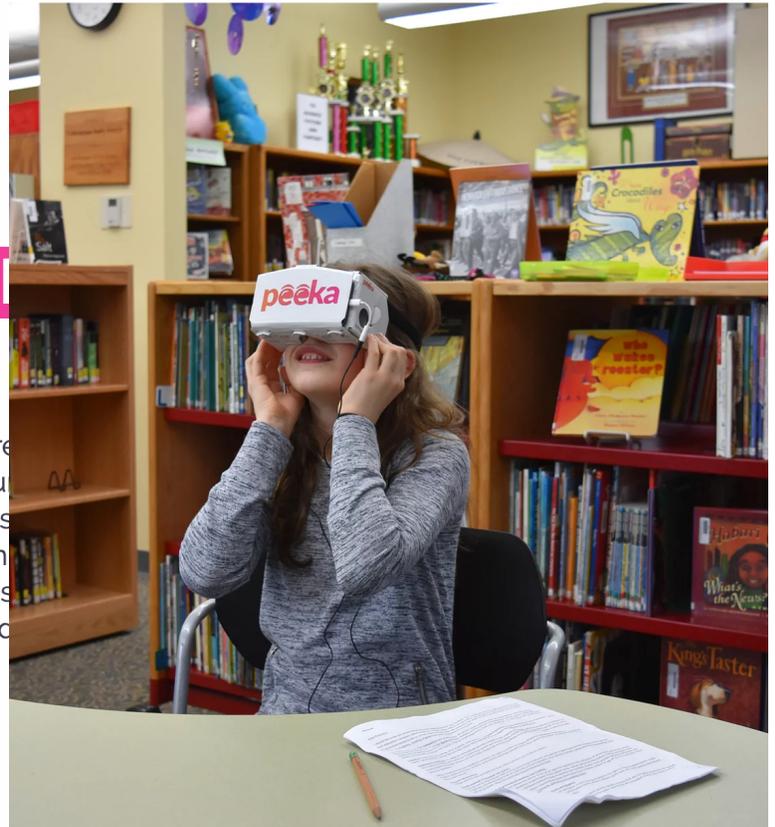
Grab your spot!

Imagine jumping
into the pages of
your favorite book

It's possible on Peekka.

Peeka is the platform where children read and play in virtual reality. On Peekka, our virtual reality children's books will enable kids to see their favorite stories happen to them. Our mission is to work together with publishers, parents and schools to increase elementary students' reading comprehension and engagement.

Join Our Beta!



Watch the video below for a teaser of our newest experience:
"Scavenger Scout: Rock Hound" by Shelby Wilde





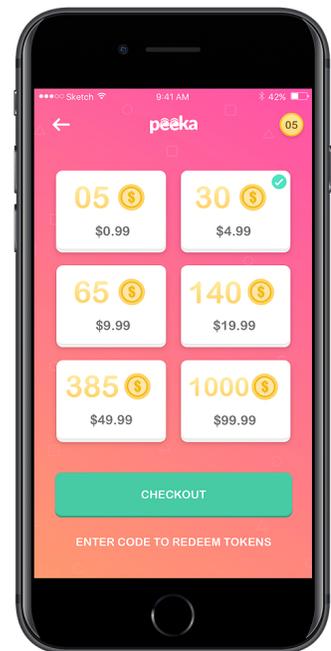
An Arcade for Learning



The Peekka mobile app is now live!



On Peekka, children have the power to choose the books they want to experience in virtual reality with our parent-controlled token model.



Order a limited-edition packable Peekka cardboard



headset while supplies last!

Limited!

peeka

Peeka "Classic"
Cardboard VR
Headset

—
\$25.00 \$20.00

[VIEW DETAILS](#)

Peeka Press

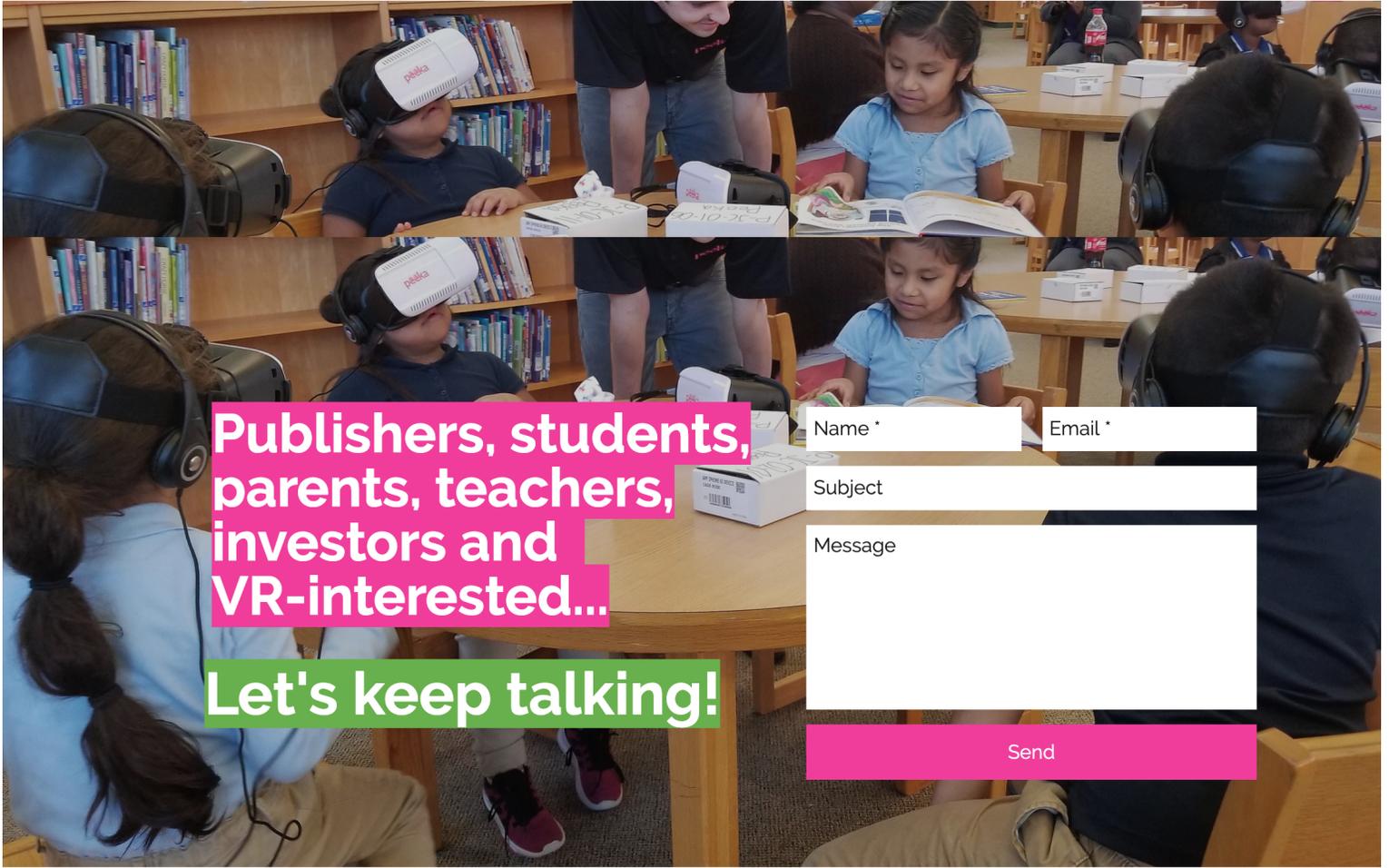


Q Search video...





TO MAKE IT MORE ACCESSIBLE TO STUDENTS, THE TECHNOLOGY USES SMARTPHONES.



**Publishers, students,
parents, teachers,
investors and
VR-interested...**

Let's keep talking!

Name *

Email *

Subject

Message

Send