

Gallumphing

One Pager 2025

Vision: Unleashing human potential through immersive learning experiences using virtual reality and artificial intelligence.

Value Proposition: We offer a tool for diagnosing and training social and emotional skills, merging virtual reality with artificial intelligence. This enables reduced training time, increased engagement, and improved knowledge retention.

Target Market: Organizations with over 500 employees in human capital-intensive industries (finance, contact centers) and learning consultancies focused on social skills.

Key KPIs:

- Q4 2024 Revenue: USD 95,265 (Goal not met: USD 170,000)
- EBITDA: Not achieved (>30%)
- NPS: 99.38%
- CES: 94.78%
- People trained: 783 (Goal: 1000)
- Meetings with ideal client: 52 (16.5%)
- Demos held: 18 (5.7%)

Scaling Strategy: Scale through strategic partners (37.5% of meetings), increase demo rate to 80% over ideal client QR, and integrate AI for personalization and reporting.

Competitive Differentiators:

- Measurable impact: Savings of USD 247,500 per 1000 employees vs. traditional training.
- Modular model with experiences like Maze, Drone Plane, and Catapult.
- Proven results in leadership, communication, and teamwork development.