Interactive poker education

Technology partnership • November 2026



An existing foundation for a learning product

Licensing, branding and joint development.

Learning with virtual chips, without real-money wagering.

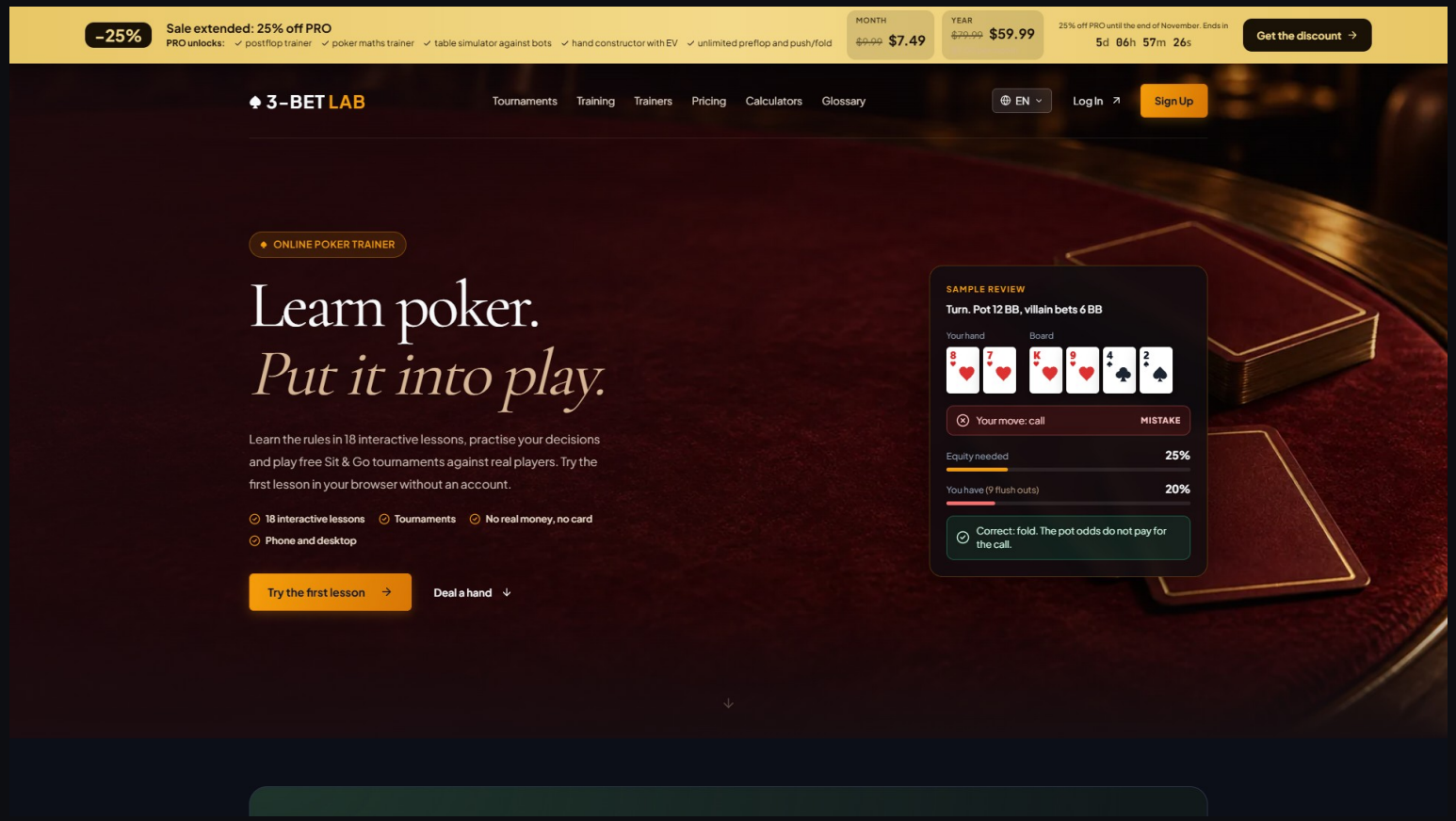
One learning environment

Build on an existing platform rather than starting from scratch.

Theory and practice

Interactive feedback

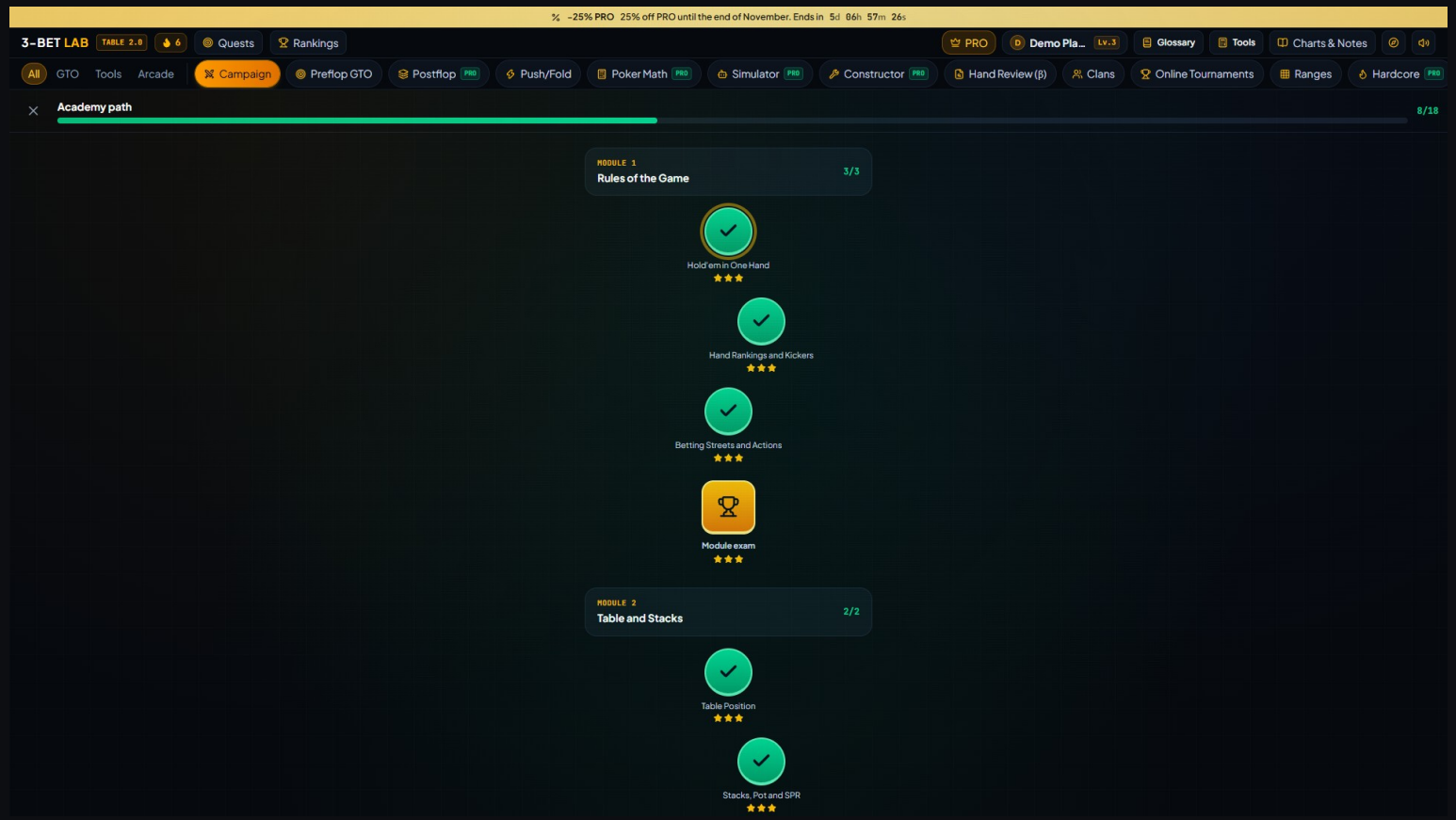
Progress and error review



Academy: 18 lessons, 7 modules

A structured learning path with exams.

- Coach cards
- Interactive questions
- First lesson open to guests



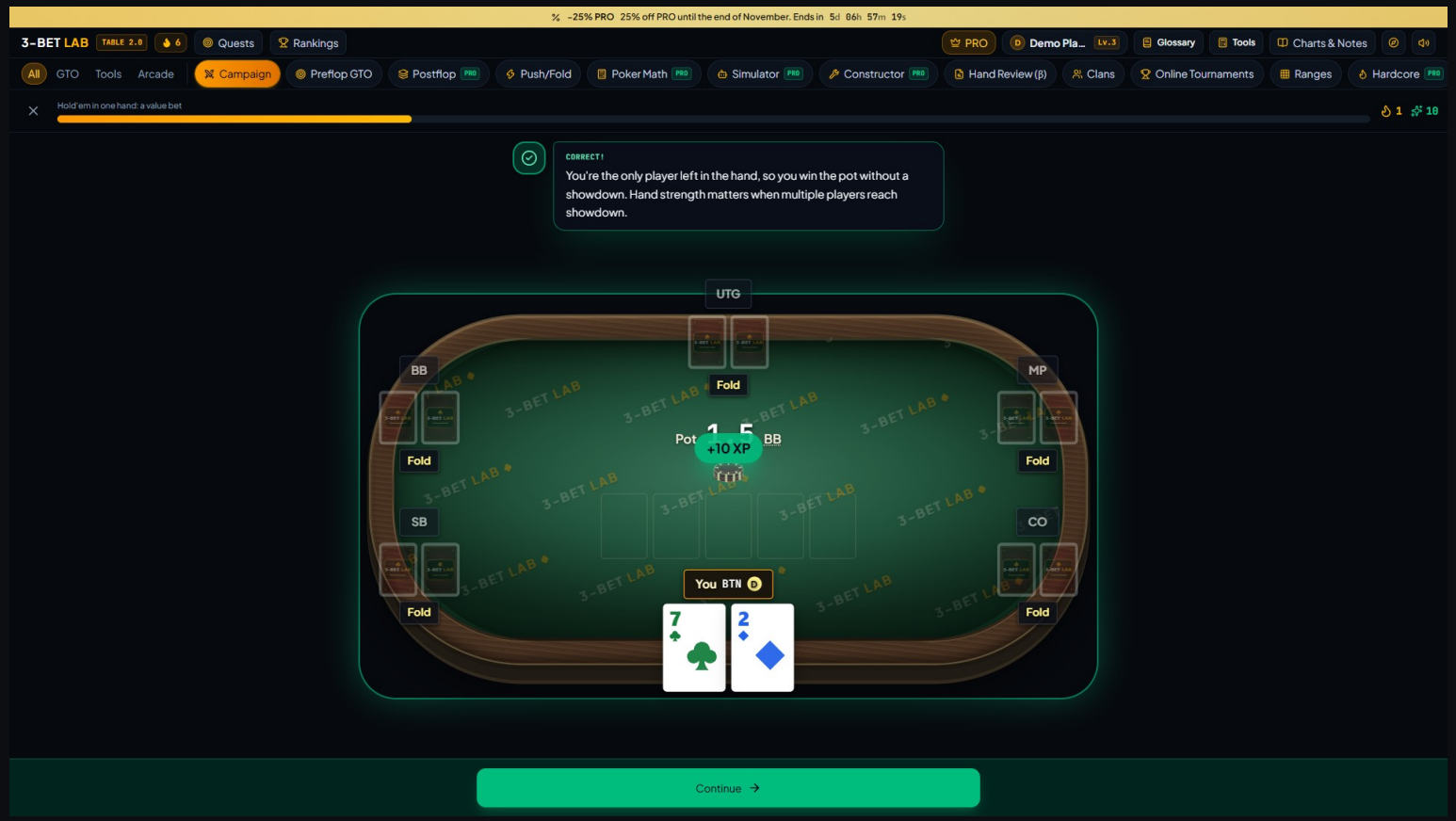
Learning through feedback

Exercises with explanations after each answer.

Study a topic

Make a decision

Receive an explanation



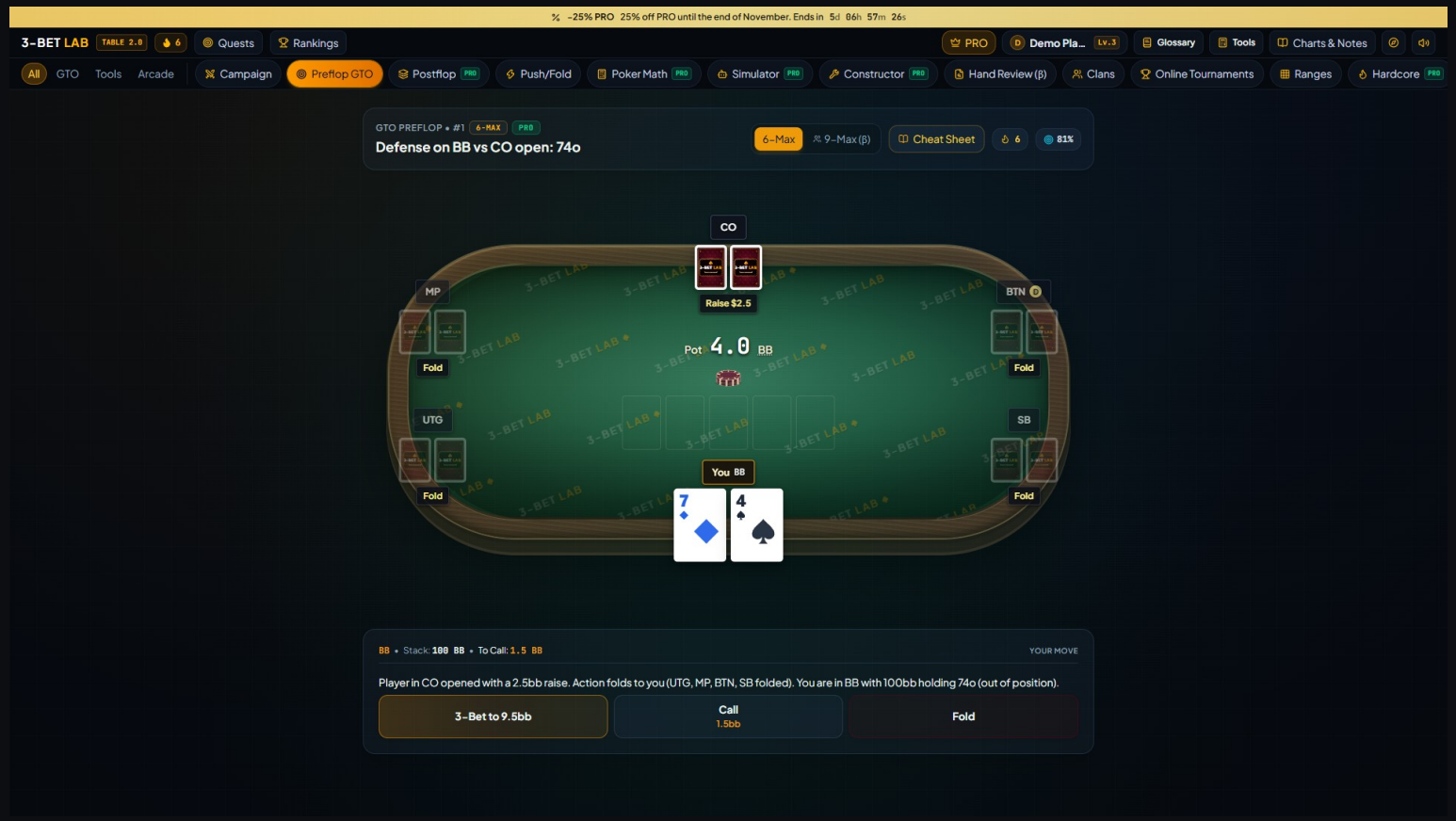
Interactive practice tools

Preflop, postflop, push/fold and poker mathematics.

Position-based preflop

Charts and Nash presets

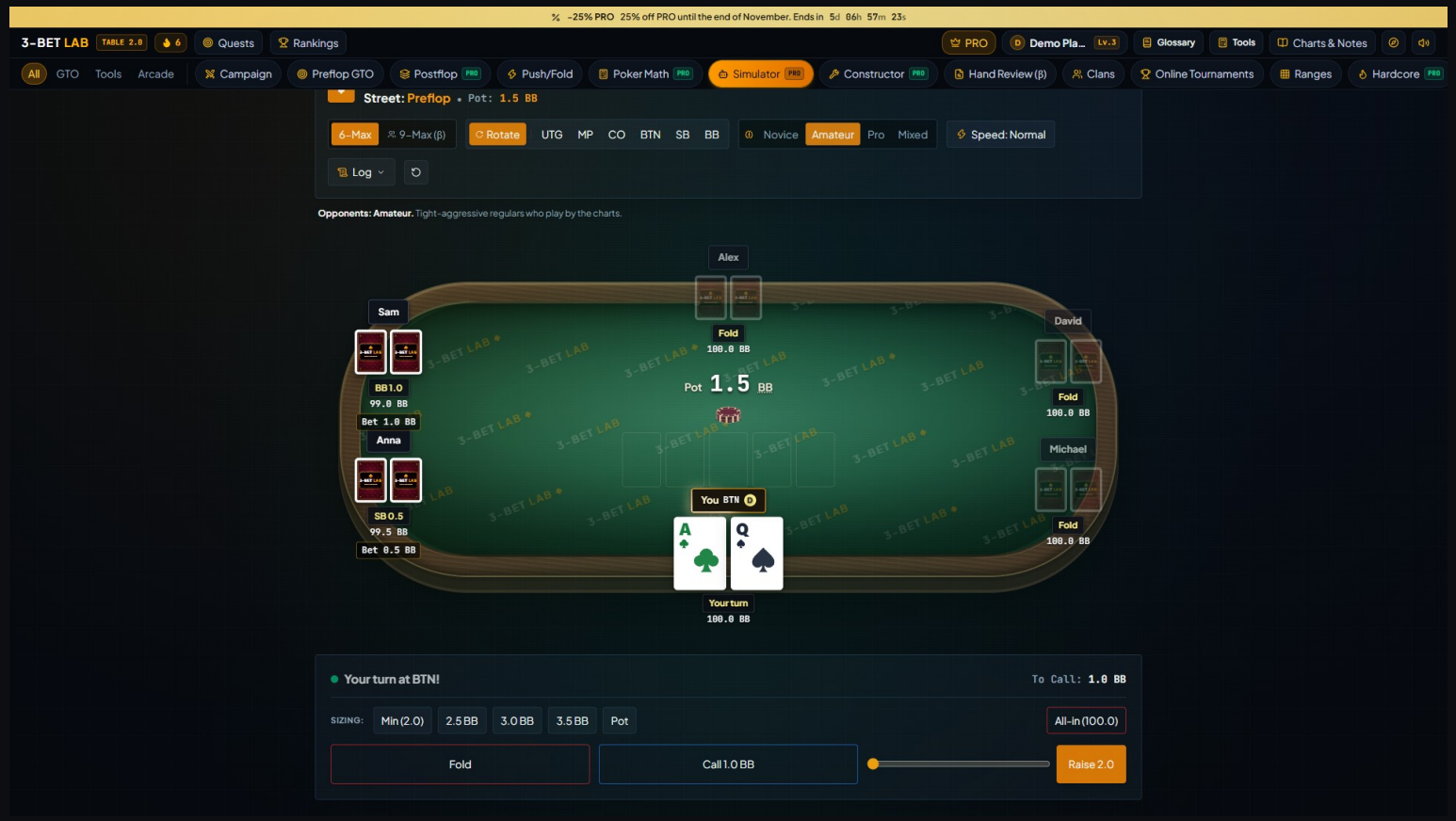
Dedicated practice modes



Simulator and scenarios

Practice in a simulated environment.

- 6-max against bots
- Opponent difficulty settings
- Hand builder and review



Learning progress

The profile helps learners track exercise results.

- Accuracy by category
- Progress chart
- Error review, XP and ranks



Demo profile, synthetic data.

Proprietary computational logic

Transparent methodology, without claiming to be a GTO solver.

Engine

Hand evaluation, winners, outs; automated tests.

Methodology

Preflop charts, Monte Carlo equity, postflop heuristics.

Stack

React / TypeScript · Node.js / Express · PostgreSQL · Docker

Early traction

Public launch: September 2026.

128
registered accounts

100
active in 30 days

25
active in 7 days

4
paying PRO subscribers

Source: production PostgreSQL, 25 Nov 2026; administrators excluded.

Partnership models

Proposed options; enterprise integrations are not yet implemented.

Co-branded

Standalone learning module with shared branding.

White Label

Interface adaptation to partner requirements.

License / API

Agreed access to educational components.

Start with a limited pilot

No deep integration commitment at the outset.

01 Discovery	Goals, audience, selected modules.
02 Scope	Branding, requirements, schedule and fixed fee.
03 Evaluation	Learning activity, feedback, reliability.

Let’s discuss a partnership

Product demonstration and a discussion of next steps.



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