



VIEWERSE

PLATFORM

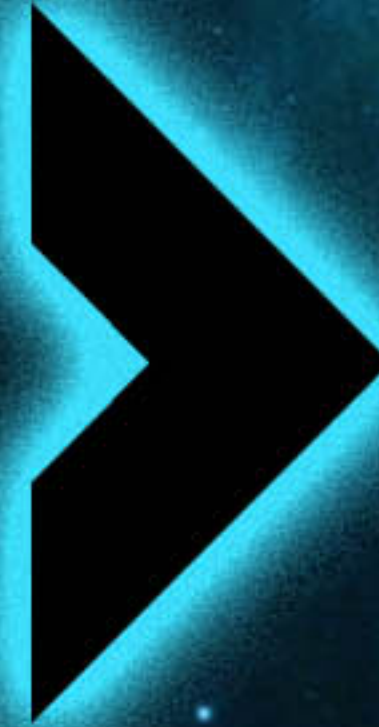
WHAT IS VIEWERSE?

An innovative technology that helps bring gamified video streaming service to gamers and game studios in a new, more convenient way.

EVERYTHING IN THE WORLD IS SHIFTING TO SOMETHING DIFFERENT

BEFORE VIEWERSE

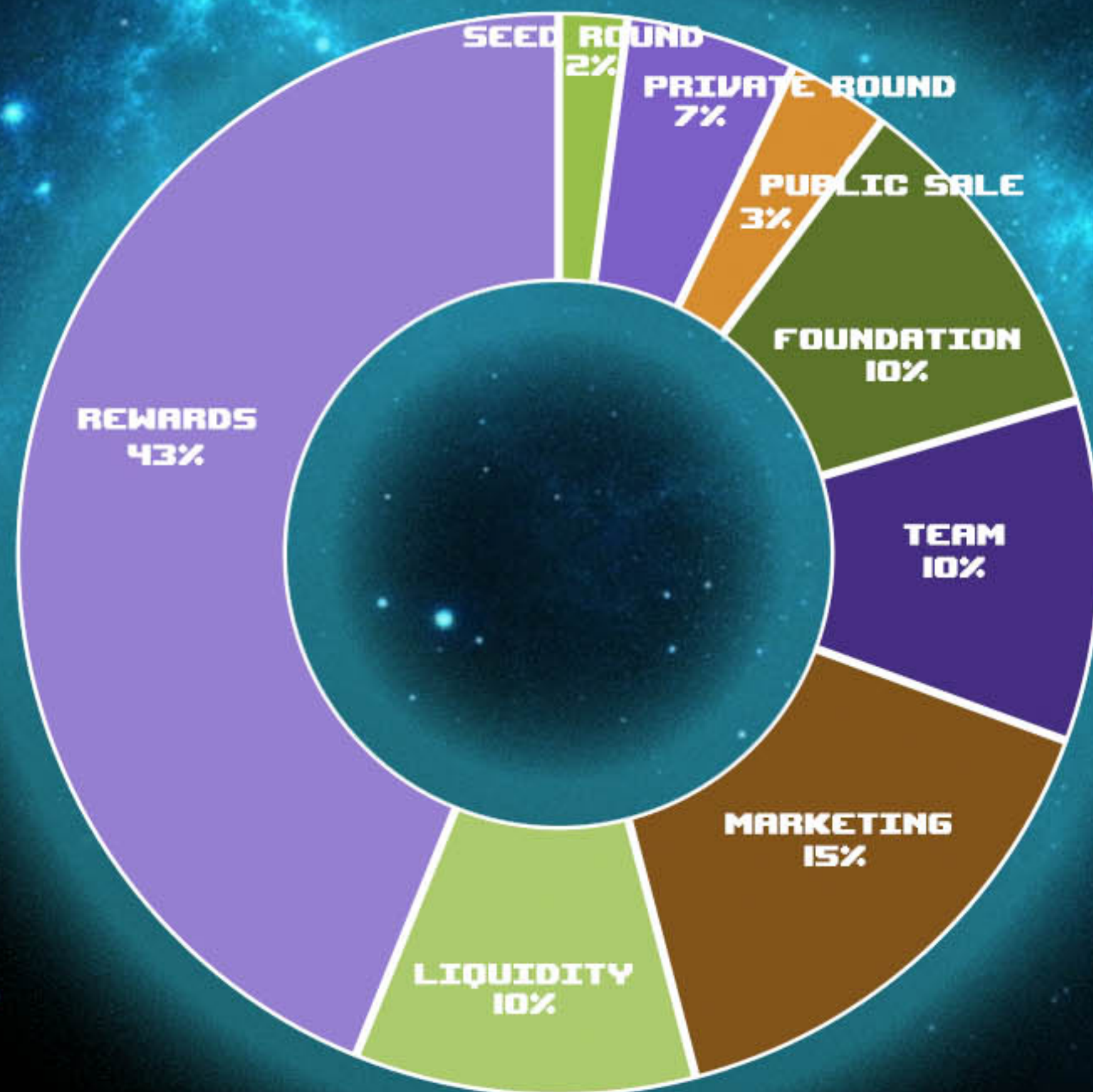
Structures like Google Stadia
that stream real games with
less latency on very powerful
servers.



BUT NOW

People can gamify and
broadcast video in real time
with our editor without code
knowledge or powerful laptops.

TOKENOMICS VIEW TOKEN



Total Supply: 800 Million

	Allocation	Vest in Months	Cliff (Months)
Seed Round	2%	24	3days + 5months
Private Round	7%	12	3days + 5months
Public Sale	3%	5	
Foundation	10%	60	
Team	10%	120	
Marketing	15%	60	
Liquidity	10%	0	
Rewards	43%	0	

Liquidity pool and trading will be available in a DEX within 24 hours after the public sale is concluded

TOKENOMICS VIEW TOKEN

MARKETING INFLUENCERS & GAME INFLUENCERS WILL BENEFIT FROM VIEW TOKEN BASED ON THE CONTRIBUTION THEY MAKE TO THE PENETRATION OF THE GAME

MARKETING COMPANIES WILL BUY VIEW TO BUY VIEW-X TOKEN FOR THEIR USERS

REWARD VIEW TOKENS WILL BE USED TO PAY USERS WHEN THEY GIVE THEIR VIEW-X TOKEN TO CONVERT TO VIEW TOKEN

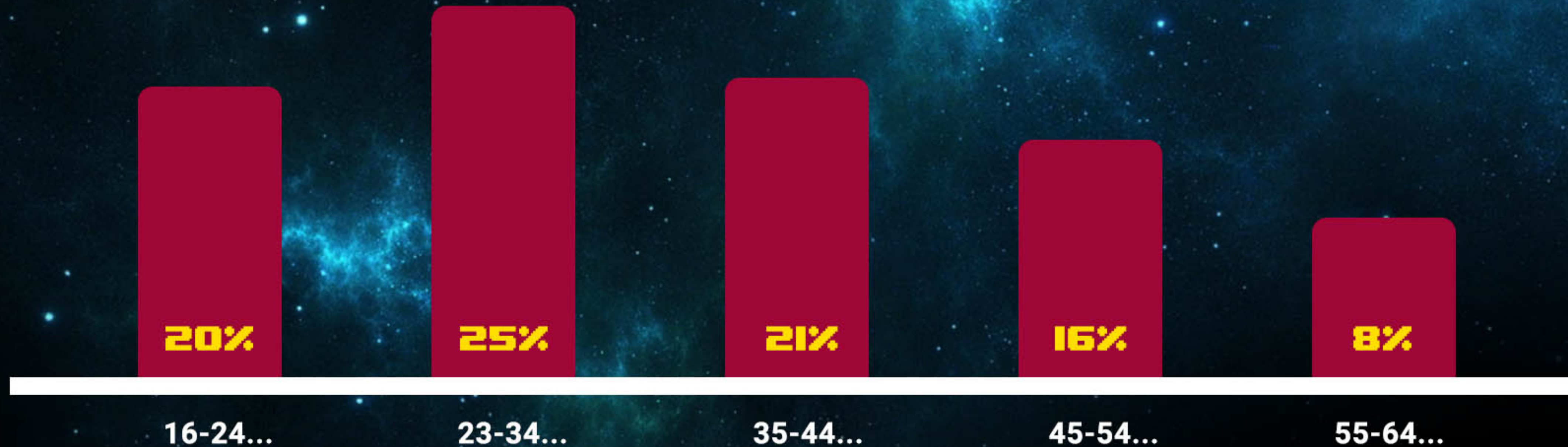
TOKENOMICS VIEW TOKEN

- TOKEN WILL BE CREATED AS NEEDED
- THESE TOKENS WILL BE USED TO PLAY THE GAME OR AS PRIZES OF GAMES & TOURNAMENTS
- AT THE BEGINNING **100 VIEW-X = 1 VIEW TOKEN**
- **43%** OF VIEW TOKENS ARE DEFINED AS REWARD FOR VIEW-X TOKENS.
- PRICE WILL BE UPDATED BASED ON THE INFLATION OF VIEW-X TOKEN.



ALREADY 25% OF YOUNG PEOPLE INVESTING IN CRYPTO

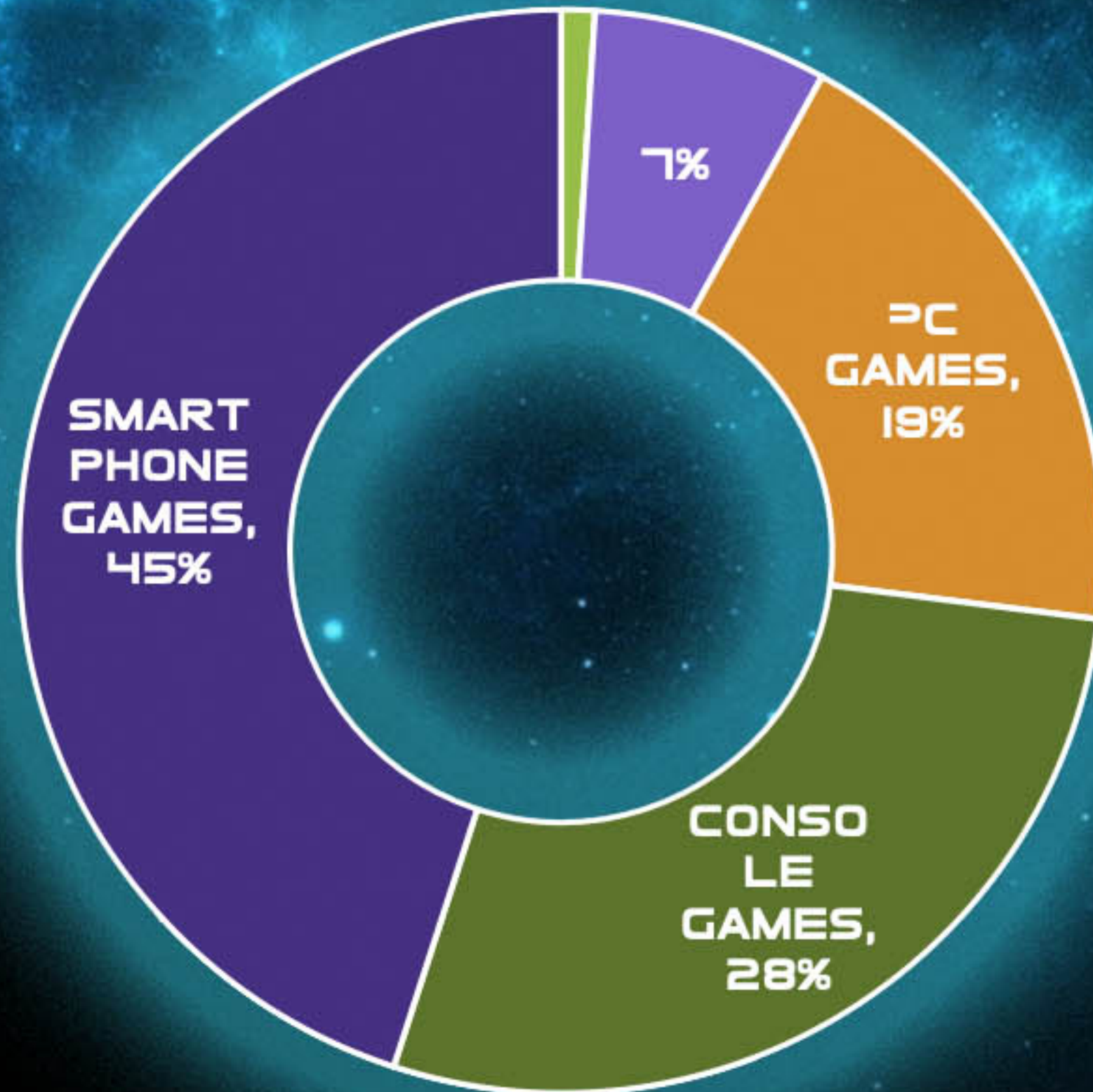
% OF INTERNET USERS OWNING A CRYPTO (AGE 18 – 64)



Combining metaverse & game world will be a new standard.

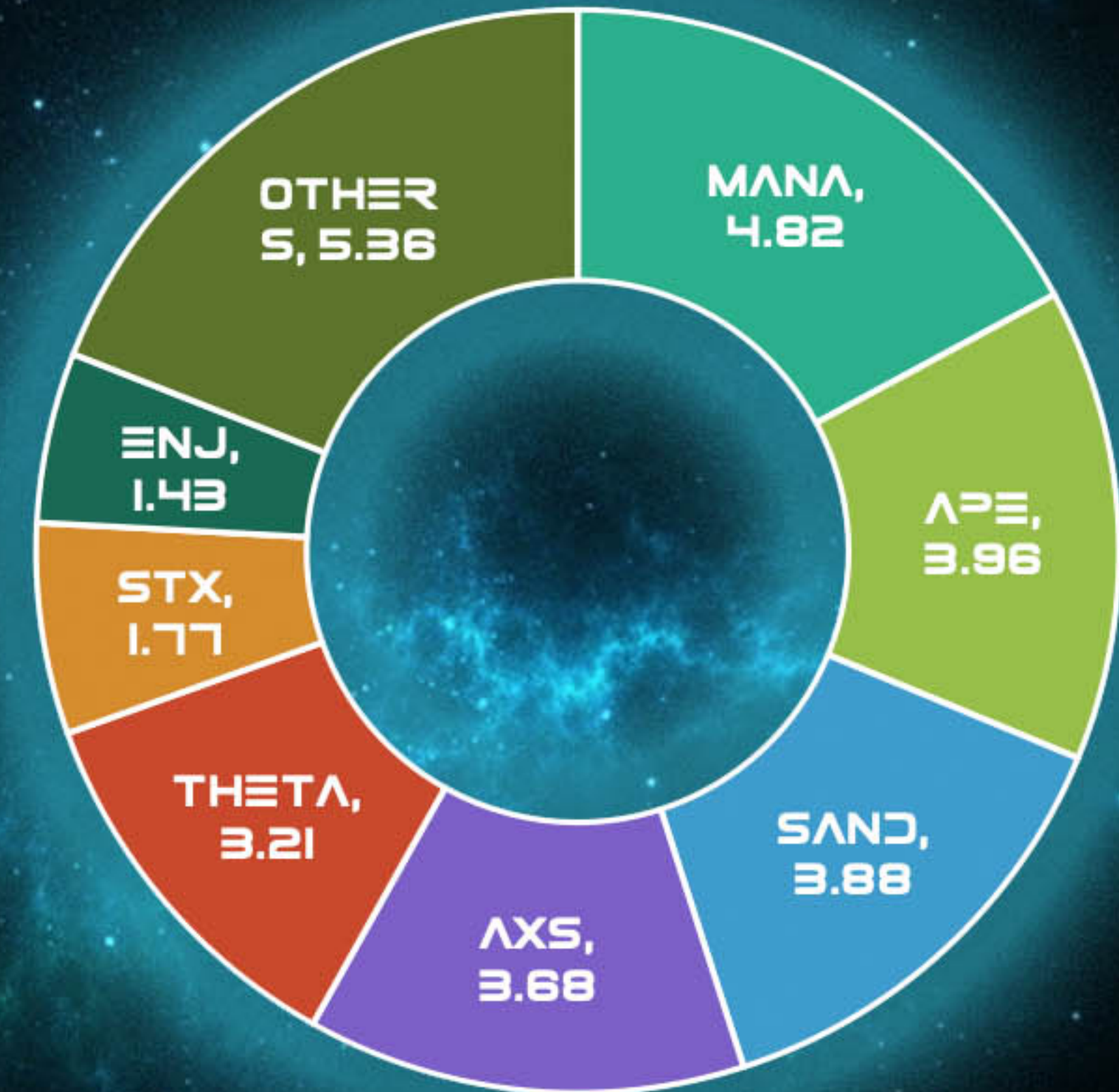
METaverse ALREADY REACHED 17% OF TOTAL GAME MARKET VALUE

Global games market valueing 176.BN USD



Source: Newzoo global games market report 2021

Top 20 metaverse tokens valueing 28.1 BN USD



Source: Coinmarketcap 24/03/22

EVERYTHING IN THE WORLD IS SHIFTING TO SOMETHING DIFFERENT

The way and the reason we play
has been changing already.

BEFORE

Playing virtual games was an
experience only for the player.
It was a way of "having fun".



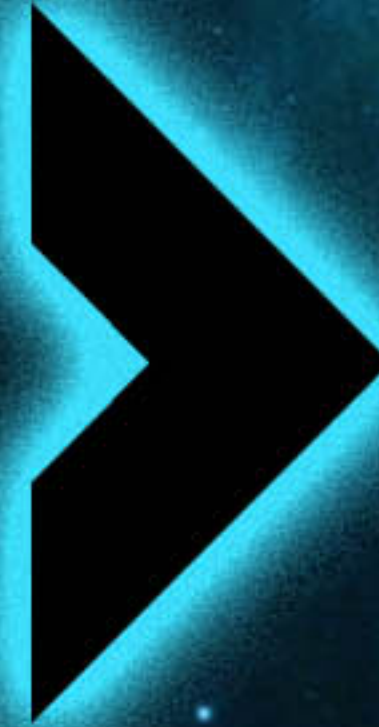
BUT NOW

It is an interactive and socializing
experience with the changes in
the platforms, devices and the
games themselves.

VIEWERSE WILL DISRUPT THE GAME INDUSTRY

CREATING

New way of creating
and playing games



PLAYING

Combining them with
web 3 & metaverse

DISRUPT THE GAME INDUSTRY FOR GAME PLAYERS

An innovative technology that helps bring gamified video streaming service to gamers and game studios in a new, more convenient way.

LIVE THE GAME

IF YOU CAN
CREATE VIDEO,
NOW YOU CAN
CREATE GAME,
NO CODE
REQUIRED

REALITY

CREATE
A GAME WITH
YOUR REALITY
AND EARN
MONEY

LIVE THE GAME

1

**MAKE OTHERS
EXPERIENCE
YOUR REALITY
AS GAME
CREATORS**

2

**EXPERIENCE
OTHERS'
REALITY AS
PLAYER**



LIVE THE GAME



Reach people having similar digital way of being & loving same digital experiences

DISRUPT CINEMA INDUSTRY

Create new revenue model by playable chapters or trailers of new movies and converting full part of old movies to playable mode at home

DISRUPT ADVERTISING INDUSTRY

MAKE CREATORS AND GAMERS EARN MORE WHILE
ADVERTISERS PAYING LESS FOR ADVERTISING BY TAKING
ONLY **20%** OF REVENUE

DISRUPT ADVERTISING INDUSTRY

Target much better consumer. We will know who is playing, where he is living, what he loves in digital. also user will be able to choose to watch the advertising and to participate surveys to EARN

OUR TECHNOLOGY IS SECURED BY THE PATENT IN USA

US 20180001200A1

(19) United States
(12) Patent Application Publication
(10) Pub. No.: US 2018/0001200 A1
(43) Pub. Date: Jan. 4, 2018

(54) DIGITAL MULTIMEDIA PLATFORM FOR CONVERTING VIDEO OBJECTS TO GAMIFIED MULTIMEDIA OBJECTS
(52) U.S. CL. A63F 13/42 (2014.01); A63F 13/21 (2014.01)
(71) Applicant: Abrakadabra Reklam ve Yayıncılık Limited Sirketi, New York, NY (US)
(72) Inventor: Mehmet Tokgoz, Istanbul (TR)
(21) Appl. No.: 15/640,316
(22) Filed: Jun. 30, 2017

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(60) Provisional application No. 62/356,825, filed on Jun. 30, 2016.

Publication Classification
(51) Int. CL. A63F 13/52 (2014.01); A63F 13/35 (2014.01); A63F 13/25 (2014.01)

(57) ABSTRACT
Embodiments provide an interactive digital multimedia platform for converting existing video objects to gamified multimedia objects and a method for the same. An editor-user of the platform may modify an existing video object while the content of the video object is playing. The editor-user may provide an editing input to the platform for assigning a gaming gesture at a point in video timeline associated with the video content thereby generating a modified video content. The modified video content may be a gamified multimedia object generated from the original video object. The platform also allows multiple editor-users to assign a plurality of gaming gestures at a plurality of points in video timeline associated with the existing video content. As such, the platform is collaborative.

100
Digital Multimedia Platform
102
Editor Module
122
Video Player
124
Gesture Pane
104
Player Module
134
Video Player
120
Control Module
136
Gaming Input
138
Gamification Gesture
106
Database(s)
108
User Device 1
110
User Device 2
112
User Device N

[Link](#)

patents.google.com/patent/US10099133B2/en?q=us+10%2c099%2c133+b2

Google Patents

us 10,099,133 b2

Digital multimedia platform for converting video objects to gamified multimedia objects

Abstract
Embodiments provide an interactive digital multimedia platform for converting existing video objects to gamified multimedia objects and a method for the same. An editor-user of the platform may modify an existing video object while the content of the video object is playing. The editor-user may provide an editing input to the platform for assigning a gaming gesture at a point in video timeline associated with the video content thereby generating a modified video content. The modified video content may be a gamified multimedia object generated from the original video object. The platform also allows multiple editor-users to assign a plurality of gaming gestures at a plurality of points in video timeline associated with the existing video content. As such, the platform is collaborative.

Images (17)

Classifications
A63F13/60 Generating or modifying game content before or while executing the game program, e.g. authoring tools specially adapted for game development or game-integrated level

US10099133B2
United States

Download PDF Find Prior Art Similar

Inventor: Mehmet Tokgoz
Current Assignee: Abrakadabra Reklam Ve Yayıncılık Ltd Sirketi

Worldwide applications
2017 · CN CA WO EP KR US AU RU

Application US15/640,316 events

- 2016-06-30 · Priority to US201662356825P
- 2017-06-30 · Application filed by Abrakadabra Reklam Ve Yayıncılık Ltd Sirketi
- 2017-06-30 · Priority to US15/640,316
- 2018-01-04 · Publication of US20180001200A1
- 2018-06-29 · Assigned to Abrakadabra Reklam ve Yayıncılık Limited Sirketi
- 2018-10-16 · Application granted
- 2018-10-16 · Publication of US10099133B2

[Link](#)

REVENUE MODEL

REVENUE IS CREATED BY TOKEN ECONOMY & ADVERTISING

THESE REVENUES ARE SHARED BY CONTENT CREATORS AS YOUTUBERS OR MOVIE STUDIOS

GAMERS EARN BY PLAYING, JOINING TOURNAMENTS, WATCHING ADVERTISING OR FILLING SURVEYS

VIEWERSE PLATFORM'S REVENUE IS DRIVEN BY 20% OF ADVERTISING REVENUE

ROADMAP

2018

Concept development

2021

Platform development started

2019

Player development
USA Patent
WEB 3 Player

2022

Q1
Development

Q2
Demo ready
10 Minutes
Game v1.0
Full game

Q3
Blockchain
ready

Q4
ICO
Platform v1.0
Ready
100s of games
in platform

2023

Q1
Advertising v1.0
Brand
Partnerships

Q2
Platform 2.0

Q3
Brand
Campaigns

Q4
Advertising v2.0