

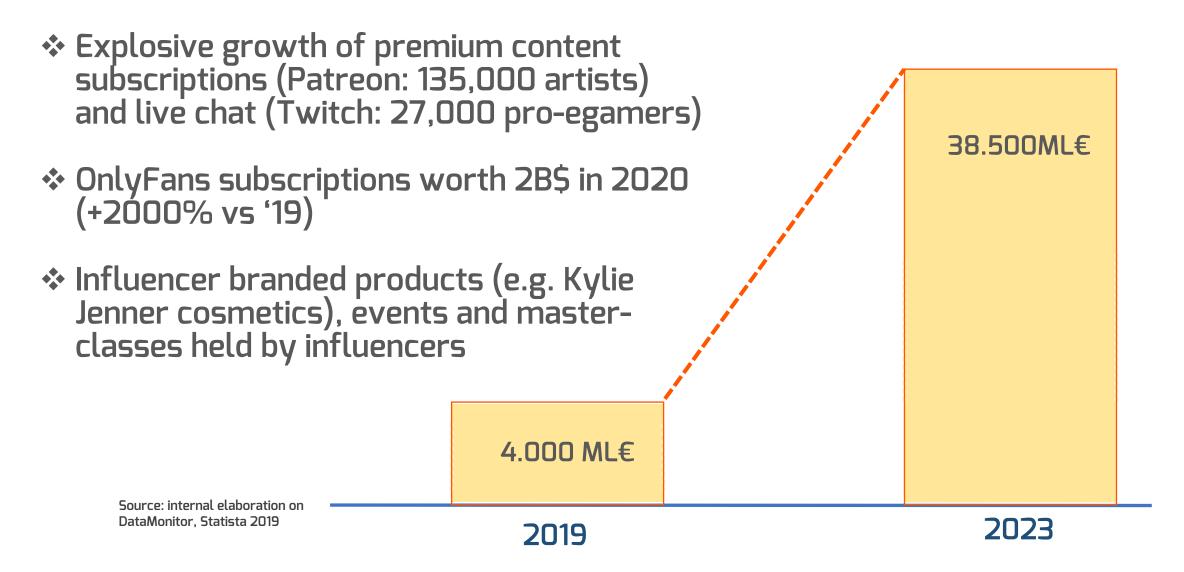
# Virtual Entertainment Platform





# Influencers Pay-Content Market





### Etciuu responds to 4 key needs

# Offer original and personal contents to fans

Fans can choose to download content dedicated to them, request customized content: participate in exclusive or preview events

#### Interact directly with fans

Etciuu provides a one-to-one communication system that simulates an exclusive experience in the perception of the Fan. Each interaction is recorded in the database

Increase your influencer revenues by using dedicated marketing tools

With Etciuu you can know exactly who the Fanbase is made up of with socio-demo and engagement indicators

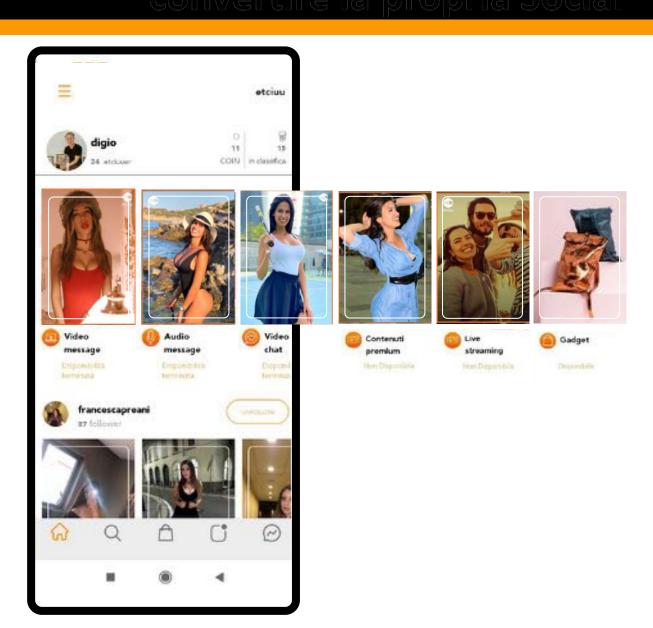
#### Recognize and reward fans

Thanks to the etciuu-coins, all the activities of your Fans are rewarded to draw up a ranking of fans and donate their badges and prizes



### Offer original and limited contents to fans





#### Individual contents

- Video message
- Audio message
- Video chat

#### Limited edition contents

- Streaming event limited access
- Contenuti premium
- Gadget

# Content production and access in a single app



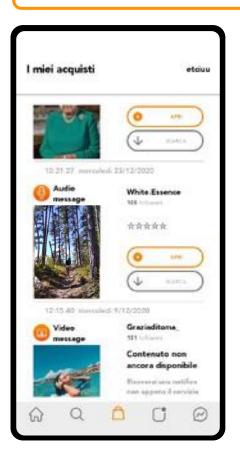
#### **Influencer - Content Production**







#### Fan - Content Access







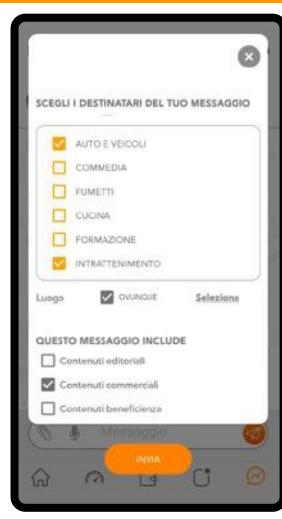
#### **Great Fans' Interaction**



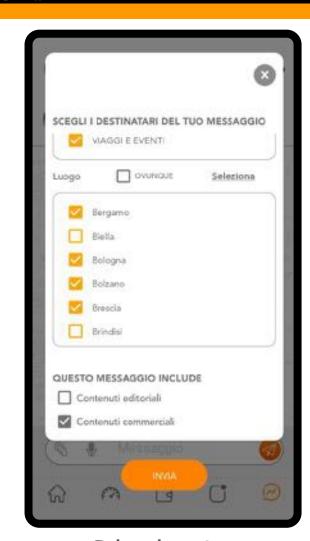




Select target



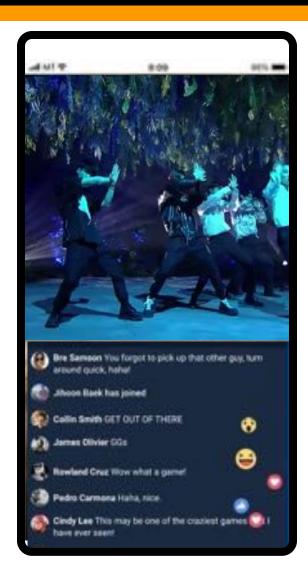
Select interest



Select location

# Bring fans together





- The Etciuu messaging system allows influencer to invite fans to special live-streaming events
- All fans are registered and their participation with emoticons, comments and questions - is tracked for evaluation and prices
- Through our tech-partner -Agora- we can welcome up to one million fans, in HD stream-quality

The contents are purely illustrative and may undergo changes during the execution phase

# Merchandising promotion





- Gadget Area allows influencer to promote and link their e-commerce
- Etciuu messaging allows influencer to increase sales opportunities and conversions more effectively
- Tracking coupons can be inserted to create special offers for etciuu fans

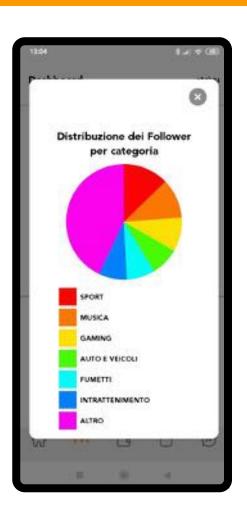
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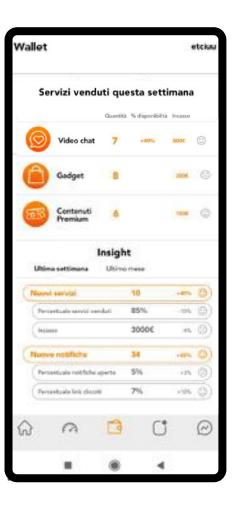
### Sales tools for influencers







Wallet etciuu Incasso mensile 434,51€ APRILE 2020 Servizi Venduti 19-29-24 mercoledi 22/4/2020 4,99 € AUDIO MESSAGE Richiesto de tim 19:11:56 merceled: 22/4/2020 4,99 € AUDIO MESSAGE Richiesto de tim 12:11:32 marted; 21/4/2020 4,99 € AUDIO MESSAGE Richiesto do tim 0



Analyse

Control

Benchmark



# Recognise and profile your fans



Classifica dei tuoi Follower								
Pingu support	2673 TER fan	Punti						
tim support	1885 TER fan	Punti						
Stefano L	1616	Punti						
gianluigib support	1513	Punti						
ca SUPPORT	1063 TER fan	Punti						
Tom Support		Punti						
digiosenio	or 320	Punti						

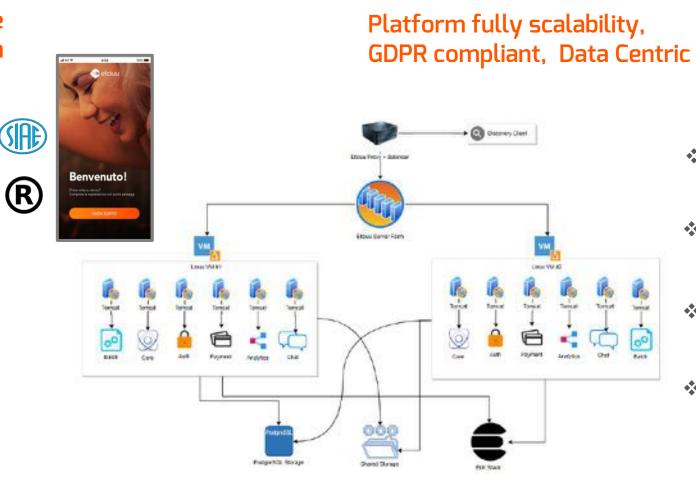
- Fans are classified according to etciuu- coins and badges they gain by interacting and purchases
- Influencers can contact single fans or selected groups
- Personalised Audio, video and imagery contents can be attached to messages

# Platform Technology



# Proprietary Mobile Application

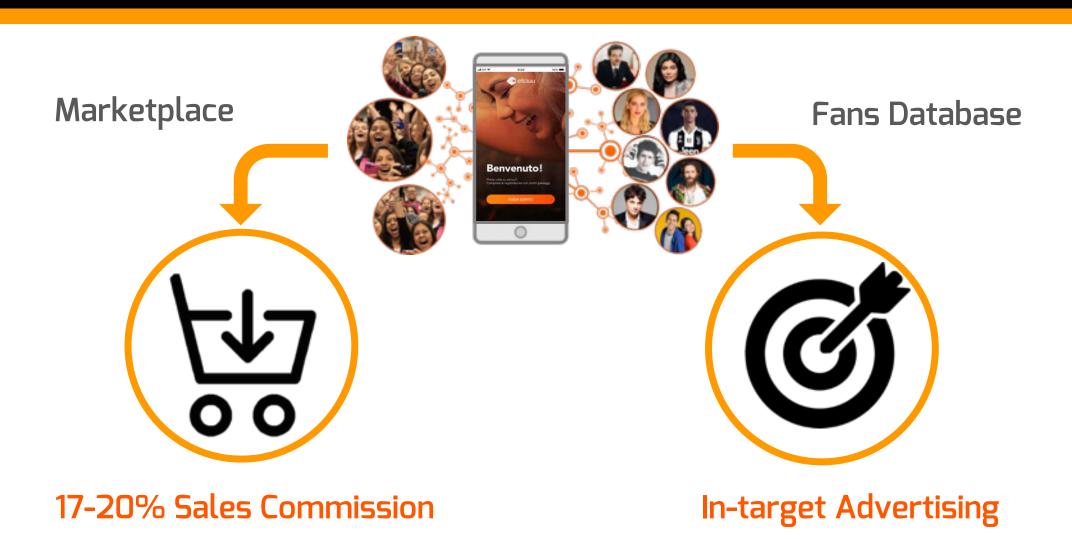
- Registration SW #D011906
- European Trademark #18099355
- Utility Model Patent (pending)



- Traffic distribution management
- Service BackendSystem
- App Server redundant
- DB System and files indicization

### **Etciuu Business Model**





Proprietary & Confidential 2021 - Etciuu SrL

#### **Revenue Streams**



E-commerce Sales-fee ❖ 17-22% commission, on all content sales generated on the platform

Advertising Revenues

Etciuu app - Advertising revenues, based on Activities / Profiles Database (Identity Advertising)

## SWOT Analysis



- Strong relationship with the influencer marketing market
- CRM platform innovation and new sales model for influencers

- Consequences on digital advertising of GDPR and cookies stop; user's digital identity role
- White label platform sales (to brands)



**Opportunities** 

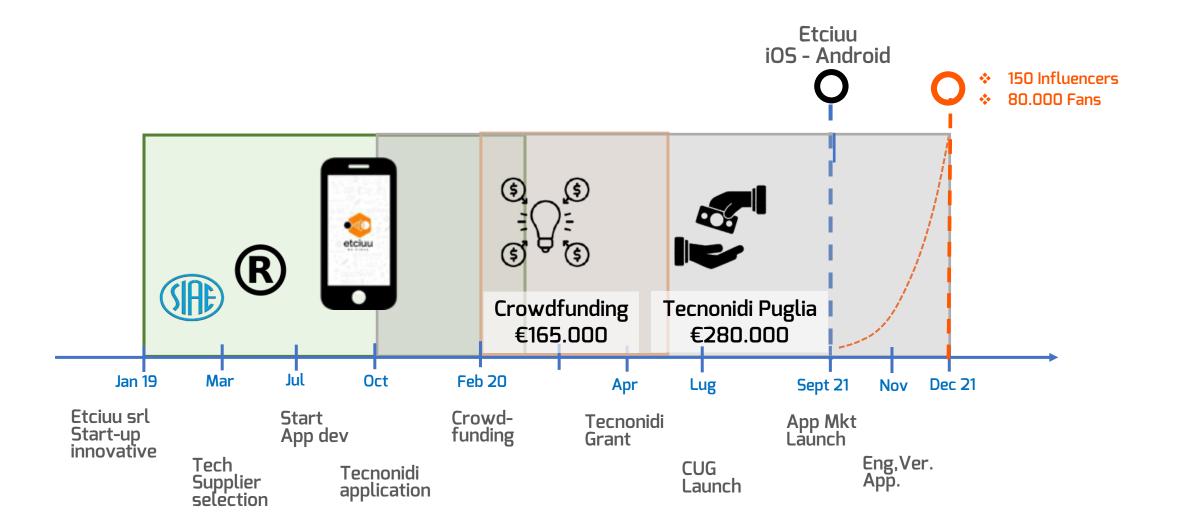
- Low propensity to pay for digital contents
- Timing and resources for international expansion

- Dominant role of social networks
- App low user-engagement rate
- App stores rigidity

**Threats** 

#### Milestones 2019 - 21





### Road Map 2021 - 24





# **Competitor Analysis**











Country	Date of Birth	Traffic Size	Financial Rounds	Business Activity	Business Value	PROs	CONs
US	2013	135.000 Creators	Tot. 256M\$	Creators content distribution Subscription	1B\$ (2020)	Solid organization & processes	Slow Business Development
US	2016	15.000 Celebrities	Tot. 65M\$ Round A 50M\$ 2019	Personalized Video Messages from Celebs	300M\$ (2019)	Brand Awareness	Mkting Costs vs Limited service portfolio
Sweden	12.2019	1.000 Celebrities	2M€ Seed (dec 2019)	Clone of US Cameo with presence in Europe	10M€ (2019)	Quick market expansion	Limited service portfolio
UK	2016	200.000 Influencers	N.D. (100% Fenix Int. Ltd.)	Adult content download (PPV)	1B£ (2020)	Revenues 100M\$ in 20	Only Adult Download services
US	2011	27.000 e-Gamers	970M\$ aquisition in 2014	Esport Live PayPerView streaming Subscription	4-5 B\$ (2020)	Amazon advertising investment	Limited Adv business growth

#### Contatti





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