

# GAMIFIABLE

GamifiedApp



B2C Input User Conditions For B2B Output Database Connections

VERSION 1.0

## Abstract

Monetizing a missing middle with the user the B2C with digital programmatic advertising is an open source interoperable architecture of User data with a blockchain address identity layer system allows people, products, apps and services, blockchain cloud providers, organizations and innovators to key into Marketplace AI with decentralized ecommerce.

GamifiedApp's top-down and Gamifiable's bottom up executes Smart Contracts, Blockchain and Tokens, for digital assets to buy, sale and trade is the user that is the B2C is for B2B programmatic adv's misdiagnosis solution space, and an Open Source Blockchain layer on GamifiedApp is for a collaborative subculture. User narrative intersections of art and science is the AI identification of User control for trading and interaction with an interoperable, decentralized local to Global new crypto-economic space called Social Transmedia.

- Top-down GamifiedCRM is ML feature of GamifiedApp.
- Bottom-up MAI (machine ai) wrap of Gamifiable.
- Revenue and digital ad-based model.

### 1. Motivation

A collaborative subculture of AI identification of User Control and interaction is an interoperable decentralized local to Global new crypto-economic space of decentralized e-commerce.

1. Crowd-source is a Web 3.0 trajectory of GamifiedApp's top-down convergence with Gamifiable's bottom-up MAI (machine artificial intelligence) wrap.
2. User input is a new x for B2B programmatic advertising to a missing middle's z output that converges the B2C's y benefits.

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## 1.1 B2C Conditions For B2B Connections

Distributed ledger technology of GamifiedApp is a top-down B2C that is the User, as Input conditions are for a new x of B2B programmatic adv Outputs to that missing middle, a Social Transmedia is a decentralized e-commerce's y of user narrative value creation of Ethnographic Gamified CRMs.

With a bottom-up blockchain database connection of Gamifiable's MAI autonomous database convergence of a Deep Neural Network intersect at the distributed ledger of GamifiedApp, extensions seamlessly integrate top-down with DL4J for point of purchase bottom-up as that Web 3.0, and GamifiedApp executes blockchain, smart contracts and tokens.

## 1.2 GamifiedApp's decentralized e-commerce's MAI.

Self-brand overlap's new x is a reduction for recursive competitive spatial intelligence of node combinatorics from input, so output of infinity executes the Social Transmedia of GamifiedApp's fintech.

An open Source Blockchain layer on GamifiedApp is for a collaborative subculture, for User narrative intersections of art and science is the AI identification of User control, and trading and interaction is an interoperable and decentralized local to Global new crypto-economic space called Social Transmedia.

Ethnographic gamification algorithms test input data, as conditions connect Product Market Fits from qualitative what that train new advertising algorithmic functions that filter B2B's how delivery of classification with simultaneous location Actor Networks and mapping for concrete implementation of AR/VR - XR's AI as B2C's when, Storage, Asset Transfer and Mobility is B2B advertising to B2Cs.

Missing Middle's Users with an EAS (Enterprise Application Software) Internet of Value that is from Smart Contract data science and its Blockchain, Digital Ledger Database parameters is Social Transmedia that is from AI-driven recommendation algorithms that monetize crypto-economics with programmatic B2B advertising that is goal-driven from B2C dialogue that monetizes User Narratives.

With a bottom up server-side render of B2C users that output programmatic advertising, B2B Ethnographic Gamification technology is at where Users interact, exchange digital assets of competing blockchains that are the Gamified crypto-economics value creation consensus of Social Transmedia for Marketplace AI.

### 1.3 Blockchain, Digital Scarcity and Fintech

With Storage, Asset Transfer and Mobility that is the B2B advertising to B2Cs, a Missing Middle's Users with an EAS (Enterprise Application Software) Internet of Value is from Smart Contract data science and its Blockchain, Digital Ledger Database parameters.

Social Transmedia's AI-driven recommendation algorithms monetize crypto-economics with programmatic B2B advertising that is goal driven from B2C dialogue, and a bottom up server-side render of B2C users that output programmatic advertising is the B2B Ethnographic Gamification technology, so an intersect for Web 3.0 is at where Users interact, exchange digital assets of competing blockchains that are the Gamified crypto-economics value creation consensus of Social Transmedia for decentralized e-commerce.

## 2 Gamified Actor Network Nodes

With the present state of the internet, a Nash equilibrium is an  $x = 0$ , a stable state, so with a decentralize e-commerce, business decisions are modeled and analyzed with game-theoretic applications: finance, accounting, operations management and information systems. Thus, organizational design and system thinking is the new  $x$  for the  $y$  of competitive strategies of imperfect markets. Heterogeneous output of B2B advertising to the missing middle, the user as the B2C is an optimal marketing strategy of Social Transmedia's Gamified Ethnographic CRM's material implications.

### 2.1 Benevolent Artificial Intelligence

Providing unique users the resource to possess special enlightenment or knowledge of something from GamifiedApp's input to gather ubiquitous information that shows the world how Social Transmedia is from their self-brand overlaps, Blockchain integrates a seamless enterprise architecture.

A recursive AI populates timelines from a PROBLEM space, and the WHY of Gamified CRM surveys is for the SOLUTION, as that WHAT of

a new x that is Social Transmedia, the BENEFIT is for the HOW of education-based marketing that is for promotions, discounts, and free stuff in closed looped digital ecosystems.

## 2.2 Deploying Enterprise AI and Blockchain

GamifiedApp's public dApp's digital ledger's database intersect parameter layer's interface and UX is on a full-stack rational database that seamlessly integrates Gamifiable's programmatic digital add-based autonomous dApp output of Smart Contract instances, currency and tokens.

With Revenue's bottom-up account's user defined conditions, GamifiedApp's Activation with crypto-economics and currency is on a public block-chain, as an Open Source layer converts Users into B2C's narratives, fintech generation of Gamified Ethnographic CRM's cluster analyses from DL4J is for the programmatic out-puts of an autonomous centralized database of Gamifiable's bottom-up's MAI with Pytorch.

Retention of Social Transmedia on Gamifiable's platform is the user narrative crypto-economic value creation and fintech of a decentralized e-commerce's Marketplace's AI of GamifiedApp's interface and UX of Social Transmedia's decentralized ecommerce.

## 2.3 Digital Adv Based Revenue Model

Business Decentralized Application of GamifiedApp's top-down AI and Mixed Reality intersect converges with Gamifiable's real world solution of B2B autonomous database insights for programmatic advertising to B2Cs with an open source competitive intelligence.

## 2.4 Fintech

Tokenomics is from user narrative input, and retention is the tokenization of data ownership, as the decentralized e-commerce target of B2B advertising is to a missing middle that is the user as the B2C, GamifiedApp's digital currency's payment system of blockchain, smart contracts and tokens has cryptocurrency called gami and a token called GT, for decentralized ecommerce's B2B output of B2C's shared input nodes is programmatic advertising transactions.

Acquisition of Gamifiable's centralization is the B2B advertising to B2C. Algorithmically generated tokens from B2C input is the activation of GamifiedApp's Enterprise Blockchain, so a dApp of Smart Contracts and Tokens is a distributed ledger technology that is a top-down with cloud and MAI innovation.

## 2.5 ERC-721 Gamification Actor Networks

ERC-721 protocol for non-fungible tokens of transactions and ownership of non-fungible assets on the blockchain is for a collaborative subculture, so a non-fungible intersection of art and science is an AI identification of User control. Trading and interaction of an interoperable, decentralized local to Global new cryptoeconomic space is called Social Transmedia.

Monetization of partners, customers, third parties and Gov entities is an autonomous natural language processing of intersects with CRM technology, and B2B nodes advertise to B2C self-brand overlaps from deep-links that machine learn with Gamification Actor Networks.

Conclusion: Beta

Converting Users into B2C's value creations with behavioral tree input of Gamified Ethnographic CRMs is from Root Cause Analyzes of GamifiedApp's Distributed Ledger Layer that integrates Redis, as open source in-memory clusters are contained data structures, storage of decentralized ecommerce is the database cache and message brokerage of top-down client intersects, and with predictive algorithms that parameter a centralized and sever-side with PostgreSQL that is supported by DL4J's misdiagnosis solution space, Beta is to monetize B2C conditions of \$750 billion misdiagnosis costs, so connecting a missing middle to B2B's advertising to pharma spending of 1.5 trillion is the programmatic advertising's end to end misdiagnosis solution space from conditions.

