

Gamifiable LLC

Games, Realitytech, Animation

GamifiableGames
GamifiableReality
GamifiableAnimation
GamifiableMusic

GamifiedApp

What's best?

Decentralized e-Commerce, Smart Contracts, Tokenization



Decentralized e-Commerce Ad-based Market

P2P message brokerage asset value creation that cleans, normalizes and distributes cache hierarchies of information technology architecture: missing middle's database management (Social Transmedia):

- Strategic Data Acquisition and Warehousing.
- Recombination of Social Media and e-Commerce.
- C2C Narrative Ethnographic Gamified CRMs.
- Root Cause Analyses is User Extended to B2C.
- B2B Benefits, decentralized e-Commerce Ad-based.

```
x = new 0;  
y = 1;  
nodes = z;
```

```
InternetofInformation ()  
{  
selfBrandOverlap(1);  
}
```

```
public void InternetOfValue(z)  
{  
Console.Log("What's best?");  
}
```

Digital Asset Valuation

Recombine and Transform Social Media and eCommerce

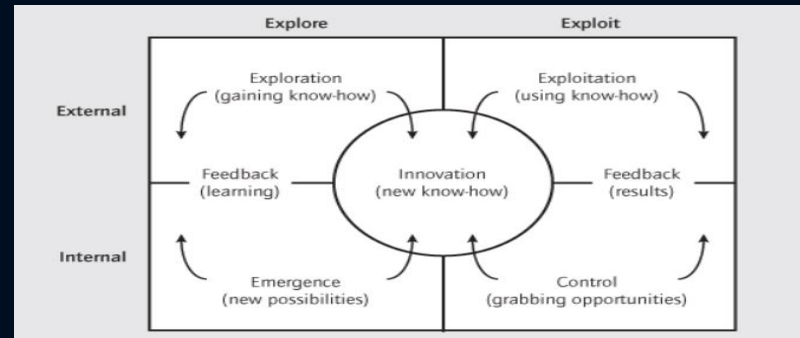
1. Data driven centralized CRM neutralizes social condition.
2. Ownership with cryptographic tokens can peer-review connections.
3. Centralized post-truth CRM narratives are misinforming market functions.
4. Decentralized Ethnographic Gamified CRM blockchain leverages transformation of digital assets.

Smart contracts, Currency and Tokenization

Decentralized ecommerce of user extended as B2Cs, intersects of C2C Narratives of Ethnographic Gamified CRMs are for B2B programmatic Adv benefits to a Missing Middle's Machine Artificial Intelligence Market with monetization of global digital advertising spending at 520 billion by 2023.

Ethnographic Gamified CRM's C2C Narratives

Intelligence's misdiagnosis solution space



1. Ad-based revenue's Name, Identity and Meaning.
2. No products, distribution or fulfillment centers.
3. Interoperable interaction input extensions are B2Cs.
4. B2B AI output is from C2C distributed Narratives.

Ethnographic Gamified CRM

Converging Social Media with eCommerce projected to hit \$4.9 trillion by 2021, with four billion social media users extended as B2Cs for B2B benefits to C2C Narratives' Missing Middle, an AI Cloud Centric start-up's gamers for B2B benefits in a Missing Middle's Decentralized e-Commerce, Smart Contracts, Tokenization is a convergence transformation of e-commerce and social media.

Digital Adv Market 520 billion by 2023

GamifiedApp

An interoperable's missing middle of B2B's advertising connections from user conditional input extended to B2Cs decentralized e-commerce connections that are monetizing off global digital advertising spending from C2C Narratives:

Smart Contracts

Market of 300 USD Million monetizes off %32 Compound Annual Growth Rate from GamifiedApp's activation convergence's acquisitions with a Dematerialization culture of a Totally Virtual, telecommuting and Remote working Model.

Social Transmedia

Decentralized e-Commerce, Smart Contracts, Tokenization

Competition from AI and eCommerce to all Social Media challenges a startup value proposition with Ethnographic Gamified CRMs from Root Cause Analyses input conditions that extend users as B2Cs, intersects for a new x with C2C narratives that output B2B benefits to y clusters contained on z's decentralized e-commerce with ad-based revenue.

Fintech, Gamification, Artificial Intelligence

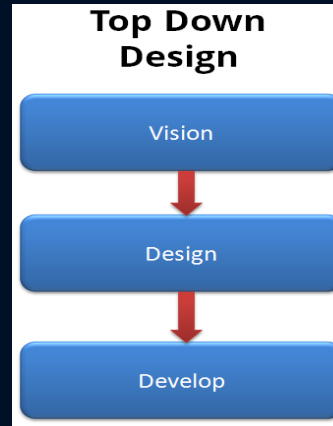
Tokenization of Everything

- fungible.
- nonfungible.

Decentralized e-Commerce, Digital Asset Market, Tokenization with an ad-based revenue:

Distribution with blockchain, smart contracts, tokenization and currency, monetizes and scales self-brand overlap C2C Narratives that are from Deep Machine Learning and Artificial Intelligence.

Recruit is B2C that's paid by B2B



AI Leadership

Technology-enabled Virtual Teams

Token-as-licenses are advertising keys

Technology Convergence Platform Activates GamifiedApp

BIG HAIRY AUDACIOUS GOAL TIMELINE

1. Pre-seed of \$125,000 builds Mobile Game.
2. \$175 pre-seed extension builds blockchain game version and MVP of GamifiedApp.
3. \$10,000,000 - seed scales to video game and deploys GamifiedApp.
4. \$100,000,000 - series A.

MILESTONES

- Mobile Game - three months.
- Blockchain Game, GamifiedApp's MVP - six months.
- Seed - nine months.
- Series A - one year.

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