

Gamifiable LLC

MobileGames, Realitytech, Animation

GamifiableMobility
GamifiableReality
GamifiableAnimation.art

GamifiedApp

What's best?



GamifiedApp

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.

Tokenization Of Everything



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 for B2B benefits in a Missing Middle's Decentralized e-Commerce, Smart Contracts, for Tokenization is a convergence transformation of e-commerce and social media.

Target Market

Provide an interoperable missing middle of B2B's advertising connections from user conditional input extended to B2Cs decentralized e-commerce outputs that are monetizing off global digital advertising spending of 520 billion dollars, seamless with Smart Contract's 345 Million and Tokenization's 4.8 billion dollar Markets by 2026.

Decentralized e-Commerce

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.



No Competition

Monopoly Insight

Top-down is 1 to 0 at run-time of unsupervised input: MERN stack, Redis integration with blockchain in JavaScript. Ethereum/Solidity, Tensorflow.js with PostgreSQL intersect, a Cloud Centric AI data pipeline from bottom-up reinforced learning of input with Tensorflow, as Python and Behavioral Tree Gamified Ethnographic CRM root cause analyses is data science extensions with C++ that cluster on user profiles, these B2Cs are for supervised container output: divestment of legacy iterates latent copies for recursive p2p message brokerage and cache as a Social Transmedia with ad-based revenue and decentralized e-commerce. C2C intersects of rows, columns - Ethnographic Gamified CRM nodes are the new x, a 0 that is supervised to $y = 1$; z is the B2B benefits to that "missing middle," the 1 to 0 -> Web 3.0.

Market

- Fungible and non fungible.
- Digital currency.
- Smart Contracts.
- Tokenization.

Tokenization of Everything

- fungible.
- nonfungible.

Solution Space

User input extended as B2C's that intersect C2C narratives, a new x is for AI cloud centric y's decentralized ecommerce's ad-based revenue to B2B's bottom-up output of Machine Artificial Intelligence's strategic data acquisition and warehousing that converges blockchain architecture into an AI cloud centric database management by recombining and transforming social media and ecommerce into a solution space of Social Transmedia's missing middle's database connections.

Outsourcing, Totally Virtual start-up pre-seeds:



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. \$175k pre-seed extension builds MVP of GamifiedApp.
3. \$10,000,000 - seed scales and deploys GamifiedApp.
4. \$100,000,000 - series A.

MILESTONES FROM DAY ONE OF PRESEED

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

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