Gamifiable LLC

Beyond here be dragons!

B2C Input User Conditions For B2B Output Database Connections

Updated 01/05/2022

VERSION 1.0

2

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 of a technology convergence bottom up executes Smart Contracts, Blockchain and Tokens, for digital assets to buy, sale and trade is the user that is the B2C, for B2B programmatic adv's 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 Ethnographic Gamified CRM, Tensorflow.js ML feature of GamifiedApp:MERN stack, Redis Blockchain integration with Javascript, Ethereum and Solidity, PostgreSQL intersect.
- Bottom-up MAI (machine ai) wrap of Tensorflow with C++ Behavioral Tree Extensions, Python (data sciences).
- 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 activation from a technological acquisition convergence of a 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 from C2C Narratives.

1.1 B2C Conditions For B2B Connections

Distributed ledger technology of GamifiedApp is a top-down B2C that is the User, as unsupervised 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 a technology convergence's MAI autonomous database's reinforcement learned intersects of C2C Narratives at the distributed ledger of GamifiedApp's top-down unsupervised input with an underlying Tersorflow.js, Behavioral Tree extensions are from a Bottom-up with Tensorflow seamlessly integrating top-down activation of supervised learning for the point of purchase Machine Artificial Intelligence of GamifiedApp that executes blockchain, smart contracts, currency and tokens.

1.2 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 Decentralized e-Commerce, Smart Contracts, Tokenization.

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 from C2C Narratives.

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 C2C 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 Decentralized e-Com, Smart Contracts, Tokens

With Storage, Asset Transfer and Mobility that is the B2B advertising to B2Cs, a Missing Middle's C2C Narratives 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 C2C Narratives, 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 with ad-based revenue.

2. Gamified Actor Network Nodes

With the present state of the internet of $x = 0$ a stable state, a decentralized e-Commerce's business decisions are modeled and analyzed with game-theoretic applications: 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 extended 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 digital ledger's database intersect parameter layer's tensoflow.js, an unsupervised input is on a full-stack rational database, PostgredSQL that seamlessly integrates converging technologies of programmatic digital add-based autonomous reinforcement learned output of Tensoflow that is Behavioral Tree extended supervised learning to Smart Contract instances, currency and tokens with Machine Artificial Intelligence.

With Revenue's bottom-up account's user defined conditions, GamifiedApp's Activation with crypto-economics and currency is on a public blockchain, as an Open Source layer converts, extends Users into B2Cs from C2C Narratives, tokenization generation is the Gamified Ethnographic CRM's cluster analyses from Tensorflow.js top-down that is for the programmatic out-puts of an autonomous database of acquisition's bottom-up with Tensorflow that is Behavioral Tree extended for supervised Machine Artificial Intelligence.

Retention of Social Transmedia is the C2C Narrative crypto-economic value creation's tokenization of a decentralized e-Commerce's Marketplace's AI with GamifiedApp's interface and UX of Social Transmedia's decentralized e-Commerce.

2.3 Digital Adv Based Revenue Model

GamifiedApp's top-down input intersections of C2C Narratives are for B2B autonomous database insights from B2Cs activation conditions with open source competitive intelligence connections.

2.4 Tokenization

Tokenomics is from C2C Narrative, 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 extended as the B2C, GamifiedApp's digital currency's payment system of blockchain, smart contracts and tokens has cryptocurrency called gamiCoin and a token called GT, for decentralized ecommerce's B2B output of B2C's shared input nodes are programmatic advertising transactions.

Acquisition 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 Gamification Actor Networks

Protocol for fungible, non-fungible tokens, transactions and ownership of digital assets on the blockchain is for a collaborative subculture, so intersections of art and science is an AI identification of User control. Trading and interaction of an interoperable, decentralized local to Global new crypto-economic 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 with Gamification Actor Networks.

3. Mobile Games And Domain Specifics

With GamifiableMobile.com's CONNECTIONS that are the Trigger for a new x, scale and monetization of Gameplay Action are Players extended as B2Cs, and with data gathered as $y = 1$; C2C's Gameplay with a Mobile Game EXPERIENCE of RELATIONSHIPS provides a Mobile Game Venue of z that is their Reward of a decentralized market with ad-based revenue that seamlessly converges with the execution of Ethnographic Gamified CRM, an Asian Niche that integrates localization and location-based trajectories for IP Based Transmedia World Branding.