

Gamifiable LLC

What's best?



B2C Input User Conditions For B2B Output Database Connections

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VERSION 1.0

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Abstract

With a digital distribution platform that's a decentralized economy that is providing a virtual world at where players build, own, and monetize their gaming experiences with the Mobile Blockchain Game version of SPACEZODIACS Shiyan Meishu, monetization of a missing middle with the user the B2C with digital programmatic advertising with an open source interoperable architecture of user data, 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's web3.

With Peer to Peer Decentralized Ethnographic Gamified CRM's embracing Blockchain Gaming with Tokens and NFTs with Decentralized Autonomous Organization for ad-based parities and Decentralized e-Commerce, a Tokenization of Everything is an in-game marketplace pipeline from the Hybrid-casual Mobile game called SPACEZODIACS Shiyan Meishu, and programmatic adv on runtime decentralized ecommerce's market with an API that cleans, normalizes and distributes cache hierarchies of information technology architecture, user input is extended as B2C's that intersect C2C narratives.

API of GamifiedApp's new x for its y = 1's digital currency of Gami is the 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. Monetizing virtual relationships that are an interoperable missing middle of B2B's advertising connections from user conditional input extended to B2Cs decentralized e-commerce outputs executes Smart Contracts, Blockchain and Tokens.

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 metaverse subculture. User narrative intersections of art and science is the AI ID of user control for trading and interaction with an interoperable,

decentralized local to Global new crypto-economic space called Social Transmedia.

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.

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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 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 Tensorflow.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 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 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 gamified 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 Web3 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's Goal-orientated Action Planning recommendation algorithms that monetize crypto-economics with programmatic B2B advertising that is from B2C dialogue that monetizes C2C Narratives.

With a bottom up server-side render of B2C users that generate and 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

Social Transmedia's Goal-orientated Action Planning 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: discounts, free stuff in closed looped digital ecosystems.

2.2 Deploying Enterprise AI and Blockchain

GamifiedApp's digital ledger's database intersect parameter layer's tensorflow.js, an unsupervised input is on a full-stack rational database, PostgreSQL that seamlessly integrates converging technologies of programmatic digital add-based autonomous reinforcement learned output of Tensorflow 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, a top-down that is for the programmatic outputs of an autonomous database of acquisition's bottom-up with Tensorflow that is Behavioral Tree extended for supervised Machine Artificial Intelligence, clusters contained.

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 Narratives, 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, a cryptocurrency called Gami and a token called GT, they are the decentralized ecommerce's B2B output of B2C's shared input nodes of programmatic advertising transactions.

Acquisition with a digital distribution platform that's a decentralized economy provides a virtual world at where players build, own, and monetize their gaming experiences from the Mobile Blockchain Game version of SPACEZODIACS Shiyan Meishu; B2B advertising to B2C algorithmically generates tokens from B2C input, and activation of GamifiedApp's Enterprise Blockchain is a dApp of Smart Contracts and Tokens: User Generated Machine Artificial Intelligence innovation with Web3.

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 Ethnographic Gamified 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 CRMs, an Asian Niche that
integrates localization and location-based trajectories for IP
Based Transmedia World Branding.