



Platform Solution

Creating an online 3D world where people can explore, meet, and enjoy immersive experiences together in real time.

Problem

High Entry Barriers: Advanced hardware and VR equipment requirements limit accessibility for many users.

User Retention Challenges: Lack of engaging content leads to decreased user base and high churn rates.

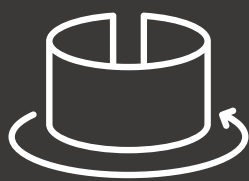
Monetization Difficulties: Microtransactions can alienate users and hinder revenue growth.

Security Vulnerabilities: Virtual environments are susceptible to hacking and fraud, risking user trust.

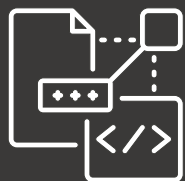
Regulatory Uncertainty: Ambiguous laws on digital assets create compliance challenges and instability.

Solution

Our solution integrates advanced real-time 3D spaces with multiplayer technologies to merge gaming, social interaction, and e-commerce into a persistent virtual world, providing immersive experiences accessible to users and developers across all devices.



Immersive



Integrated



Accessible

Market Analysis

Global metaverse market size
\$74.4 billion

CAGR
37.7%

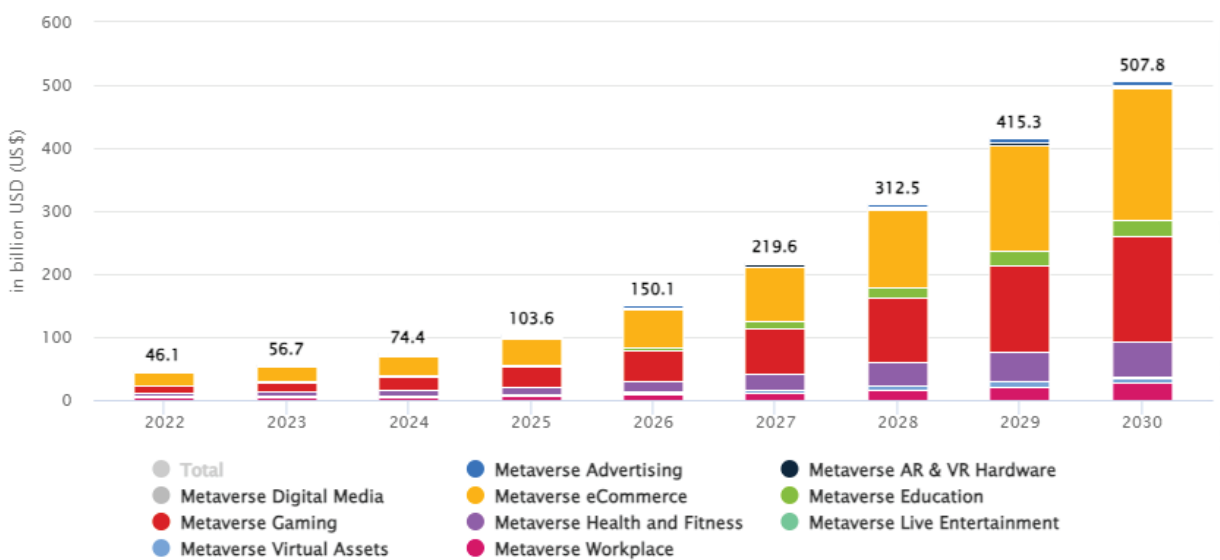
Target

Entertainment
Social Media
E-Commerce

Case Study

A major VR studio was forced to limit their e-commerce applications due to **high costs** from a **third-party service** that enabled web browser access on PC and mobile devices, which led to **reduced engagement** and revenue.

With our platform, they can run applications directly in web browsers without prohibitive costs. Our technology enables them to expand their user base, reduce expenses, and enhance user experiences.



<https://www.statista.com/outlook/amo/metaverse/worldwide>

Business Model



Subscription Fee

Based on access to personalized 3D spaces with varying feature tiers.



Marketplace Sales

Revenue from premium 3D assets and extensions sold in our marketplace.



Transaction Fee

Commissions on e-commerce activities within user-created metaverse spaces.

Advantage



Cost-effective, efficient, affordable.

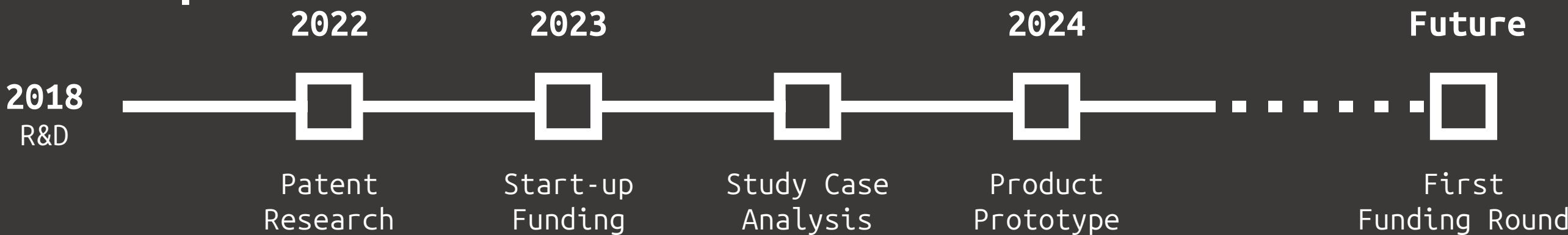


Advanced, high-performance, optimized.



User-friendly, intuitive, customizable.

Roadmap



Alessandro Pasqualetti
Founder - CEO

Developer with 5+ years in immersive VR experiences.



Nicholas Fialdini
Founder - CTO

Full-stack developer with expertise in scalable SaaS and blockchain.



Gianluca Livrieri
COO

Product design specialist with business connections and team coordination skills.



Marco Pini
CMO

UI/UX expert focused on customer-centric digital design.