



Leonel Chacon
Edward Garmon
Dylan Hua
Jackson Nestelroad
Kailash Subramanian

2019



Augmented Reality is a rapidly emerging technology.

\$198,000,000,000

Projected market worth by 2025.

1,500,000,000

AR-capable devices in 2019.

67%

Advertising executives looking to use AR more.



AR Sphere is a free-to-play,
global augmented reality
playground for mobile devices.



DISCOVER



COLLECT



CONTRIBUTE

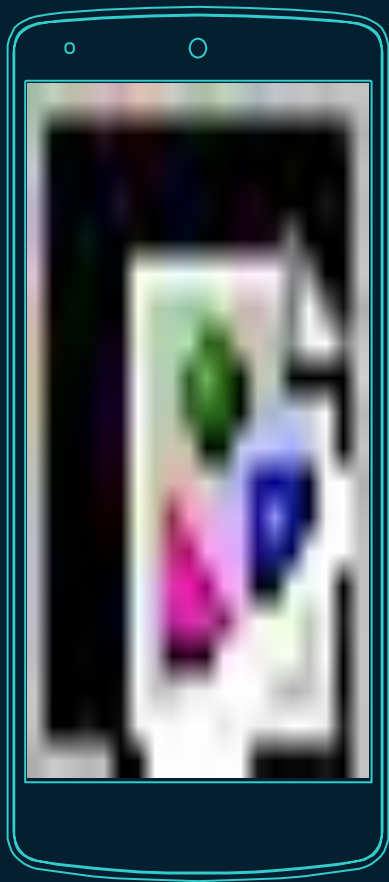




Username

Password

Explore the world



Current Market State

Video Game

Promotion-Driven



Our Business Model



Estimated Business Packages

City

\$100

1¢ per 📍

Country

\$200

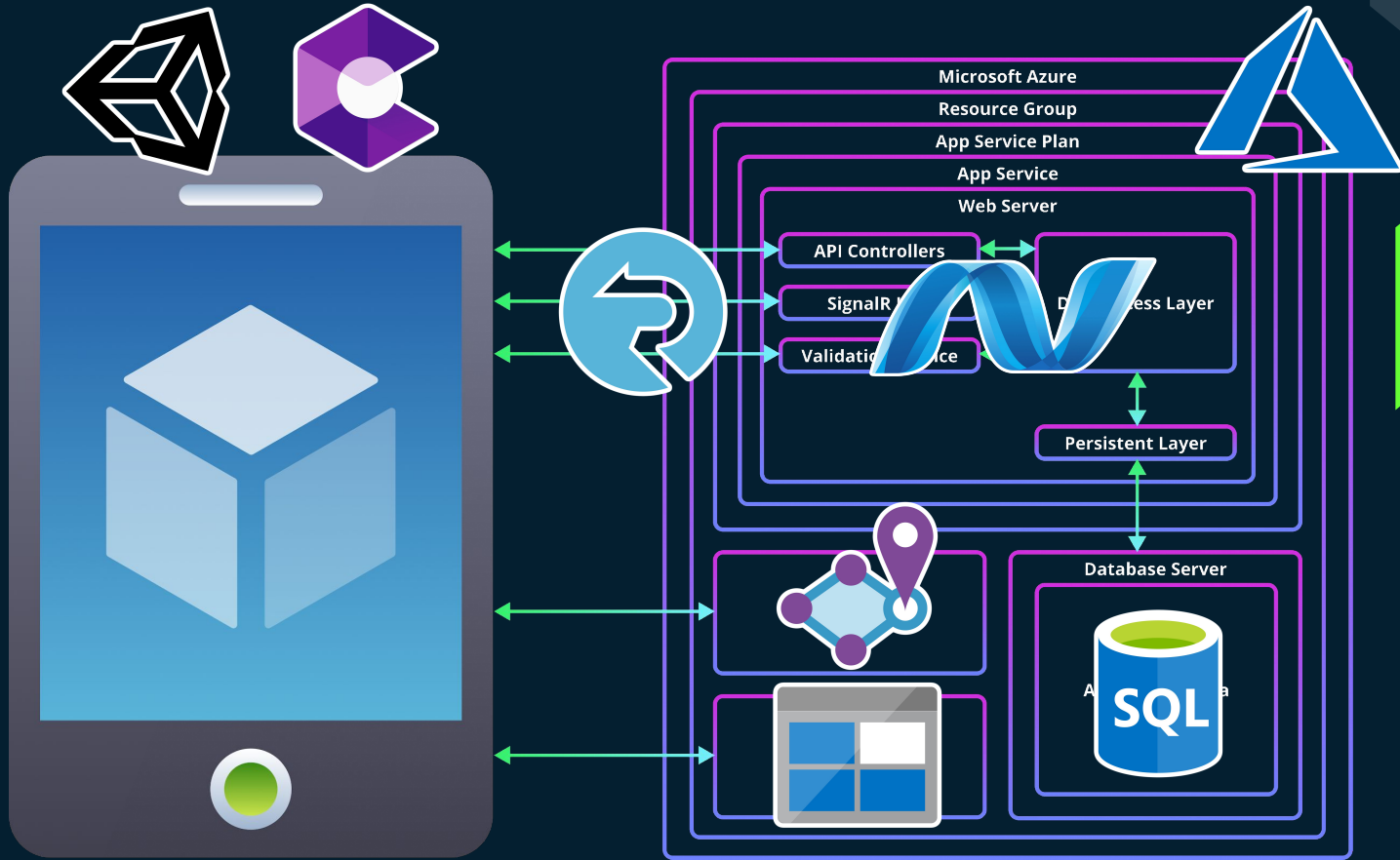
Global

\$400

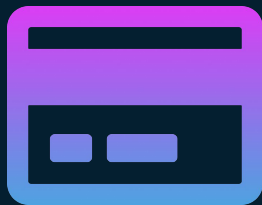
2¢ per 📍

A Universal Deployment Platform





The Future is Bright



In-app credits from activity,
missions, and community events.

Translate virtual world to future
AR glasses technology.



Thank you!

Any questions?

