

# **Company Purpose**

We are here to evolve and push the adoption of web 3.0 immersive playground by building Social Hub, where people can ideate, create, connect, and monetize their skills with less barrier.

# Social Hub World Visualization









# **Problem**

- Limited usecase of web 2.0 SocialHub
- Play2Earn System
- Metaverse hasn't bring it real purpose

# Solution

- Virtual world where we able to work socialize
- Web3 identity
- Blockchain system
- Metaverse utility in real life

# **Product**

- DeFi (Ex: Vault staking)
- NFT Marketplace
- Social HUB
- Virtual Events
- Launchpad
- Workshop
- AR

# Fee Based Recurring Income & Sales Business Model

- Fee based from marketplace
- Royalty fee for NFT collections
- Minting fee from artist/creator Workshops
- DeFi vaults fee
- NFT collections sale
- Lands sale
- Ads fee in our Metaverse
- Consumable (subscription, gift, private room, etc.)

## **Market Size**

Productive age in Indonesia (20-44 y.o.): 108.2 M

Company in Indonesia: 26.7 M

Sc: Badan Pusat Statistik Indonesia

# Why Now?

- -COVID-19 pandemic limiting people mobility. Lot of people lost their job and friends because of it.
- -Bear market cycle
- One of the biggest game streaming in SEA and Indonesia is closed, they are the biggest revenue for E-sport Industry



## Social Hub Customer Identification

- Streamer & Fans
- DEFI staker
- Company who want to hold event
- Social media users
- Higher economy status civilians (willing to spend more than 5 million IDR/month)
   Sc: PT. Serasi Autoraya

## **Team**



Defri Kristanto Project Lead

- 5 years in Blockchain & crypto(Investor & trader)
- 1 year head of research hafen venture
- Marketing advisor at GuidlFi
- Investment advisor Duckieland
- 4 months community manager at Tokoin
- 3 years online business owner
- 1 year sales and marketing health and beauty company
- Marketing manager at harmonixx.io



Philipus Wijanto
Creative

- 13 years creative & graphics designer
- 8 years Co-owner sub-contractor
- 4 years in blockchain & crypto



## Joseph Juanda Growth

- BD Manager at Metalpha
- Marketing advisor at GuilFi
- 1 year Hafen Venture team
- 4 years in blockchain & crypto
- 1 year pancakeswap CM
- 7 years general trading business owner





## Hizkia Tarmadi Operation

- Indonesia Ambassador at Bybit (CEX)
- 6 years in design graphic
- 2 years Branch manager at insurance company
- 4 years Event planner leader at event company
- 2 years Graphic designer at Hyperjump
- 1 year Native ambassador at Hyperjump
- 1 year CMO at flixpay
- 4 years in blockchain & Crypto
- Bybit (CEX) angel representative
- Founder of Alpha Wolf Trader
- Co-founder of CCN (crypto media company)
- Marketing Manager at harmonixx.io

HAFEN

## Roadmap

### Q4 2022

- Feasibility study & idea
- Team assembly
- Initial design projection
- Token seed sale stage

### Q1 2023

- Community build
- Token private sale stage
- NFTs sale: Genesis Pass
- Initial game development
- Web development

### Q2 2023

- Token strategic sale stage
- Marketing expansion
- NFTs sale: Gen1 character
- NFTs project
  - collaboration

#### Q3 2023

- KOL & Media
   Engagement
- Token IDO/IEO stage
- TGE

#### Q4 2023

- Artist/brand collaboration
- Metaverse alpha test
- Staking program
- Mini games
- NFTs sale: Gen2 character

#### Q12024

- Press conference
- Metaverse beta test
- Land sale
- Mainnet

