Pariah Enterprises

Team:

Ethan Benjamin: C.E.O

Mike Mercado: President/ Graphic Designer/ C.O.O

Christopher Yost: Graphic Designer/ Podcaster

Williams Pelegrin: Podcaster/Writer

Together We Have:

HTML/CSS related task: 6 Years

Graphic Design: 20 Years

Video Game and Software Development: 10 years

Podcasting/Press Related Task: 11 Years

Management: 12 years

What are we here to fix?

Our goal is simple: To create crowd-sourced, in-house media in the areas of Anime, Manga, and Video Games. By creating media based on our consumers desires and preferences, we create a bond between consumer and company that cannot be easily broken, and will produce a steady stream of sales down the road.

Quality over Quantity, the calling card of Pariah Enterprises!

Core Value Propositions

-Higher Quality Content: Higher Quality Content by using high quality software such as:

Unreal Engine
SFM (Source Filmmaker)
Foundry SDK (Star Trek Online)
FPS Creator/RPG Maker

-Affordability: Most projects will never set our consumers wallets on fire. Even if we render a service (I.E. Helping set up commissions), that amount is small.

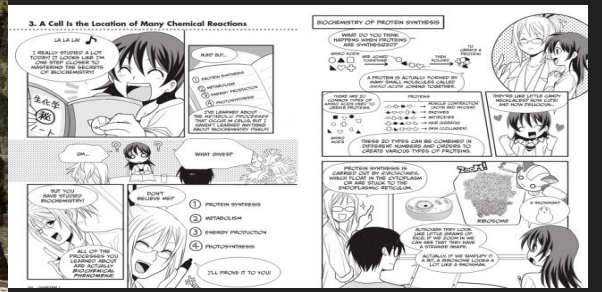
-Social Interaction: Being part of as mature community has it's perks. Knowing that there are those who care about it gives a bit of security, while making it exclusive.

Customer Segments

Mature 18 year and older members of the following communities

Anime

Video Games



Manga

Advertisers (J-List, Amazon, Ebay, etc)

Customer Relationships

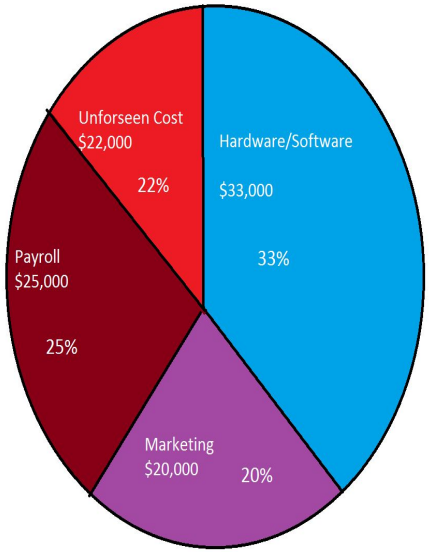
Get->Keep->Grow

Get: Being active in conventions, showing off aspects of our product to convert users of other platforms to our.

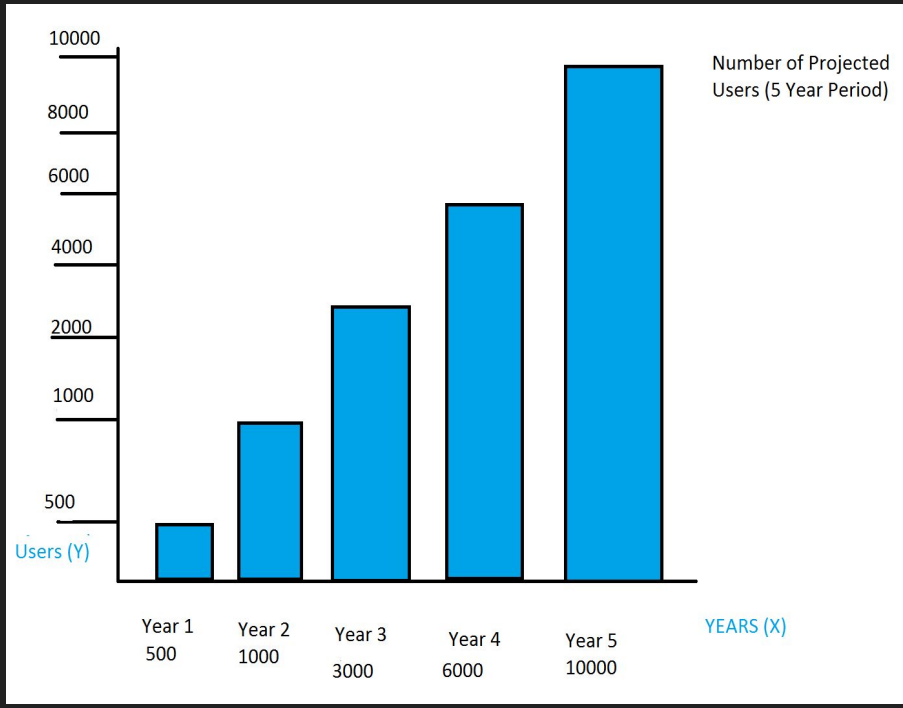
Keep: Offering incentives though our gamification aspect, listening to user suggestions. Interactivity and Crowd-sourcing functions for unique experience.

Grow: Encouraging users to create and upload their videos and art to the site, assisting with getting users commissions

Customer Relationship (Cont.)



Cost Structure
(Assuming $100,000 Investment)



Competition + Partners

Anime Heaven

Animes

4chan

Crunchyroll

Discord

None of these are outright competitors, but rather each has something unique. Taking each thing they have that is unique, and putting them together into one amazing product would be our goal, while placing our own unique spin on it.

Facebook

Youtube

Twitter

Cost Structure:

-Hardware, Software Cost & Salaries (For In-House Productions)

-Marketing

Revenue Model

-In-House Production Sales
(Premium Subscribers)

-Advertising

~FIN

As with any startup, we could always use a little push. If anyone wishes to help, whether it is with advice, materials or resources, please feel free to contact us below:

Email:

pariahenterprises2016@gmail.com

Phone:

646-377-3163 (10am-10pm)

Project Transform (In Development)

Anime Website, Codename: Transform

Site that incorporates features from:

-Social Media websites like FaceBook and Twitter

-Hourly Anime/Video Game videos in a chat room type setting, allowing members to discuss their likes and dislikes within a private setting.

-Image Sharing and Hosting

-Hosting sales of art and writing commissions though the site. The site can also auction art, with the site claiming a small cut of the profits (Approx. 3% -5%)

-Hosting of Video Game Music (Most likely rare, retro VG soundtracks) and Art

-Gamification aspects

Key Partners

-Members of the Anime, Manga, and Video Game Communities

-Possibly Members of the Cosplay Community

-Artist involved in commissioning artwork.