



Asylum

connection layer of the metaverse

Problem

Metaverse absence



What is a metaverse?

Our definition of metaverse:

Metaverse is an alternative reality, a next more immersive version of internet, where we can live, shop, work, interact and have fun

Problem described

A lot of metaverse projects, but no real metaverse

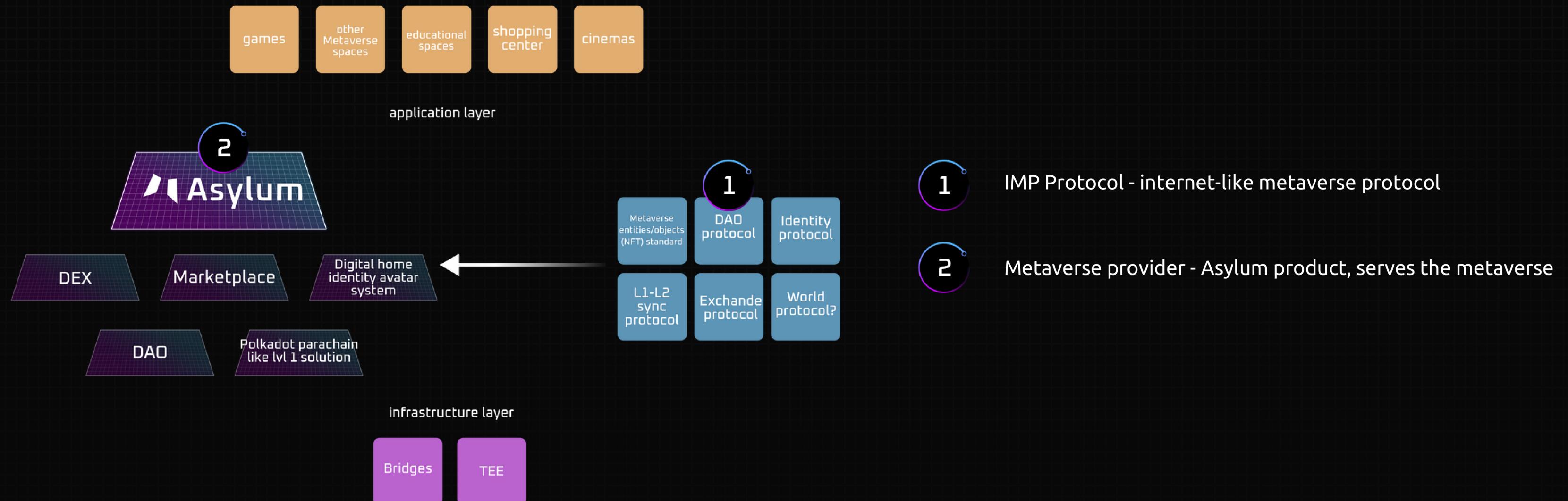
- A problem of connectivity between spaces (interoperability or web3 roads)
- A problem of internet human like visual interface
- Box-like environment for internet browsing
We as humans tend to a more intuitive seamless 3d/universe environment
- Outdated advertisement approach

Solution

A Metaverse



Product



Product

Protocol



Digital objects provider (NFT)

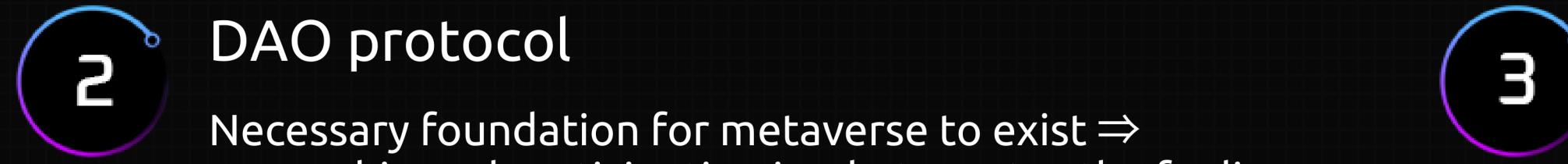
- New approach to use NFT technology for building digital objects for Metaverse
- Game mechanics as part of NFT standard
- Balance in the metaverse / NFT value balance
- History of digital object
- Breakthrough community-driven semantic language to make games/spaces understand digital objects(NFTs) out of the box



DAO protocol

Necessary foundation for metaverse to exist ⇒ ownership and participation is what creates the feeling of the real life

Agile framework to build multiple layers of DAO inside the Metaverse, connected to the incentivize model



Avatar system

Single provider for the User identity, making it interoperable in various spaces

Product

Protocol



Exchange protocol

Framework to unite economics of the future - basement for unique economic of every space
Shared revenue model to incentivize future Metaverse Creators



World protocol

Protocol to unite different spaces in a physical manner with smooth transition from the User view



L1-L2 sync protocol

Solution to make backend fast and trusted

Product



Metaverse interface for user

1

3d space with life-like experience to bring a new way of interaction with a system, making it intuitive

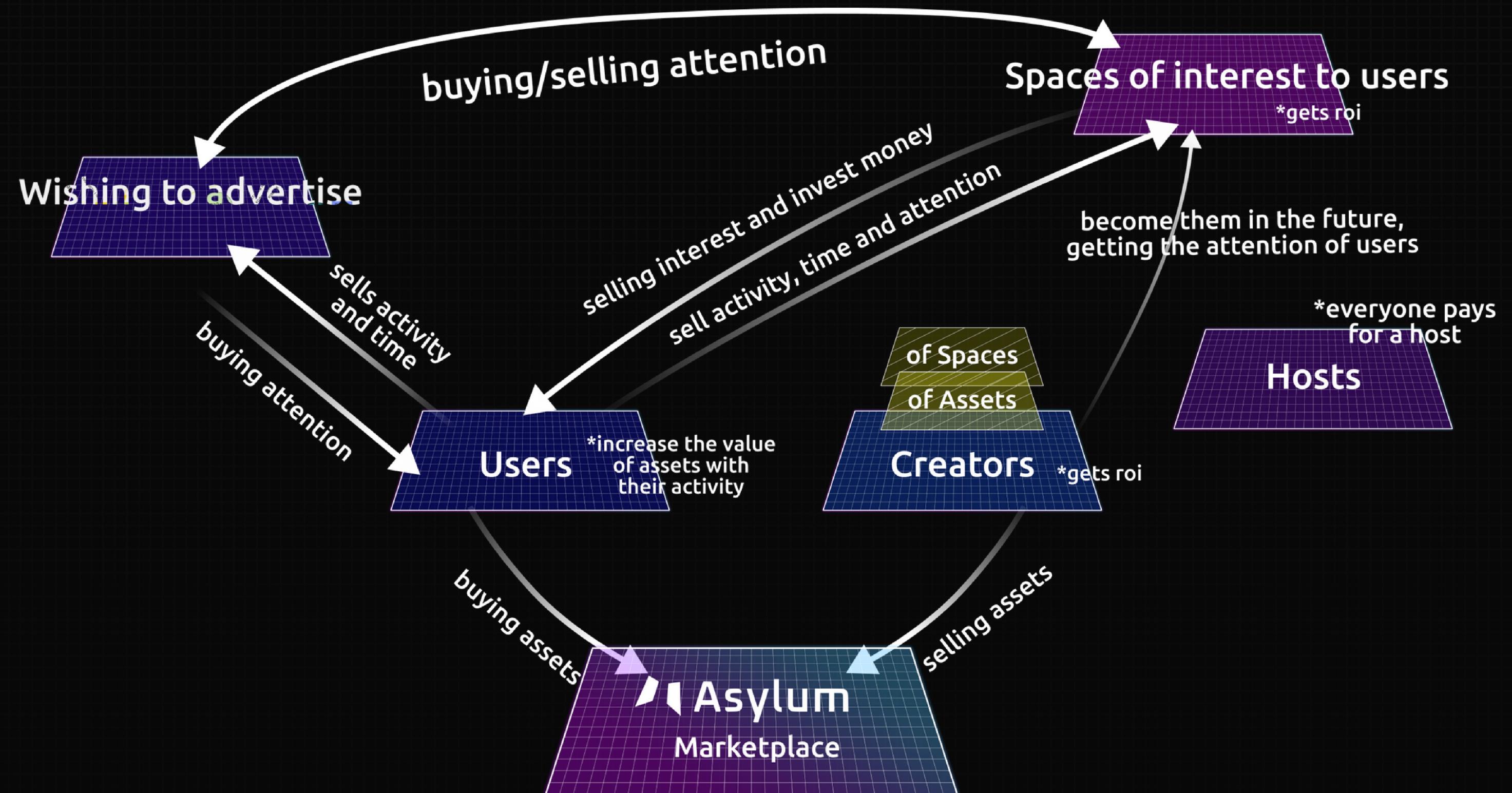


Creator studio

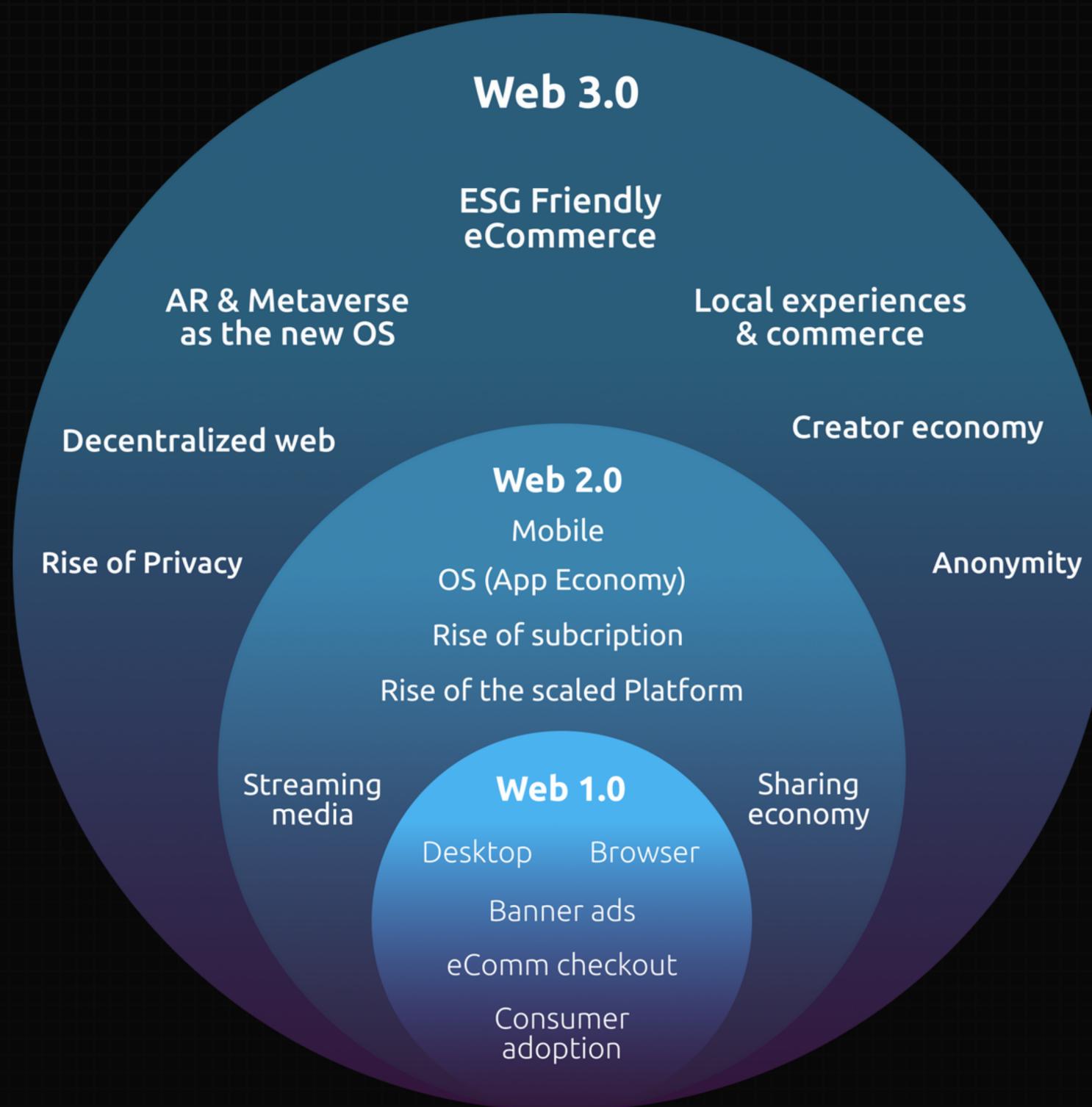
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- Application for the independent artists - Content creators
- Application for developers - future space builders
- Application for space owners - to manage content and changes inside your space

Asylum-verse economy



Market structure and size



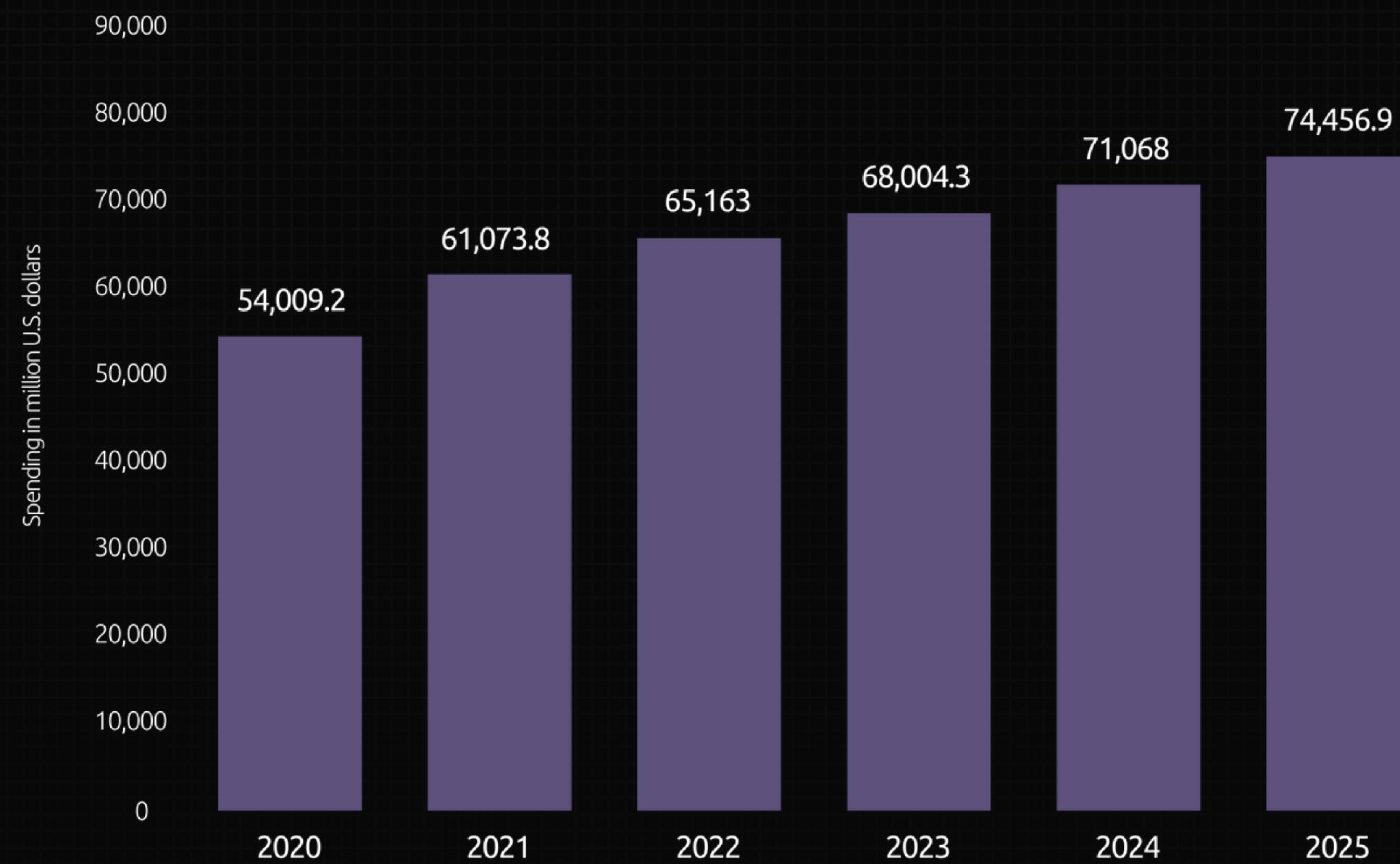
Goldman Sachs Research



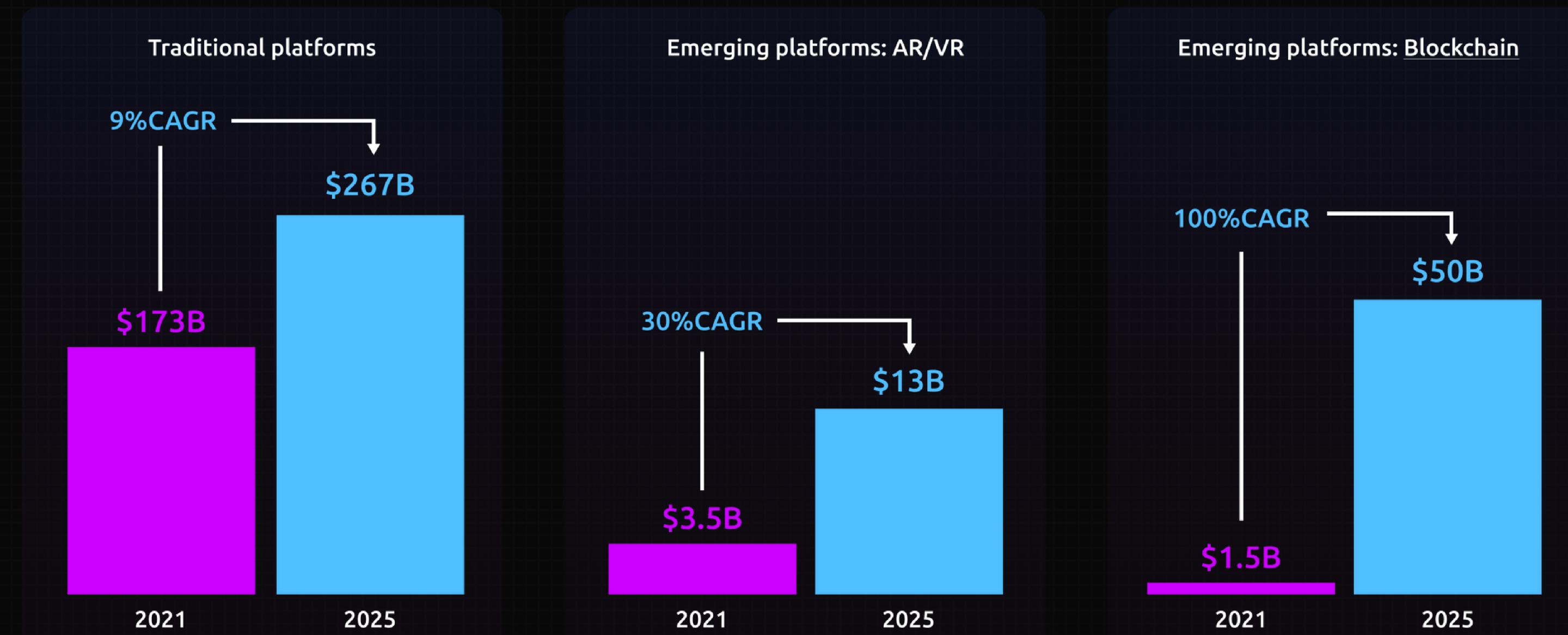
Statista Research

Global consumer spending

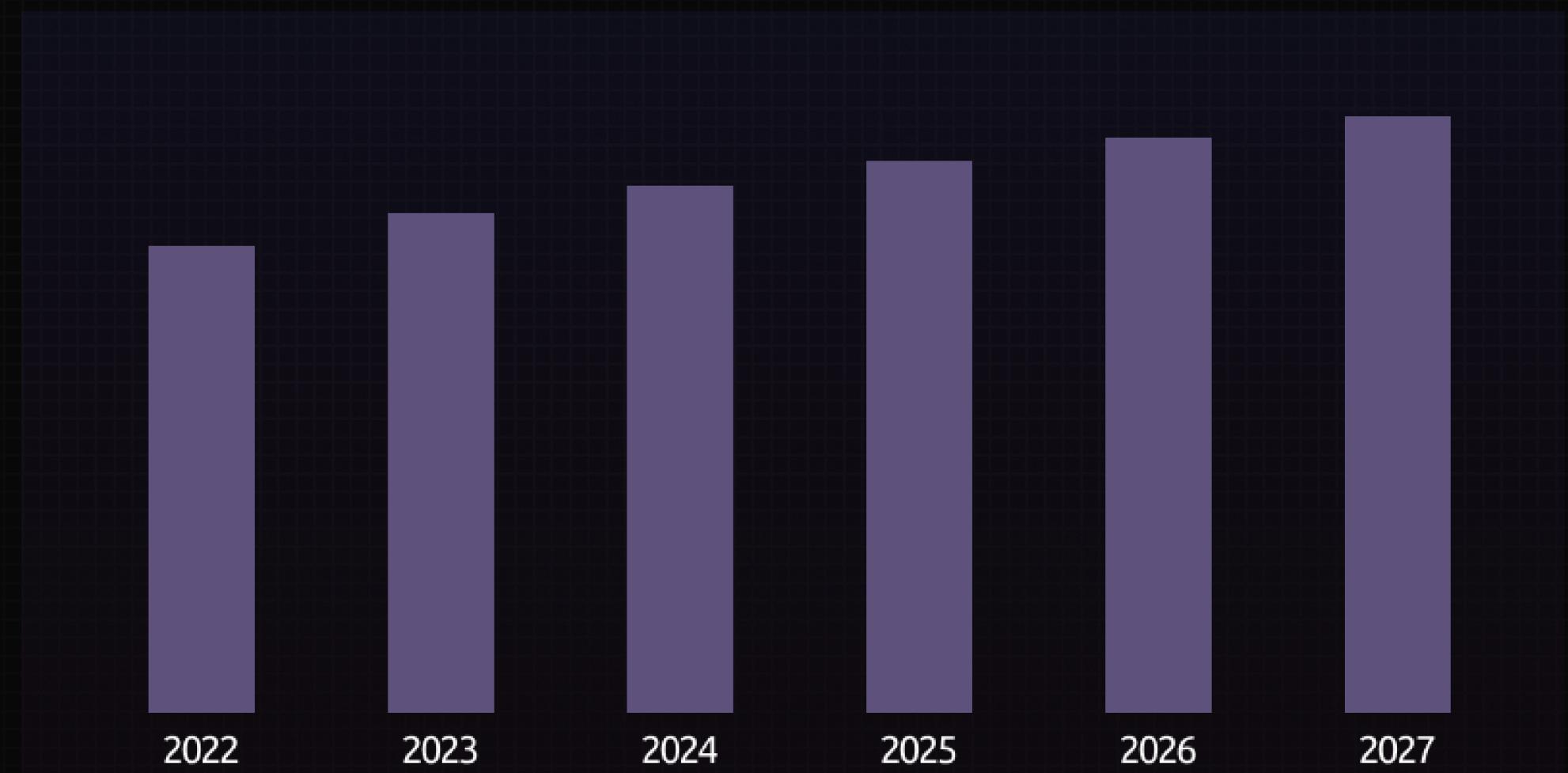
Global consumer spending on in-game purchases



Platform metrics



Global advertising market size



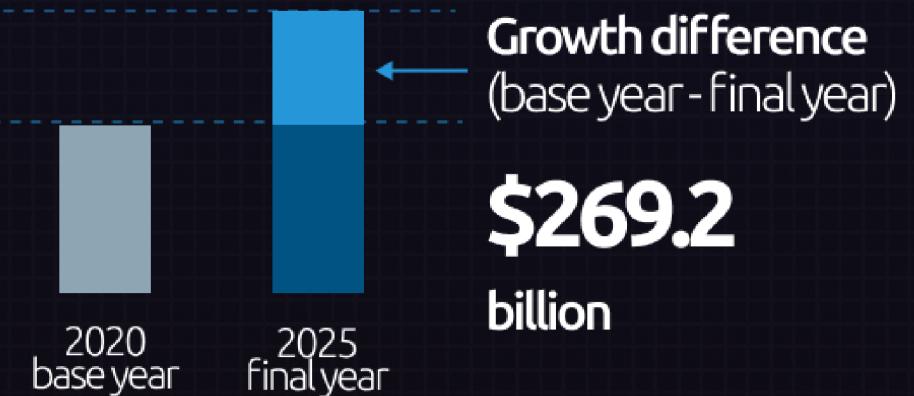
lmarcgroup

Global virtual events market

CAGR of (2020-2025)



32.74%



Growth difference
(base year - final year)

\$269.2
billion



The market is
FRAGMENTED
with several
players occupying
the market share



One of the **key drivers**
of the market will be the
rise in number of
corporate events

Key players

- Adobe Inc.
- Avaya Holdings Corp.
- Aventri Inc.
- Cisco Systems Inc.
- Cvent Inc.



29%

of the growth will
originate from
North America

Market segmentation by application

- UC
- C
- Video conferencing
- Web conferencing

Market landscape

These are 3 main things that differentiate us from what almost everybody else is doing:

- 1 Interoperability - Polkadot
- 2 Not metaverse project, but a L0
- 3 Game mechanics in NFT & thought out balance system(balance in-between different game spaces)

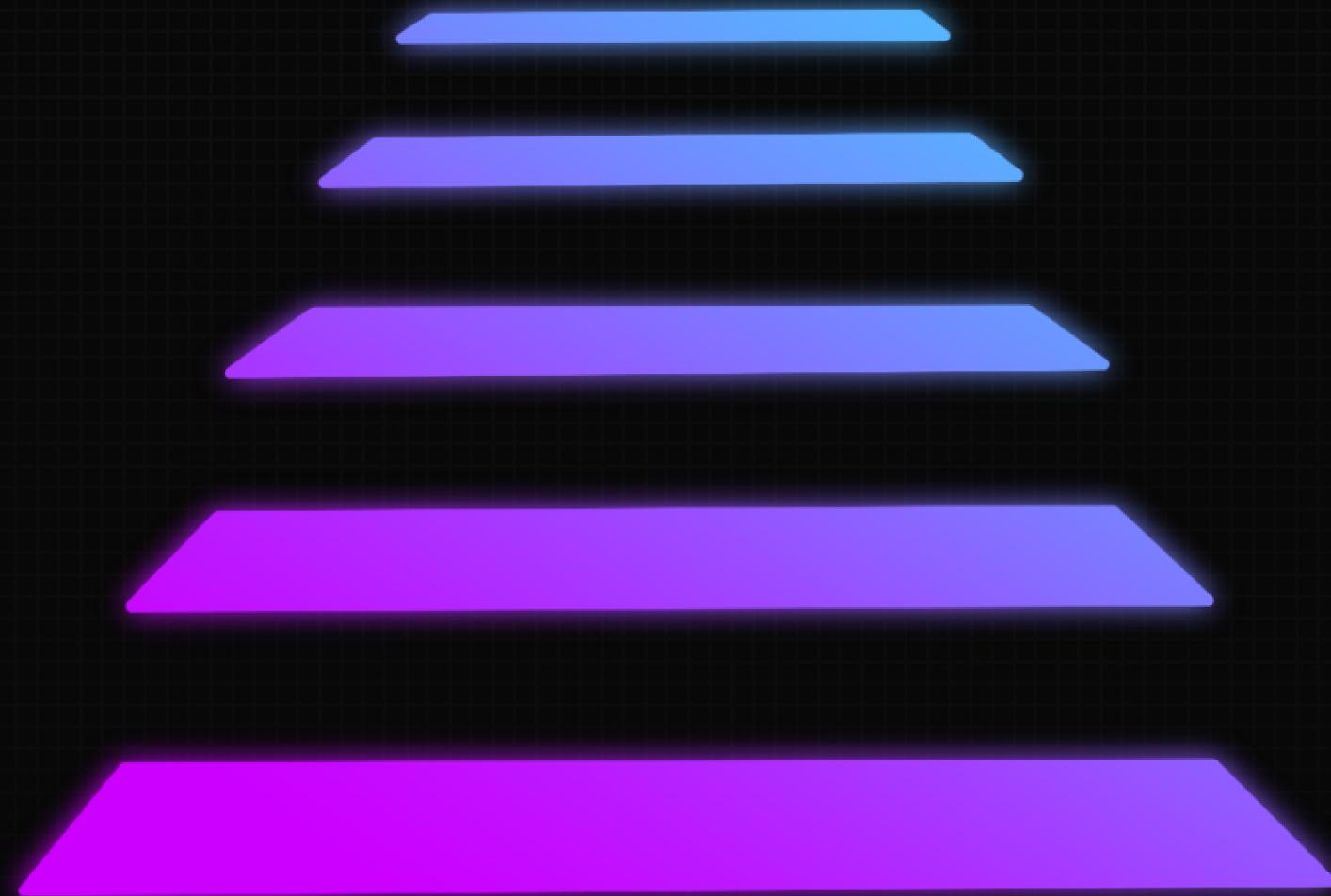
Business model

- 1 splitting of user payments
- 2 revenues from advertising integrations
- 3 revenues from own marketplace

2025 Revenue estimate = \$ 340 mn

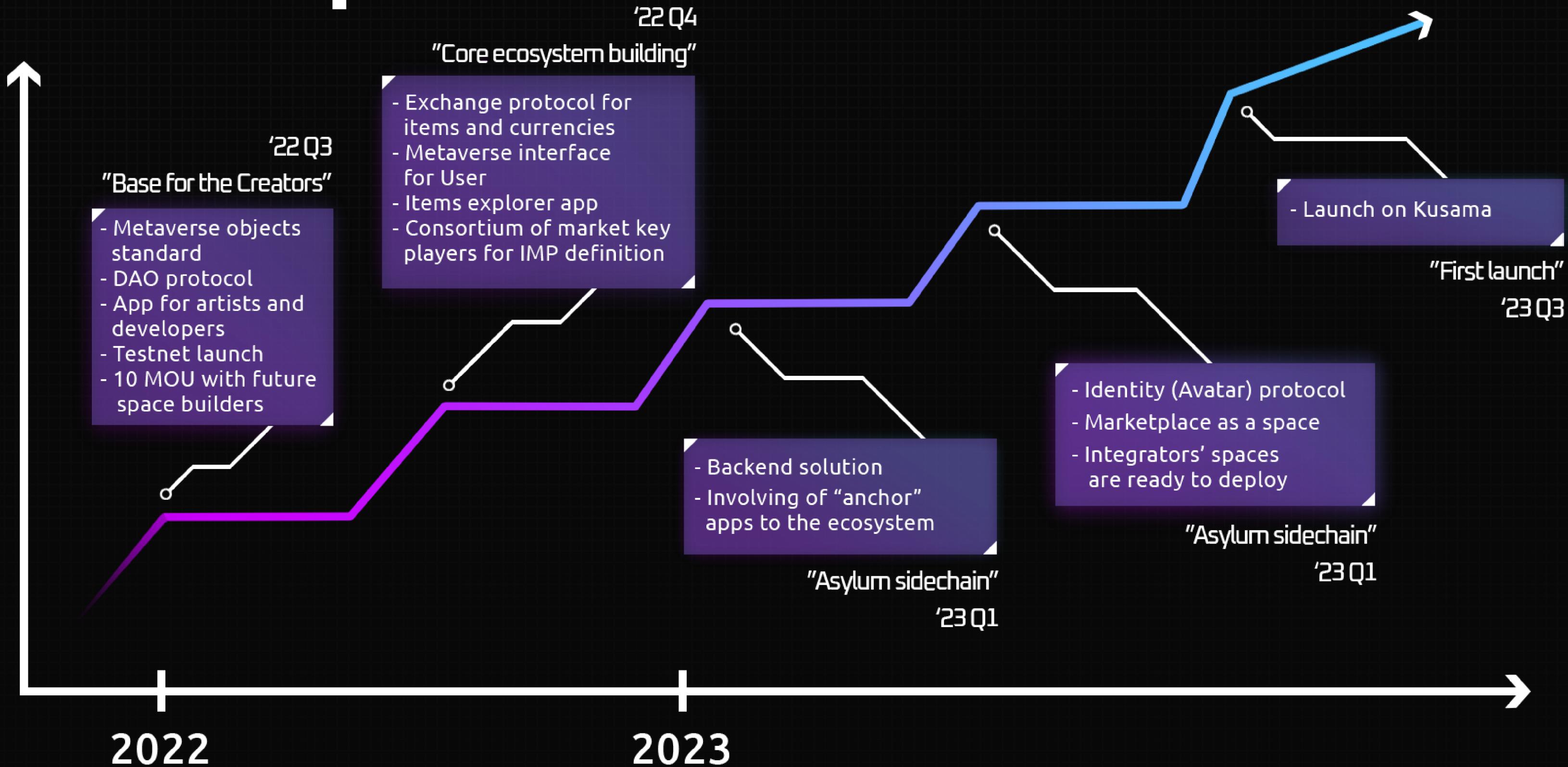
	2021	2025
<i>Number of players (digital games)</i>	2.96 bn	3.40 bn
<i>Asylum users</i>		100 million (3%)
<i>In-game purchases, \$</i>	61.1 bn	74.5 bn
<i>Asylum processing volume, \$</i>		5.96 bn (8%)
Asylum processing fee revenue, \$		60 million (1%)
<i>Virtual events market, \$</i>	9.02 bn	15.0 bn
<i>Asylum events turnover, \$</i>		1.5 bn (10%)
Asylum event revenue, \$		220 million (15%)
<i>Digital advertisement market, \$</i>	521 bn	820 bn
<i>Asylum digital ad turnover, \$</i>		4.1 billion (0.5%)
Asylum digital ad revenue, \$		61.5 million (1.5%)

Traction



- | | |
|--------|---|
| Sep 21 | ① born of the idea and first prototype on the Solana |
| Nov 21 | first strategy session with Supercolony - born of the Asylum as a company |
| Jan 22 | pre-seed round closed with Mempool VC |
| Apr 22 | two signed MOU with future integrators |
| May 22 | Asylum Litepaper published |
| May 22 | accepted 1st milestone for the Web 3 Foundation Grants Program |
| Jun 22 | Asylum participation on WASM conference |
| Jun 22 | MVP of Creator Studio finished |

Roadmap



Team

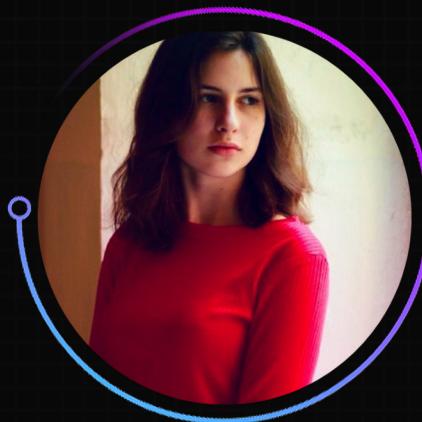
—○ CEO & Founder - Abrosimov Ilia



—○ Co-Founder - Supercolony/Markiian Ivanichok



—○ Co-Founder - Mariia Yaremenko



—○ CTO - Sven Seven



—○ Strategic Adviser - Olesia Arkhipova



—○ Financial Analytic & CFO - Alexandre Kaplaty



—○ CMO - Kyryll Nagornyi

