



Get paid to watch streams

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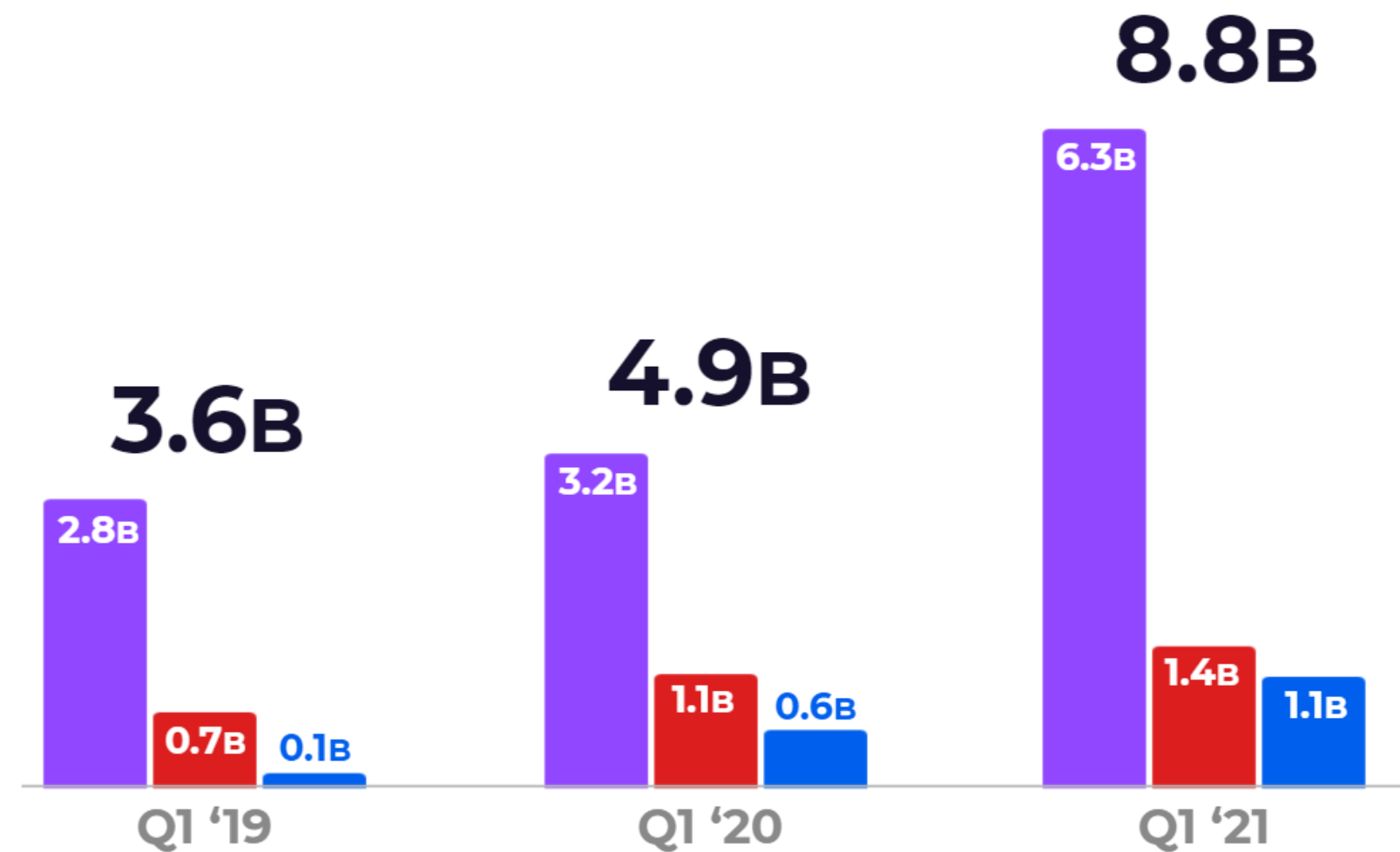
Vision

Become the primary platform that pays people for their daily habits that they already spend hours doing such as watching streams and playing video games.

Market opportunity

27.9 billion hours was spent watching live streams in 2020, across Twitch, YouTube, Facebook and Mixer. An increase of 12 billion hours compared to 2019.

HOURS WATCHED TOP WESTERN STREAMING PLATFORMS
Q1 2019, 2020, 2021 | ON  TWITCH,  YOUTUBE LIVE GAMING, AND  FACEBOOK GAMING



REPORT BY // STREAM HATCHET

Why now

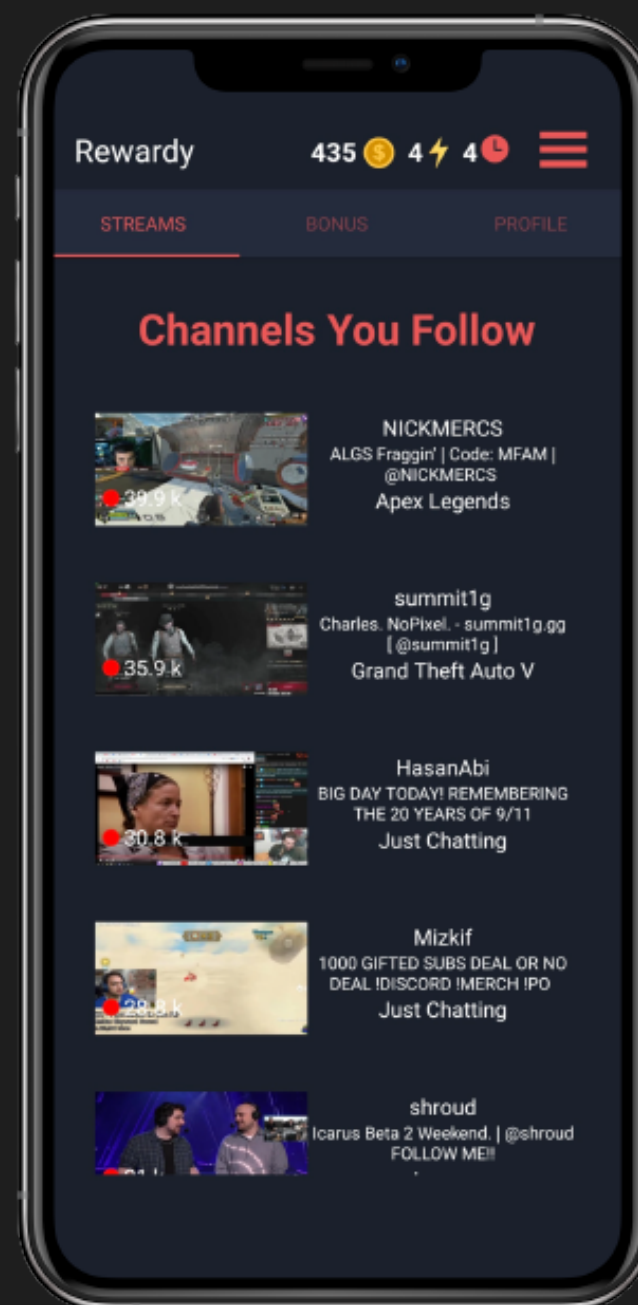
The COVID-19 pandemic has drastically increased the number of hours people spend in front of screens and gaming has emerged as one of the most popular activities in the world.

Digital advertising has been growing tremendously and is showing no sign of slowing down, the pandemic has boosted this growth even more.

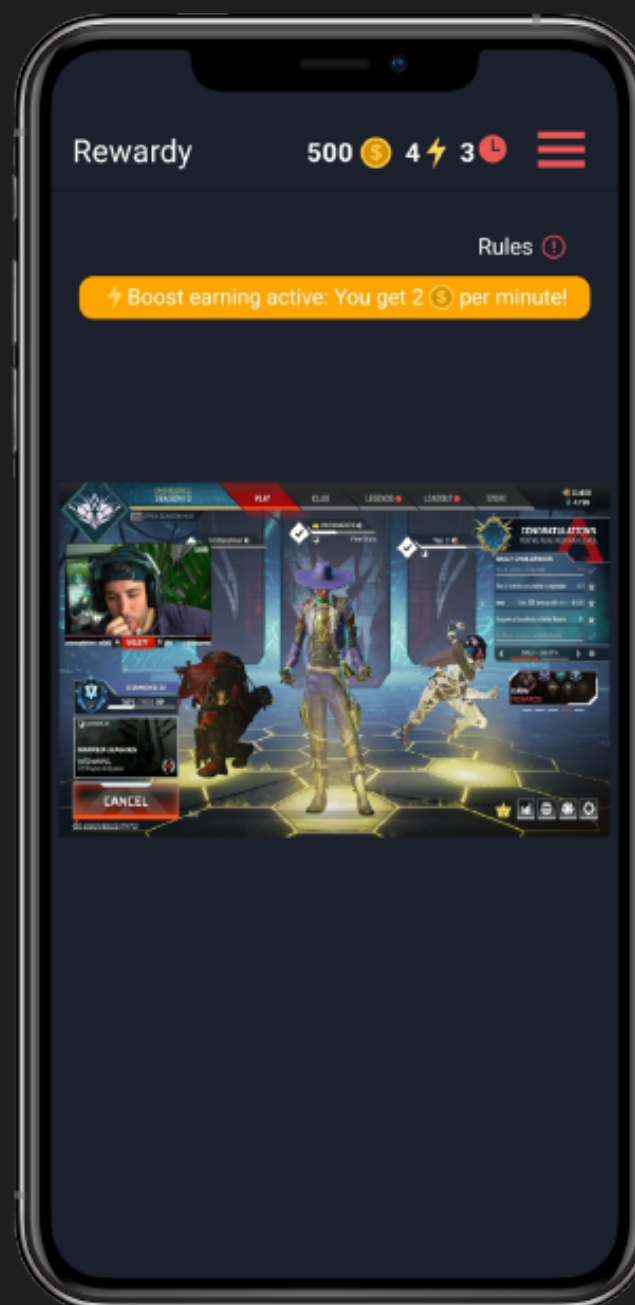
Today there are a wide variety of advertising networks which makes it possible to monetize a platform like Rewardy.

How Rewardy works

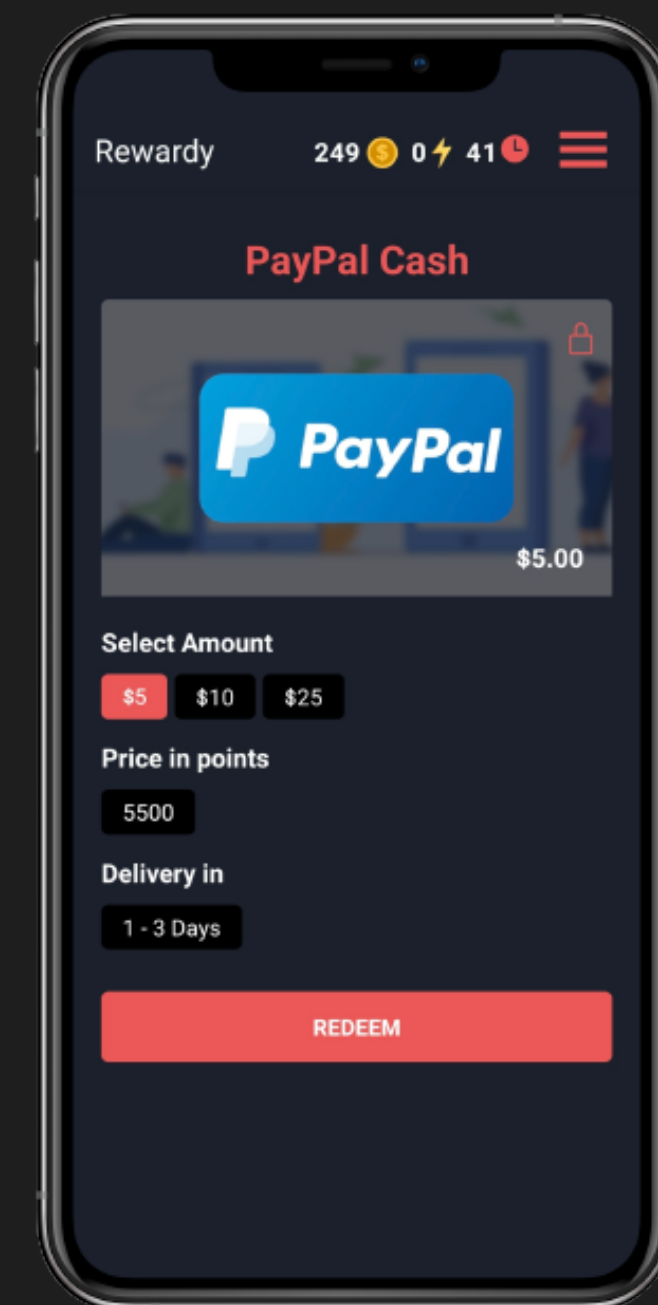
Select Stream



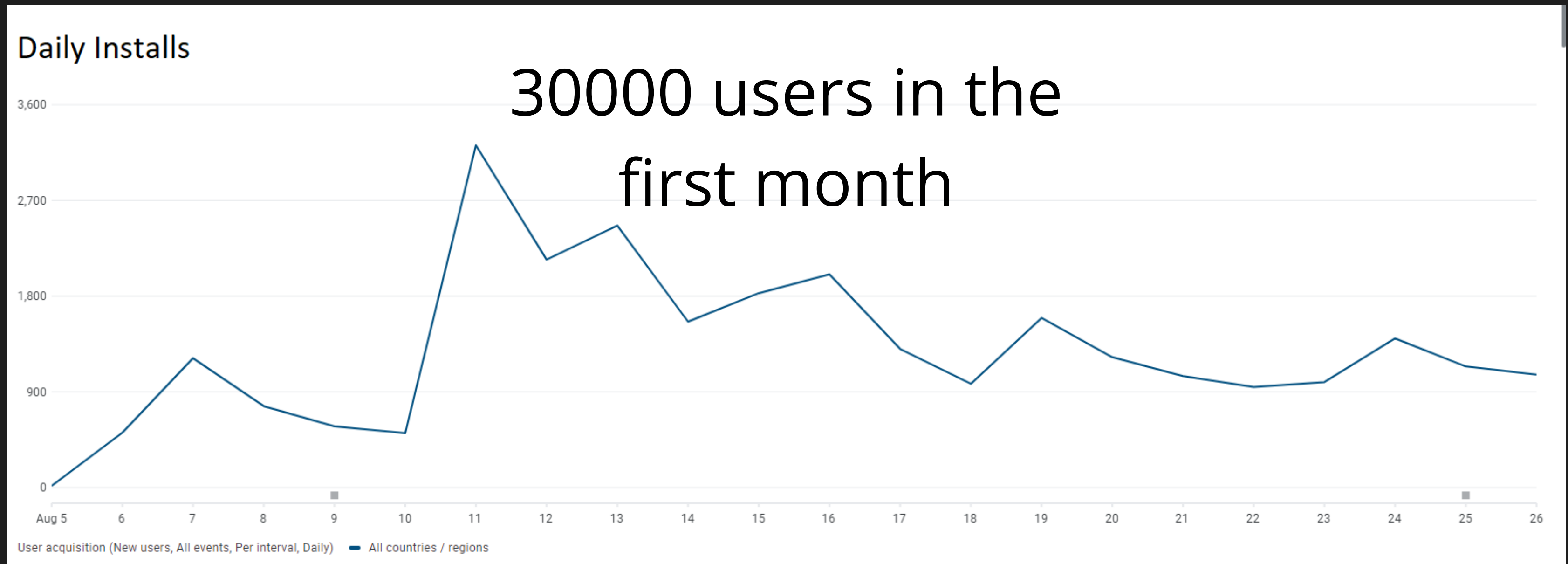
Watch & Earn



Get Paid



Traction



In-app advertising ◀

Users will be shown ads while watching streams to earn money. These ads will cover the amount of money the users earn with a 50% profit margin.

Offerwalls & Surveys ◀

A large selection of offerwalls and surveys in which companies pay users to complete certain tasks. Our platform acts as a middleman and gets 50% cut of the payment.

Ad space ◀

Selling ad space directly to other businesses.
Sell promotion directly to streamers.

Business Model

Future Roadmap

Web Platform



Finish development and launch web version of Rewardy

Q4 2021

Display Ads



Users has to watch ads to earn from streams, making the payouts self-funded

Q1 2022

iOS App



Launch an iOS app of the platform

Q2 2022

Game Apps



Release multiple game apps that pays users to play on mobile

Q4 2022

The Ask

Looking for 175000\$ in funds for 12 months of run way to develop and market the platform.



New Hires

115000 USD

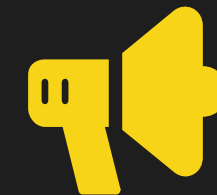
- Developer to speed up development and launch of apps
- Sales person to sell Ad space to companies once the iOS app is live



Fund Payouts

30000 USD

- Pay users to watch streams without displaying any ads until the ad networks have been setup



Marketing

30000 USD

- Reach 1 million users through ads on Facebook (CAC =< 0.0.017\$)
- Create and advertise videos
- Paid press coverage



Founder

Mohamed Hassan

Founder & Developer

Previously founded esportpoints.com,
grew it to 150k users

BS degree in Software Engineering &
Management

Metrics

What 350 USD in marketing
achieved since launch.



30000 registered users



7000 reviews (4.4/5 rating)



8000 email list subscribers



100k+ views youtube/tiktok



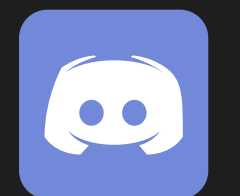
7000 likes



6100 followers



2500 followers



1000 members