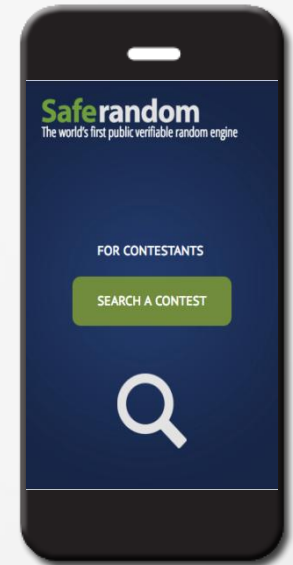
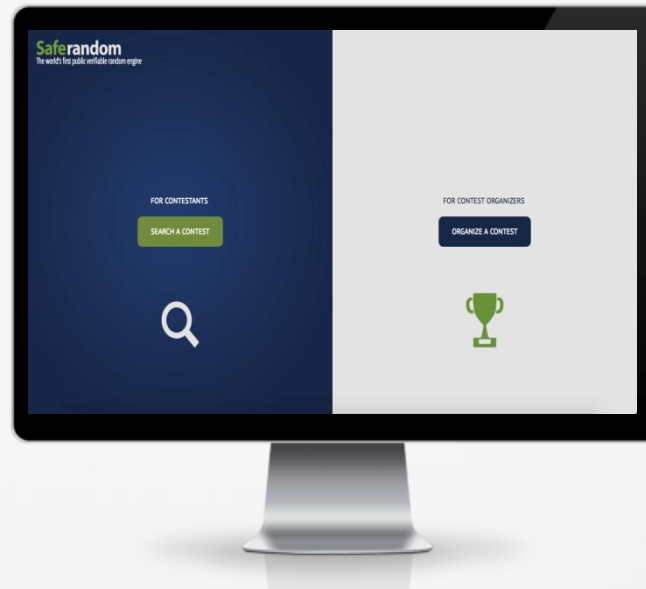




# Safe**random**

## VERIFIABLE RANDOM GENERATOR FROM OPEN DATA





# It's a matter of Trust

*Have you ever been skeptical about the **transparency** and **fairness** on Draws, Raffles and Lotteries?*



















*here we are ...*

*We use **Big and Open Data** to guarantee a secure and verifiable outcome!*





# Sources of randomness

	Verifiable	Frequency	Supported NOW
Stock Market			
Bitcoin			
Other crypto-currencies			
Flight Landings			
Weather Conditions			
GDP, Unemployment Rates			
Others (Forex, Public Lists {Nobel, Oscars}, Sports outcomes, Blog / News / Social posts, TV/Radio broadcast)			



# 4 verticals

*Applications for companies, organizations, governments, institutions, individuals*

## Marketing Campaigns

User Acquisition  
Loyalty Bonus

## Tax Avoidance?

Receipt-based Raffles



## Gamification

Motivate employees

## Micro-Earnings

Alternative method





# Technology Used



## **Frontend**

HTML5, ANGULAR2, responsive



## **Backend Server**

NodeJS



## **Backend Services**

Java 8SE, Guava Structures, BitcoinJ, Multi-threading



## **APIs (used now)**

Bitcoin, Apixu (open weather api), Barchart (S&P 500)





# Monetization

*How to make money?*

## Commission Based

Per Entry  
Per Contest  
Per Revenue

## Flat Rate

Unlimited Plans  
Protocol  
Watermark  
Time-Based  
API limitations

## Extra Tools

Gamification Tools  
Bridging Services  
On Demand  
Services/Support

## UI/UX

Frontend  
Apps  
Designs