

## Meet the Board

- Riley Payung (Chief Executive Officer) Background in Computer
  Science, Data Science, and Computer Game Design.
- Tyler Fields (Chief Financial Officer) Background in Finances,
  Computer Game Design and Engineering
- Ceasar Howe (Chief Learning Officer) Background in Computer
  Game Design and Technical Support Management
- Matthew McMeekin (Chief Creative Officer)-Background in Computer Game Design, Customer Relations and Art Design

## **Business Model**

Game Dev Share aims to provide a platform for Game Developers and Companies to network as well as an open-collaboration space for its users.

- Online Job Listing and Employment Opportunities.
- Online Marketplace of Digital Goods.
- Analytic Dashboard for quick historical and projected data.
- Pay-For-What-You-Need pricing model.
- Product is made directly for the game development industry.

Game Dev Share's business model is easily expandable to encompass a larger scope of industries.

## Revenues

### Developers

- Developer Subscriptions
  - 5 \$7.49/Month priced yearly
  - \$9.99/Month priced monthly
- Developer Portfolio Customizations
  - Multiple types with prices starting at \$0.99.
- Online Marketplace
  - Users can sell works
  - Non-members keep 70% Earnings
    Premium members keep 85%.
- External Advertising

#### Businesses

- Job Listings
  - Standard Listings Free Listing Model
  - Prepaid Listings Premium Listings which grant additional benefits
- Job Listing Upgrades
  - Only pay for what you need with our Marketing Campaign Provisioning
- Online Marketplace
  - Businesses can sell works
  - Businesses keep 95% of generated earnings
- Data Leasing

# Competitive Environment

#### Competitive Environment

- Art Station
- Behance
- LinkedIn
- Indeed
- SmartRecruiters
- Monster

#### Barriers to Entry

- First to Market
  - GDS is the first platform aimed directly at Game Developers, for Game Developers.
- Secured IPs
  - Unique platform design
  - Skill Search Algorithm

# Partnership Strategy

#### Universities

- Game Design Programs Institution is offered a free premium upgrades for students in return for advertising the site to their campus. This offer is made to all Institutions that provide a Game Design Program.
- Game Studios: Electronic Arts / Activision Blizzard Inc.
  - Free premium and upgraded job listings for 6 months in exchange for advertising.

#### IGDA

 Offered free premium membership for their members for 1 year, in exchange for advertisement within the organization and their events.

# Market Overview & Campaign

#### Market Overview

- Over the Next 10 years, the Game Industry will need approx. 31,000 new developers and currently there are approx. 287,000 developers.
- Over 43,900 live and work in the DMV Area.
- Global job market grew by 9% between 2016 and 2017.

https://www.careerexplorer.com/careers/video-game-designer/job-market/

#### **Events**

- 1. Sep 2020 GMU GDS Launch Event, Fairfax, VA.
- 2. Feb 2021 March 2021 PAX East, Boston, MA & MagFest, National Harbor, MD.
- 3. June 2021 Games-4-Change, New York, NY.
- 4. February 2022 Game Dev Share Developer Showoff and Networking Fair, Orlando, FL.

# Financial Summary

Projections cover the next two years with first big expenses hitting at the beginning of Q2
 in year one and cash flow will start at the end of Q2

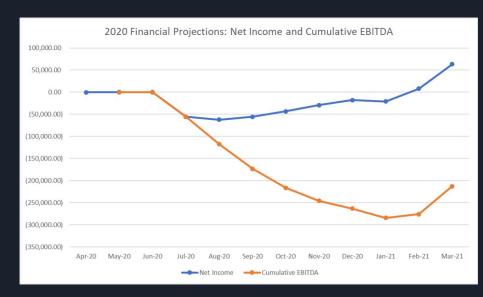
Revenues

o 2020: \$411,340

o 2021: \$2.13M

#### • EBITDA:

- 2020 is Negative at \$(212,476)
- 2021 is Positive at \$844,658



# Ask

• \$325,000 for 15% Equity

- Funds will cover:
  - Operational Costs
  - Market Establishment
  - Trade Shows and Events

# Questions?