Business Model Canvas

Key Partners

- Organization
- Gamers
- E-sports Athlete
- API Providing Website

Key Activities

- Fetching Information
- Assemble and Display
- Recruitments

Key Resources

- Human
- Intellectual

Value Propositions

- Newness
- Simple Mechanism
- Newness
- News Related Service

Customer Relationship

- Community Build
- Positive Response

Channels

- Streamer
- Marketing
- Organization

Customer Segments

- E-sports Player
- Content Creator
- Content Creator
- Caster
- Manager
- Organization

Cost Structure

- Value Driven
- Fixed Cost

Revenue Streams

- Advertisement
- Contract with Organization