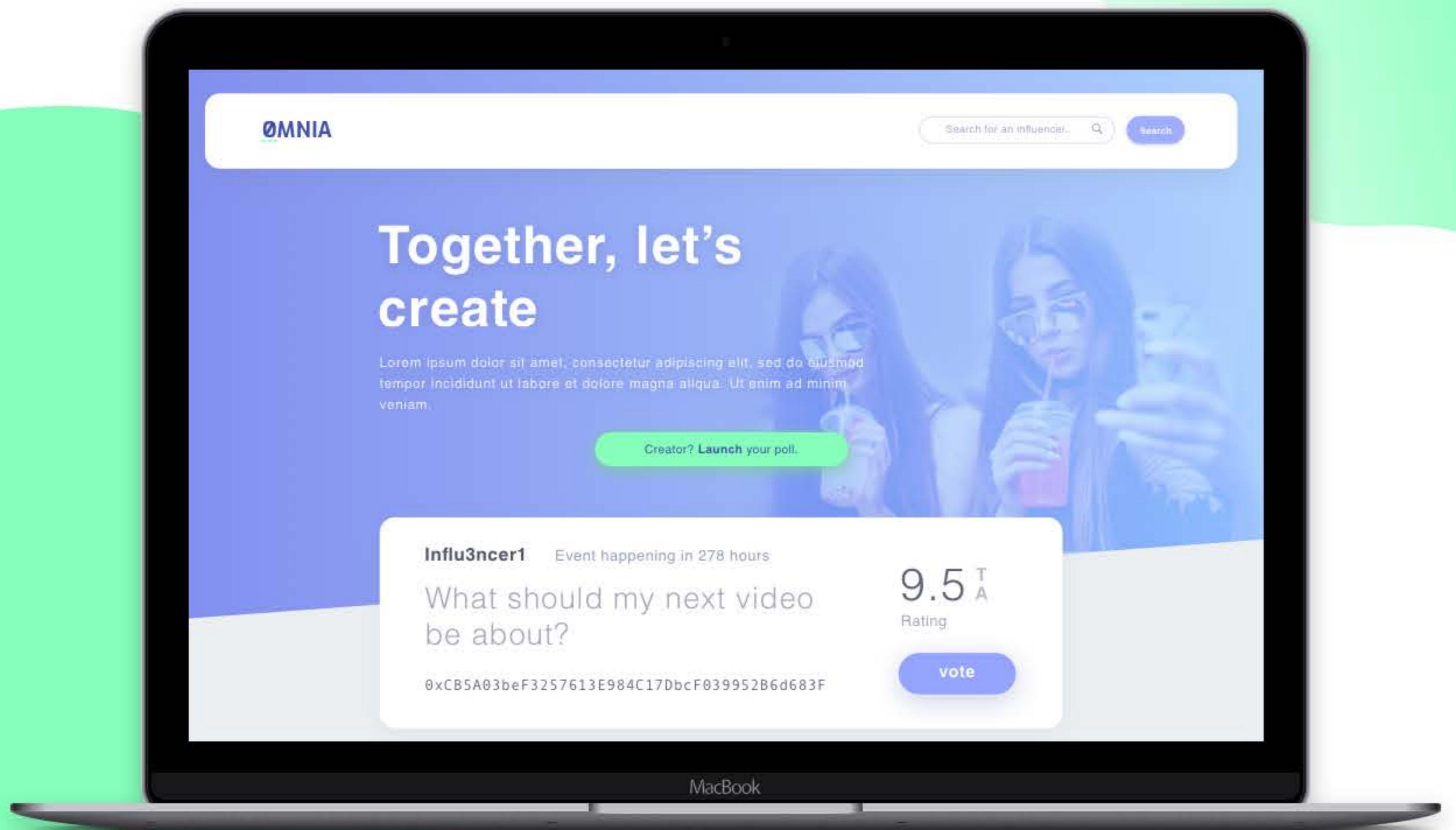




Decide what your favorite influencers should do next.



Omnia enables you to take part in the decision process of future creations.

The token-based polling system allows content creators to connect with their audience & their audience to vote for their interests.

The Team:

Achill Rudolph

Moritz Hoffmann

Vicente Almonacid

Julian Praest

Bettina Boon Falleur

Meet Dave...



SUBSCRIBE 220

This is Dave.

Dave is a Youtuber who creates video-walkthroughs of him playing various computer games and he has 220 people following him.

Dave's issue:

Dave wants to grow his audience. Having produced 20 episodes of Battlefield gaming, he wants to know what game he should cover next.



...and his fan: Casper

This is Casper.

Casper is a huge fan of Dave and truly believes that Dave's audience is going to skyrocket. He is also extremely excited about the release of the new videogame *Cyberpunk 2077*.

Casper's issue:

Having watched all episodes of Dave playing *Battlefield*, he wants to find a way to convince Dave to play *Cyberpunk 2077*.

ØMNIA

Our mission:
Engage people around the world to produce
content relevant to their audience.

ØMNIA

Search for an influencer...

Together,
let's create

Influencer? [Create an event.](#)

Influ3ncer1 Event happening in 278 hours

What should my next video be about?

9.5 T A
Rating

vote

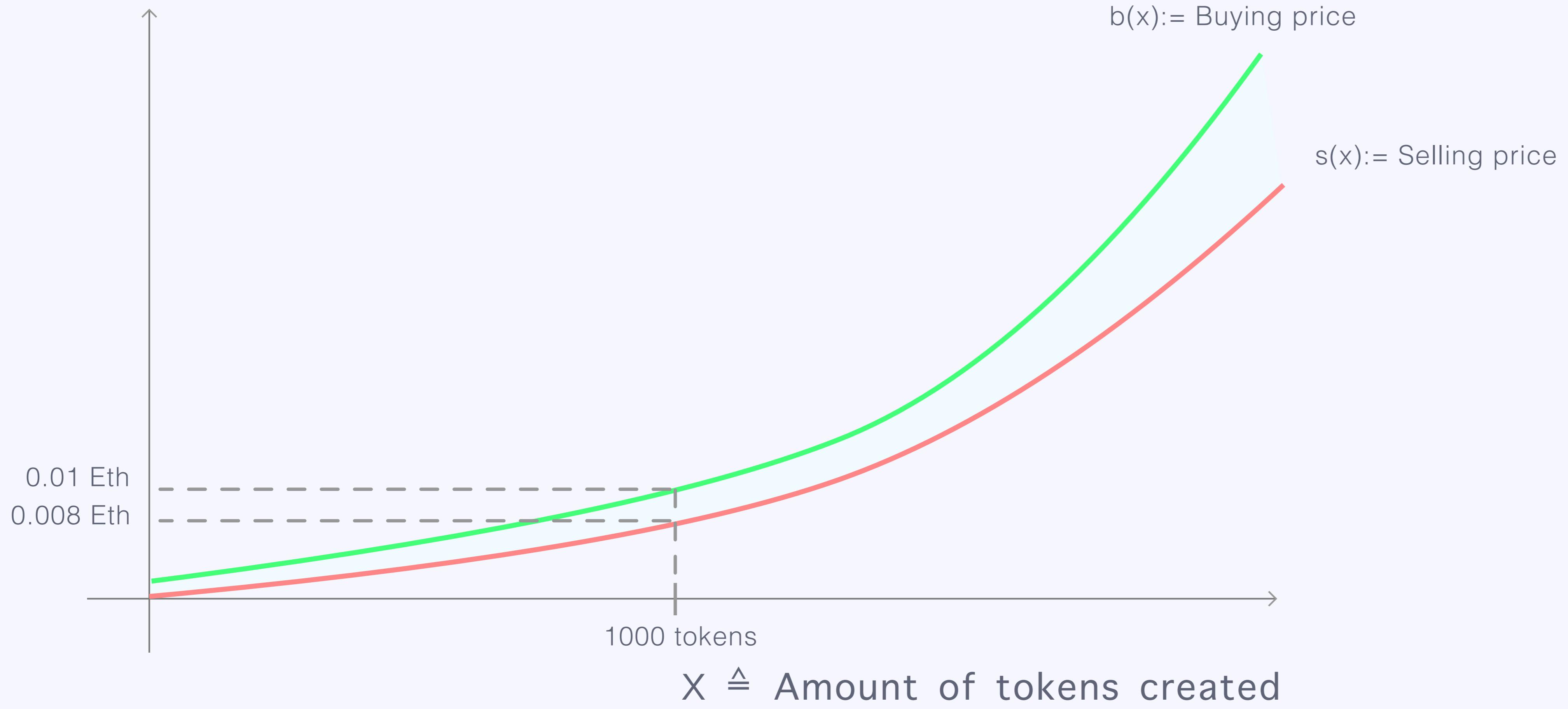
- Be a Creator or an Empowered Audience

As a Creator you choose to launch a poll.

- Any costumer can decide to buy a or multiple token(s) enabling them to vote. Their voter influence is directly linked to the number of tokens.
- at the end of the voting period the content creator can see what his audience craves for and produce it.
- By respecting his audience's choice : his reputation goes up so does his personal token value.
- By being an early personal token buyer, any consumer can see his wallet's value increase.

The Token Economy

$y \triangleq$ Token price in Ether



The continuous token bonding double curves allow to

- create a contract linked token, which's value increases with each creation of token.
- The spread created between the buy and sell curves is the creator's revenue, thus creating an incentive for him to make his token popular.
- This spread makes churn revenue more interesting than off sales, favouring long term growth prospects.
- The continuous token bonding double curves also encourage early adopters.



Targeted content does not stop with gaming.

It could be used for:

Knowledge sharing such as targetting a blogpost depending on your audience's wish, or

Participative Collaboration to an artists pice or

Helping an instagram influencer decide on her / his next clothing.