



centralised marketplace media and streaming commerce (bcommerce) point of discovery, consumers can incentivise them to purchase.



# PROBLEMS FACED BY DEVELOPERS

- ▶ MARKETPLACE MONOPOLISATION
- ▶ DECLINING SALES ON STEAM



**"TOP 100 GAMES (<0.5%) ACCOUNTED FOR 50% OF THE REVENUE ON STEAM IN 2017"**

S. Galyonkin, Creator of Steam Spy

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"STEAM HA  
FOR PC DO  
Venturebeat,

## SOLUTION & BENEFITS

EARN UP TO 30% MORE





- ▶ Get access to a network of influencers
- ▶ GET PAID INSTANTLY

- The image shows a person from the waist down, wearing a white t-shirt and dark blue jeans, standing on a white circular platform. The background is a dark blue gradient.

41%  Smartphone Games  
56.4Bn

For more information about the study, please contact Dr. Michael J. Hwang at (310) 794-3000 or via email at [mhwang@ucla.edu](mailto:mhwang@ucla.edu).

# title DApps

Web DApp      Mobile DApp

Games

↑

Bi-directional messaging

The diagram illustrates the integration of the nTitle SDK into a larger system architecture. A blue rounded rectangle labeled "nTitle SDK" is positioned at the bottom right. Above it, a grey arrow points downwards, and below it, a grey arrow points upwards. To the left of the main box, there is a vertical dashed grey line. To the right, the word "Tiered s" is partially visible, suggesting the nTitle SDK is part of a tiered software stack.

Game Owners

nTitle SDK supports game engines:

- Unreal Engine
- Unity
- Godot Game engine
- Lumberyard

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- Protocol consumption

bcommerce API

Protocol definition

SERVICE LAYER

BLOCKCHAIN LAYER

Ethereum icon

Delivery Network includes:

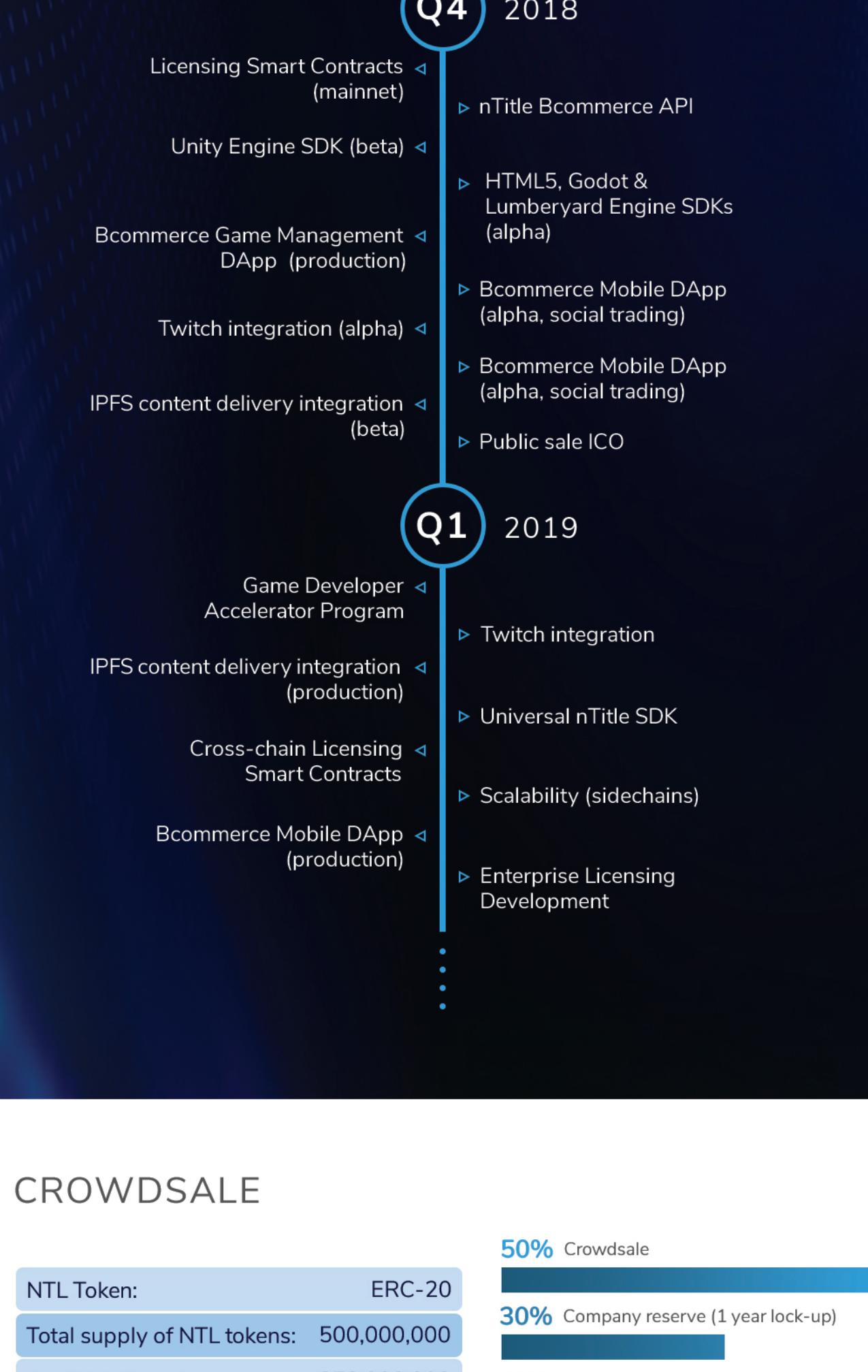
mik IPFS

Investment capital

Commerce design

Engine SDK (alpha)

Taken So far



## Whitelist/AML/KYC

