

# **Community AI Copilot**

**Dennis Fong** 

**Co-founder & CEO** 

#### Team



## Founders with \$2.4B in exits



Dennis Fong
Co-founder & CEO

- 5x founder, \$1B+ exits (Lithium,
   Xfire, Raptr, Gamers.com)
- "Michael Jordan of Gaming" (WSJ)
- Deep founder-market fit in community platforms



George Ng
Co-founder & President/CTO

- Founder & CTO, Cyence (\$275M exit to Guidewire)
- Ex-Chief Data Scientist; DARPA researcher; UC Berkeley ML faculty
- PhD @ UC Irvine; BA UC Berkeley



Kun Gao
Co-founder & CBO

- Founder & CEO, Crunchyroll
   (\$1.1B exit to Sony)
- Founder, Frappr (exit to Slide)
- PhD CS CMU; BA EECS UC Berkeley

## **Problem**

Managing communities at scale is broken

## **Reality Today**

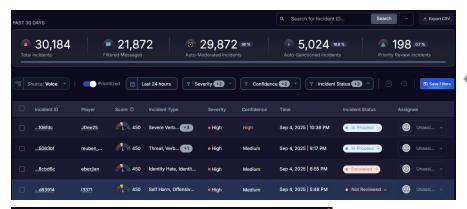
- Users churn when they don't feel safe
- Community operations = expensive duct tape
- Critical voices get ignored

## **Solution**

## GGWP – the Community AI Copilot

- Protect users, everywhere
- Automate community ops
- Turn conversations into insights

#### **Product**





- Protect users, everywhere
  Real-time protection of text, voice,
  reports, and Discord
- Automate community ops

  Al handles scale (99% of incidents auto-resolved), humans focus on judgment
- Turn conversations into insights

Unlock sentiment, churn risk, and product feedback

## Why Now

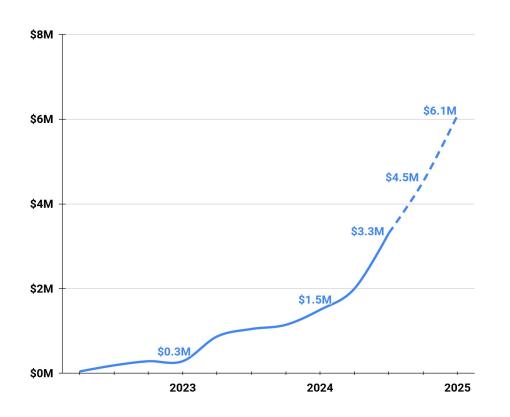
## AI + Regulation + Community Growth

#### = Perfect Storm

- Communities are exploding → Gaming, social, UGC now at billions of interactions daily
- ► Human solutions don't scale → Throwing bodies at the problem doesn't work anymore
- ► AI + regulation converge → Regulations mandate action; AI enables compliance at scale



#### **Traction**



# \$6M+ ARR projected by year-end (4x YoY)

- 35+ signed customers including Nexon, Krafton, Scopely, Meta, Netflix, Unity
- Moderating 2B+ chat messages and 10M+ voice hours per month

#### Market







## **Community Management Software**

**\$7.4B** today

**\$15.4B** by 2028

Source: Duco Research

Moderation, compliance, automation

**\$6.7B** today

**\$11.7B** by 2028

Source: Verified Market Research

Engagement, insights, moderation

## \$27B opportunity by 2028

Also \$17B+ of human moderation spend today ripe for disruption

## **Business Model**

- Usage-based SaaS with annual commit contracts
- ACV: \$145k today and growing
- Largest contract: \$1.4M
- Revenue drivers:
  - Volume of users / messages / voice hours / api calls
  - New products: sentiment insights, voice

**Land** → **Expand Customer Journey:** 



**\$10k POC** 

Initial Expansion: \$120k

Scaled Enterprise: \$1.4M

#### **Go-To-Market**







#### LAND

- \$10k-50k POCs
- Prove ROI fast
- Lower cost, improve safety
- Direct and inbound sales

#### **EXPAND**

- **3x-10x** ACV growth
- Upsell: sentiment, reports, voice, Discord
- Usage-based pricing
- CS-led growth

#### **SCALE**

- \$400k+ contracts
- Deep integrations → sticky
- Partner-led: Unity,
   Keywords, Photon
- Publisher-wide expansion

NETFLIX KRAFTON





thatgamecompany

## **Customers**































thatgamecompany



#### **Our Investors**





**Marc Merrill** Founder **Riot Games** 



**Holly Liu** Founder Kabam



**Rob Pardo** ex-CCO Blizzard



**CH Kim** CEO Krafton



**Steve Chen** Founder Youtube



**David Helgason** Founder Unity







Sony Innovation **Fund** 



**Emmett Shear** Founder **Twitch** 



**Steven Chiang FVP** 

**Warner Bros** 



**Imane Anys** Creator **Pokimane** 



**Kai Huang** Founder

**Guitar Hero** 



ex-CEO

Nexon





**Max Levchin** Founder **Affirm** 







## **Ask**

## \$15M+ to Scale & Expand

- ▶ **Team** Grow product, AI/ML, sales, customer success
- ▶ Go-to-Market Accelerate sales, marketing, and partnerships
- Customer Success Drive onboarding and retention
- Vertical Expansion Expand into UGC, social, enterprise communities

From gaming - every digital community tomorrow



## Thank you!

**Dennis Fong** 

**Co-founder & CEO** 

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