

What is Piction

Blockchain-based paid digital contents ecosystem for creator and community

We challenge the centralized power of the traditional digital contents distribution system. Creator owns a full right for their work, how you sell, how you distribute. Piction will give power back to creators.

Piction incorporates peer-to-peer blockchain-based network. We can forget about the centralized models of content distribution whose intermediaries set huge fees that make works of the authors more expensive. Authors now can freely set price of their work without intermediary and get settled more. Anyone can buy better deal.

What We Want

Liberate creator and digital contents from traditional centralized distribution system and build ecosystem where creator and community build together

How We Can

The blockchain technology opens possibilities for the distribution of digital contents without intermediaries. Blockchain and smart contract enables peer-to-peer

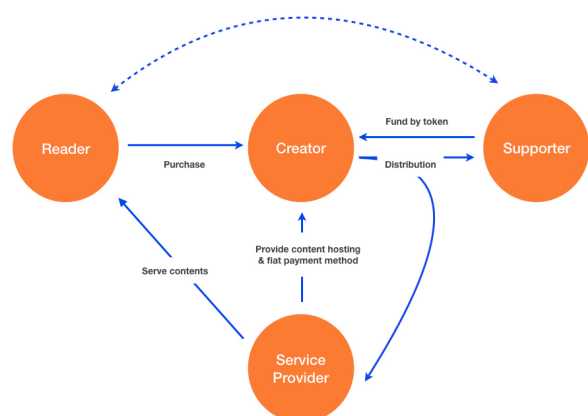
How it works

Creators can distribute there works and make money without huge intermediary fee.

Customer can buy digital contents by token or fiat money, and boost their favorite artist and potentially be supporter.

Supporters can make creativity become real. They support artist before publication as crowd funding does. After contents distributed, get reward by smart contract.

Service Providers make digital contents service possible. The host artist's works and enable fiat money payments. Payment community makes distributed to service providers who enables digital contents distribution.



Team

Piction network is operated by Battle Entertainment who runs digital content IP business in South Korea and China. We have 5 years experiences of comics platform serves more than a million customers.

Fred Bae

Battle Entertainment, CEO & Founder
Smilegate West, Director of Business Development
Nexon America, Data Analyst
Nexon Korea, Game economy architect
Seoul National University, Business Administration

Jiwoong Heo

Battle Entertainment, CTO
SELab, Technical Lead
Seoul National University, Physics

Jenny Yoon

Law firm "We&Partners", Founding partner attorney at Law
National assembly the State Affairs Committee, Secretary
Zhonglum W&D Law firm (Beijing, China)
SK Networks
LG Electronics

Wendy Jin

Xinwusoft, CEO
Moyou Games, Founder & Mobil factory, Co-founder
Tiancity(世纪天成), Business planer
University of Shanghai for Science and Technology

Battle Entertainment's investors

We have raised \$10,000,000 from following investors because of our expertise in digital contents business



Smilegate Investment

Venture Capital of Smilegate, game company behind CROSSFIRE, the most played FPS with over 650 million



Industrial Bank of Korea (IBK)

2nd largest government-run bank in Korea



KTb Network

The 1st Korean Venture Capital, established in 1981, AUM 60 Mil USD



IMM Investment

Korean Top Venture Capital, AUM 2,000 Mil



Union Investment

Korean Top Venture Capital in the field of contents including movie, TV drama

Contact Us

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