

BARBAH GAMES



TOKENIZING GAMING
FOR REAL-WORLD
CAREERS IN WEB3

Africa boasts a vibrant gaming community of over 200 million, yet these passionate players lack clear pathways to success in the global Esports industry.

Their skills gap leaves them vulnerable to the disruptions of the AI-driven job market, and further hampered by outdated education systems.



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Only 6 players out of the 200 million gamers in Africa participated in the 2023 Gamers8 event .

EDU-TAINMENT

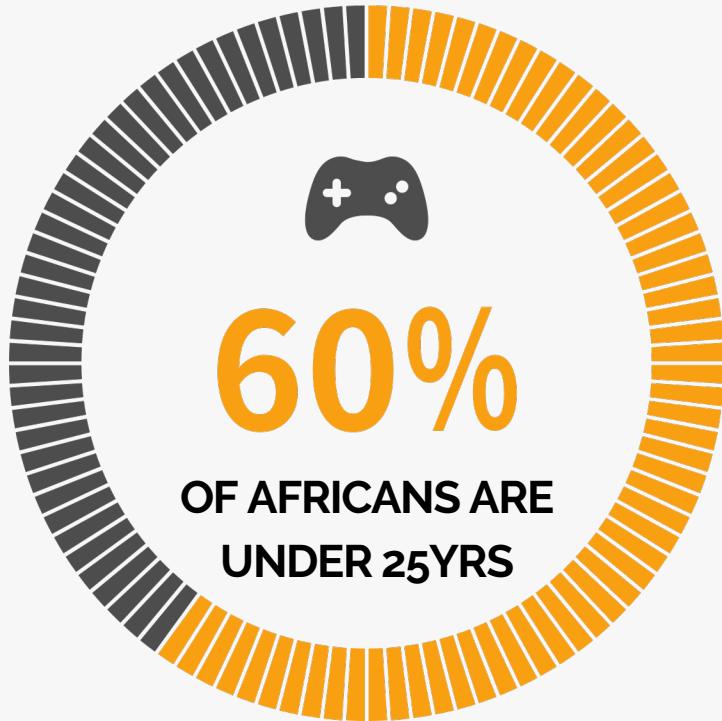
At BARBAH Games, we believe that the immersive and digital nature of esports can play a significant role in empowering individuals to acquire the skills needed for the evolving job market.

We believe **EDU-TAINMENT** can bridge the gap, between what current education provides and what future jobs will require.

Who doesn't want to build a career doing what they love most?

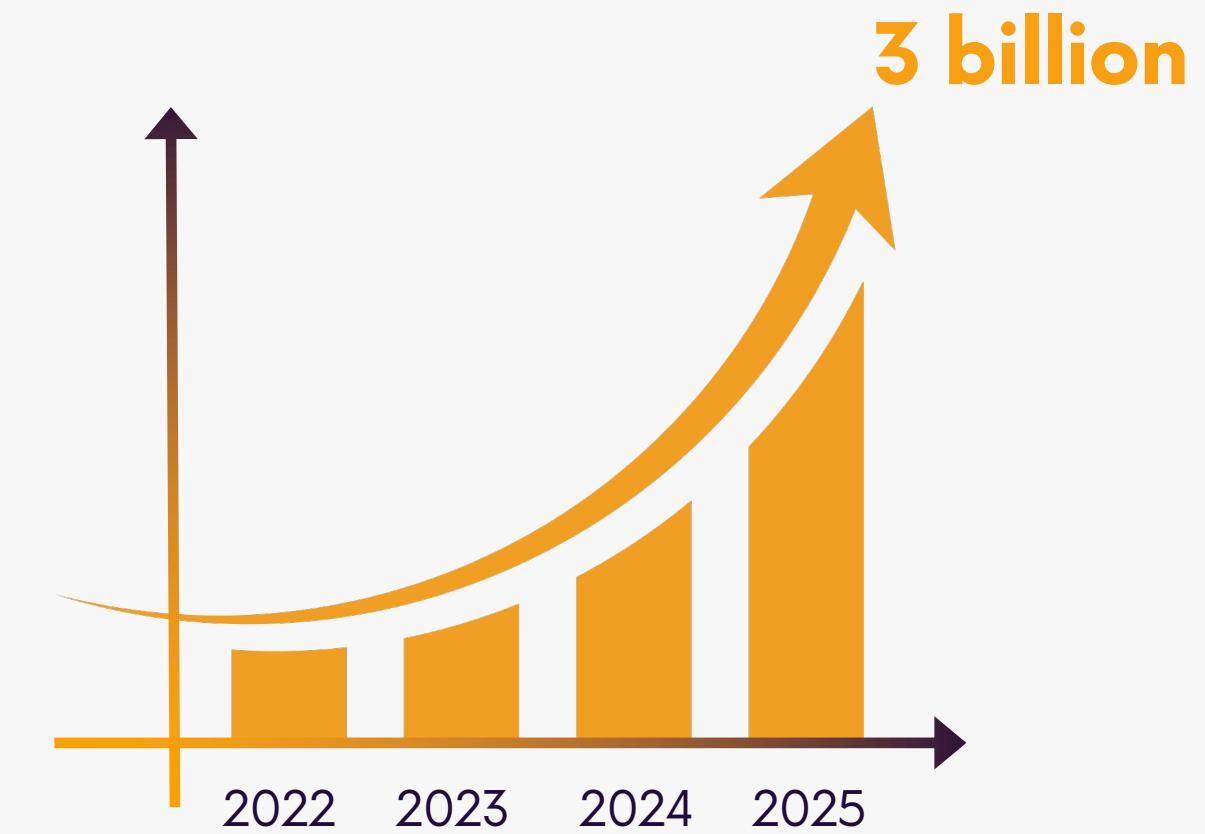


THE MARKET OPPORTUNITY



According to the World Economic Forum, 60% of Africa's population is under 25yrs. By 2030, young Africans are expected to constitute **42% of global youth**. In addition to this, Internet penetration has grown over 1100% in 2023

This will progressively create a huge gaming market.



The African gaming industry itself is anticipated to reach a **market size of USD 2.14 billion by 2024, exhibiting a CAGR of over 10% through 2025**. The projected growth of the global esports market to reach **3 billion by 2025**

ABOUT US

BARBAH Games is all about
Bringing Atlanta's Resources to
Bridge African Hubs

We are revolutionizing the
industry with a powerful SAAS
platform that will change the
game for gamers.

The platform will focus on :



VISUAL KPI DASHBOARD

The dashboard will provide a scorecard that they can use to track progress and compare their performance with other gamers.

It will also include actionable insights for growth and engagement that will propel them to the Esports World cup

CAREER DEVELOPMENT

The platform will include educational resources that gamers can use to build on their game play or develop a career in esports.

We will be keen to equip gamers with Web3 skills - the next generation of Internet - to make sure they are always a step ahead in the digital world.



TARGET AUDIENCE



FOR E-ATHLETES

Who are seeking support in their journey to the Esports World Cup. Support includes anywhere from skill development to sponsorships.

FOR CASUAL GAMERS

Who are seeking opportunities in gaming and the esports industry . This ranges from career development to educational opportunities

TRACTION

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**BARBAH
Games
partners with
Technorganic**

- We have partnered with TechnOrganic to offer the Ultimate EDU-TAINMENT experience on Fortnite.
- We hold Fortnite tournaments every week for our growing community of gamers.
- We get to educate them on how they can improve their game play.
- The gamers also gets to explore various Fortnite Islands with educational experiences, all while having FUN.

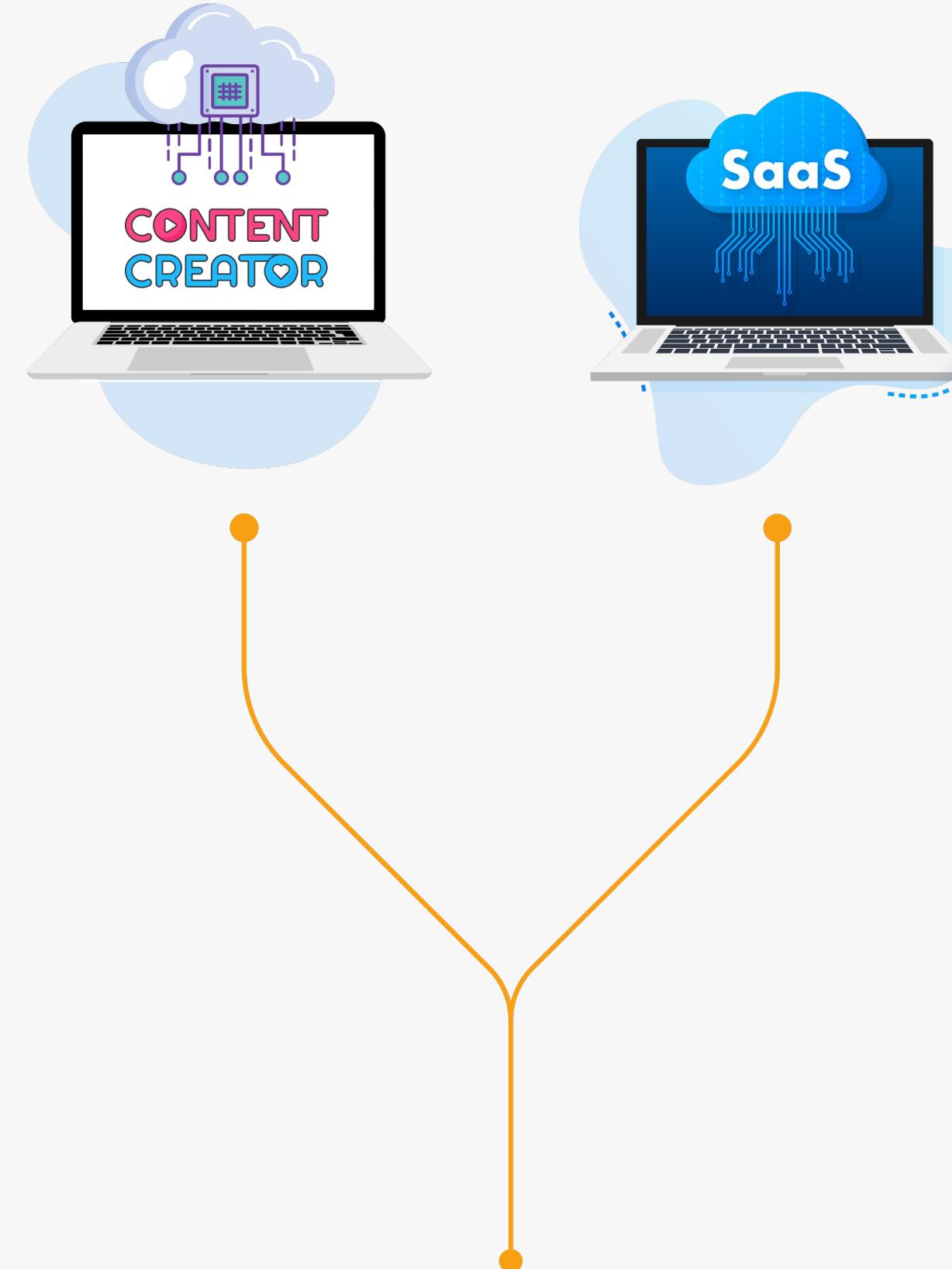


TECHNORGANIC

TechnOrganic is a **technological content-creating** firm who combines education with entertainment for mind-altering experiences.

We create edutainment experiences that allow participants to solve problems while having fun.

We also organize tournaments, events and consult for investors and companies that are just delving into gaming.



BARBAH GAMES

BARBAH Games is a **SAAS platform** where gamers can :

- Visualize their data with in a KPI Dashboard as their scorecard for growth.
- Acquire Web3 skills in readiness for the next generation of internet.
- Access educational resources from thought leaders in the industry

THE ULTIMATE EDUTAINMENT EXPERIENCE





We are also partnering with...



MAPSHOT

We are building authentic gaming experiences in Fortnite and Roblox by creating African virtual spaces in Metaverse



Weza Interactive

Together with this Kenyan - based video gaming company, we are creating authentic African experiences that empower educate and entertain.



OUR STRATEGIC BUSINESS MODEL

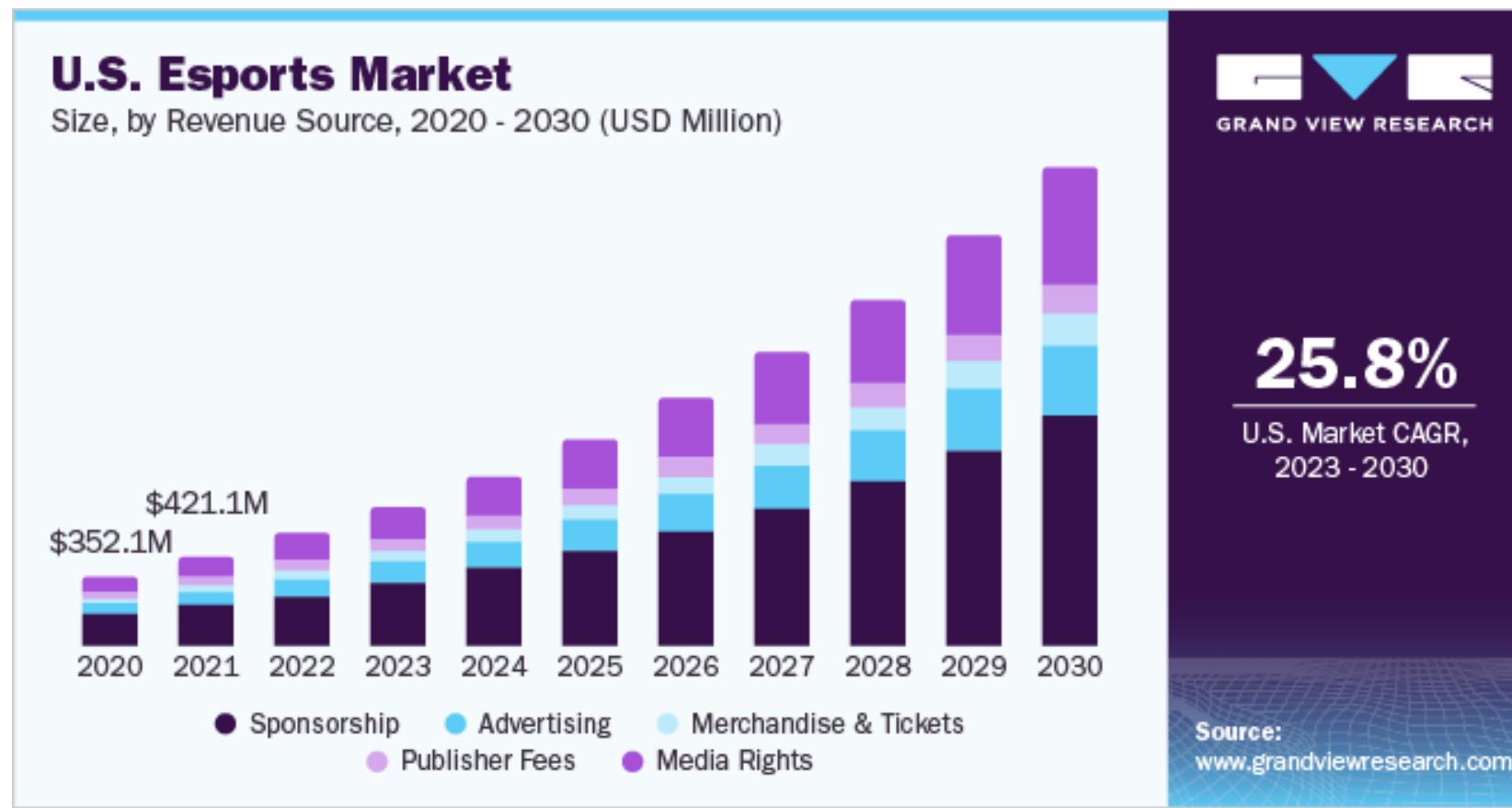
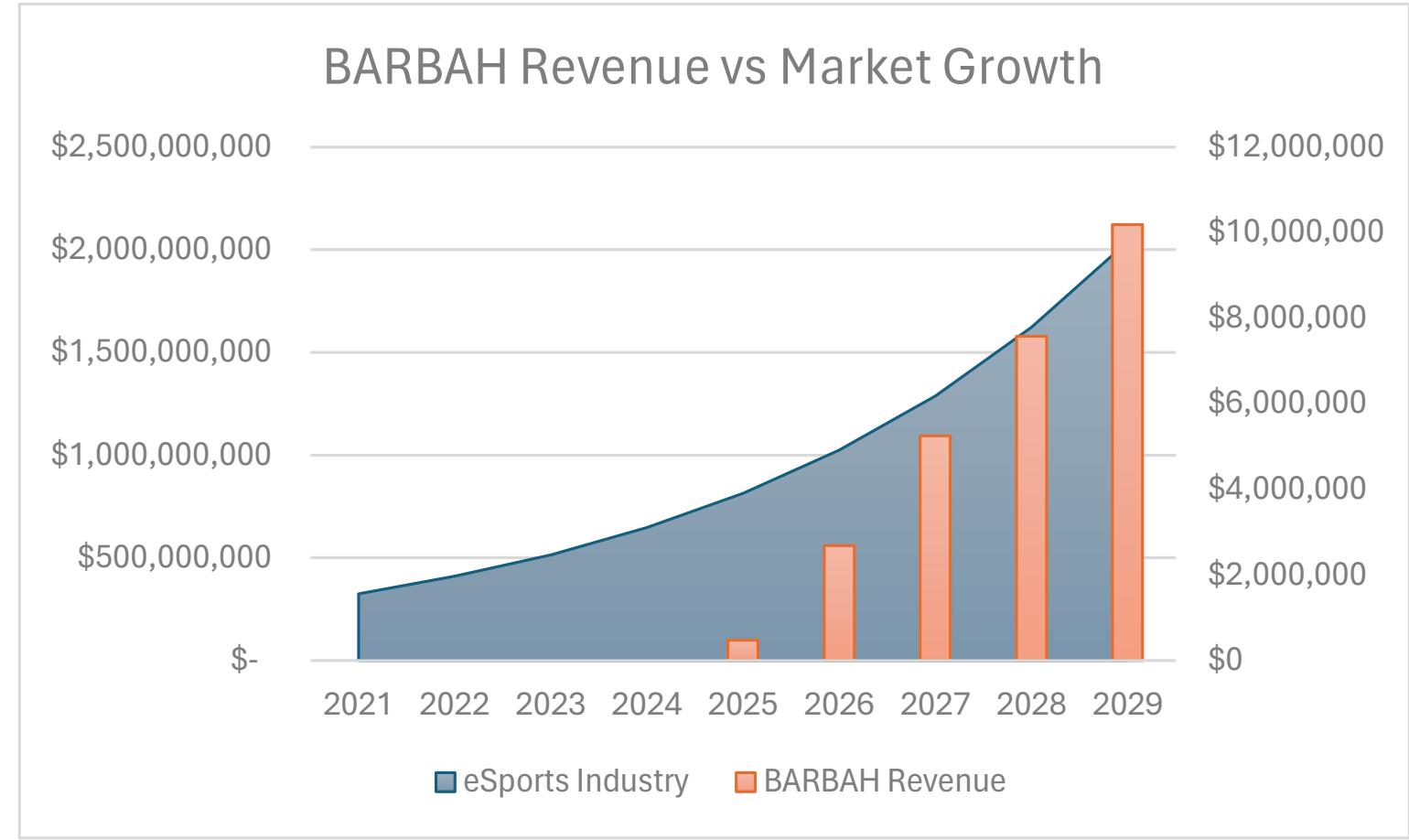


E-ATHLETES

- SPONSORS
- FANS
- SCHOLARSHIPS
- CAREER DEVELOPMENT

EDUCATIONAL INSTITUTIONS

- EDUCATION RESOURCES
- SPONSORS
- SCHOLARSHIPS



Year	eSports Industry Size (\$M)	BARBAH Revenue (\$M)	Market Share %
2021	\$325.1	\$0.1	0.01%
2022	\$409.0	\$0.5	0.06%
2023	\$514.5	\$2.7	0.26%
2024	\$647.2	\$5.2	0.41%
2025	\$814.2	\$7.6	0.47%
2026	\$1,024.3	\$10.2	0.50%
2027	\$1,288.5		
2028	\$1,621.0		
2029	\$2,039.2		

BE PART OF THE FUTURE

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Let's Unlock the potential of 200 million+ African gamers

To achieve this,
We are seeking for S250K to allow us to hit the ground running.

