



# Agape

## WHAT WE DO: **WOW-FACTOR** WEB TECH

Attention has become a new form of currency in today's digital age, there is a constant battle to draw people's attention and keep them engaged. As attention has become a scarce resource, businesses have sought to monetize it in various ways.

Agape increases brand awareness and higher conversion rates through providing immersive experiences between businesses and their target audiences.

## OUR EXISTING FLAGSHIP SUCCESS

Agape developed T-mobile's very first metaverse. Users come to the digital twin of the T-mobile headquarter, earn points and real prizes through answering questions to holographic avatars!

**500k+ NEW USER IN 1 MONTH !**

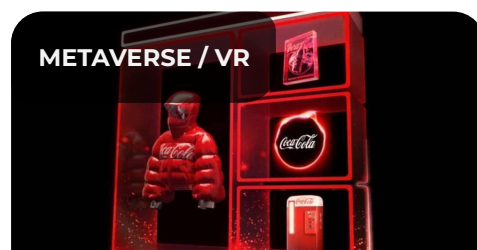


Proprietary Technology

**3 Sec LOADS** a 3D-WORLD  
SIZE OF a FOOTBALL FIELD

## USER ACTIVATION USE CASES

### METaverse / VR

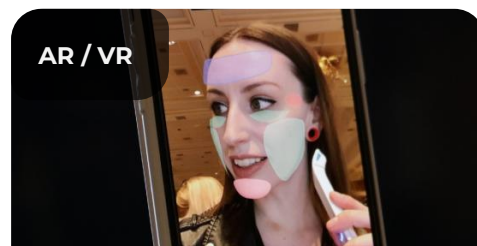


**COCA COLA WORLD**

**+26%**  
Sale

**+11%**  
Conversion

### AR / VR



**OLAY MOISTURIZER**

**+3**  
Net Promoter Score

**369k**  
views

### VIRTUAL STORE



**SAMSUNG METAVERSE**

**4M+**  
visitors

**Digital Twin**

# WHY AGAPE *for these use cases?*

## OPPORTUNITY

## KEY POINTS

### Immersive advertising

Companies can create interactive and immersive 3D web-based advertising experiences

### Data collection and analytics

It provides businesses with the opportunity to collect rich data on user behaviour, preferences, and interactions. The data then can be used to optimize marketing strategies, ultimately enhancing user engagement and monetizing attention

### Virtual goods and services/ Creator economy

Businesses can sell branded virtual goods, such as clothing, accessories linked and transferable in the real world.

### Virtual storefronts and shopping experiences

Businesses can establish virtual storefronts or entire shopping districts in a branded metaverse, enabling users to browse and purchase product in a 3d environment

## BRANDS ARE USING AGAPE TECHNOLOGY *for*

### 3D CAR SHOW



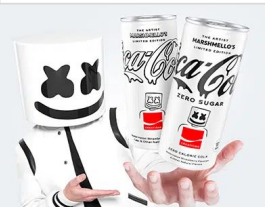
Launch of Cadillac Celestia with 3D UGC

### VR GAMING



Q&A Interactive gaming

### 3D MARKETING



Marketing: Launch of New flavored Coke

### FASHION & E-COMMERCE



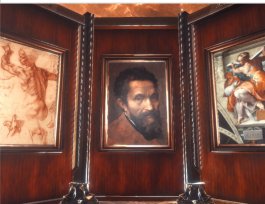
Interoperable wardrobe across metaverses

### AR EXP.



Marketing: Festival experience for a product

### AI CHATBOT



Integrated Michelangelo AI Chatbot

# TESTIMONY



Jon Freier  
President, Consumer  
T-mobile

"It's great on phone or desktop, but it's by far best on a headset like the Meta Quest 2. If you have one, head to [gameofphonesvr.com](https://gameofphonesvr.com) to see what I mean. [#GameofPhones](https://twitter.com/GameofPhones)"



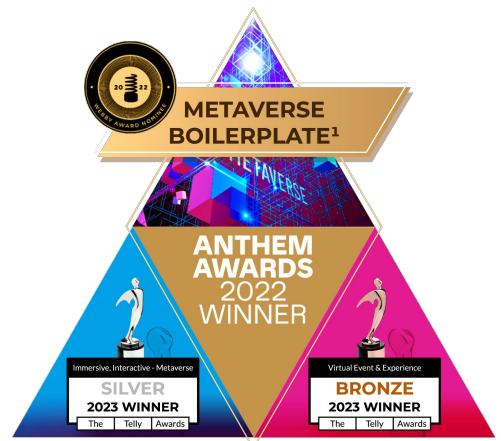
Mike Sievert  
CEO  
T-mobile

Not a creature was stirring as transformation took place, reality became virtual and you saw us face-to-face!

[#GameofPhones](https://twitter.com/GameofPhones)

## WEBBY, ANTHEM AWARDS, THE TELLY AWARDS ELECTED IN THE CATEGORY:

- ★ "THE BEST INNOVATION"
- ★ "THE BEST CRAFT-METaverse"
- ★ "THE BEST VFX TECHNOLOGY"
- ★ "SOCIAL RESPONSIBILITY"



Reunite.digital



[t-mobile.agape.land](https://t-mobile.agape.land)