

## Summary

VR Animation/Mobile Gaming, SaaS - Gamification AR Marketplace  
AI.

Gamifiable.com self-brand overlaps the world's information with one question to establish digital asset transfer and mobility from ethnographic gamified Actor Networks that link synchronized cryptography with a Social Transmedia database for the block-chain technology convergence of a World Trade Platform.

What's your thing?

Insight is to build and deploy a neural network machine learning superintelligent heuristic search engine AI for gamifiable self-brand overlaps that execute simultaneous location and mapping with user narratives that will create algorithmic advertising of what B2B advertises for so B2C receives B2B AR benefits.

gamifiable.com is a Social Transmedia gamification for Augmented and Virtual Reality user created Artificial Intelligence as convergence platform of an AI Awareness of content sharing as its context.

User conditions connect from the why of what they want by its how and while monetizing their AR when is so B2B knows what to advertise to B2C for.

AI and VR ecosystems of SaaS, PaaS, and IaaS convergence for gamified human and machine procedures is the Actor Networks as the digital nervous system of an Internet of Things to monetize AR when as an electronic world trade platform.

Executing VR mobile gaming to enter VR markets for B2B gamification actor networks converges SaaS for user narratives that deliver B2C AR benefits.

With a VR shopping app of GamifiedApp.com, a technological convergence with gamifiable.com, traction is for a Global Market share of VR, AR and AI markets.

From Los Angeles County, I propose founding and forming a totally virtual, telecommuting start-up VR Mobile Gaming, SaaS Gamification AR Marketplace AI as knowledge based marketing with technology convergence of SaaS, PaaS and IaaS.

Mobile gaming and convergent Software as Service technology apps deliver what users want from their qualitative why as their quantitative how for its monetized AR when.

Building and deploying Product Market Fit scalables for VR, AR and AI - executing a scalable of a Mobile Game franchise as SpaceZodiacs.com, an integrated Software As Service CRM with GamifiedApp.com is as knowledge based marketing with a platform as gamifiable.com:Social Transmedia - qualitative reasoning for an optimized recursive AI.

Creating itself from user-behavior analysis of its recursive machine learning innovation as an AI's transportation theory awareness of ubiquity, transcending purely self-interest as an AI that stops as its awareness for communities and their relationships to Geopolitics, ethnographic data and Globalization, convergence technologies of gamifiable.com is a machine learning (PaaS) as a value proposition of truth from user narratives, as their self-brand-overlap stories are being told to themselves and others from parameter files-shared, subclasses of a recursive AI.

A disruptive file-share as a Social Transmedia insight closes digital ecosystems as a monopoly of recursive data to residual leverage an IaaS that is a gamifiable knowledge based user experience value proposition of actions as a more narrow focus for the divestment of Big Data and while monetizing analytic.

Gamifiable VR, AR experiences with an AI awareness of content sharing as its context as user conditions to connect from the why of what they want by its how to monetize its AR when, a scalable mobile game franchise trajectory as SpaceZodiacs.com is for CRM convergence technology with the SaaS of GamifiedApp.com

VR Shopping!

GamifiedApp.com

Boom!

### **PROBLEM**

Customers and users are in a prisoner's dilemma.

#### ***Existing Alternatives***

Search engine technology and the imbalance of Big Data.

### **CUSTOMER SEGMENTS**

Optimizing and deploying Gamifiable shopping experiences with an AI awareness of content sharing is as its context, as user conditions to connect from the why of what they want by its how for its AR when with convergence technology that reconnects qualitative what from machine learning, digital nervous systems build product experience with recursive, self-creating ecosystems as an AI awareness. Customers are first from user qualitative reasons that are quantified by manufacturing more value to user habits.

#### ***Early Adopters***

Recursive analytics of CRM.

### **VALUE PROPOSITIONS**

Customers are first for user benefits that are buyers and sellers too in cloud architecture by the parameterization of their self brand overlap algorithms, as a cloud implosive architecture for search engine technology by CRM (customer resource management) survey creates product market fits from conditions that form product specific advertising and function, for digital transactions are coming from the why of what they want that is monetizing from their how with its AR when.

***High Level Concept: The Google of WarCraft.***

### **SOLUTION**

Gamification delivers qualitative reasoning as optimized quantified data sets with AR from a CRM shopping and VR sales app as GamifiedApp.com.

## **CHANNELS**

Habit forming ethnographic qualitative data analysis software as service as the why of what they want by asking open ended questions at intersections of art and science that parameters as a technological insight that is optimizing as product excellence for user experience that is based upon the Pareto Principle, the dynamic of the CRM is an automated intelligence for ubiquitous computing that will be infinitely scalable and replicable:

- \* eMail.
- \* IM.
- \* File-share.

Monetizing as a Quo Vadis with recursive AI awareness, building, optimizing and deploying GamifiedApp.com as a Software As Service Minimal Viable Product of a CRM survey with VR, including its bot application for AR, its self service knowledge and machine learning will be self creating digital ecosystems that are from user qualitative reasoning that optimizes quantitative analytics:

### **content** (MVP) :

- \* Opt-in email, (Acquisition).
- \* CRM search engine algorithms: SEO(Activation).
- \* Messaging (Retention).

### **context**

PaaS file-share (Revenue)with scalable mobile gaming into VR is as SaaS for customers, placements, partners and advertising with gamifiable unique user digital ecosystems.

- virtual currency.
- e-commerce.

### **community**

Technology convergence of an IaaS convergence (Referral) will be monetizing the Software As Service CRM survey application analytic app of gamifiedApp.com for closed looped digital ecosystems with an IaaS of gamifiable.com:

- \* Actor Network Theory converging an Internet of Things.
- \* Qualitative reasoning optimized.
- \* User benefits with a recursive AI.
- \* Knowledge based marketing.
- \* Gamifiable convenience.
- \* Quantitative recursive application.
- \* AI for promotions, discounts and free stuff.
- \* Closed looped digital ecosystems.
- \* Social transmedia.

## **REVENUE STREAMS**

### **SaaS**

Customers first for user benefits that are buyers and sellers too in cloud architecture, a gamifiable VR shopping app can use virtual currencies to buy, sell, and trade within digital ecosystems defined by SaaS.

- \* Pay-per-click.

GamifiedApp.com's parameterizing of self brand overlap algorithms as a cloud implosive architecture of search engine technology by CRM (customer resource management) survey to create product market fits from conditions that form product specific advertising and function with digital transactions can manage digital ecosystems that are coming from the why of the what they want that is monetizing from their how with its AR when.

### **MVP**

Builds and deploys as a VR shopping app that can use uniform resource identifier (URI) for Deep Linking and Deferred Deep Linking from CRM user survey.

Searching for goods and services, accessing online marketplaces for product information, promotions, discounts, trading and or exchange goods for services, marketing product specific, advertising on those platforms in real-time-computing(RTC) from CRM survey options, making purchases, MVP of GamifiedApp.com will

provide a gamifiable convenience for users to access customer benefits:

- Affiliate markets.
- \* eMail opt-In.
- \* IM.
- \* eMail.

Messaging and eMail functions using mobile tech will monetize and drive growth as a gamifiable habit loop experience.

Parameter user narratives, new objects off the parents from qualitative reasoning analysis, deep learning and linking for a quantified how, on a MVP, a quo vadis optimizes child data, subclasses from the divestment of big data in closed looped self creating, machine learning digital ecosystems that stop at an AI Awareness.

Solving the Prisoner's Dilemma as a recursive ontological paradox of an AI for an ethnographic design with customers first for user benefits, knowledge based marketing from a CRM decision making, intersections of object classes, self brand overlapping their methods and arguments, telematics monetize digital transactions and advertisement - communities and national relationships as a social transmedia.

### **Iteration**

Aggregate data analytic: (Health Care) monetizing an enterprise architecture, (EAS).

#### **MVP of GamifiedApp.com CRM:**

- \* Acquire, Activation, and Retention.
  - Affiliate markets.
- \* Health Care.

SaaS deep links and referral window for a PaaS as a file-share of gamifiable.com: Revenue.

IaaS - namespace, those packages and methods as "AnyUser" will create closed loop digital ecosystems with the class gamifiable.com to monetize its data analytics, a subdomain as "AnyUser.gamifiable.com," the Referral.

Technological convergence of SaaS, PaaS, IaaS.

Requirements: Search of deep and deferred links.

- Affiliate markets.
- Health Care.
- e-commerce.
- Commission scale.

IoT convergence ANT: SaaS, PaaS, IaaS tech insight on Acquisition, Activation and Retention is deep linking, deferral and utilizing Conditions that Connect as divestment - deploying a Pareto Principal algorithm - mobility: eMail, Search and IM.

### **PaaS (gamifiable.com)**

- \* Sidebar adds.
- \* Sponsored stories.
- \* Promoted Posts.

### **IaaS**

Trading platform, linking SaaS, PaaS as technology convergence of their closed looped digital ecosystems:

- \* consumer to consumer.
- \* commission on transaction.
- \* subscription.

### **content**

Forming a Los Angeles County totally virtual, telecommuting Tech Company for VR Mobile Gaming, SaaS - Gamification AR Marketplace AI centric Virtual Reality Internet Technology start-up for data IaaS analytics is knowledge based marketing with gamifiable immersive convergence technologies.

- \* international business linkage.
- \* distribution.
- \* placements.
- \* partners.

### **COST STRUCTURE**

Cost and values driven through gamifiable convenience, integrating operational excellence of convergent, totally virtual technologies, telecommuting with resources for customer intimacy with the user, variability between cost and value is from the economies of scale for the convergent economies of scope:

- \* Mobile Game(s).
- \* SaaS, PaaS, IaaS.
- \* Acquisition.
- \* Sales and marketing.
- \* R&D.

### **Key Metrics**

Launching, forming a totally virtual telecommuting start-up is at zero, yet US retail sales will grow to \$500 Billion by 2020.

- R&D driven.
- \* \$1,000,000.00 from Mobile Game product launch to 10,000,000 for investment:
  - \$100,000,000.00.
  - \$1,000,000,000.00.
  - IPO.

### **KPI Objectives first year:**

- \* Product launches - Mobile Game and App: Social Transmedia, 1,000,000.00 users.

### **INTELLECTUAL PROPERTY**

- Copyright/Feature animation for VR/3D - AI. Screenplay value at \$2,000,000.00 for \$1,000,000,000.00 trajectory.

**VR Shopping!**

**GamifiedApp.com**

**Boom!**