

Mobile Gaming, SaaS - Gamification AR Marketplace AI.

Ethnographic gamification algorithms test input data as conditions connect Product Market Fits from qualitative what that trains new advertising algorithmic functions that filter B2B's how delivery of classification with simultaneous location Actor Networks and mapping for concrete implementation of AR as B2C's when.

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, machine learning technology convergence as a World Trade Platform.

With mobile gaming and convergent Software as Service technology that delivers what users want from their qualitative why as their quantitative how and while monetizing their mobile AR software when, SpaceZodiacs_v1 connects product Market Fits as a MVP Mobile Game that integrates Software As Service for the CRM and the MVP of a VR shopping app of GamifiedApp.com.

Developing, building and deploying computer programs that stimulate users to buy products advertised in gamifiable ethnographic technology that deliver campaigns, product launches of performance base advertisement and marketing scale into VR/AR and AI.

Machine learning deploys brand narratives for B2B to deliver B2C benefits.

VR Shopping!

GamifiedApp.com

Boom!

Gamifiable.com

What's your thing?

AI Awareness communicates world relationships.