

clipfeed



**GLITCH**

# ESPORTS PLATFORM

TOURNAMENTS, GAMING  
CHALLENGES, EARN REWARDS.





# ABOUT US

Clipfeed is a **global gaming and esports entertainment company** that powers esports communities with our award- winning technology.

We provide **world-class gaming and esports entertainment** to hundreds of millions of consumers.

Clipfeed works with **telecom operators, DTH, ISP** and **OEM** partners to create innovative and engaging gaming destinations for consumers.

**Connect, engage** and **monetize** with our innovative and **award-winning** esports destinations.







# GLITCH

Our flagship, award-winning esports platform provides live tournaments, gaming challenges, live chat, rewards and much, much more.

This is a substantial multi-screen service that works across mobile phones, tablets, computers and is compatible with gaming consoles.

**FORTNITE**

VALORANT

LEAGUE of  
LEGENDS

CS GO

MINECRAFT

CLASH  
ROYALE

PUBG

**FIFA**

ROCKET  
LEAGUE

And many  
more!



clipfeed



# MULTI-FUNCTION, INTERACTIVE CONTENT AND ENGAGING ENTERTAINMENT SERVICES, CRITICAL TO SUCCESSFUL VAS



## PRODUCT FEATURES





# THE PROBLEM



No place to showcase **user skills** across all devices (mobile, console, etc.)



**No one community** for amateur esports, social gaming.



No platform providing **gaming prizes & rewards** for competing.



# THE SOLUTION



One Stop shop for all gamers with platform providing over **30 high end games**.



**Exclusive gaming challenges** with social play, chat room, gaming forum and community to share knowledge.



**Daily & weekly esports** live tournaments, member challenges.

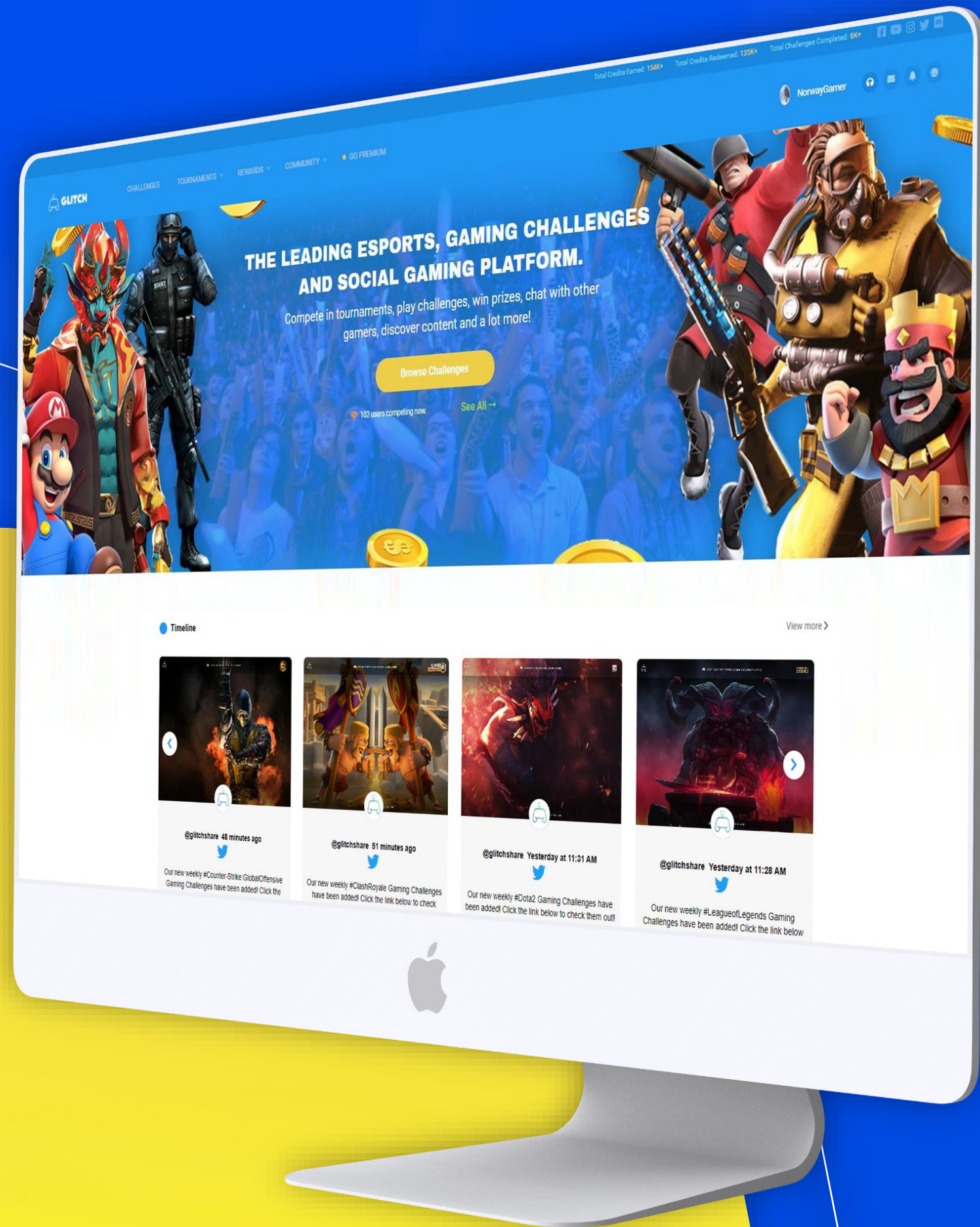
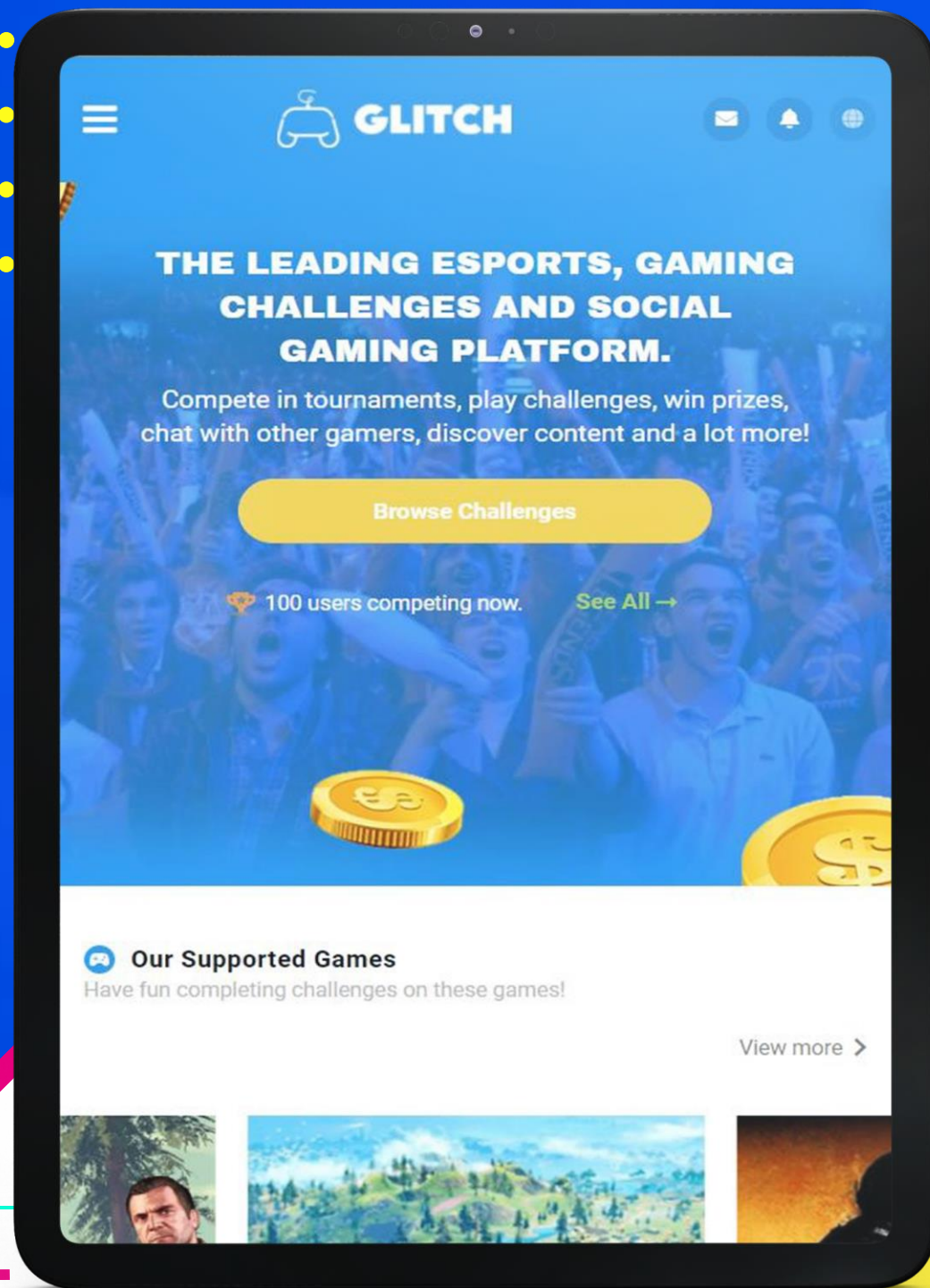


**Rewards & prizes** for winners and recognition on social media platforms.

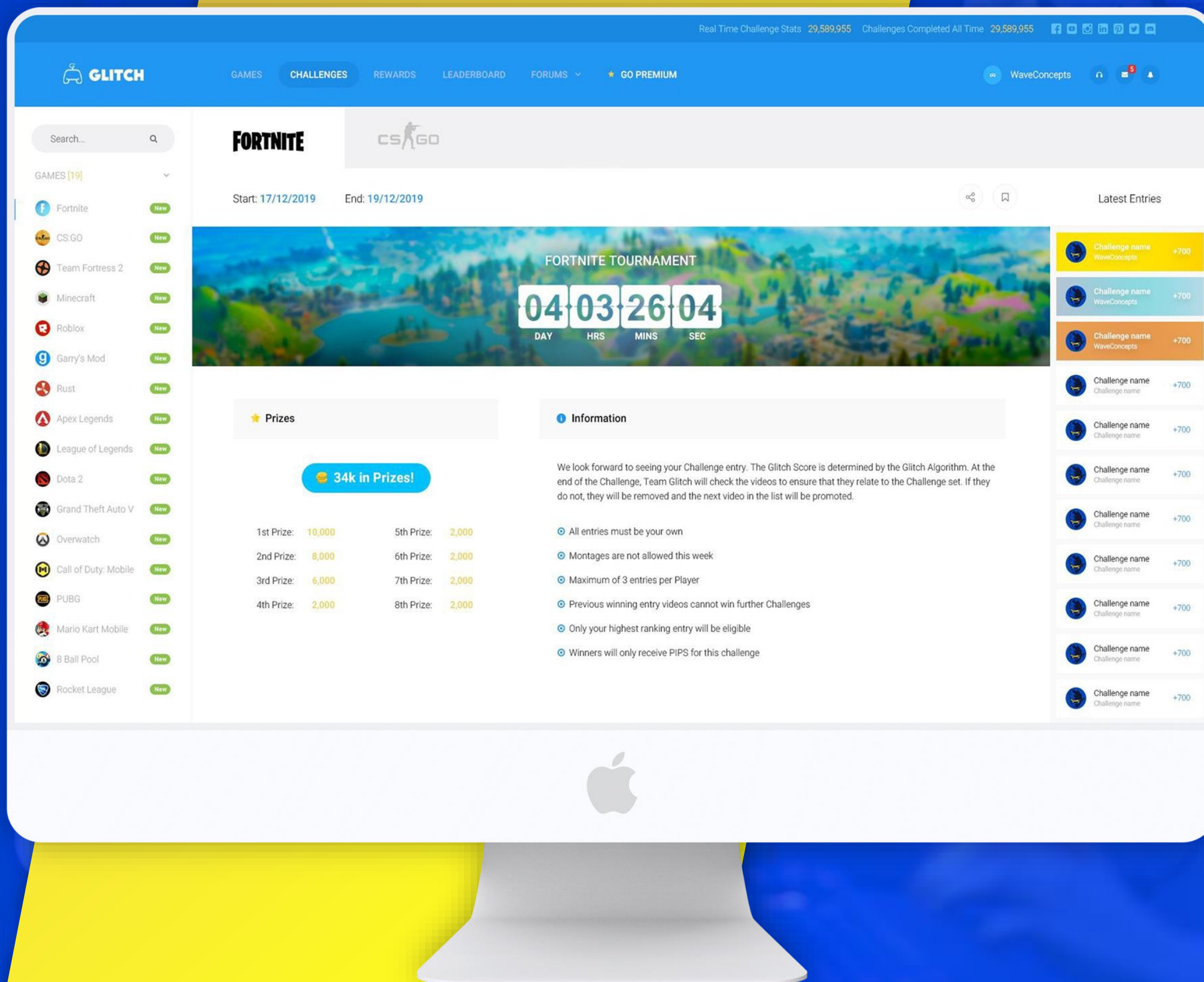


**Multi-device** supporting platform.





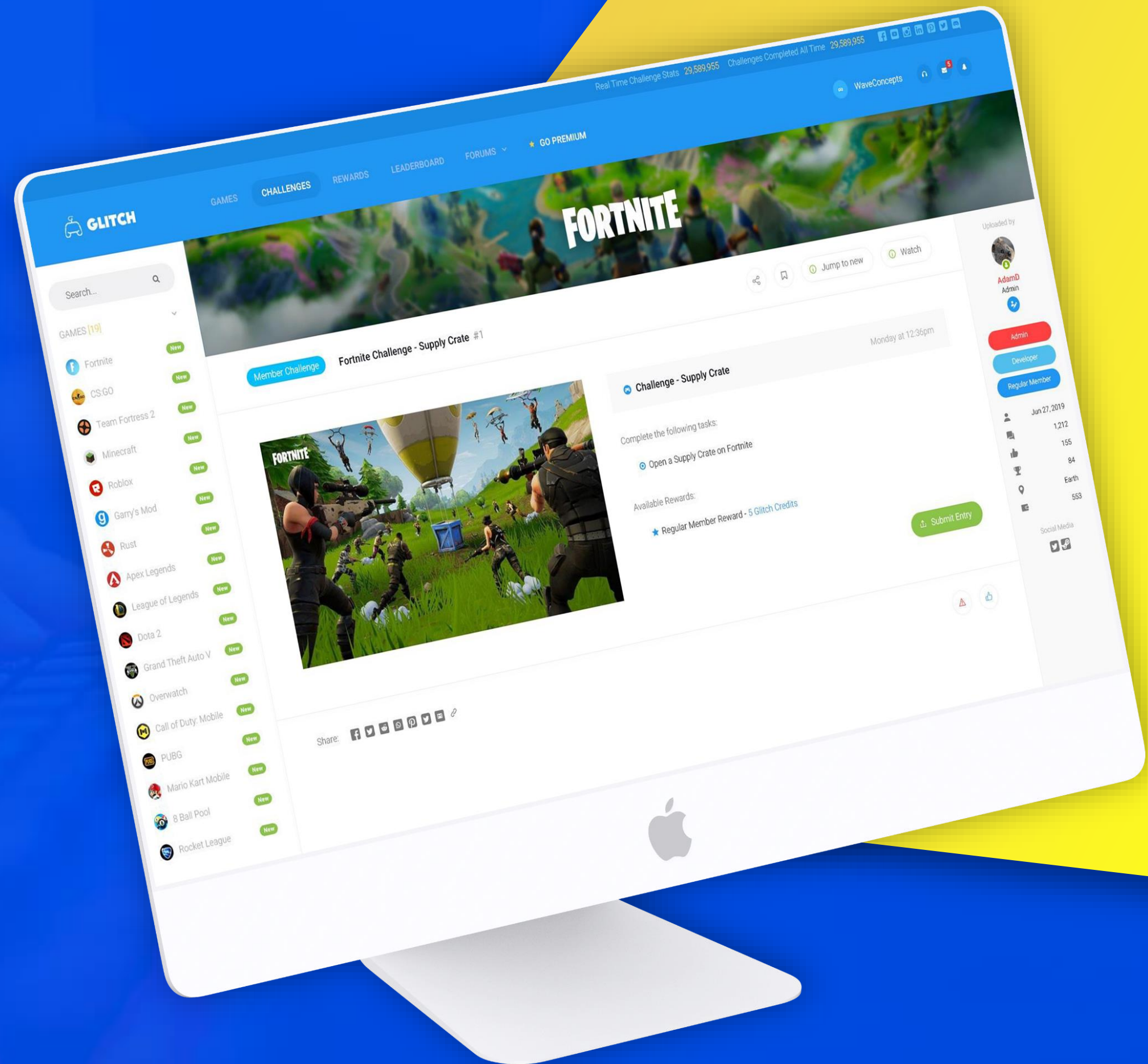




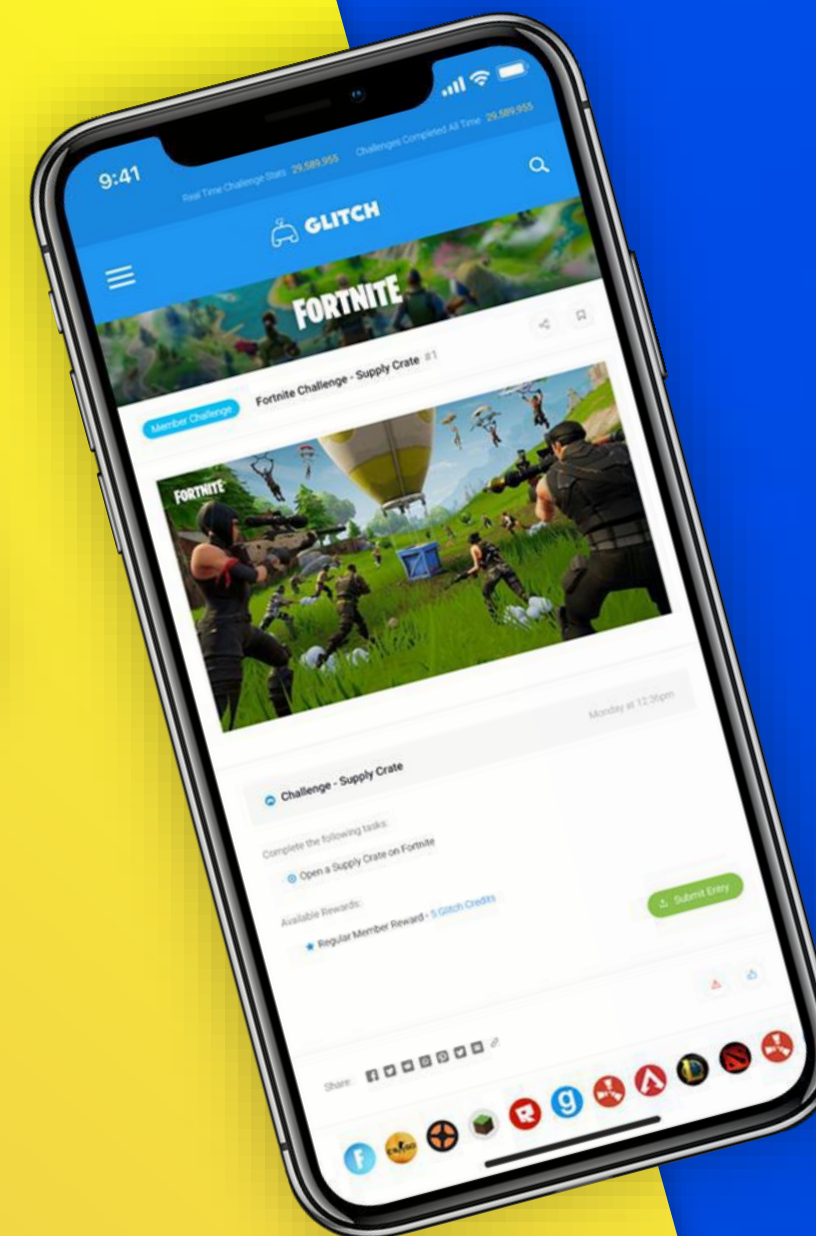
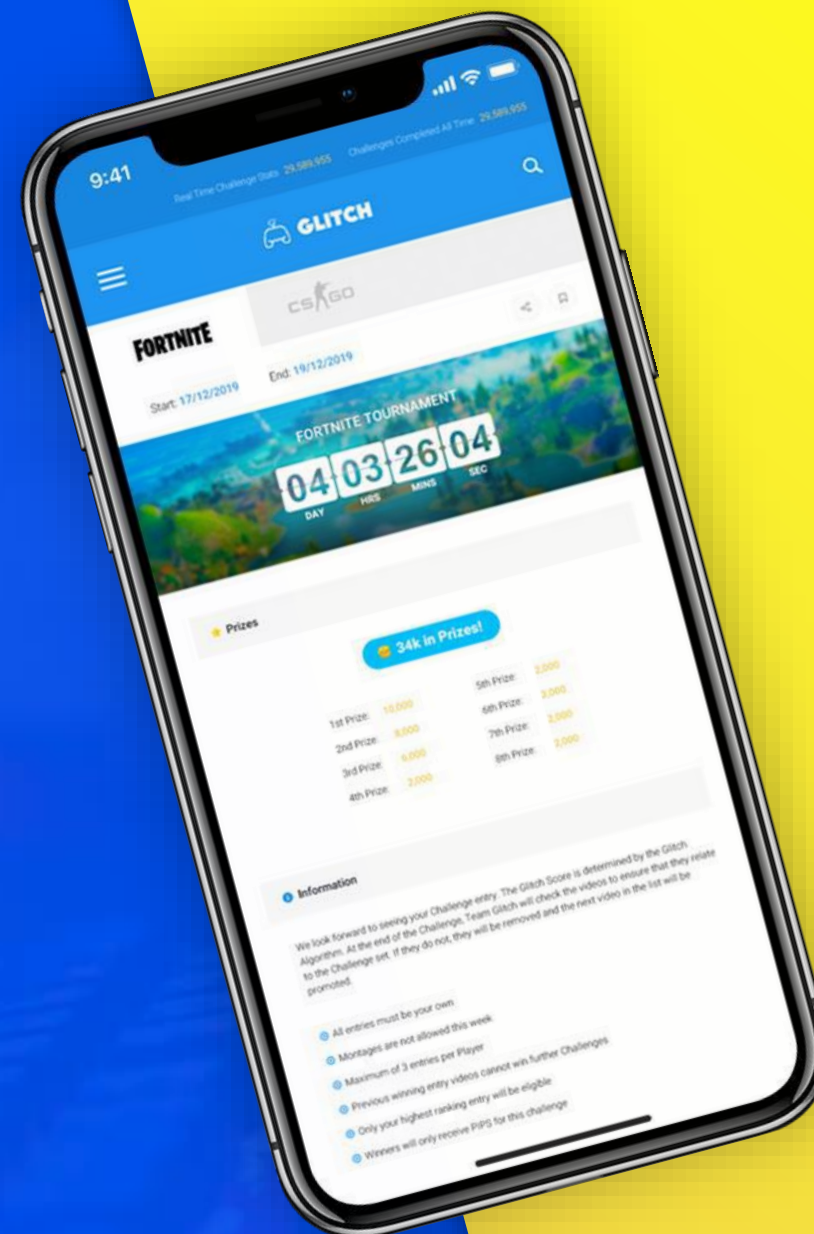
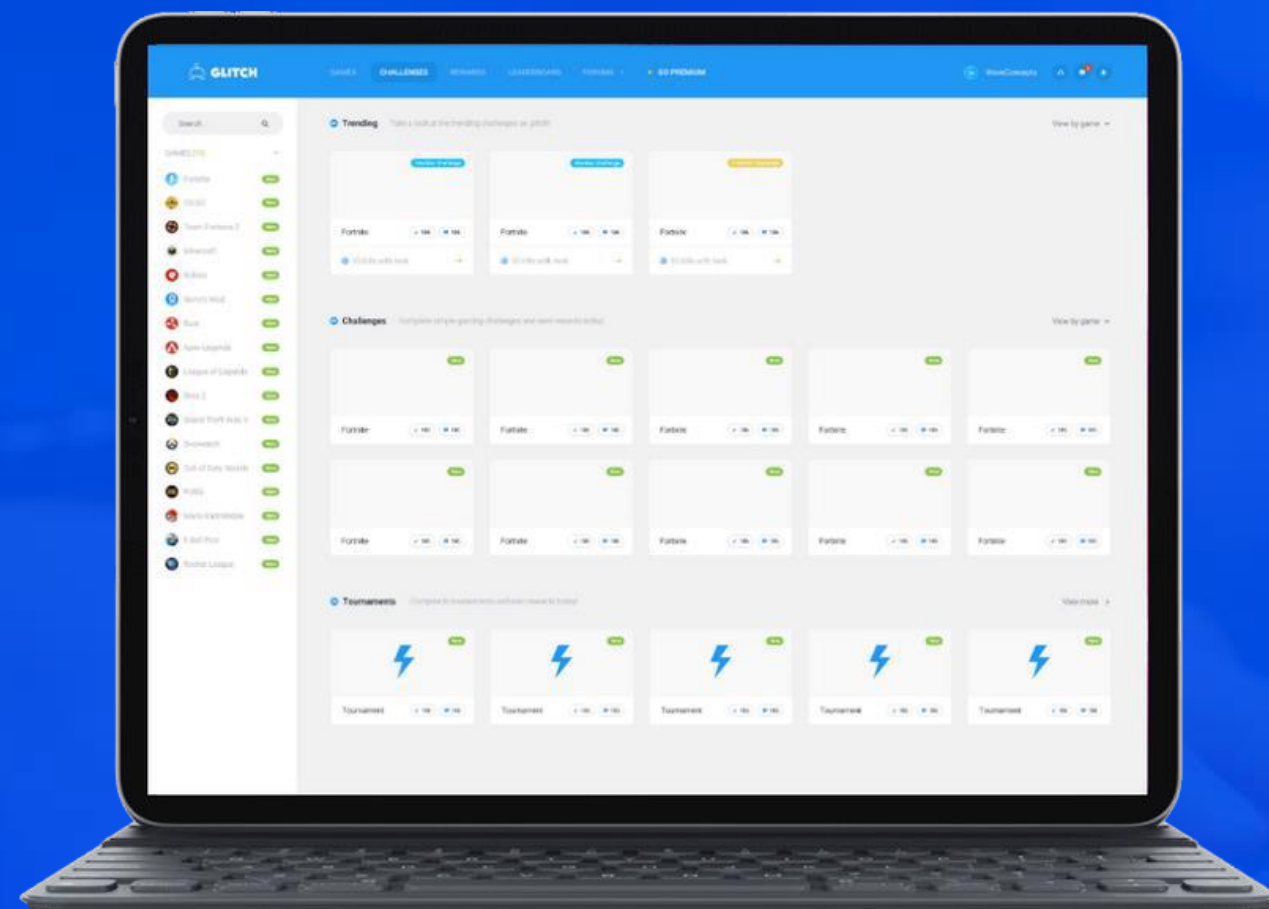
# LIVE TOURNAMENTS



# GAMING CHALLENGES AND REWARDS







# MOBILE & WEB READY



# ADDITIONAL FEATURES





# FOR TELCO & ENTERPRISES



**Exclusivity for your market(s)**



**Localized branded portal, your brand. Have Your Own Branded ESPORTS AND SOCIAL GAMING PRODUCT**



**Twitter, Instagram, FB, Discord channel managed social media**



**Verification of users**



**Managed content portal updated daily with new challenges and competitions**



**Localized GEO specific, managed gaming challenges and esports live tournaments**



**Winners announced on your managed social media channels and prizes provided**



**Managed subscriber prizes**



**Forums and gamer chat**



# FOR TELCO & ENTERPRISES



**Multi-language support**



**Membership management;  
premium memberships**



**Trusted revenue source for  
operators**



**Real gaming users, shared  
database of real gamers**



**Email and push notifications,  
automated emails and in site  
notifications**



**Be the leader among  
competitors**



**Fully managed service**



**Over 100 YouTube, Twitch,  
Instagram partners on  
exclusive agreements**



**Team of over 20  
moderators**



**Achieve short time to  
market!**



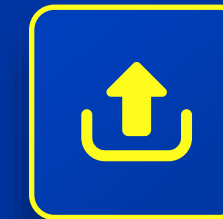
# USER FEATURES



Daily gaming challenges, compete to win



Tournaments; bi weekly team esports tournaments



Upload gaming challenges via website, plugin for social media, console, mobile or computer



Live gaming challenges



Discord integration and gamer suggestions



Leaderboards; weekly and all time gamer league



Live chat messaging and chat rooms



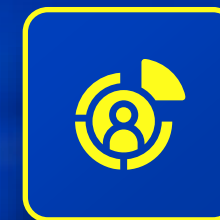
Gamified profiles; social media connections, achievements, friends, trophies, inventory on rewards



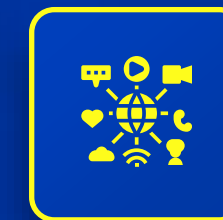
Rewards shop; merchandise to redeem credits



Gamer Forums



Win prizes



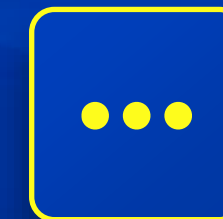
Share gaming entries on social media



Tournaments; daily solo esports tournaments



Credit card option for membership add-ons



Much, much more. We are adding new features all the time





# SESSION DATA

**16** (logins)

Average user revisits

**21** weeks

Average user retention

**8**

Average user Challenges completed

**5**

Average user Tournaments completed

**49** mins

Average user login time



# PARTICIPATION DATA

**84%**

User signups vs interaction

**63%**

Views of tournaments vs user base

**<1%**

Average customer care

**18%**

Users that connect to social media on platform

**7%**

Free users that upgrade to Premium member





# PLATFORM STATS

23

Glitch Moderators (local language)

10

Number of Tournaments per week (average)

25

Number of new Challenges per week (average)

98%

Tournament occupancy (average)

7

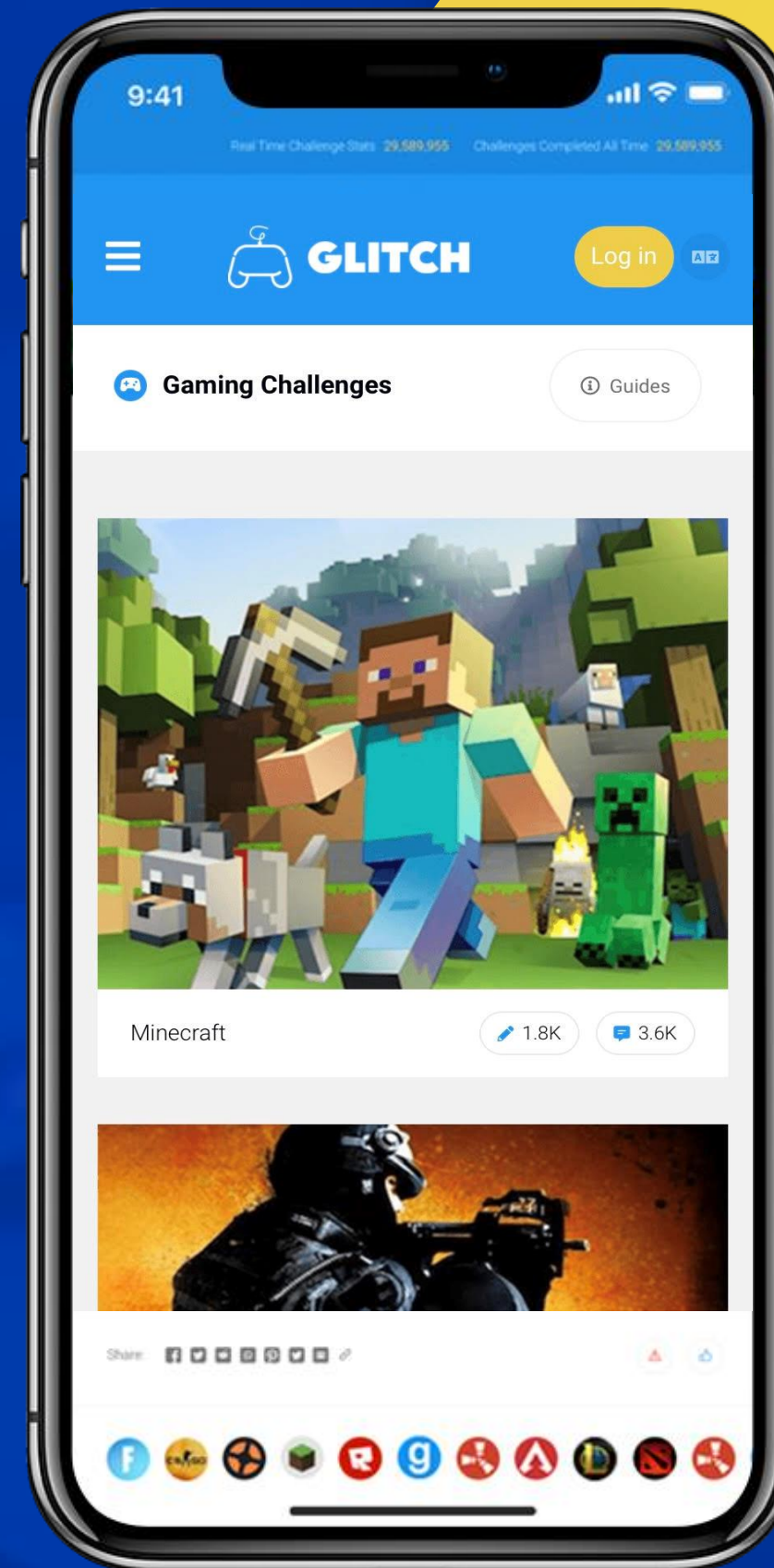
Tournament game titles supported

6

Tournament regions supported

50

Challenge games supported







# GLITCH

## **Supported:**

Gaming Challenges, Esports Tournaments,  
Member Challenges, Gaming Rewards.

## **Language Support**

Multilingual, available for localization.

## **Rights Provided**

Mobile, Web, IPTV, OTT, OEM.



# THE OPPORTUNITY

GAMING IS MAINSTREAM  
AND TALK OF THE NOW.

MARKET SIZE OF  
**€12.3BN**



**34%** is driven by  
MOBILE



**18%** is driven by  
DESKTOP



**2%** is driven by  
HANDHELD

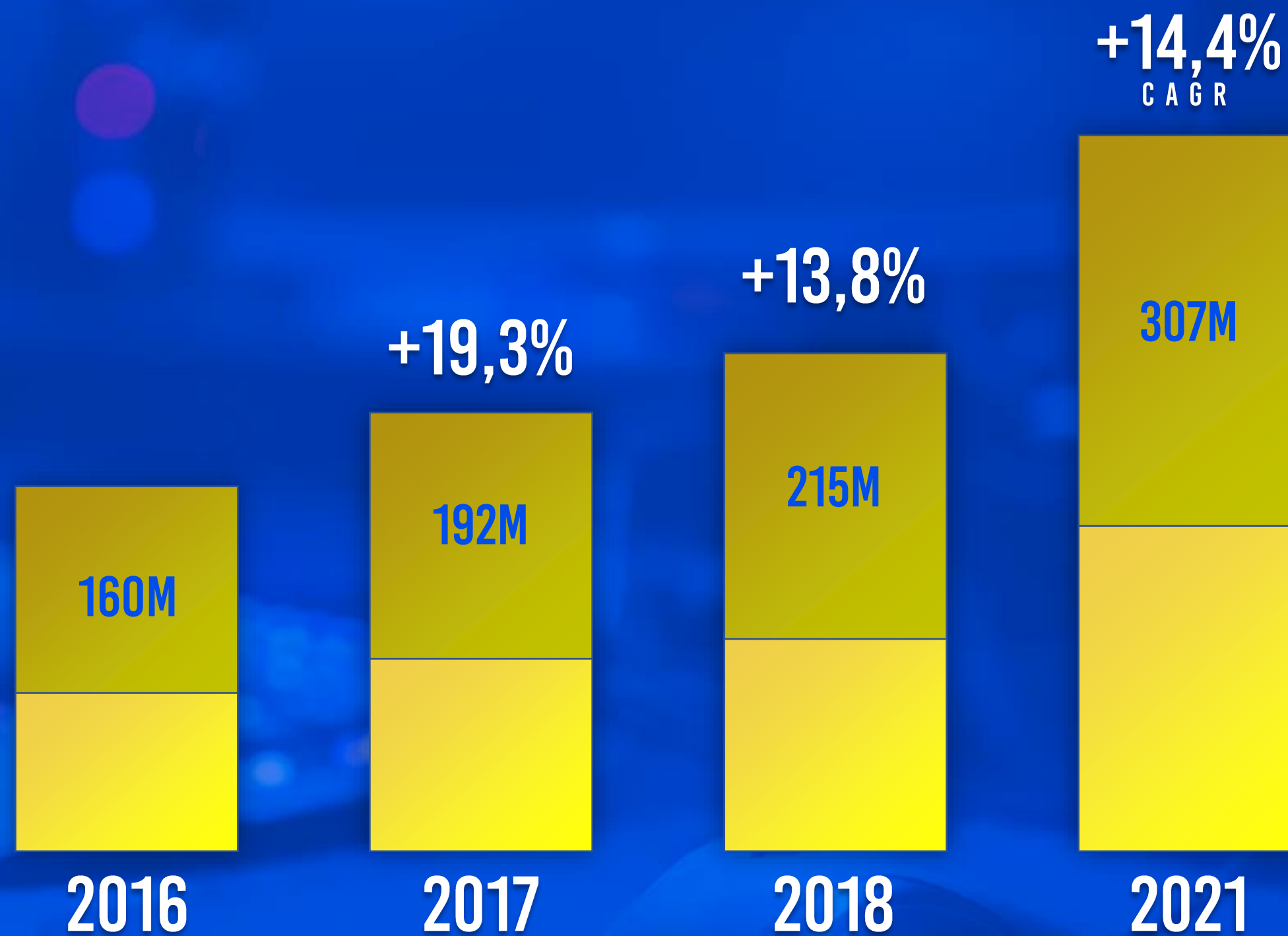


**47%** is driven by  
CONSOLE



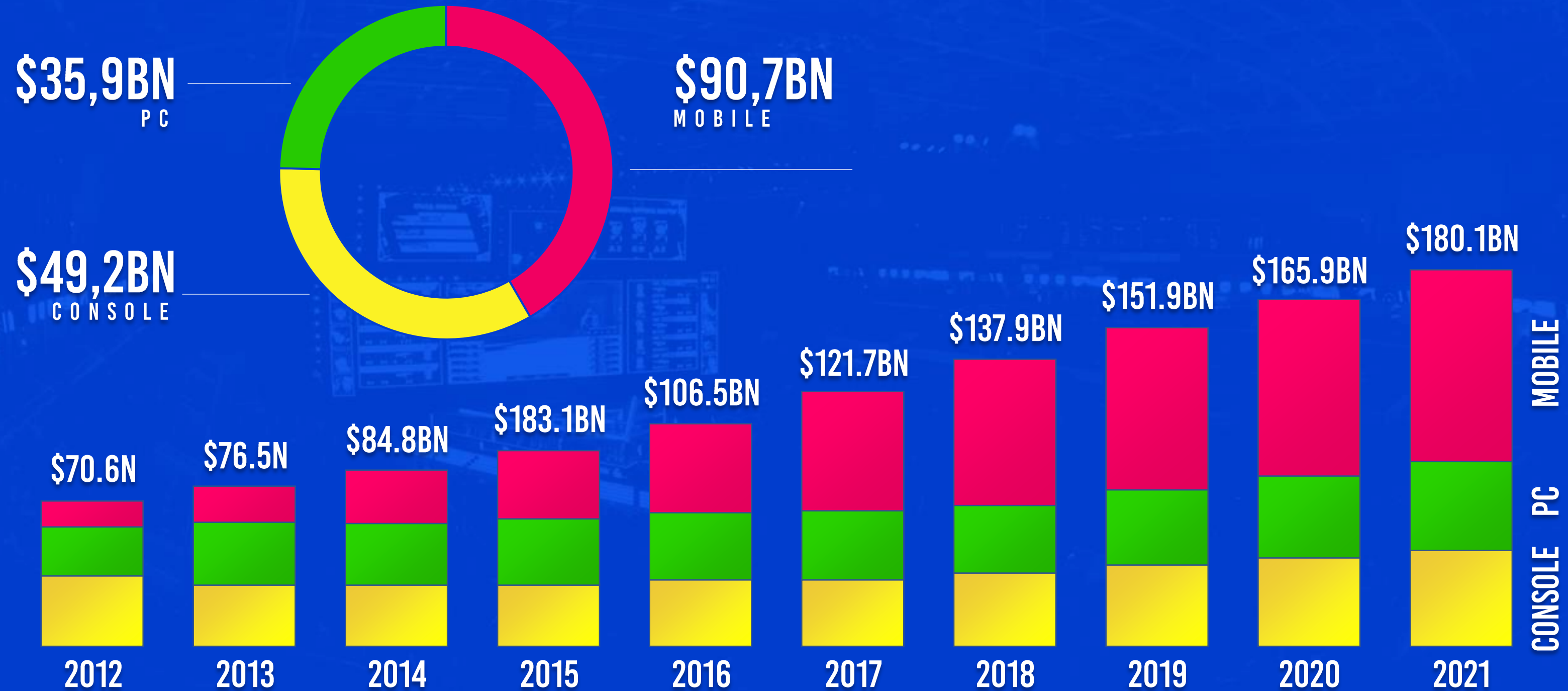
# ESPORTS AUDIENCE GROWTH

INCREASED AWARENESS ABOUT  
ESPORTS AND EASE  
OF ACCESS TO THE INTERNET.





# GLOBAL GAMES MARKET





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**clipfeed**

**CONNECT, ENGAGE AND MONETIZE WITH OUR  
INNOVATIVE AND AWARD-WINNING ESPORTS  
DESTINATIONS.**

**INFO@CLIPFEED.COM**

**[HTTPS://WWW.CLIPFEED.COM/](https://www.clipfeed.com/)**