METAVERSE CONCERT & EVENT SPONSORSHIPS

SANSAR



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IMMERSIVE CONCERTS & EVENTS

Limited Only to the Imagination – Prepare to be Amazed



BRAND SPONSORSHIP OPPORTUNITIES

Experiential Brand Engagement

Metaverse Experience Brand Sponsorship

Immersive VR brand engagement within event/concert experience

- Immersive logo placement
- Interactive VR brand animations and gamification experiences

Post Event Brand Placement - Interactive RePlay

Curated immersive concert experience – Brand Gamification

Website and Social Media Presence

Brand sponsorship within event marketing & promotions

Press Release & Announcements

SANSAR METAVERSE CONCERTS & EVENTS

New Dimensions of Music Expression and the Performing Arts

VR Performances Artist/Fan Experiences
- Immersive performances, events, & social engagement

VR Meet n Greet
- Connect and interact with your fans in the new frontier

Digital Merch
- Create and sell your own Avatar Merchandice and Accessories
- Artist/Band Sponsorships

Location Based Services Integration
- Doordash, Grubhub, and Social Media applications

Experience through: VR Headsets, Desktop, Mobile devices and VR Glasses



SANSAR VIRTUAL WORLDS



USER-CREATED WORLDS

- Create, share, and monetize virtual worlds using an extensive set of creation tools
- World building is done in game with built in tools

AVATAR CUSTOMIZATION

- Create, design and personalize your own avatars in a variety of styles, outfits, and animations
- Custom avatars can be purchased from the store or uploaded

VIRTUAL MARKETPLACE

- The Sansar Store enables users to buy and sell virtual goods, providing a platform for creators to monetize digital assets

EVENTS

- Sansar hosts live events such as concerts, meetups, conventions, and next generation social engagement

SOCIAL INTERACTION

- Sansar supports voice and text chat in world as well as direct messaging, allowing users to interact and socialize within the platform

IN-WORLD MEDIA

- Sansar has an in-world media screen material that can be applied to any object. This allows for watching videos, screen sharing, presentations, and more

Scripting API

- Sansar provides a scripting API that allows creators to animate objects, and create interactive elements

DESKTOP AND VR MODES

- Sansar can be experienced in both desktop and virtual reality headset modes

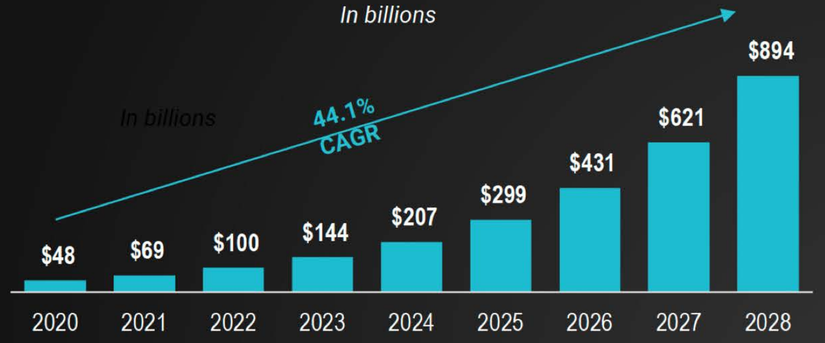
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METAVERSE MARKET ECONOMY

Virtual worlds are expected to drive over $894 billion in economic value by 2028

VIRTUAL WORLDS INDUSTRY SIZE

In billions



VIRTUAL WORLDS INDUSTRY SIZE

- The virtual worlds industry as defined by Reports and Data Research is expected to grow from $100 billion in 2022 to over $894 billion by 2028 representing a CAGR of 44.1%
- According to McKinsey & Company virtual worlds have the potential to generate up to $5 trillion in value by 2030
- 1% of market share captured would represent $9 billion of value
- Digital penetration among major categories within the virtual worlds industry remain largely untapped
- Growing industry holds significant potential growth and capture of market share for both incumbents and start-ups

VIRTUAL WORLDS TOTAL ADDRESSABLE MARKET

In billions

	Music	Retail	Education	Advertising
TAM	~$68	~$16,614	~$5,500	~$1,138
Digital Penetration	31%	17%	5%	37%
Use Cases	Streaming Virtual concerts Virtual awards Meet & greets Virtual studios	Virtual items Virtual stores Fashion shows Purchase physical items	Virtual labs Virtual trips Classrooms Virtual clubs	Billboards Branded worlds Branded stores Branded items Branded games

REPRESENTATIVE VALUE OF SHARE CAPTURED

In millions unless otherwise stated

Share Captured

Market Value	0.0010%	0.0100%	1%	5%	10%
$0.5 T	$5	$50	$5,000	$25,000	$50,000
$0.7 T	$7	$70	$7,000	$35,000	$70,000
$0.9 T	$9	$90	$9,000	$45,000	$90,000
$1.1 T	$11	$110	$11,000	$55,000	$110,000
$1.3 T	$13	$130	$13,000	$65,000	$130,000

SPONSORSHIP OPPORTUNITIES

NEXT GENERATION IMMERSIVE BRAND ENGAGEMENT

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