

# PixelPulse

03

04

05

02

01

Game Stream Earn Own

06



## Problem Statement

In the swiftly evolving realm of online gaming and live streaming, a critical void exists for a platform that seamlessly integrates the creation and consumption of gaming content with the burgeoning world of non-fungible tokens (NFTs). Currently, gamers and enthusiasts lack a centralized hub that empowers them to not only broadcast their gameplay in real-time but also immortalize their most exhilarating moments as unique, tradable assets. The absence of a dedicated marketplace for these gaming-related NFTs further hinders the monetization potential and broader adoption of this emerging medium.

03

04

05

06

07



## Solution

PixelPulse is the innovative answer to the needs of gamers and content creators, revolutionizing how we experience and monetize gaming content.

### **Key Features**

#### **Seamless Live Streaming**

Effortlessly initiate gaming streams for real-time immersion. Our user-friendly interface guarantees a smooth experience for both creators and viewers.

### Highlight NFTs

Transform thrilling moments into dynamic GIFs or striking images. These represent a unique blend of gaming excitement and NFT technology.

### **Dedicated Marketplace**

03

Browse, buy, and sell gaming-related NFTs hasslefree. A user-friendly platform for content monetization and exclusive acquisitions.

02

01

04

05

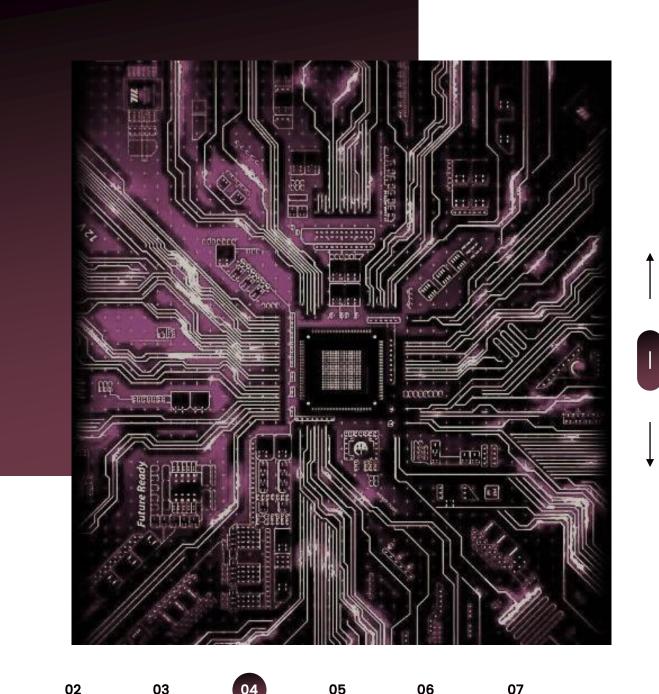
07

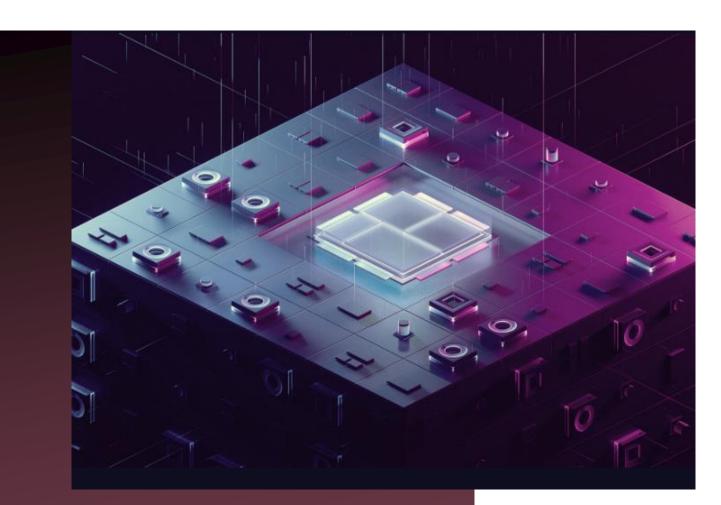
## Unique Value Proposition

PixelPulse redefines the gaming and NFT experience by seamlessly integrating live streaming, NFT creation, and community building.

Our platform empowers gamers to monetize their content, mint exclusive NFTs, and engage with their fan base, all in one dynamic ecosystem.

With a user-friendly interface and a dedicated marketplace, PixelPulse stands as the ultimate solution for gamers looking to amplify their impact and earnings in the digital realm.





## Market Opportunity

In the Games Live Streaming market, the number of users is expected to amount to **1.6bn users** by 2027.

The Games Live Streaming market worldwide is projected to grow by 10.44% (2023-2027) resulting in a market volume of US\$17.39bn in 2027.

01

02

04

03

06

### **Business Model**

### **Transaction Fees**

Earn a percentage fee from each NFT transaction that occurs on the platform.

### Premium Subscriptions

Offer premium subscription plans for enhanced features and benefits.

### Advertising Partnerships

Collaborate with gaming-related brands for sponsored content and promotions.

### NFT Minting Fees

NFT C

Charge users a nominal fee for minting their gaming highlights as NFTs.

01

02

04

03

06



## **Future Goals**

Build a thriving ecosystem through strategic alliances with game developers, influencers, and NFT marketplaces.



**₩**\*₩ ₩-₩

> Pioneer new forms of NFTs and digital collectibles to keep PixelPulse at the forefront of the industry.



Cultivate a passionate and engaged community of gamers, creators, and collectors.



Incorporate sustainable practices and contribute positively to the gaming and NFT ecosystems.

