

# Metaverse Based Online Corporate Employee Engagement Platform



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# Problem

Majority of corporate companies are facing challenges in engaging their employees.

Most of employee engagement platforms in the market are not really engaging the employees with any fun activities, rather focusing more on rewards and recognition.

Work at Office :



Remote Work :



Fun at work :



Lack of fun at home with team



# Solution

**TeamFun is a Metaverse based Enterprise SaaS platform for corporate employee engagement which saves 90% of cost**

## What is Metaverse:



**Metaverse is a replication of real physical world into a Digital 3D world where you get the real world experiences like Interactions, emotions, meet, socialize, work together, play together , Business etc.**

## Why Metaverse :



**Metaverse based employee engagement platforms allows the employee to enter into the metaverse world virtually and meet their colleagues in the form of real 3D avatars which creates a feeling of physical meeting with them in a playful manner.**

**TeamFun Metaverse platforms creates a collaborative work & play culture in a fun manner to resolve the employee engagement issues that are coming due to the extended remote working conditions across the globe due to current pandemic situations**

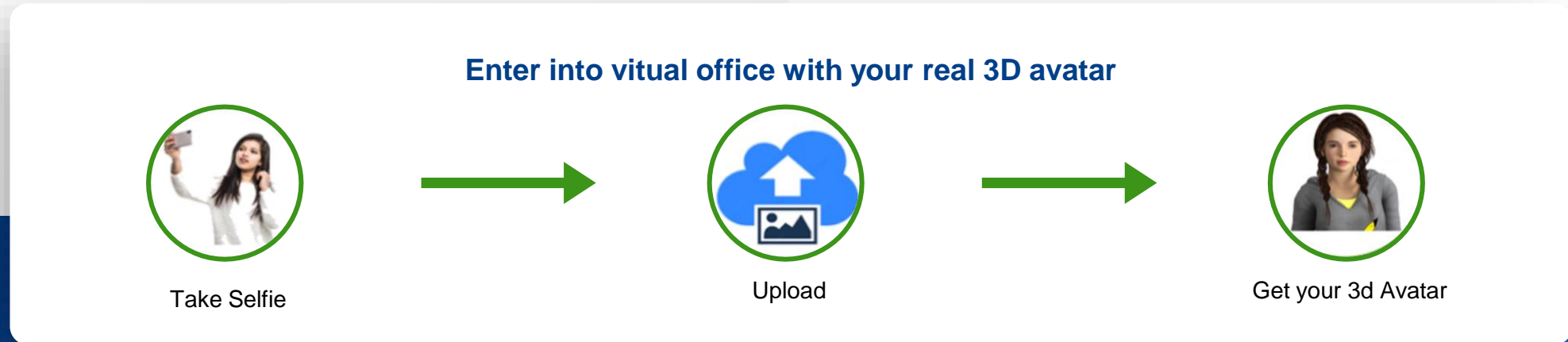
**Our innovative Metaverse technology doesn't need any VR devices to enter into TeamFun metaverse.**



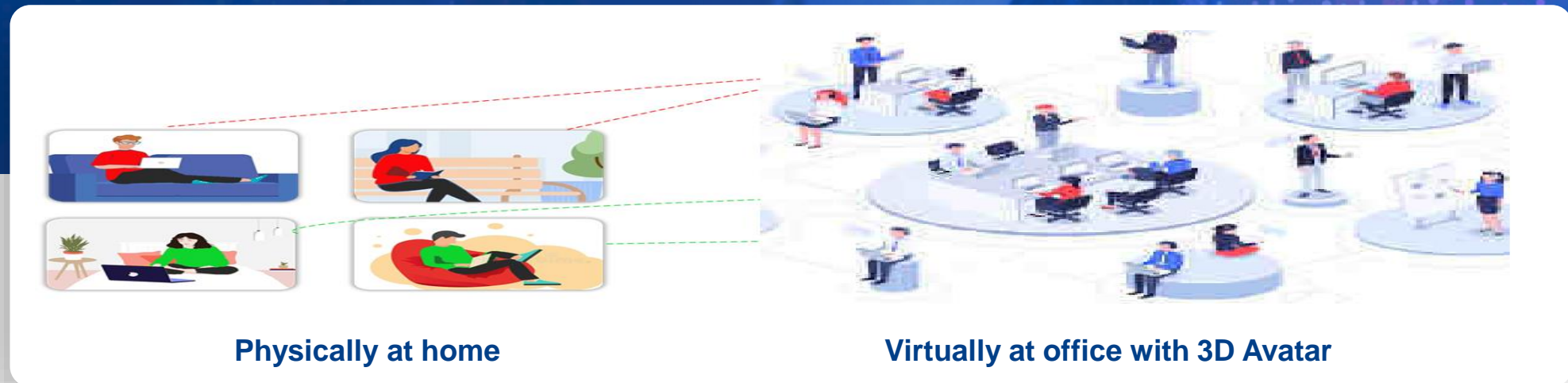
[Click HERE for Video Introduction](#)



# How Teamfun Platform Works...



**Metaverse Virtual office: Employees will travel virtually from home to the Metaverse office to work together & interact with each other with voice and video chat**



# How Teamfun Platform Works...

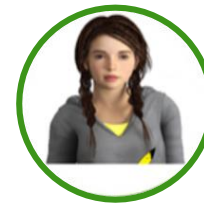
Enter into virtual office with your real 3D avatar



Take Selfie



Upload



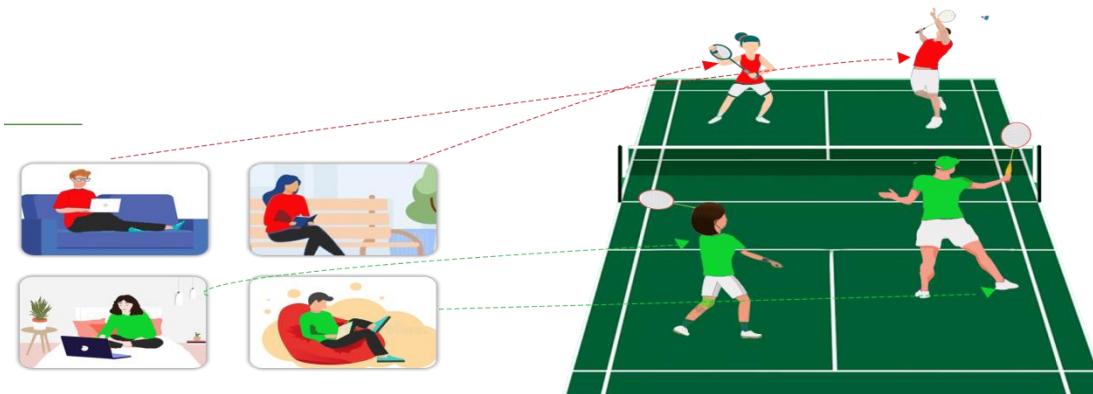
Get your 3d Avatar



Use it in Games

**Metaverse Games : Employees sitting at home will jump into the Metaverse gaming court virtually with their 3D avatars and play together.**

Our multiplayer metaverse team building games help your employees to feel the physical presence among them even if they are working from home.



# Few Of Our Important Games...

## 3D Multi player AI & Metaverse games

( Metaverse games are completely developed in house...)



## 2D Single player games



Development for 10 more games in progress...



## Core Strength & USP

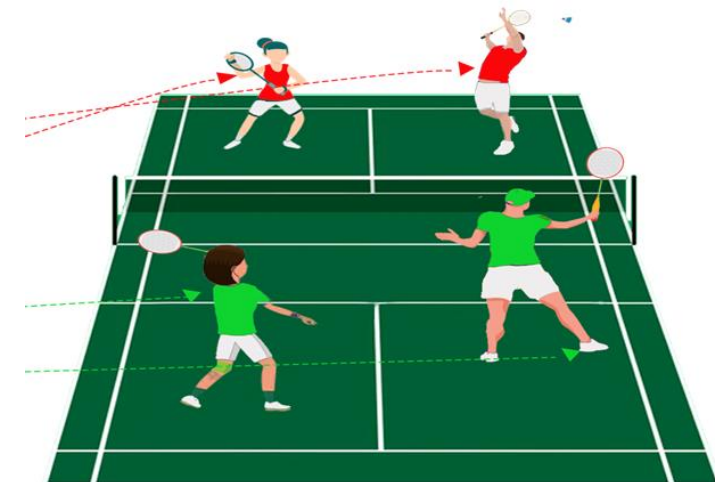
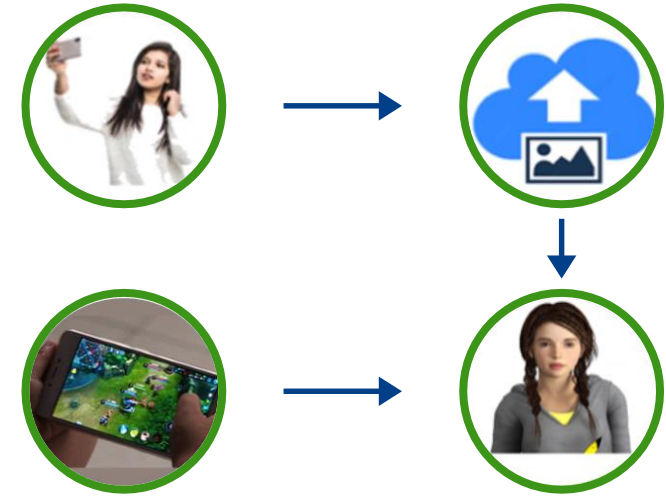
Core strength / USP of TeamFun Platform lies in our Metaverse Multi player AI games and Selfie Avatar features

### Selfie Avatar feature

Our innovate AI technology allows the users to upload their photo/Selfie and creates their 3D avatar where they look like a real 3D human when they enter into the virtual game environment. When other team members see their colleagues their 3D Avatar in our 3D AI games, they will feel that they are physically playing with their team members.

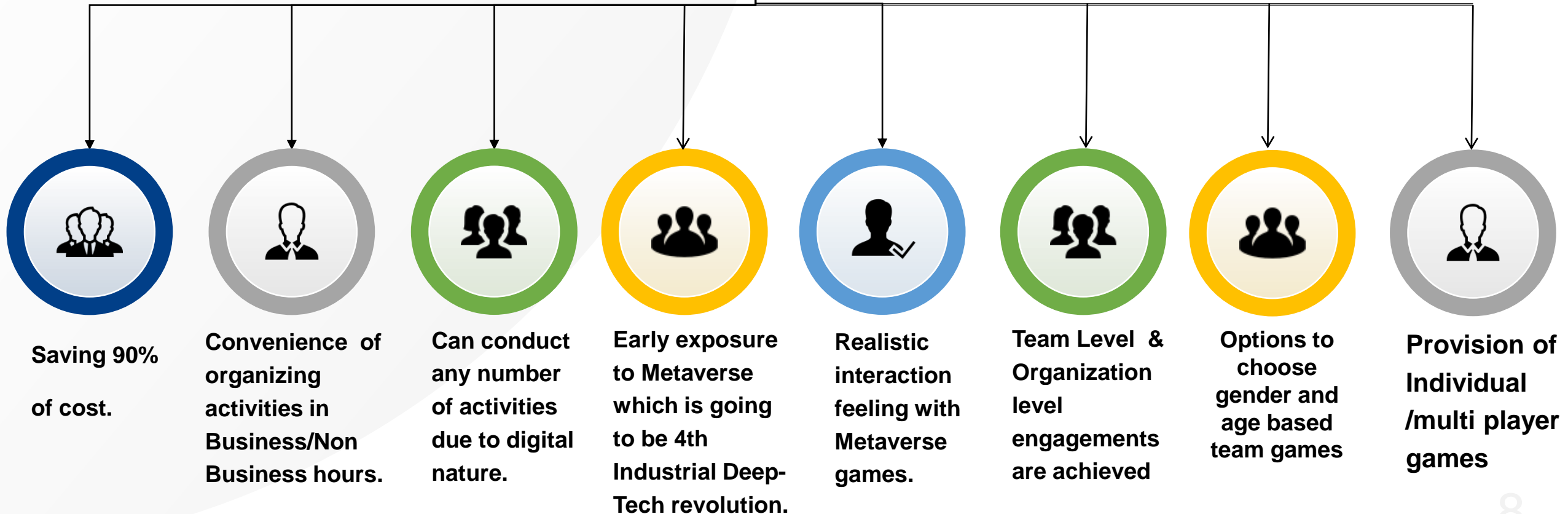
### Multi Player AI games

Multi player AI Games let the team members / employees interact with each other while playing the games. They have to coordinate with each other as a team to gain more points and to win in fun manner





# Value proposition





## Number of companies world wide 213.65 MN

statista.com/statistics/1260686/global-companies/

### Number of companies worldwide 2000-2020

Published by [D. Clark](#), Sep 3, 2021

There were estimated to be approximately 213.65 million companies worldwide in 2020, slightly fewer than in 2019 when there were 214.21 million, which was also an estimated peak for global company numbers in the provided time period.

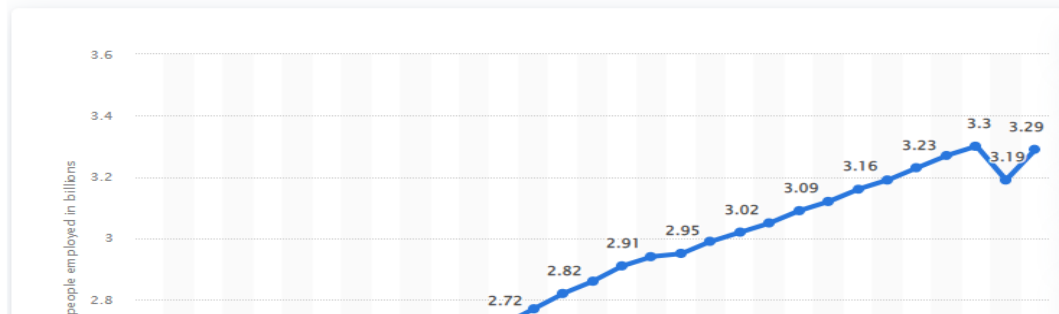
## Global employment figures. 3.29 BN

statista.com/statistics/1258612/global-employment-figures/

[Economy & Politics](#) > [Economy](#)

### Number of employees worldwide from 1991 to 2021

(in billions)



# Market Potential...

Considering corporate companies pay 0.33 USD per month per employee



$3.29 \text{ Bn} \times \$ 0.33 = \$ 1.08 \text{ Bn} / \text{month}$



$3.29 \text{ Bn} \times \$ 0.33 \times 12 = \sim \$ 13 \text{ Bn} / \text{Year}$

**Considerable Gross margin 75%**



## Progress...



- ▶ Released around Ten 3D Metaverse team games.
- ▶ Released 3D Metaverse Virtual office

## Start-up competition by Procter and Gamble



- ▶ Start-up competition by Procter and Gamble Won the competition conducted by Procter and Gamble for corporate employee engagement start-up challenge.

## Clients



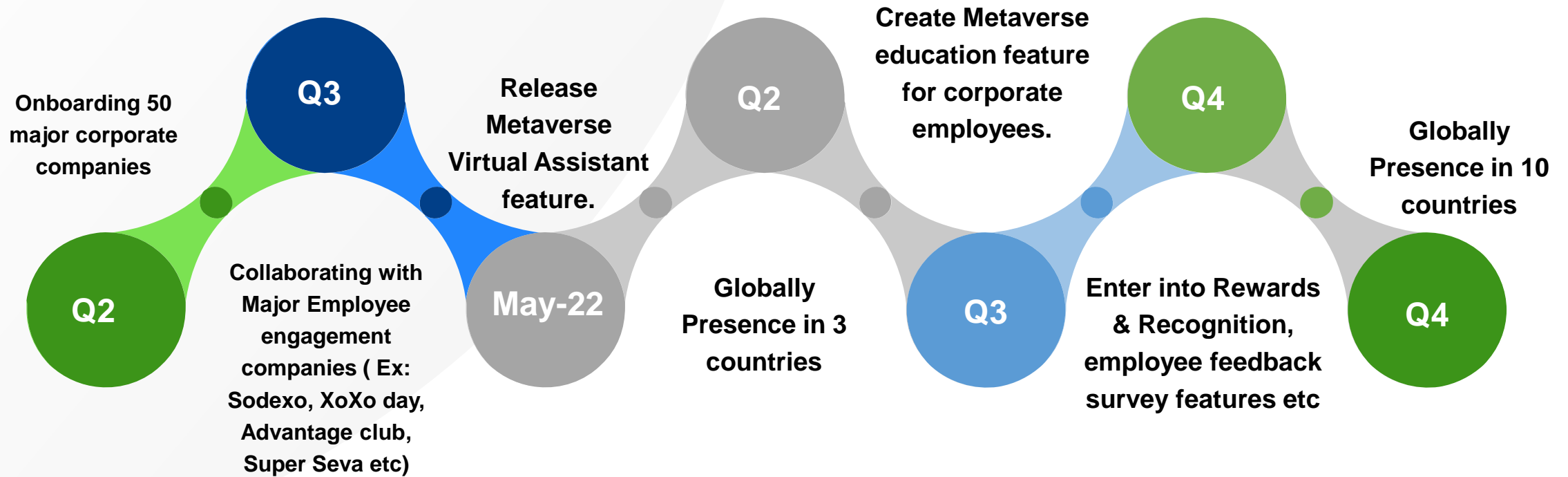
- ▶ TrustLogics ( Revenue started)
- ▶ Pi Squire Technologies Ltd
- ▶ Carpus IT
- ▶ Ready Assist

## Marketing progress...



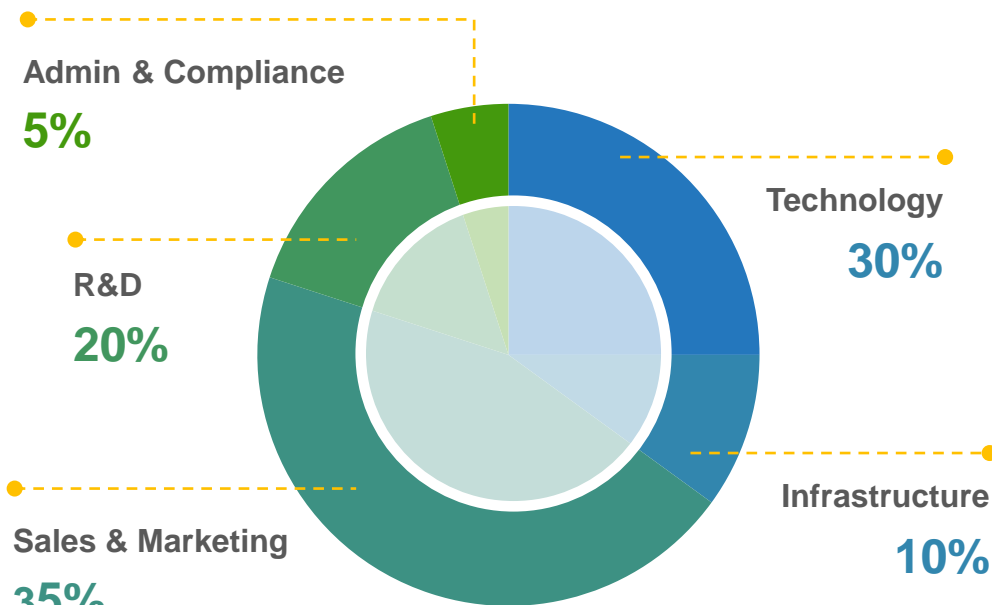
- ▶ Achieved 250 corporate company leads.
- ▶ Started pilot program with few corporates on Freemium basis

# Roadmap & Vision



# Ask & Usage

## Funding Expectation: 2MN USD for 15% stake



## Why you should invest on TeamFun now ?

We have confirmed leads from around 250 corporate clients and we have great opportunity to make HUGE revenue immediately...

## Why this is right time for TeamFun ?

- Series of covid waves have created extended need of work from home which created mental health issues and low team bonding. TeamFun Metaverse platform has best solution to resolve these industry problems.
- As most of companies have multiple offices at different locations all over the world, there is a strong need to create a collaborative work culture and build rapport among the employees across nations to create a strong bonding.

## Our Advantage :

Many eSports companies have not yet entered into B2B/corporate space for employee engagement. Hence, we have early player advantage and we have to grow pretty fast to grab maximum market in this space quickly...



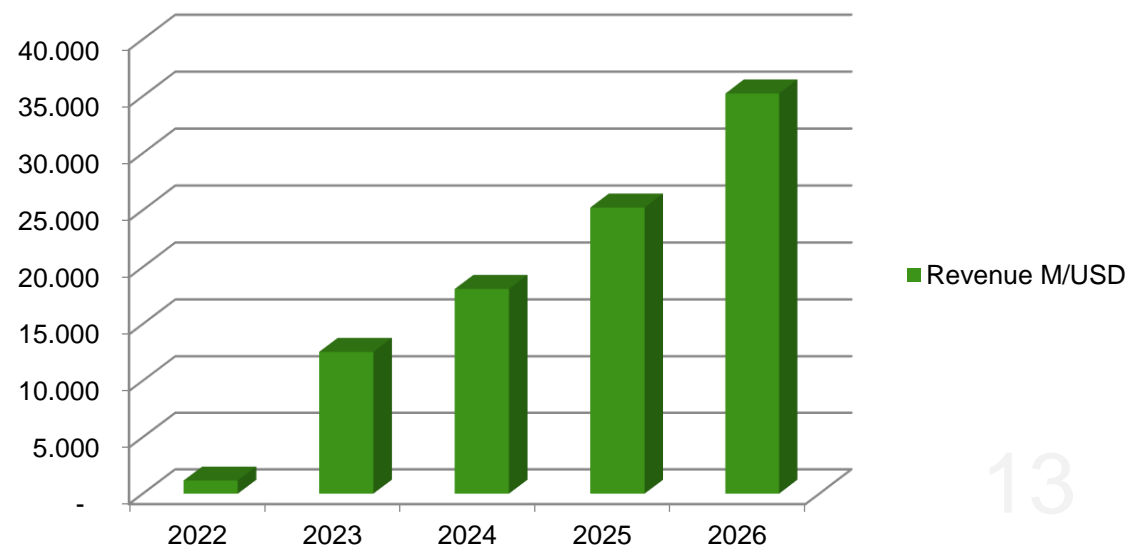
# Revenue Projections

Description	2022	2023	2024	2025	2026
<b>B2B Revenue Estimates</b>					
No of Companies	532	2,462	3,200	4,032	5,081
No of Employee Per Company	2,000	2,000	2,000	2,000	2,000
Total No of Users	2,909,375	32,003,125	41,604,063	52,421,119	66,050,610
Rate per User ID USD	0.33	0.33	0.36	0.40	0.44
Total Revenue in USD	960,094	10,561,031	15,102,275	20,931,753	29,011,409
<b>B2C Revenue Estimates</b>					
Total No of Users	3,000,000	30,000,000	37,500,000	46,875,000	58,593,750
% of Successful Paid Users	10%	10%	10%	10%	10%
Total No of Paid Users	300,000	3,000,000	4,500,000	6,750,000	10,125,000
Rate per User ID USD	0.66	0.66	0.66	0.66	0.66
Total Revenue in USD	198,000	1,980,000	2,970,000	4,455,000	6,682,500
<b>Revenue USD</b>	<b>1,158,094</b>	<b>12,541,031</b>	<b>18,072,275</b>	<b>25,386,753</b>	<b>35,693,909</b>

○ After 2<sup>nd</sup> Trench of funding, growing as a global company with expansion in different continents

○ Multifold growth with presence in the global market.

**REVENUE**



# Competition



	<b>TeamFun</b>	<b>Virbela</b>	<b>Gather</b>
<b>Category</b>	Metaverse 3D virtual office & 3D metaverse corporate eSports for employee engagement	3D Virtual Office	2D Virtual Office
<b>Revenue Model</b>	Subscriptions by corporates	Subscriptions by corporates	Subscriptions by corporates
<b>Real 3D Avatar Feature</b>	Yes	No	No
<b>3D Virtual office</b>	Yes	Yes	No
<b>Avatar 3D Team eSports</b>	Yes	No	No
<b>Funding</b>	---	---	76 MN USD

# Team



**Harshavardhan Kosuri**

Founder & CEO

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MS, computers (Cyber Security & Cyber Law) Product Innovation & Strategy, Operations



**Mathew Pidathala**

Co-Founder

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Global Serial Entrepreneur, Masters (Computers), Product, Strategy & Technology



**Krishna Reddy G**

Adviser

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Marketing & Strategic Alliances, Serial entrepreneur



**Gautam Vasoya**

Technical Architect

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Technology, Mobile and web.

# Thank You

For more information contact

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