

# TURNING CULTURE INTO CURRENCY

GSMA MWC BARCELONA

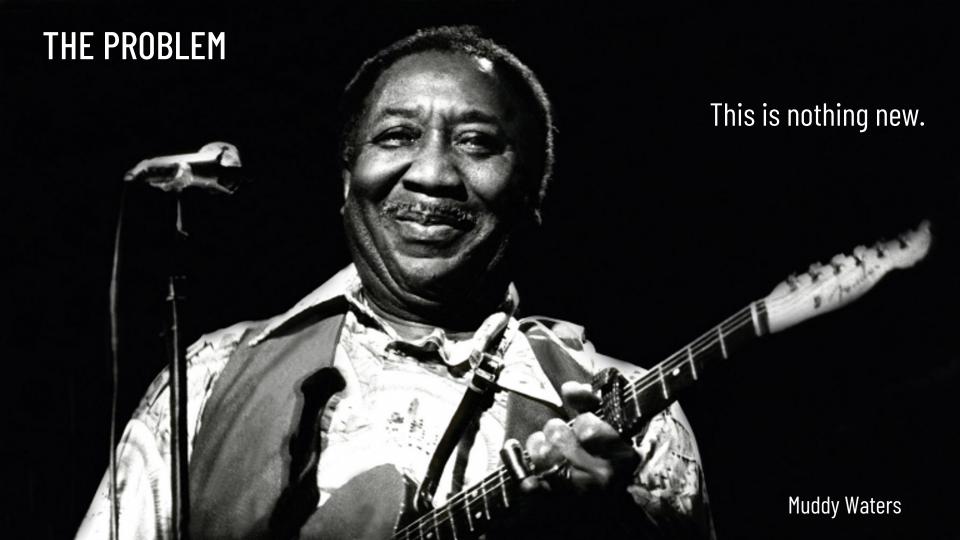


The Creators & Fans who drive cultural trends around the world have been shut out from the profits...



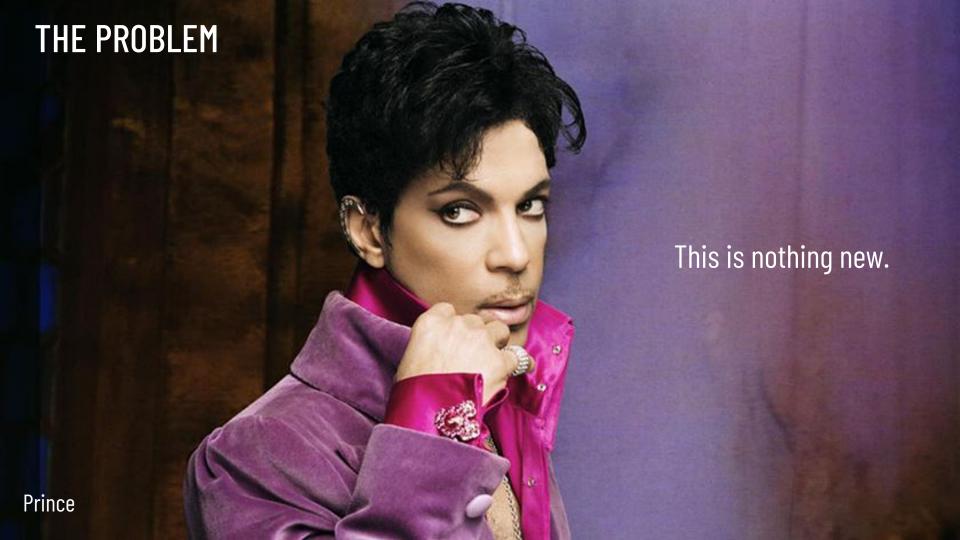






This is nothing new.



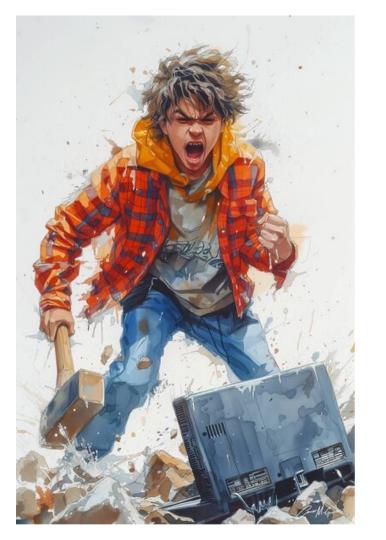




This is nothing new.

The Digital World promised to level the playing field....





## **Education**Week.

Social Media is 'Tearing Us Apart,' Middle and High School Students Say



The Digital World is still promising a better world...

# Read Write Own Chris Dix





# A Universal Reward Token optimized for the Media & Entertainment industries



It's like Frequent Flyer Miles for Fans



and Creators



1 KOLA = 23 CENTS

**Funded by Digital Advertising** 

**HOW DOES OUR TECHNOLOGY WORK?** 

- → Calculates the value of an engagement
- → Gives the creator & consumer points for every engagement
- → Users convert points into Kola using an in-app wallet





#### BACKED BY REAL MONEY

→ GroupM - Digital Ad Revenue will hit \$1.2

Trillion/Year by 2028

→ Kola is funded by sending a portion of Ad Revenue & Transaction Fees back to creators & consumers

#### **OUR KEY PARTNER**



We are partnering with Mastercard to deliver key solutions that invite more people into the financial services ecosystem through Kola.





#### WHAT ARE THE IMPLICATIONS?

Users can buy Mobile Data with Kola (already tested)

Telcos get a piece of the **\$1.2 Trillion** in Digital Ad Rev



#### WHAT'S UP NEXT?





#### WHY HAS NO ONE DONE THIS YET?



Big Tech didn't need to do it

#### WHY HAS NO ONE DONE THIS YET?



Big Media didn't *care* enough to do it

#### WHY NOW?

#### **Privacy**

Young audiences want to be rewarded for their Engagement & Personal Data



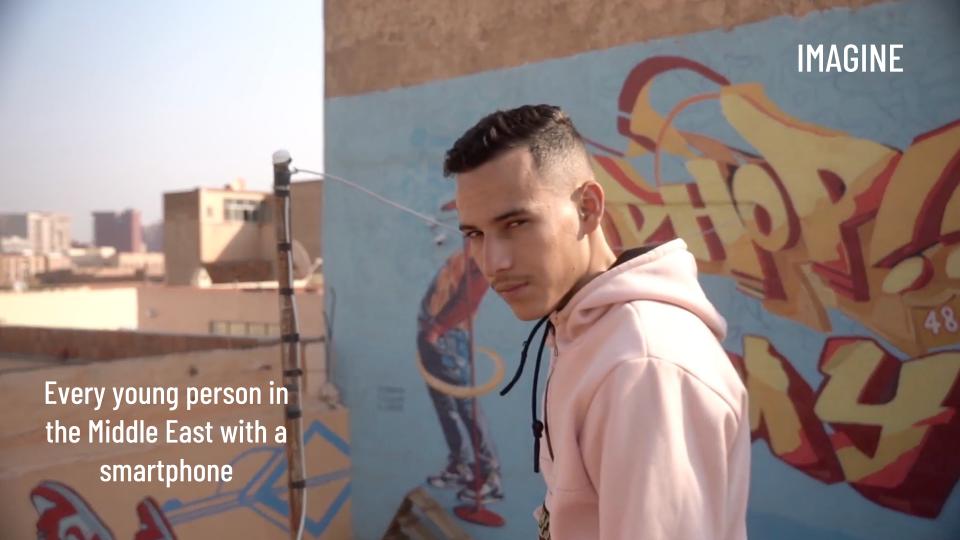
#### WHY NOW?

#### **Demographics**

The future of humanity depends on the success of the Global South











**SIGNIFICANCE** 

100s of Millions of New Connected Consumers





#### **SIGNIFICANCE**

The First Generation of Creatives fairly compensated for creating Global Culture







