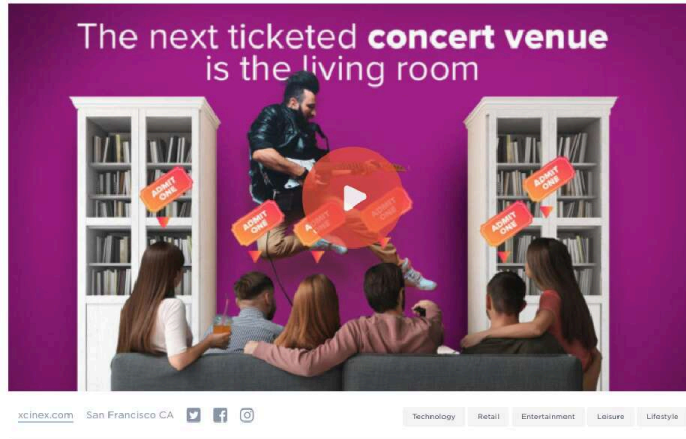


We are transforming living rooms into live exclusive event venues.

PITCH VIDEO INVESTOR PANEL



Highlights

- 1 VENUE utilizes AI and machine vision to expand the ticketed entertainment experience into the home.
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- 2 VENUE has the potential to disrupt an \$80B+ ticketed entertainment industry.
- 3 Global IP secured - Patents issued in the US (x2), South Korea, Canada, and Israel.
- 4 Highly experienced core team - execs from Warner Bros., Sony, Paramount, VIZIO, CBS, and Universal.
- 5 Huge data potential. Platform & device enables advanced data analytics.

Our Team



Cihan Fuat Atkin Founder & CEO

Brings over 15 years of experience in project consulting, financing, and management.

We want to solve big underlying problems in the industry and bring convenient access to ticketed content for everyone. We care because we have a passion for storytelling and how it shapes the fabric of our global society.

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Don Tannenbaum Co-Founder & EVP, Studio Relations

40+ years experience in sales and distribution as former SVP of Sales and New Technology at Warner Bros.



Charles Wingate CFO

25+ year media finance executive - Ex-Universal, Sony, and Awesomeness. MBA, USC Marshall. CPA (California & Maryland)



James Garcia CTO & COO

Over three decades of software development and former CTO for Vmersion and Enporion.



Prashant Shah Chief Content Officer

25+ years in the M&E industry. Produced over 30 Bollywood and Hollywood movies and TV shows in the US, Canada, UK, and India markets.



Andrew Goldstein US Business Development



Andrew Goldman VP, Business Development

Previously worked at M&E giants including WarnerMedia, HBO, ViacomCBS, Fathom Events and more specializing in new development initiatives.



Arslan Topcu SVP, Technology

Brings over 20+ years of experience in software development with a focus on AI and computer vision.



Craig Cahill Advisor

30+ years in international sales and development. Head of Business Development & Partnerships, C&P at Logitech. Formerly, Director of Corporate Development at Vizio



Ravi Sawhney Advisor

Founder & CEO at RKS Design. Co-founder of RKS Guitars. Invented the popular Psycho-Aesthetics design think methodology.



Mena Massoud Advisor

Actor, Producer, and Author well-known for his role in the 2019 live-action Disney film Aladdin, Hulu series Reprisal, and Amazon Prime series Jack Ryan.



Ahmet Cinar

Sold out venues are a thing of the past! Now you can buy front-row tickets to any type of live event right in your living room.



VENUE is a streaming entertainment platform that allows event producers to sell tickets to each individual viewer as they watch from the comfort of their own homes.

There's been hardly any innovation in the ticketed entertainment industry for over 100 years. Aside from the price of concessions, not much in the industry has changed.

No innovation in our space



Consumers want instant access to brand new ticketed content

We've built VENUE to disrupt a stagnant industry and reinvent live venues and movie theaters with our patented AI and machine vision. VENUE means convenience, access, and privacy while enjoying ticketed content you love. Everything from live events, concerts, blockbuster movies, and Broadway shows, comedy shows... VENUE is a one-of-a-kind

entertainment experience for your home.

The Problem(s)

The old model is riddled with limitations and hurdles like limited seating, screens, and showtimes. Inevitably, your access to premium entertainment is decided by where you live. There can also be hidden costs- gas for travel, parking, babysitters, and overpriced concessions.

Most importantly, however, the old model often leaves millions of people out of the process.

Unserved markets

Millions of people are left out
200 million people live in rural areas. 100 million live in urban areas.

- Limited locations
- Limited showtimes
- Limited seating capacity
- Limited number of options

New things are way worse.

- 45 million live in rural markets
- 14 million households have kids
- 24 million Americans are severely disabled
- 47 million immigrants with no access to native content
- 2.8 million students in student housing
- 49 million senior citizens

VENUE is here to disrupt the old system and make ticketed experiences direct-to-consumer. This creates an ecosystem of inclusiveness and consumer choice.

The VENUE Ecosystem

VENUE's product ecosystem is made up of three tiers- our flagship VENUEx streaming player, our lower-cost USB optical sensor VENUE Lite and our standalone VENUE App. This flexibility in our product offerings will help us scale and quickly gain a large footprint.

Our products

	VENUE	Facebook Portal TV & Android TVs with built-in camera	Amazon Cube, Xbox, Android TVs, PS5, no built-in camera	All other TVs
VENUE App only <i>No hardware needed</i>				
VENUE Lite USB TV-Cam				
VENUEx Media Center & Video Calling				



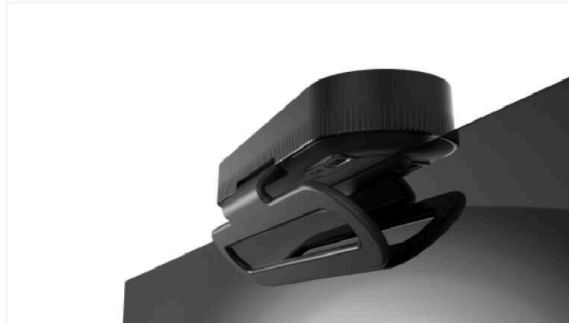
VENUEx



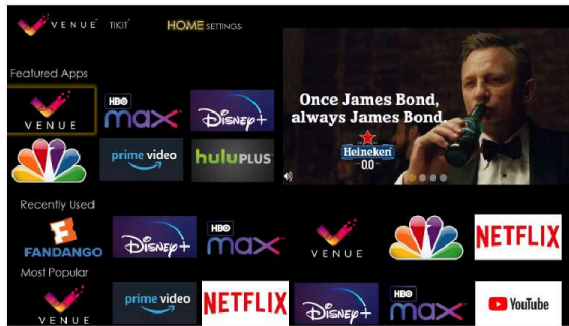
VENUElite



VENUEx and VENUElite Fit Seamlessly on Your TV



Our App



Content images and logos are used for placement purposes only*

We're Patent Protected

Patent IP & Pending IP

Patent Invest: USA (2x) - Canada - Israel - S. Korea

Pending: Europe, India, Two additional U.S. patents

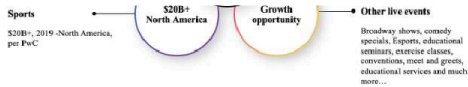
As featured in:

- Forbes, Hearst Radio, BC, DEADLINE, DECIDER, BGR, NATION, THE MICH, biotalkradio, Mergermarket, PetaCrunch, EssentialINSTALL, S&P Global Market Intelligence, cineluxe, EXPRESS, Concert Media, COMPUTER + MEDIA

VENUE is patent protected in global markets including USA (2x), Canada, Israel and South Korea, with more countries pending. We own the IP for streaming and home ticketing.

Market Opportunity





Business Model

Revenue Streams



Summary

VENUE is a streaming platform for a new age of ticketed entertainment. We invite you to join us on our journey to disrupt a stagnant industry and redefine what is possible in storytelling. In an on-demand and global world without boundaries and limitations to the content we can enjoy, VENUE levels the playing field for all.

VENUE represents limitless possibilities for major blockbuster releases and independent live events/movies from around the world to maximize revenue and expand their audience. Our IP is protected, we have multiple potential revenue streams, and we have a highly experienced leadership team with a proven track record of success. Our launch is planned for later this year (Q4 2021) and our final market pilot takes place this Spring!

Now's the time. Join us and we'll disrupt the ticketed entertainment industry together.

Thank you for your consideration on behalf of the entire XCINEX team.