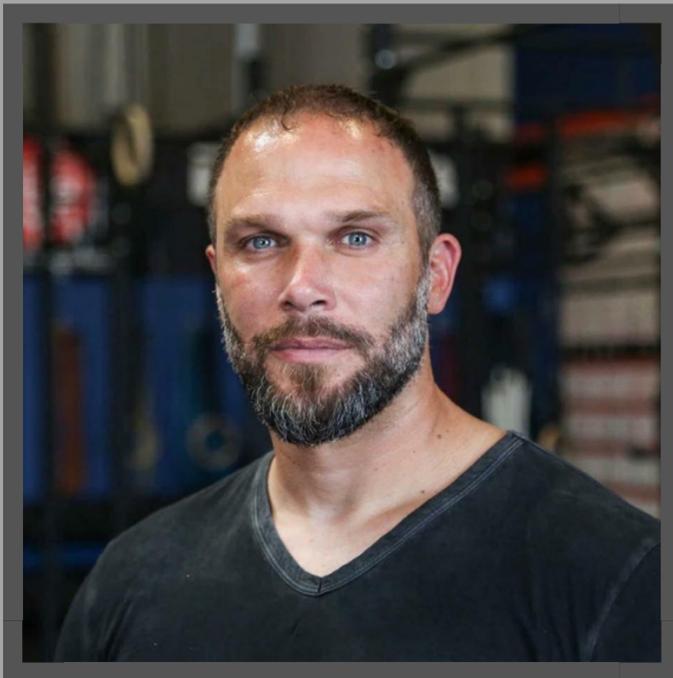


THE MACHINE BEHIND THE WORLD'S MOST POWERFUL REALITY GAMES...

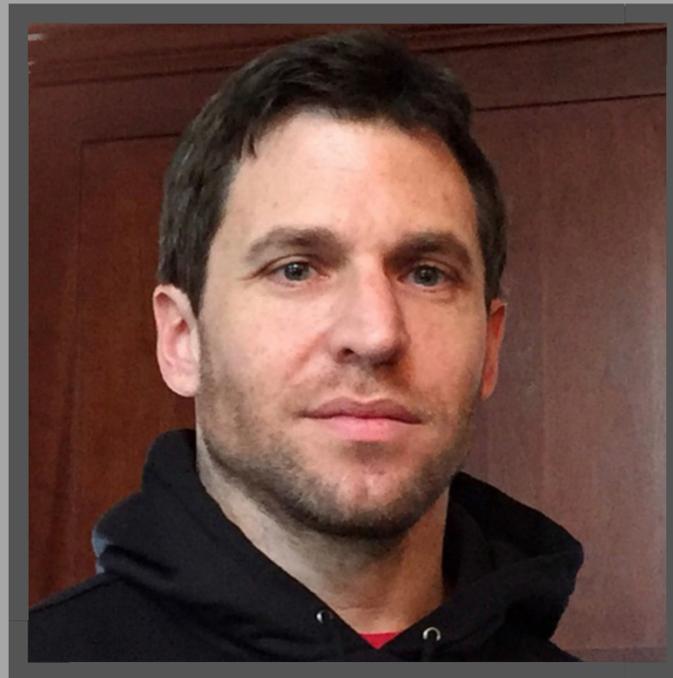
Presentation For: Course Owners



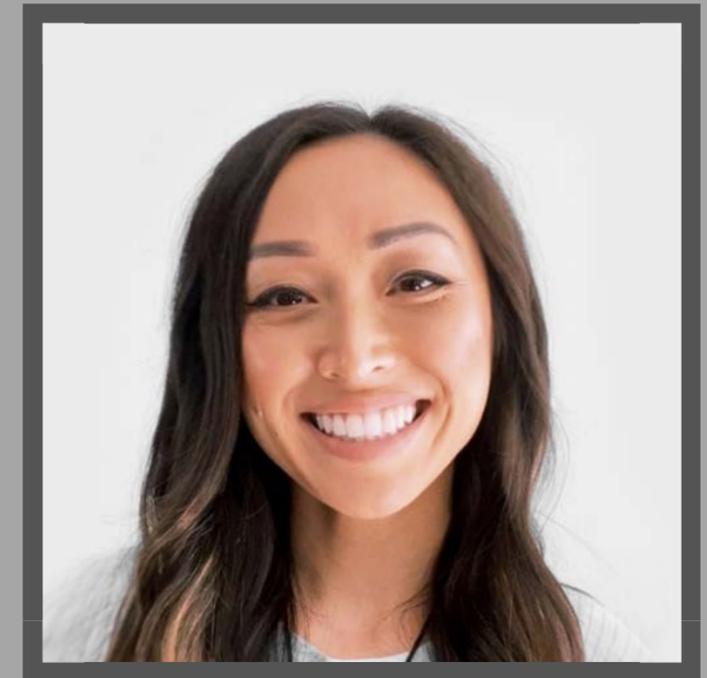
Our Team



JEFF SHERMAN - CEO



URI KERBLE - CTO



**LONDON NGUYEN -
EXECUTIVE GAME MASTER**

The Problem with courses:

- the market is over saturated with "me too" courses.
- only 17% that start a paid course, finish it.
- the student is typically left on there own to take the course.
- over 90% that finish the course don't implement the information.
- there is no accountability, no community, no collaboration.

The Solution: Reality Gamification

- **Build an interactive, engaging, online community with friendly competition.**
- **Set your self apart by offering something different and more dynamic.**
- **Get better conversions and have the ability to charge more than your competition and easily justify the price.**

The Solution: Reality Gamification

- Have your players actually do your course/game and not just consume it, increasing repeat purchases, and referrals.
- Get a 240% increase in completion rates (up to 40%) which translates into more high ticket sales on the back end.
- Hold your players accountable and incentivize them to play more consistently, refer their friends, and just have more fun learning.

With NuMove's Reality Gamification Platform You Can Create:

1. COMMUNITY

Create a second home for your players and create a loyal tribe that stays, plays, and refers their friends.

2. COLLABORATION

Give your players the ability to work together building lifelong friendships and partnerships.

3. REWARDS

Your players have the ability to earn branded swag by questing through the game and also increasing your brand.

4. INCENTIVES

Motivate your players to play consistently through medals, badges, and a leaderboard.

The Potential

**60%
INCREASE**

IN USER ENGAGEMENT
AS A RESULT OF
GAMIFICATION
TRAINING FEATURES

700%

CONVERSION RATE
OF COMPANIES THAT
USE GAMIFICATION

**50%
IMPROVED**

PRODUCTIVITY OF
EMPLOYEES BY
USING GAMIFICATION
TRAINING FEATURES

Here's What You Get:

- You get a completely white labeled web application that you can customize and brand as your own.
- Two native applications in the app store and google play so your players can easily play on their phone and you can easily communicate with each and every player.
- Tech and Marketing support from NuMove to help you add new features and market and sell your game.

Option: 1

Web Application Only

- We provide the outline template
- We give guidance on building out the game
- Once the outline is completed we will build out the web app in 7-10 business days.
- You will receive a white labeled reality game platform, with only your branding.
- 15% application fee. Includes all updates, hosting and new features. Plus access to us and the other game owners.

Price: \$5,000

Option: 2

Web Application And Native Apps

- We provide the outline template
 - We give guidance on building out the game
 - Once the outline is completed we will build out the web app in 7-10 business days.
 - The Native Apps can take up to 4-6 weeks due to the app store and google play.
 - You will receive a white labeled reality game platform, with only your branding.
 - 15% of Revenue Application Fee. Includes all updates, hosting and new features.
- Plus access to us and the other game owners.

Price: \$10,000

Option: 3

Web Application And Native Apps With Concierge Service.

- We provide the outline template and help you create the game.
 - We give guidance and advice on building out the game.
 - We will shoot and edit all the video content needed for the game.
 - Once the outline is completed we will build out the web app in 7-10 business days.
 - The Native Apps can take up to 4-6 weeks due to the app store and google play.
 - You will receive a white labeled reality game platform, with only your branding.
 - 15% of Revenue Application Fee. Includes all updates, hosting and new features.
- Plus Access to us and the other game owners.

Price: \$20,000

thank you.

we look forward to working with you.

