



AIMVERSE:
Projecting
Real World
Football
Into Digital World



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OVERVIEW

AIMVerse is a football metaverse where the real world intersects with the virtual world, offering users digital experiences they seldom experience in the real world.

It is a gateway to a digital football ecosystem where making win predictions becomes intuitively simple for users without professional analytical knowledge and where users can make such predictions into and trade as digital assets.

A critical mission for AIMVerse is to ensure a transparent digital football economic ecosystem. Such transparency is vital for securing actual ownership of each football-related digital asset and for users to engage in economic activities with JABLE, a utility token of AIMVerse.

We offer an environment for users to purchase or own products made with non-fungible tokens (Data NFTs, or D-NFTs) from Match DNAs of teams or players that Football AI generates based on its analysis in real-time. We call these users the Initial Buyers. We also offer an environment for other users to use D-NFTs as underlying digital assets to create secondary digital assets, Prediction NFTs, or P-NFTs, to predict the game outcomes. We call them The Data Artists or TDAs.

AIMVerse comes with an NFT Marketplace for The Data Artists to create the value of their forecasts as a profit. For the first time in AIMVerse, this ecosystem provides a dynamic NFT ecosystem for users (i.e., The Data Artists) to create their secondary digital assets, P-NFTs, using the underlying assets D-NFTs, held by the Initial Buyers.

We also provide a digital football economic ecosystem for users to create digital content, participate and produce games, and collect and trade various tokenized digital assets without central control. Users can enjoy their copyrights and ownership, ensure their safety by making them into their NFTs, and generate revenue by creating in-game digital assets that no one can replicate.

The difference and key to the AIMVerse ecosystem are using actual players and team data in real-time. Football AI, our proprietary technology, can provide content instantaneously by converting the movements and performances of players in the stadium to data in real-time. Another characteristic of AIMVerse data is that it is reliable. It transparently discloses the aggregated rating methods, including measuring the players' performances. We remove the boundary between the virtual and real worlds by delivering content based on actual game data. In so doing, we establish an ecosystem, further promoting the use of data in various other fields.



1.1 CURRENT LANDSCAPE OF FOOTBALL ECOSYSTEM

Football experts and professional groups lead and operate the global football industry, including associations, broadcasting networks, football leagues, clubs, and players. Unfortunately, the current system relegates football fans to a passive role of consumption. True, the Internet and SNS may partly quench football fans' thirst for information. In reality, however, it would be far-fetched to say that the industry is fan-centric in many respects. The football ecosystem is structured to focus on a few essential games, teams, and players. Such centralization means a gigantic revenue structure in the current football ecosystem revolves around a few key players.

Additionally, football remains stubbornly analog for fans when analyzing sports scientifically compared to other sports. From the football fans' perspective, it isn't easy to measure or compare the powers of both teams objectively with data. That's because only the pre-defined information (as opposed to valuable data), such as shots, corner kicks, assists, goals, offsides, and fouls, is collected or disclosed during a match.

AIMVerse is here to fill the void for football fans. Specifically, it provides comparative data (as opposed to mere information) of attack powers, tactical abilities, and shooting skills of both professional teams in the bout brought real-time powered by Football AI. With the help of prediction algorithms and data Football AI generates, AIMVerse empowers football fans to predict the games intelligently and imaginatively and verify the results post-game.

Industries in the existing football ecosystem are entering a new chapter of digital transformation. Watching the game through an online streaming platform has become possible for things that could only be enjoyed by going to the stadium in person. Similarly, SNS enables some news that could have been heard after the game to reach fans in-game or immediately afterward. Tools provided by clubs or associations are rapidly changing from analog to digital in the way consumers want.

However, since most of them operate centrally, there are still many areas and limitations in providing content the way consumers want. Thus, there are new attempts to build a digital football ecosystem globally, and several categories of football ecosystems (transfer market, games, communities, etc.) are being created.

A good example is Sorare, which built a digital football game ecosystem by giving thoughtful considerations to fan engagement. About 15-20 clubs operate in each national league in the real world. As of 2021, 215 clubs are registered and operate in the Sorare game, allowing a wide variety of competitions. By selecting five players for each position, users can play a league match by reflecting the players' abilities and performance of the previous match or trade players who rise or fall based on their players' performance in the transfer market. Alternatively, users can generate revenue with tokens or players' NFT card rewards, depending on whether they win the game or league. Of the 1 million registered users, about 270,000 are actively enjoying the game.



1.2 DIGITAL ECONOMY CREATED BY BLOCKCHAIN (BLOCKCHAIN ECONOMY)

Just as the current world's infrastructure is the Internet, blockchain technology will underpin the infrastructure in the age of the Fourth Industrial Revolution. In particular, in line with the philosophy and thinking underlying the blockchain, the economic ecosystem of the future world will have the characteristics of a decentralized ecosystem (P2P ecosystem), different from the current centralized ecosystem. A new financial ecosystem, the digital economy, will be created on the blockchain infrastructure.

The governments, including the Korean government, are driving Digital New Deal Policies of varying degrees. Such policies are essentially about creating an economy driven by data/AI.

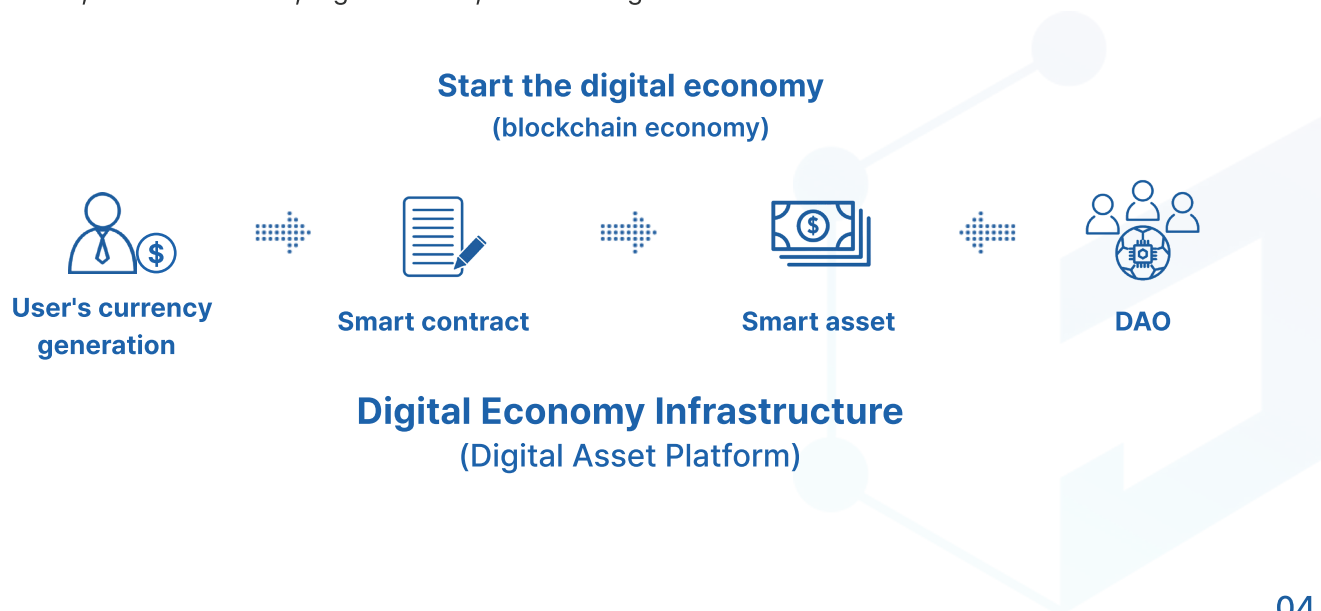
The economy driven by data/AI is an economy that creates new goods and services from an infrastructure using AI technology based on data. It is powered by data and AI, critical accelerators for innovative growth across all industry sectors.

In addition, as an essential component of the data/AI economy, data becomes a driving force behind innovative productions beyond existing labor and capital, and AI becomes a growth engine that produces new data-driven values.

However, in the data/AI economy, data is not just data but one with unique value. Valuable data, distinguished from merely general data, is defined as digital assets from a blockchain perspective.

An economic ecosystem made of digital assets is called a digital economy, and the digital economy can also be called a P2P digital asset ecosystem with decentralized characteristics.

The digital economy consists of four essential functions of the blockchain: issuance of digital assets, smart contracts, digital assets, and P2P organizations.





First, the function of digital asset issuance may create digital assets with various characteristics and functions. The critical point here is that such assets can have multiple features and functions depending on the characteristics of the digital economy.

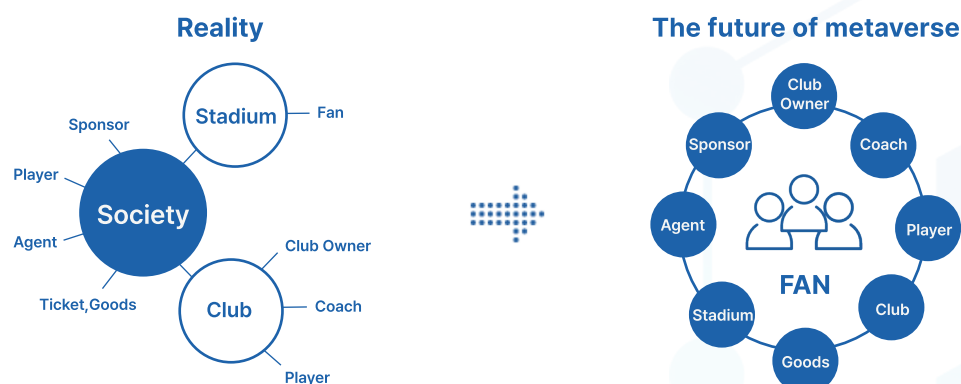
Second, it is smart contracts on a blockchain. They refer to software that runs on a decentralized blockchain. As a characteristic of smart contracts, it is automatically executed when predetermined conditions are satisfied, and once the execution begins, it cannot be stopped. Smart contracts are software to control digital assets (right to feed, transactions, etc.).

Third, as mentioned earlier, digital assets mean valuable data, and anything of value can become the subject of data. This is why the future will see all assets converted into digital assets.

Finally, P2P organizations can be established as decentralized organizations even for participants in the digital economy. The essential characteristic of the digital economy is decentralization. This is an innovative new P2P economic ecosystem that seeks to solve the problems of the centralized economy that bring the most irrationality in the current financial ecosystem.

1.3 BACKGROUND OF AIMVERSE PROJECT

AIMverse proposes one way to transform the problems of the centralized soccer ecosystem into a digital football ecosystem centered on fans and users.



In particular, fans and users can actively realize dreams that are not feasible in reality (club owners, players, etc.) in AIMverse, a virtual world that runs on data from the real world.

We will make your dreams come true.

VISIONS AND GOALS

AIMVerse envisions creating a new digital football ecosystem by converting digital assets into predictive digital content through analyzing the performance of real players or teams in the virtual world with the help of Football AI.

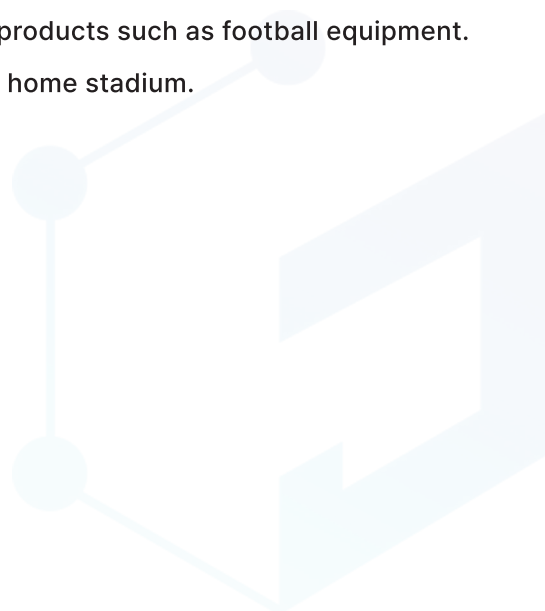
In particular, by realizing a virtual world soccer ecosystem in the metaverse that reflects the real-world soccer ecosystem, it is possible to realize its football ecosystem by giving football fans the pleasure of actively participating, not just watching it.

VISIONS

- ✓ Realize a football ecosystem that combines the real and the virtual worlds.
- ✓ Realize a win-win football ecosystem.

GOALS

- ✓ Predicting a win ratio of professional football games and related predictions using artificial intelligence.
- ✓ Create your football ecosystem in the metaverse.
 - Avatar football player.
 - Fostering players and forming a club.
 - Player scout market, etc.
- ✓ Support for the development and transactions of various products such as football equipment.
- ✓ Establishing a virtual real estate ecosystem related to the home stadium.



AIMVERSE PLATFORM

AIMVerse employs unique football-related big data and artificial intelligence technology tailored to football to show an organically converged football ecosystem of STUDIO, NFT, Game, and LAND services.



In particular, the distinguishing features of AIMVerse's core business model are as follows.



First, it's the playability of the games and services. The most challenging business model in any metaverse ecosystem is how to keep users returning for more continuous services or activities. AIMVerse is a digital game content service platform. Football AI extracts new digital entertainment game data by monitoring real-time football games such as EPL and La Liga and creates Match DNAs of the teams to predict a win ratio every round. Every EPL game has a story, like a dramatic movie. AIMVerse captures such exciting stories every round of the season through Match DNAs to possess high playability value.

Second, it is fan engagement. It is a critical success factor for users to participate continuously and create their community environment voluntarily.

Until now, fans have been viewed as content consumers rather than leading players in the industry. However, fans/users become digital producers and main agents for change in AIMVerse.

Third, it is a Play to Earn (P2E) business model. It is generally understood to mean users make money by simply playing games. AIMVerse's P2E service concept differs from the conventional view. It is a way to trade information about the users' intellectual property rights embedded in the knowledge of prediction experiences or unique information of the users.

The Initial Buyers are users who purchase the underlying digital assets (D-NFTs), created from Match DNAs that Football AI generates after each match. These purchasers are akin to D-NFT license holders.

Other users who are not the Initial Buyers and are interested in finding out game predictions for the next match of their choice may access the prediction data for that match through AIMixer by paying a fee (for more on AIMixer, see Section 3.2., *infra*). They are called The Data Artists or TDAs.

A percentage of the access fee each TDA pays will go to relevant Initial Buyers for using relevant D-NFTs. TDAs may leverage the underlying D-NFTs to develop their secondary digital assets, Prediction NFTs or P-NFTs, which they can sell at the Marketplace. When The Data Artists sell their P-NFTs, a percentage of the sales proceeds will go to relevant Initial Buyers for using relevant D-NFTs to create P-NFTs sold. In this way, AIMVerse creates a virtuous cycle of an economic ecosystem.

Fourth, it is Ecosystem Environment. The AIMVerse platform, including the first three features introduced above, is a digital ecosystem for trading digitized information and data assets.

Above all, by stimulating the intellectual curiosity of fans with Football AI and AI data about the matches of a specific country's professional football league, AIMVerse will create diverse digital ecosystems using blockchain technology in the global football industry.



3.1 BIG DATA AND AIMIXER

In 2016, the emergence of an artificial intelligence technology called AlphaGo surprised the world. Since then, it has developed rapidly and has become a core technology used in all industries.

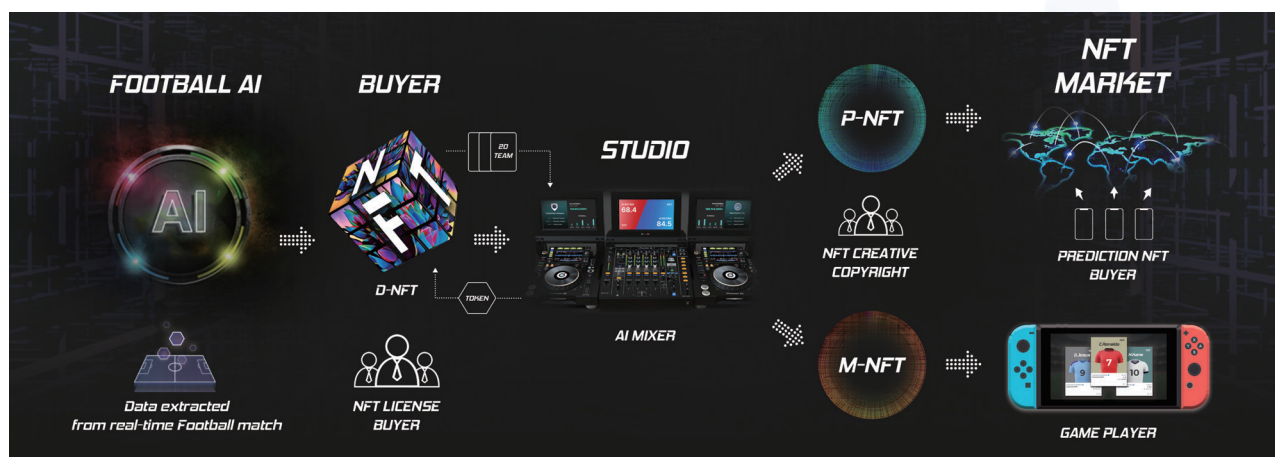
We have seen the active development of artificial intelligence technology in many fields. Still, sports, especially football, have yet to see a success story. A significant reason is that the criteria for analyzing the movements, skills, and team power of 22 players from both teams in real-time while playing in the stadium remain unclear. Unlike baseball, analytical data to compare football players and teams in real-time is incomplete.

To overcome the limitations of analog terms with the few numeric data, we began researching game data analysis in 2013 to make the Game as exciting as digital games based on real-time data standards and terms. Our journey reached a crucial milestone in 2018 with the creation of object-oriented decision-making algorithms.

Using this technology, we have analyzed at least 8,000 games of EPL and other European and Asian professional leagues so far. As a result, we have collated more than 800 billion bits of underlying artificial intelligence data from which Football AI generates AI DeepData (aka Match DNAs). They represent an assessment of the games that Football AI makes on its own in real-time based on the accumulated underlying artificial intelligence data.

AIMixer is an AI-driven predictive modeling tool for users to predict game outcomes. Using AIMixer, users can automatically test their predictions using Match DNAs of both teams and make them into a blockchain-based digital asset and sell them at NFT Marketplace.

After a football game ends in the real world, Football AI automatically creates D-NFTs of both teams based on their respective Match DNAs. Users can purchase and own D-NFTs (i.e., the Initial Buyers) and/or use D-NFTs and AIMixer to produce Prediction NFTs or P-NFTs for the next round of games (i.e., The Data Artists). Users can generate profits by selling D-NFTs or P-NFTs on the platform at the NFT Marketplace.



Utilization of AIMixer



3.2 TWO KEY FUNCTIONS OF AIMVERSE

The AIMVerse platform offers users two functions driven by big data and artificial intelligence technology specialized in football.



AI MIXER

: Prediction Data Editor

AI Mixer is a prediction data editing program that allows users to create data modeling for game prediction directly



AIMVerse Football League

: Real-Time Fantasy Football Game

A game-making tool that enables users to create a team of virtual players made up of a combination of Match DNAs of real-world players on the AIMVerse platform.



■ AI MIXER

Football AI creates three in-game technical blocks of data essential to assess the strength of team's tactical skills: AI Attack Points, AI Tactical Points, and AI Shot Points. They are vital to the team's performance during the game. The three elements make up the AI DeepData or Match DNAs, critical strategic points for scoring goals against the opponent.

**AI ATTACK
POINT**

**AI TACTICAL
POINT**

**AI SHOT
POINT**

When comparing the strength of both teams with the above three factors, the Football AI algorithm analyzes the strength of the last five games each team has played, compares and analyzes the three factors of both teams to provide preliminary game predictions in AIMixer. In particular, it already holds more than 800 billion bits of artificial intelligence data and continuously adds new real-time artificial intelligence data with each new round of games to provide the enhanced Match DNAs to users.

These data form an intelligent criterion for Football AI to evaluate the games by itself in real-time. They have become a corner stone for building a new digital football world where users can enjoy the game virtually the same way they love the game in the real world.

The key enablers are the advanced Football AI algorithms, vast amounts of Match DNAs allowing Football AI to evaluate the games on its own, and the completion of AI platforms that can automatically provide various data and information on game predictions.

In other words, AIMixer is a data editing tool for anyone to make game predictions easily with Football AI's help. Any user can create a blockchain-based P-NFT (Prediction NFT) that predicts the outcome of a particular league's game as data by combining data provided by Football AI. You can sell information to football fans worldwide by pre-disclosing it only to users who have purchased P-NFT information.

Those who make P-NFTs are called The Data Artists or TDAs. Not only can TDAs own P-NFTs, but they can also monetize assets and trade freely in compensation for the time and effort they invest in producing predictive results.



■ GAME MAKER

Using real-world data, users can form their virtual teams to play with other users in a virtual league. They create each virtual player who will carry attributes shown on D-NFTs of a footballer in the real world. Since Match DNAs that Football AI generates in real-time and that constitute D-NFTs change every round the selected footballers play in the real world, users can enjoy virtual games with different scenarios and results every week.

Users can also create a coach game in a virtual space with a team consisting of 11 players selected from different teams in the real world. As a team result, users' team ratings and scores will be calculated with AI data collected in actual football games every round.

These processes describe fantasy games that are automated for users to enjoy real-time data games with other users. AIMVerse supports users in participating in coach games or owners' games or creating leagues.



AIMVERSE SERVICES

Utilizing the two key functions mentioned above (AIMixer and Game Maker), AIMverse offers four primary services to users: STUDIO, NFT, GAME, and LAND services. A digital football ecosystem that converges the real with the virtual worlds can be realized with the organic integration of these services.

4.1 STUDIO

The Studio is a unique space for users to use AIMixer. It is a place where users can create their data studios, predictions, and verifications or expand them.

4.2 NFT CREATIONS AND MARKETPLACE

Users can trade their Prediction NFTs, special NFTs purchased, or Player NFTs on the exchange.

4.3 GAME

Users can become the owner or manager and form a virtual team based on actual player data, and they can select players from a specific team or from different teams in the real world to create the best virtual 11 players. The team formed in this way can play games based on actual game data with other virtual teams to determine the outcome of a fantasy game or create and operate a virtual football league.

4.4 LANDS OR SHOPS

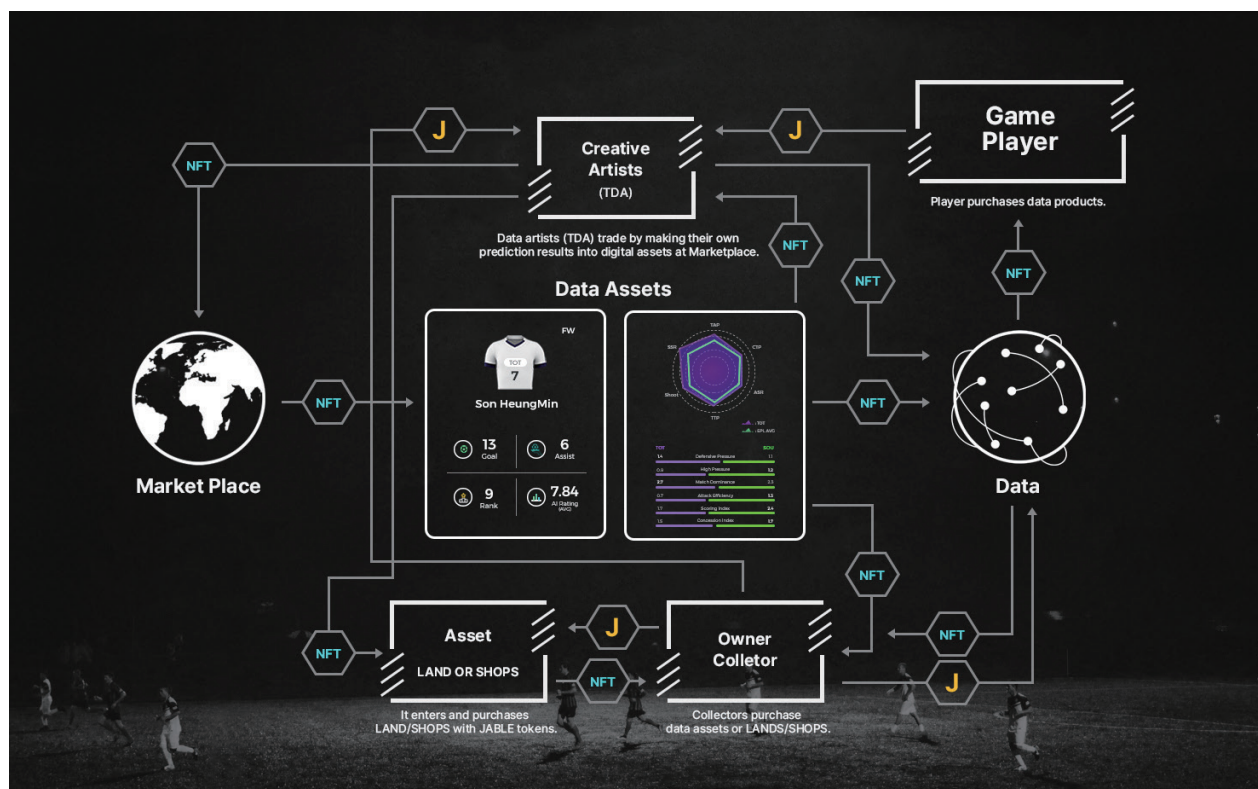
LANDS or SHOPS is a physical space within AIMVerse that users can purchase with JABLE (an ERC-20 token). They can create digital assets or creative content (avatars, props, professional information, etc.) and promote them here. Virtual real estate LAND is built on the AIMVerse platform based on a physical map of the virtual space. Owners of LANDS or SHOPS may also use them to create space games and generate revenue by renting them to other users for a fee. All LANDS or SHOPS come with pre-built terrain sets, but owners may modify them.

TOKEN ECOSYSTEM

5.1 TOKEN ECOSYSTEM

AIMverse will issue its token, JABLE (digital asset), created based on the blockchain platform Ethereum (ERC-20). It becomes the underlying digital asset of all economic activities within AIMVerse. Note, however, that we may switch to Anduschain-based platform for service speed and low-cost fees, depending on the level of service activation in the future.

JABLE Token Ecosystem



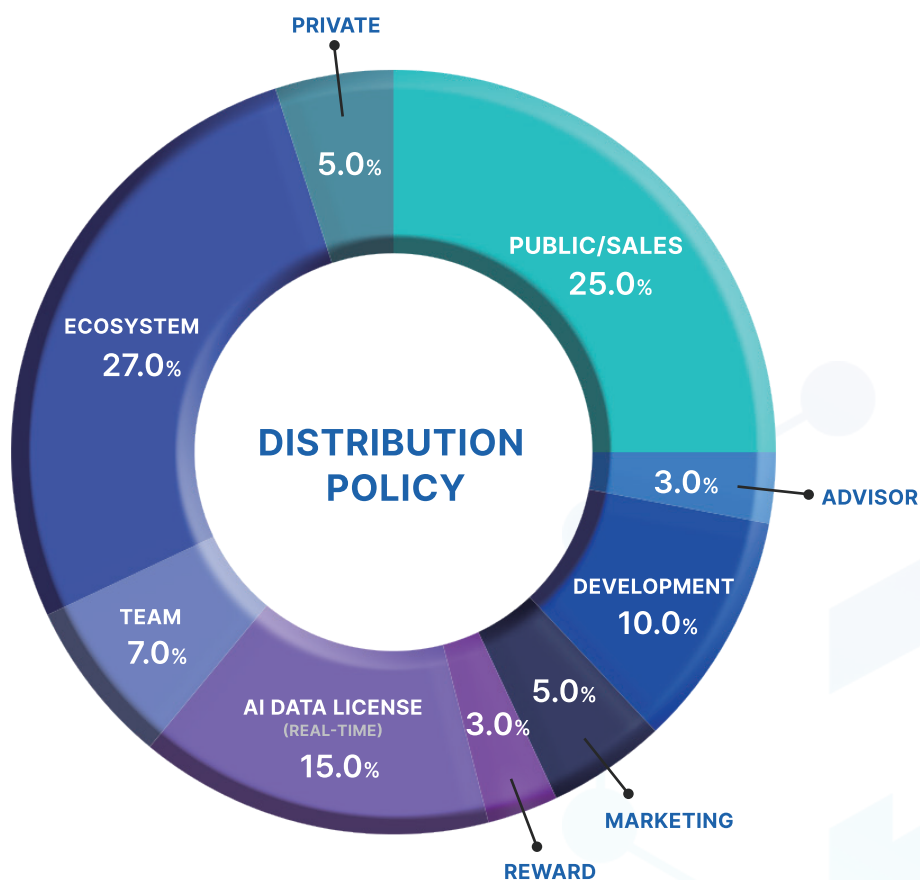


5.2 ISSUANCE POLICY

- Issuance: 4 billion
- Token Name and Symbol: JABLE
- Distribution Policy

Ecosystem: 27.0% **Public/Sales: 25.0%** **AI DATA License: 15.0%** **Development: 10.0%**
(Real-time)

Team: 7.0% **Marketing: 5.0%** **Private: 5.0%** **Advisor: 3.0%** **Reward: 3.0%**





AIMVERSE ACTIVATION STRATEGIES

6.1 CURRENT STATUS

• HISTORY

- MAY 2013 : DEVELOPED ALGORITHMS FOR FOOTBALL BIG DATA ANALYSIS
- OCTOBER 2014 : DEVELOPED RFID SENSORS AND ANTENNAS FOR REAL-TIME ANALYSIS OF FOOTBALL DATA
- SEPTEMBER 2015 : OVERSEAS ROADSHOW OF FOOTBALL BIG DATA PLATFORMS (U.S., U.K., CHINA, AND JAPAN)
- MARCH 2016 : CONTRACTED WITH GANGWON FC, A KOREAN PROFESSIONAL FOOTBALL CLUB, FOR FOOTBALL BIG DATA SOLUTIONS AND DATA SERVICES
- FEBRUARY 2017 : CONTRACTED WITH JEJU FC, A KOREAN PROFESSIONAL FOOTBALL CLUB, FOR A FOOTBALL PLAYER TRAINING PROGRAM (SOS SHOOTING PLATFORM)
- FEBRUARY 2018 : STRATEGIC ALLIANCE BETWEEN JPD BIG DATA RESEARCH CENTER AND AIMBROAD CONCERNING A TRANSFER OF FOOTBALL AI TECHNOLOGIES, THE PROVISIONING OF REAL-TIME FOOTBALL AI DATA AND THE ALLIANCE OF GLOBAL AI PLATFORM TECHNOLOGY
- OCTOBER 2018 : DEVELOPED FOOTBALL AI AND ANALYZED REAL-TIME EPL MATCHES (APPROXIMATELY 8,000 GAMES)
- OCTOBER 2019 : UPGRADED FOOTBALL AI AND EXPANDED FOOTBALL ANALYSIS TO EPL, LA LIGA, K-LEAGUE (DEVELOPED AN APP, MATCHISON.COM)
- JUNE 2020 : PATENTED FOOTBALL AI WITH THE KOREA INTELLECTUAL PROPERTY OFFICE (PATENT NO: 10-2123738; PATENT NO: 10-2149581)
- SEPTEMBER 2020 : SIGNED AN MOU WITH PROJECT WITH FOR FOOTBALL AI NEW DIGITAL SERVICES
- DECEMBER 2021 : REGISTERED THE TRADEMARKS FOOTBALL NAVIGATIONAND MATCHISONWITH THE KOREA INTELLECTUAL PROPERTY OFFICE; OVERSEAS APPLICATIONS PENDING



• CURRENT ACTIVATION STATUS

- JANUARY 2021 : LAUNCHED MATCHISON (REAL-TIME EPL MATCH DATA)
- MARCH 2021 : DEVELOPED KOREA FOOTBALL ASSOCIATION APP (KOREAN NATIONAL FOOTBALL TEAM MATCH DATA)
- APRIL 2021 : SIGNED AN MOU WITH DOT FOR COLLABORATION IN DEVELOPING DIGITAL CONTENT POWERED BY FOOTBALL AI FOR THE VISUALLY IMPAIRED
- MAY 2021 : DEVELOPED FOOTBALL NAVIGATION®, A NEW DIGITAL CONTENT SERVICE POWERED BY FOOTBALL AI, WHICH PREDICTS THE DIRECTIONS OF AN ATTACK IN PLAY BASED ON HISTORICAL DATA OF THE TEAM'S ATTACKING PROPENSITY
- JUNE 2021 : COMMENCED DEVELOPING TOUCH NAVIGATION TO PROVIDE REAL-TIME FOOTBALL AI DATA FOR THE VISUALLY IMPAIRED
- JUNE 2021 : DEVELOPED A PLUG & PLAY MODEL, A B2B2C SERVICE MODEL FOR DELIVERING DATA VIA API
- JUNE 2021 : UNVEILED THE SERVICES AT MOBILE WORLD CONGRESS 2021 IN BARCELONA, SPAIN
 - INTERNATIONAL MEDIA COVERAGE OF FOOTBALL AI AND FOOTBALL NAVIGATION (SPAIN'S NATIONAL BROADCASTER, EFE, AND SEVEN OTHER MEDIA OUTLETS)
 - * EFE NEWS REPORT ON FOOTBALL NAVIGATION UNVEILED AT MWC 2021
[HTTPS://WWW.EFE.COM/EFE/ESPANA/ECONOMIA/LA-TECNOLOGIA-REVOLUCIONA-EL-DEPORTE-CON-INTELIGENCIA-ARTIFICIAL-Y-5G/10003-4576226](https://www.efc.com/efe/espaa/economia/la-tecnologia-revoluciona-el-deporte-con-inteligencia-artificial-y-5g/10003-4576226)
- SEPTEMBER 2021 : TALKS UNDERWAY WITH A MIDDLE EASTERN COMPANY REGARDING THE PROVISION OF FOOTBALL PLATFORM SERVICES
- NOVEMBER 2021 : BEGAN DEVELOPING A BLOCKCHAIN-BASED FOOTBALL METAVERSE
- NOVEMBER 2021 : SIGNED A COLLABORATION AGREEMENT WITH ANDUS FOR CREATING A BLOCKCHAIN-BASED FOOTBALL METAVERSE
- DECEMBER 2021 : TALKS UNDERWAY WITH A CHINESE COMPANY REGARDING THE PROVISION OF FOOTBALL DATA SERVICES FOR THE CHINESE SUPER LEAGUE AND WITH OTHER OVERSEAS BUSINESSES REGARDING FOOTBALL DATA SERVICES



• CURRENT ACTIVATION STATUS

○ JANUARY 2022 : UNVEILED THE SERVICES AT CES 2022 IN LAS VEGAS, U.S.A



- REAL TIME FOOTBALL AI DIGITAL CONTENT
- FOOTBALL METAVERSE, DATA NFTS
- FOOTBALL AI GAME PREDICTION SERVICES

○ FEBRUARY 2022 : TALKS UNDERWAY WITH A EUROPEAN TELECOM COMPANY REGARDING THE PROVISION OF FOOTBALL AI DIGITAL CONTENT SERVICES

○ FEBRUARY 2022 : TALKS UNDERWAY WITH A U.S.-BASED GLOBAL SPORTS ENTERTAINMENT COMPANY ON THE CONDITIONS OF PROVIDING DIGITAL SERVICES

• MWC 2022

○ MARCH 2022 : TALKS UNDERWAY WITH A U.S.-BASED GLOBAL FOOTBALL DAO ON THE CONDITIONS OF INTEGRATING AIMBROAD SERVICES INTO THE DAO

○ MARCH 2022 : TALKS UNDERWAY WITH A LALIGA FOOTBALL CLUB ON THE CONDITIONS OF PROVIDING DIGITAL SERVICES



[Broadcast on NBC]

Football Meets Digital Entertainment in an Upcoming Episode of Advancements TV Series

Explore how artificial intelligence is being used to provide football analysis in real time. Jupiter, FL— Scheduled to broadcast 1Q/2022, an upcoming episode of Advancements with Ted Danson will focus on innovations in artificial intelligence (AI) for digital football. This segment of Advancements will explore how technology is providing football entertainment fans with digital content using the latest breakthroughs in AI and technology. With a look at AimBroad, audiences will learn how the platform uses artificial intelligence to convert football matches to digital OTT content.



6.2 FUTURE MILESTONES

• 1Q 2022

- AI PREDICTION ALGORITHM TO BE RELEASED - [HOMEPAGE](#) (PROMOTING PILOT SERVICES)
- MARKETPLACE – [JABLE PURCHASE](#), [P2P SALES](#), [ASSET ISSUANCE WITH AI DATA SET](#)

• 2Q 2022

- ADVANCEMENTS WITH TED DANSON SCHEDULED TO AIR AIMBROAD'S SEGMENT ON BLOOMBERG (MAY 21)
[HTTPS://ADVANCEMENTSTV.COM/AIMBROAD-FOOTBALL-TECHNOLOGY/](https://advancementstv.com/aimbroad-football-technology/)
- LAUNCH SERVICES (WEB3.0) – [PILOT SERVICES](#)
- LIST JABLE – [LISTINGS AT EXCHANGES](#)

• 3Q 2022

- AIMIXER – [OFFICIAL LAUNCH 1.0](#)
- PRESALE OF LAND OR SHOPS – 10% OF THE MAP
- GAME OPEN BETA – [OPEN BETA RELEASE OF GAMING PLATFORM WITH DOZENS OF GAMES](#) (FOUNDATION SUPPORTED)
- MULTIPLAYER – [SOCIALIZE WITH FRIENDS](#), [GROUP COMMUNITY CHAT](#), AND [INTERACT WITH FRIENDS ON THE AIMVERSE HUB](#)
- EVENTS – [START THE FIRST SEASON EVENTS WITH A PLAY-TO-AWARD SCHEME](#)

• 4Q 2022

- ADVERTISEMENT TARGETING GLOBAL EPL FOOTBALL COMMUNITIES
- PUBLIC SALES OF LAND OR SHOPS – [REGULAR SALES OF LAND OR SHOPS](#)





• 2023 ~ 2026

We aim to become one of the key players in virtual space, reaching over 100,000,000 MAUs over the next four years through a blockchain-based digital asset platform. To achieve this, we will do the following tasks:

AI Mixer : We will work directly with the AIMixer data artist community to immediately add the additional features they require and promote more advanced data modeling while helping everyone continue to utilize them.

Marketplace : We will build a data marketplace that allows easy participation in data games and access to information on the AIMverse platform, improving accessibility with a simple interface, and maximizing intellectual curiosity. Create a new career category, the Data Artist (TDA), and support collaboration and sharing for more exciting football matches.

DATA Game Maker/Player : Starting with mobile (iOS and Android) within 2022, we will expand to consoles and release DATA Game Players on various platforms. We will provide incentives for meta-game plays to create a digital economic structure (making, trading, playing) and for anyone to participate. The AIMverse platform aims at creating an ecosystem structure of the play-to-earn economy (collect resources to monetize technology and time, reward, and token). Players will have individual and shared goals for meta-game plays, and we will promote infinite competition among players in the community.





ROAD MAP



TEAM



Jang, Soojin

CEO, AIMBROAD INC.
CEO, JPD Big Data Research
CEO, JPD Internet
DOOSAN GROUP



Hahn, Juho

Harvard University, AB '89 (cum laude)
Cornell Law School, JD '94

COO, AIMBROAD INC.
Vice President, GM Korea
General Manager, GE Healthcare Korea
Partner, Lee & Ko



Kim, Paul

Beijing Normal University

CIO, AIMBROAD INC.
COO, JPD Big Data Research
Team Manager, Gus Hiddink Foundation



Jeong, Seokwoo

NYSK International

CTO, AIMBROAD INC.
Software Team Leader, JPD Internet
Software Team Leader, Cheonmyeong Soft



TEAM



Choi, Haewon

Seoul National University, AGLS

Brand Office President, SAP Korea
General Manager, IBM



Choi, Seunggyu

Kyung Hee University

CFO, AIMBROAD INC.
Consultant, Deloitte Korea
Consultant, PWC Korea
CEO, Fine Accounting Corp



Han, Taemin

Madras Christian University

Global Team Leader, AIMBROAD INC.
Marketing Team Leader, C&Jenic
Global Team Leader, SureM



ADVISOR



Lee, Yongsoo

Seoul National University, BPE; M.Ed.
Oregon State University, Ph.D in Physical Education

Senior Executive Vice President, KFA
Chief of Technical Committee, KFA
Professor, Sejong University



Park, Seongjun

Dongguk University

CEO, DAVIUS
CEO, AndUS
Chief of Blockchain Center, Dongguk University



Seong, Kikwang

The University of Utah

CEO, DOT
CO-FOUNDER, Wagon
Various awards in world competitions





PARTNER



“

Most of my career has been in business consulting,
and have a high level of knowledge and experience in various business areas,
including business strategy, finance, and data analysis.

”

PROJECT WITH

Founded in 2019

Be listed WIKEN in domestic and foreign
cryptocurrency exchange

Kakao Clayton Investor

Lee, Woongjang

Manchester Business School

HR management and Industrial Relations/M.S

University of Manchester

Economics/B.S





CONCLUSION

AIMVerse aims to converge the digital football ecosystem with the real world. The connected worlds will be vastly different from the existing digital football ecosystems. A digital football ecosystem that does not simply exist in a virtual world but interacts with the real world as much as possible by projecting the real world football ecosystem into the virtual world. That is what we aim to achieve.

Realizing the objective requires data from the real-world football ecosystem.

In this regard, we already have more than 800 billion bits of valuable football data from the real world. We continue to generate more valuable data from the current football ecosystem in real-time.

In particular, AIMVerse has created artificial intelligence technologies specialized in the football ecosystem and has completed the development of AIMixer that can integrate the digital and real-world football ecosystems based on these technologies.

Using AIMixer, we can realize a digital football ecosystem in the virtual world that is closely connected to the real world.

Creating the connected worlds is not just an imagination. Building such worlds can be realized using our football-related big data and AIMixer.

We invite you to make your dreams a reality through AIMVerse. We are ready, willing, and able to support you in realizing your dreams.



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