



BUSINESS CASE



SMART TV



SMARTPHONE



COMPUTER



SMART WATCH



AR GLASSES



VR HEAD SETS

PROVIDING UNIVERSAL ACCESS TO THE VR, AR & METAVERSE



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EXECUTIVE SUMMARY

DigitalSelf® is an immersive technology development company. Its platform is designed to enable easy access and filter Web3 content according to personalized needs. The crossover between virtual and real lifestyles is rapidly becoming intertwined and universal access to the Metaverse is a function that will become mandatory to make sense of an increasingly complex world. In DigitalSelf®, users will spend portions of their everyday life transported into virtual environments where they will socialize, connect and engage in immersive experiences. DigitalSelf® is being built to deliver the vision of a universally accessible digital representation of our lives, content and memories. In DigitalSelf®, we are building an ecosystem where our users can leap into festivals, sporting events, conferences, colleges, concerts, social events, work, medical appointments, anything at all anywhere on Earth at any time.

DigitalSelf® provides intuitive navigation of the ecosystem of intimately immersive experiences which can be accessed anywhere, anytime, anyplace. As a future-facing company, DigitalSelf® recognizes the strategic need to service the “now”, “near” and “next” markets. DigitalSelf® is designed to allow consumers to engage and explore the whole ecosystem of virtual experiences through multiple mediums from television (TV), mobile smart technologies, tablet, computer or via all forms of virtual headsets and smart augmented-reality wearable technology as it evolves and matures.





EXECUTIVE SUMMARY

EXECUTIVE SUMMARY

However, whilst DigitalSelf® sees mobile smart technologies as a central driver of engagement, we believe the richer and intimately immersive experiences of Virtual Reality will increasingly be the experiential offering of choice. With DigitalSelf®, customers will be free to build and explore our diverse ecosystem of constantly growing experiences including:

- Events & Festivals
- Travel & Tourism
- Arts & Heritage
- Sport & Adventure
- Gaming & Entertainment
- Education
- Health & Wellbeing
- Consumer-Based Commerce Lifestyles
- Virtual Shopping
- Brand Identification
- Conferencing

Content created for the platform will be a combination of user-generated (personal) and in-house curated (services), 3rd party (our partners) or Original and unique DigitalSelf® Productions through digital capture processes using state-of-the-art equipment.°.

“The metaverse is making it possible for us to experience the ‘physical’ world, where physical and digital worlds collide. The metaverse is a \$13 trillion market opportunity that could boast as many as five billion users by 2030.”

Armughan Ahmad, President & Managing
Partner of Digital at KPMG in Canada

COMPANY OVERVIEW

COMPANY NAME	DigitalSelf, Inc.
COMPANY NUMBER	Delaware File Number 6066574
COMPANY TRADEMARKS	UK (UK00003412315), USA (90869279) and more to follow
TYPE OF COMPANY	Web3 Technology
TECHNOLOGY TYPE	AR (Augmented Reality), XR (Extended Reality), AI (Artificial Intelligence), Live Streaming, Blockchain, Metaverse
TYPE OF SERVICE	4-Dimensional Next Generation Social Community Platform
TYPE OF CONTENT	Sports, Entertainment, Travel, Culture, Games, Education, User Generated
TARGET MARKET	Global (Key Main Entry Locations: USA, Middle East, Europe)
EXIT PLAN FOR INVESTORS	3-5 year target to sell the business to active purchasers of VR and Metaverse companies

THE PROBLEM + THE SOLUTION = OPPORTUNITY

More than ever, consumers are wanting to experience live sports and entertainment. In the post-pandemic world, it is possible to experience being there without any of the impediments or difficulties created by attending all these large-scale events. Currently, not everyone can get to see their favourite teams, brands and personalities in person. That is all about to change - rapidly.

DigitalSelf® meets fans where they're at, literally, by providing an extended reality experience that puts fans in the stands, on stage, in the field and in the action in their preferred medium of choice.

The digital world and physical world are now converging in ways foretold in Snow Crash and Ready Player One. Media is ever-more decentralized, persistent and synchronous; experiences increasingly span the physical and digital world; commerce now exists within numerous and varied Metaverses, each offering their own societies and fully functioning economies.

While we all signed onto social media platforms, smartphones, connected TVs and meditation apps... Our Virtual and Material Realities are merging into one, massive, overloaded and often chaotic Extended Reality.

The challenge: There are few organizations designed to harness the power of Extended Reality, to manage the chaos and commerce of the different Metaverses, to help consumers and companies navigate the emerging technologies. Until NOW: DigitalSelf® harnesses Extended Realities to create a harmonious media, interactive, socially connected and commercial experience for people, content and brands. We solve the chaos of the multiverse and turn that chaos into joy.



ORGANIZATIONAL STRUCTURE

LEADERSHIP TEAM

CRAIG MUIR *CEO*

MARK GRAHAM *CCO*

IAN GRIEVE *Chief Web3 Officer*

SIREESH PANGALURI *CTO*

LEON WALTERS *COO*

JOHN VAN *CFO*

HERB GREY DOGAN *CMO*

FAISAL RAHMAN *MD – Middle East*

TROY WHITE *MD - USA & Africa*

DOUG CRAIG *MD - DS Music*

JAY ESTRELLA *Digital Media Director*

SENIOR MANAGEMENT

MARIO ALVES *General Manager*

BRADLEY STONE *Digital Communications*

MARC DE GROOT *Executive Producer*

MAX DE ROSSELLO *Head – Volumetric Capture*

NIGEL PULLEY *MNO*

GUSTAVO FIGUEROA *Operations Director – Middle East*

IAN BURKE *Head of Immersive Production*

ADVISORS

NIGEL STONE *Non- Executive Chairman*

BRIANT BIGGS *Music, e-sports*

LEADERSHIP TEAM



SIREESH PANGALURI

FOUNDER, DIRECTOR & CHIEF TECHNOLOGY OFFICER

Sireesh is a Bachelor of Technology in Electrical and Electronics Engineering. Sireesh is aiming to disrupt the global supply chain through SaaS products and apps and is supporting high street retailers, producers, manufacturers by offering digitalization and transformation. During Sireesh's career he has held many management positions with HSBC, Barclays, Lloyds, JP Morgan, Morgan Stanley and Bank of America to name a few, managing and implementing technology platforms.



CRAIG MUIR

FOUNDER, DIRECTOR & CHIEF STRATEGY OFFICER

Craig is the founder and the brainchild behind DigitalSelf®. He is a visionary and a very entrepreneurial individual who has exceptional drive and an infectious ambition to lead DigitalSelf® to fulfil its mission. Craig's background is in Project Management in the oil and energy sectors prior to taking the courageous leap and founding DigitalSelf® during early 2018. Craig is extremely motivational, a born networker and has created a truly unique team to take DigitalSelf® into the future and beyond.



MARK GRAHAM

CCO

Mark was the Managing Director of one of the most influential and successful international clubbing brands in the world. Mark has extensive experience of managing large teams, brand partnerships, franchises and sponsorship activations, global client management, creative design of new concepts, creation and management of multi-million GBP budgets, revenue maximizing concepts and market analysis.

LEADERSHIP TEAM



JOHN VAN
CHIEF FINANCIAL OFFICER

John brings over 30 years of experience in the alternative investment arena in a variety of capacities, including compliance, Financial Operations Principal/CFO, and COO (for investment advisors, broker-dealers, hedge funds, and private companies) and has served as CFO for several companies. Prior to working in the alternative investment arena, he was a senior consultant with KPMG Peat Marwick (now KPMG). He holds the Series 7, 24, 28, 63, 79 and 99 licenses.



IAN GRIEVE
Head of Education and Web3

Ian has had a lengthy career in the Video Game sector. An original member of Psygnosis which later became Sony Computer Entertainment. Ian became Director for Sony/Psygnosis and was a member of the original launch team for the revolutionary PlayStation. Ian has worked on hundreds of games, and he was the Commercial Director for one of the first video game development studios to have an IPO on the London Stock Exchange. Dedicating his career towards the opening frontiers of technology in the interactive sector, he worked with Virtual Reality since the prototypes of the Oculus Rift series, studied Blockchain mechanics and Crypto from the early 2010's onwards and expanded those horizons to embrace and gain a broad understanding of all aspects of Web3.0

LEADERSHIP TEAM



HERB GREY DOGAN
CHIEF MARKETING OFFICER

Herb is a seasoned entertainment executive and former athlete with more than 22 years of marketing expertise in the entertainment industry. He has also produced commercials for Nike, NBA, Verizon and Spark Communications, including one for the Super Bowl. Steve Adams, Dr. J, LeBron James, Shaquille O'Neil, and NBA Hall Of Fame Finalist Marques Johnson are among the athletes that Mr. Dogan has partnered with. Regarding entertainers, he has collaborated with the likes of Jamie Foxx, and Chris Spencer among others.



NIGEL PULLEY
CHIEF NETWORK DISRUPTIVE OFFICER

Nigel is a career entrepreneur with more than 25 years' experience, providing solutions for some of the world's largest telecommunications brands, including Nokia, Vodafone and AT&T.



DOUG CRAIG
Head DIGITALSELF MUSIC

Doug has worked as a Promotions Manager for Sony Music and as a Director of Marketing for Universal Music for over 20 years. Additionally, he has produced large scale concerts and special events for shopping centers as well as video advertising content for both Dental and Medical facilities. Doug is committed to Integrating the world of Fine Arts with evolving technologies so that people everywhere can enjoy art from anywhere.

LEADERSHIP TEAM



FAISAL RAHMAN

MANAGING DIRECTOR – MIDDLE EAST

Faisal has operated primarily within the technology sectors, from telecommunications with the likes of BT to renewable energies with a number of significant companies. Recently, Faisal worked in the sustainability sector with one of the largest Anaerobic Digestion companies in the UK. As a result he developed not only a variety of contacts in the UK, but also around the world, with a particular emphasis on the Middle East and South Asia.



TROY WHITE

MANAGING DIRECTOR - AFRICA

Troy is a full-service lifestyle marketing specialist within the urban and multicultural marketplaces. Troy ran several divisions for Sony Music for 10 years. He has consulted in Music, Gaming, Sports, Brands and Politics for 30+ years. Troy has created and managed creative strategies for Michael Jackson, Sade, Jay Z, Snoop Dog, President Obama, Mayor Bloomberg NY, Coke, Nike, EA Sports, Heineken, US Navy, General Motors and many others.

LEADERSHIP TEAM



NIGEL STONE

ADVISOR – FILMS & PRODUCTION

Currently the CEO of Platinum Films. Nigel has been the director or producer for projects such as the Matt Hatter Chronicles, Planet Cook, Endangers and, most recently, Bear Grylls Young Adventurer: Endangered.



LEE GARRATTY

BUSINESS DEVELOPMENT – FOOTBALL (SOCCER)

Lee is a highly successful Football business operator with vast experience in working with some of the world's most high profile industry brands and institutions, talent and business leaders, and globally renowned Football properties. He has developed commercial programs and structured partnerships with rightsholders and international businesses, and possesses 2 decades of experience in delivering sports marketing and commercial success, multicultural business practice and leading complex high-level negotiations into mutually successful outcomes.

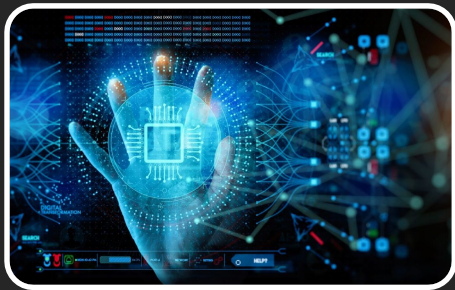
Lee was previously Commercial Director at Soccerex for 12 years, forming part of the senior management team, with a remit that included driving the commercial success of the business, creating new income streams and maximizing profitability across all business verticals. He was the company's most successful commercial asset across its 26-year lifespan, winning multi-million £'s worth of global and regional partnerships, sponsorships, business consultancy & advisory partnerships and intermediary services, while managing relationships with Football's leading international institutions and rights owners, recruiting talent and ambassadors, and creating a reputation for excellence among his peers.



TECHNOLOGY PLATFORMS

A METAVERSE XR PLATFORM CONNECTING BUSINESSES WITH CONSUMERS

DigitalSelf® consumers will increasingly spend part of their everyday transported into virtual environments where they will socialize, connect and engage in immersive experiences. DigitalSelf® organizes those personalized assets in a meaningful way AND provides additional virtual ecosystems of intimately immersive experiences that can be accessed anywhere, anytime, anyplace



Worldwide VR adoption is growing at a rapid rate with estimates from 2019 that sales of virtual reality (VR) headsets reached around 7m units, while augmented reality (AR) headset sales climbed to 600k during 2021. Forecasts project both technologies expected to sell over 30 million units per year by 2023.

BUSINESS AND CONSUMERS REVENUE OPTIONS

- Pay per view on demand model
- Pay subscription on Channel
- VR production & immersive advertising
- In-app pay per click targeted advertising
- VR live streaming
- Sponsorships
- Data analytics
- Publishing services
- Merchandise sales
- Media partnerships
- Online Shopping
- Subsidiary events
- Virtual collectibles
- Marketplace

METaverse ECOSYSTEM

This diagram shows the core components of the DigitalSelf® ecosystem, with the unique virtual personalized environment which the user can control. With DigitalSelf®, you can create, watch and interact in your own VR world.

PLATFORMS

Ds DigitalSelf	Dw DigitalSelf Wallet
Dv DigitalSelf VR	Da DigitalSelf AR
Db DigitalSelf Web	DI DigitalSelf Live
Vp Volumetric Production	Ss Volumetric Production
Bv Boxing VR App	Dr DigitalSelf Travel

UTILITY

Gc Gift Cards	Ac Access Courses	Dg Data Sharing	Ic In-Game Credits	Gm Game Merchandise
Os Online Shopping	Tf Transfer Funds	Fd Fee Discounts	Ad Advertising	Lp Loyalty Points
Ge Governance	Ne Node Extensions	Ps Profit Sharing	Cd Community Development	Ea Early Access
Tb Travel Bookings	Bv Blockchain Advice	Mg Metaverse Growth	Hr Health Records	Ir Insurance Records
Dm Digital Memories				

SECTORS

Pm Payments	Et Entertainment	Ed Education
Ag Agriculture	Bi Business Integration	Cc Content Creation
Ca Content Access	Ms Media Streaming	Es E-Sports
Sm Social Media	In Insurance	Hc Healthcare
Av Aviation	Mi Motor Industry	Sp Sports Industry

TECH

Vr Virtual Reality
Ar Augmented Reality
Tc 360 Camera
Mv 360 Camera
Mh Meta Humans

METaverse ECOSYSTEM



2015 – 2022
Platform
Development



2021 April
Business
Founded



2021 June
Proof of
Concept



2022 June
Live Stream
Events



2022 July
DigitalSelf
Live Active



2023 July
DigitalSelf
VR / AR



2023 September
Platform
Integration

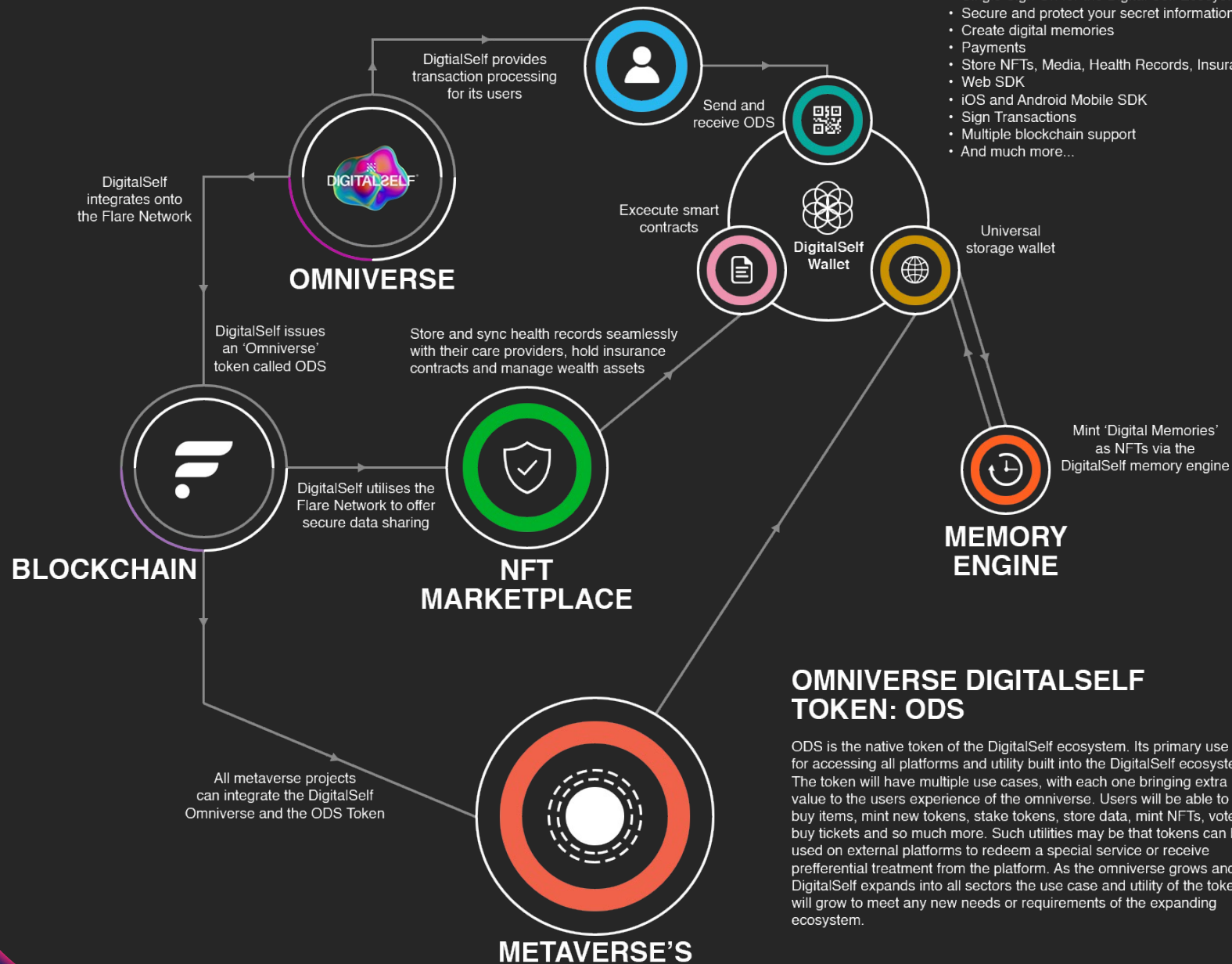


2023 4th Quarter
Marketing
Activation

DIGITALSELF SINGLE SIGN ON

WALLET FEATURES

- Single Sign On for the Digital Self Ecosystem
- Secure and protect your secret information
- Create digital memories
- Payments
- Store NFTs, Media, Health Records, Insurance
- Web SDK
- iOS and Android Mobile SDK
- Sign Transactions
- Multiple blockchain support
- And much more...



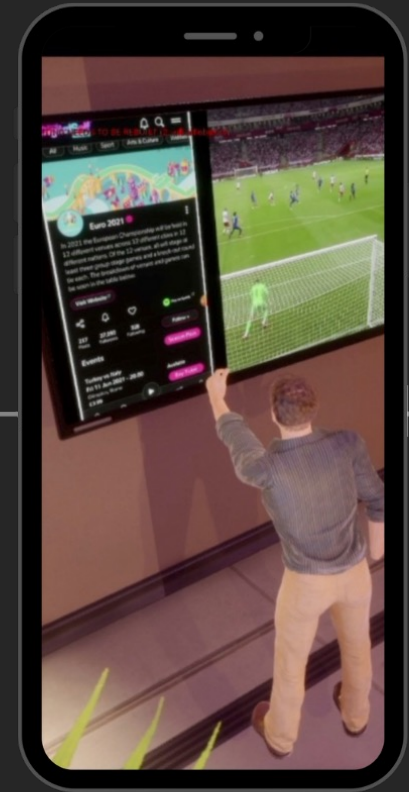
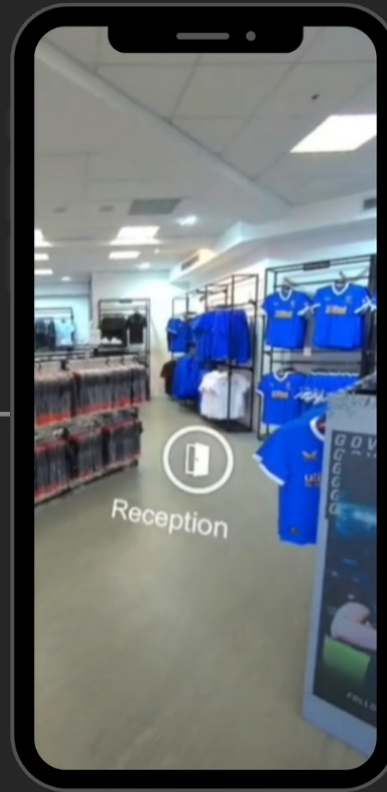
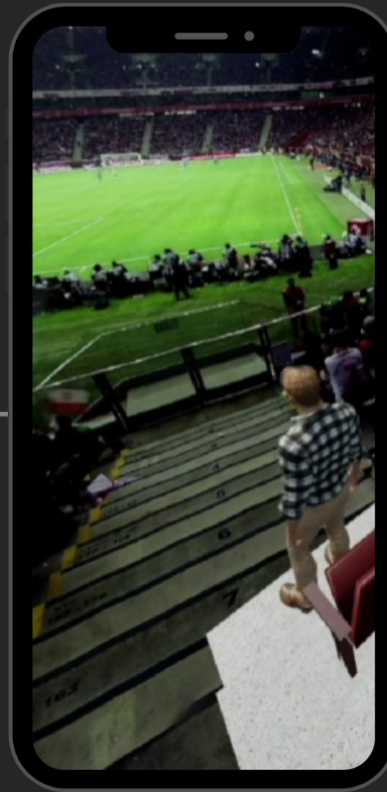
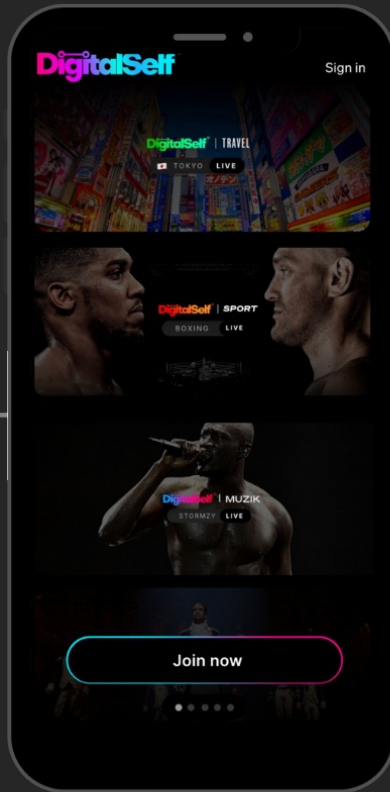
DIGITALSELF® LIVE

LOG IN

ATTEND

SHOP

COLLECT



DIGITALSELF® LIVE

DigitalSelf® Live is the new home of immersive live experiences. We connect you with the things you love to do and see, all from the safety of your home. Whether you are missing an experience with your favourite artists, a tour of the best museum or unable to see the big fight, you do not need to worry. We are bringing them to you.

The DigitalSelf® Platform comprises of the following:

- A website and application
- An e-commerce functionality that allows visitors to access the experiences in a pay per view model
- A content player that facilitates live streaming and postproduction content, all in 2D or 360° volumetric capturing AR Immersive viewing
- Advertising/sponsorship web page real estate
- Direct linking to additional content purchase account-based content library system where viewers can access and re-access the content that they have purchased.
- Virtual collectibles available across all experiences on the platform
- AI-Driven activities and feedback loops
- User Generated Content (UGC) uploads and repositories
- Tokenization - where consumers can monetize the system

Follow the links below to experience a selection of our previous events created and powered by DigitalSelf® Live, a 360° dimension which was live streamed and POC Videos. Ibiza 2023 content in post-production.

Ibiza Ushuaia Ants (*Summer 2019*)

<https://bit.ly/3NX6aAo>

Wilder vs Fury (*Feb 2020 - USA*)

<https://bit.ly/3XzltRR>

DigitalSelf 360 Promo (*March 2020 - USA*)

<https://bit.ly/3PUPCdJ>

Pixie Lott (*Dec 2020*)

<https://bit.ly/44rSVwG>

DS Boxing Match (*Sept 2021*)

<https://bit.ly/3NB4V8B>

Art Basel - Miami Art Week (*Dec 2021*)

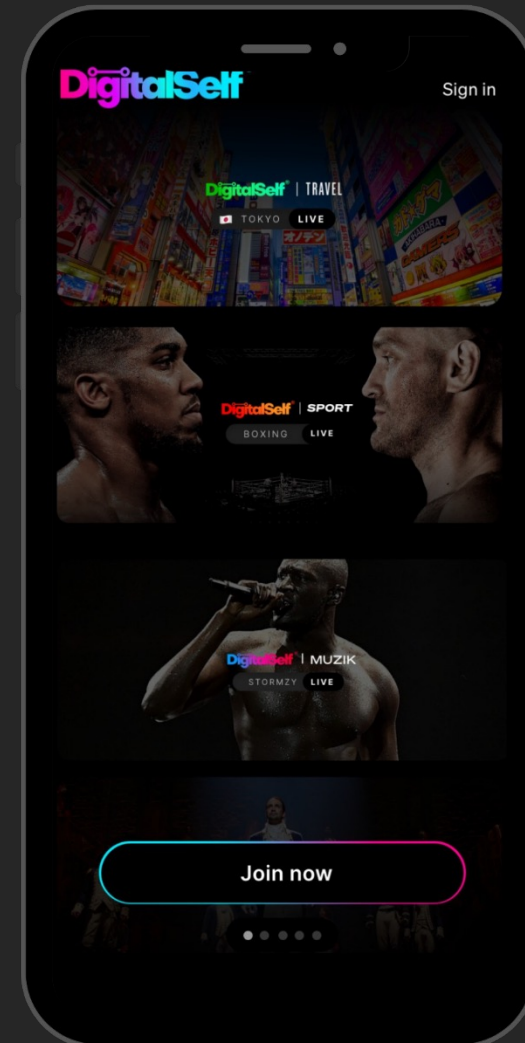
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EXPERIENCE MAPPING DIGITALSELF® PLATFORM

DigitalSelf® will provide a variety of opportunities for its users to interact with the platform :

1. Personalize your experience
2. Create content
3. Watch: live events, or interact with the experiences of other users
4. Interact directly with community.
5. Monetization: for professional & business users.
6. Mobile App - interact with your phone no matter where you are

Exclusive events, sports, entertainment, travel, culture, games and education through a shared, virtual and immersive community. Our motto is Welcome to DigitalSelf®... Create, Discover, Share.



EXPERIENCE MAPPING DIGITALSELF® PLATFORM

The main Features for the interactive audience will be:

1) Personalization: Tailor a unique home space and personalize your virtual avatar all within a safe, secure and moderated ecosystem. Discover content that inspires via the intuitive interface, access live events, join group spaces and browse your own personal content library. Connect with friends, family & followers and explore the global community of artists, teams, brands and business channels.

2) Create: Follow your favourite celebrity creators and brands, or unleash the potential of your DigitalSelf® and become part of the creator community where you can create, upload, share and inspire like never before.

3) Watch: Leap into truly social, immersive experiences, attend live pay per view VR events as they happen or subscribe to our full VR library for exclusive access anytime. Interact during the action to jump between multiple viewpoints, guaranteeing you the best seat in the house, every time! Interact during the action to jump between multiple viewpoints, guaranteeing you the best seat in the house, every time.

4) Interact: Stay, play and interact in your virtual community as if you're really there, sharing and making new special moments with those who mean the most to you. DigitalSelf® is advancing the world as we know it.

5) Monetization: The businesses & professionals can now engage like never before. Connect and monetize new audiences via bespoke channels, branded content, events and virtual experiences and UGC markets. Our simple analytics and optimization tools give advertisers powerful insights to deliver more relevant and targeted advertising. And if your business needs content, we've got you covered with our in-house production team.

6) Mobile App: Seamlessly connect through your phone, screen or headset and access the DigitalSelf® ecosystem no matter where you are.

"Be in ANY crowd, Never miss a moment".



UGC AND COLLECTIBLES STRATEGY

UGC OVERVIEW

DigitalSelf® is the foundation for our digital lifestyles. Virtual experiences require an immersive approach to delivering users personal creativity, engaging users in new and unique ways. Blockchain technology, and more specifically, an application called UNITY, can create their own content that accrues real value around digital experiences.

WHAT IS UGC?

In Brief:

User Generated Content (UGC) are digital assets that are crafted by users and consumers to add to scenes or environments in XR spaces.

The content they create can come in all formats and forms and will be unique to them but part of the ecosystem and available to others. It will be visible, operatable and usable on Digital Self and can be bought, sold or bartered.

Experience:

It is inevitable that VR/AR/XR events will become an essential element to all people/performers/events as the industry adapts to the new age of entertainment. A shift in consumer behavior is set to sustain an influx of online activity. Virtual experiences are here to stay, either as standalone virtual events or integrated alongside physical interaction. Items generated by that can be a whole new venture and experience.

An example of an existing User Generated Content platform: [Unity 3D WebVR Assets](#).

This tool allows creators to publish VR experiences created in Unity and shared on the open Web, with the power of a URL or link. These experiences can then be viewed with any WebVR-enabled browser

DigitalSelf® use cases :

- User avatars
- collectibles
- Verified events
- In-Event sales
- Loyalty rewards
- Financing
- Merchandising
- Marketplace
- Event programs
- Targeted marketing

VIRTUAL COLLECTIBLES

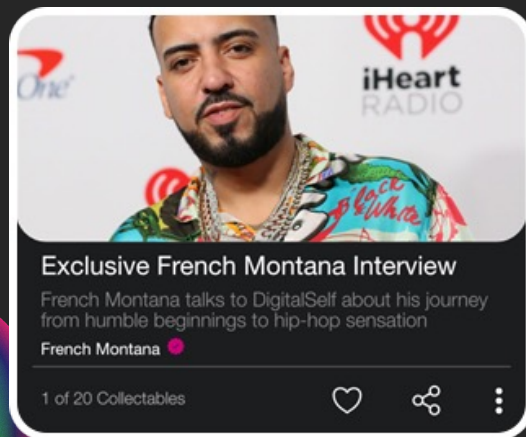
Imagine the ability to be watching your favorite singer perform and you are offered the chance to own a '1 of 10' behind the scenes interview Smart Contract with the artists, or you're enjoying a football match and have the ability to purchase a 'Virtual' pair of boots being worn by your team's striker that can then be redeemed for the real pair of boots at any of the brand's stores.

This is all possible with DigitalSelf®, along with the ability to own your unique digital assets which you and your friends can share, trade, exhibit, play and enjoy. Virtual events enable brands to draw in vast, global and engaged online audiences, not constrained by capacity limits.

UNLIMITED INDUSTRY REACH

The industries that DigitalSelf will be targeting **Music, Sports, Arts and Culture, Education, Healthcare, Marketing, Brands and Finance**. Within the DigitalSelf platform we will have multiple variations of Collectibles across our user experience: **Users, Artists, Corporate, Loyalty, In-Event**

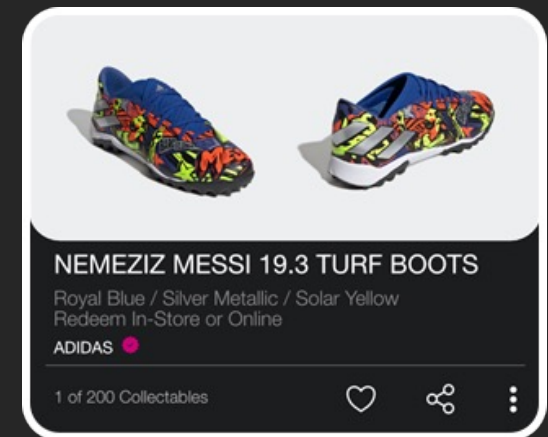
EXAMPLE ARTIST ITEMS



EXAMPLE SPORT ITEMS



EXAMPLE BRAND SALES





MNO BUSINESS STRATEGY

DIGITALSELF® BUSINESS STRATEGY MNO'S

The DigitalSelf® business strategy is an operational model with a MNO “Mobile Network Operators” approach.

- **The Goal is:** To gain an increase in user numbers of subscriptions for the Product
- **Product:** A subscription based, live streaming and library of immersive video

We chose an MNOS as it is more compatible to our model, meaning we can approach the market more efficiently and meet the expectations of our business strategic points.

- MNOs already have large subscriber bases
- They are in regular contact with their subscribers
- They have a high rate of engagement with their subscribers
- They generally have and wish to maintain a high Net Promoter Score (NPS)
- MNOs are currently focusing on vertical products that they can stack on users to increase the number of revenue streams from each subscriber
- Value Added Services (VAS) are the key driver in this sector for MNOs

DIGITALSELF® BUSINESS STRATEGY MNO'S

OVERVIEW:

MNO's already have the subscriber base of potential customers and also have the ability to contact them. Also, the populace generally read messages from their operator as they are a "known party", which makes this very powerful advertising tool for DigitalSelf®. Accessing this database could enable us to achieve our goal in a reasonable time frame.

STRATEGY:

Approach MNOs (and VAS companies) with a profit share deal on all subscriptions to our service either on a percentage (preferred due to pricing fluctuations and promotions) or a price per user per month basis.

DIGITALSELF® TO PROVIDE :

- Platform
- Content
- Production of MNO content (charged separately)
- Integration
- MNO live dashboard
- Account management
- Reporting
- Stability
- Referral code functionality & website tracking of initial activation
- Marketing & promotional assistance

MNOS TO PROVIDE :

- Integration
- Marketing plan for their subscriber base
- Nationwide promotional launch
- Multiple touchpoints on each subscriber
- VR Headset sales
- Reporting
- Continued marketing



USE CASES

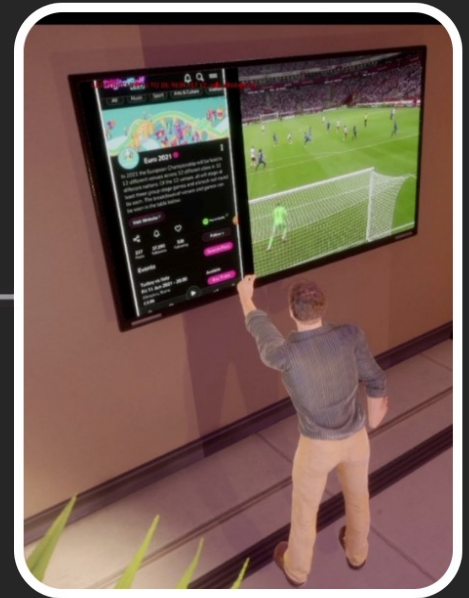
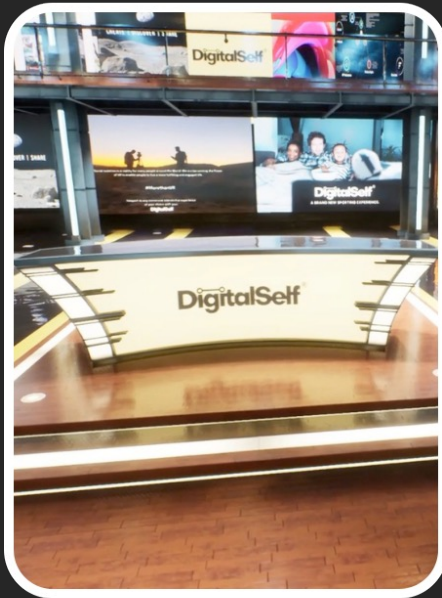
WELCOME TO WEB 3.0

METAVEVERSE

AVATARS

AUGMENTED

COLLECTIBLES



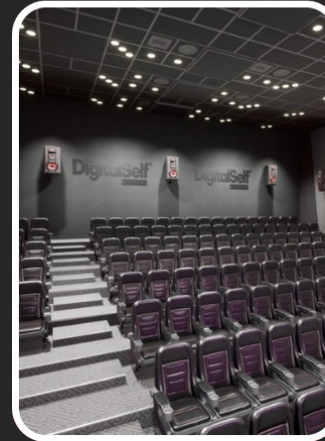
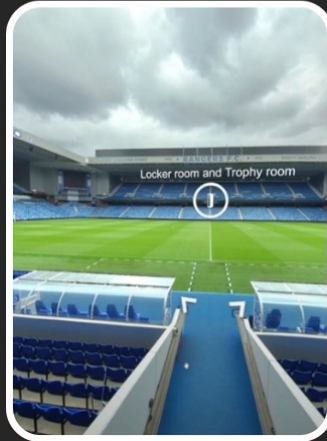
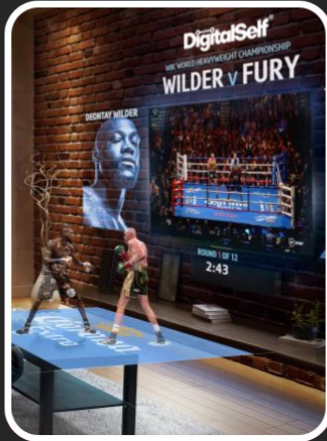
EVENTS

MERCHANDISE

MUSIC

EDUCATION

REAL ESTATE

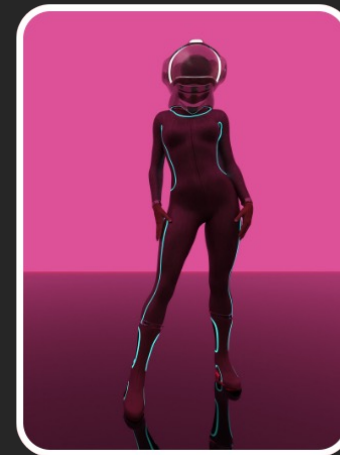


MOVIES

ESPORTS

SPORTS

FASHION



DIGITALSELF® POTENTIAL PARTNERS

Sector	Type of Deal
Music	
1201 Events, Pukka Up, O beach, Eden, Privilege, Mambo	XR partnership
Afro Beats	DS HUB
ClockWork Orange	XR partnership
Live Nation	XR partnership
We Are festival	XR partnership
Boundry Festival	XR partnership
Hardwick Festival	XR partnership
Mixmag	XR partnership- Music Partnership
Skiddle	XR partnership- Ticketing Partnership

Sector	Type of Deal
Universal Music	XR partnership
CAA.	
Rocnation	360 partner
Defected.	XR partnership
Tool Room.	XR partnership
Mambo Group.	XR partnership
Obeach group.	XR partnership
Pacha Group.	XR partnership
Amnesia.	XR partnership
1201 events	XR partnership
K2, Snopp, French, The Game	DS Music

DIGITALSELF® POTENTIAL PARTNERS

Sports	
Fifa World Cup USA	XR partnership
SoccerEx	XR Partnership
Formula E	XR Partnership
F1	XR partnership
Tennis association	XR partnership
Football Italia / Seria A	XR partnership
EPL.	XR partnership
WBO US.	XR partnership
BOX OFF UK boxing promotion	XR Partnership
BOXXER Boxing with SKY sports	XR Partnership

Sector	Type of Deal
Rangers FC.	XR partnership
Real Madrid CF	XR partnership
West ham United.	XR partnership
Super Car show rooms Miami	XR partnership
Tottingham Hotspot FC	XR partnership
Boa Vista FC	XR partnership
Benfica FC	XR partnership
Wrexham	XR partnership
eSports	
Africa in Colors/UG	XR/360/Livestream

DIGITALSELF® POTENTIAL PARTNERS

Fashion	
NYFW Fashion show.	Creating XR experince
Art Basel.	Creating XR experince
Education/Health	
Qatar	XR partnership
Future Kings	VR
World Bank Kenya	XR partnership
NHS	Ai Virtual Primary care service
International SOS	Ai Virtual Health Care Support System
Dubai	XR partnership
UG & Rocnation	XR partnership
Nigeria	XR edu partner



SIREESH.PANGALURI@DIGITAL-SELF.COM

+44 777 4398018

WWW.DIGITAL-SELF.COM