INTRO

Global VR market will double in size in the next two years. This success is largely driven by the fact that immersing into VR people gain highly realistic experience of entertainment, socializing, education, traveling, dating, etc. Diving into virtual reality, people act and feel themselves almost like they usually do in real life. It is a great opportunity to study human behavior. The way how do people behave naturally is exactly what marketers and scientists are striving to understand. Our VR platform is designed as the most comprehensive method for behavioral analytics and can finally fill this informational gap.

THE PROBLEM

Behavioral analytics tools do not provide exhaustive information

- Traffic data is drawn from artificial environment instead of natural
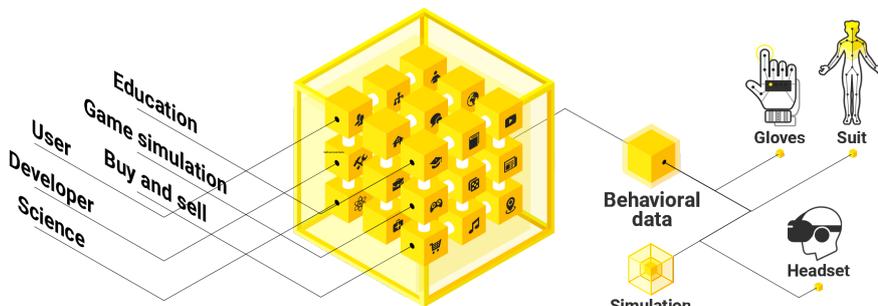- Neither web nor offline behavioral anlytics tools can define all the determinants of human behavior

OUR SOLUTION

VR platform that mines comprehensive human behavior data

- Data received from VR platform is more consistent with reality because people behave naturally in VR
- VR Gloves, Suit and Headset are providing biometric data and tracking body&eye movements.

PLATFORM ECOSYSTEM

Users get VR content and the possibility to earn tokens while businesses receive high traffic and exhaustive human behavior datareceive high traffic and human behavior data
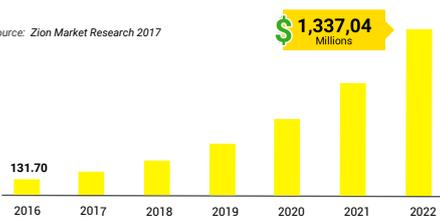

Education, Game simulation, User, Buy and sell, Developer, Science

Gloves · Suit · Behavioral data · Headset · Simulation room

MARKET OVERVIEW

Behavior analytics market

Global user and entity behavier analytic market, 2014-2022 (**USD Millions**)

Source: Zion Market Research 2017

$ **1,337,04** Millions

131.70 — 2016, 2017, 2018, 2019, 2020, 2021, 2022

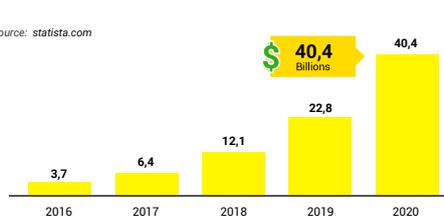### Virtual reality

Virtual reality software and hardware market size worldwide from 2016 to 2020 (**in billin U.S. dollars**)

Source: statista.com

$ **40,4** Billions

3,7 · 6,4 · 12,1 · 22,8 · 40,4
2016 · 2017 · 2018 · 2019 · 2020

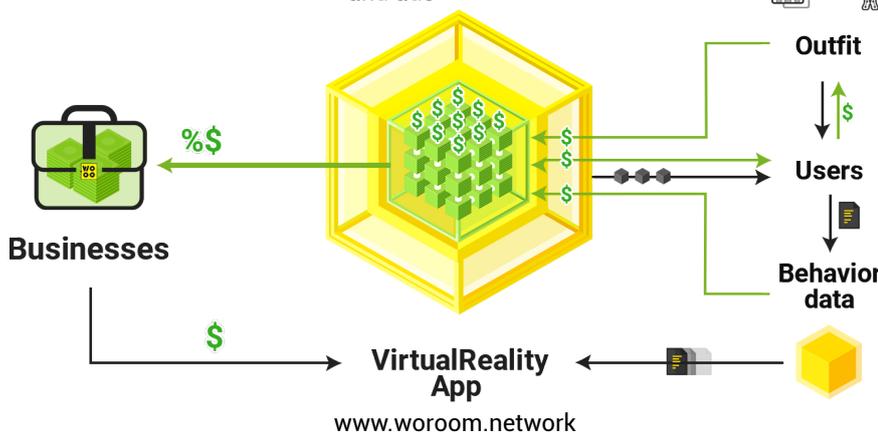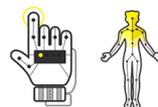## BUSINESS MODEL

Projected revenue streams

- Sales of hardware
- Sales of human behavior data
- % from VR apps sales
- In-platform promotions and ads

Outfit · %$ · $ · Users · Behavior data · Businesses · VirtualReality App

www.woroom.network

TOKENS

We have two types of tokens at the Platform:

- **BLACK SOTA**
- **GOLD SOTA (G.SOTA)**

B.SOTA is an inner-platform currency based on NEO blockchain that motivates users to share their data. Using it people can:

- Sell or purchase real products within the platform
- Share tokens with other players

G.SOTA is needed if any user wants to exchange B.SOTA for fiat money. G.SOTA tokens are created on the Ethereum blockchain and can be purchased via internal exchange on our website for BTC, ETH, LTC, DASH, BCH, NEO, etc

TOKEN SALE SCHEDULE

Total emission (TGE): **100 million** SOTA tokens

OPEN PRE-SALE
Feb. 16 - March 16, 2018
- Tokens available: 10 mln SOTA
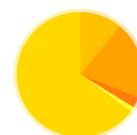- Hard Cap - $0.2M.
- Price per SOTA = $0.02

CLOSED SEED ROUND
Starts on May. 14, 2018
- Tokens available: 25 mln SOTA
- Soft Cap - $1,000,000
- Cap - $3,750,000
- Hard Cap - $10,000,000
- Price per SOTA:
  $0.15 - from $500k (90% off)
  $0.40 - up to $500k (75% off)

TGE
September, 2018
- Tokens available: 30 mln SOTA
- Cap - $50,000,000
- Price per SOTA = $1.66

DISTRIBUTION OF TOKENS

- 65% Buyers
- 3% Advisors and Ambassadors
- 11% Team
- 1% Bounty programs
- 20% Reserved for the platform and partners