INTRO

THE FUTURE OF PLAY
Screentime is up

Together time is down
89% of parents in the US say technology regularly interferes with their interaction with their child.

Behavioral pediatrician Jenny Radesky’s 2017 survey on the effects of excessive screen time between parents and children under five.
“Play is being joyfully immersed in the moment, and as adults, we rarely do that.”

Catherine Tamis-LeMonda, Professor of Developmental Psychology at New York University

“Family game night once a week can promote bonding, creative thinking and problem-solving skills.”

The Bump
WHAT'S NEXT

Virsix Games | 5
GAME CHANGER

WE ARE

Using tech to bring people together, not apart

Reimagining how people play together

Remixing analog play with cutting-edge technology

- AI
- Smart-Speakers
- NFC
- Augmented Reality
- Voice-Control
- Machine Learning
- And more...

THE FUTURE OF PLAY

Virsix Games
WE MADE

THE WORLD’S FIRST
ALEXA POWERED MURDER-MYSTERY BOARD GAME
Alexa, accuse the Mayor of murder.
WHICH MADE EVERYONE TALK ABOUT US
HOW WE MAKE MONEY

- Consumer Product Sales
- Licensing Intellectual Property For Royalties
- Co-Development Collaborations
WHERE WE'RE AT

9 GAMES
Optioned to a top global board game/toy company

2 GAMES
On hold with a top global board game/toy company

10+ GAMES
In Development
MARKET IS HERE

65% of respondents say that they would never go back to life without an AI speaker.

41% of respondents say they purchase AI powered speakers to entertain children and families.

25% of respondents say they use AI powered speakers to play digital interactive games.
**MARKET STATS**

**VOCAL ASSISTANT MARKET**

- **+ 1000%**
- **275 Million Units**
  - By 2023
  - (Up from 25 Million units in 2018)

**NFC MARKET**

- **+ 18%**
- **$50 Billion**
  - By 2025
  - (Up from $40 Billion in 2018)

**SMART TOY MARKET**

- **+ 200%**
- **$18 Billion**
  - By 2023
  - (Up from $6 Billion in 2018)

**DIGITAL GAMES MARKET**

- **+ 37%**
- **$160 Billion**
  - By 2022
  - (Up from $117 Billion in 2018)

**TABLETOP MARKET**

- **+ 66%**
- **$12 Billion**
  - By 2023
  - (Up from 7.2 Billion in 2018)

**AR GAMING MARKET**

- **+ 153%**
- **$280 Billion**
  - By 2023
  - (Up from $170 Billion in 2017)
WHAT'S NEXT

RELEASE 10 GAMES GLOBALLY
Self-publish + License

CONTINUE DEVELOPING STRATEGIC PARTNERSHIPS
with the Top 10 toy, games and technologies companies

GLOBAL DISTRIBUTION
Online + Retail

FURTHER DEVELOP PROPRIETARY VOICE TECH PLATFORM
as emerging tech reaches global mainstream adoption rates
WHY VIRSIX

CREATIVITY + VISION
Pioneering an industry
High growth market
Building human connections

PROVEN SUCCESS
Sales
Partnerships
Awards + Media

TEAM + EXECUTION
Industry-leading experience
Top gaming, film and technology profiles
CONTACT@VIRSIX.GAMES
Looking forward to your email

+1 (310) 999-0492
Call us, we love to chat

https://www.virsix.games
Visit us and look around

Hello,
Contact us

THE FUTURE OF PLAY