

The Metaverse, Gaming And Bangladesh

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Key Themes

What is the Metaverse?

Gaming and the Metaverse

Global Gaming Industry Boom

Rapid Growth in E sports

Gaming and Metaverse Opportunities in Bangladesh

Metaverse New Ways For People To Connect And Interact With Each Other In A Virtual Space.

Metaverse Applications Across Different Industries



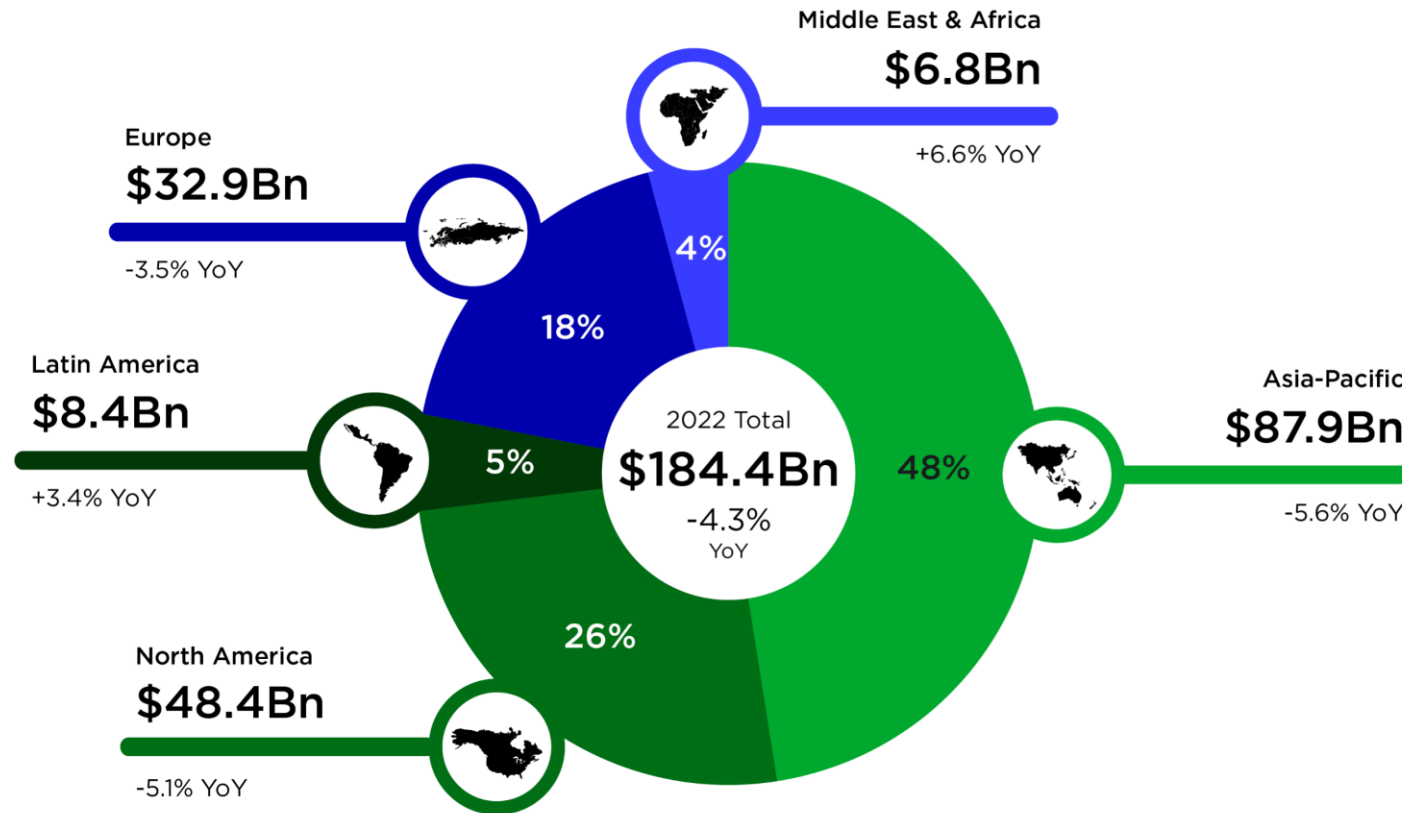


Global Gaming Market



2022 Global Games Market

Per Region With Year-on-Year Growth Rates



49%

of all consumer spending on games in 2022 will come from China and the U.S.



China Total
\$45.8Bn



U.S. Total
\$45.0Bn

... consumer and game services like revenues estimates trade or ng and games, console and peripheral hardware, B2B services, and the online gambling and betting industry.

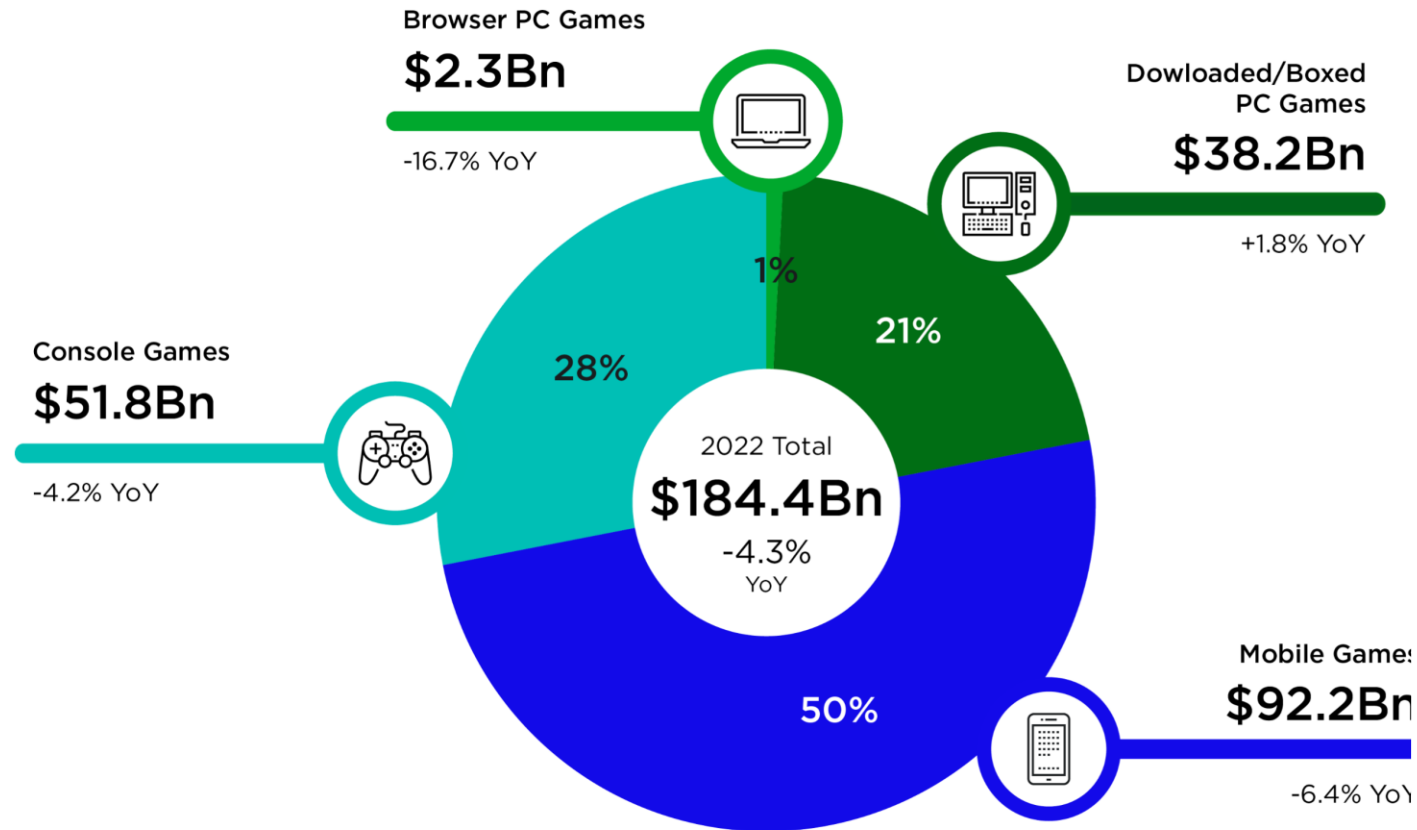
Source: ©Newzoo | Global Games Market Report | November 2022

newzoo.com/globalgamesreport



2022 Global Games Market

Per Segment With Year-on-Year Growth Rates



\$92.2Bn

Mobile game revenues in 2022 will account for 50% of the global market

Compass consumer
as: physical and
copies, in-game
scription services like
Mobile revenues
ng. Our estimates
e: condhand trade or
ts, advertising
in and around games,
console and peripheral hardware, B2B
services, and the online gambling and
betting industry.

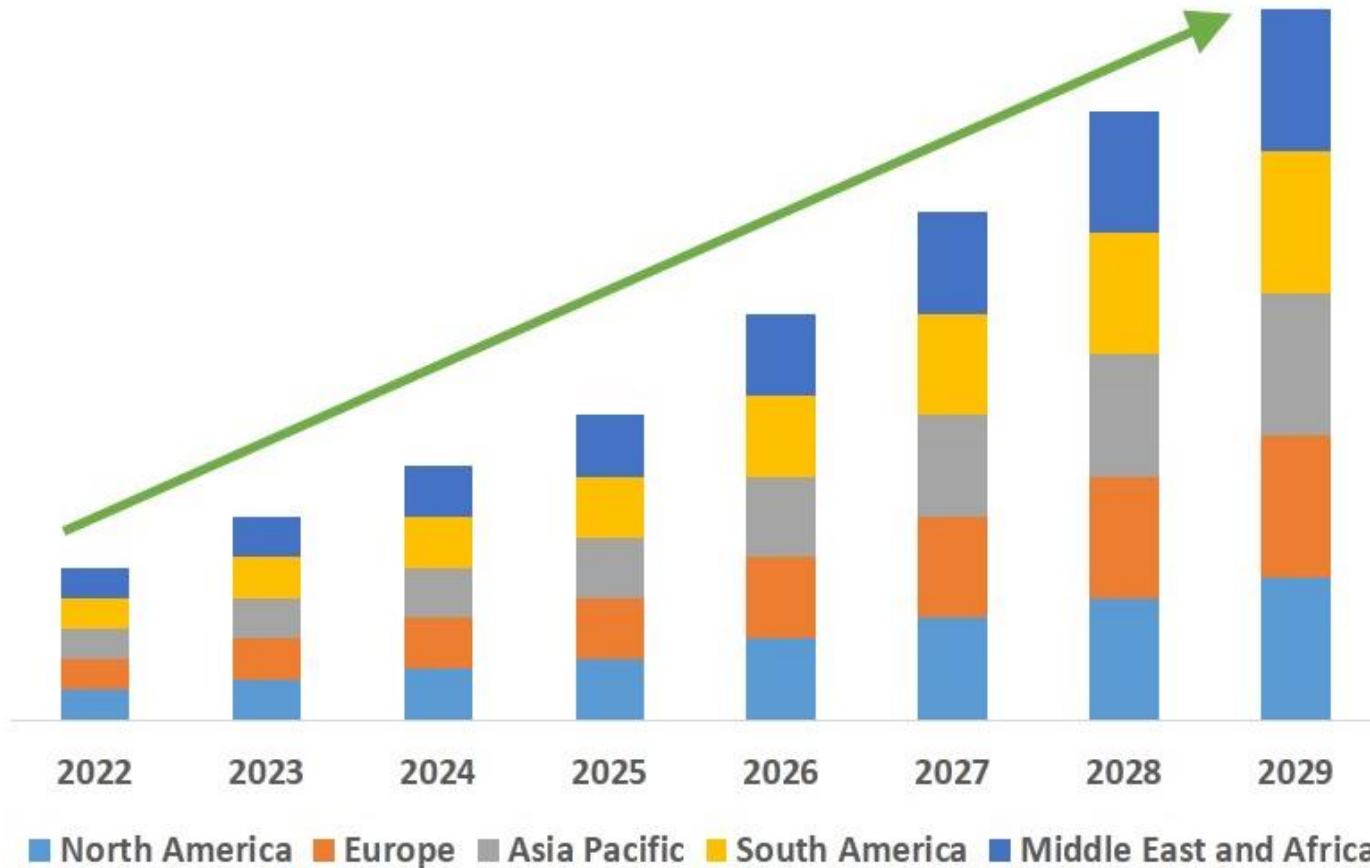
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newzoo.com/globalgamesreport

DIGITAL GAME REVENUES 2019 IN BILLIONS



Source: Newzoo, "Global Games Market Report 2019," June 2019

Global eSports Market is Expected to Account
for USD 5.80 Billion by 2029



Global eSports Market, By Regions,
2022 to 2029



DATA BRIDGE MARKET
RESEARCH

JAPAN BY THE NUMBERS

(2020)

126.4M

Population

75.3M

Total gamers

\$19.5B

Overall video game
market value

6.64H

Average number of hours
gamers spent playing
per week

12%

Percentage of gamers
who played >20 hours
per week

The Chinese gaming market is the largest in the world, with an estimated value of over \$46 billion in 2021.

Mobile gaming is the dominant platform in China, accounting for over 60% of the market share. Popular mobile games in China include Honor of Kings, PUBG Mobile, and Peacekeeper Elite.

China has 700mn + gamers out of a population of 1.4 bn so Bangladesh should have 80 mn

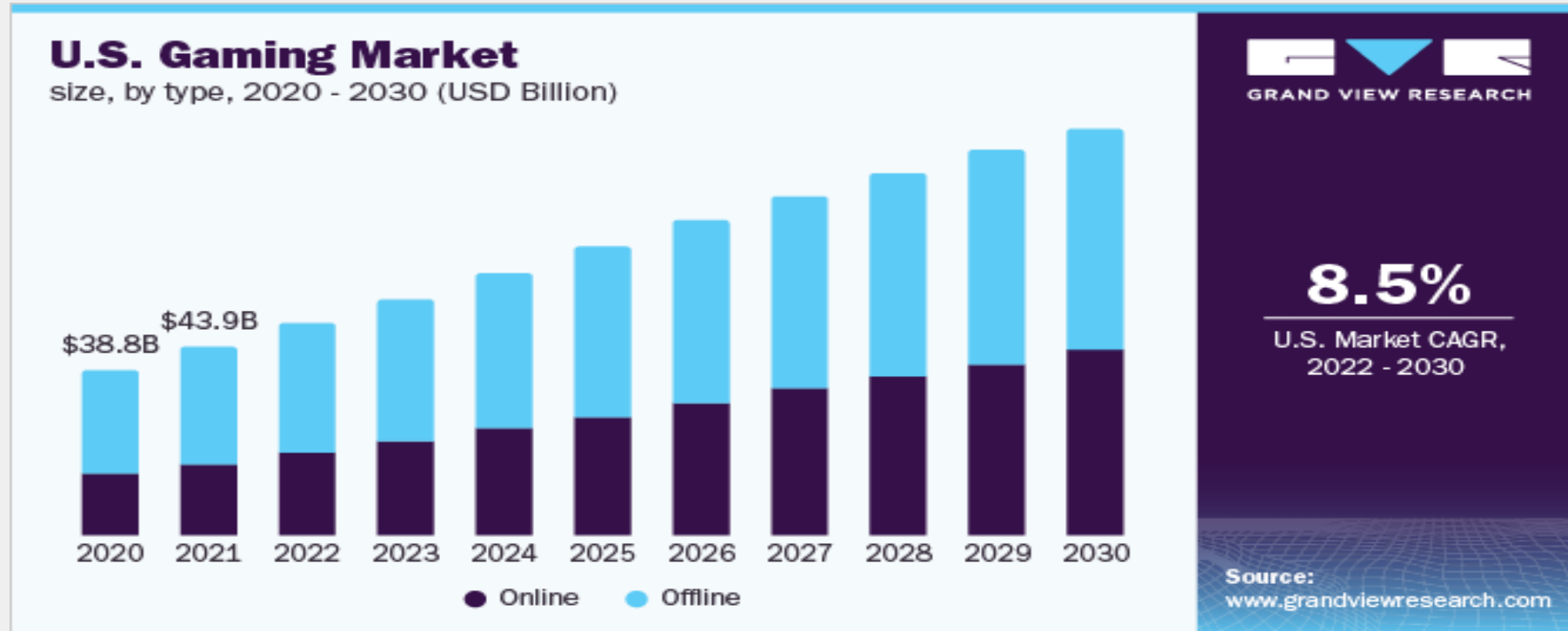


Console gaming remains popular in the US.

PC gaming has a growing number of gamers opting for high-end systems to play complex games.

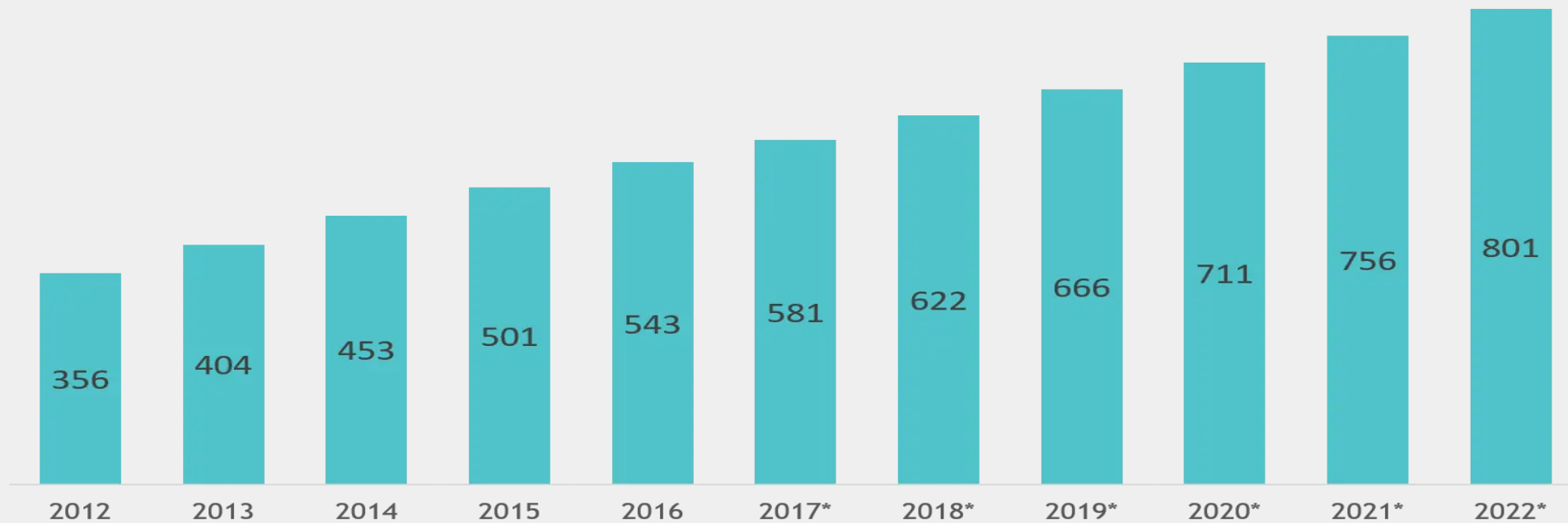
Mobile gaming is one of the fastest-growing segments of the US gaming market, with revenues expected to exceed \$90 billion by 2023.

Esports is also a rapidly growing segment of the US gaming market.



India Has 500 mn gamers out of 1.4 bn population...Bangladesh should have 62 million gamer potential...

Market size of gaming across India from 2012 to 2022 (in million U.S. dollars)



*FORECAST
SOURCE: TechSci research



Faction eGaming Platform

Competitive Landscape: Improved discoverability and follower related analytics will differentiate Faction's eGaming platform from key competitors.

Faction Key Features: Artificial Intelligence Powered & Social Groups, Gamification and Monetization Experience, Marketplace & Rewards.

Faction eGaming Platform

AI Components:

- **Assist in growing followers**
- **Assist in content creation**
- **Assist in interpreting viewer behavior and reactions to content**
- **Gamer Gaming Statistics**
- **AI Game Plugins to improve gameplay and fun**

Objectives:

- **Expanding the platform locally and internationally.**
- **Encouraging gamers that want to compete professionally in esports.**
- **Manage international funding.**
- **Training ICT professionals.**

Faction Intends To Bring Top Video Gaming Companies Into Bangladesh's Gaming Ecosystem

BIGGEST VIDEO GAME COMPANIES IN THE WORLD

SONY	\$28.2 billion	ELECTRONIC ARTS	\$7.0 billion
MICROSOFT	\$16.2 billion	EPIC GAMES	\$5.8 billion
TENCENT	\$13.9 billion	TAKE-TWO INTERACTIVE	\$3.5 billion
NINTENDO	\$13.8 billion	BANDAI NAMCO	\$3.1 billion
ACTIVISION	\$7.4 billion	UBISOFT	\$2.5 billion

THANK YOU

