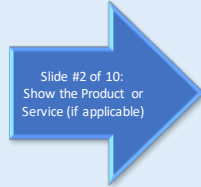
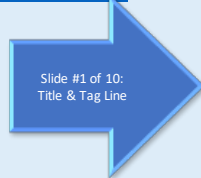
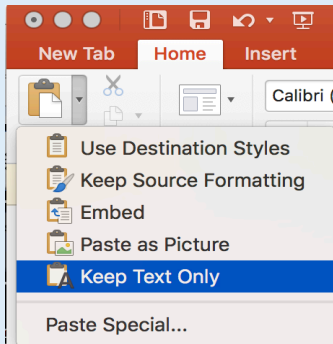




[Optional] Please Read (if want to create a presentation of your business model): Below you will see 10 slides that have been created for you for your start-up presentation. The contents are based on the answers that you entered earlier in the course. You can click on each of the items below on all 10 pages in order to be taken automatically to the point in this Excel file where the content is linked to. I have provided many PowerPoint templates for you and all you have to do is copy the items below and paste special into whatever template you want to use. [Please click me to go to my website so you can download a PRESENTATION template to use.](#)

[Per the image below, please make sure to paste as text only in the PowerPoint template. Please click me to watch a video for more instructions](#)



<p style="text-align: center;">Shark Virtual Reality Software</p> <p style="text-align: center;">Virtual reality software that puts you in movies and video games</p>	<p style="text-align: center;"><u>0</u></p> <p style="text-align: center;">Click me to go STEP 1 and type a description of your product and/or service.</p>
	<p style="text-align: center;">On this slide just show the product or service. Click me to go to where you created this in STEP 3</p>

<p>Slide #3 of 10: Your Management Team (and Advisors if applicable)</p>	<h3>Management & Board Advisors</h3> <p>CEO and Founder: Tony Shark Marketing Manager, Social Media: Ryan Notreynolds Vice President of Sales and Marketing: Scarlet Hanjosen</p>  <p>Board Advisor: Gates William: Vice President, Engineering: Microsoft Board Advisor: Godin Seth: Vice President of Marketing: Gamble & Proctor</p>	<h3>Management & Board Advisors</h3> <p>Click me to go STEP 4 Outputs and select a name to show up first Click me to go STEP 4 Outputs and select a name to show up second Click me to go STEP 4 Outputs and select a name to show up third</p> <p>Board Advisor: if you entered the name of board advisor #1 in STEP 4, then it will be updated here. Click me to go there. Board Advisor: if you entered the name of board advisor #2 in STEP 4, then it will be updated here. Click me to go there.</p>
<p>Slide #4 of 10: Industry Problem</p>	<h3>Industry Problem</h3> <p>The problem with the movie market is that the growth of the market is anemic and large media companies are looking for ways to reignite revenue and profitability growth.</p>	<h3>Industry Problem</h3> <p>Please click me to go to STEP 6 and type what the problem is in your industry.</p>
<p>Slide #5 of 10: Industry Solution</p>	<h3>Industry Solution</h3> <p>We believe that our company solves the problem that large media companies are having with anemic growth, as our company offers a very high margin and scalable revenue model with high visibility given the nature of our subscription offering; we are confident that virtual reality programming is the key future growth driver for the movie market.</p>	<h3>Industry Solution</h3> <p>Please click me to go to STEP 6 and type what the solution is in your industry.</p>
<p>Slide #6 of 10: Future Milestones</p>	<h3>Future Milestones</h3> <p>We are in late stage discussions with Netflix to sign an exclusive 10 year VR contract.</p>	<h3>Future Milestones</h3> <p>Please click me to go to STEP 10 and type a future product or service milestone.</p>

<p>Slide #7 of 10: Total Addressable Market (T.A.M.)</p>	<p>Total Addressable Market</p> <p>The Total Addressable Market (T.A.M.) size of the market that we compete in is \$32 billion for the movie industry and \$138 billion for the video game industry for a combined total of \$170 billion. The growth rate of the T.A.M. is 2% for the movie industry and 5% for the video game industry. [Source: IBIS World for the movie industry data and Statista for the video game industry: https://www.ibisworld.com/industry-trends/market-research-reports/information/motion-picture-sound-recording-industries/movie-video-production.html for the movie industry and https://www.statista.com/statistics/246888/value-of-the-global-video-game-market/ for the video game industry.]</p>	<p>Total Addressable Market</p> <p>If you wrote a sentence or a short paragraph on your TAM in STEP 6 inputs, then it will appear here.</p>																														
<p>Slide #8 of 10: Financials</p>	<p>Financials*</p> <p>This page is intentionally blank.</p> <p><small>* We are happy to provide our detailed financials upon request. Please see our contact details on the last page.</small></p>	<p>Financials*</p> <p>Revenue and Net Income Forecast Highlights (in Canadian dollars)</p> <table border="1"> <thead> <tr> <th></th> <th>Year 1</th> <th>Year 2</th> <th>Year 5</th> <th>Year 10</th> </tr> </thead> <tbody> <tr> <td>Revenue:</td> <td>0,000</td> <td>0,000</td> <td>0,000</td> <td>0,000</td> </tr> <tr> <td>Net Income:</td> <td>0,000</td> <td>0,000</td> <td>0,000</td> <td>0,000</td> </tr> <tr> <td>Gross Margins:</td> <td>N/A</td> <td>N/A</td> <td>N/A</td> <td>N/A</td> </tr> <tr> <td>Operating Margins</td> <td>N/A</td> <td>N/A</td> <td>N/A</td> <td>N/A</td> </tr> <tr> <td>Net Profit Margins</td> <td>N/A</td> <td>N/A</td> <td>N/A</td> <td>N/A</td> </tr> </tbody> </table> <p><small>* We are happy to provide our detailed financials upon request. Please see our contact details on the last page.</small></p>		Year 1	Year 2	Year 5	Year 10	Revenue:	0,000	0,000	0,000	0,000	Net Income:	0,000	0,000	0,000	0,000	Gross Margins:	N/A	N/A	N/A	N/A	Operating Margins	N/A	N/A	N/A	N/A	Net Profit Margins	N/A	N/A	N/A	N/A
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Operating Margins	N/A	N/A	N/A	N/A																												
Net Profit Margins	N/A	N/A	N/A	N/A																												
<p>Slide #9 of 10: Competition</p>	<p>Competition</p> <p>Our 3 largest competitors are HTC, Oculus (Facebook) and Sony. Our competitive advantages include: we are the lowest cost producer in the VR industry and we have a patented proprietary Shark Virtual Reality Platform Solution® with an exclusive contract from Disney's Marvel Studios.</p>	<p>Competition</p> <p>Please click me to go to STEP 7 and answer the competition questions. Once you complete the answers for your top 3 competitors and your competitive advantage, then the 4 aforementioned answers will appear on this slide.</p>																														
<p>Slide #10 of 10: Contact Details</p>	<p>Contact Details</p> <p>Tony Shark 999-867-5309 tony@sharkvirtualreality.com</p>	<p>Contact Details</p> <p>Please click me to enter your name, # and email.</p>																														