

A FILM LIT PUBLISHING COMPANY

JUMPVERSE

Designing the Future of Literature and Film



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THE PROBLEM

In today's digital age, traditional literacy rates are declining, and the film industry faces challenges in maintaining a stable workforce. Jumpverse is addressing these challenges by offering immersive storytelling experiences that promote literacy and inspire individuals to pursue careers in the film industry.

From reading disengagement to strikes and poor work life balance, Jumpverse's mission is to provide a future for creatives that grows with societal times and beyond.

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LOW LITERACY COSTS THE USA

\$225 BILLION YEARLY

IN LOW PRODUCTIVITY



GENERAL IMPACT OF LITERACY

Low literacy in parents lead to low literacy in children 72% of the time

ECONOMIC IMPACT OF LITERACY

Decreased literacy leads to increased need for public financial aid

SOCIAL IMPACT OF LITERACY

It shapes how we learn, work, and socialize.

OUR SOLUTION

Get ready to experience reading like never before with our flagship product, the Jumpbook! It's not just a book—it's an adventure that combines the best of film and literature. With integrated jump points, you can dive deeper into the story through your mobile device or computer, unlocking stunning visuals and interactive bonuses that bring the narrative to life.

But that's not all! Our cutting-edge workshops, educational materials, and immersive storytelling experiences are designed to ignite the passion of future storytellers and readers. We're committed to building a vibrant and sustainable future for the film industry, offering creatives stable opportunities and a healthy work-life balance to truly live their dreams.

OUR FLAGSHIP PRODUCT

THE

JUMPBOOK

**CREATED WITH DIGITAL AND PRINTED JUMP POINTS
FOR VISUAL AND INTERACTIVE CONTENT.**

ADDITIONAL SERVICES



**SUBSCRIPTIONS | AUTHOR SERVICES | CORPORATE SERVICES | FILM PRODUCTION |
PRODUCTION WORKFORCE**

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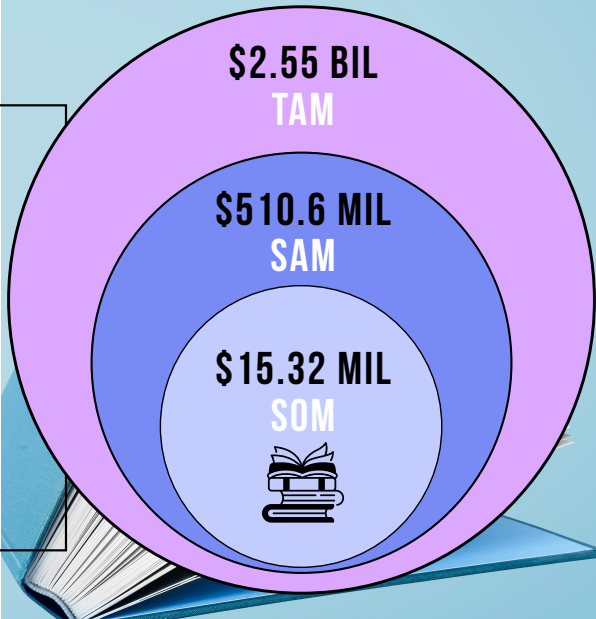
MARKET OPPORTUNITY

AVID READERS IN GA = 3.9276 MIL

20% AVID READERS = SAM

3% SAM = SOM

AAR = \$650 (RETAIL SALES)



BUSINESS MODEL: DIVERSE REVENUE STREAMS

Our revenue streams include retail sales, various services and advertising, providing multiple avenues for growth and profitability. Our subscription service utilizes a freemium business model, offering a combination of free and premium content.

SUBSCRIPTION REVENUE:

\$20 PER MONTH PER SUBSCRIBER, \$240 ANNUALLY

SOM = \$5.6557 MIL

RETAIL SALES:

\$650 PER CUSTOMER PER YEAR

SOM = \$15.32 MIL

AUTHOR SERVICES:

\$5,000 PER AUTHOR FOR SELF-PUBLISHING SERVICES

SOM = \$6.635 MIL

REVENUE STREAMS:

MONTHLY SUBSCRIPTIONS, RETAIL SALES, CORPORATE SERVICES, FILM

PRODUCTION SERVICES, AUTHOR SELF-PUBLISHING SERVICES,

PRODUCTION CREW WORKFORCE, LIBRARY LICENSING, AND ADVERTISING.



GO-TO-MARKET

Marketing Campaigns:

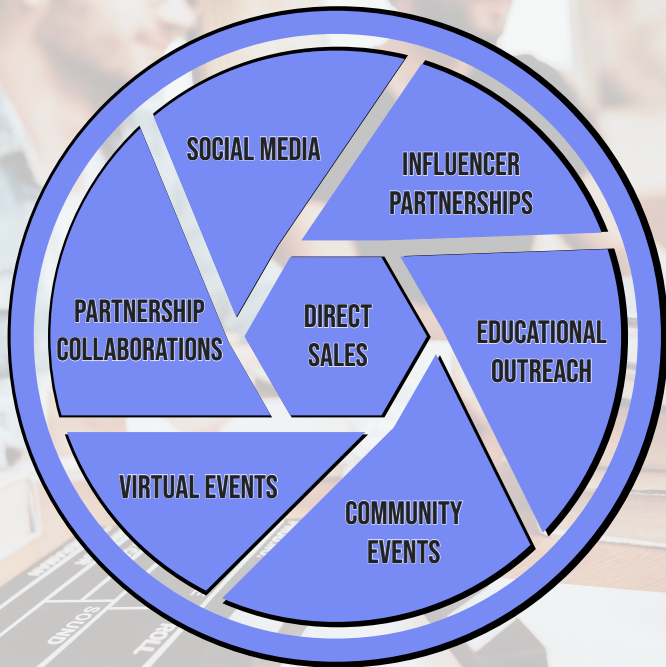
Social media, influencer partnerships, and educational outreach.

Partnerships:

Collaborations with schools, libraries, and community organizations.

Events:

Hosting webinars, workshops, and reading events to build community engagement.



OUR TARGET AUDIENCE

Jumpverse will reach our target audience through digital channels, social media, and strategic partnerships. Our marketing strategy focuses on creating engaging content and building a strong brand presence to attract and retain customers.

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JUMPVERSE



READERS & BOOK LOVERS

FILM ENTHUSIASTS

ASPIRING WRITERS & FILMMAKERS

EDUCATORS

CREATIVE PROFESSIONALS

TECH ENTHUSIASTS

NON-PROFITS WITH A LITERACY COMPONENT



COMPETITIVE ANALYSIS

amazon



WHILE THERE ARE OTHER PLAYERS IN THE MARKET, JUMPVERSE STANDS OUT THROUGH OUR INNOVATIVE APPROACH TO STORYTELLING. BY INTEGRATING LITERATURE AND FILM, WE OFFER A UNIQUE AND COMPELLING VALUE PROPOSITION THAT SETS US APART FROM THE COMPETITION.

Differentiators: Unique combination of film and literature, interactive content, and focus on underserved communities.

Barriers to Entry: Proprietary technology, established partnerships, and a growing subscriber base.

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JUMPVERSE



OUR WINNING EXECUTIVE TEAM AND MENTORS



KEISHA KELLEE ANN

FULL TIME CEO



CALVIN A GREER

ADVISOR

DIRECTOR OF FILM PRODUCT MANAGER



MIKAEL G BETRU

ADVISOR

DIRECTOR OF MARKETING & ACQUISITIONS



ANDRE BLACK

ADVISOR

CHIEF PRODUCT OFFICER AT ALLEGO



TEAM NEEDS

CHIEF TECHNOLOGY OFFICER

COMMUNITY MANAGER

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WHY THIS CEO

I am uniquely capable of solving the problem Jumpverse addresses because storytelling is my passion and purpose. With a deep history in the film and literature industries, I have firsthand experience with the challenges they face. As a mother of a son with a learning disability, I've seen the impact these issues have on families. The recent film industry strikes have affected my household income and that of my fellow filmmakers. Jumpverse is the solution we need to overcome these challenges and provide more for our community.

COMPANIES WE'VE WORKED WITH & FOR



MILESTONES: 2024

Jumpverse Launch

NOVEMBER 16TH, 2024

J1 - APRIL/MAY 2024

Idea, Website & Social Media Accounts, Business Plan, Pitch Deck, Prototype, Business Logo and Colors, Outline of 1st Jumpbook Complete.

J2 - JUNE/JULY 2024

Create and assemble 1st Complete Jumpbook, Build Brand, Get Community Feedback, Participate in Community Film Festival Event.

J3 - AUG/SEP 2024

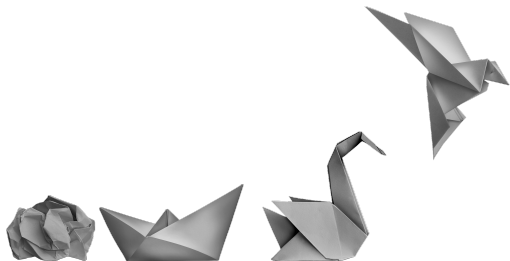
Build Email List, Reach Out for Partnerships, Create Sneak Peaks and Engaging Content, Send Out Sample Chapter, Do Joint Readings and Blog Interviews, Feedback Loop on Test and Develop Tech System, Advertise Pre-Orders for Launch.

J4 - OCTOBER 2024

Get Pre-Orders for Launch. Feedback Loop on Test and Develop Tech System.



PHASES: I - IV



Continuous AI education and adaptation



PHASE I

Launch 1st Jumpbook
Build out interface for library
QR Guerilla Marketing
Build up workforce job board
Manuscript Acquisitions
Advertising

PHASE II

Launch Subscription Service
Film Production Services
Corporate Services
Education Services
Author Marketing Services

PHASE III

Launch Library Licensing
Game Environment Mapping
Metaverse R&D

PHASE IV

Launch VR/AR Reading Room
VR/AR Community

THE ASK:
SEEKING \$1 MILLION IN PRE-SEED FUNDING

**TO ACCELERATE GROWTH, EXPAND PRODUCT OFFERINGS,
AND ENHANCE MARKET PRESENCE**

INVESTOR BENEFITS:

**EQUITY STAKE, EARLY ACCESS TO NEW FEATURES, AND
POTENTIAL FOR HIGH RETURNS**

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2 JUMPVERSE



ACHIEVE ARR IN 24 MONTHS
\$5.65 MIL





IN CONCLUSION: THANK YOU, LET'S TAKE OFF!

Jumpverse is on a mission to transform storytelling and inspire a new generation of storytellers. Join us on our journey as we revolutionize the way stories are told and experienced, creating immersive and unforgettable experiences for audiences around the world.

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