



RENDEZVERSE

Whitepaper

Contributors

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RendezVerse

A.I. Powered Exhibition & Trade Show Metaverse

Overview

The AI powered metaverse for trade shows, conferences and corporate meetings. A virtual exhibition centre dedicated to delivering trade shows effectively and efficiently, netzero friendly and incredible economies of scale.

Welcome to the **RendezVerse**.

The Vision

The metaverse is going to be perfectly formed for events. Business to business (B2B) trade shows, conferences and corporate events are the largest segment of the global events industry (worth \$1.06 trillion, 2019 Statista). Yet all current major metaverse projects are focused on consumer driven applications such as; gaming, social/music events, networking or the trading of digital assets.

A combination of forces is converging to fundamentally shift the way the corporate segment of the events market will work in the future. Those forces are; an irrevocable and accelerating push towards greener and more sustainable business practises, the convergence and evolution of AI and VR technologies and the considerable economies and efficiencies that virtual events have over traditional in-person alternatives. These together are poised to start a chain of disruption that will change the way this industry runs forever.

Background

London based Worldwide Events Ltd WWE (www.wwideevents.com) is a leading trade show organiser in the travel, green technology and blockchain sectors. Over the past 15 years, the company has developed a suite of AI driven matchmaking and scheduling software. This drives the highly efficient matchmaking of the buyers and sellers at their events.

The platform ensures that all participants meet the most relevant matches to them in the time available, rather than leaving it to chance, as so often happens at more traditional events. This makes the events so much more productive for all attendees. WWE continues to be real innovators in developing trade show formats that increase the return on the investment and the time invested by participants.

Significantly in addition to its live events, WWE already owns and runs a range of web-based “virtual only” events (under the Justmeet Fintech, Wyred Travel and NetZero Meetups brands).



The Market

The global corporate exhibitions, conferences and corporate events market was valued at \$1,000 bn in 2019. It is projected to be \$1.62bn by 2028 (Source: Statista). The market currently breaks down into three main segments.

- Trade Shows and exhibitions. Where buyers and suppliers from the same industry come together. Household name events like the Consumer Electronics Show, The Mobile World Congress and the Geneva Motor show are some of the biggest events. However, the market is very diverse. According to conventionindustry.org, there are nearly 30,000 trade shows planned globally in 2023.
- Conferences and Seminars- Where industries meet to discuss the latest trends and developments. Conference Hound research shows that there are 500,000 such events in the USA alone each year. There are over 1 million conferences each year globally
- Corporate Events- These are events run remotely by companies for their staff or customers. The most common types of corporate events are; product launches, team building, workshops and corporate board meetings.

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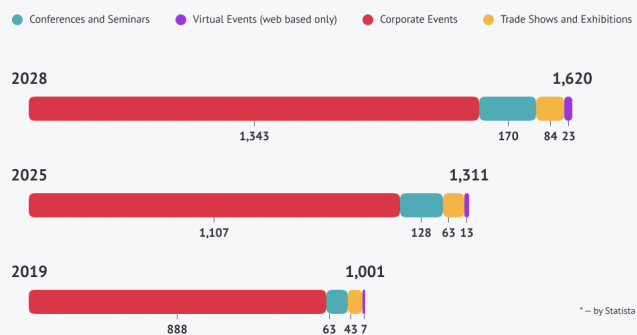
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Market Breakdown, \$bn





RendezVerse as a Metaverse

The traditional trade show and conference model of today can be characterised as multiple global suppliers of products or services in a defined business sector (i.e., construction, gaming, healthcare, financial services, travel, telecoms etc.), travel from a wide variety of globally diverse locations to a faraway city hosting the trade fair or conference. On site the companies temporarily build their own branded booths/environments within the physical exhibition space, before taking it down again after the event is finished. Over the course of the event the buyers of the products and services, walk around the halls of the trade show hoping to find the product or service they need or to discover innovations that they can use in their own business. There are multiple inefficiencies here; not just financially, but on people's time and on our global carbon footprint. If we started today, we would simply never create this model.

So, what would the future model of B2B events look like if we built it today? Introducing The RendezVerse, the world's first digitally based environment, designed specifically for the needs of the global exhibitions, conferences and corporate events industries. With a range of optimised digital spaces, built within the 200,000 square meter facility, virtually housed in the heart of the trade show capital of the world, Las Vegas. RendezVerse will be a fully explorable extended reality (XR) environment bridging the gap between physical and digital in a seamless experience using the latest VR technology.

Cryptographic protocols and blockchain will be used to manage digital real estate, value transfer and distribution of incentives all powered by the \$NGAGE token. Crucially there will be an extra layer of technology underpinning the platform's functionality, our AI and proprietary matchmaking technology will also be embedded into the platform. This will ensure that when you visit an event at RendezVerse, you will be recommended and introduced to the buyers and sellers that are most suited to your business requirements.





Problems & Solutions

Problem

- Events are inefficient on people's time. Wandering around the halls of a trade show or a large industry conference.
- Events, conferences and the corporations involved, all have Netzero by 2050 at the latest. Most outside the energy sector are targeting well before that.
- Events are inefficient on costs. For a company to attend an international trade show. They need to fly staff in from all over the world, house them and feed them, they need to rent the floor space, build and then take down their physical presence.
- Industry conferences are essential, but they can be dry and one dimensional.
- It's impossible or very expensive to show your products to buyers in many industries. Think hotels, property developments, planes, boats, trains the list goes on and on....

Solution

- Our proprietary tech ensures that everyone meets their top matches in their given time at an event.
- Events that take place in the metaverse have no flight, no hotel stays and a very small carbon footprint.
- An event in the metaverse will require a fraction of this expense for the same result for companies. Which is to meet buyers of their products and services.
- Conferences held in the metaverse can be full immersive and interactive events that can be experienced from your own desk.
- In the metaverse, you can take a travel agent on a VR tour of your hotel in Mexico, or have a virtual tour of an off-plan apartment in a property development in Shanghai with a potential buyer. There are almost endless examples of how this feature of RendezVerse can help with product sampling. All of this done without anyone leaving their desk.



Proprietary Technology

Worldwide Events owns the Face2Face technology platform, a highly sophisticated and unique proprietary software, which is used to schedule unlimited meetings at an event. With business rules that have been fine-tuned over ten years of development and hundreds of events, our software allows delegates to create a set of meeting preferences and receive recommendations on their top matches for enhanced quality meetings.

To do so, our software integrates with a third-party recommendation engine that uses machine learning and AI to suggest the people/matches with the most business potential. Our development roadmap is to build our own machine learning and AI recommendation engine for RendezVerse.

Meet2Earn – Buyer Incentive Program

The core business model for trade shows and to a lesser extent for B2B conferences. Is based on suppliers of goods and services connecting/meeting with the buyers of those goods and services. In simple terms these events monetise the suppliers need to meet buyers.

So, it follows that the higher quality the buyers an event attracts, the greater the event's power to charge suppliers to attend. This is so key that in the real world, events incentivise the best buyers with whatever they can: first class flights, hotel suites, premium hospitality and even expensive gifts are common for the top buyers in an industry.

In RendezVerse we can use \$**NGAGE** tokens to drive a Meet2earn model. This is where event organisers can incentivise buyers to engage with suppliers more frequently and thus increase the return on time for all attendees.

Our Meet2earn programme also builds communities of buyers that have a personal interest in \$**NGAGE's** success: Thus making RendezVerse an even more attractive venue to host their events.

Business Model & Activities

The general business activities of RendezVerse will fall under the following categories.

- The renting of virtual exhibition space to event organisers
- The renting of virtual conference space to organisers and corporate users
- The renting of virtual training facilities to training companies and corporate users
- The provision of AI matchmaking and scheduling services to events in the metaverse
- Promoting our own events
- Sale of virtual real estate to event promoters & NFT holders
- Generation of First and only time NFTs. There will be a lot of firsts at RendezVerse (e.g., the first virtual trade show pass for each industry, the first metaverse booth for big corporations: Google, IBM, Coca-Cola....)
- In metaverse advertising



- Data collection

Value Proposition

RendezVerse brings value through its unique mixture of experience in key areas for success and existing IP. The team combines specialists in business-to-business events, crypto, project incubation and existing proprietary tech.

A.I. Powered Business Connections

Our existing A.I., machine learning and proprietary smart-meeting scheduling software suite, is already live and working at WWE events. It can easily be scaled and deployed in a metaverse environment. This delivers significant efficiencies over existing standard industry practices.

Net Zero Friendly

On November 10th 2021, at COP26 in Glasgow, The Joint Meetings Industry Council, an organisation standing for 109 of the world's largest events companies. Committed to making the industry Net Zero on carbon emissions by 2050. To do this the events industry will simply have to go virtual as travel to and from events is the largest factor in CO2 emissions related to events.

Financial saving for attendees to our events

For a large company attending a major trade show the costs per show are on average \$250,000. This includes exhibition space, booth build, travel and subsistence of staff. In the metaverse this can be achieved for a fraction of the costs.

RendezAD

RendezAD brings a valuable revenue stream into RendezVerse, through the sale of NFTs and advertising revenue. We will offer investors the opportunity to buy NFTs representing the limited availability ad space types that will be at each event, and those investors will benefit from 50% of the revenue generated from the advertising.

The RendezAD types will be:

- Hanging RendezAds - 250 available
These will hang above the aisles as you browse through the exhibitions
- Large Totems - 100 available
Large brightly lit advertising columns in the middle of the room and zones will help attract a lot of prying eyes.
- Walking Boards - 500 available
Buy one of our walking board androids and see the power of their visibility.



The RendezVerse Marketplace

Within the RendezVerse environment corporate clients will require a range of services, including but not limited to:

- Virtual trade show booth design and build services. We will have an RendezVerse store, populated with a range of pre-designed virtual trade booths, which can be customized for each client's branding needs,
- AR/VR presentation tools for clients to use within the metaverse for conferences and corporate meetings
- AR/VR content creation services. As the metaverse grows the demand for virtual content provision will grow with it.
- Data and advertising services

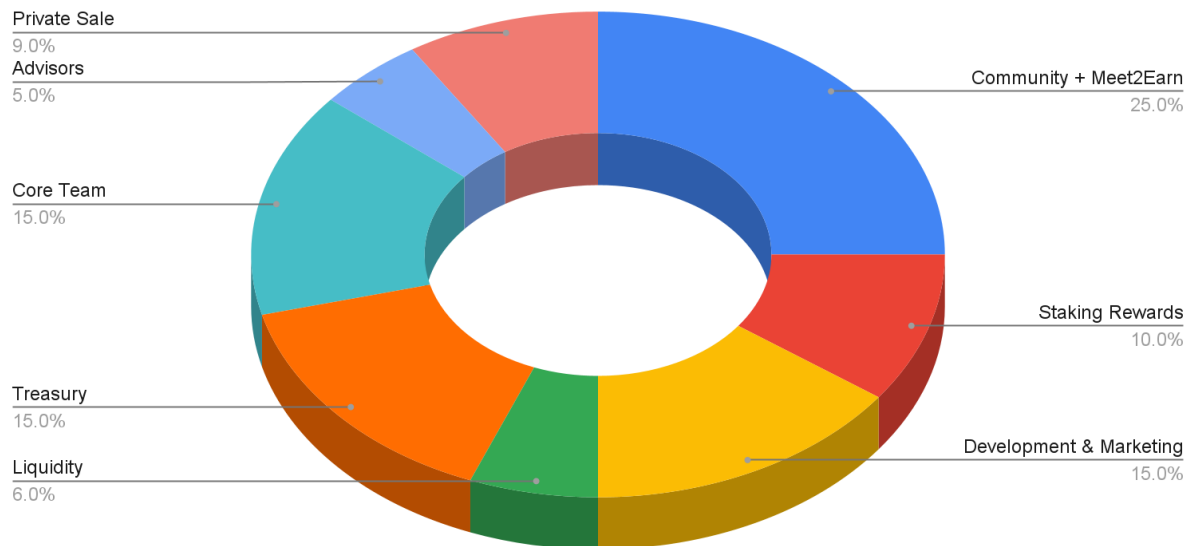
We also envision allowing third party application developers to access the store to provide these and other services, with RendezVerse taking a fee for each transaction



Tokenomics

Token Distribution

Distribution	Amount	%	Notes
Community + Meet2Earn	250,000,000	25.0%	0% unlocked at TGE, then released over 48 months
Staking Rewards	100,000,000	10.0%	Released over 5 years (daily)
Development & Marketing	150,000,000	15.0%	0% unlocked at TGE, then released over 48 months
Liquidity	60,000,000	6.0%	Will be used as per liquidity needed on DEX and CEX
Treasury	150,000,000	15.0%	0% unlocked at TGE, Will be used as per the need.
Core Team	150,000,000	15.0%	Locked for 12 months then 18 month vesting schedule
Advisors	50,000,000	5.0%	Locked for 6 months then 12 month vesting schedule
Private Sale	90,000,000	9.0%	See specifics below
	1,000,000,000	100.0%	



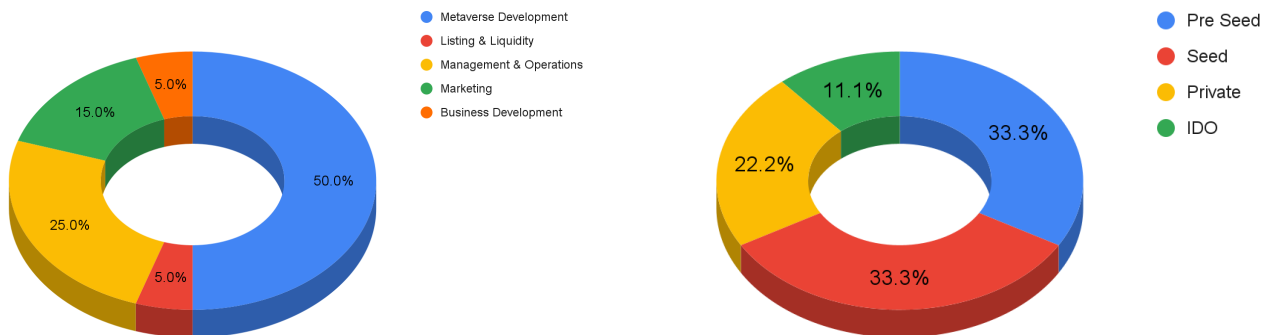


Token Sale

Token Sale	Amount	%	Price	Total	Notes
Pre Seed	30,000,000	3.0%	\$ 0.040	\$ 1,200,000	5% TGE followed by 12 month vesting
Seed	30,000,000	3.0%	\$ 0.060	\$ 1,800,000	7.5% TGE followed by 10 month vesting
Private	20,000,000	2.0%	\$ 0.080	\$ 1,600,000	10% TGE followed by 10 month vesting
IDO	10,000,000	1.0%	\$ 0.100	\$ 1,000,000	20% TGE followed by 5 month vesting
	90,000,000			\$ 5,600,000	\$775k Initial Market Cap

Use of Funds

Use of Funds	Amount	%	Notes
Metaverse Development	\$ 2,800,000	50.0%	Build out of the Metaverse
Listing & Liquidity	\$ 280,000	5.0%	IDO liquidity then further liquidity on CEX
Management & Operations	\$ 1,400,000	25.0%	Key Staff, Designers, Core Developers
Marketing	\$ 840,000	15.0%	Brand promotion, token awareness, influencers
Business Development	\$ 280,000	5.0%	Partnerships & Expansion
	\$ 5,600,000	100.0%	





Technical Roadmap

Phase 1

Whitepaper

- ∞ Core team formation
- ∞ Completion of whitepaper

Advisors & Partners

- ∞ Key Partnerships formed
- ∞ Strategic investments given allocation in seed round

Token Launch

- ∞ Private Sale Completed
- ∞ TLA on ZINC 7th Jan 2022
- ∞ Token Generation Event immediately after
- ∞ Live on DEX & CEX

Design Work Begins

- ∞ Base layouts for RendezVerse metaverse.
- ∞ 3D models of design

Research & Partnerships

- ∞ Tech partners lined up
- ∞ Potential integrations and brand connections

Phase 2

Business Development

- ∞ Adaptation of WWE proprietary software for RendezVerse
- ∞ Expansion of A.I. tech to include more uses
- ∞ Integration of databases and formalising structure for business model

Smart Contracts

- ∞ Setup of NGAGE token ecosystem
- ∞ Launch of web3.0 interface for token holders
- ∞ Staking goes live

NFT Design & Deployment

- ∞ RendezAD NFT's available for sale
- ∞ Potential land ownership within the RendezVerse Exhibition Hall

Meet2Earn Expansion

- ∞ Formulating Meet2Earn concept, modelling it on the play2earn model.
- ∞ Community marketing & incentive programs

Phase 3

RendezVerse Live

- ∞ Space goes live, first events test and full production follows
- ∞ Build out internal spaces and databases of templates for exhibitors

Marketplace

- ∞ Launch of RNDZ Marketplace where tech partners can provide solutions within RendezVerse for all the companies looking to exhibit

Continued Tech Development

- ∞ Net-Zero reports, give live data to exhibitors on their contribution to Net-Zero.



The Team



Peter Gould

CEO

Peter is currently Chairman and owner of World-Wide Events based in London. A technology driven, organiser of corporate events and trade shows. He founded the company in 2004. In recent years Peter has also led successful software start-ups in the travel and events spaces.



Elsa Harbourne

Director of Event Technology

Elsa is the Director of Event technology at World Wide Events. She has designed and managed all the software development and integrations for our proprietary platform Face2Face. She has ten years' experience developing technology that makes events more efficient for attendees.



Steve Olesansky

CTO

Steve is the founder of DeepSine, an award-winning software consultancy with a blue chip client base. A specialist in blockchain technologies, especially DeFi, he also has experience in developing simultaneous multi- user environments.



Spencer Tarring

Chief Advisor

Founder of GAMESTA & DopeWarz, Spencer comes with a wealth of experience in both start-ups & crypto, having started & sold 5+ businesses in a 20-year career of entrepreneurship. He also is an internationally renowned DJ and runs a successful YouTube channel called Crypto Money Life. A regular guest on Bitboys ATB show, he is well connected within the crypto & influencer community.



Advisors



Sundeep

Trust Swap

Core Team Member of TrustSwap. Designed tokenomics for various projects and/or serving as a strategic advisor/consultant for multiple projects spanning across DeFi and GameFi like QANX, BlockBank, LedgerScore, Carbon, ISPOLINK, Fidora, Sekuritance, One 11. Has a professional background in Engineering with multiple graduate degrees. Has 5+ years' experience in the cryptocurrency space.

Investors & Partners

