

THE WAY OF SEEING BRANDS HAS COMPLETELY CHANGED

GEN Z AS WELL AS CONSUMERS ARE CONTENT CREATORS WHO, INVOLVING FRIENDS AND FOLLOWERS, SHAPE THEIR STORIES THROUGH SOCIAL MEDIA

TRADITIONAL VIDEOS, WHICH CAN ONLY BE VIEWED, ARE NO LONGER APPEALING FOR A TARGET WHO WISHES TO "INTERACT", "CO-CREATE" AND SHARE UNIQUE CONTENT THAT TELLS THEIR PASSIONS AND EMOTIONS





RESULTS

+60% ENGAGEMENT

+40% TIME SPENT WITH THE BRAND'S CONTENT

9X PURCHASE INTENT

MORE DETAILED KPIS BASED ON CUSTOMER INTERACTION



MARKETTREND

« IN 2019, 48% OF ADVERTISERS ADOPTED NEW INTERACTIVE ADS FORMATS »



MARKET SIZE



REMIX REAL & DIGITAL WORLD PHLAY CONNECT ANY DEVICES WITH TOTEM TOUCH SCREEN



CLIENTS























PARTNERS







SAPIENZA UNIVERSITÀ DI ROMA Università di Roma

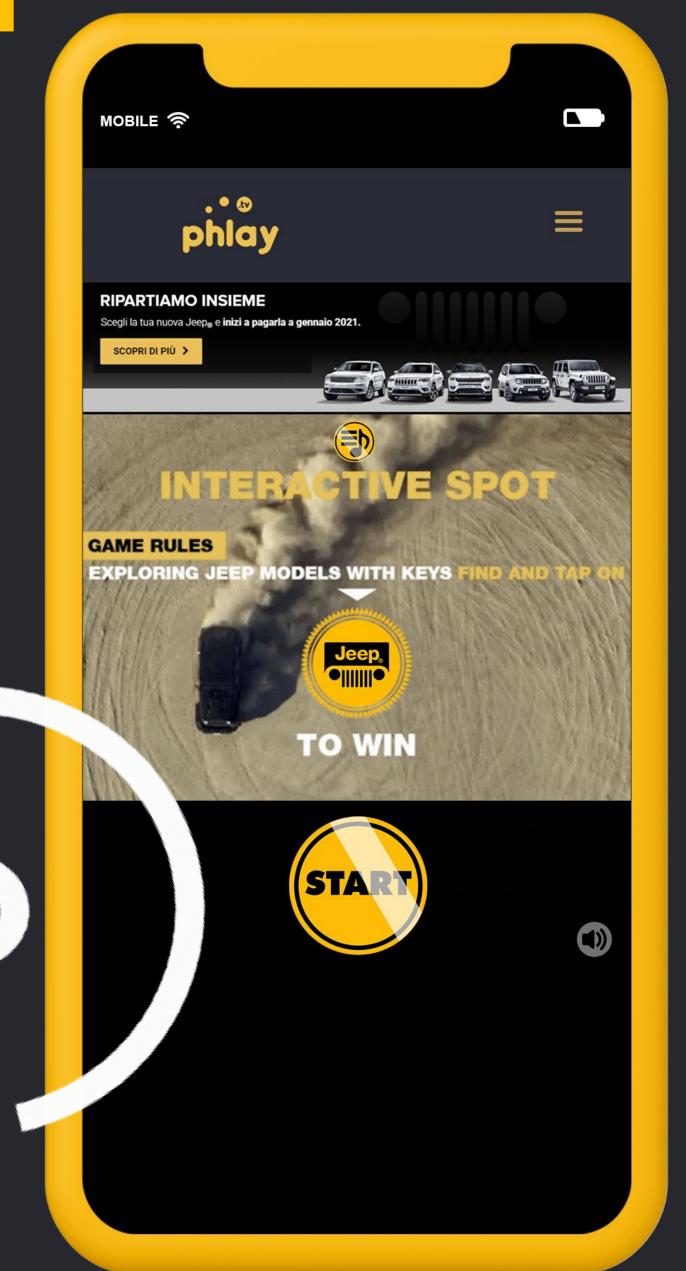








DEMO 01



LIFE IS A GAME

PHLAY TURNS
COSTUMERS IN GAMERS

GAME RULES

REMIXING JEEP'S SPOT FIND AND TAP ON THIS ICON



TO A PRIZE







Interactive Tour

Discover Dubai remixing on music beat hundreds videos tapping on









During the experience click on tags to get more

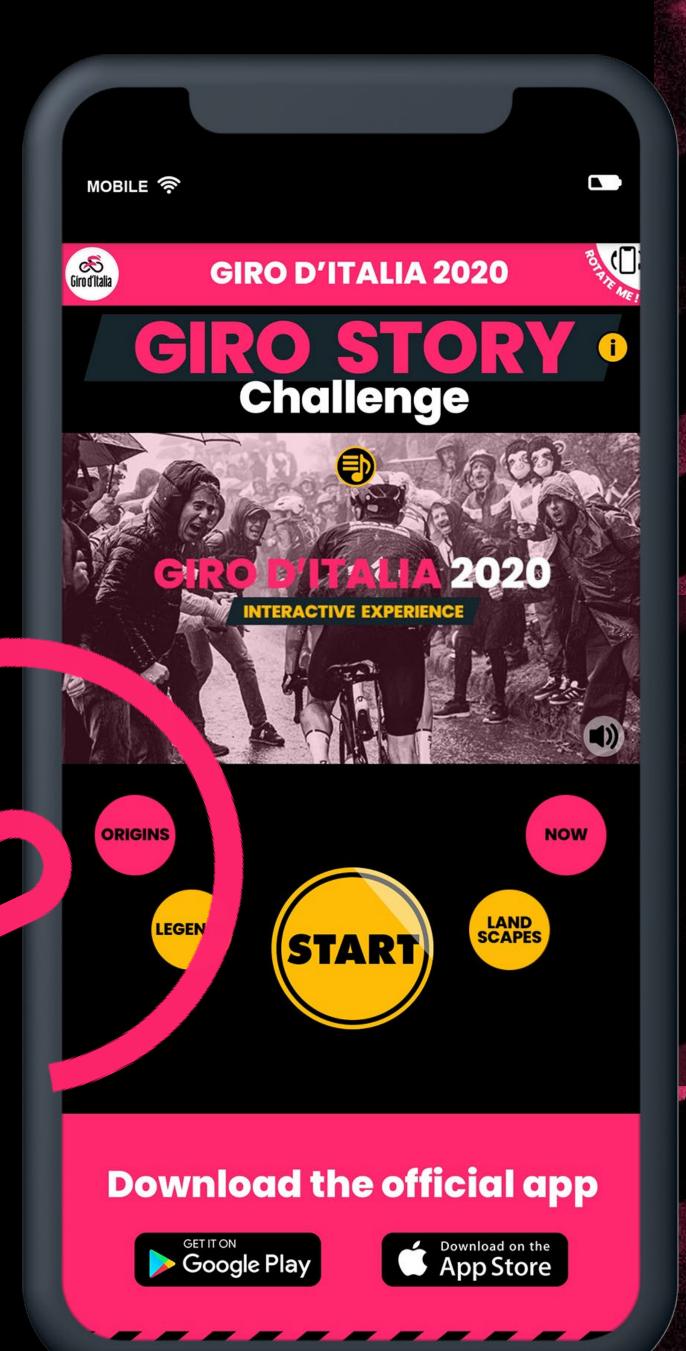
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DEMO 03

THE REAL PROPERTY OF THE PARTY OF THE PARTY





ENDORSEMENT



HEAD OF RYOT EMEA VERIZON MEDIA
MARK MELLING

"MARIO, WITH PHLAY PROJECT I THINK YOU'VE GOT ON AMAZING THING GOING"



CHAIRMAN HYPERLOOP TT
BIBOP GRESTA

"I LOVED PHLAY'S VISION AND THE WAYTHEY BELIEVES IN THIS PROJECT."



CHAIRMAN OF SCIENTIFIC COMMITEE LOUVRE MUSEUM

SALVATORE SETTIS

"PHLAY DOESN'T JUST SETTLE FOR PASSIVELY BOOSTING THE SELFIE RITUALS: IT SUGGESTS AND STIMULATE A FAR MORE CREATIVE MODE TO SHARE INTERACTIVE STORIES."



CHAIRMAN AT VISUAL 1ST
HANS HARTMAN

"I TRIED OUT PHLAY AND I AM QUITE EXCITED ABOUT THE POSSIBILITIES TO TURN THIS INTO A VIRAL AND HIGHLY MONETIZABLE APP".



