



# SHOWSTOPR

# VISION



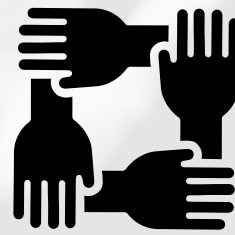
Bots and resellers are taking over - ShowStopr gives tickets back to the people who actually show up



Live Music-Based App - Features Built to Improve Overall Concert Experience



# MARKET OPPORTUNITY



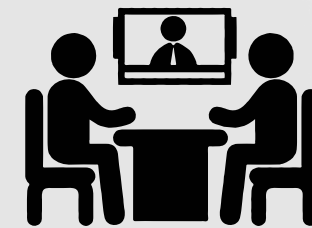
## US

620M tickets sold yearly in U.S. by TicketMaster



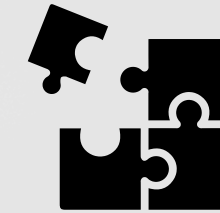
## GLOBAL

Global event ticketing to be \$89.4B by 2030, 6% CAGR



## OUR GOALS

ShowStopr aims to disrupt and become a Mobile Hub for live events



## WAKE UP CALL

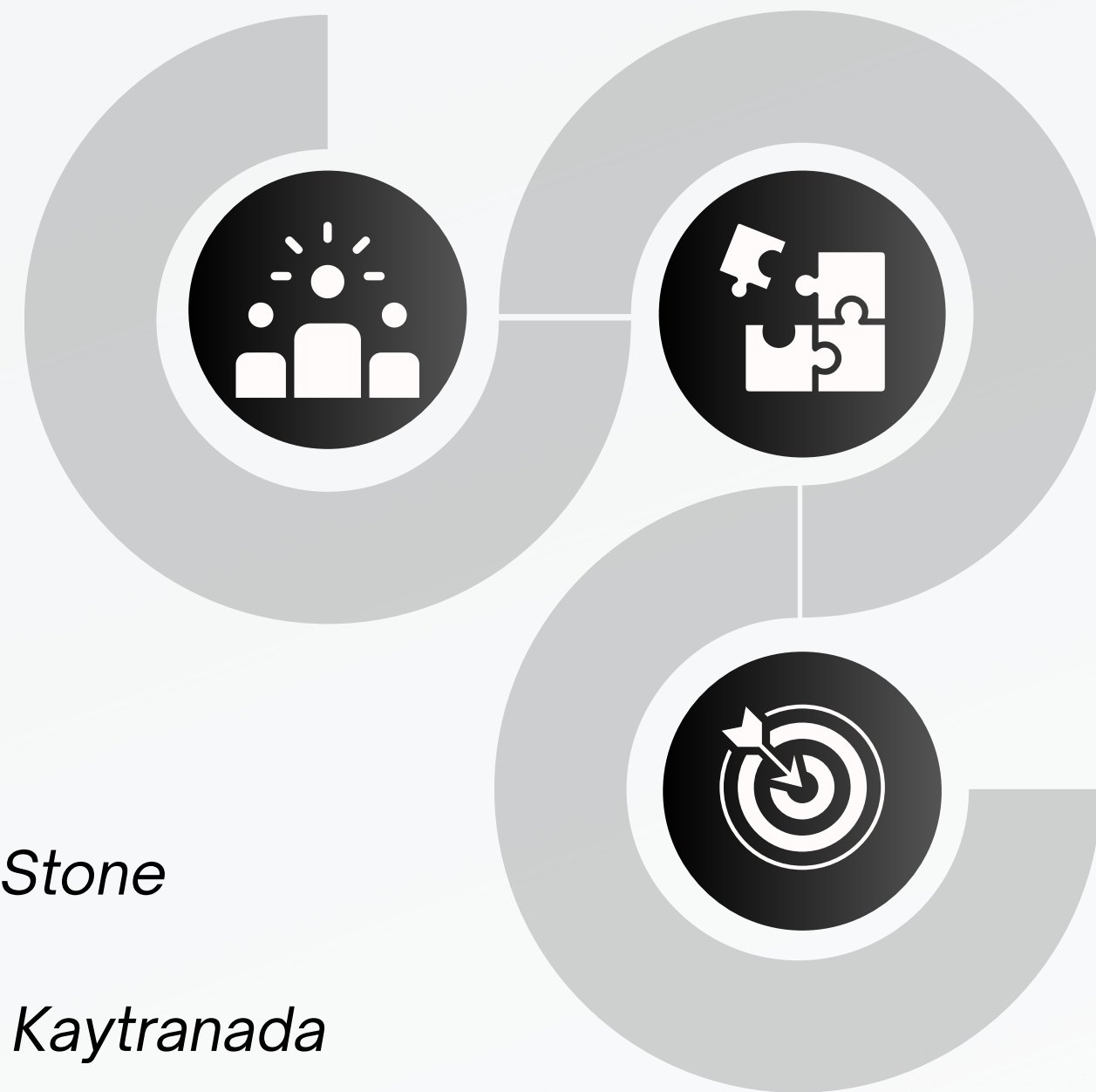
“Fans and artists alike are tired of the live event industry”

# THE PROBLEM

- 01** Bots Scalp without Consequence
- 02** The Concert Experience is Threatened
- 03** True fans are Outpriced or Shut Out

*“The system is built for scalpers, not fans.” – Rolling Stone*

*“If you put your phone up, let's move those hips at least” – Kaytranada*



# THE SOLUTION

Verified access for real fans  
No bots. No fakes. No junk fees.  
Putting real fans first & restoring trust in the  
system through ShowStopr

Non-transferable:  
one price



Biometrically  
ensuring identity of  
ticker purchaser



Section of authentic  
fans who bring the  
energy like no  
other - and get  
rewarded for their  
dedication



# THE CUSTOMER

CONCERTS AND LIVE EVENTS ARE UNIVERSALLY ENJOYED. OUR JOB IS TO IMPROVE THE SURROUNDINGS.



**CUSTOMERS  
WANT TO SEE  
THEIR MEDIA  
LIVE**



**ARTISTS ARE  
TIRED OF THE  
MODERN  
CONCERT  
ATMOSPHERE**



**TICKET  
COMPANIES  
NEED GOOD  
PR**



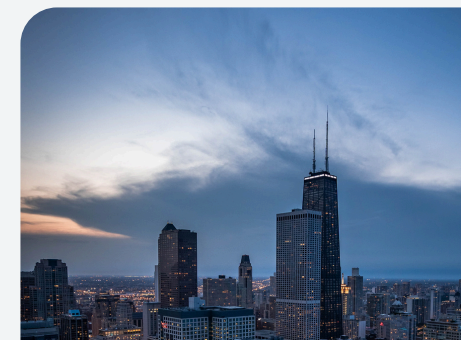
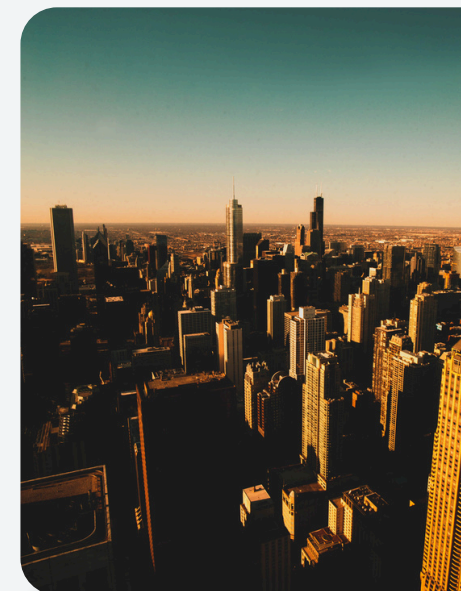
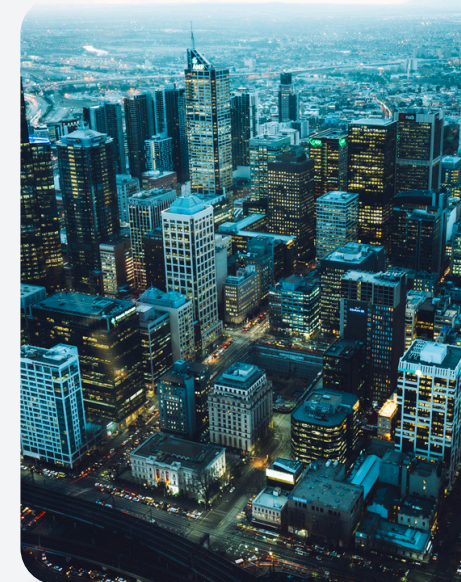
**LIVE SHOWS  
SURVIVE ON  
EARNED  
MEDIA**



**REAL FANS  
WANTING  
FAIR  
ACCESS**



**RESELLERS  
RESTRICT  
AUDIENCE**



# THE PRODUCT

## Verification

Fan-first ticket sales



ID-binding & utilizes an algorithm that tracks percentage of a fan's listening to a particular artist and prioritizes them

Revenue from Verification API

## Fan App

Live in the moment



Squads, chat, phone-free mode, post-show drop

Revenue from Consumer Data and Subscription

## Commerce Hub

Next level fandom



merch, parking, bundles, travel

Revenue from Advertising In-App

# REVENUE MODEL



**42%**

Ticket API Fee



**29%**

Monthly Subscription Fees



**6%**

Data Sharing



**23%**

Ad Revenue



# KEY FEATURES

**01**

## Artist Interaction-Based Raffle

ShowStopr will utilize Consumer Listening Data and Social Media Activity to prioritize active listeners and supporters for tickets first.

**02**

## Media Bank

Attendees can upload media after the show, reducing phone usage and experience impact.

**03**

## Social Layer and Interaction

Users can add Friends on the App, share events, reserve tickets next to each other, and communicate through a feed.

**04**

## Branded Marketplace

An in-app marketplace will host official artist merch, albums, and other consumer goods, carefully tailored by algorithm.



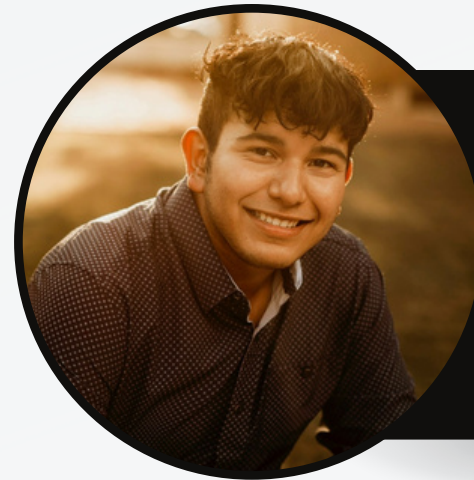
# OUR TEAM



**AIDAN**  
CEO

★★★★★

Aidan's Background in Sales and Music will push us forward in the Early Stages and beyond, establishing Market Presence.



**EMMANUEL**  
COO

★★★★★

Manny's background in operations and growth strategies in family business will help the company scale and deliver efficient operations.



**TEMI**

★★★★★

V.P of Operations

Temi's experience running a dog boarding business and working as a event catering supervisor highlights strong operations, team leadership, and adaptability,

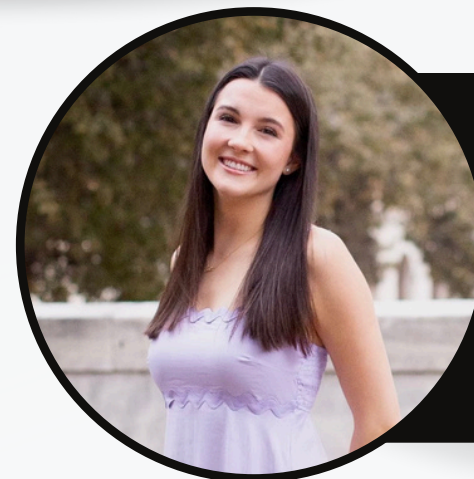


**HUDSON**

★★★★★

Interim CFO

Hudson's background in financial marketing and analyzing market conditions shapes our view of market players, downside risk, and reachable market share.



**ELIZABETH**

★★★★★

Head of Marketing

Elizabeth's experience planning large events as UPC president, UT Austin's largest student org, drives team dynamics and strategic execution



# OUR NEEDS

## CFO



Talented CFO with a background in Entertainment or a Similar Field would elevate our Success.

## CTO



Specialized CTO with Experience developing data-based algorithms or APIs from Listening Data is vital to our Product.

# OUR ASK



\$2M in Initial Funding for the First 3 years



Product: 30%	Team: 35%
Marketing: 25%	Sales: 10%



GOALS: Roll Enterprise Partnerships into App Development, followed by Community Building

