

# No Global-scale Community Platform for Football Exists

#### Fan communities fragmented

Football fan communities are scattered across Instagram, FB Groups, Reddit, and local forums.

#### Clubs' official apps are silos

Some clubs run official apps,

- a siloed space
- 1-way content lacking community

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## Football Clubs Are Missing Online Opportunities

The 'Number of Followers' on social media does NOT mean the ownership of fan data.

For instance, among their 350 million followers, Barcelona actually has fan data for only 3.5 million, which is less than 1%.

## Barcelona's 'small' database of fans could cost the club millions in sponsorship deal

When Spotify initially approached Barcelona, they made enquiries about the club's fan database. The soon-to-be sponsors wanted to know the number of 'registered' fans, i.e., the supporters who had given consent for the club to use their names, email,

And the number is believed to have left them disappointed. Barcelona is a club with a phone number and other personal information.

massive fan following across the globe, With over 350 million followers supporting the Blaugrana. However, out of that, just 1% of the fans, approximately around 3 million. This is believed to have affected the valuation of the deal with Spotify. The report

states that in case the number of fans who had consented to the sharing of their personal data was higher, Barça Would have stood to gain much more financially from are 'registered'. the sponsorship deal.

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11+

CLUBS, PLAYERS, AND GLOBAL FANS **COME TOGETHER** 

INTO A SINGLE, COHESIVE **ECOSYSTEM** 



#### 11+ OFFERS

#### For Fans

## Community Tailored for the New Digital Generation

- Second screen community experience,
   designed for GenZ & international fans
- Interactions with players and clubs
- Gamifications allowing fans to level up through supporter activities

#### For Clubs

#### Access to Global Fan Base

- User acquisition: 11+ aggreates global fans on behalf of clubs
- **Data ownership**: 11+ shares fan data ownership with clubs
- Monetization: 11+ offers means to monetize global fan base



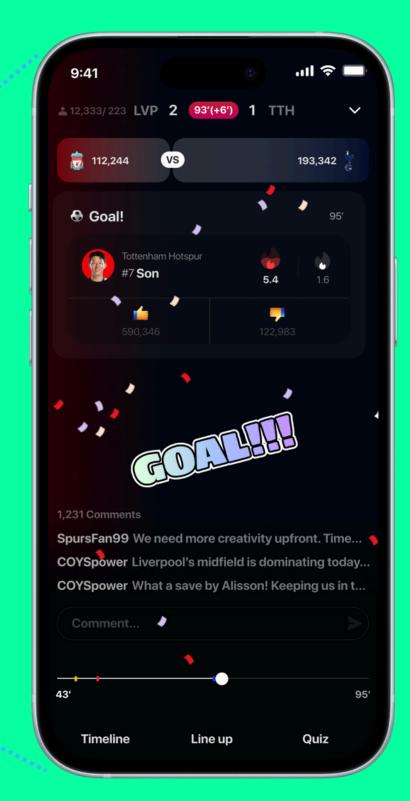
#### **GLOBAL GAMIFIED COMMUNITY**

Unite Football Fans Worldwide
No borders, no language barries, powered by Al

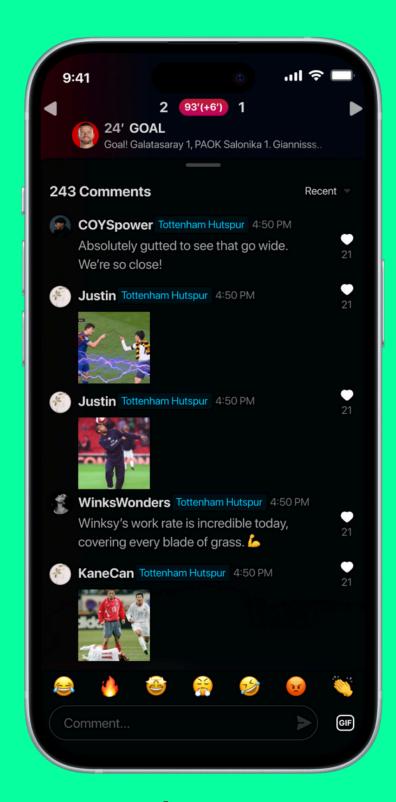


Connect with real-life teams and players

Level up and get elected as community leaders



Chat scene by scene
Real-time quiz and prediciton games
operated by AI



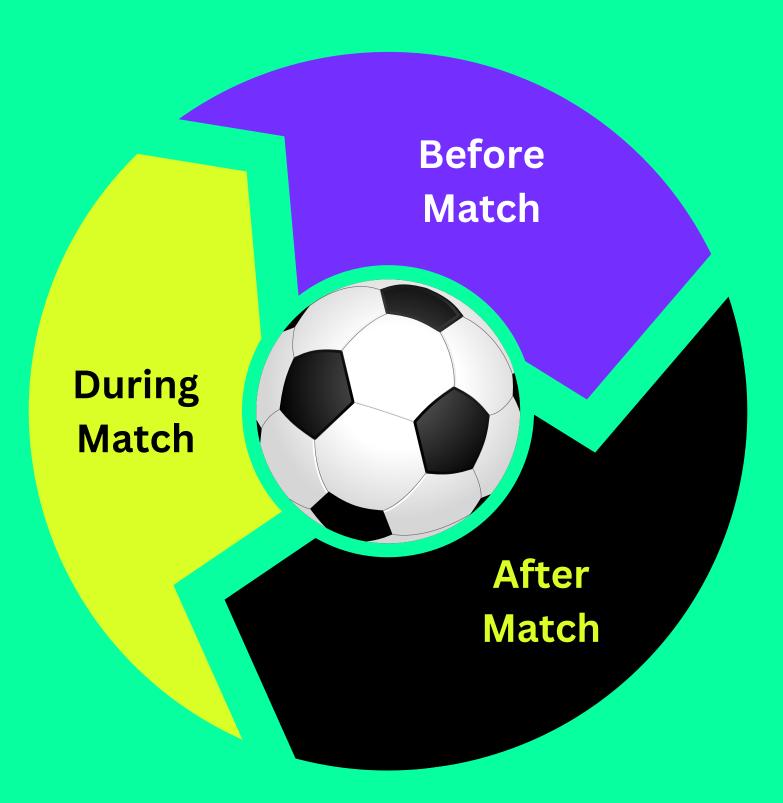
Every single activity counts towards reputation & rewards



#### **FAN ACTIONS & REWARDS**

#### Earn "Trophies" During Match

- User reactions to specific moments in the match
- Fan Cheer Battle
- Live Fan Commentaries
- Real-time Gifting to Players
- Real-time Prediction Games & Quizzes



#### Earn "Hearts" Before Match

- Pre-match Predictions
- Pep Rally
- Supporter Activities

#### Purchase Items, Upgrade Levels, Interact with Players with "Hearts & Trophies"

- Post-match Reviews & Voting
- Strategy Debates
- Fan-Player Interaction
  - Responding to Fan Gifting
  - Fan Meeting
  - 。Q&A

#### IT'S TIME FOR A NEW GLOBAL PLATFORM

#### Wind of Change in Fandom

- Asian Fandom: 50% of the global fanbase for European leagues is in Asia-Pacific
- Women Fans: In Korea, 50% of the football fans are women, with other Asian countries following suit.
- Gen Z: Multi-tasking with second screens and consuming more shorts & highlights than full matches







The nature of fan activities and related business model is posed for a major transformation

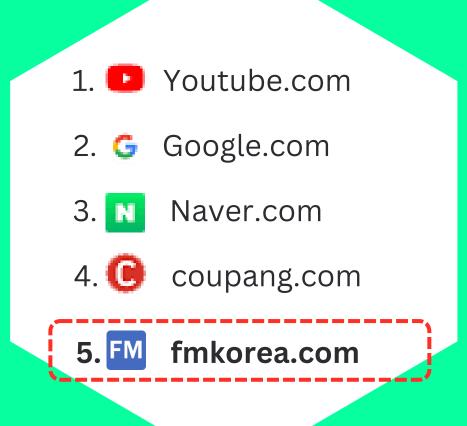
#### INITIAL GO-TO-MARKET: ASIAN FANS FOLLOWING EUROPEAN LEAGUES



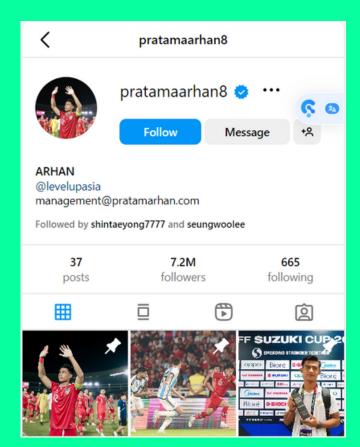
FM Korea, the largest online football community in Korea, was ranked as the 5th most visited website in the country.



South East Asia witnessing an explosion of fandom activities with a young population of 400 million following the European Leagues.



\*Source: SEMRUSH (Dec 2023)

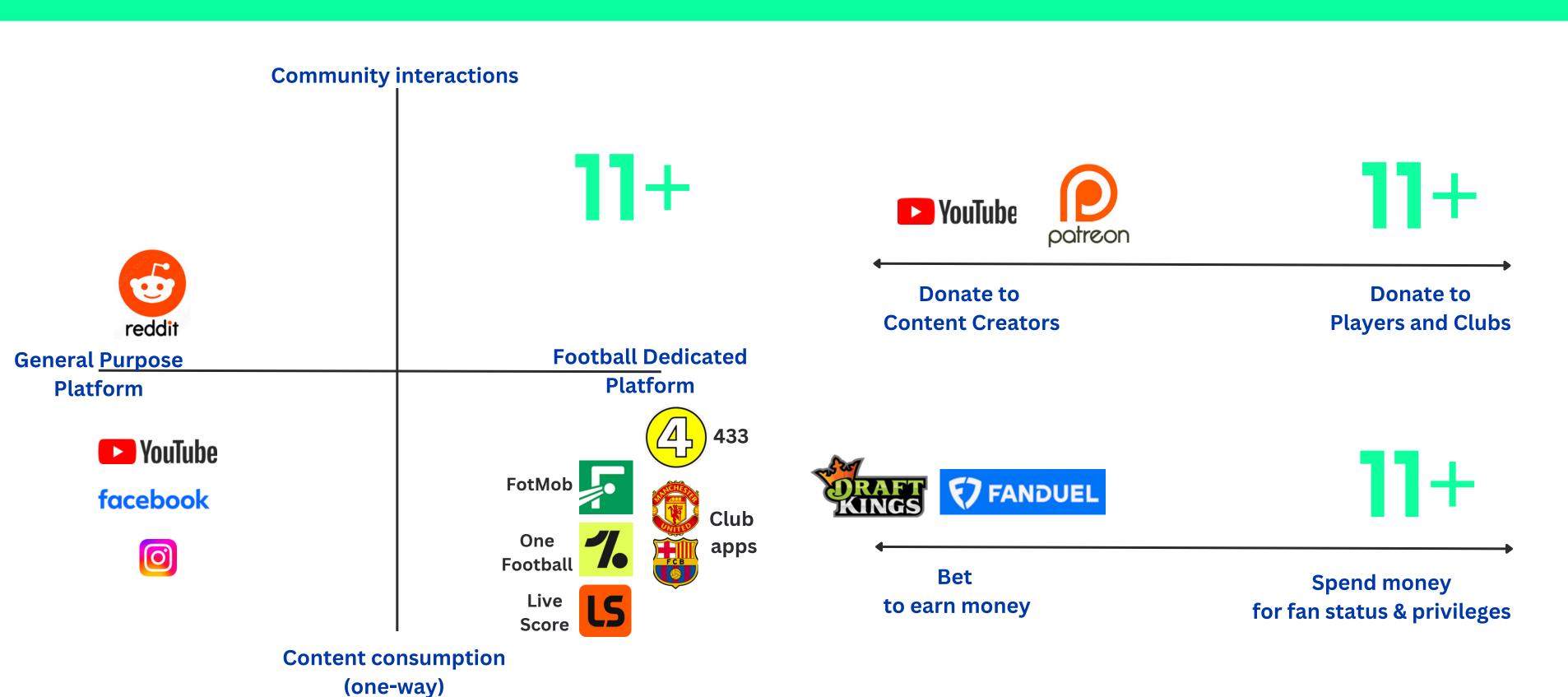


Arhan Indonesia, 7.2m followers



Persib Bandung Club Indonesia, 11m followers

#### **POSITIONING**

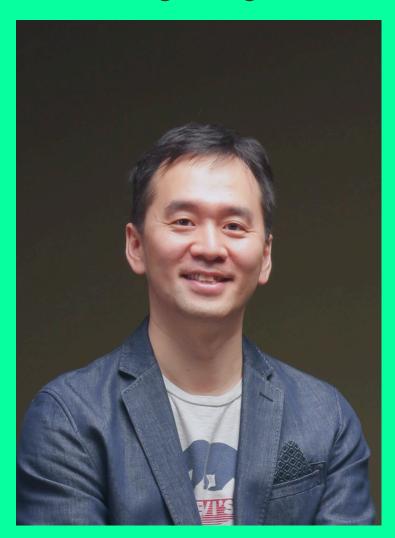


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Jiwon Moon

#### **Changseong Ho**



Previous Services
Built by 11+ founders

### VIKI

- A global video streaming service with community-generated subtitles.
- Acquired by Rakuten for \$200M

#### **OUR EXPERTISE IN FANDOM**

11+ founders have extensive experience in the fandom space.

They have pioneered the global success of Korean content by creating

Viki.com, one of the most successful services in the community space with 20M members, which was acquired by Rakuten for \$200M.

## **▼**Ingle

- Interest based community media with community desk consensus system.
- 10M Korean MAU



# BRINGS SUCCESS FORMULA FROM K-POP TO FOOTBALL

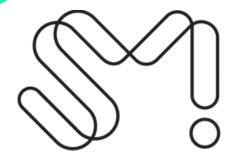
11+ aims to replicate the successful business models of K-pop fan platforms, which have great ARPUs (avg rev per user) close to \$4

We apply the proven formula for football fandom

#### weverse

#### Official for All Fans

- Platform for BTS, Blank Pink
- MAU: 10M
- Annual Revenue: \$465M(\*)
- OP: \$116M(\*)
- Estimated Valuation: \$1.7B(\*)



#### **DEAR U**

- Platform for SM artists
- MAU: 2.6M
- Annual Revenue: \$112M (2024E) (\*\*)
- OP: \$41M (2024E)
- Market Cap: \$771M (Feb 2024)

\*source: Daeshin Security Report (28 Dec 2023)

\*\*source: Samsung Security Report (20 Oct 2023)

Approx. USD 1 = KRW 1000



#### **REVENUE MODEL - B2C**

#### Micro-payment & In-app Economy

#### Fans purchase in-app currency to

- send donation to players
- buy digital collectibles or NFTs
- earn VIP status in player communities or club supporter communities
- participate in prediction games and other events & competitions
- access premium features / content

#### Rewards

#### Fans earn reward points through

- various community activities
- prediction games and other events & competitions
- watching sponsored advertisements

Fans can convert reward points to in-app currency or Web3 tokens. Fans can vote & influence the governance of supporter communities with tokens.



#### REVENUE POTENTIAL

#### 11+ Rev Potential from B2C

- 4 billion football fans worldwide
- We aim to serve +100 million
   "superfans" (= 3% of total fans)
- Assuming a monthly ARPU of \$1~\$10 translates into an annual revenue of \$1.2B~\$12B

## Typical monthly ARPU for mobile games

- Casual games: \$1~\$5
- Mid-core games: \$5~\$15
- Hardcore games: \$15-\$50
- Social casino games: \$20~\$50

## Typical monthly ARPU for Kpop fandom App



Official for All Fans

\$ 3.6

\$ 3.8



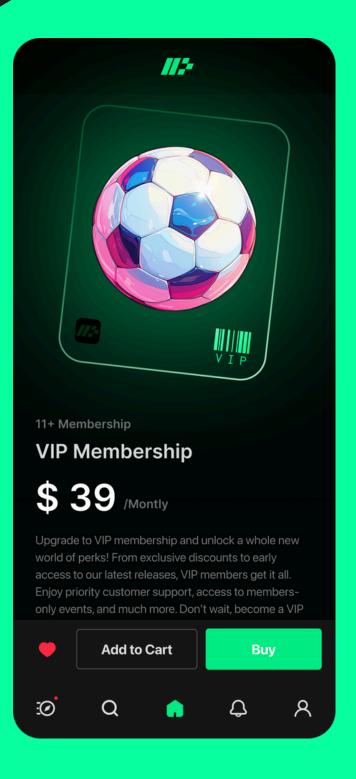
#### **REVENUE MODEL - B2B**

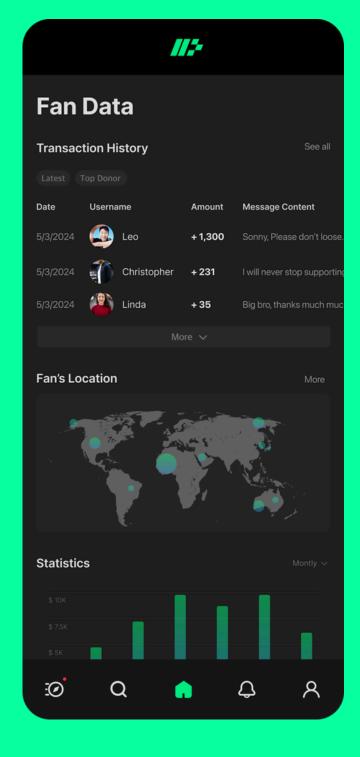
#### Fan Data Access & CRM

Clubs subscribe to 11+ enterprise service to

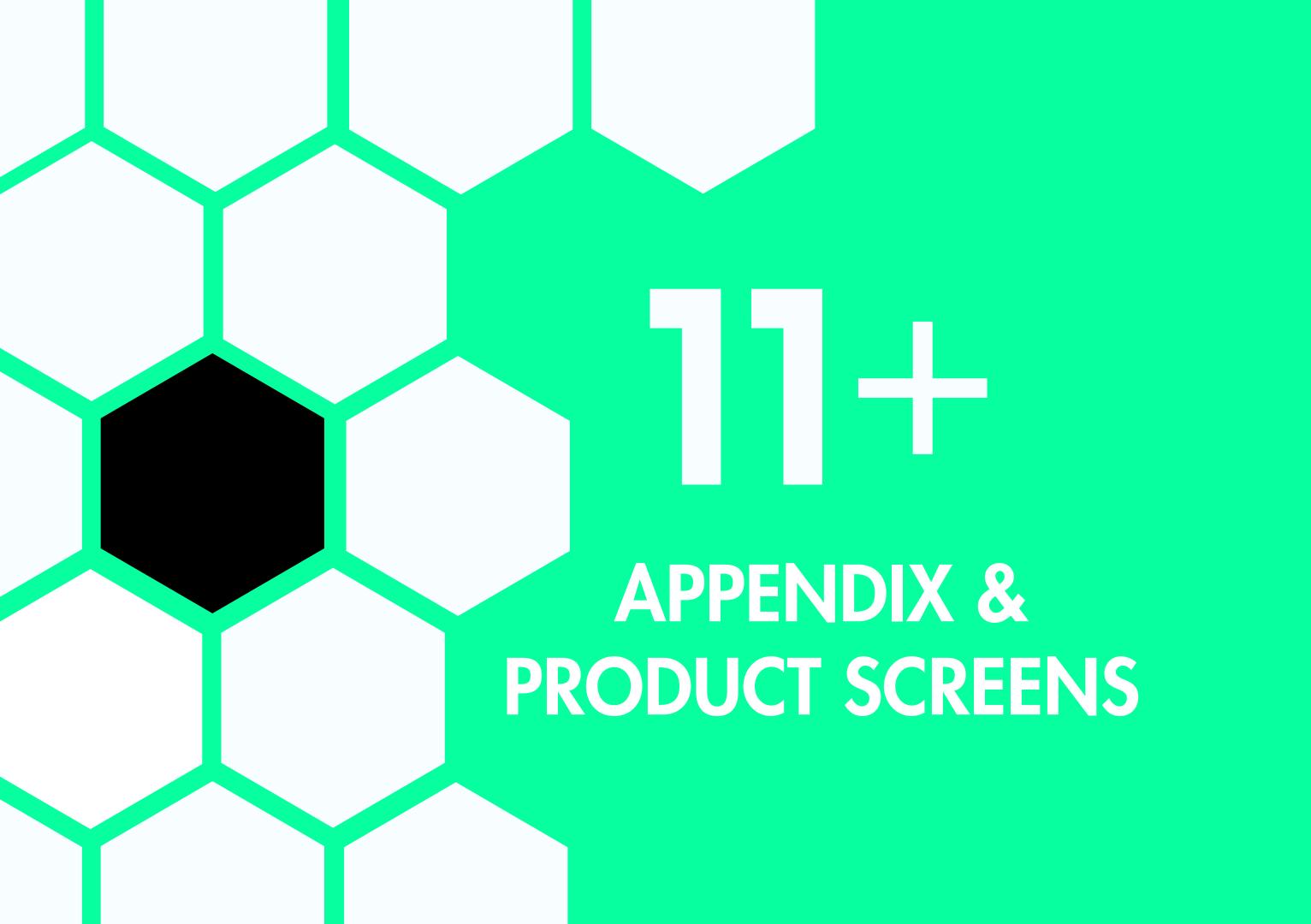
- identify fans worldwide
- secure fan data, insights, and analytics
- run loyalty programs / gamified rewards
- integrate online and offline data across ticket sales and e-commerce

\* Top 5 European Leagues are making \$20B/year from traditional business models (broadcasting, tickets) alone. Even a 20% increase from digital transformation would be significant, amounting to \$4B/year.



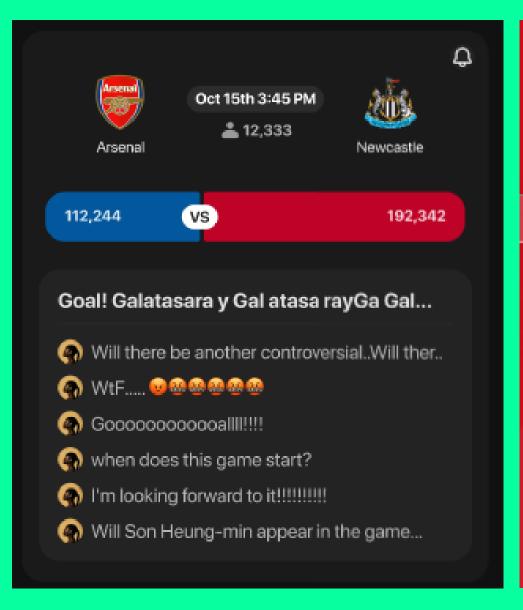


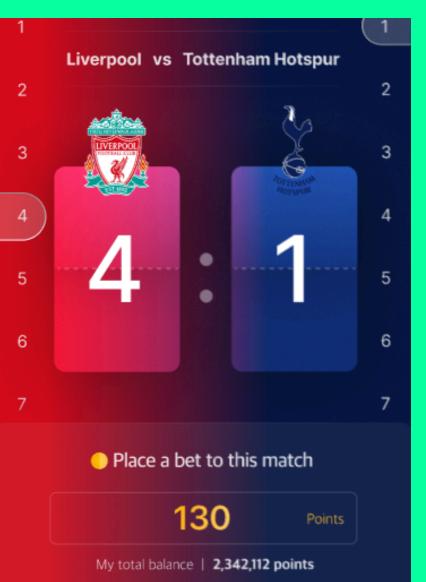




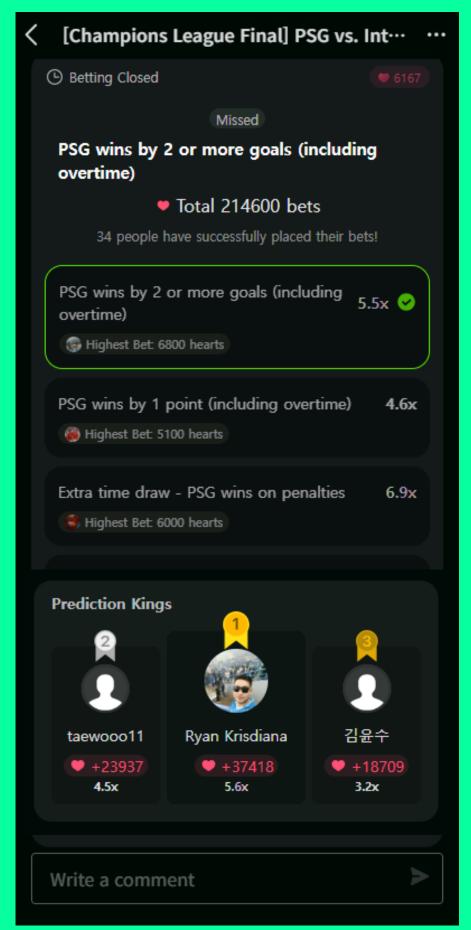
#### PRE-MATCH

- Sharing cheering content
- Predictions
- Debates on predictions









#### **DURING-MATCH**

• Reaction to specific moments in a match

**Real-time Relay Bot** 

- Play-by-play feed by 11+ bot
- Comments on fouls, VARs, etc.
- Fan cheer battle at each key moment
- Fan-cams
- Sending gifts to players

Fans react to specific events such as goals, fouls, VARs, substitution with meme, fan-cam, emoji, etc.

84' Goal! Tottenham Hotspur 2, Liverpool 1. Son(Tottenham Hotspur) right footed shot from very close range following a corner. 월 2.1k Tottenham Hotspur Heung min Son O 6 Go to Community > ● Usak 왜저래진짜아 Joseph Tot!! u know I love u. If u didn't know...

00:08:57

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13,235

**≟** 13,235

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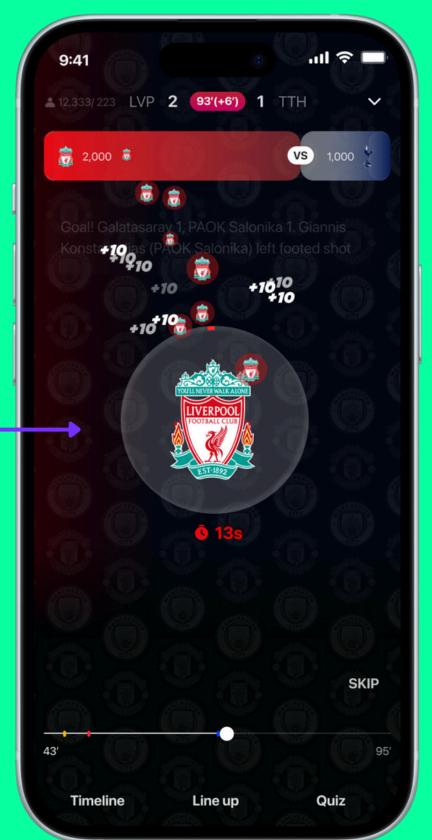


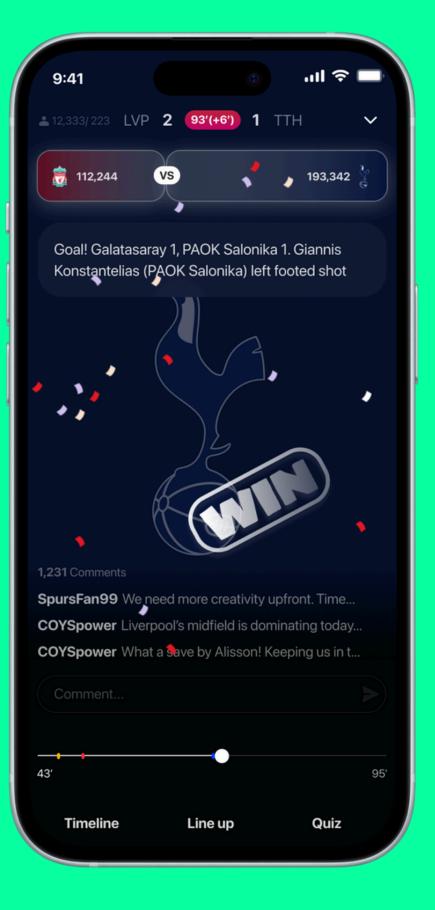
#### **DURING-MATCH**

- Reaction to specific moments in a match
  - Play-by-play feed by 11+ bot
  - Comments on fouls, VARs, etc.

Tap to cheer

- Fan cheer battle ◆
- Fan-cams
- Sending gifts to players

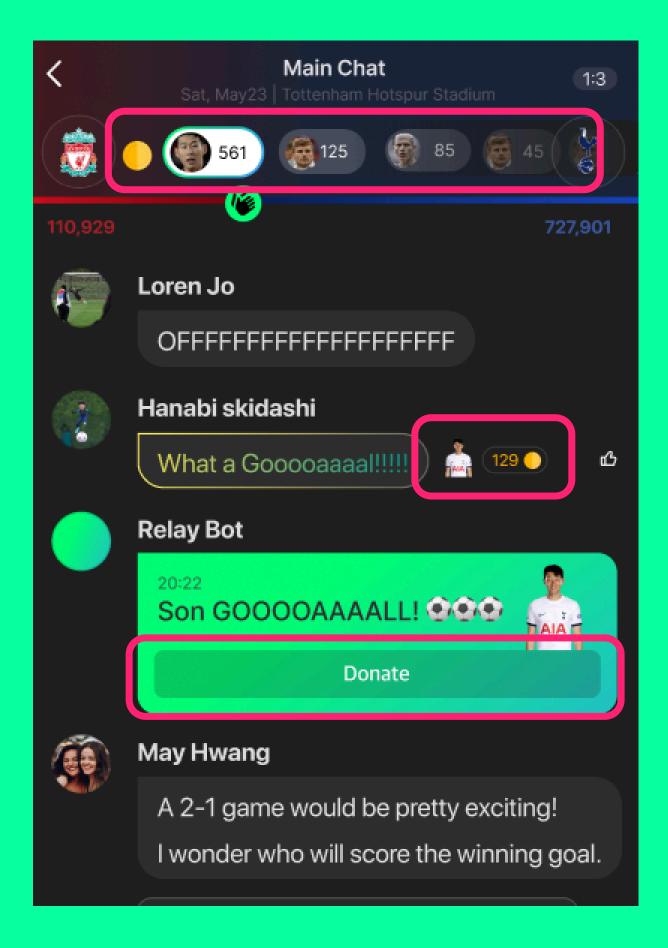




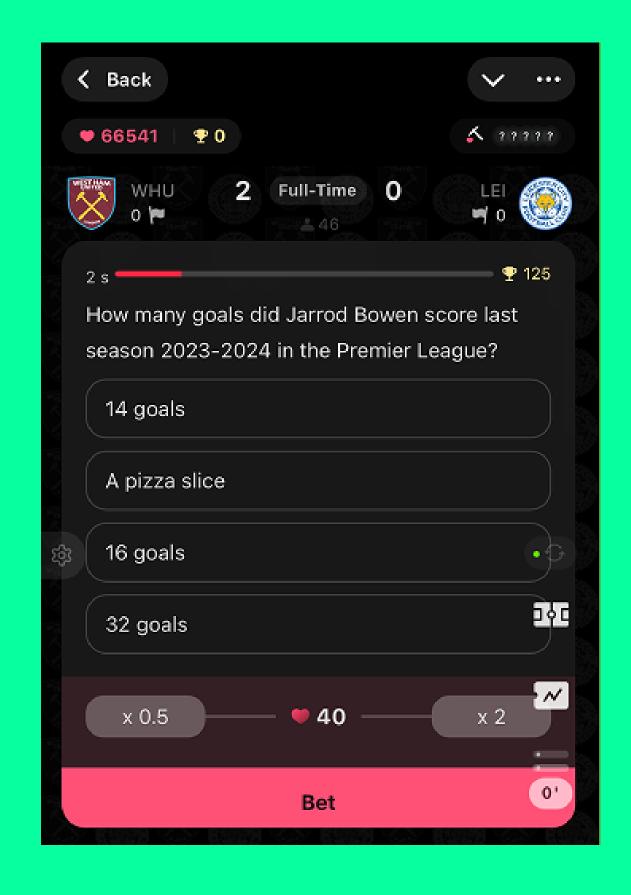
#### **DURING-MATCH**

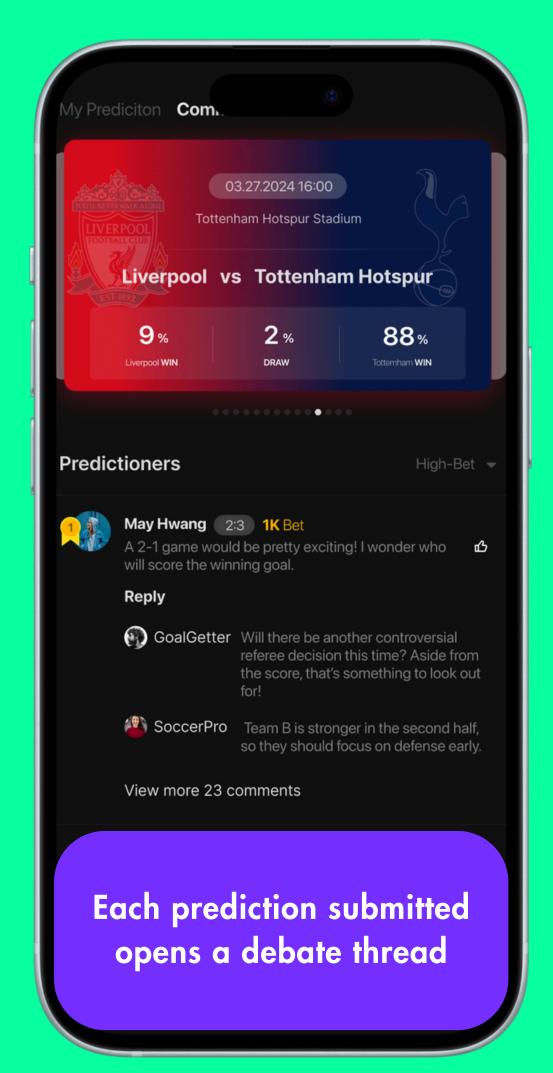
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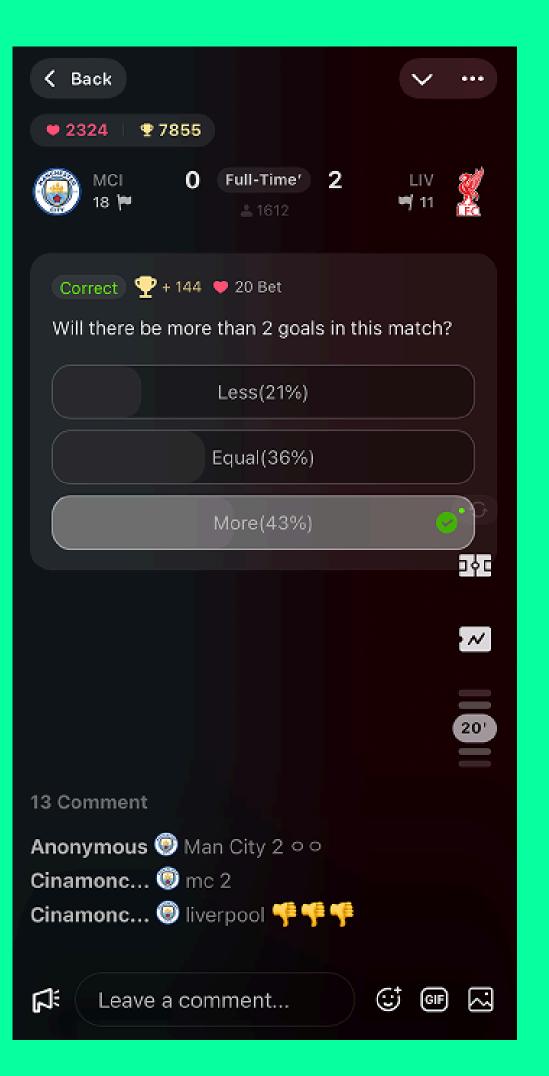
Gifting to players



## REAL-TIME QUIZ & PREDICTIONS





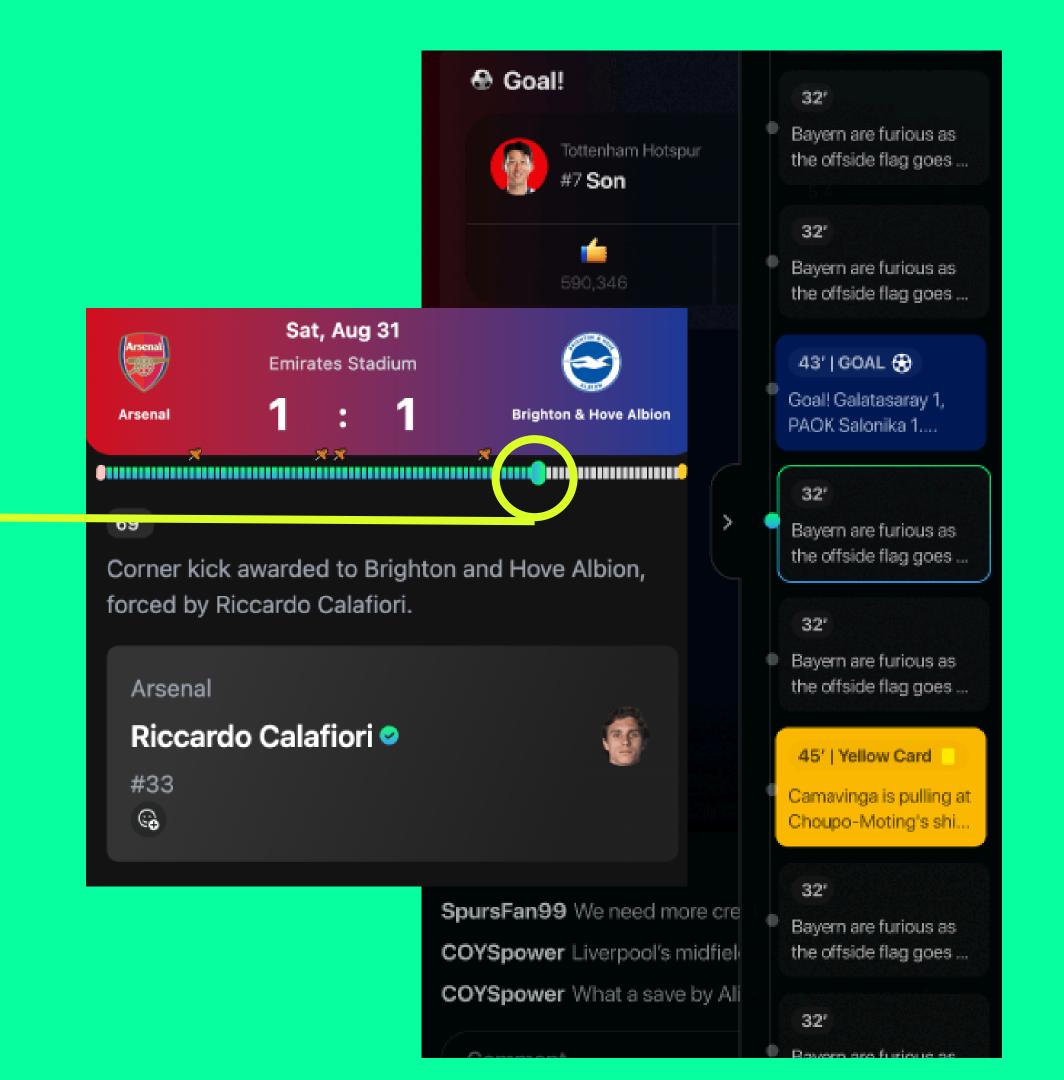


#### POST-MATCH STORYBOOK

#### **TIME SLIDER**

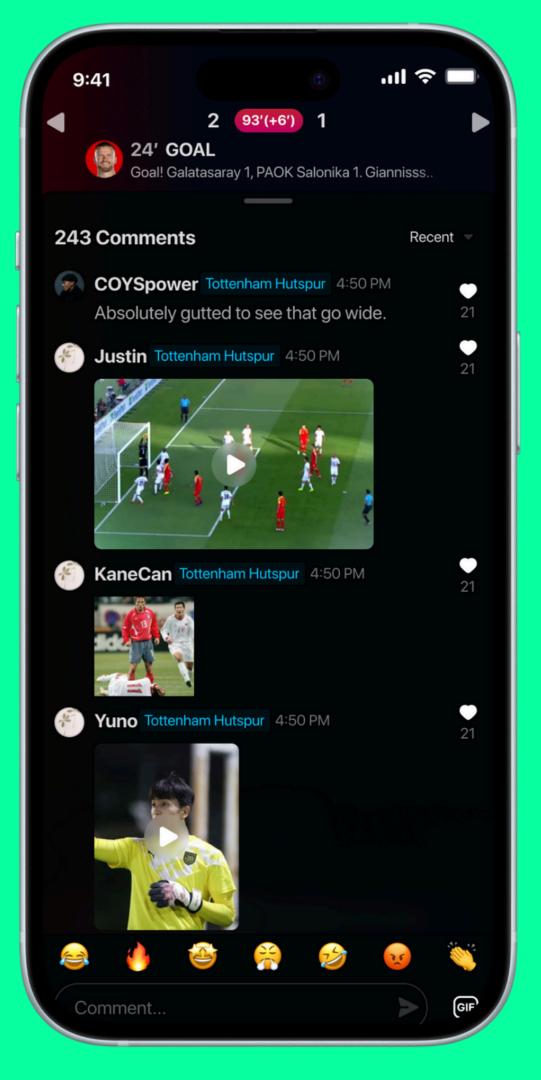
Matches are divided into moment objects, each of which becomes a thread where fans can react.

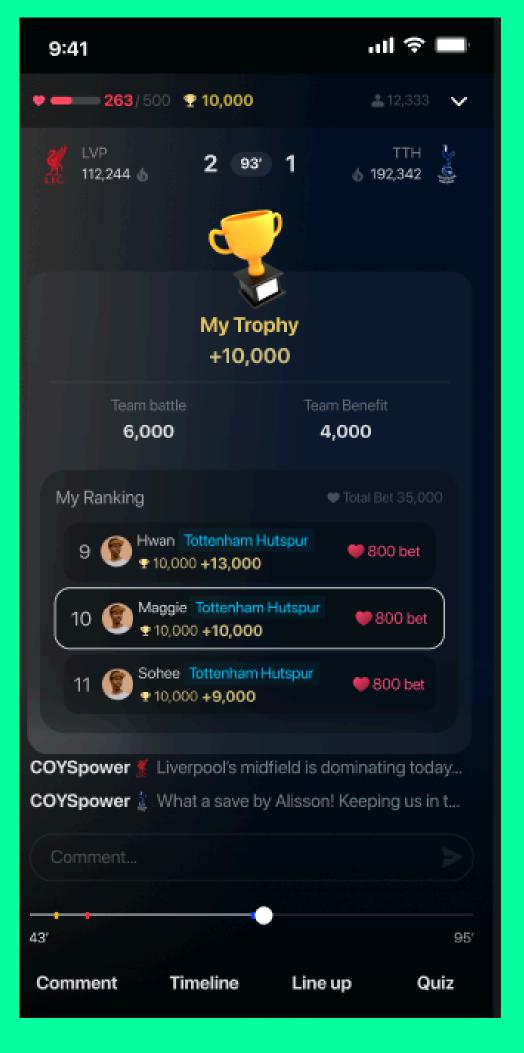
All the fan reactions and content, along with the match highlights, are compiled into a MATCH STORYBOOK with timelines.



#### **POST-MATCH**

DISCUSSIONS ON HIGHLIGHTS
FAN CONTENT & MEMES
COMMUNITY REWARDS



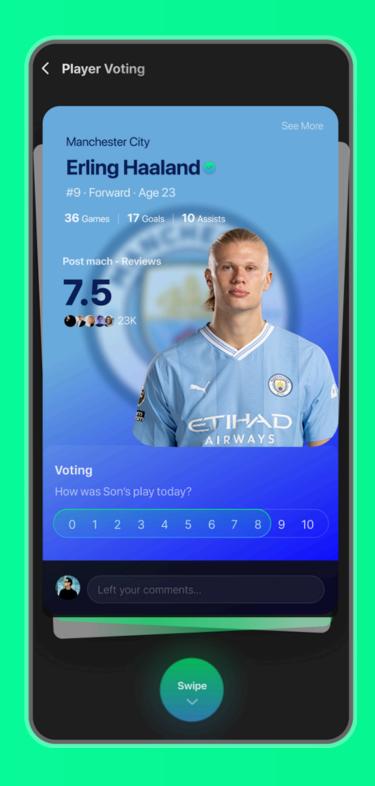


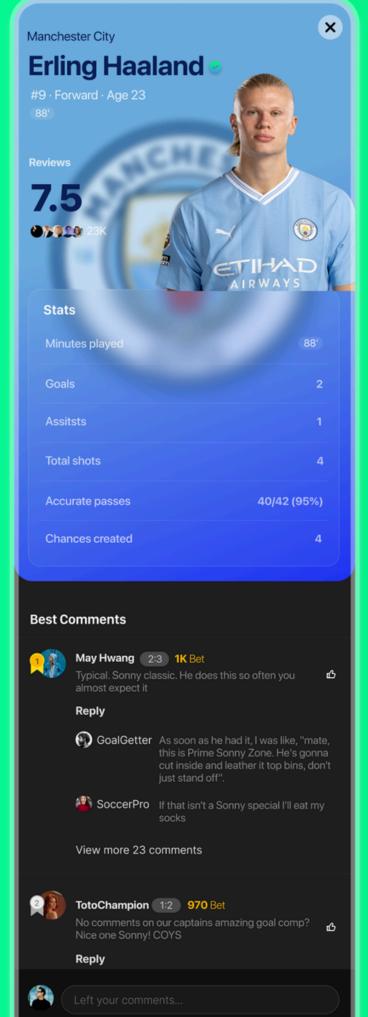
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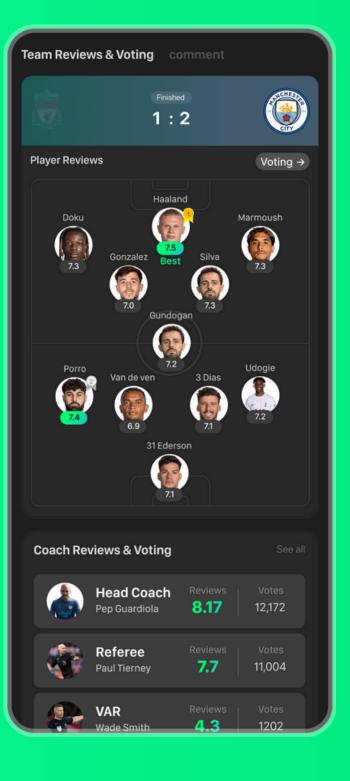
Player ratings by fans

Voting for Man of the Match

Post-match discussions derived from fan ratings.







Average ratings per player, coach, and referee.

Rating comparison between teams



#### **TEAM & PLAYER COMMUNITY IN 11+**

