Bringing VR to the Masses

VR Storytelling Presentation

Live Events Via VR

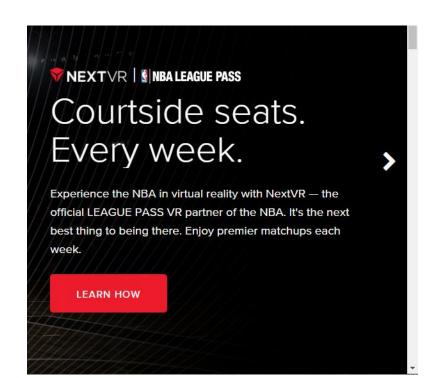
- VRLive
 - Live Streaming of concerts and of the Indianapolis 500



Live Events Via VR

NextVR

- In 2016 invested over \$100 million in broadcasting live VR
- Set up a full schedule of NBA games to broadcast in VR
- Has agreements with NFL, NBA, NBC Sports, FOX Sports and tennis





Streaming Video Companies Entering VR

• Hulu

 Adding VR content to its lineup. Working with Live Nation to create show about music artists.



Some issues for Consumers and providers

 NextVR requires specific equipment for compatibility such as Google Daydream View or Samsung Gear VR and a compatible phone.

 Live VR stitching software, Vahana VR, is available but costs over \$2000 per license per year

 Issues for both consumers and providers regarding data usage and speeds required for consuming and broadcasting VR

New Revenue Model

NextVR will charge around \$7 per game for access

• Citi is teaming with Live Nation and NextVR to utilize VR concerts as an addition to their customer loyalty program "Backstage with Citi".

New Immersion

HTC releases its Vive Tracker, an add-on to the existing system that allows you to attach various tools to the Vive system.

"Vive Tracker brings any real-world object into your virtual world!"

— HTC Website





