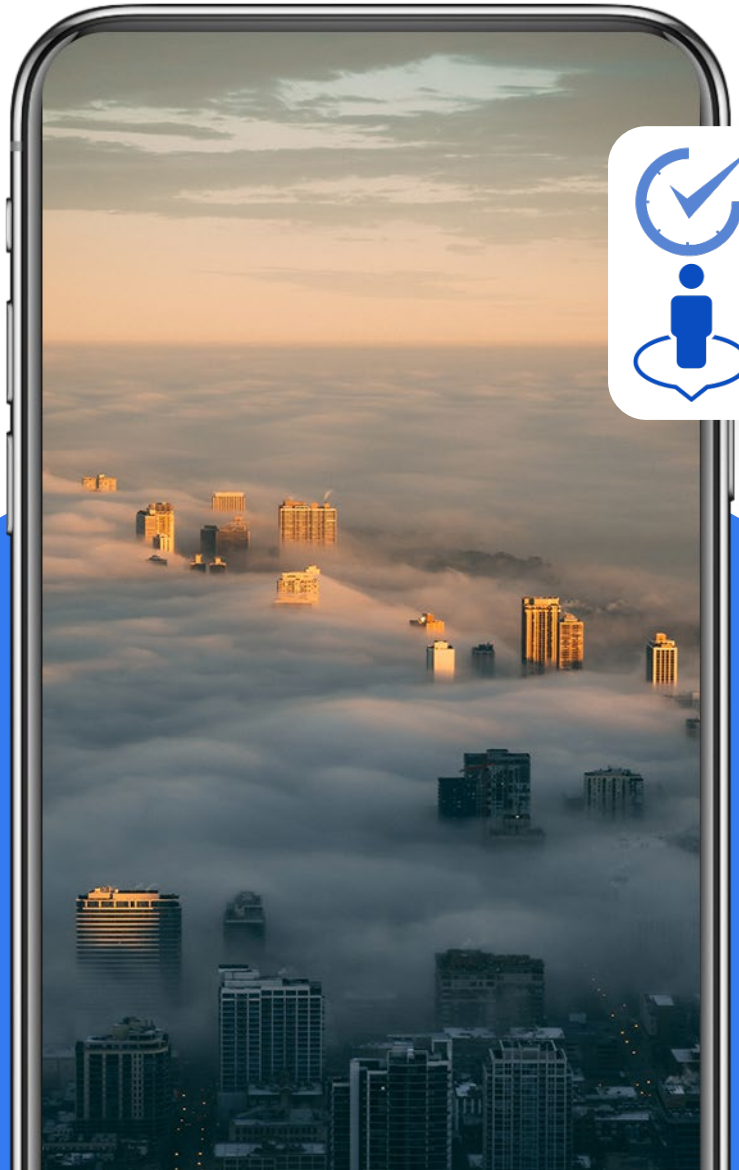


# HuvrPro

## Technical Capabilities Overview

HuvrPro is the first fully encrypted Virtual Services Platform that gives organizations the ability to quickly and efficiently create virtual events, after which, they own the **videos**, **audio** and user **data** from the events.





Real-Time



Virtual

# The View From 10,000 Feet

## Executive Summary

With the Huvr Pro platform anyone can quickly and efficiently:

- **Create** real-time **virtual** events.
- **Add** internal **Ambassadors** and Videographers anywhere in the World.
- **Target** specific groups of people or geographic locations as participants.
- **Track** real-time data of viewers including:
  - Contact Info
  - Time spent in the event
  - Questions asked

# Security & Encryption

The Huvr Pro platform includes robust authentication via SSL/TLS protocol at the top level. On the server side, we include encryption based on our partners guidelines to include credit card transmissions. We also offer 2<sup>nd</sup> tier secure cloud servers for the storage and access of data, video and audio files.



**FULLY ENCRYPTED**



# Powerful Backend

## Proven Technology

### Strength in Partnerships

#### SCALABILITY

We have built Huvr Pro on the backbone of proven technology platforms like Stripe for payment processing, Amazon Web Services for unlimited scalability, EC2 Cloud Based Servers to ensure 99% availability for our platform and our users. Vonage also offers unparalleled expertise and scalability for video to video API services, and Apple and Android offer app distribution to 98% of all mobile users around the World.



# How **Huvr Pro** is Designed to be Used

## In Theory

Huvr is designed to give any person in the world live and real time access to any location or event in the world without having any personal contacts or connections to that locations or event. In other words, our platform facilitates **virtual teleportation**.

## In Practice

Huvr is being used to provide real time tours of University Campuses, long term care facilities, and inside looks into careers at companies. Huvr is being used in sports and entertainment for fan engagement and in wineries and breweries to engage customers. These are just a few real-world examples of companies using Huvr.



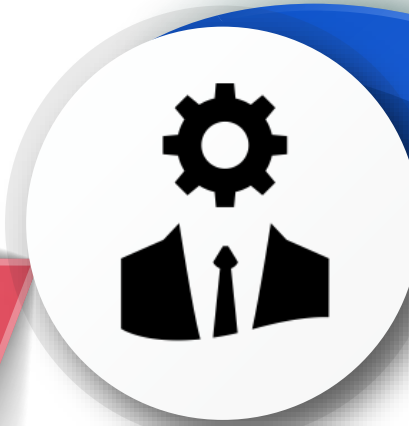
# The 3 Main User Groups

● 03

Participants

VIRTUAL TRAVELERS

Virtual Travelers are the people you invite to your virtual events. These people use a special access code to enter your event and engage with your organizations. Participants get to ask questions about what they are viewing and can rewatch videos from their cloud account.



● 01

Administrators

ACCOUNT OWNERS

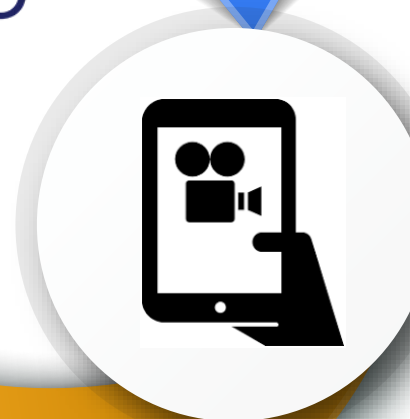
The original licensee of the Huvr Pro account. This account creates the virtual destinations that the brand intends to host. This account also adds Ambassadors and connects them specifically to scheduled virtual events and destinations. This is the only account that can access user data from its own events.

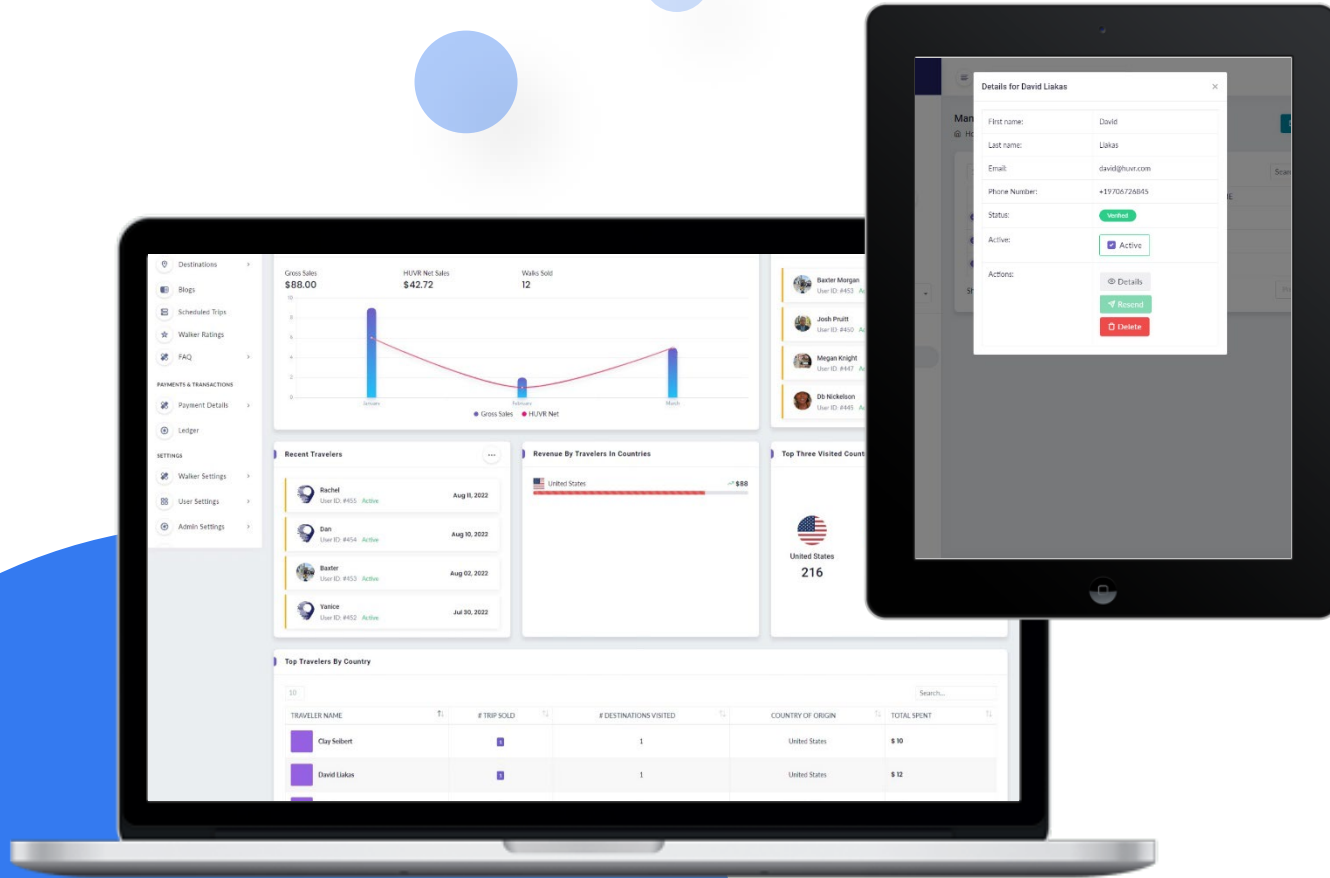
● 02

Ambassadors

VIDEOGRAPHERS

Ambassadors are the trained videographers that will host the live virtual events for the Administrator and the brand. Ambassadors can be located anywhere in the World.





# It All Starts with a Strong Admin Panel

We have given the Administrator full control over their account and their data. Administrators have the ability to add unlimited events of any kind, add unlimited ambassadors, and schedule unlimited simultaneous virtual events. Post-event, you have instant access to all of your videos and data.

# Videographers & Ambassadors

Videographers and Ambassadors download approved and monitored apps from Apple or Google. These apps are maintained and updated regularly by Huvr to ensure they are working with the newest devices. The apps give Ambassador the ability to host virtual events from their mobile devices.



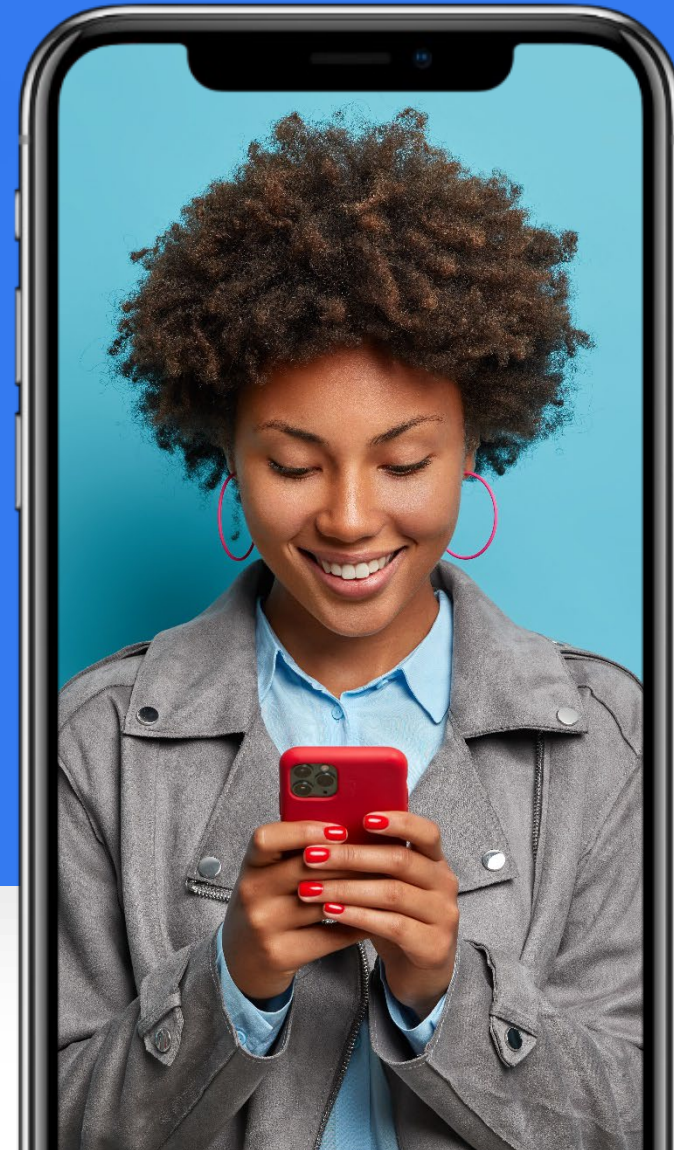
VERIFIED AMBASSADOR



Download on the  
App Store



GET IT ON  
Google Play





# Viewers or Virtual Travelers

Experiences that Inspire & Engage



**Micro-Tours** are short targeted live video presentations led by ambassadors. These 10 to 20 minute virtual events target specific people, places, programs or events giving virtual travelers the ability to customize what they want to see and how they want to interact with your brand or organization.



## Rewatch Videos

Huvr gives virtual travelers the ability to rewatch videos from their virtual experiences using cloud-based access from the Huvr App. Users can also cast videos to larger screens to share with others.



## Engage With Brands

Virtual Travelers can engage with brands during the virtual events. For one-to-one presentations, the audio channel is open for verbal communications. When 2 to 15,000 travelers are attending, we open the chat channel.

# You Gain Valuable Data Points

## A Major Differentiator

Once people complete their live video experiences, your team can download valuable data points to enhance your existing **Customer Relationship or Acquisition Efforts**.

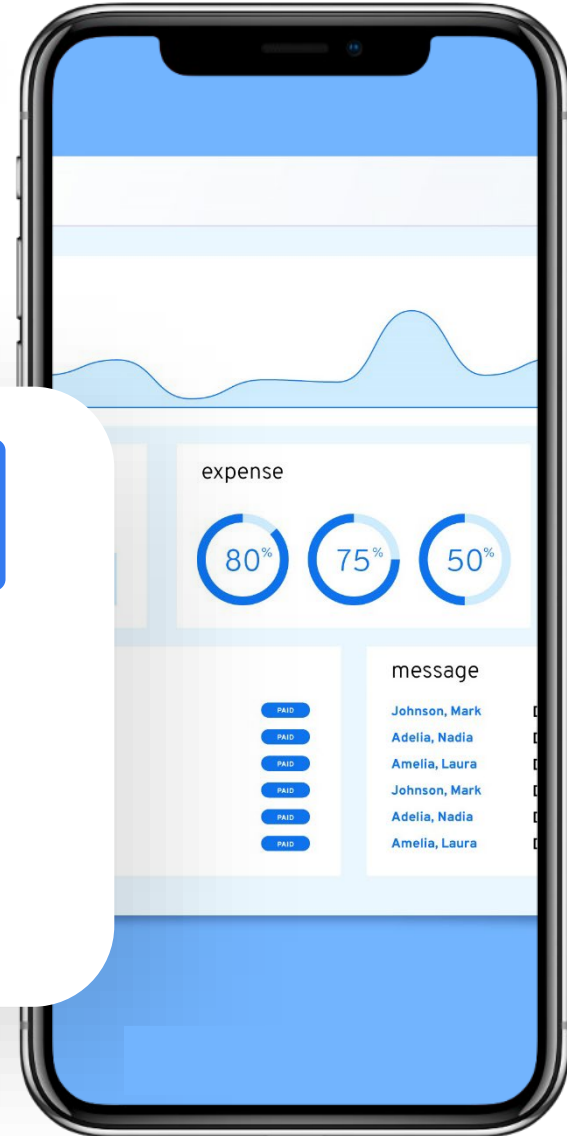
**79% of consumers say being able to engage with knowledgeable brand representatives is “important” or “very important”.**

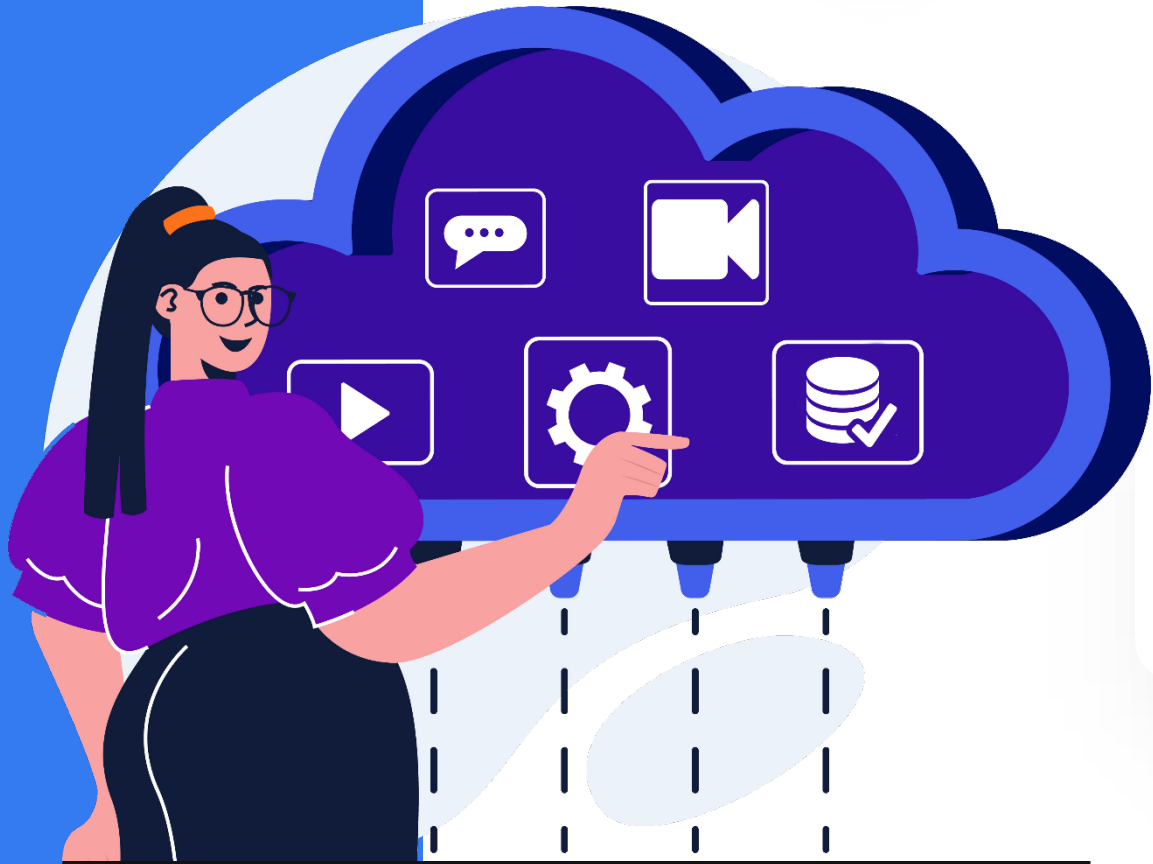
*(Source: Microsoft)*



### Data Points

- Identification Information
- Contact Information
- Geographic Information
- Career Field Interest
- Time in virtual events
- Questions Asked
- \*New data points being added





# Video, Audio, & Data Storage and Retrieval

The Heart and Soul of Huvr Pro

## Audio and Video

Your audio and video files are first combined in a secure S3 Bucket and then placed into a secure Cloud Server where you have access.

## Data

User data, including chat sessions are instantly downloadable directly from your control panel for importing into your CRM.

## New Data Points are being added all the time

Huvr is constantly working with our clients to add new data points that are important to you. This takes time because with each new set of data added, we must update our legal terms and provide users with a way to see and remove their data.

**Huvr facilitates this!**

# Engagement & Interaction

## How Virtual Travelers Engage with Brands



# Revenue Options

Designed with Budgets in Mind



## eTickets

Currently a manual process

For any virtual event you create, you can sell e-tickets on your own website where you can deliver an access code as part of the receipt.

## Sponsors

Currently a manual process

You can get sponsors to sponsor your virtual events, where you can create signup pages on your own website or place physical signage in the path of the video.

Note: We are currently working to automate these tasks and add them to the app itself. But in the meantime, we can show you how to do it without waiting.

# Geography & Signal Strength

HuvrPro is tested and available all over the World. Our Gig-Economy operations are currently live in 15 countries, mainly due to legalities of paying employees across borders. However, Huvr Pro has no such restrictions which means you can launch virtual events anywhere there is an appropriate signal.

**Regarding signal strength, we have tested our platform as low as 3G with 60% signal strength and have shown little to no latency. We continue to work with our partners to adopt the latest technology that reduces latency and uses less bandwidth.**



*Video latency refers to the degree of delay between the time a transfer of a video stream is requested and the actual time that transfer begins. Networks that exhibit relatively small delays are known as low-latency networks, while their counterparts are known as high-latency networks.*

# Future Capabilities

## The Development Roadmap

At Huvr, we work directly with our partners and licensees to ensure we are developing features for the platform that are meaningful and useful. This list includes are most requested features to date that are currently in the development roadmap.

- Connect Ambassador Video Source to **GoPro HD**
- Connect Ambassador Video Source to **RayBan Smart Video Glasses**
- Build in capability to connect Ambassador video source to **Drones**
- Add true **Virtual Reality** functionality with VR Camera and Goggles
- Add the ability to sell **eTickets** directly from the app
- Add greater functionality for adding and displaying **sponsors**
- Add **facial** and **spatial** video recognition with new data points
- Add a **point system** for brand ambassadors and brands
- Add the ability to turn **social sharing** of videos on and off for travelers
- Add both audio and chat based **language translation** service
- Add **joystick** style guidance for travelers to direct ambassadors
- Add additional **API** connections for brands to access data

# HuvrPro Contact Information



**Website** : [www.huvrpro.com](http://www.huvrpro.com)



**Address** : 130 E. Kiowa St. #201  
Colorado Springs, CO 80903



**Email** : [herman@huvr.com](mailto:herman@huvr.com)



**Phone** : +1 (719) 237-5157

