

Unlimited Imagination

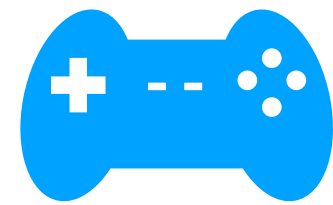
a media company, develops interactive storytelling apps and games for mobile devices.



Problem



**Traditional School
Curriculum is wack**



**Video Game World
needs disruption by
2020**

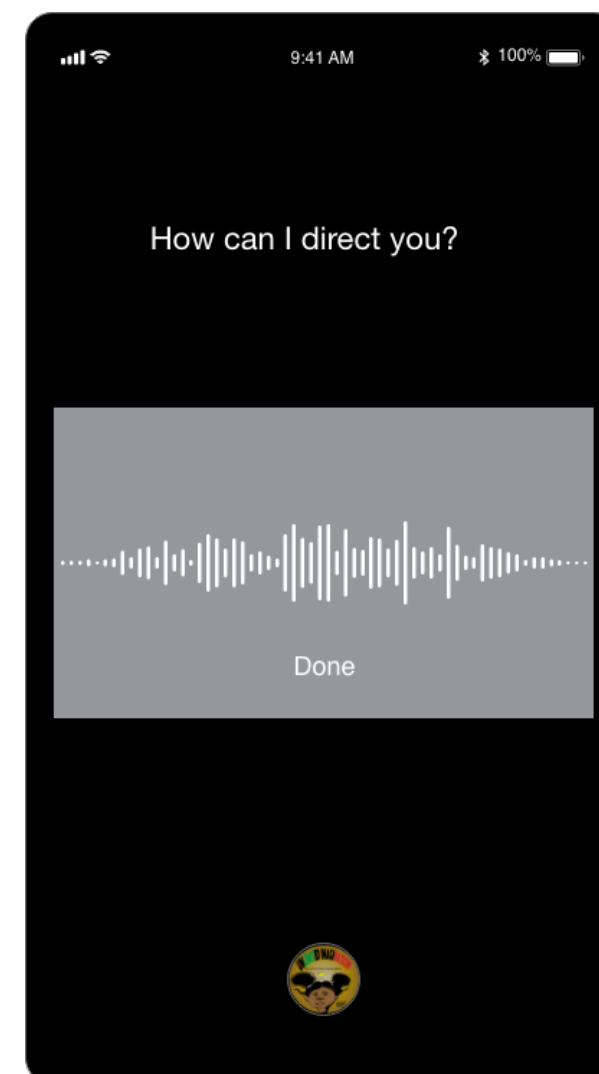
Solution

Kids need a fun innovative way to learn.

Technology is the best way to keep kids attention in the 21st century.

We will teach kids tech, basic skills, science, math and coding with innovative teaching and learning methods thru digital characters, games, exercises, augmented reality equipped with emotional intelligence technology .

Coding and blocks will benefit kids of today to create the future technology of tomorrow.



Market Size

Video Game Market- Gamers around the world spend over \$138 billion on games in 2018
With a 13.3% increase (or \$16.2 billion).

US. Book Market - U.S. Book Publishing industry estimated purchasing power of \$26.23 billion in sales
from 2.72 billion units moved during 2017. Amazon currently controls majority of
The e-Book market.

Global Book Market is valued at \$143 billion



Business Model

We will create original gaming, books, action figure (Toys) and merchandise
Online interactive video games will teach kids skills in order to improve
Humanity for the 21st century.

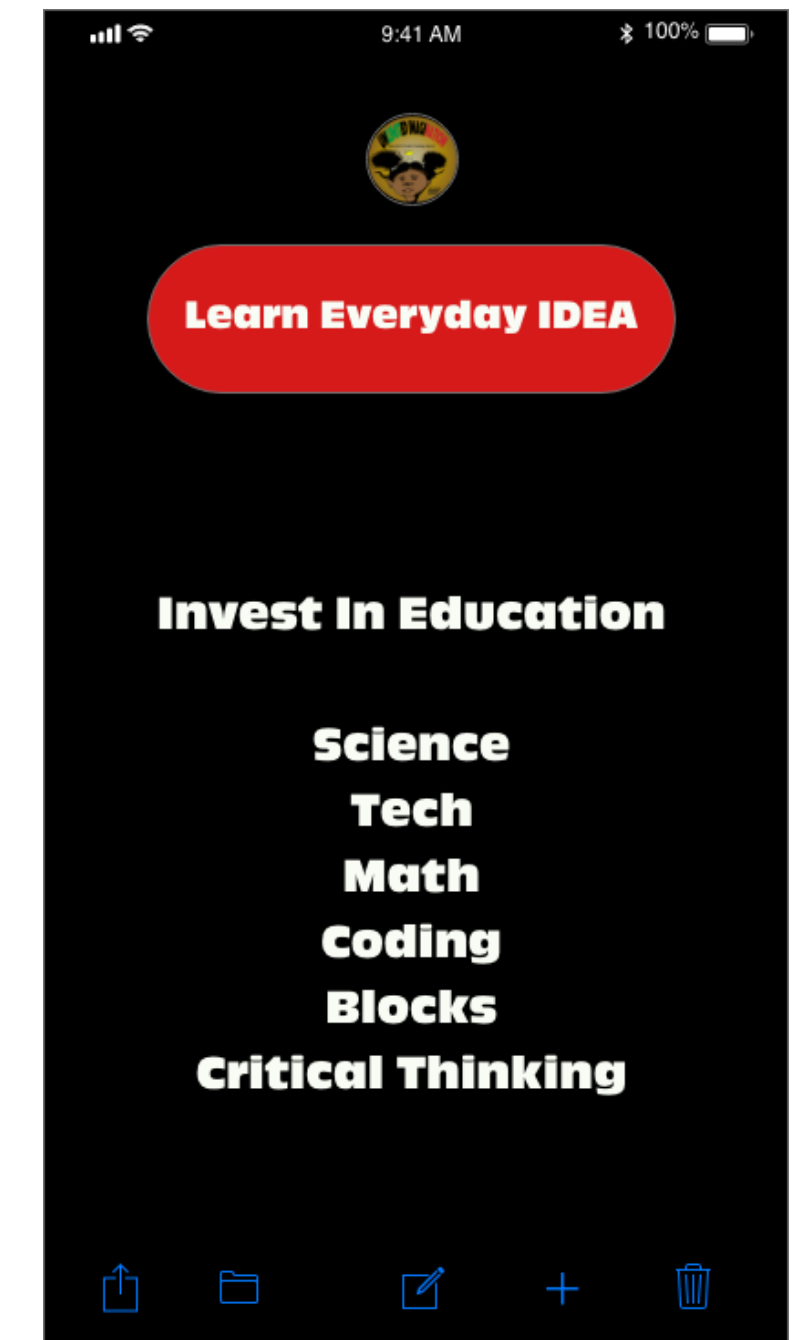


Learning will focus on Science Technology Engineering Math Coding Art
Nutrition, Financial Literacy and Meditation

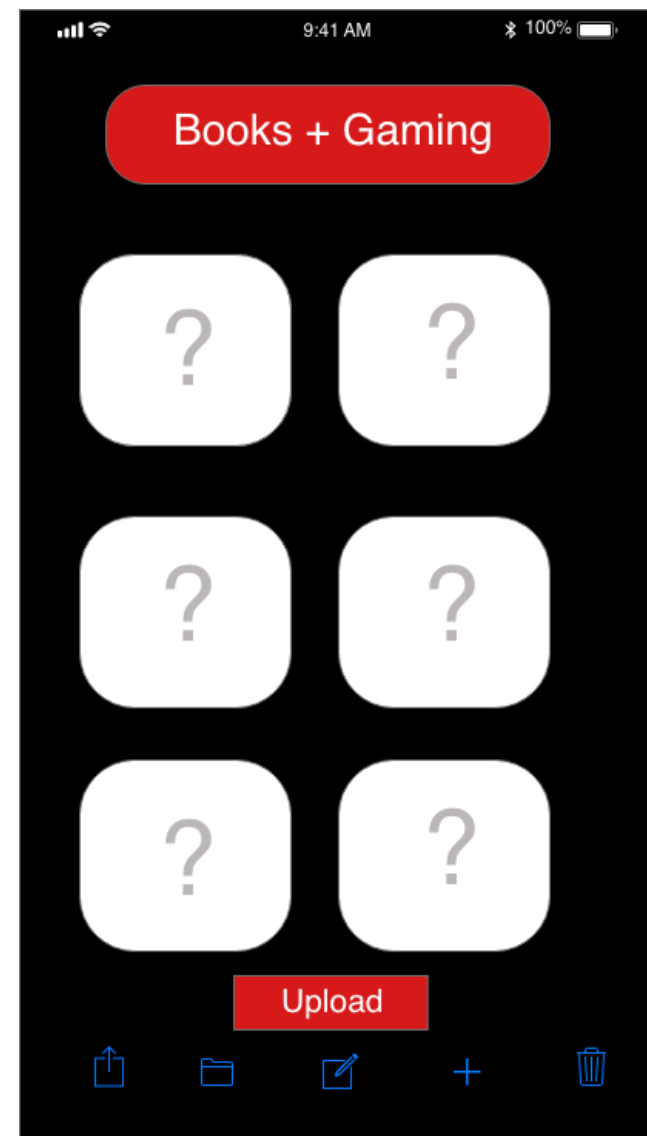
We will start with our minimum viable product (MVP) which is Books.
Books are the foundational key to most all successes.
Unlimited Imagination Books will inspire the future artist, authors
And leaders Of the world.

Books will become video games, mobile apps, action figures.
But not limited to TV Internet Shows, Cartoons and Movies

The Opportunities are limitless with proper execution.



Strategy



- Literacy + Art Awareness Program (LAAP)
- Comprehension + Art Awareness Program (CAAP)
- Application + Art Awareness Program (AAAP)



LAP + CAP + AAP

System Designed by Kim Bell to teach critical thinking , confidence and ability to generate original ideas.

Growth Strategy

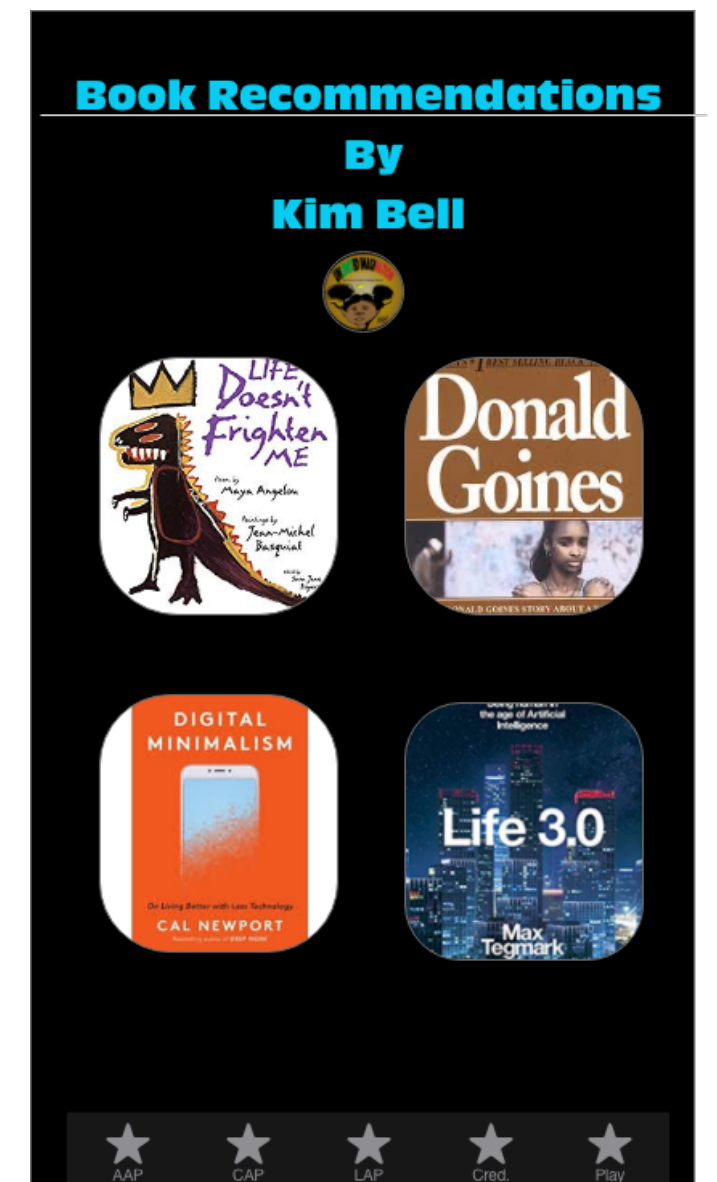
Community Events
Sponsorships, Donations, Give Back

Expand Outlets
school, libraries, universities

Pop Up Events

Create Gaming & Learning Events
Secret meet up locations on app for advanced learning

User Book Recommendations feature to share knowledge



Target Market

Unlimited Imagination

Allows for target advertisement on the basis of any (or a combination of) the following parameters:

School / College /University

All Ages

Gender

Sexual Orientation

Home City/State/ Zip Code

Personal Interests

Site usage

Background

Friends

**This start up prototype will disrupt the book and video game market for a positive financial gain
For the founders and team of Unlimited Imagination. (UI). Outstanding income potential Opportunity.**

Rates

- **Banner ads rates based on scope duration and targeting**
- **Available sizes include 468x60, 120x240, 120x90 and 125x125**
- **Link rates vary based on targeting**

Please contact us for further information and a rate card. Please indicate advertising Intentions, including the duration, targeting and budget





Play Demo



See Kim Bell for demo app

Competition

Disney
Nintendo
Epic Games (Fortnite)

Disney Nintendo Epic Games

2018 Gaming US Revenue

in billions usd

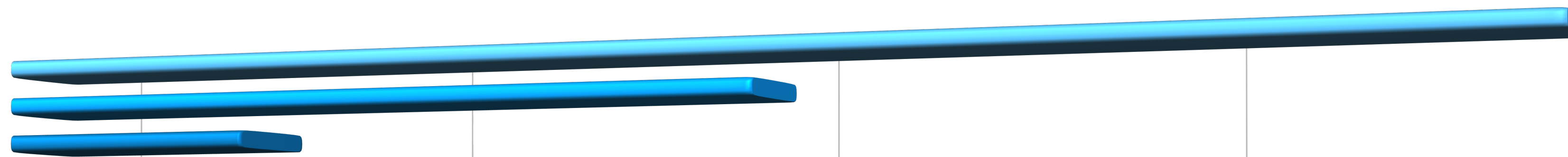
0

4.5

9

13.5

18



Team



Kim Bell (founder)

Kim Bell is an artist, author and proven entrepreneur.
He has provided capital investment and 100% sweat equity
In producing the prototype for this “ideation”



Lauren Myree
Management / Publicist



LaShaunda Howell
Marketing Strategist



Location Office Possibilities
Las Vegas - Los Angeles - Detroit -
Atlanta - Miami

Potential Job Creation
(Digital Revolution 2020)

Jobs Wanted | Employment
Creation:

- **UI/UX Designers**
- **Web Developers (Python)**
- **Data Analysis**
- **Accountant/ CPA**
- **Lawyers**
- **Graphic Designers**
- **Artists/ Illustrator**
- **Creatives**
- **CGI**

INVESTORS WANTED
Please contact for more information.

Potential Outcome



Best Case Scenario

We become market leader \$1B+ in yearly revenue

Realistic Scenario

**Gets 3-5% of the market to use Unlimited Imagination books and gaming
Generates \$50 -81million in yearly revenue by year 2024**

Worst Case Scenario

**This idea stays in my head and I keep publishing 2 books on Amazon every month.
Get a bunch of likes and comments on facebook and instagram.**

Unlimited Imagination Books

Become part of the Team

Lets be a leading force in the Digital Revolution

GOAL: Penetrate the Culture with positive influence by 2030

Invest

Investors Wanted



1st Round Seed Seeking: \$750k - \$8 mil Funding

**Angel Seed Investment Options
\$100k min investment**

\$500k (co founder) investment



**Unlimited Imagination is an “ideation” by Kim Bell. All Rights Reserved. 2019.
Please share with potential Investors who may meet financial requirements. \$100k > min**

**“If you want to influence the future,
control the mind of the youth”
-byKimBell.com**