



Education & Gaming for the Future!

Impact across the U.S. and the Globe with a new infrastructure

The Largest Network of Venues for

Education / Gaming / Community / Career Training / Job Placement

Incubator / Investor Portal / Tech R&D / Health & Wellness / Gaming Team Builder / Mentor Support

Re-imagining of Education & Gaming



Careers

Amazing themed spaces to learn!



Multi-Purpose Stage



STEAM Education
Career Training



Virtual Production



Casual Gaming



Retail
S.T.E.A.M. / Gaming / Tech



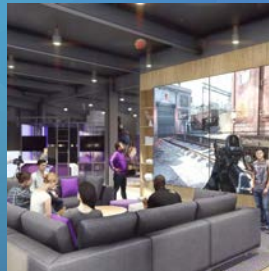
Robot/Drone building



Food & Beverage



Streaming/Podcast studios



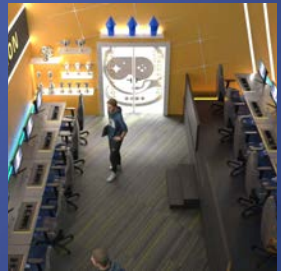
Lounge /Shared Workspaces



Mental Wellness



Maker Spaces



Influencer in-house partnerships

Live Stage Events

Multipurpose Event Stage

Available for bookings

Minimum Threshold seat
count is 3000 seats

Keynotes

Leasable to Public

Gameday Networking Events

University/Entertainment



Esports Tournaments

Gameday Events

AAA Game Developers

Community Run Tournaments

University/School District Events



Live Events

Influencer Events

Award Shows

Student Spotlighting

Community Sponsored Events



Corporate Takeovers

Corporate Events

Sponsored Events

Team Building



The BIG PLAN

Career Pathways with guided steps to doors already open & **awaiting for recruitable** talent



After School & Post Grads →

Young Adults →

Career Pivots →



science



game dev



graphic design



drones



robots



esports



engineering



architecture



VR



AR



cinematography



broadcasting

Guided pathway

*A small sampling of companies awaiting the next generation of skilled young adults. The space industry alone has 100's of new startups needing well trained people. We can work with these companies to get a training program directly from the hiring companies, preparing people to be ready on day one with the skills needed for that exact job. **Virtually no "day one" training on site needed.**



BLUE ORIGIN

NASA

PRIVATEER



U.S. AIR FORCE

SPACEX



Disney



DELL



SAMSUNG

PRIVATE COMPANIES

EA GAMES



UBISOFT



Sony Interactive Entertainment

ACTIVISION

SQUARE ENIX

The BIG PLAN

LEARN → RECRUIT → HIRE

T
Build a global network of **future forward learning, career training, entertainment and esports spaces** lifting up the community and offering new career opportunities.

Connect our youth and young adults of all demographics to a real world education with exciting career pathways and recruitment waiting for them. GameDay will leverage an entire network of industries, companies and local governments excitedly **awaiting streams of skilled future workers who will have an impact on the local economy and improve quality of life.**

Connect the City



Each future location has specific needs to that area. We will create a supportive role in the surrounding area to bring positive results.

- **Support & partner with local schools/Universities**
- **STEAM based Live competitions/showcases**
- **Host city wide events**
- **Live music and shows**
- **Corporate & private event**

Increase locally in areas of:

- **Jobs**
- **Catalyst For Revitalization**
- **Increase In Local Spend**
- **New Infrastructure**
- **Transformational Education & Entertainment**

Future Forward Education

We inspire with the **newest & inspiring platforms and tools**



Adobe® Creative Cloud™



UNREAL
ENGINE



Meta
EDUCATION



Microsoft



AUTODESK.

Software



RIVE



Twinmotion



Plasticity

Our strategy is to build the U.S. infrastructure that needs to compete with other countries and lead the way to bring the entire gaming industry to a profitable & sustainable level!

All this happens while we convert gamers to **ready to hire talented workers** doing what they love!



We need to compete to lead the world in attracting and keeping talent!

The **UAE** has allocated **\$1 billion** to the development of the **Esports island**. The island will include a luxury resort, training facilities, a tournament venue, and an arena for hosting events.