A key enabler for financial inclusivity

If cows can spawn cash, so can your dreams.



Razer Fintech Digital Hackathon 2020

Problem



- Many individuals remain "credit invisible"
- High barriers to accessing mainstream credit at affordable rates
- Limited options to obtain alternative financing

Target: Gaming Industry

• Lack of equipment and support for aspiring game streamers to kickstart their journey

Opportunity

- Tap on **idle investment capacities** to address financing gap between credit visibles and invisibles
- Leverage on alternative collaterals and credit scoring
- True growth engine: encourage **qualified access** for **underbanked** and **unbanked**

Solution Peer-to-Peer (P2P) Lending Platform in Gaming Industry

- Empowers aspiring game streamers through collection of **alternative data** to create a **credit score,** revised monthly
- Creates accountability through a **collective effort** by game streamers



Establishing Online Trust through a Community Responsibility System







for Gamers







Social Media



Statistics

+ *

In-Game

Referrals



 Identification card

- Alternative lending payments
- Demand deposit account (DDA) information
- Income statements

- Stream Frequency, Subscription & Viewership Ratings
- Social Engagement & Sentiment Ratings, Profile Tags

In-game rank

- Hours played
- In-game skins
- Moolah platform users

Gamers Journey





Gamers Journey

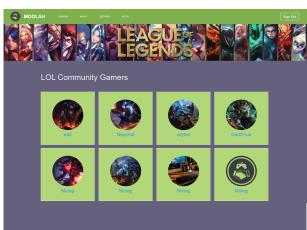


1 Register

8	MOOLAH		
			Already have an account?
			Sign up. Become the next Shroud
			Fut have as in IC (Parapot
			enni Piniveri
			Et enter provverd Contact number
			Extent the game you play
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2 Create Profile

3 Engage with Community



You Tube

• Go through automated credit scoring assessment



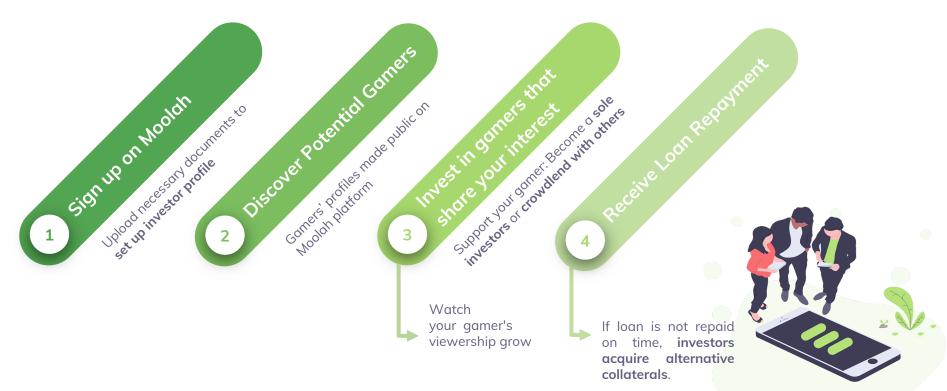
- Display of player profile statistics (eg. winning rate, stream viewership etc)
- Create wishlist



- Discover potential investors
- Repay loans by installments

Investors Journey





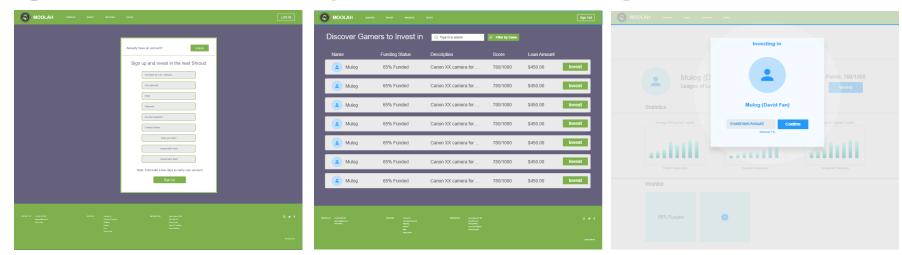
Investors Journey



1 Register

2 Discover Gamers



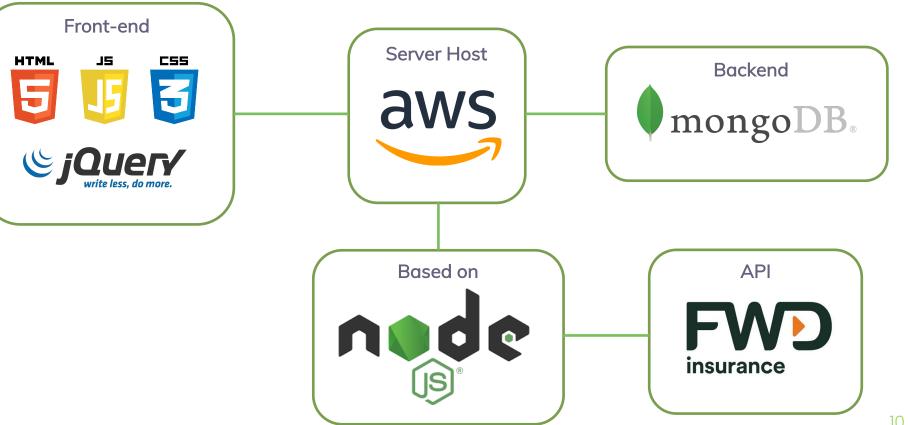


• Verify identity

• Gamers' profiles made public on Moolah

- Support your gamer be a sole investor or crowdlend with others
- Watch your gamer grow!

Overview of Technology Stack





Business Model





Business Model Revenue Stream





Value-Add Service Fees

P2P Business Model

- Platform as a service (PaaS) Pricing
- Main source of revenue

Borrowers

• Guidance on taking a loan

Investors

Provision of new distribution channels

Alternative Credit Scoring Service

Pay-Per-Use Business Model

- Software as a service (SaaS) Pricing
- Proprietary Credit Scoring Algorithm

Business Model Cost Structure

Initial Sunk Cost

- Setting up of P2P lending platform
- Main cost

Operating Cost Advantages relative to traditional banks

Lack of legacy infrastructure

- No requirement for branch networks
- Lower regulatory costs

Competitive Interest Rates

 If cost of funding is sufficiently higher, could undo advantage of lower operational costs

Cost of Funding

Operational Expenditure

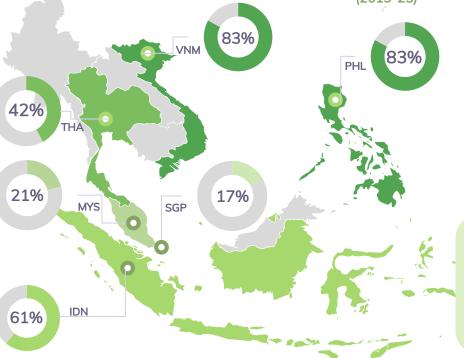




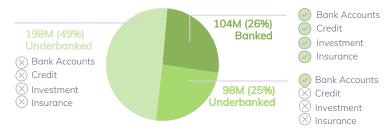
Digital Finance Market Outlook Southeast Asia (*CAGR 29%*) 3 in 4 adults in SEA have insufficient ad



Digital Lending Growth Transaction Value, CAGR (2019-25)



3 in 4 adults in SEA have insufficient access to financial service (2019)



Presently, a fragmented digital financial service market in SEA

- Lack of banking infrastructure in developing countries resulted in a traditionally cash-reliant industry
- Absence of robust credit bureaus in developing countries

Expected Exponential Growth in Digital Financial Services

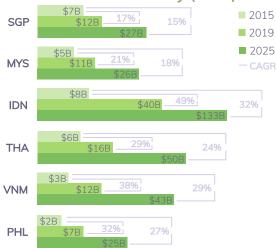
- > \$38 billion expected annual revenue across SEA by 2025, with >20% year-on-year growth
- Digital Lending on track to build \$110 billion loan book by 2025, largest volume contributor (~50%)

Source: Bain & Co., Bloomberg, Google, McKinsey & Company, Robocash, Temasek Holdings, PwC

Gaming Market Analysis SEA: An Emerging Powerhouse

Largest Gaming Region by Revenue (\$72.2 billion)

- 47% global games market share
- The 6 SEA countries contribute to 99% of the region's eSports revenue
- SEA Online Gaming 20% CAGR (2019-25)





77%

2019

2023E

SEA's Digital Entertainment Scene

- Host to the world's fastest growing internet market with almost 3.8M new users online every month
- Solid 145% increase over 5 years to \$8.6B (2016 -2021E), with growth almost tripling China

Upcoming Revenue Growth Drivers

- Digital: In-Game Items (eq. skins)
- **Streaming**: Content Creators

Accelerated by increased connectivity & improved data speeds Boosted by unmatched user engagement

SEA Internet Economy (GMV)

Internet User PC Game s PC Gamers (+_~ Penetration Revenue 186.8M 2023E \$3.14B 99+% \$2.19B 154.3M 2019



Source: Accenture, Newzoo, Niko Partners



Phase 3

Global Deployment of P2P Lending Platform

21st Century Economy

Cross-Border

Regional Cooperation

& Partnerships

Phase 1

Future Economy

Phase 5

Enhanced Risk Management

Buffer funds to cushion

investors against defaults

Secondary market to sell

remaining loans

Strategic Partnerships











Governments

- Verify credentials
- Cross-border cooperation
- Develop regulatory frameworks

Banks

- Mutual referrals
- Tap on established infrastructure of banks
- P2P service to provide alternative credit scoring assessment for banks, access to underbanked & unbanked

- Alternative Data Providers
- Verify credentials

Professional Gamers

Support & Validation for Aspiring Game Streamers

Team Moolah







deadXdrake David Fan Computer Engineering

virulent Ying Xuan Systems Engineering



helpla Tin Kit Computer Science

64-bit Jia Le Computer Science

"For Gamers, by Gamers"