

# Global Marketing

BUSINESS PROPOSAL UniWorld





Chapter 01. MISSIONS & GOALS

**PURPOSES** 



**MAKE BENEFIT** UniWorld is going to spread out to the global a **REVAMP** mainstream line of marketing activities to activate good results GO GLOBAL

market with a

#### MISSIONS & GOALS

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2



#### **End-Users**

**Enterprises** 

**Communities** 

#### **Developers**

To provides endusers with high quality products and services related to A.I & Blockchain adopted to personal life To provides
enterprises with
high quality
Blockchain & A.I
solutions to their
businesses

To provides
communities with
beneficial activities
providing by the
company benefits

To provides
developers with
high quality
platform show off
their skills and
capabilities

CHAPTER

#### MISSIONS & GOALS

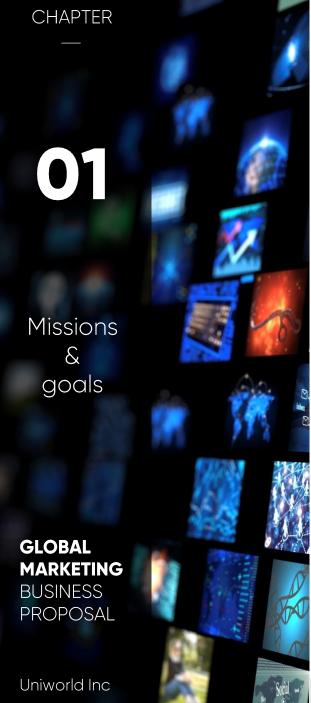
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Expect to have a huge quantity of UNW holders

Get partnership with various enterprises to provide solutions and opportunities along with the A.I and Blockchain

Bringing the project benefits contributing to the community or social activities Approach developers with global touring meetups, and hackathons



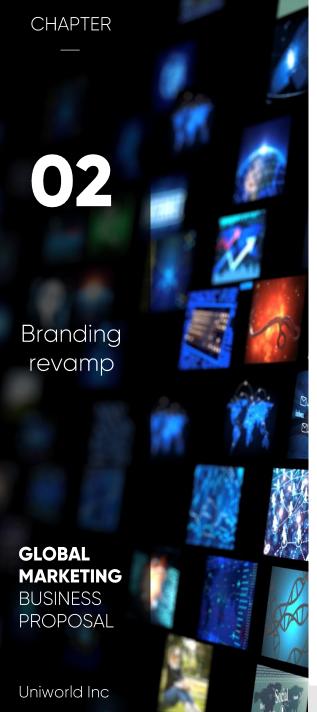




#### **REVAMP KEY POINT**

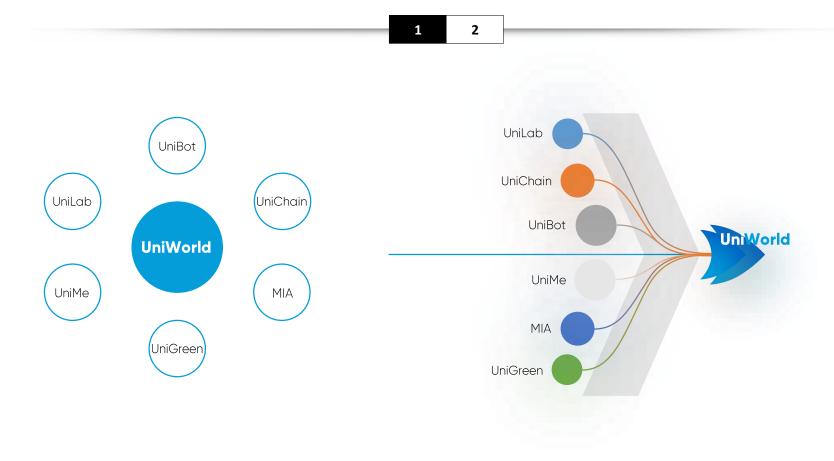


To showoff all core values and advantages of UniWorld to get communities' intentions





#### **BRANDING GUIDELINE**



To consolidate all UniWorld's branding elements

To make the branding structure for all UniWorld's products and services





#### **BRANDING GUIDELINE**





#### UI & UX REMAKE



Changing the mindset of customers on revises and remakes the UI & UX of the UniWorld products and services

Remake UI of all applications and elements within the UniWorld Ecosystem

Adjust UX in consider to the remaking of UI

To satisfy:
User experiences
User attractions
User expects

GLOBAL MARKETING BUSINESS PROPOSAL

Branding

revamp

CHAPTER

Uniworld Inc





UniWorld

#### Mass approach

#### **Online marketing**

**Social networks** 

Direct interaction channel

**Email marketing** 

Web & Blog posts



**ADs** 



**Core values** 

**Benefit of UniWorld Ecosystem** 

**Benefit of UniWorld's Users** 



Chapter 03. GROW AUDIENCES



Mass approach

#### Offline marketing





Uniworld Inc

#### Mass approach



#### Offline marketing





UniWorld will launch out the meetup touring for global market in order to connect to all the customers, users, investors, VCs, organizations



#### Mass approach

1

#### Offline marketing

Meetup Sponsor Workshop

Joining events, sponsorship events. UniWorld will appear in many high quality events all over the world







**GLOBAL** 

**MARKETING** 

BUSINESS

PROPOSAL

Uniworld Inc





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#### Offline marketing



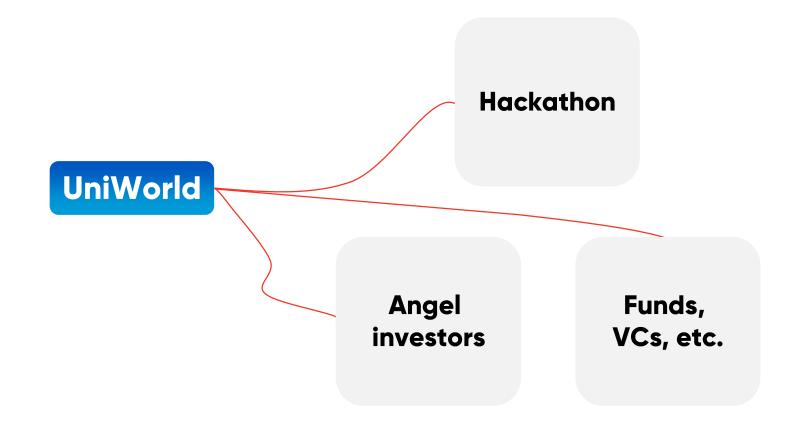


Workshops will be the base for educating the communities. The UniWorld's capabilities to the reality adoption.
Connecting to the technology labs to make improvement and research for technology cutting edge



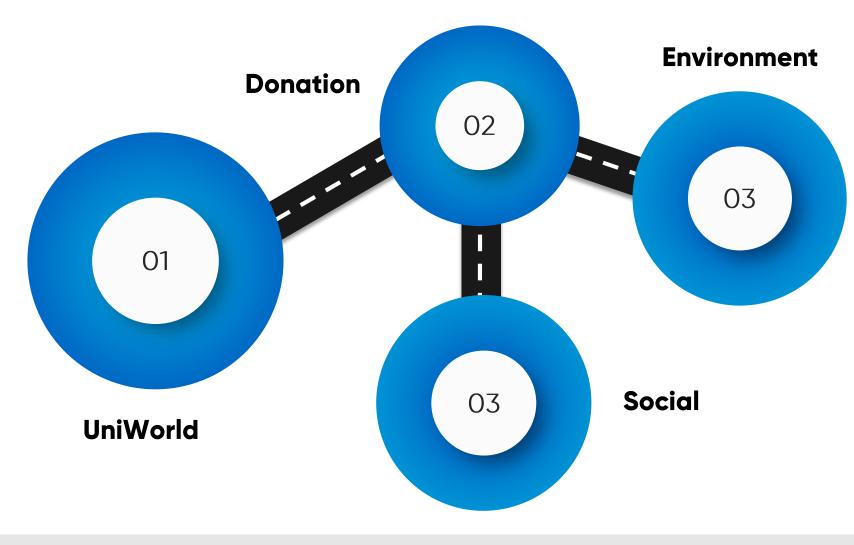


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#### Social activities





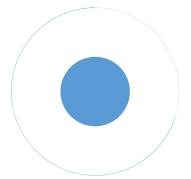




## 1 | Partnerships

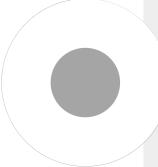


# Solution providers



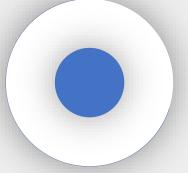
Connect to enterprises for providing solutions

Connect to other companies to wider the scope of business



Scale up

#### **Expert**



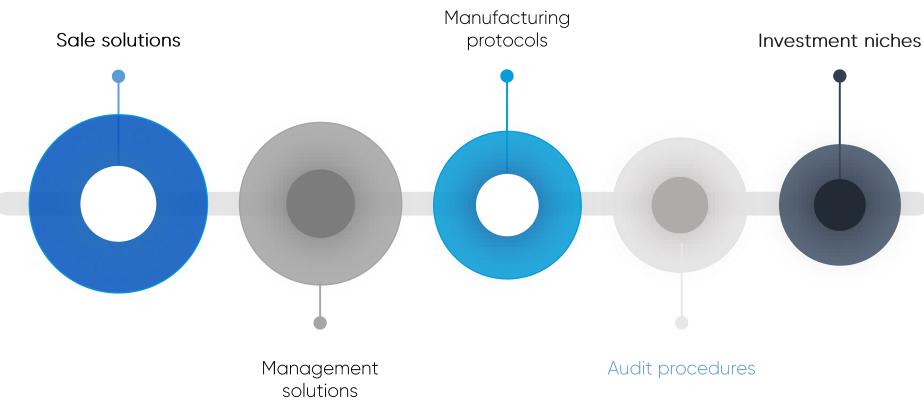
Connect to labs, companies, and organizations on blockchain and Al Connect to media partners to get the communication benefits

PR



#### **Solution providers**







Scale up with

other

industries

Scale up 02 Blockchain Al Industry **Other Industry UniWorld** Industry Connect to **>>> >>> >>** Products and enterprises in servicers the Al provider industry 01 03

**GLOBAL MARKETING** BUSINESS PROPOSAL

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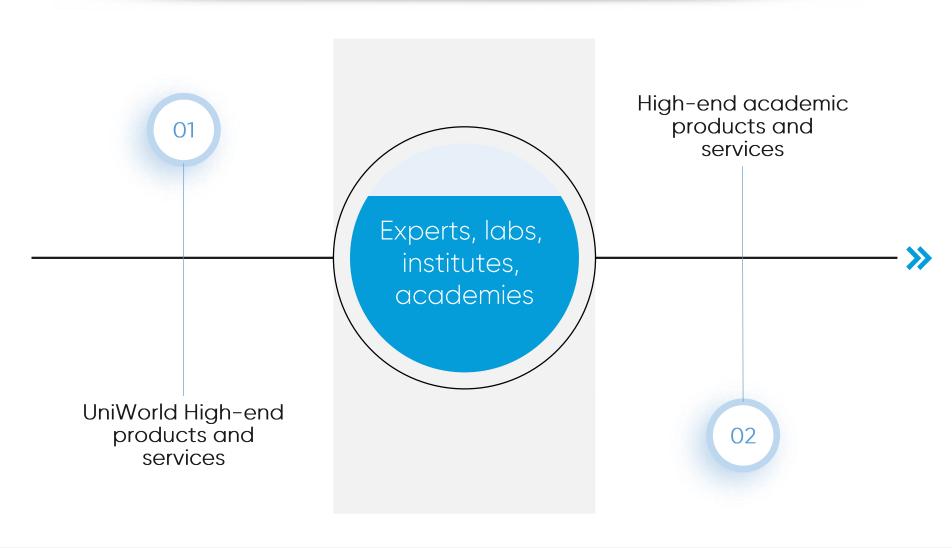
B2B

partnerships

Uniworld Inc



### **Expert**

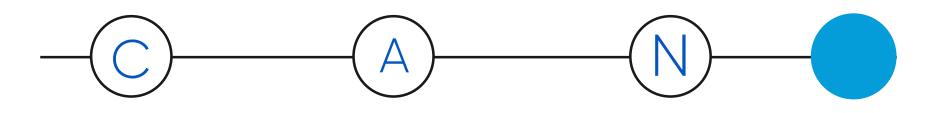












#### Community

Partnership with communities to approach the huge customer segments and get wider the branding awareness

#### Agency

Connect to agencies to make sure all activities will be done well and on time through the agency network

#### National channel

Get touch with national media, organization to build the reputations

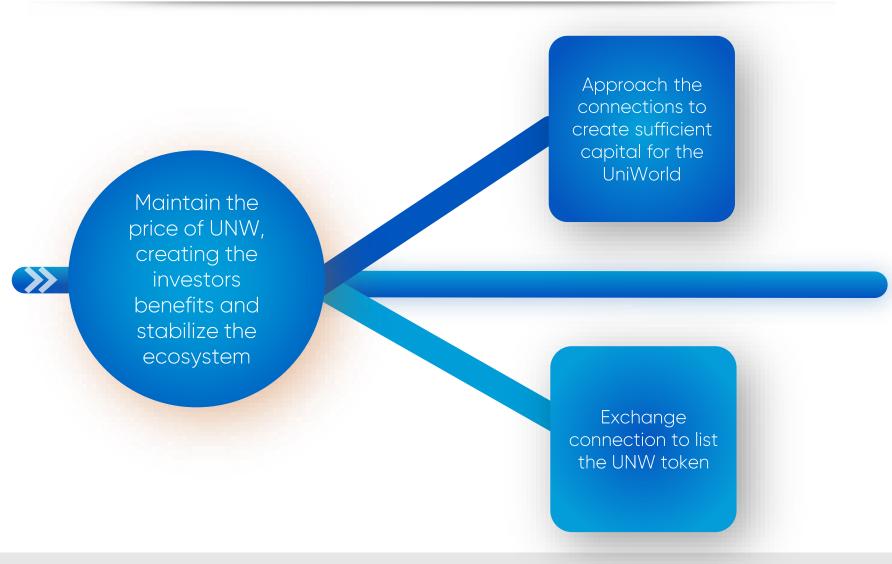


CHAPTER





#### **Market manipulation**







# • Chapter 06. ENGAGE LOYALTY AND ADVOCACY



#### Loyalty and advocacy

