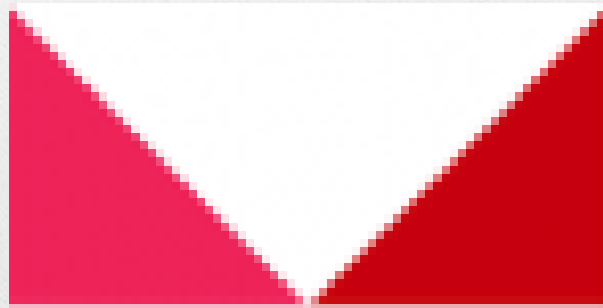


MelodyVR



What's the Problem?

- Since the Covid-19 pandemic, it has shown us that if there is another way to deliver live music to people it would be through the power of the internet and Virtual Reality.
- MelodyVR allows performances from all around the world and can transport any person to any festival, concert venue and dancefloors worldwide.

How would MelodyVR solve these problems



Work on creating an iOS app to be developed on the app store.



Create a way to watch old events of without the need for a heavy headset



Educate more people about MelodyVR and create an activity section (Nodes UK. 2022. MelodyVR)

The Target Market

- 1) Millennials, Gen Z
- 2) Go to concerts 3 times a year
(Ypulse, 2019)
- 3) Enthusiasts about music
- 4) People who are curious about
new technology such as VR



Business Model

PART ONE

Target Millennials and Gen Z's

Providing a service

Key processes:
marketing,
entertainment,
distribution, promotions,
legal, financial

PART TWO

Resources needed:
Updated Website,
Capital, Warehouses,
Intellectual Property and
more customer lists.

We will stand out from
the crowd as we are the
first and most established
VR music company in
the sector.

PART THREE

Key business partners?
All major labels, app
store on iOS and
android, 02 network
operators, oculus headset

Marketing through social
media advertisement, tv
advertisements and then
through word of mouth

Roadmap & Traction

12 – month plan

End of 2022

Recently bought Napster - To establish Napster as a streaming competitor to other streaming platforms.

First quarter of 2023

To raise money to help with maintaining the infrastructure of the business.

Second quarter of 2023

Sign more high-profile artists to the service to attract more audiences

Third quarter of 2023

Fully implement MelodyVR into the VR world and Metaverse.

Marketing and Sales

- 1) B2C
- 2) Release partnerships with larger companies to get backing of trust from future consumers
- 3) Take the Napster brand and merge it with MelodyVR

The Team



Chief Executive
Officer, Director
Anthony
Matchett



Non-Executive
Director
Simon
Cole



Chief Relationship
Officer
Steven
Hancock

Financials

Melodyvr Key Management Ratios

Melodyvr Investment Ratios

(Market value analysis) at previous day's close

PQ Ratio	-
PE Ratio	-
Tobin's Q Ratio	4.14
Tobin's Q Ratio (excl. intangibles)	4.46
Dividend Yield	- %
Market-to-Book Ratio	3.56
Price-to-Pre-Tax Profit PS	-6.87
Price-to-Retained Profit PS	-6.95
Price-to-Cash Flow PS	-7.81
Price-to-Sales PS	66.33
Price-to-Net Tangible Asset Value PS	3.93
Price-to-Cash PS	4.05
Net Working Capital PS	0.74
Price Pct to Working Capital PS	4.12 %
Earnings Yield	- %
Average PE	-
Years in average	-
PE to PE average	- %

Melodyvr Operating Ratios

(Profitability Ratios)

Melodyvr Financial Ratios

(Leverage Ratios)

Debt Ratio	- %
Debt-to-Equity Ratio	-
Debt-to-Equity Ratio (excl. Intgbl)	-
Debt-to-Equity Market Value	-
Net Gearing	-72.60 %
Net Gearing (excl. Intangibles)	-79.56 %
Gross Gearing	8.07 %
Gross Gearing (excl. Intangibles)	8.84 %
Gearing Under 1 Year	8.07 %
Gearing Under 1 Year (excl. Intgbl)	8.84 %
Assets/Equity	1.09
Cash/Equity	87.75
(Liquidity Ratios)	
Net Working Capital to Total Assets	79.29 %
Current Ratio	10.83
Quick Ratio (Acid Test)	10.83
Liquidity Ratio	10.00

Cash & Equiv/C

Melodyvr Balance Sheet

(Solvency Ratio)

Enterprise Value

31 Dec 2016 (GBP)

31 Dec 2017 (GBP)

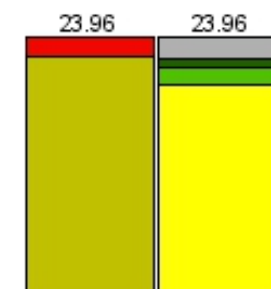
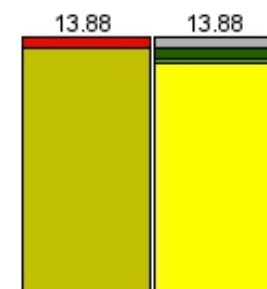
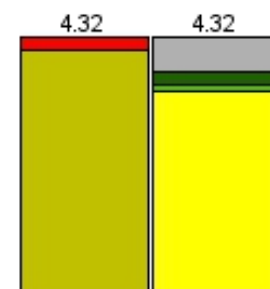
31 Dec 2018 (GBP)

LIABILITIES

- Creditors (short)
- Creditors (long & other)
- Total Equity

ASSETS

- Intangibles
- Fixed assets & Fixed investment
- Current assets (other) & Stocks & Debtors
- Cash & Equivalents
- Total Negative Equity



(Uk.advfn.com. 2022)

Competitors

Wave

A multi channel virtual performance for live concerts
(Wave, 2022).

vSpatial

The main aim of this app is to create a virtual workspace and start productive tasks with others or solo
(Vspatial.com, 2022).

Littlstar

Work in the NFT marketplace with gaming being their main market and music being secondary
(Littlstar, 2022).

Use of Funds

- 1) To globalise MelodyVR
- 2) To improve and develop the Napster streaming service.
- 3) To help with the experience of the applications.





Thanks for listening

Any questions?

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