Big Stream Entertainment
Media Publishing Ecosystem Highlights & Investor Guide

Big Screen Entertainment Group

Stock: BSEG

BSEG has been and is continuing development on Big Stream Entertainment (BSE), a streaming app that will be able to deliver many types of content, games, and entertainment media globally.

Distributing Streaming Content
BSEG will be focusing more on developing content focusing sales on streaming companies. Content licensed to Netflix, Amazon, etc., after expiration content can be placed on BSE to extend the content lifecycle.

BSE on Multiple Platforms
In order to maximize potential user reach, we deploy BSE on the web, Google Play Store, also ROKU. We will continue to implement BSE on more platforms potentially reaching billions of people. BSE will earn revenue using a combination of ads, subscriptions, and other digital content and products.

BSE on Google Play: https://shorturl.at/qwT16

BPUB Big Publishing System
A growing app needs to be able to scale, also updated quickly and easily. BPUB allows BSEG to catalog, upload, process media, and publish/unpublish titles quickly to all devices within the BSE ecosystem globally.
BSE Media, Sales, & Distribution
Content formats, types of media, and BSE Distribution Outlets

Variety of Content and Sales Outlets
Currently with over 200 titles on BSE of various genres, we look to develop and distribute more & more content to large streaming companies & BSE.

BSEG content development sales distribution including but not limited to:
- Netflix
- Amazon Prime Video
- Apple TV & other networks for streaming distribution such as Hulu

BSE Distribution of BSEG and Partner Content
Once products go through its lifecycle it can be published to BSE, and its many current and developing outlets for viewing. Together these outlets can potentially reach billions of users and viewers.

Currently you can download/access BSE on:
- Google Play Store: https://shorturl.at/qwT16
- Web at https://bigstreamentertainment.com
- ROKU Channel - Big Stream Entertainment

Looking to add BSE in the future on:
- Apple iOS
- Windows App Store & XBox Live
- Amazon FireTV
BSE Revenue Models
Engaging and monetizing user interaction

Multiple Revenue Models & Outlets

BSE looks to create revenue using as many use cases as possible. Currently we look to use a combination revenue of ads, and subscriptions, including but not limited to:

- Partner with 3rd-parties (such as ROKU & Google) to display ads.
- By selling ad slots and impressions on BSE direct to advertisers.
- Pre-roll, mid-roll, and post-roll ads during user viewing of media.
- Subscription tiers limiting or removing ads in the BSE ecosystem.
- Direct product sales digital, and merchandise.
- Sales of other apps and services that BSE in time will offer.

Direct Advertising Sales for Premium BSE Ad Slots

BSE serves ads from networks such as Google AdSense, also providing direct advertisers to buy premium slots on BSE. Incorporating Google Ad Manager organizes ad slots, manage direct sales, and outside ad networks.

Subscription Tiers

Different subscription tiers will be offered for better viewing experiences, including limiting or removing video ads, and or display/banner ads, etc.

Affiliate Programs

In development are plans for programs that will reward affiliate members for each customer they get signed up for a subscription to BSE.
BSE Digital Marketing & NFT Use-Case
Content and BSE Marketing using Traditional & Digital Strategies

Digital Marketing Strategies

BSEG will continue to use traditional content marketing methods, however we are focusing also on digital marketing. Digital marketing is fairly inexpensive for the potential of reaching many more eyes for our services and products. Non Fungible Tokens (NFT) is just one use-case where we can leverage this technology and creatively integrate it into the fabric of our projects, media, and systems simultaneously.

BSEG Presence on NFT Marketplace OpenSea.io

Link to OpenSea: https://opensea.io/BigScreenEntertainmentGroup

Escalating adoption of crypto, NFT’s, and blockchain by consumers and businesses allows us to tap into a exponentially growing market. NFTs in particular are well suited where art & creativity meets technology.

BSEG plans to use NFTs including but not limited to:

- NFT art and assets for marketing and promotion purposes.
- NFT domain names for Web3 marketing presence.
- Acquire and create market strategies in Metaverse NFT properties.
- NFT tokens for Big Stream accounts & subscription products.
  - Special NFTs can be linked to BSE subscriptions and tiers.
- BSEG can distribute NFT art and assets with a re-sale royalty (aka creator earnings) on the token. BSEG can sell or give-away NFTs to new owners, that if they re-sell, during each transaction BSEG will earn a percentage of that.
**Big Stream Entertainment EcoSystem**

Content streaming technology & Setup

**BSE One Codebase Runs Them All!**

Big Stream app is built using one code base that enables it to run on multiple platforms & devices. The technique to write and maintain code once saves time and money, than separate code written for each different platform.

- One code runs them all: Web, Android, iOS, Windows, and potentially more platforms we haven't seen yet.
- React.js the core of BSE app is ubiquitous and easily maintainable. Writing it and maintaining one set of code saves time and money.

**Multiple Technology Stacks used in BSE**

The BSE application and the ecosystem employs multiple technologies and services. Those included but not limited to:

- React.js (the one code) is used for most of the application code that runs BSE. It is hosted, and runs on a virtual private server. (VPS)
- Media bulk storage services using S3 from Wasabi keeping storage costs low even when expanding to multiple terabytes of media data.
- Distribution services of BSE media using a global content delivery network (CDN) from StackPath. This ensures optimized and efficient delivery to users all over the world. This helps reduce buffering times when multiple users are requesting the same media from many locations. The CDN helps BSE to reduce buffering and loading times of streaming media when requested.
- Custom API's (Application Protocol Interface) built to connect all those services together to BSE application and its ecosystem.
BSE Publishing System (BPUB) - Part 1
BSE Media Metadata Database, Processing, and Publishing

Content Processing and Publishing Workflow

A publishing system in place known as BPUB for the BSEG team to add, update, process, publish, unpublish which media is shown on BSE, ROKU, and soon all the other outlets we plan to publish BSE to.

Tools for BSE Media Metadata, Processing, and Publishing

• The BSEG team developed and uses a client front-end & server database backend for collecting information on title(s) to be published. The media information and thumbnails for it will be quickly disseminated to BSE for use on multiple platforms. BPUB also will help with automating the accounting for BSEG and affiliate media being displayed.

• Depending options selected will determine the titles shown on BSE, and where. BPUB allows the team to view metrics, add, delete, update, publish, and unpublish into many different genres, tags, or feature media with a few clicks.

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Once the BSEG team adds, or makes changes to the media metadata (title, genre, runtime, description, etc.), and uploads the media to BPUB it will automatically process the media for publishing and distribution. BPUB uses tools from FFmpeg which optimizes the media files for streaming purposes. BPUB also uses Python scripts automating the media optimization and publishing process.

Once the media is optimized it is then automatically sent to the cloud storage S3 bucket (Wasabi mentioned earlier). Then that content is ready for distribution into the CDN once the first user requests to watch that media.

Depending on how many users request the media and where, it starts to disseminate globally throughout the CDN servers for worldwide reach to reduce streaming loading & buffering times.
BSEG Decentralized Finance
DeFi for BSEG Project and Operational Secondary Funding

DeFi for Funding & Profit Shares of BSEG Projects

BSEG is looking to incorporate project financing using DeFi and tokenomics. We are looking to create tokens first on Polygon network, and potentially others such as Binance Smart Chain, and parent network ETH. We will provide initial liquidity into a decentralized exchange (DEX), and sell tokens financing various projects being developed.

BSEG’s Take on Tokenomics and Project Profit Sharing

Once a supply of tokens sold partially or fully satisfies project funding requirements, then the project goes under development/production etc. Those tokens will be sold with an anticipation that the project will net profit once completed. BSEG will use a percentage of that profit (specified up front with a description of BSEG token sales), to buy back tokens in the open DEX marketplace. With the hope that BSEG projects are successful and profitable, will allow BSEG to buy back tokens raising the value of the tokens, and creating a dynamic supply and demand for it in time.

Web2 & Web3 dApps with BSE Potentially being 1st Streaming App Integrated into the Blockchain?

- Developing Web2 app linked to Web3 dApp integrating BSEG into the blockchain for Defi. Users can swap crypto for BSE tokens and vice versa.
- Technology service providers such as https://Moralis.io make blockchain integration easy linking Web2, and Web3 technologies.
- BSE ecosystem will be developed for users to login traditionally (username/email), or can login by connecting their Metamask wallet, or similar to BSE.
- BSEG will develop utilizing the blockchain for other uses. Tokens can be used in the BSE ecosystem for marketing token credits, as Crypto/NFT/Token gaming/casino hub, & potentially integrate BSEG into established metaverses, or create new BSEG metaverse capabilities.
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Stock: BSEG

https://bigscreentgroup.com
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https://otcmarkets.com/stock/BSEG/profile
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