

# Beyond Media provides additional details of terms with PC manufacturer

#### **Highlights:**

- Beyond Media is developing a 3D/2D movie platform for a large PC Manufacturer
- The platform will be available on Windows devices in the US
- The platform will be compatible with Mobile Virtual Reality devices

Yonder & Beyond Ltd (ASX:YNB) has been asked to to expand on the details of its strategic agreement with a leading PC manufacturer. As part of this deal Beyond Media will deploy a 3D & 2D movie platform in the United States of America (US).

This strategic agreement positions Beyond Media as a potential partner for all types of digital content providers, and enables the company to engage previous and potential content partners to get on board the Y-Hub platform.

Beyond Media will deliver content on the Y-Hub platform. The content will be a mixture of premium and free content on a subscription or a pay per view basis. Beyond Media will deliver content with the clients brand and are integrating with a single ID provided as part of the sign up process on all these devices. The agreement is a non-binding letter of intent, with the parties currently working on the first long form agreement and have simultaneously commenced work on the first stage earlier this month.

The initial term is for a year. It is not known exactly how many devices that the product will be available on over the course of the initial agreement as this will be dependent on the number of device sales and number of devices that will be backwards compatible that are already in market, however no maximum distribution has been set, with the first geographical area to be serviced being the United States of America (US).

In the first stage of the agreement, the parties will share revenue generated from the service, and are working together to expand the product road map. Further commercial terms are to be finalised as the product road map receives final scope approval. The total revenue implications of this first agreement can not yet be quantified, as this requires finalisation of scope around, and completion of platform customisation, and will vary based on total devices shipped, advertising and content sales.

The product launch is expected to occur on completion of platform customization for the client. Phase 1 of this customization is expected to be complete for launch this year. Following the launch it will be deployed with all new compatible devices in the US and then made available to compatible devices already in market.

## **About Beyond Media**

Beyond Media is a state of the art virtual reality and multimedia solution, delivering entertainment and virtual reality experience platforms. Beyond Media processes, meets and exceeds the digital rights management ("DRM") requirements of premium content partners in delivering high definition content via its robust and secure platform. With it's patent pending compression technologies it is able to deliver the highest quality 2D/3D/360 and VR content with the least amount of strain to network and hardware.



For more information please contact: Website: <u>beyond.media</u> For Content Partnerships: <u>content@beyond.media</u> For PR Enquiries to David Tasker: <u>pr@beyond.media</u> For Partnership Opportunities: <u>info@beyond.media</u>

## About Yonder & Beyond

Yonder & Beyond is a portfolio of synergistic technology assets with a focus on mobile businesses. Y&B's strategy is to identify and develop disruptive applications with high commercialisation and scalability potential.

Y&B equip startups with vital capabilities beyond capital. Our philosophy is to invest in people, as well as invest in their business, so they can both grow and succeed. We are dedicated to contributing to the development of businesses through our resources, experience and relationships

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#### Yonder & Beyond portfolio of technology assets and applications include:

<b>BEYOND</b> MEDIA Interest: 70% Website: <u>beyond.media</u>	<ul> <li>Advanced virtual reality and content platform</li> <li>Creating state of the art virtual reality and multimedia solutions</li> <li>Delivers 'cutting edge' VR and entertainment platforms for OEMs, operators &amp; content owners</li> <li>Leading team who have vast experience working for Saffron Digital &amp; HTC</li> </ul>
<b>GOPHR</b> Interest: 75% Website: <u>www.gophr.com</u>	<ul> <li>Making deliveries quick and simple for everyone. Order your courier from your mobile.</li> <li>Disruptive technology gaining momentum and a significant customer base.</li> <li>Outstanding growth in sales, revenue and customers during 2016</li> <li>Send or pick up deliveries with a single tap</li> </ul>
Boppl Interest: 72% Website: <u>www.boppl.me</u>	<ul> <li>Leading mobile ordering and payment app</li> <li>Pre-order and pay for food and beverages, before you arrive or at the venue</li> <li>Potential for multiple revenue streams and insightful customer metrics for every Boppl venue</li> <li>Currently deploying in Australia, UK &amp; USA</li> </ul>



	Winner of the LIK Mehile & Anne Design Award in 2014 nemed Ann of
	Winner of the UK Mobile & Apps Design Award in 2014, named App of the Day by Mobile Entertainment, Top 50 Mobile Innovator 2013, Anthill SMART 100 Index 2016 and Anthill Reader's Choice Awards 2016
nricm	Nominated for "Best New Agency 2016" in The Recruiter Awards
digital •	Cash generative business with increasing pipeline of sales, revenue and clients
Interest: 60% Website: <u>http://www.prism-</u> <u>digital.com/</u>	High profile clients, including Rackspace, Boticca.com, Moo.com, Ogilvy, WPP, Salesforce.com
	Host of high-profile London technology events in conjunction with Facebook and Microsoft
Interest: 70.5% Website: www.meu.mobi	Australian mobile network operator with unique B2C customer offerings
	Disruptive, innovative force within the telecommunications sector
	Is Australia's first Social Mobile Network™ using a bespoke and innovative socially connected platform enabling members to connect both socially and with MeU's customer centric service representatives in a cheaper, faster and more intuitive way
	Class leading mobile products provide a 3G footprint of 98.5% of the Australian population covering 1.3 million square kilometres, using part of Telstra's 3G mobile network.
	Music-based social media and events app
	Revolutionises the way we use music
	Access to over 20 million music tracks via Spotify
PlayMeet	Interact with people with similar music tastes
Interest: 10% Website: <u>http://www.playmeet.me</u>	Multiple in app revenue opportunities
	High growth language content platform based in Myanmar
SQUAR Interest: 3% Website: <u>www.mysquar.com</u>	<ul> <li>Has over 2.5 million users with growth of 160,000 new users each month</li> </ul>
	Aims to be the "social network choice in Myanmar"
	Cash generative platform with plans to monetise from advertising, partnerships, digital goods and in-app purchases, data mining and online monetary transactions