

VERASITY IS A PROTOCOL AND PRODUCT LAYER PLATFORM FOR ESPORTS AND VIDEO ENTERTAINMENT

Veracity's mission is to significantly increase engagement and advertising revenues for video publishers on any video platform.



VRA Rewards
Product Layer



Proprietary Video Player
Product Layer



Proprietary Adstack
Product Layer



Proof of View
(USA Patent # 10956931
PoV for the blockchain)



Proof of View is the *only*
Protocol Layer Patented
technology for the
blockchain

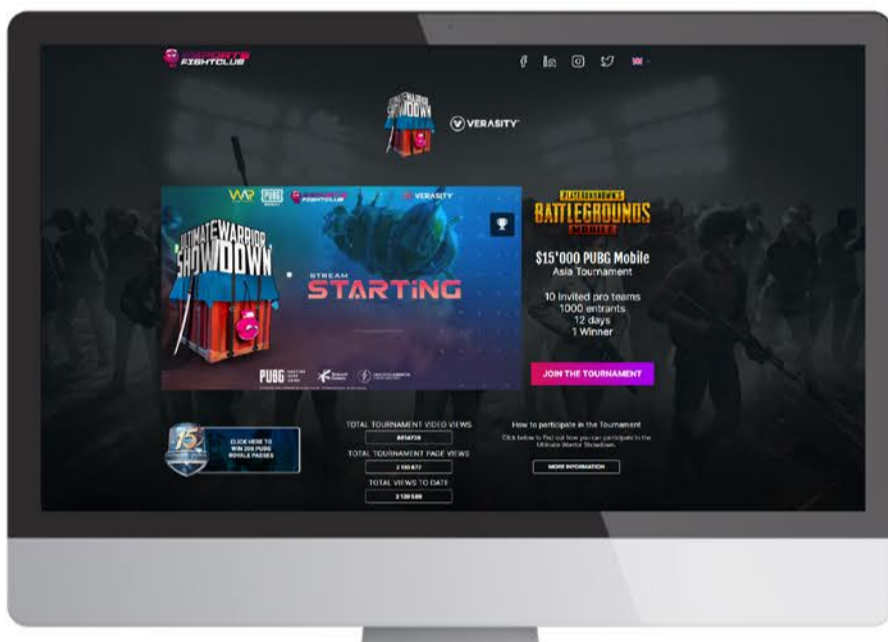


VeraWallet
Product Layer
Payment System

VRA Rewards Product Layer is [integrated](#) for the following video players



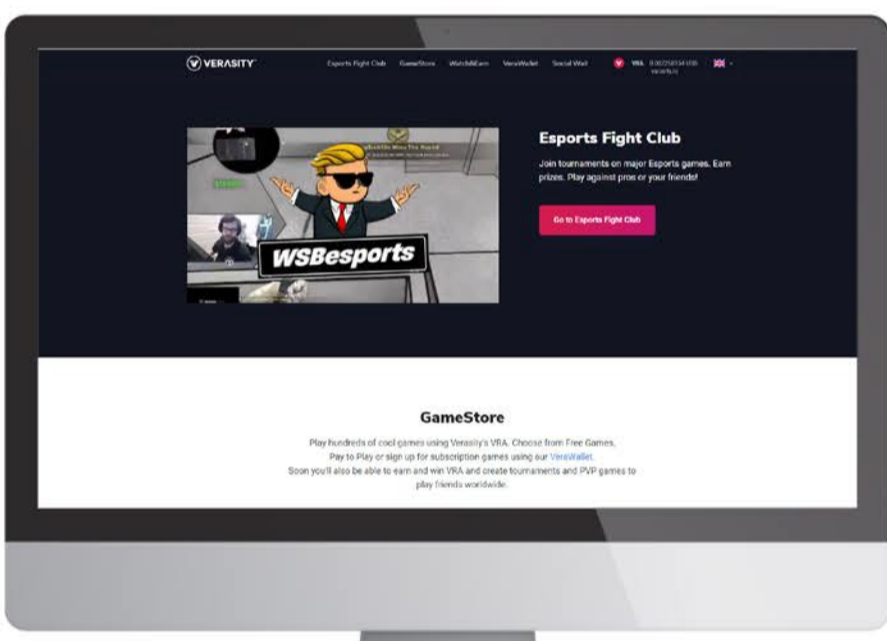
USE CASES



[Esports Platform and Video Publisher owned by Veracity](#)

This is Veracity's most important use case because it combines all of the products into one Esports platform that Veracity owns and controls. The Esports platform has scaled to 8.6m viewers for its tournaments.

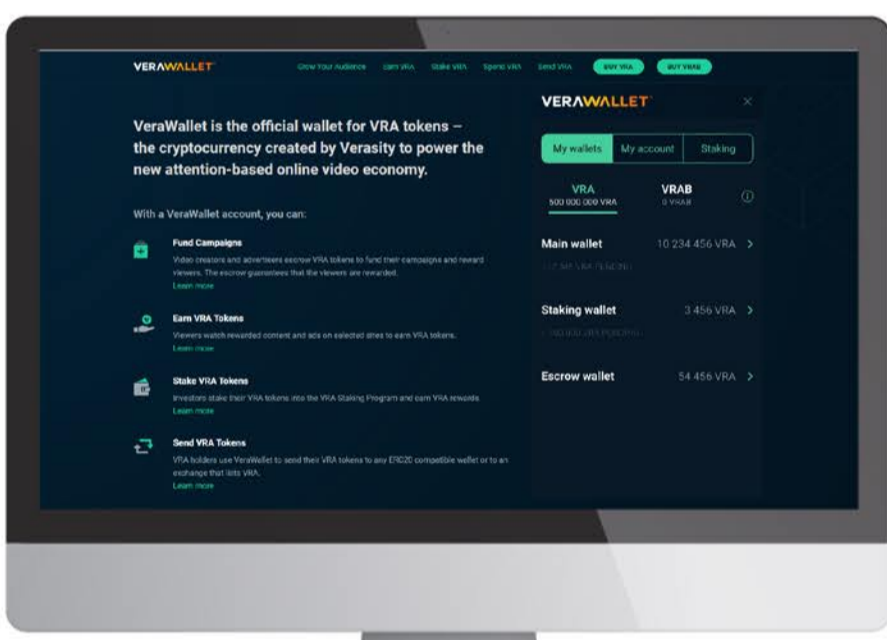
[Visit Esports Fight Club](#)



[Veracity.tv - Aggregator of Publishers](#)

Available [SDKs](#) which can be used by any publisher for the following video players: [YouTube](#), [Twitch](#), [Vimeo](#), [JWPlayer](#), [Brightcove](#), [VideoJS](#), [Kaltura](#), FlowPlayer, [iVideoSmart](#) and others (90% of all video players in the West). This is now available for over 2 million video publishers struggling to survive on low advertising revenues.

[Visit Veracity.tv](#)



VERASITY REVENUES

Veracity earns B2C revenues from its [Esports Fight Club](#) platform through subscriptions, commissions on prize pools, video ad revenues and transaction fees on Veracity products. Veracity will roll out its B2B products later in 2021 with attendant revenues.

[See Adoption Metrics](#)

[See Roadmap](#)

EXCHANGES For full list, click [here](#).



VERASITY IN THE NEWS For full list, click [here](#).

