

# FIT4STREAM

YOUR STREAMING CHANNEL. YOUR AUDIENCE. YOUR TERMS.

# INTRODUCTION

V1.0

# THE PROBLEM

## Today’s creators are forced to piece together platforms that were never designed for them

- YouTube built for content discovery algorithms, not owned audience relationships
- Google Meet built for meetings, for corporate communication
- Zoom built for meetings, not monetized communities
- EventBrite built for ticketing, not streaming or engagement

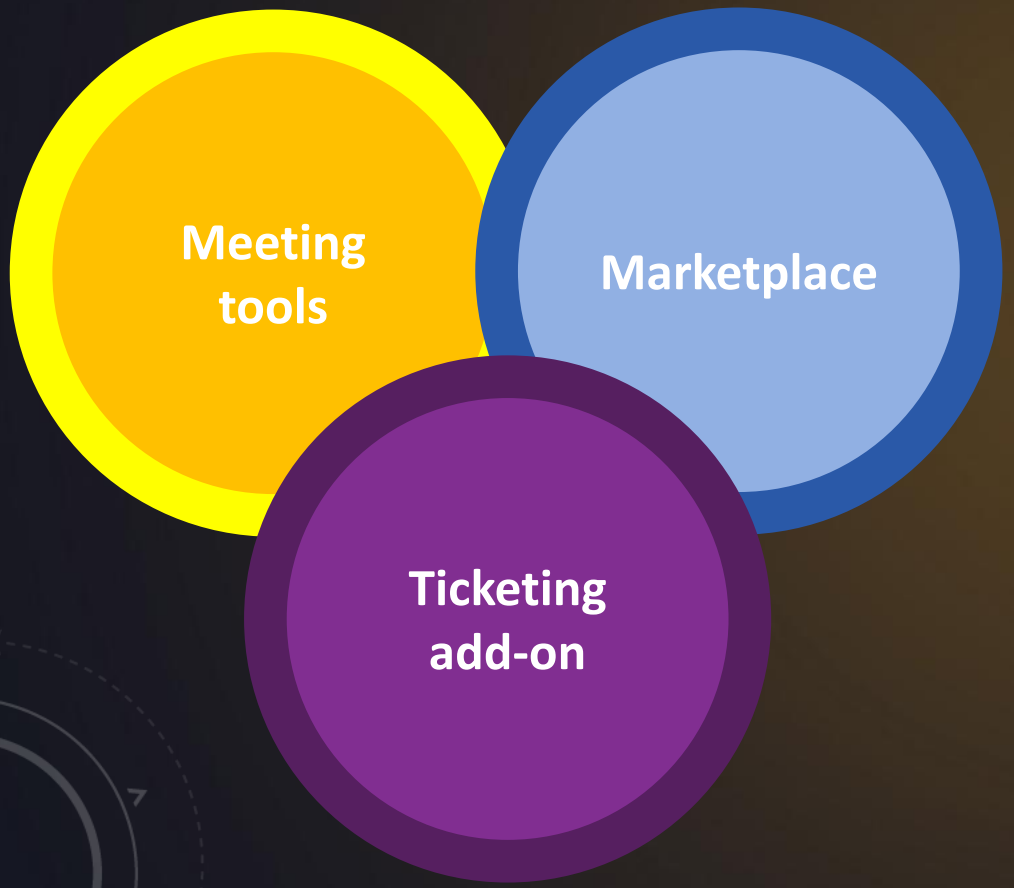
- Creators don’t own their audience
- Events feel temporary, not continuous
- Brand identity is diluted
- Community followership is weak

**There is no true “channel-first” platform designed for lasting creator identity**

# THE SOLUTION

**Fit4Stream - A channel-first streaming network designed to function like a modern TV ecosystem — but for creators**

## It’s NOT




## It’s a NETWORK

- A dedicated streaming channel
- Recurring programming
- Their brand identity
- Their audience relationship

# CORE DIFFERENCIATE

## Each Creator

- Owns a dedicated streaming channel
- Builds recurring programming
- Develops brand identity
- Grows subscriber followership

## Creators Built

- Ongoing content calendars
- Recognizable programming
- Loyal audiences

# WHY THIS MATTERS

## When you shift from “event-based” to “channel-based”

### Traditional Tools

- Transaction-based
- Session-based
- Disposable engagement

### Fit4Stream

- Identity-based
- Channel-based
- Followership-driven

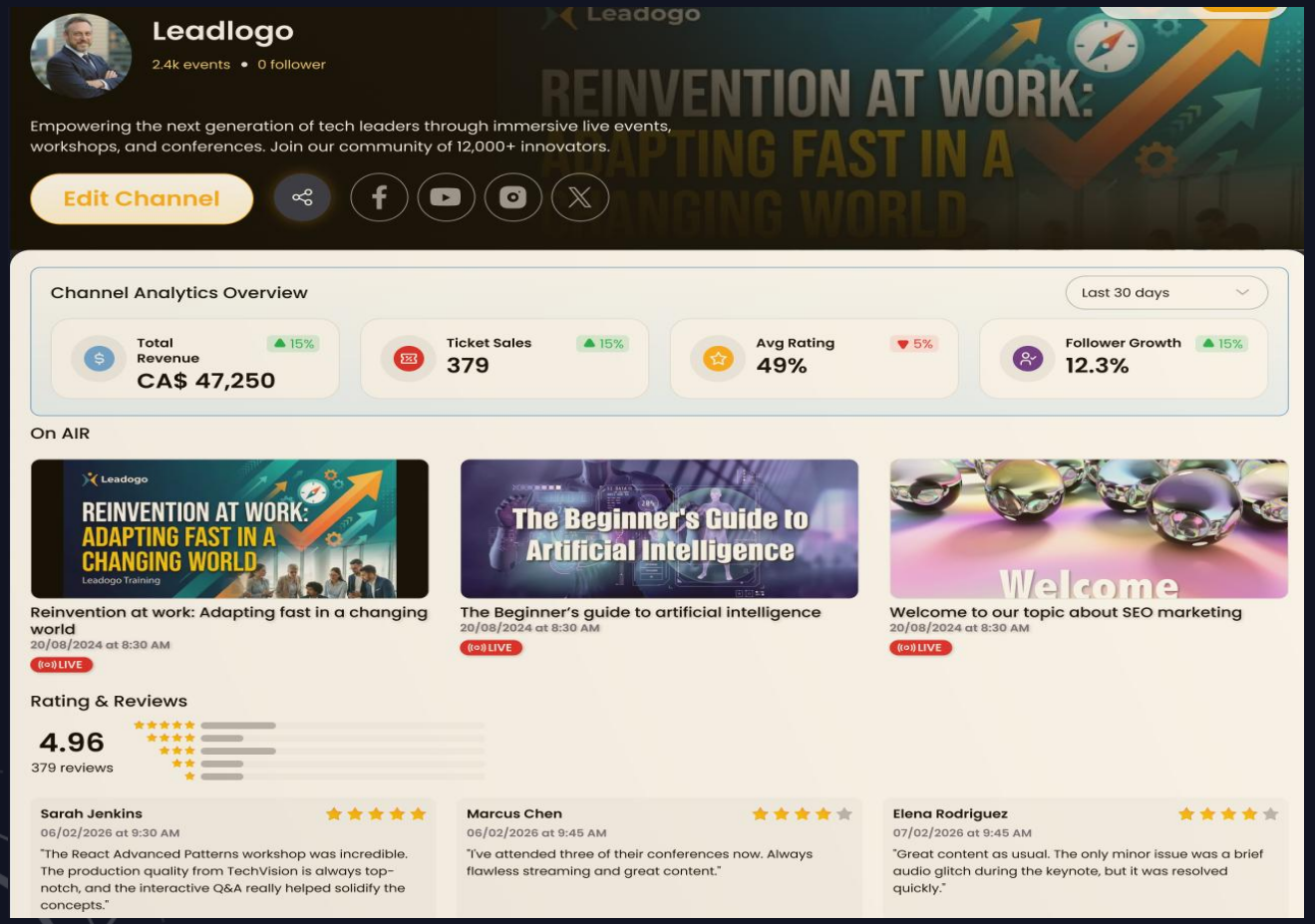
- Higher retention
- Stronger brand equity
- Recurring monetization
- Deeper audience loyalty

# COMPETITIVE POSITIONING

| Platform | Core Purpose | Limitation |
| --- | --- | --- |
| YouTube | ○ Algorithm-driven video platform | ○ Platform owns the audience |
| Google Meet | ○ Virtual meetings | ○ No brand or community building |
| Zoom | ○ Corporate communication | ○ Not creator-centric |
| Event Brite | ○ Event ticketing | ○ No streaming ecosystem |
| **Fit4Stream** | ○ **Channel-first creator streaming network** | ○ **Built for identity & followership** |

# THE PRODUCT

## For Creators - Own your channel, grow your audience

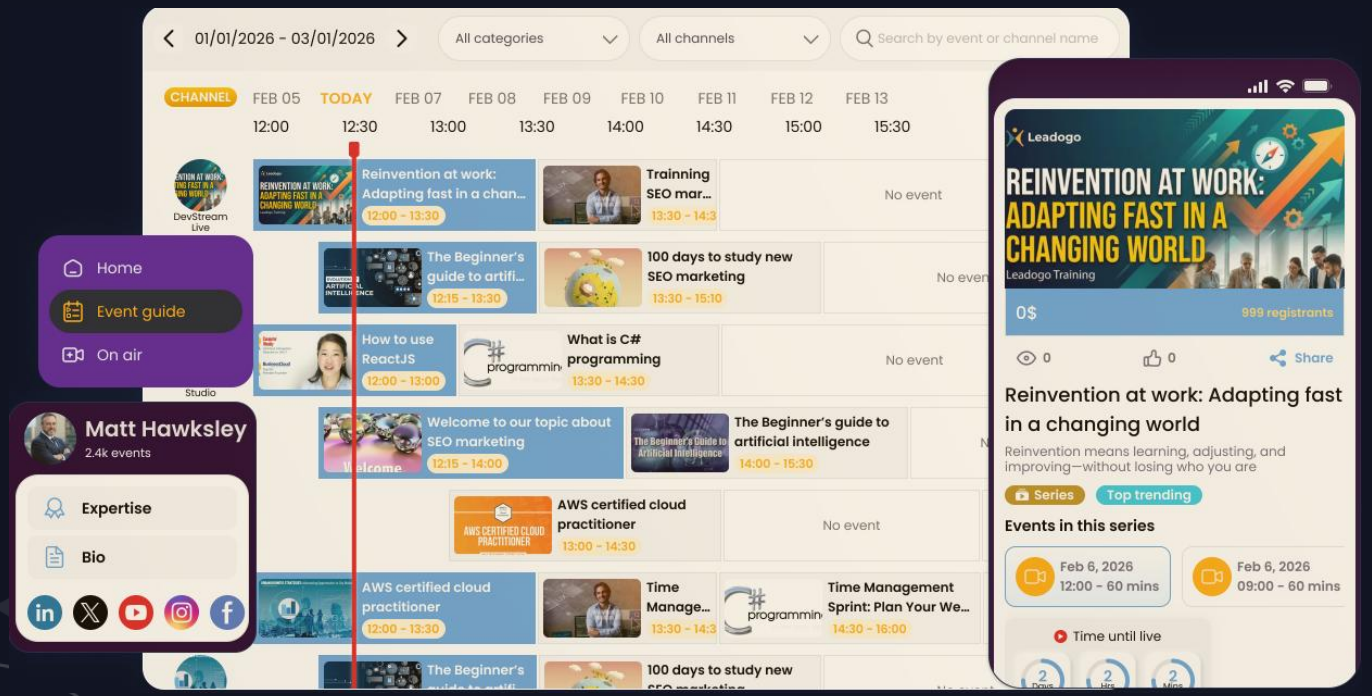



- Dedicated Streaming Channels
- Live Streaming
- Audience Engagement Tools
- Recurring Programming
- Monetization
- Analytics & Insights

# THE PRODUCT

## For Viewers - Follow channels, engage, and participate

Fit4Stream gives the audience a **TV-like experience** with modern interactivity.




- TV guide-style event
- Follow Favorite Channels
- Personalized Recommendations
- Live Interaction
- Multi-Device Access

# THE PRODUCT

## Product Philosophy

Creators maintain **ongoing identity and programming**, like a personal TV network

Viewers develop **loyal followership**, not just one-time attendance

Engagement, retention, and monetization are built into the **core platform**

**Fit4Stream is designed around channels, not events.**

# TARGET CUSTOMERS

| Segment | Who | Needs | Solution |
| --- | --- | --- | --- |
| Individual Creators & Influencers | ○ Fitness, music, education, arts | ○ Channel ownership, recurring content, direct monetization | ○ Dedicated channel, subscriptions, tips, merchandise |
| SMBs / Small Event Hosts | ○ Studios, training centers, local organizers | ○ Professional streaming, ticketing, customer retention | ○ Branded channels, integrated ticketing, analytics |
| Enterprise & Organizations | ○ Corporations, universities, large event hosts | ○ Scalable streaming, multi-channel management | ○ White-label networks, multi-user management |
| Niche Communities / Fan Networks | ○ Gaming, clubs, associations | ○ Recurring programming, community engagement | ○ Channel-first model, interactive tools, analytics |

# BUSINESS MODEL

## Subscription Plans

- Tiered by number of events, event duration, and audience size
- Premium engagement and analytics tools

## Enterprise & White-Label

- White-label streaming networks
- Fixed licensing or monthly SaaS fees

## Ticket Sales

- Integrated ticket sales and event monetization

**As creators grow their network - Fit4Stream grows with them**
**Aligned incentives - Shared success**

# TRACTION

## User base growth

### Adoption

Registered users
600

Organizers
50

Events hosted
150

Countries
3

### Growth Trend

% User growth over month
150%

% Increase in event creation over month
150%

# TRACTION

## Performance metrics

### Engagement

Daily active users

100

Average Minutes Watched per User

80

### Monetization

Subscription conversion rate

60%

Paid organizers

18

Monthly recurring revenue

28K

Revenue growth rate

86%

# GO-TO-MARKET STRATEGY

## Multi-channel approach targeting both individuals and corporates

### Early Adopters

- Individual Creators & Influencers
- SMBs / Small Event Hosts

### Expansion

- Industry conferences, summits
- Enterprise-wide communication events
- Niche communities / Fan networks

### Growth Channels

- Direct sales to organizations
- Partnerships with training providers and event agencies
- Case studies showcasing engagement and monetization

# Connect with us






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