

Vibe Village Entertainment, Inc.

Where AI Meets Music: The Next Generation of Interactive Music Battles

Vibe Village is redefining how people experience music together. We blend AI-powered music battles, real-time engagement, and SharePlay integration to create an immersive, gamified music experience that no other platform offers.

The Opportunity

Now Live on the App Store - publicly available and onboarding new users.

80% of music listeners engage socially, yet streaming apps lack true interactivity. (IFPI Music Consumer Report)	The creator economy is booming—Vibe Village unlocks new monetization streams for music fans and influencers.	Vibe Village is the only platform combining AI-driven battles, curated song selections, and SharePlay-powered engagement—driving viral, social-first music experiences.
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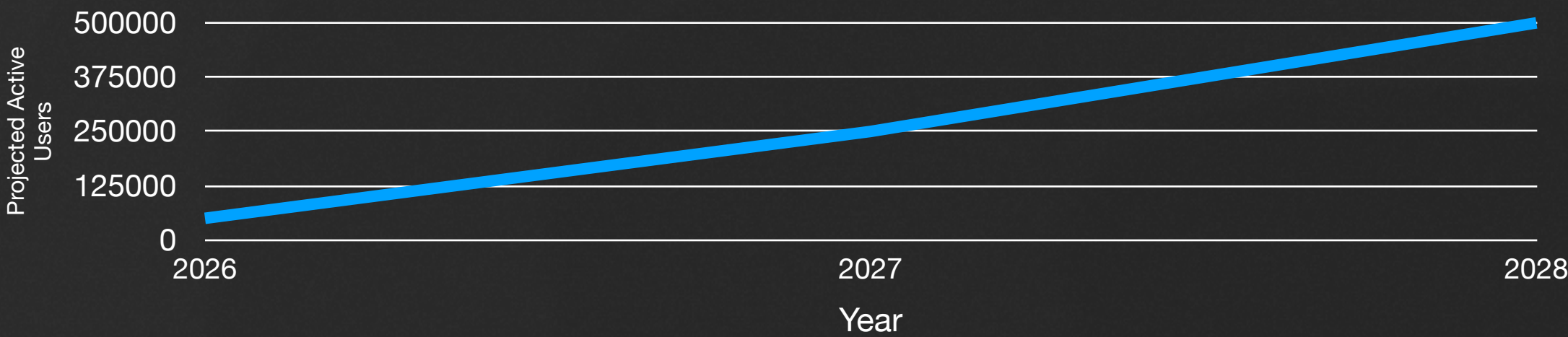
Investment & Growth

\$50K Indiegogo → \$1M Seed Round (\$10M Valuation, 10% Equity) Be part of the future of social music	*Use of Funds - Professional Beta Testing (Applause/uTest) - User Growth & Early Marketing → Driving early adoption & organic referrals before the seed round. - Strategic Partnerships → Positioning Vibe Village for viral growth ahead of launch. - Freemium funnel launches at public release, fueling viral growth and <\$6 CAC by Year 3	12-15 Month Runway → Seed funding fuels growth to 250K users - Series A (\$3M - \$5M) → Scales to 500K+ users.
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Business Model & Revenue Streams

Paid Battles & Listening Sessions	AI-Generated Music Battles	Sponsorships & Brand Collaborations	Projected Revenue Growth
Session pricing: \$1.49–\$4.99 (Based on rounds/songs) + recurring access tiers (\$2.99–\$9.99/mo or \$99.99/yr)	Scalable revenue via AI-driven add-ons (trivia, customization), curated song selections, and tiered access options	Integrated partnerships with music influencers & brands	\$5.78M (Year 3) driven by freemium funnel, strong retention & viral CAC efficiency

Freemium model fuels viral growth + sub-\$6 CAC by Year 3
Freemium funnel launched alongside App Store release in June 2025, allowing new users to spectate and host up to 2 premium events



*We've been accepted into the AWS Startups Program and the NVIDIA Inception Program, receiving \$5,000 in AWS Activate Credits and access to NVIDIA's GenAI frameworks and developer ecosystem
Our infrastructure is fully serverless — powered by Lambda, DynamoDB, API Gateway, S3, Route 53, and CloudFront, and now extended to OpenAI's GPT-OSS foundation models through AWS Bedrock for seamless, production-grade AI integration

Exclusive Apple SharePlay integration sets us apart, enabling real-time interactive experiences that no other platform offers, bringing music battles to life. Unlike passive streaming or social platforms, Vibe Village uniquely fuses AI-driven music battles, real-time SharePlay engagement, and dynamic trivia to create active, social-first music experiences.

Vibe Village Entertainment, Inc. is a Delaware C-Corp, incorporated in March 2025 | App Launched June 2025

Market Opportunity

A Multi-Billion Dollar Industry Ready for Disruption

Music Streaming Market

- \$37B in revenue (2023), projected **8.9% CAGR through 2030** (Source: Statista)
- Over 600M paid subscribers globally
- Streaming is passive—Vibe Village transforms it into active, interactive engagement.

- **Bridging the Gap** – Patent Pending Vibe Village sits **at the intersection of music, social engagement, and gaming.**
- **1% Market Penetration**—Capturing even 1% of the social music engagement market would result in **millions of active users.**
- **AI-Driven Monetization** – AI-powered battles, premium trivia, and customizable engagement **unlock new revenue streams beyond traditional streaming.**
 - **Roadmap:** Now integrating **NVIDIA NeMo and Triton Inference Server (through the NVIDIA Inception Program)** to power **real-time, artist-aware trivia, adaptive battle commentary, and generative music transitions.**
 - **In parallel,** we are leveraging **OpenAI's GPT-OSS models via AWS Bedrock**, enabling low-latency inference for real-time battle intelligence and personalized trivia without third-party routing or infrastructure lock-in.
- **Potential Partnerships** – Apple Music, Spotify, Twitch, and entertainment brands **seeking deeper social music engagement:**
 - ◆ **Apple Music** → Deeper Music Battle & SharePlay integration
 - ◆ **Twitch** → Interactive livestream music battles
 - ◆ **Spotify** → Music Battle & Listening Session integration

Social Media & Entertainment Apps:

- Social platforms (TikTok, Instagram, Discord) boast **5B+ users combined.**
- Audio-driven engagement is increasing—platforms investing heavily in interactive music experiences.

Gaming & Gamification Market

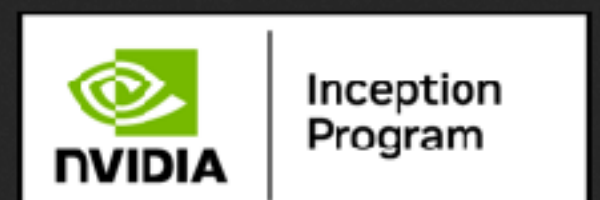
- \$221B gaming industry (2023) with rising trends in **social & casual gaming.**
- Gamified music engagement (e.g., Fortnite x concerts, Roblox music events) has proven high engagement & revenue potential.

Backed by AWS. Accepted into NVIDIA Inception. Vibe Village is building the future of social music — and we're just getting started.

Join the AI-powered revolution in social music. We're inviting strategic investors to fuel the next wave of interactive entertainment.

Schedule a call to discuss investment opportunities

ed@vibevillage.net



Music lovers, casual gamers, and social entertainment seekers

Founder Spotlight

Built from Scratch. Backed by Purpose.

Edward Clark - Founder & CTO, Vibe Village Entertainment, Inc.



AWS Activate Founder. Now an NVIDIA Inception Member.

*Now integrating OpenAI models via AWS Bedrock—
giving Vibe Village the power to scale advanced reasoning features
without external latency or platform risk.*

Edward Clark is a seasoned cloud architect and entrepreneur whose journey spans private enterprise, state leadership, and federal innovation. Edward has consistently delivered large-scale technical solutions with real-world impact, from architecting systems responsible for over **\$20B in annual sales at The Home Depot** to liaising between Deloitte's enterprise systems and the **Georgia Department of Early Care and Learning**.

Most notably, at the **U.S. Department of Veterans Affairs**, he led cloud modernization efforts that now process **2.5 million transactions annually** and directly impact **over 16 million U.S. veterans**.

After facing a series of career roadblocks, Edward reinvested in himself, earning elite cloud certifications, completing the **CTO Executive Education Program at Cambridge Judge Business School**, and building a smart home platform before channeling his passion for music and connection into something bigger.

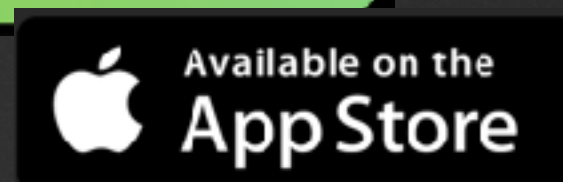
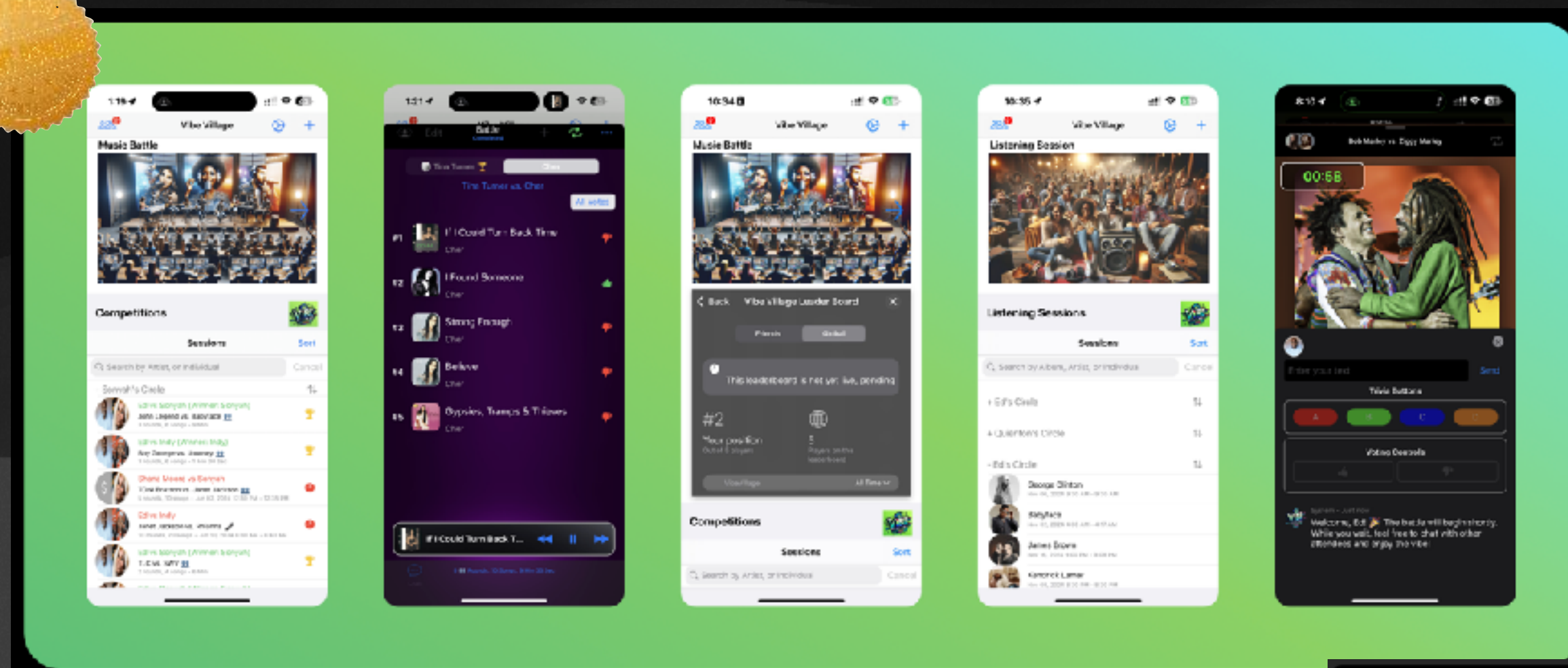
Inspired by real-life family music battles, Edward founded **Vibe Village**, an AI-powered, socially driven music platform built to unite people. Today, he leads the only platform that fuses AI-powered music battles, SharePlay integration, and real-time social engagement, designed to unite users in meaningful, interactive music experiences.

"I've built systems that move millions of transactions. Now I've built one that moves millions of emotions."

First and Only AI-Driven Mobile Music Battle Platform

Real-time synchronized battles via Apple's SharePlay, creating an immersive, live, interactive music experience

“
I've built systems
that move millions
of transactions.
Now, I've built one
that moves millions
of emotions.”
— Ed Clark,
Founder of Vibe Village



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Edward Clark

CTO/Founder, Vibe Village Entertainment, Inc.