

3. Talk + Watch Together





HEARO.LIVE

Ned Lerner
Founder & CEO
Ned@Hearo.Live
Hearo Ned#4868

Founders



Ned Lerner
CEO



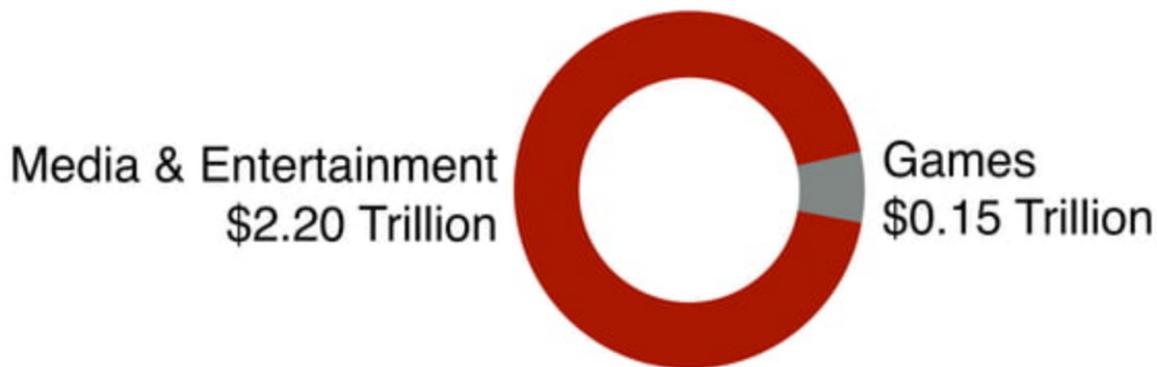
Dwight Kwok
VP Business



Games are highly social,
talking experiences



Media and Game market sizes



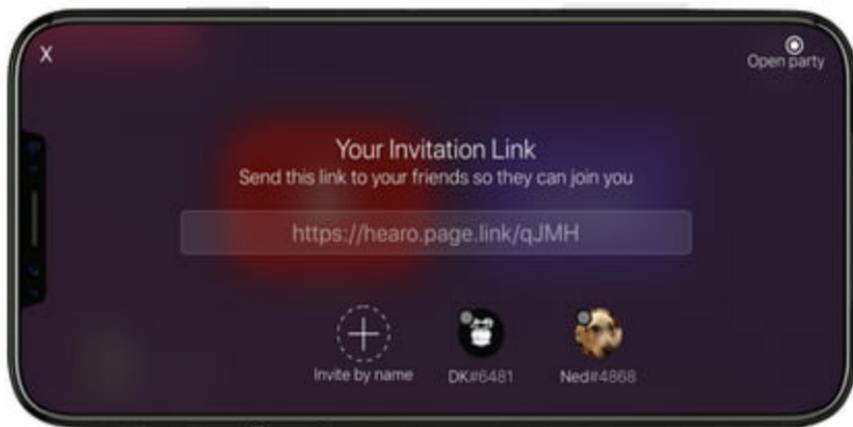
2018-2022 GLOBAL GAMES MARKET
FORECAST PER SEGMENT TOWARD 2022

Source: PwC *Global Entertainment & Media Outlook 2019–2023*

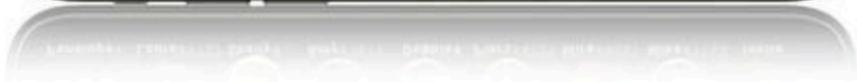
1. Pick what you want to watch



2. Pick who you want to watch with



3. Talk + Watch Together



The human connection platform for
entertainment

CONFIDENTIAL



#ThePartyIsOn



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