



1<sup>st</sup> Innompic Games, 17-18 September 2017, Pune, India

*Big  
Challenge*

## 3rd Innompic Games 2019

attract 1 BILLION  
Internet visitors

# BEEP

**Billion of Enthusiastic and Engaged People**

Russian Innompic Team

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The Planet of Loving Creators

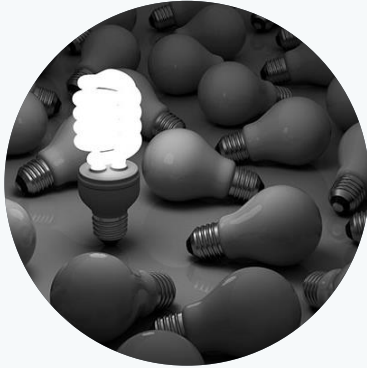


Innompics help people all over the globe to become  
Loving Creators  
and  
create a brighter future for others and for themselves!

*What is now proved was once only IMAGINED.  
-William Blake*



## Innompic Games



- help both participants and spectators stretch themselves and learn how to create new great things
- engage Internet spectators who may participate in special contests, stretch and showcase their creative talents

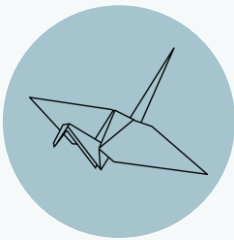
<http://innompics.com>

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Innompics 2019

## **BEEP** – Billion of Enthusiastic and Engaged People



### **PRODUCT VISION**

Billion dreams soar,  
actions follow



### **VALUE MANTRA**

Opportunities,  
Breakthroughs, Joy

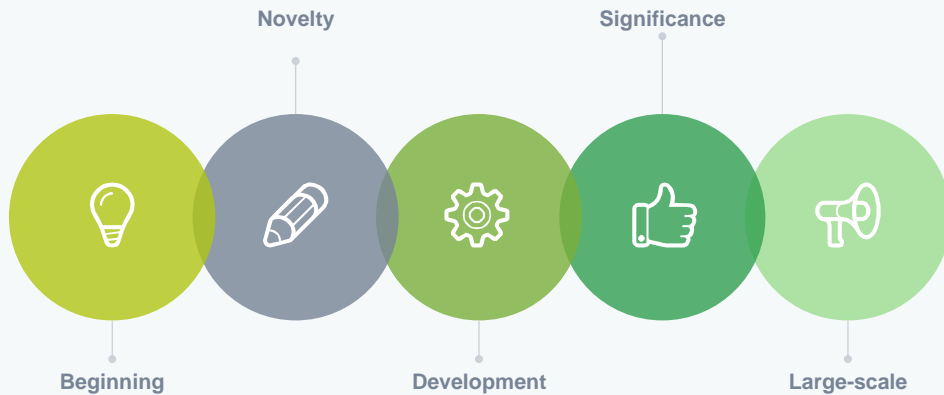


### **SLOGAN**

Grow beyond your  
talented imagination



## «The challenge feels like Big Bang»



## Guiding Principles

<p><b>FOCUS ON VALUE CREATION</b></p> <p>—</p> <p>We will build a world where people can pursue their passions and unfold their talents.</p>	<p><b>HELPING PEOPLE GROW</b></p> <p>—</p> <p>We will help people find inspiration, learn, grow, develop and showcase their creative talents.</p>	<p><b>SPREADING JOY</b></p> <p>—</p> <p>We will make ideation, creation and collaboration processes fun.</p>	<p><b>INCLUSIVITY</b></p> <p>—</p> <p>We will create a world where people of all ages from various cultures could find inspiration and opportunities for life.</p>	<p><b>SAFETY AND TRUST</b></p> <p>—</p> <p>We will build a safe and trusted ecosystem that help people protect their virtual identity, creative works, intellectual property.</p>
<p>Weight 10</p>	<p>Weight 8</p>	<p>Weight 6</p>	<p>Weight 7</p>	<p>Weight 9</p>



## Inspiring world of endless opportunities

### BEEP's Targeted Audience

#### **KIDS**

Knowledge of the world

#### **TEENS**

Finding a life goal

#### **STUDENTS**

Realization of ambitions

#### **UNEMPLOYED**

Finding own place in the world



#### **HOUSEWIVES**

Opening of new borders

#### **RETIRED**

A new stage for development

#### **PHYSICALLY**

#### **CHALLENGED PEOPLE**

Get the wings creating a new one



Inspiring world of endless opportunities for

**Inhabitants of:**



- Developing countries with limited opportunities for innovators



- Remote areas (rural, islands and etc.)

Contests  
**Kids**

«New experiences, new friends with different nationalities- I think that is vital for the future»  
- Egor (12 years)

«It is cool to do something new in this world»  
- Sonya (7 years)

Family

Creative Solution

Innompics-related proposal

Big Challenge

Process

Challenge

Flash points

Inventions

Drawings

Contests  
**Teens**

The Innompics Games goal is to channelize teens in searching their own way in life, to teach them how to improve themselves and help to see learning from a new perspective.

«Innovations are very important in the development of mankind»  
- Jaana (15 years)

«I think these games not only can help people to develop themselves, but also give the chance to communicate and find some new friends»  
- Nikita (19 years)

Education

New contacts

Language practice

Choice of profession

Learning

Contests  
**Students**

The Innompics Games contribute to the development of innovative entrepreneurship among students and the implementation of inventions.



«Thanks to these games everyone receives a great chance to develop his mind and test his own abilities»  
 - Eva (22 years)

«That is a unique opportunity to witness the birth of the new platform where people of different nationalities and countries of birth can share their experience and learn something new»  
 - Polina (21 years)



Contests  
**«Work-at-home» is real!**

The Innompics Games will teach people how to work at home on innovative projects, gather and sell the electronic information.



**Empowering Environment**

- > Oceans of wisdom
- > Winds of Inspiration
- > Fountains of ideas



**Joyful Growth**

- > Inspirational education
- > Skill-building applications
- > Exciting contests



**Freedom of choice**

- > Personal growth
- > Socializing and co-creator
- > Online business

**GROWTH, ACHIEVEMENT**

- To follow a passion
- To pursue a vision
- To create and innovate
- To seize opportunities
- To find an excitement
- To create a wealth

**HUMANITY, SPIRITUALITY**

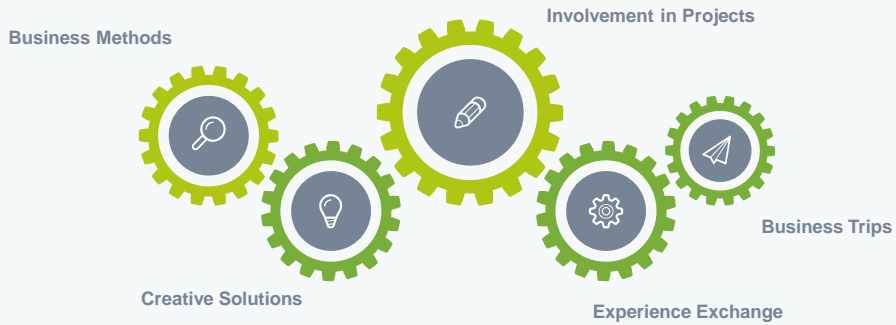
- To pursue a mission
- To create a new value
- To help people
- To improve the World
- To facilitate a growth
- To spread spiritually



Contests

## Retired

Innompics involve retired people in different projects as consultants, advisors and volunteers.



Contests

## Physically Challenged People

The Innompic Games will help physically challenged people to learn, grow, socialize, build their own businesses, earn money, help others, and have fun.



Writing



Design



Audio + Video



Production



Marketing



Contests (for individuals and groups)

## All-Inclusive

### *How To Make Innompic Games Better?*

#### **Am I eligible to be a part of the team?**

You will need to be enthusiastic, with a genuine desire to contribute to the success of the 3rd Innompic Games 2019. Willing to work as a part of a team, and treat other team members with respect.



#### **Proposals of New types of activities**

Don't miss the opportunity to influence the next Innompic Games!



#### **Suggestions regarding improvement of existing activities**

We need your ideas and your opinion. We will gladly listen to you and do whatever we can to solve and issue.



### **Web-based entrepreneurial game INNOVATION FOOTBALL**

- pre-defined choice of business ideas to play with
- opponents and judges are computer programs
- scores and winners are identified automatically