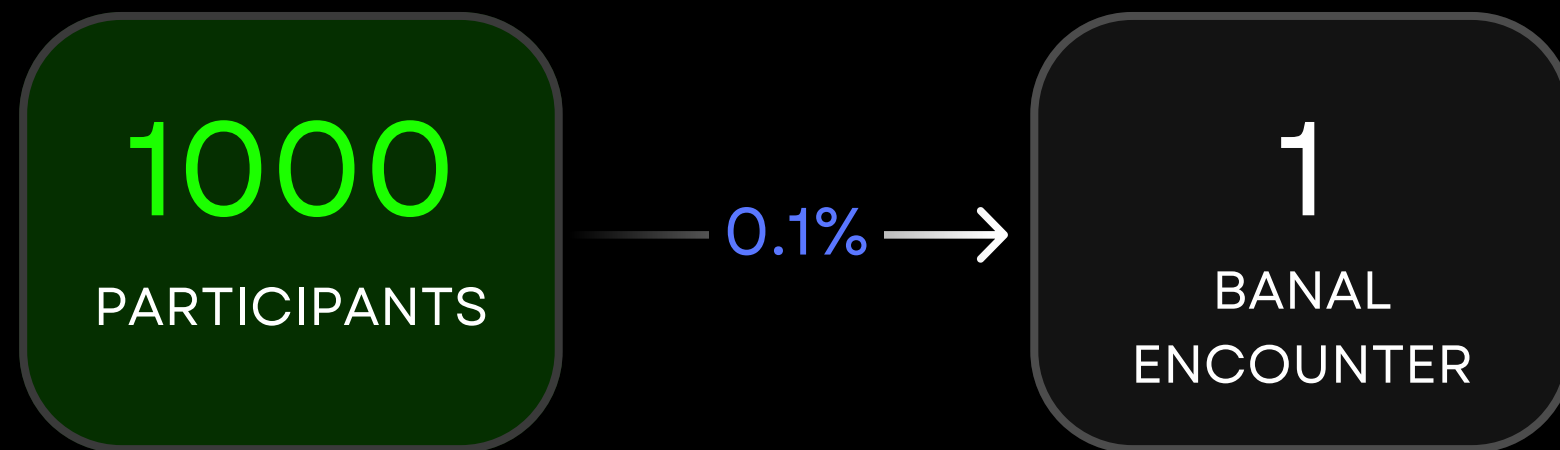


A decorative graphic consisting of three overlapping circles in shades of purple and blue, followed by a square that overlaps the rightmost circle. The shapes are rendered with a slight 3D effect and a rainbow-like color gradient.

EXPANDING THE SCOPE OF POSSIBLE RELATIONSHIPS

11.2023

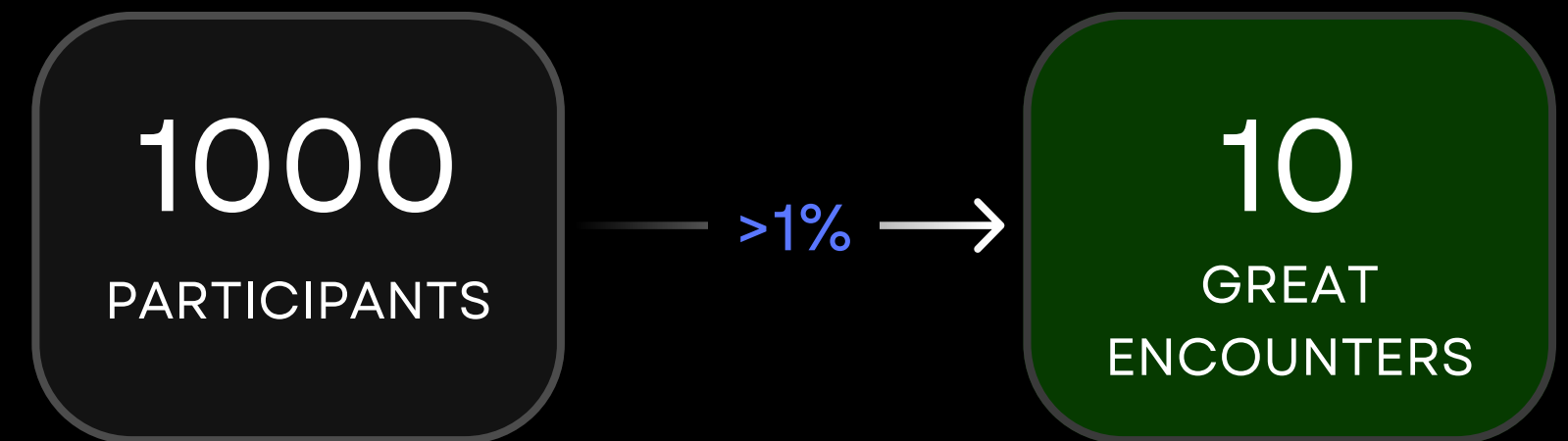
Social events bring together people with similar passions, yet **most of them never meet.**



I was at the NACRE party and once again I didn't have the guts to talk to this girl who was looking at me - I wish I was less shy

- Thomas, 25 y.o

Room makes it possible to **break the ice** with the right people **without embarrassment.**

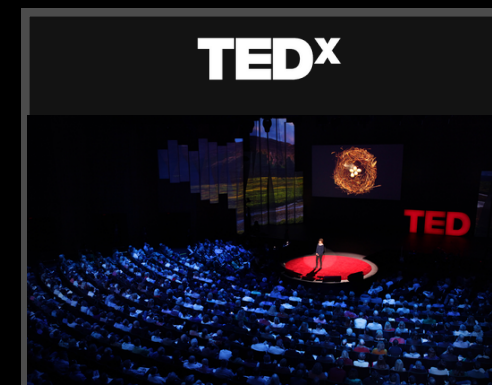
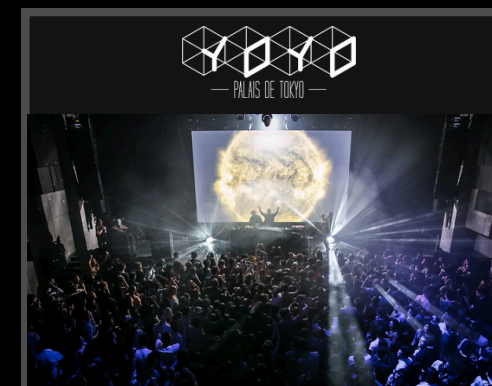
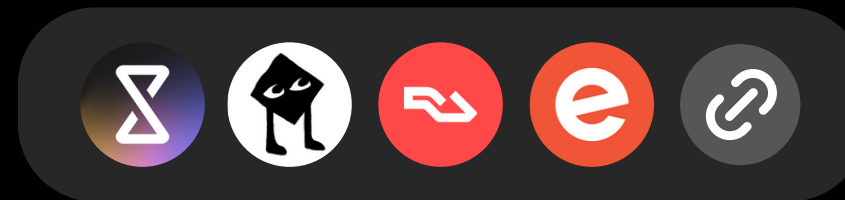
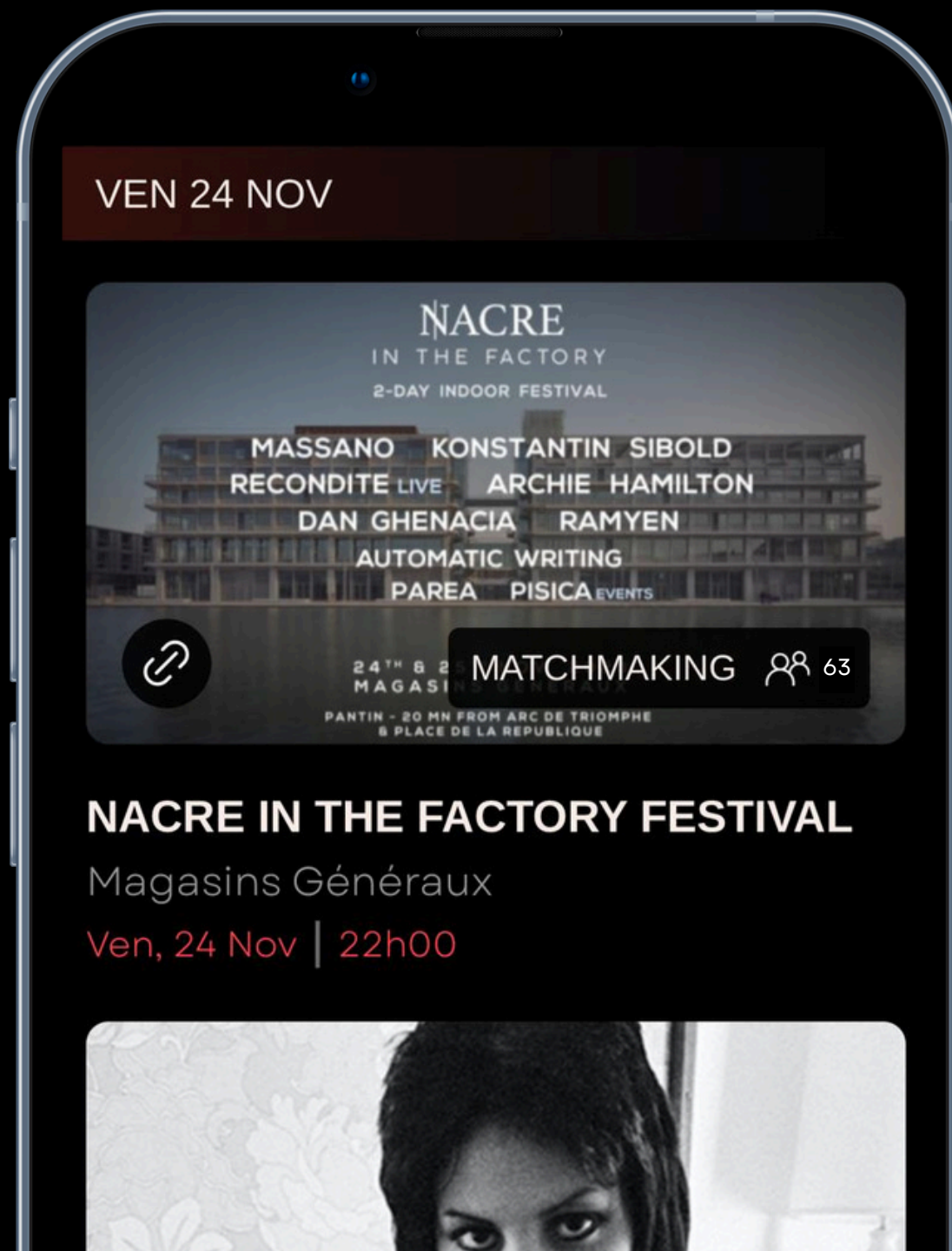


I'm tired of dating apps, I feel like I'm at the supermarket aha. The guy never suits me.. I miss real-life encounters

- Léa, 23 y.o

CITY GUIDE OF THE *BEST EVENTS IN TOWN*

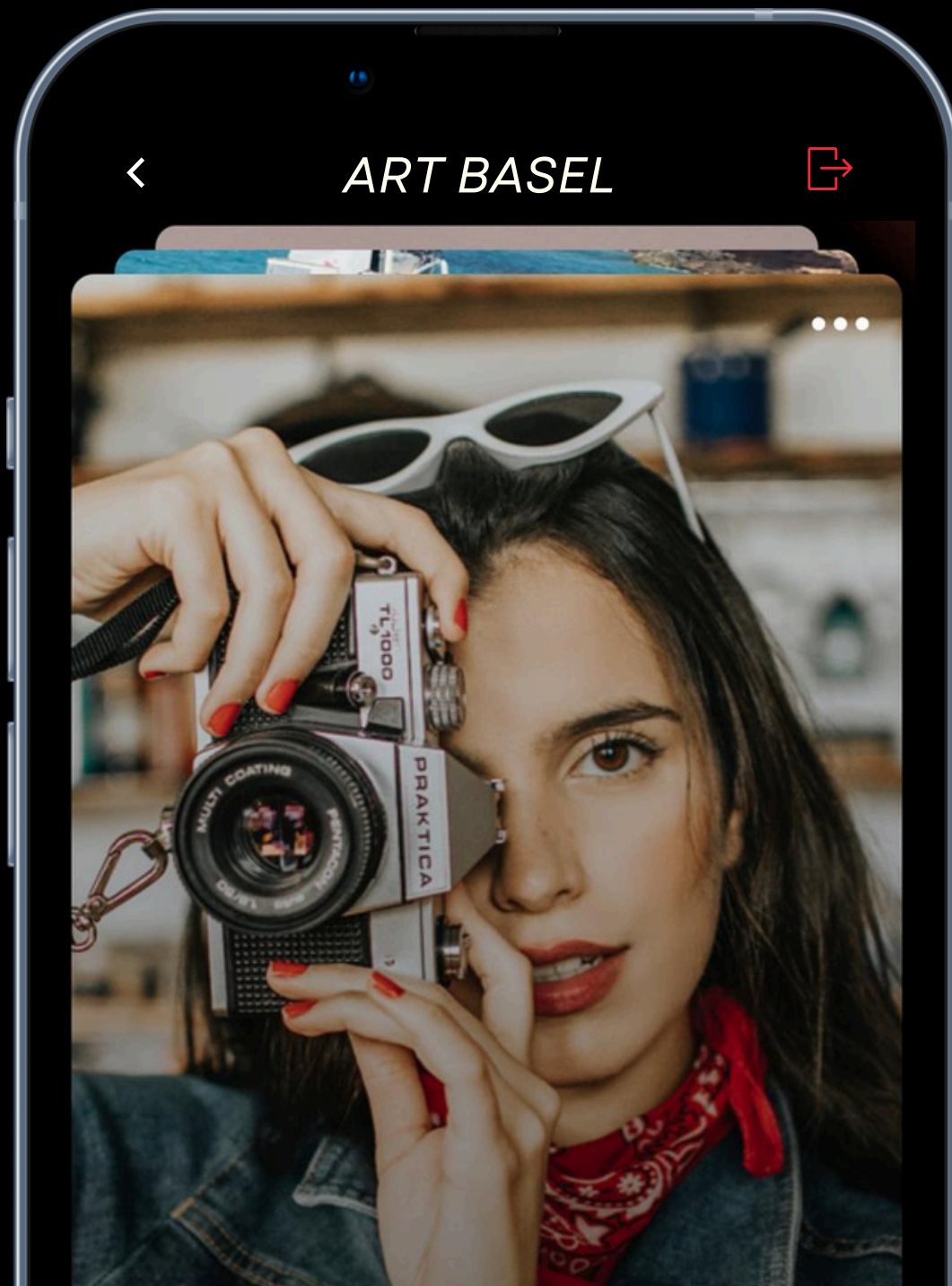
We centralize the best events from all existing ticketing services thanks to public APIs



+150
events turned into
communities

TRANSFORMING THESE EVENTS INTO *MIXED MATCHMAKING ROOMS*

Room makes it possible to establish initial contact in a digital environment before the event, making face-to-face interaction easier



1k
Monthly Active Users

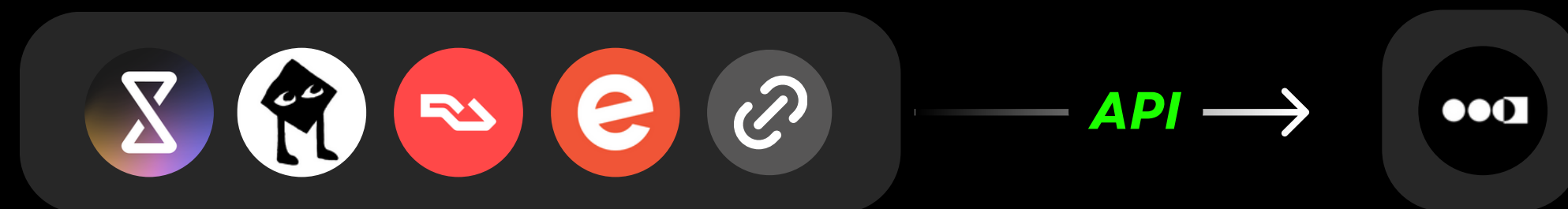
+6k
contact request sent

33%
like/match ratio
(15% Bumble; 13% Tinder)

55/45%
ratio men/women

STRATEGIC PARTNERSHIPS *CUTTING USER ACQUISITION COSTS*

We develop partnerships with ticketing services to redirect event attendees to the room associated with the event after purchasing a ticket.

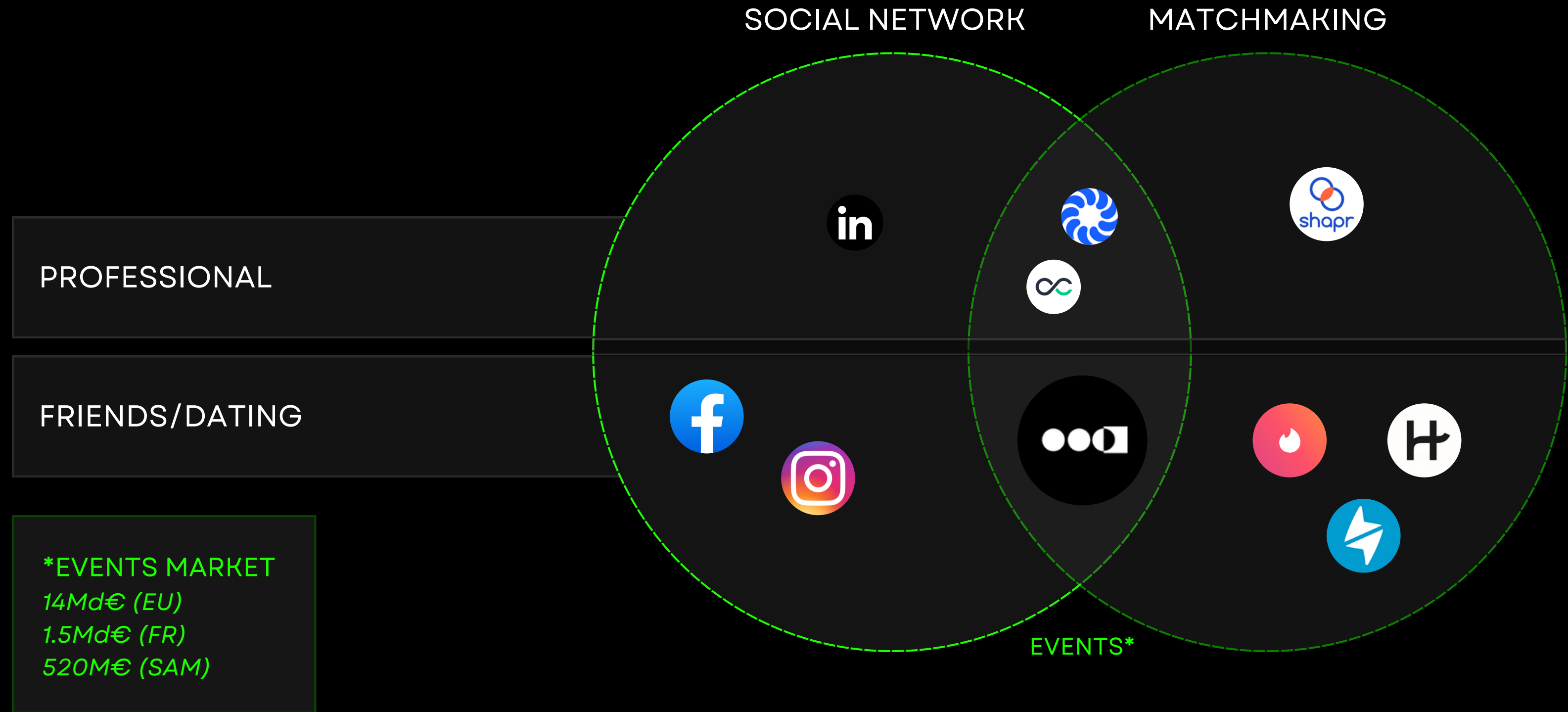


WHILE *BOOSTING TICKET SALES*

Get push notifications when one of your contacts takes part in an event, and be redirected to the corresponding ticket service to buy your ticket.



MARKET OVERVIEW *AND COMPETITORS*



MARKET DEEP ANALYSIS *AND ICP*

After 1 year of research and user interviews, we have identified the three major pillars for meeting a pressing social need among Gen-Z.

SOCIAL NETWORK POSITIONNING

We're not another dating App - we want to become a Gen Z must-have, whether you're single or not

KEEP THE PRODUCT PLAYFUL AND CHEEKY

We're a social network, but we're still fun to use thanks to matchmaking technology.

SCALE COMMUNITY AND BRAND AWARENESS



We're looking for Gen Z oriented partners to benefit from their influence while growing our community.



Alexia, 23 y.o 🇺🇸

- Studies Art
- Loves live music
- Art exhibitions addict
- Paris

“I'm Emily in Paris aha, even though I love the people from my master's... I want to meet people, go out to cool places and experience Paris like a local.”

also user of  



Thomas, 26 y.o 🇫🇷

- Works in 2.0 press
- Loves techno
- DJ set addict
- Paris

“J'ai découvert Room sur Shotgun et honnêtement c'est ouf... Depuis j'organise des before avant chaque DJ set avec de nouvelles personnes et on sort tous ensemble!”

also user of   

FOUNDING *TEAM*



ARON ABESSERA
Co-Founder & CTO

Founder at Slice App
Rothschild & Co
ESCP Business School



ALEXANDRE DE CROZALS
Co-Founder & CEO

Founder at Bigsis App
Amberscript
ESCP Business School

MENTORS



MARC FOURNIER
Founder at Serena Capital



ALEXIS HUMBERT
CMO at Weezevent

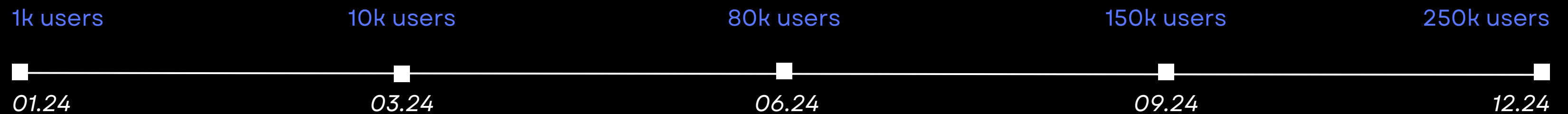


ALEXIS HUMBERT
Principal at Newfund

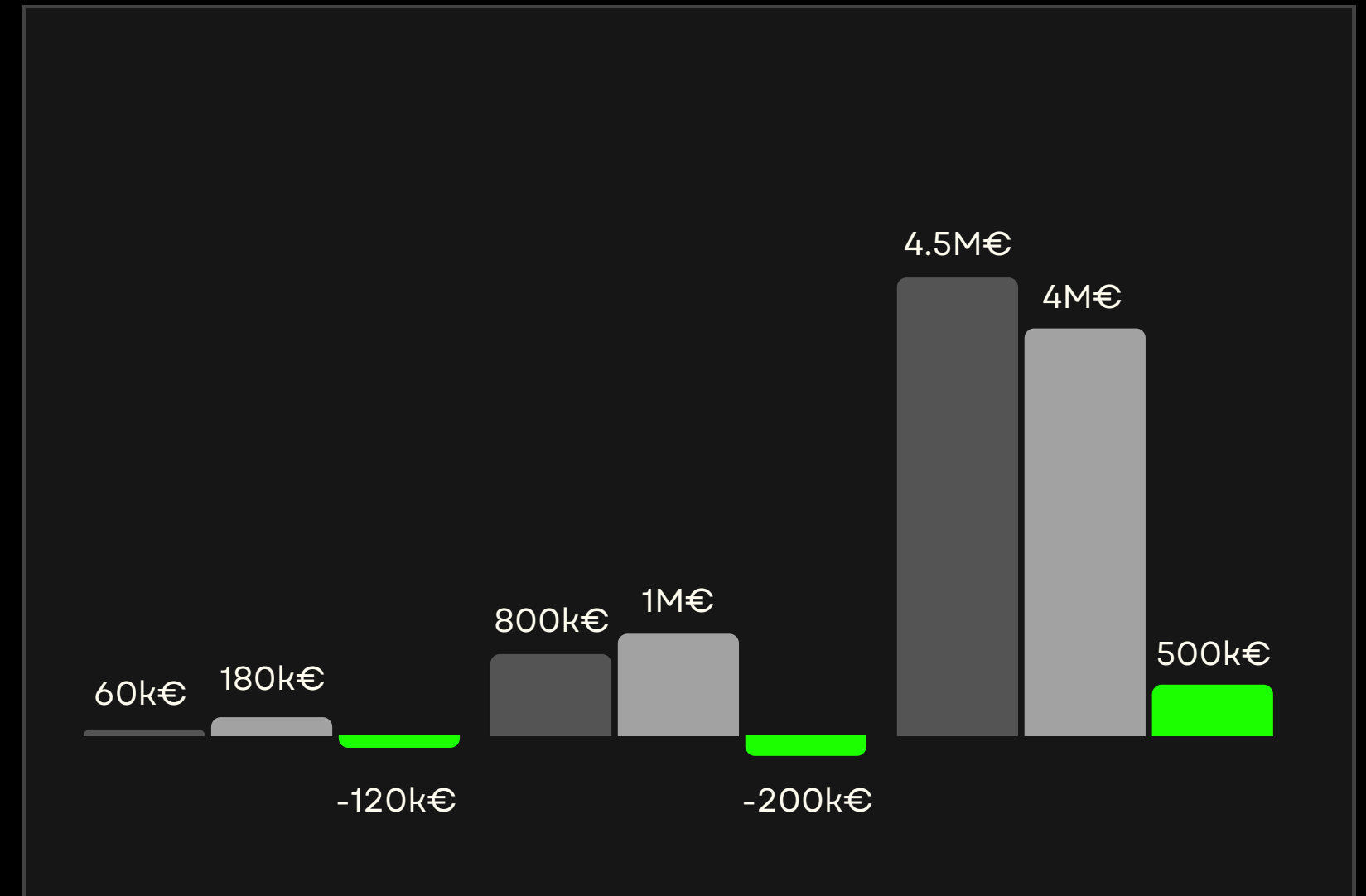
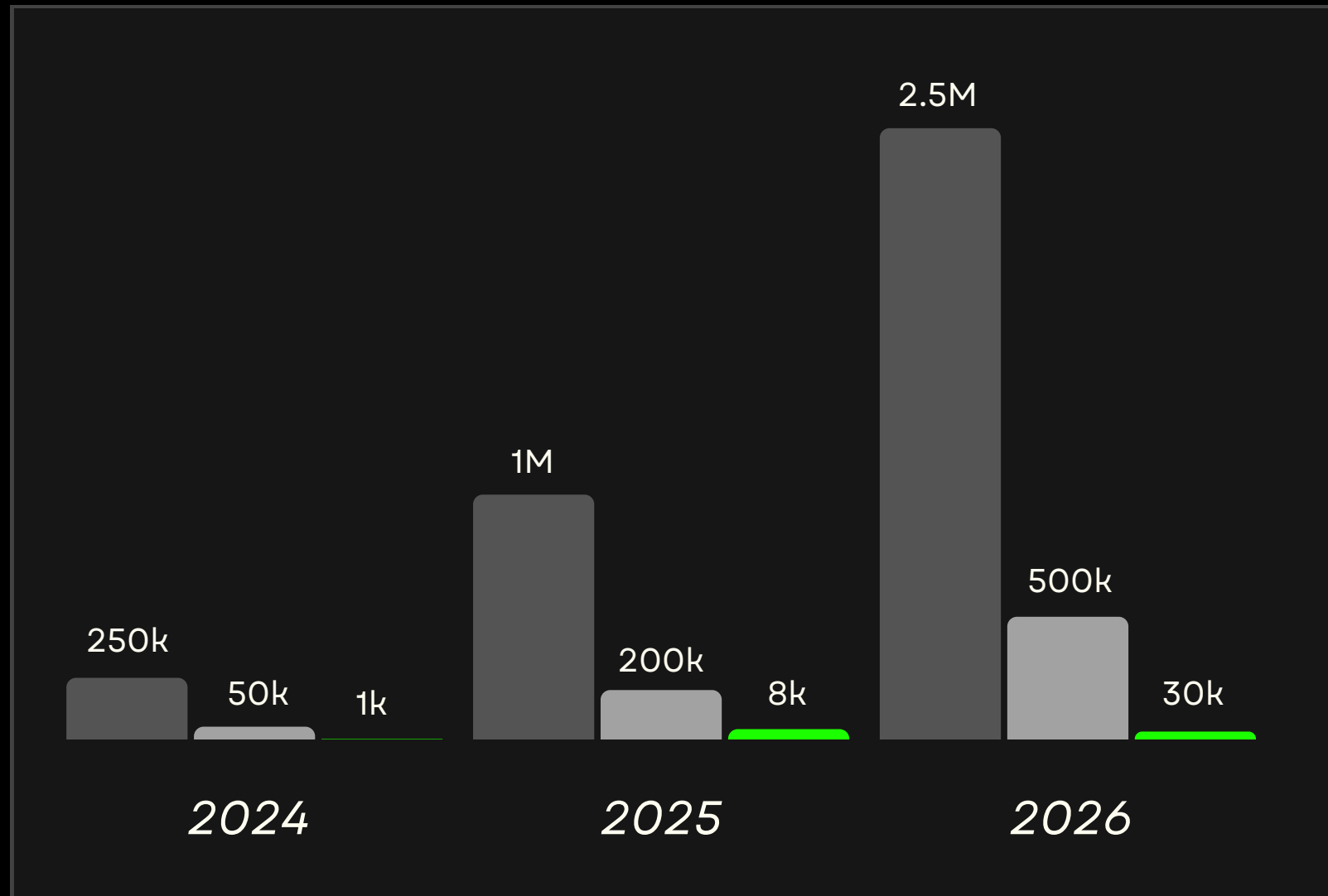
USE OF FUNDS 2024

	COSTS	RECRUITMENTS	OBJECTIVES
API TICKETING	9k€	Senior Dev	200k users
UX/UI/APPS	13k€	Flutter Dev	Architecture & design major improvements
SOCIAL ADS	75k€	Outsourced <i>Adstéroïd</i>	50k users
WAGES	78k€	Founding team Community Manager	-
TOTAL	175k€		250k users

USERS ROADMAP



BUSINESS PLAN



■ Download ■ MAU ■ Paying Users

■ Revenues ■ Costs ■ EBITDA

Retention J30 %

2024 : 20%

2025 : 20%

2026 : 20%

Paying Users %

2024 : 2%

2025 : 4%

2026 : 6%

Churn %

2024 : 20%

2025 : 15%

2026 : 15%

LTV

2024 : 63€

2025 : 97€

2026 : 110€



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