

About Ecocarrier Inc.

Ecocarrier is an OTT and established the business operation in wholesale carrier voice service provision providing call termination service to Tier-1 operators and Tier-2 wholesale service providers. Ecocarrier carries daily 1 million+ minutes to some 25 countries largely in Africa and the Middle East.

Ecocarrier Digital is a division of Ecocarrier in the digital service business,

Ecocarrier's main focus in B2B and B2B2C space is in offering AR/VR/MR solutions as cloud-based managed services and the apps relative to the services in the following commerce and market space:

- Mobile Digital Advertising and Promotion Campaigns www.pizzzAR.com
- Real Estate www.view2visit.com
- Travel and Tourism www.view2tour.com
- Cultural and Historic Exhibition www.aristory.com
- Architecture, Building and Construction www.ardifice.com
- Business and Services involving interactions among parties who are geographically dispersed such as Remote Collaboration, TeleMedicine, TeleHealth, Online Distance Learning, TeleConference, TeleMeetUp etc. www.mresence.com

Ecocarrier for Social Edification's main focus in the CSR (Corporate Social Responsibility) space is in offering apps and games that are purpose-designed

(A) to raise the digital consciousness of the general public with apps and games for

pre-schoolers of all ethnicity and people of all ages whose first language is not English with W5GO apps (episodes) and games www.w5go.com

[PPIXELLS](http://PPIXELLS.com) and DIY AR/VR Production www.vive-ar.com and www.qiiq-vr.com

(B) to build or influence the making of a kinder, more equitable and more enlightened society through

(i) the promotion of [MRESENCE](#) as a cloud-based service platform for the provision of services to the general public across the world for

- o Remote Collaboration
- o TeleMedicine
- o TeleHealth
- o Online Distance Learning
- o TeleConference
- o TeleMeetUp etc.

(ii) The promotion of PizzzAR as a cloud-based service platform for Mobile Digital Advertising and Promotion Campaigns as a Bridge from the Traditional Print Media mode of advertising business operation to a Mobile Digital mode of advertising operation.

The Bridge enables the Traditional Print Media Businesses to provide Mobile Digital Media advertising and promotion services to their advertisers without any additional investment in capital expenditure nor operation expenditure.

Such a lifeline saves the Traditional Print Media Businesses from imminent demise due to the loss of advertising revenue to the competitions offering On-line Advertising and Mobile Digital Advertising.

The corollary to such an outcome is that the people who are currently employed in the Traditional Print Media Businesses will have

continued employment and be able to maintain a reasonably fulfilling livelihood.

(C) to address many (10+) of the 17 UN SDG (Sustainable Development Goals)

Ecoacrier for [Social Edification](#) projects severally address various UN SDGs or goals:

[W5GO](#) apps and games address Quality Education, Gender Equality, Peace Justice and Strong Institutions

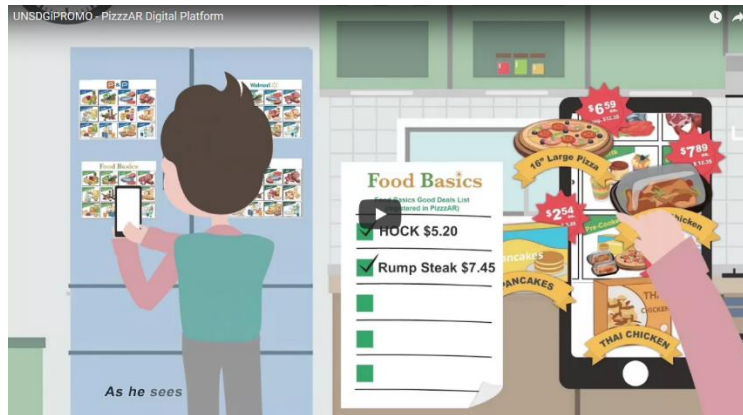
[PPIXELLS](#) addresses Quality Education, Good Health & Well Being, Gender Equality

[MRESENCE](#) addresses Good Health & Well Being, Decent Work & Economic Growth, Industry Innovation & Infrastructure, Sustainable Cities & Communities, Climate Change, Life on Land and Life Under Water.

[PizzzAR](#) addresses Poverty, Climate Change, Decent Work & Economic Growth, and also Clean Water & Sanitation

W5GO episodes/apps and games and PPIXELLS services raise the digital consciousness of the general population starting with the very young. PPIXELLS serves as a recreation centre for people of all ages for digital education and entertainment for Good Health & Well-being

[PizzzAR](#) provides a bridge from the Traditional Media business to Mobile Digital Media business and in so doing saves jobs/employment positions and foster economic growth. It greatly reduces the use of paper, saves trees and greatly reduces the use of inks and thus help preserves clean water and sanitation.



MRESENCE in its application in TeleMedicine and Collaboration operation in Mixed Reality greatly reduces the need of travel (air as well as over-land) and thus significantly reduce the burning of hydrocarbon and thereby reduces the production of Carbon Dioxide that contributes to climate change and the production of Carbonic Acid that goes into the seas and oceans and causes the pH level of the water in them to fall below 7 and the resultant acidic condition that kills the corals and creatures in the sea and ocean.



The Social Edification projects are being propagated through a network of strategic partners as master resellers, distributors in countries worldwide. This mode of business organization addresses the UN SDG " Partnerships for the goals". It is crowdsourcing, for distribution and propagation in a sharing economy.