

- Consumer
- Sweden
- Venture
- Creative gaming platform**



Why included in the T100?

- Participating in the >\$200bn gaming market by making game and virtual world creation more accessible to consumers
- Consumers are increasingly seeking immersive and unique online experiences
- Creators also prefer platforms from which games can be developed in a no-code manner

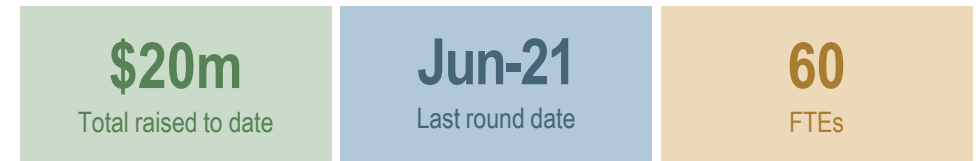
Company Overview

- Hiber is a universally accessible platform that supports the creation of interconnected virtual worlds with more than 4.5 million user created virtual experiences
- Users can create virtual worlds on their phone / web browsers without prior coding ability, and release worlds to global audiences easily
- Hiber is integrating Web3 technology into its platform to enable brands, artists, creators and influencers to participate in the metaverse and monetize their IP

Recent Developments

- Jul-22 – Partners with Ready Player Me to bring 3D avatars into the HiberWorld
- Jun-22 – Hiber releases interactive NFT gallery, allowing any Ethereum address to generate its own unique gallery in the metaverse

Funding and Key Financials



Selected Investors



Key Management



Michael Yngfors
CEO, Co-founder



Sean Kaupinnen
Chief Strategy and Marketing Officer



Mattias Johansson
Co-founder & Chief Innovation Officer