

FORM 7

MONTHLY PROGRESS REPORT

Name of Listed Issuer: **FANDIFI TECHNOLOGY CORP.** (formerly Fandom Sports Media Corp.) (the "Issuer" or "FANDIFI" or "the Company").

Trading Symbol: **FDM, FDMSF, TQ43**

Number of Outstanding Listed Securities: **82,105,133 May 31, 2022)**

Date: **June 3, 2022 (for the month ended May 31, 2022)**

This Monthly Progress Report must be posted before the opening of trading on the fifth trading day of each month. This report is not intended to replace the Issuer's obligation to separately report material information forthwith upon the information becoming known to management or to post the forms required by Exchange Policies. If material information became known and was reported during the preceding month to which this report relates, this report should refer to the material information, the news release date and the posting date on the Exchange website.

This report is intended to keep investors and the market informed of the Issuer's ongoing business and management activities that occurred during the preceding month. Do not discuss goals or future plans unless they have crystallized to the point that they are "material information" as defined in the Policies. The discussion in this report must be factual, balanced and non-promotional.

General Instructions

- (a) Prepare this Monthly Progress Report using the format set out below. The sequence of questions must not be altered, nor should questions be omitted or left unanswered. The answers to the items must be in narrative form. State when the answer to any item is negative or not applicable to the Issuer. The title to each item must precede the answer.
- (b) The term "Issuer" includes the Issuer and any of its subsidiaries.
- (c) Terms used and not defined in this form are defined or interpreted in Policy 1 – Interpretation and General Provisions.

Report on Business

1. Provide a general overview and discussion of the development of the Issuer's business and operations over the previous month. Where the Issuer was inactive disclose this fact.

FANDIFI TECHNOLOGY CORP (formerly Fandom Sports Media Corp.) was very active during the month of April, 2022 within which it outlined the launch of its fan engagement platform, changed its name to Fandifi Technology Corp., posted a new corporate presentation (<https://www.fandifi.com/public/Presentation.pdf>), entered into a partnership agreement with L.A. based Yoruba Media and participated in a live webcast on VirtualInvestorConferences.com.

FANIDFI TECHNOLOGY CORP.

BUSINESS

- Fandifi is a new social engagement tool built for creators and fans that enables deeper connections with live content
- We have built the leading Fan Engagement prediction technology that enables and rewards users
- Our platform turns casual fans into Superfans by allowing them to engage with other fans, go deeper with their content, and be rewarded for their Fandifinity

TECHNOLOGY

- Associated Neural Network Platform
- Operates on Android & iOS mobile devices
- Leverages digital memories to optimize real-time data organization and predictions
- Exclusive Sports & Esports license for purpose-built Unified Information Access (UIA) platform
- Enables Superfans to predict on almost infinite outcomes across any industry

PARTNER BASED REVENUE STREAMS

- Integrated Advertising / Brand Sponsorships
- Sports, Gaming, Product and Entertainment engagement
- White label platform integrates with streaming platforms to enable deeper audience/fan engagement
- NFT minting and Auction

The Fandifi fan engagement platform is a module-based architecture using a proprietary technology. According to the target users and/or market requirements the platform is able to generate a customizable mobile enabled application. Since the platform consists of multiple modules, it is capable to include only the particular functionalities required by a very specific target audience, such as different authentication partners, different payment gateways, games, news feeds, etc. Even more, the platform, is able to spin off the custom applications for specific events, competition organizers, channel partners, and content creators, etc. The customer's privacy and security is a paramount concern of our operations, therefore the Fandifi Platform exists in our proprietary private cloud. The cloud nodes are located in the strategic locations throughout the world while maintaining the full near real-time synchronization and the implementation of the "any cast" technology automatically routes users to the node closest to their location. The deep integration with the DataBioniX™ platform allows for real-time data organization and extraction of the meaningful insights, including but not limited to, in-games statistics, teams related forecasts, gamers past and predicted performances, etc.

Fandifi Sports Platform

The Company's Fandifi Sports Platform is the ultimate mobile friendly application for unfiltered raw Esports predictions and data interactions. We allow passionate sports fans to unleash their primal sports passions, make

predictions and earn rewards. Together we celebrate the victories of champions and scorn the losses of your rivals; always delivering and creating the most provocative and entertaining sports content. Fandifi is a web applications which instantly operates on an Android and iOS mobile device targeting "Superfans" who aspire to show the world they know Esports better than the experts and their friends - giving them a chance to Play, Predict, and Get Rewarded.

Sports fan engagement and associated betting segments will provide guidance and direction in the buildout of a unique fan offering that blends sports predictions through social interaction. The Company continues to explore methods to monetize global Esports debates as well as potential fantasy gaming and Esports betting with a partnership-based business model.

The Company has confirmed that its Fandom sports network is active in our proprietary private cloud and will provide multilingual support. Quickly achieving these milestones provides a foundation for the Company's strategy of both a localized and global launch of Fandifi's regulated betting and unregulated prediction business models.

FANCOINS can provide a further benefit to end-users as rewards or incentives for targeted sponsorship or published content. The platform's modular architecture offers the ability to direct relevant content to users based on their preferences and user habits.

2. Provide a general overview and discussion of the activities of management.

The month of May was another busy and productive month for Fandifi management. The Company prepared and filed its YE Annual Audited Financial Statements for its fiscal year ended January 31, 2022.

In addition, the Company issued the following press release(s) during the month.

- 2.i. MAY 31, 2022: FANDIFI Partners with Blockgration for Affiliate Marketing and Web 3.0 Initiatives for India, Philippines and Indonesia

https://webfiles.thecse.com/125912.pdf?qVkJQAEwZaFVLL2GDo172NhK0YX_RqxVI

"PLAY. PREDICT. GET REWARDED."

FandifiTM is building a crowd based and system generated prediction and fan engagement platform. FandifiTM platform runs on an associated neural network tailor made for content creators to increase gamification of their content and enable fan engagement within their communities regardless of form of distribution. FandifiTM also operates www.fandomart.com an NFT marketplace where rewards can be bought, sold or traded on an interoperable blockchain agnostic platform.

"PLAY. PREDICT. GET REWARDED."

3. Describe and provide details of any new products or services developed or offered. For resource companies, provide details of new drilling, exploration or production programs and acquisitions of any new properties and attach any mineral or oil and gas or other reports required under Ontario securities law.

No additional updates since the last Monthly Progress Report.

4. Describe and provide details of any products or services that were discontinued. For resource companies, provide details of any drilling, exploration or production programs that have been amended or abandoned.

No additional updates since the last Monthly Progress Report.

5. Describe any new business relationships entered into between the Issuer, the Issuer's affiliates or third parties including contracts to supply products or services, joint venture agreements and licensing agreements etc. State whether the relationship is with a Related Person of the Issuer and provide details of the relationship.

See news release dated [May 31, 2022](#) in 2.i above.

6. Describe the expiry or termination of any contracts or agreements between the Issuer, the Issuer's affiliates or third parties or cancellation of any financing arrangements that have been previously announced.

No additional updates since the last Monthly Progress Report.

7. Describe any acquisitions by the Issuer or dispositions of the Issuer's assets that occurred during the preceding month. Provide details of the nature of the assets acquired or disposed of and provide details of the consideration paid or payable together with a schedule of payments if applicable, and of any valuation. State how the consideration was determined and whether the acquisition was from or the disposition was to a Related Person of the Issuer and provide details of the relationship.

No additional updates since the last Monthly Progress Report.

8. Describe the acquisition of new customers or loss of customers.

No additional updates since the last Monthly Progress Report.

9. Describe any new developments or effects on intangible products such as brand names, circulation lists, copyrights, franchises, licenses, patents, software, subscription lists and trademarks.

See news release dated [May 31, 2022](#) in 2.i above.

10. Report on any employee hiring, terminations or lay-offs with details of anticipated length of lay-offs.

No additional updates since the last Monthly Progress Report.

11. Report on any labour disputes and resolutions of those disputes if applicable.

No additional updates since the last Monthly Progress Report.

12. Describe and provide details of legal proceedings to which the Issuer became a party, including the name of the court or agency, the date instituted, the principal parties to the proceedings, the nature of the claim, the amount claimed, if any, if the proceedings are being contested, and the present status of the proceedings.

None.

13. Provide details of any indebtedness incurred or repaid by the Issuer together with the terms of such indebtedness.

No additional updates since the last Monthly Progress Report.

14. Provide details of any securities issued and options or warrants granted.

No securities were issued during the month of May 2022.

Security	Number Issued	Details of Issuance	Use of Proceeds ⁽¹⁾

Total Capitalization for the Company at the end of the month:

Issued & Outstanding: 82,105,133

Reserved for Issuance: 43,886,659

A summary of the Company's outstanding and exercisable warrants as of May 31, 2022, is as follows:

Weighted average exercise price	Number of warrants outstanding	Expiry Dates
\$0.50	32,160	July 30, 2022
\$0.10	10,845,398	December 18, 2022
\$0.36	18,032,498	March 31, 2023
\$0.36	131,705	March 31, 2023
\$0.36	3,082,867	April 7, 2023
\$0.36	1,850,864	April 7, 2023
\$0.30	14,667	July 29, 2023
\$0.50	1,334,832	July 29, 2025
\$0.29	35,324,991	

A summary of the Company's outstanding and exercisable stock options as of April 30, 2022, is as follows:

Weighted average exercise price	Number of options outstanding	Number of options exercisable	Expiry Dates
\$0.32	600,000	600,000	May 1, 2025
\$0.32	400,000	400,000	May 5, 2025
\$0.325	390,000	390,000	June 8, 2025
\$0.35	183,334	183,334	July 30, 2025
\$0.09	1,523,334	1,523,334	Nov 17, 2025
\$0.175	2,640,000	2,640,000	Dec 23, 2025
\$0.50	25,000	25,000	March 19, 2026
\$0.37	1,400,000	1,400,000	April 1, 2026
\$0.26	200,000	200,000	April 15, 2026
\$0.17	300,000	300,000	Sept 16, 2026
\$0.36	900,000	900,000	Sept 16, 2026
\$0.241	8,561,668	8,561,668	

15. Provide details of any loans to or by Related Persons.

None.

16. Provide details of any changes in directors, officers or committee members.

No additional updates since the last Monthly Progress Report.

17. Discuss any trends which are likely to impact the Issuer including trends in the Issuer's market(s) or political/regulatory trends.

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Esports is competitive video gaming growing at a massive pace with global esports revenues expected to surpass USD one billion in 2020 and have an audience of close to 500 million people by 2020 (source: Newzoo Global Esports Market Report 2020). If esports maintains its current growth rate, total annual revenues could total USD\$2.3 billion by 2022 – far surpassing that of traditional sports like Formula One and UEFA Champions League (source: Forbes – "Global Esports Revenue Reaches More Than \$1 Billion As Audience Figures Exceed 433 Million", December 3, 2019). Like traditional sports, esports is developing a betting component with worldwide estimated revenues nearing USD\$13 billion in 2020 (source: research firm Eilers & Krejcik Gaming).

Ian McGregor, CMO at Green Man Gaming, said: "Esports is a spectator phenomenon that has arrived with a bang. Many mainstream media have started paying more attention to the topic but this is old news for the gaming community. The industry has been attracting players, teams and fans at a fast pace, filling up large stadiums to capacity and driving ever-increasing online viewership numbers. It's now a serious global rival to major sporting franchises. It's clear that esports has captured the imagination of its ever-increasing audience."

"Canceled events impact a certain aspect of the fan experience, but unlike traditional sports where the live event is a financial and economic driver of the overall experience, esports is different in that, from a broadcast perspective, so much of broadcast is focused on online and not as dependent on the live audience," said Kent Wakeford, Co-founder of Gen.G, an esports organization, and a member of the board of directors for FLASHPOINT, a new league for the game Counter-Strike: Global Offensive. "For the League of Legends World Championship at the Bird's Nest in China there were 40,000 people, but 100 million people were watching it online. And [those] 100 million people that are fueling the growth of the esports ecosystem to a much greater degree than the actual events."

Esports gaming, fantasy gaming, and related betting are growing fast. "The esports market is seeing rapid year-on-year growth, and we believe that betting represents the single biggest opportunity in this space," Midnite co-founder Nick Wright tells TechCrunch. "Wagering on esports is expected to exceed \$12 billion by the end of 2020, making betting already one of the fastest-growing verticals within esports."

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Certificate Of Compliance

The undersigned hereby certifies that:

1. The undersigned is a director and/or senior officer of the Issuer and has been duly authorized by a resolution of the board of directors of the Issuer to sign this Certificate of Compliance.
2. As of the date hereof there were / is no material information concerning the Issuer which has not been publicly disclosed.
3. The undersigned hereby certifies to the Exchange that the Issuer is in compliance with the requirements of applicable securities legislation (as such term is defined in National Instrument 14-101) and all Exchange Requirements (as defined in CNSX Policy 1).
4. All of the information in this Form 7 Monthly Progress Report is true.

Dated June 3, 2022

Name of Director or Senior Officer

/s/ David Vinokurov

Signature

CEO

Official Capacity

Issuer Details Name of Issuer FANDIFI TECHNOLOGY CORP.	For Month End MAY 2022	Date of Report YYYY/MM/DD 2022/06/03
Issuer Postal Address: Suite 830 – 1100 Melville Street		
City/Province/Postal Code Vancouver BC V6E 4A6	Issuer Email. info@fandomesports.com	IR Telephone No. +1 604 256-6990
Contact Name David Vinokurov	Contact Position CEO	Contact Telephone No. +1 (604) 256-6990 +1 (416) 716-9281
Contact Email Address david@fandifi.com info@fandomesports.com	Web Site Address www.fandifi.com	