FORM 7

MONTHLY PROGRESS REPORT OCTOBER 2019

Name of Listed Issuer: FANDOM SPORTS MEDIA CORP. (the “Issuer” or “FANDOM SPORTS” or “the Company”).

Trading Symbol: FDM, FDMSF, TQ42

Number of Outstanding Listed Securities: 149,793,336

Date: November 4, 2019

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.

   OVERVIEW

   Fandom Sports Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ42) is a sports entertainment and gaming company creating interactive fan engagement content on its preparatory Blockchain based entertainment platform and application across major sports.

The company issued on September 24, 2019 operational strategy for Q4 2019 and beyond.

The company has completed the technology development on its intellectual property and Blockchain based entertainment platform with an application. This IP and software code ownership enables the kick-off for revenue generating business model where the FANDOM SPORTS' technology (Powered by FD Technology) is licenced globally to grow revenue streams while maximizing fan engagement for any brands / companies that has a need to engage an monetize their fan base; sports, fashion, entertainment etc. The technology licensing will allow Company to enter to the global market as a technology brand FD Technology owned by FANDOM SPORTS Media Corporations, the Public Company.

The operational model for FD Technology is through asset creation, asset sales and technology licensing with a predefined business model under joint venture agreement by business vertical which creates unified Blockchain network including the FANCOIN™.

The asset creation utilizes a private venture capital financing model where the registered capital of a legal entity (current legal entity is FANDOM SPORTS Oy) is increased by adding copy of the platform assets, the business & operational plan and the application. The legal entity can be funded separately where current ownership of the Public Company dilutes as the result of share issuance. The raised funds scale the legal entity operations of the fundraising entity. The alternative is one-off asset sales transaction for cash repatriation for the Public Company, FANDOM SPORTS Media Corp. operations. Same time the Public Company keeps the copy of software assets which allows a repeated business vertical asset sales transaction once proven a profitable business model.

The Company activated its own Game Engine on Friday, 27 of September 2019 reaching a major milestone with the $308,000 technology bridge funds raised between June and August 2019. Licensing negotiations commenced in October.

As part of the FANDOM SPORTS Operational Strategy Q4 2019 and Beyond on October the Company settled all its intracompany loans and ensured that both legal entities FANDOM SPORTS Media Corporation and the FANDOM SPORTS Oy has same software IP assets to operate their separate respective businesses independently. The compensation amount to settle an intracompany loan was EUR 335,106 without any interest. This secured the Public Company, FANDOM SPORTS Media Corp. required IP assets to sign independently its licensing agreements with agents and business partners directly.

The FANDOM SPORTS technology platform and live sports application will be licensed out to global sports organizations and telecom operators to engage their sports fan base while revving up current revenue for both the sports and telecom organization and FANDOM SPORTS through a revenue share model. The business model monetizes the fan base and the community, while hosting them is key to a successful licensing model for FANDOM SPORTS.

Licensing the business models since the inception. The first licensing pitches have been sent out for negotiations including the customizable features of the live sports application under the B2B licensing model*):

- Two content channels; live sports predictions and daily top sports news

- Content curated via URL link to respect the copyrights and content ownership, low content cost
- The smart shell can broadcast all media, it is content agnostic
- Game engine builds missions, levels, Mystery Boxes and experience points
- The app experience is social and all about sports fandom
- The aim is to use all platform features and the app shell to harness two million super fan community
- The monetization is looked after by the Blockchain in app currency FANCOIN™.
- FANCOIN™ is enables to build scalable monetization around content and media including direct to consumer advertising where advertisers account rewards the player directly for consuming their ad content or by user generation User Generated Content to the brand
- Target audience is 18-34-year-old super fans

Key takeaways for B2B licensing:

- Sports fandom is global growth market
- User acquisition strategy targets ONLY known, validated superfans
- Superfan invites her/his own crew to the application
- Free to Play game is funded with video ads and direct to consumer advertising
- Players earn status experience points, rank on the leaderboards to earn greater privileges
- FANDOM SPORTS is 1st to market with global sports fandom app with a partnership-based business model
- Sustainable competitive advantage
- Users and Marketers engage directly on the App
- The App is highly engaging experience with continuously updated fresh content

As the Board of directors are in favor of Esports App development and separate funding, FANDOM SPORTS OY has begun its fundraising efforts for FANDOM ESPORTS. The FANDOM ESPORTS App will revolutionize the global fan community with PLAY. PREDICT. GET REWARDED. The esports fan community is a massive global growth market and in the early days compared to established and regulated Live Sports and Sports Content market which has now saturated.

Since October 1, 2019 FANDOM SPORTS Media Corp. focuses on ready to sell B2B live sports licensing business while FANDOM SPORTS Oy is fully dedicated for Esports. The Company singed during the first month of new business strategy the first Letter of Intent (LOI) to facilitate the Mobile Application distribution in PRC China for FANDOM SPORTS App and partnership for the development of the ESPORTS FANDOM App.

FANDOM SPORTS Media Corp. Trademarks

Country	Trademark	Status
China	FD	*APPROVED
China	PICK A FIGHT	*APPROVED
China	FANCOIN	*Abandoned
Taiwan	PICK A FIGHT	*APPROVED

Taiwan	FD	*APPROVED
Taiwan	FANCOIN	*APPROVED
Japan	FD	*APPROVED
Japan	PICK A FIGHT	*APPROVED
Japan	FANCOIN	*APPROVED
Korea	PICK A FIGHT	*APPROVED
Korea	FD	*APPROVED
Korea	FANCOIN	*APPROVED
India	FD	*Abandoned
India	PICK A FIGHT	*APPROVED
India	FANCOIN	*APPROVED
U.K.	FANCOIN	*APPROVED
U.K.	FD	*APPROVED
U.K.	PICK A FIGHT	*APPROVED
Germany	FANCOIN	*APPROVED
Germany	FD	*APPROVED
Germany	PICK A FIGHT	*APPROVED
Canada	FANCOIN	*Awaiting examination
Canada	FD	*Awaiting examination
Canada	PICK A FIGHT	*Awaiting examination
U.S.	FANCOIN	*Awaiting examination
U.S.	FD	*Awaiting examination
U.S.	PICK A FIGHT	*Awaiting examination

ANNUAL GENERAL MEETING

The FDM NOBO Lists Beneficial shareholders are broken up into two categories, Objecting Beneficial Owners (OBOs) and Non-Objecting Beneficial Owners (NOBOs). Per SEC Rules 14b-1 & 14b-2, a NOBO list shows the beneficial owners that do not object to the issuer knowing their name, mailing address and most importantly the share amount.

The retail market has been divided to two parts prior AGM that makes the current valuation of the Public Company. 52.4 million shares are in the category of OBOs while 97.4 million of the issued shared are NOBO registered for the AGM.

The Notice mailed to shareholders and filed on SEDAR states that the Annual General Meeting will be held on Monday, November 18, 2019, at the office of DSA Corporate Services, 82 Richmond Street East, Toronto, Ontario.https://webfiles.thecse.com/sedar_filings/00024835/1909241659243292.pdf

COMPANY VALUATION

The company shares all material information about its operations with full disclosure, all material is available at the CSE website to all investors via a transparent and systematic reporting. The shareholder base evaluates the current operations and the opportunity of the company with created Platform and Mobile Application assets as fair value.

On November 1, 2019 the fair value based on the market was €1.53 million between two legal entities, both hold the same assets. There is no Intra company loans between the entities as of November 1, 2019. This translates to the total valuation of the company with equal split between the entities. The absolute value is equally divided between ready to license live sports and entertainment B2B business and to be developed esports B2C business, each presenting €0.765 million in value.

The Public Co. FANDOM SPORTS Media Corp. opened a private placement for CAD $365,000 to acquire required funds to operate its licensing business and to cover basic operational costs of being a public listed entity. FDM stock exchange compliancy related costs are north of CAD $120,000 per annum, the CSE and OTC compliance related funds are required by December 10, 2019 to ensure the continuity of the FDM stock to be listed 2020.

The same financial and time criticality burden is not on the private company FANDOM SPORTS Oy side which can fully concentrate to build its esports business called ESPORTS FANDOM.

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

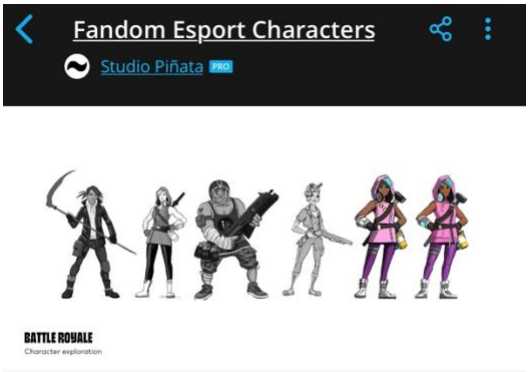
THE COMPANY FUNDING

Reg A paperwork has commenced in end of September and filing work takes up to 120 days according to the authorities, the EDGAR filing was completed at the end of October according to the plan. In the interim management has issued a $365,000 private placement on November 1, 2019 with Board Approval. Private Placement is open till December 10, 2019. The Corporation issues up to 18,250,000 units (the “Units”) in the capital of the Corporation pursuant to subscription agreements, as presented to the directors, at a price of $0.02 per Unit for gross proceeds of up to $365,000 (the “Offering”). Each Unit shall consist of one common share (the “Shares”) and one Share purchase warrant (“Warrant”). Each Warrant will entitle the holder thereof to subscribe for one common share in the capital of the Corporation at $0.05 per share (the “Warrant Shares”) for a period of 24 months from the Closing Date.

The funds raised from the Offering will be used for to scale the of the Issuer's live sports application in the Asia and Middle East and Africa (MEA) regions with related technology integration of the customizable features of the live sports application under the B2B licensing model*), and general corporate purposes to keep the stock exchange related costs covered.

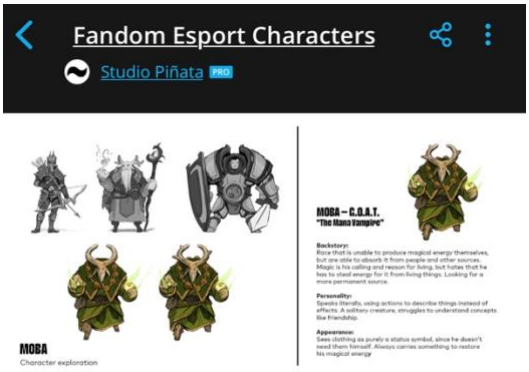
ESPORTS FANDOM

Studio Piñata (https://vimeo.com/338869637) designed four characters representing different game genres for esports fandom platform (www.esportsfandom.net)



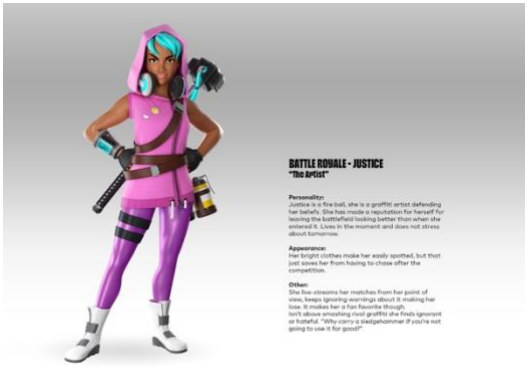
Battle Royale -character exploration

Platformer -character exploration



MOBA -character exploration

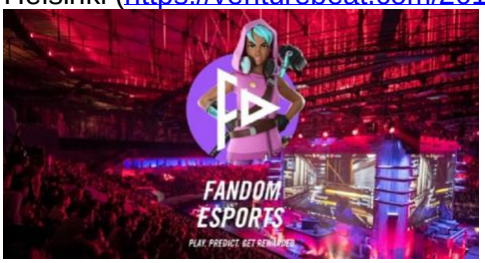
FPS -character exploration



Battle Royale -character clay renders

SUMMARY OF Q2 – Q3, 2019 BUSINESS DEVELOPMENT

- On April 23, 2019, the Company voluntarily dissolved its non-operational previous management's RTO subsidiary Fandom Media Group Inc. to simplify legal entity structure and direct subsidiary ownership of FANDOM SPORTS Oy by the mother company FANDOM SPORTS Media. The 2018 booked intellectual property and developed assets remains at the balance sheet of the FANDOM SPORTS Media Corp. FANDOM SPORTS Oy continues to develop the new distributed micro- services platform and the related esports business applications as the sole owner of the intellectual property.
- On April 29, 2019, the Company announced that the company will embrace an innovative model for connecting and engaging with sports fans, through blockchain. With the decentralization of sports media through the advent of emerging social and mobile platforms, traditional media companies can no longer rely exclusively on old revenue models. Once a content creator builds a library of content and attracts consumers, they are still forced to rely on traditional media subscriptions to measure engagement and advertising revenue. FANDOM SPORTS is setting the standard for new revenue streams by adopting a proprietary blockchain model.
- On May 3, 2019, the Company was selected to compete in an exclusive esports challenge by Finland's only national betting agency Veikkaus. Veikkaus selected FANDOM SPORTS Oy as one of elite gaming operators to compete in week-long challenge.
- On May 5, 2019 Venture Beat and Dean Takahashi writes about the ESPORTS FANDOM when Fandom Sports will create esports social engagement platform in Helsinki (https://venturebeat.com/2019/05/14/fandom-sports/)



- On May 7, 2019, the Company revealed esports character Justice, the Platform's first out of four designed esports charters. In partnership with Piñata, a leading, global amination production house, FANDOM SPORTS Oy created the female graffiti artist, Justice, who has made a reputation for herself for leaving the battlefield looking better than when she entered it. She lives in the moment and does not stress about tomorrow. Together, FANDOM SPORTS Oy and Piñata, designed Justice to stand out to future users of esports service, wearing vibrant colors that match her colorful imagination.
- On May 14, 2019, the Company announced it will create a first-of-its-kind, esports superfan engagement campaign as part of Finland's first mega esports event, Arctic Invitational, which will be held September 14th at the Hartwall Arena, in Helsinki, Finland.
- On May 27, 2019, the Company announced that the company's FANDOM SPORTS App was released for BETA testing on Monday May 27 , in North America, ahead of scheduled June launch. An exclusive group of sports super fans will get a chance to Pick A Fight, Talk Trash and Get Rewarded in the next two weeks as part of the brute force friendly user testing of the mobile application. During the testing, there will be

several updates to the app with optimization, added features and reported bug fixes. The FANDOM SPORTS App is a first-of-its-kind social community for sports aficionados to connect and share their sports FANDOM. The app is active on IBM Blockchain, which enables a mobile in-app economy to be powered by FANCOIN™

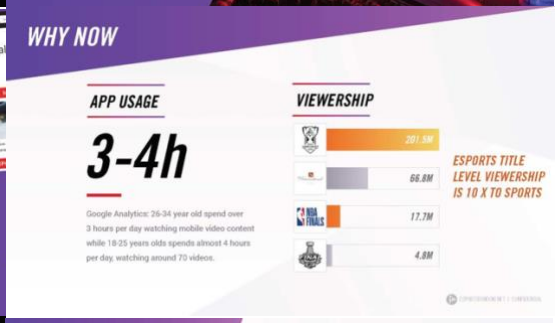
- On May 29, 2019 The Forbes Magazine writes about the FANDOM SPORTS Fan Engagement platform and the IRL elements of the Get Rewarded and why Global Esports Popularity Give Gamer Companies Reason To Be Bullish (https://www.forbes.com/sites/kenrapoza/2019/05/29/global-esports-popularity-give-gamer-companies-reason-to-be-bullish/#55393fa31bde)
- On June 12, 2019, the Company announced that it has teamed up with, SeatGIANT Inc., a ticket sales and distribution company servicing North America. Through this partnership, FANDOM SPORTS App users will be granted access to purchase discounted tickets to their favorite sports teams' games by entering their exclusive fan code *"FDMSF".* The code is only valid through the App. This strategic partnership will fuel FANDOM SPORTS' continued growth as a leading entertainment platform for sports fans to connect with other aficionados, "talk trash" about their favorite teams and get rewarded.
- On June 24, 2019, the Company is pleased to announce the company's three-week, private beta session to test its first- of-its-kind entertainment platform for sports fans, the FANDOM SPORTS App, was a resounding success. As a result, in effort to finalize the sport application technology, FANDOM SPORTS is seeking qualified investors to raise CAD $150,000, which will contribute to the final development of the app. The FANDOM SPORTS app is a social entertainment platform dedicated to sports fans of every vertical that will change the way fans interact. The app will alter the social sports landscape by pulling sports passions together into a single social umbrella, providing a community for sports fans to engage with each other and earn real-world rewards.
- During the month of June the Company received Chinese Trademark Office has issued the certificates for FANDOM SPORTS logo mark, Pick A Fight™ tagline and scaled Pick A Fight™ platform globally (excluding China and Korea), including the Android (iOS version of the Application is under Apple's Review process, both applications are written in React Native is based on React.js language to ensure simultaneous release timing to Google Play Sore and Apple App store for their review and publishing process) FANDOM SPORTS App completed by Deqode, the new platform will give FANDOM SPORTS the flexibility to expand into new global markets by tailoring a shell app, based on demand, to that specific market. While the shell app will look and perform the same globally, it will produce new results depending on the user's geographic location. With these features, the FANDOM SPORTS App is the ultimate destination for die-hard sports fans. The app enables users to follow their favorite live-action and fantasy teams and players, as well as test their sports knowledge and track viral sports highlights. During Online and live sporting events, professional athletes, commentators and users can engage and debate. It provides a place for fans to connect and square off in real-time with raw, authentic sports debates. Users are able to log in with their mobile number to create a Blockchain Account, celebrate and commiserate with like-minded fans or debate the "enemy".
- On July 24, 2019, the Company announced the appointment of Victor Hugo, Marrelli Group of Companies as Chief Financial Officer to complete the Q2 2019 financials by October 1, 2019 (https://webfiles.thecse.com/sedar_filings/00024835/1909301401030007.pdf) and replace Christopher Hollinger whose six-month long contract expired May 31, 2019.
- During the month of July, the Company handed over the trademarking tasks for Canada and United States and related trademark applications from law firm Clark Wilson to Hua

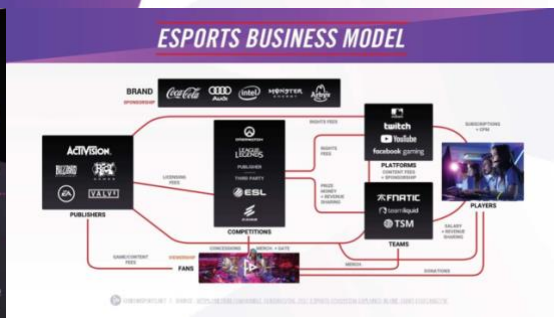
Ding International Intellectual Property. The Hua Ding International Intellectual Property a company that has successfully secured all requested trademarks for the FANDOM SPORTS as filed. The Oy FANDOM SPORTS Oy continued to develop the distributed micro-services ***Pick A Fight™*** platform and the related esports business applications as the sole owner of the intellectual property. FANDOM SPORTS Entertainment Platform is a distributed micro-services architecture using IBM Blockchain as a foundation to build the blockchain part of the application.

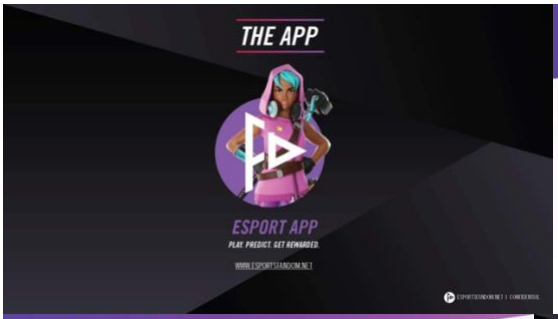
- During the month of July, the Company's own game engine technology development work continued together with Deqode. The platform technology gives a flexibility to explore a licensing model as the platform assets are duplicatable and as fully owned Intellectual Property of the Company licensable to global partners by tailoring a shell app, based on demand, to that specific market, as the business plans were presented a year earlier during the prestigious Toronto Based Thinking North Investor Conference on October 18, 2018 (https://youtu.be/k5Yr1kYYYQo) The model enables also asset creation with a ready- made business model and assets sales opportunity to the Company not possible previously.
- On August 21, 2019, the Company granted 5,000,000 stock options to remunerate five directors of the Company from previous years' work provided. These stock options are exercisable at $0.05 per stock option and expire on August 21, 2025.
- On August 23, 2019, the Company closed oversubscribed private placement which was oversubscribed by lead investors of India based technology partner and the current management. The technology bridge-funding-focused private placement was aggregated gross proceeds of $308,040. The private placement consisted of 5,134,000 common shares at a price of $0.06 and 5,134,000 warrants at $0.10. Techracers (Deqode), as the original technology partner of FANDOM SPORTS since August 2017, participated in the private placement offering.
- On September 14, 2019 the Company executed the In real Life (IRL) superfan engagement event at the Arctic Invitational mega esports event, Arctic Invitational, was held at the Hartwall Arena, in Helsinki, Finland https://twitter.com/ArcticInv/status/1128178126767263747?s=20

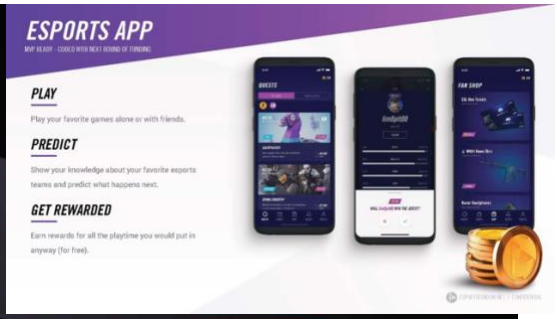
- On September 24, 2019, the Company announce its the operational strategy for Q4, 2019 onwards. The FANDOM SPORTS technology platform and live sports application will be licensed out to global sports organizations and telecom operators to engage their sports fan base while revving up current revenue for both the sports and telecom organization and FANDOM SPORTS through a revenue share model. The business model monetizes the fan base and the community, while hosting them is key to a successful licensing model for FANDOM SPORTS. Licensing the business models was part of business plan since the inception.

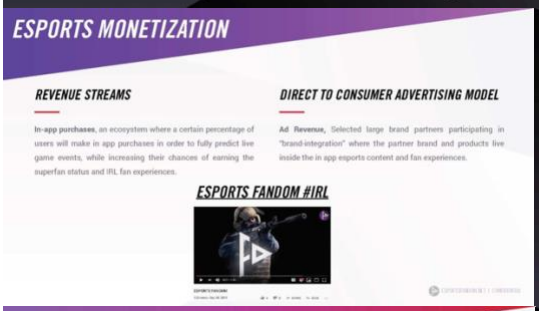
- On September 27, 2019 the Company activated its own Game Engine as a major milestone was reached with the $308,000 technology bridge funds raised between June and August 2019.
- Since October 1, 2019 FANDOM SPORTS Media Corp. focuses on ready to sell B2B live sports licensing business while FANDOM SPORTS Oy is fully dedicated for Esports. The Company signed on its first month of new business strategy execution the first Letter of Intent (LOI) to facilitate the Mobile Application distribution in PRC China for FANDOM SPORTS App and potential partnership for the development of the ESPORTS FANDOM App.
- During October ESPORTS FANDOM Investor presentation was issued to the website (www.esportsfandom.net) and shared with prospect investor to sign the Letter Of Intent.

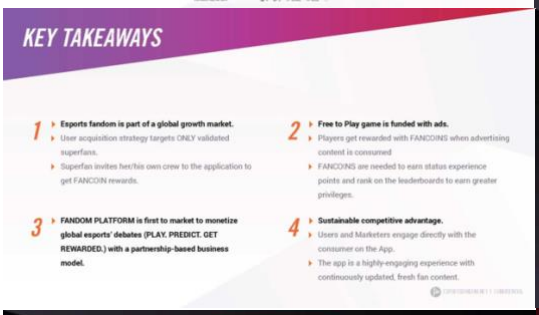


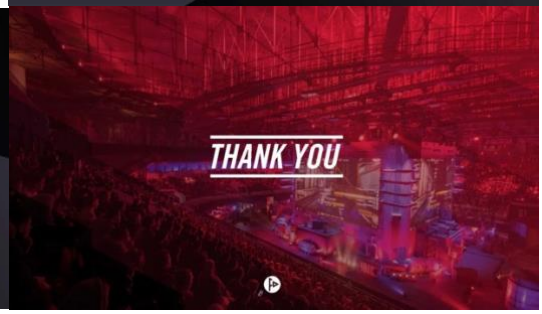












- On November 1, 2019 the Company files FORM-9 at the CSE, NOTICE OF ISSUANCE OR PROPOSED ISSUANCE OF LISTED SECURITIES (https://webfiles.thecse.com/CSE_Form_9_-_Notice_of_Issuance_of_Securities_November_1_2019.pdf?2Mu5jBIEUJjD7jKmydwz5x2JZu_FCMWN) for private placement to scale the of the Issuer's live sports application at Asia and Middle East and Africa (MEA) regions and to keep the FDM (the CSE) and FDMSF (the OTC QB) stock exchange related costs covered.

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.

   No additional updates since the last Monthly Progress Report.

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.

   None.

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.

   None.

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

   A Letter of Intent (LOI) was signed during the month of October to facilitate the Mobile Application distribution in PRC China for FANDOM SPORTS App and partnership for the development of the ESPORTS FANDOM App. October signed LOI is valid till November 30, 2019 and covers following aspects of a potential partnership:

   (i) Potential partnership in PRC China distribution for the FANDOM SPORTS App and ESPORTS FANDOM App.
   (ii) Potential joint development of the ESPORTS FANDOM App.
   (iii) Potential investment to the affiliate, FANDOM SPORTS Oy.

   When definite partnership and agent agreements are signed, they will be announced accordingly to the shareholders as part of the monthly progress reports.

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.

None

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

None.

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

None.

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.

No additional updates since the last Monthly Progress Report.

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

The Issuer in its normal course of business activities, may accumulate indebtedness from time to time in the form of fees for services, signing bonuses and management fees, as is regularly reported in the Issuer's financial statements. The board has approved an equity payment structure for management fees and any vendor fees; company stock in lieu of monetary compensation, until the company has secured financing.

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

None

Total Capitalization for the Company at the end of the month was as follows:

Issued & Outstanding: 149,677,336

Reserved for Issuance: 43,903,466

Details of the reserved for issuance

As of October 31, 2019, the continuity schedule of warrants is as follows:

Weighted average exercise price	Remaining contractual life	Number of warrants outstanding	Expiry Dates
$0.20	0.21 years	22,548,466	January 16, 2020
$0.20	0.27 years	1,666,000	February 8, 2020
$0.10	1.81 years	5,134,000	August 23, 2021
$0.18		**29,348,466**	

A summary of the Company's outstanding and exercisable stock options as of October 31 is as follows:

Weighted average exercise price	Remaining contractual life (in years)	Number of options outstanding	Expiry Dates
$0.095	0.73	1,375,000	25-Jul-20
$0.10	1.01	150,000	01-Nov-20
$0.10	1.68	850,000	05-Jul-21
$0.19	2.59	1,900,000	04-Jun-22
$0.17	2.75	500,000	31-Jul-22
$0.345	3.21	400,000	16-Jan-23
$0.13	3.56	1,000,000	23-May-23
$0.09	3.68	505,000	05-Jul-23
$0.10	3.81	250,000	20-Aug-23
$0.10	3.85	250,000	06-Sep-23
$0.12	3.93	1,000,000	04-Oct-23
$0.10	4.12	700,000	13-Dec-23
$0.10	4.31	675,000	20-Feb-24
$0.05	4.81	5,000,000	20-Aug-24
$0.11	**3.52**	**14,555,000**	

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

None.

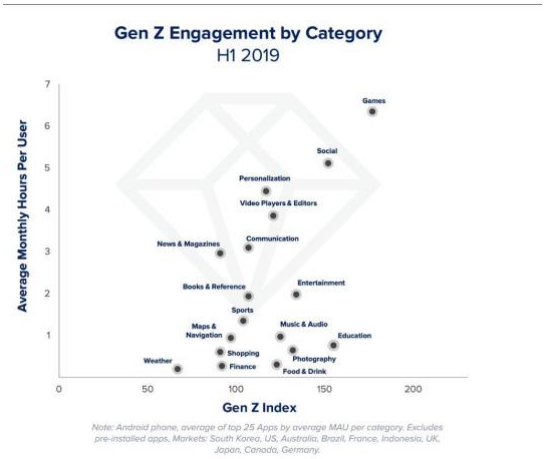
16. Provide details of any changes in directors, officers or committee members.

None.

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

Currently, 2.1 Billion people worldwide own a Smartphone and according to TouchPoints report-
Adults aged 25 plus use their phone about 264 times a day, including texts and calling . For people aged 15-24, the number is 387 times every day. If average sleeping time for this age group is taken 10 hours, this equates to some sort of Smartphone activity every other minute.
https://www.valuecoders.com/blog/technology-and-apps/11-mobile-app-development-trends-stay-2017/

App Annie reports on GenZ Sports Apps usage is more than an hour a month. Most of Gen Z has never known a world without the internet, and their first phone was likely a smartphone. The importance of mobile to this generation is clear from the fact that 98% of Gen Z aged 16+ reported owning a smartphone. If you want to reach Gen Z, you need to do it where they spend their time — on mobile. For example, with apps like Instagram, Tik Tok and VSCO, photo and video editing has gone from being the domain of laptops & PCs to something that can be done while commuting to work. Just one example of how Gen Z is truly the mobile-first generation. For apps reliant on user-generated content (e.g. TikTok), having relatively higher engagement from Gen Z may be desirable. Whereas Entertainment or Finance apps that seek to reach a broader audience would be better served by a Gen Z index closer to 100.



Mobile esports generated $15.3 billion in 2018, by Niko Partners

Games market research firm Niko Partners has released a new report detailing the rise of mobile esports, and revenue generated by the mobile market. Niko, which specializes in the Asian games market, anticipates a "global boom in mobile esports" to take place over the next five years, expanding an already-lucrative mobile market that generated over $60 billion last year. According to the report, mobile esports games generated over $15 billion

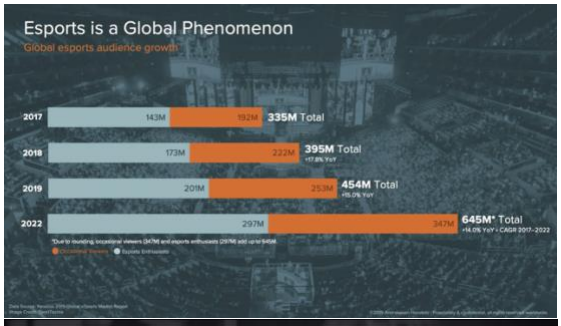
globally in 2018, and will only continue to grow in the coming years - https://finance.yahoo.com/news/report-mobile-esports-generated-15-211400704.html

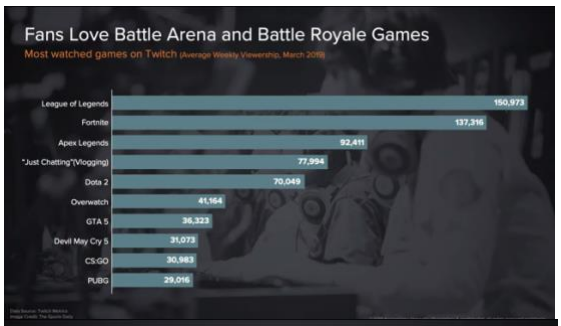
Competition Raising

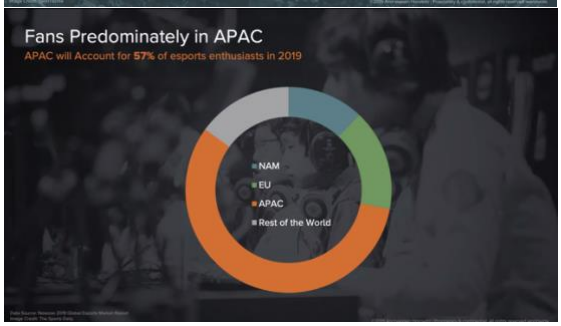
A round of $60M raised for a “mission is to build a global platform to support publishers, leagues and teams who are growing esports around the world,” Sepso told Columbus Business First. “So much more esports content is being produced. There aren’t enough resources to be able to help these companies.” Vindex announced this week that it raised $60 million to “build a first-of-its kind esports infrastructure platform” to help support an industry. https://www.bizjournals.com/columbus/news/2019/11/01/columbus-startup-launched-to-support-the-booming.amp.html

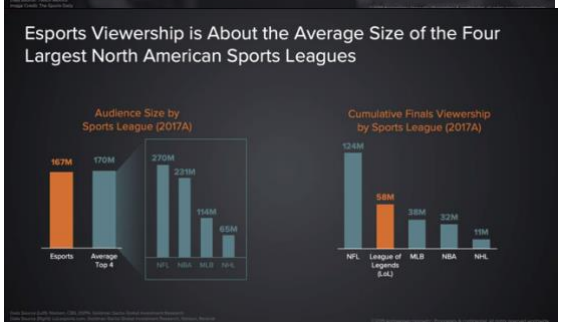
Seed funding of USD $8.5 million invested by YouTube co-founder to his new start-up called GreenPark Sports, launching in spring 2020. “There is an absence of compelling, inclusive ways for large masses of sports fans to compete together. The idea of a ‘sports fan’ has evolved it is now more a social behavior than ever before. We’re looking at a much bigger, inclusive way for all fans of sports and esports teams to play. What if, by embracing and capitalizing on who we are, we could build friendships and cliques and larger communities online, with all the rich camaraderie, culture, and rivalry enjoyed in real-world team sports? When it comes to community and face-to-face engagement, esports presents a frustrating paradox: Gamers play passionately together side-by-side and fight head-to-head in the fiercest, most intimate battle environments technology can create – yet we never actually get to meet.”
https://techcrunch.com/2019/10/21/greenpark-sports/

What’s Next for Esports Startups by Andreessen Horowitz
https://a16z.com/2019/06/07/whats-next-for-esports-startups/









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 November 4, 2019

Henri Holm
Name of Director or Senior Officer

/s/ Henri Holm
Signature

CEO
Official Capacity

Issuer Details Name of Issuer FANDOM SPORTS MEDIA CORP.	For Month End October 31, 2019	Date of Report YYYY/MM/DD 2019/10/31
Issuer Postal Address : Suite #118, 694 Main Street		
City/Province/Postal Code New York, NY 10044	Issuer Email. (info@fandomsports.net)	IR Telephone No. +1 347 266 0992
Contact Name Henri Holm	Contact Position CEO	Contact Telephone No. +358 45 7870 7988
Contact Email Address info@fandomsports.net	Web Site Address www.fandomsports.net	