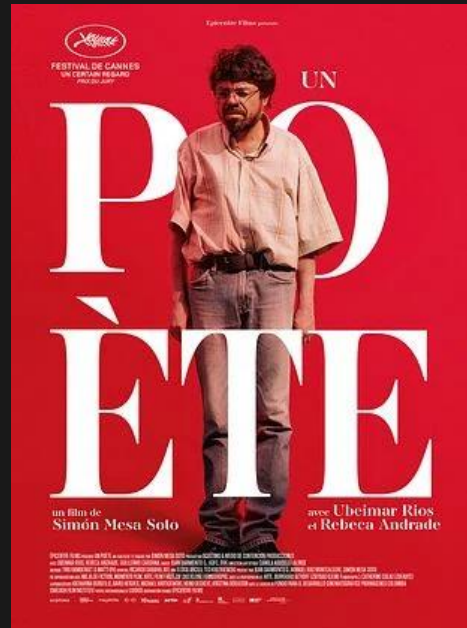


KLASH

Where Entertainment Assets Live



CELEBRATING
60M
PLAYERS



PROBLEM: CREATIVE COLLABORATION IS HARD



COMPLEX PRODUCTIONS

Numerous stakeholders,
across disciplines, locations, languages.



COMPLEX WORKFLOWS

Big asset volumes, many iterations, security/IP,
AI accelerates content creation



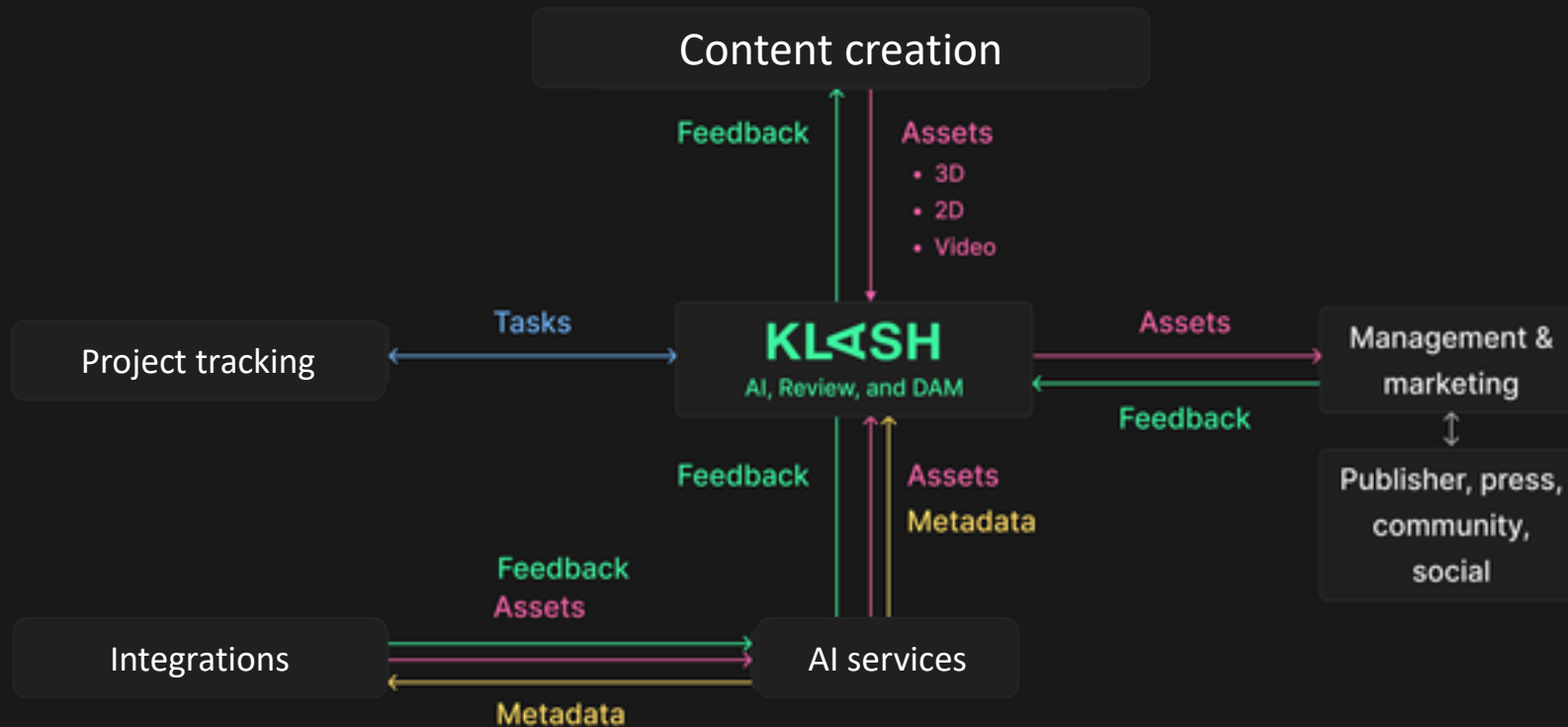
COMPLEX TOOLS

Too technical, too many,
too expensive.



Collaboration is a huge painpoint across M&E industries!

Where Entertainment Assets Live



Collaboration Software Market
Media & Entertainment

€ 30bn → *60bn (2031)*

Total Available
Market (2025)

TAM

€ 6bn → *13bn (2031)*

Servicable Available
Market

SAM

€ 50M

Servicable Obtainable
Market

SOM

AKQA

TRICKSHOT



ELEMENTAL
GAMES

CAN
FILM

anagram

forsman &
bodenfors

svt



STUDIOS

WGT

artists + mgmt

Slut

Tint.

R

REMEDY

BBC



RÚV

DEXTRY
STUDIOS



bE
HAVIOUR

DUPP
FILM

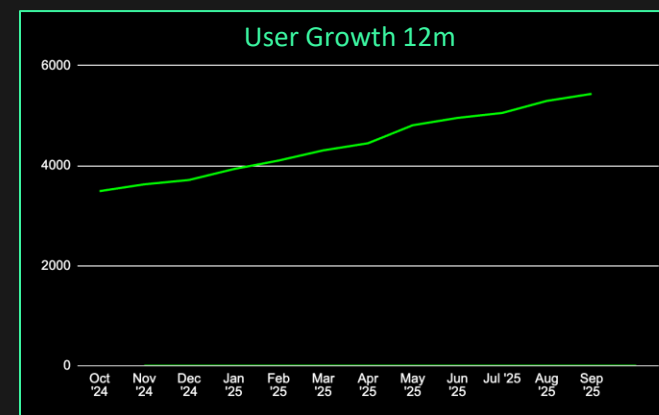


NORDIC UNITED



FUNCOM

BEYOND-FX





Martin Ekdal
CEO

Serial entrepreneur,
games industry veteran



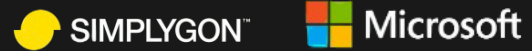
Fredrik Munthe
Founder & CPO

Film collab expert,
streaming entrepreneur



Alexander Arvidsson
Founder & Lead Prog.

Full-stack developer



Raising €2,000,000

Scaling Product & Revenue



60% → Product & Engineering

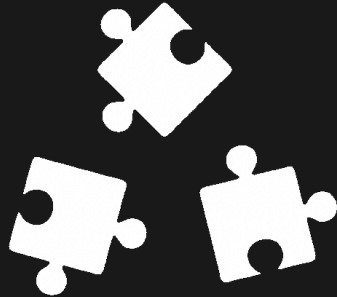
- Accelerate roadmap
- Support enterprise needs
- Enable scale, onboarding
- Integrations & AI



40% → Go-to-Market

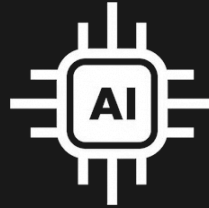
- Capture demand
- Expand ARR
- Retain customers
- €1M ARR in 18 months

Fragmented workflows



+

Explosion in content gen



+

Increased outsourcing



=

BIG and INCREASING need for

Structure | Collaboration | Meta data

KLASH

Thank you! Questions?

martin.ekdal@klash.studio