



MicrotronAI

# MEDIA LITERACY CENTER

MicrotronAI & Joshua T. Berglan



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# MEET THE TEAM

Thank you for your time! Reach  
out to us for questions.



**BISA PETERSON**

Chief Executive Officer  
MicrotronAI



**KYNDALL FRY**

Director of Media/Entertainment  
MicrotronAI



**PARKER BRIDIGARE**

Chief Technology Officer  
MicrotronAI



**JOSHUA T. BERGLAN**

Chief Executive Officer  
The World's Mayor Experience





# JOSHUA T. BERGLAN

Joshua T. Berglan is a forward-thinking multimedia creator and advocate for social empowerment, widely recognized as "The World's Mayor." An award-winning producer, internationally bestselling author, and groundbreaking show host, Joshua is leading a transformative initiative that bridges media literacy, accessible education, and community empowerment.

Joshua T. Berglan's vision is to change lives by creating a virtual world that empowers individuals with media skills, enables global collaboration, and fosters creativity, while making it accessible to underserved communities globally.





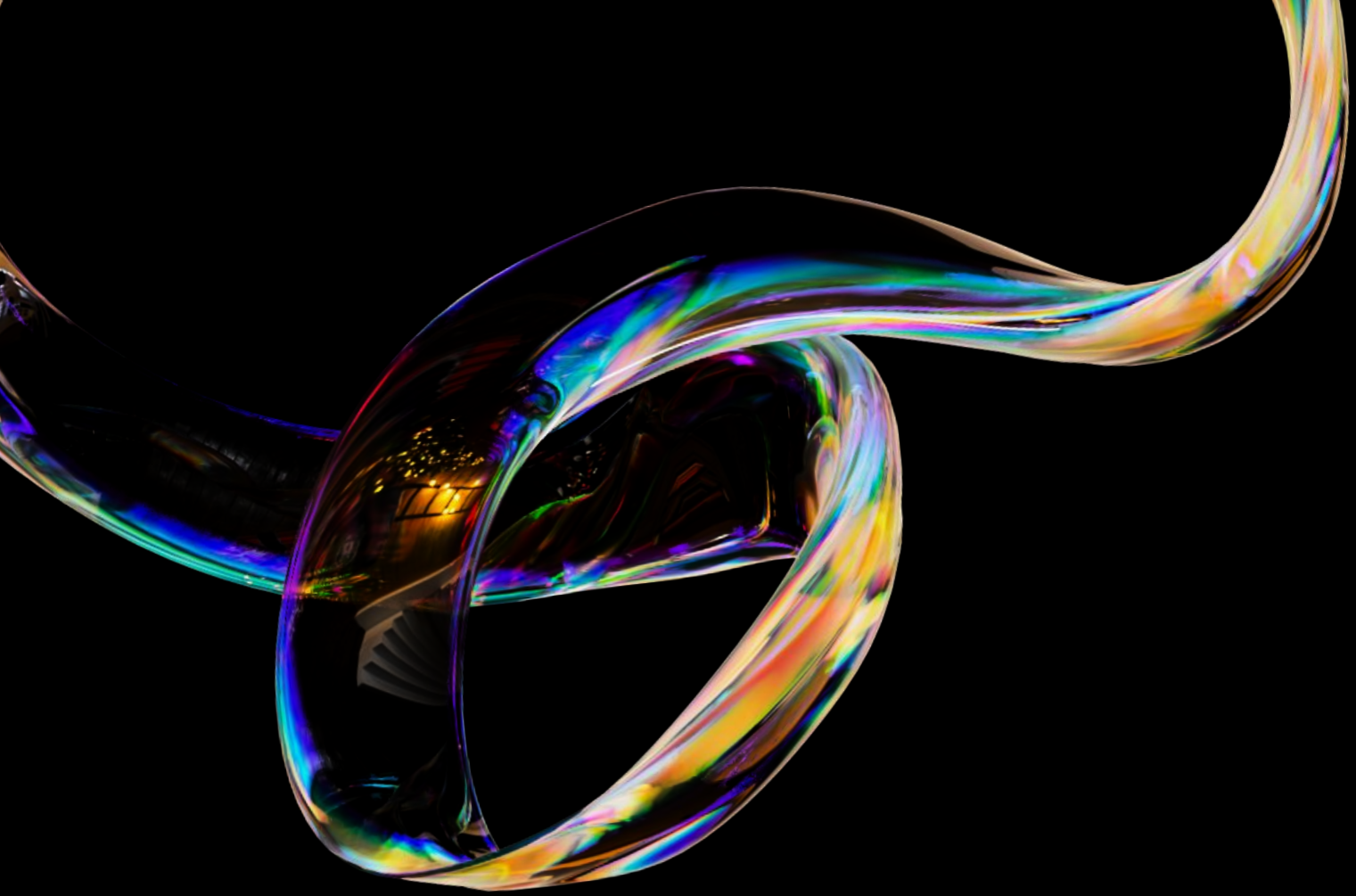


# MICROTRON AI SERVICES

MicrotronAI's Entertainment Division specializes in cutting-edge immersive technologies, offering services like Sensibles, Verse, Hyper-Reality, and Mixed Reality experiences that push the boundaries of digital interaction. Our solutions cater to the entertainment industry, transforming the way audiences engage with content through innovative, next-generation platforms.

- AI and Machine Learning Consulting: Custom AI solutions for various business needs.
- Custom Software Development: Bespoke mobile and web applications leveraging AI, blockchain, and IoT.
- Hyper Reality and Mixed Reality Solutions: Immersive experiences for training, education, marketing, and interactive media.
- Data Security and Management: Ensuring robust data security with our iShield Server.
- IoT and AIoT Integration: Smart ecosystems for enhanced connectivity, automation, and decision-making.





# CORE MISSION OF MEDIA CENTERS



**Empower underserved populations** through comprehensive media literacy and skills training.

**Create safe and secure environments** where individuals can learn, collaborate, and grow.

**Provide essential resources** such as mental health support, clothing for the poor, and therapeutic services.

**Contribute to community revitalization** by transforming abandoned buildings into productive community hubs.



# CORE MEDIA CENTER STRUCTURE

**Media Training Hub:** This will be the heart of the virtual world, where users can engage in interactive learning for media skills needed in the 4th Industrial Revolution. It will include modules on:

## Media Training Hub:

- Content creation: Video editing, podcasting, blogging, and social media.
- Multimedia design: Graphic design, animation, and visual storytelling.
- Monetization strategies: Paywalls, subscriptions, crowdfunding, affiliate marketing.
- Virtual world integration: How to use virtual spaces to expand your media business.
- Intellectual property: Lessons on protecting and leveraging content.
- Verse Blockchain NFT Capabilities: The Verse Blockchain platform provides secure and scalable infrastructure for creating, managing, and trading NFTs.

## Real Time Language Translation:

The platform will be equipped with AI-powered language translation to allow seamless global collaboration. Users will interact in their native languages, while the system translates in real time.

## Collaboration Spaces:

Breakout rooms and forums where users can partner on media projects, brainstorm ideas, and co-create across borders.

## Mentorship Programs:

The center will offer access to experts, including Joshua T. Berglan's team and other media professionals, who can guide users in building their media ventures.



# STADIUM AND EVENT SPACES



## Main Stadium:



- Capacity: Large enough to hold events like global media summits, concerts, film screenings, and educational workshops.
- Multimedia Integration: State-of-the-art audiovisual systems for immersive presentations and performances, with real-time interaction from global audiences.
- Event Programming: Weekly and monthly events on media literacy, emerging technologies, and entrepreneurship in media.
- Live Concerts and Performances: Hosts for artists to showcase their work, with options for live streaming and on-demand playback.



## Smaller Venues:

- Purpose: Intimate spaces for niche events like workshops, masterclasses, and panel discussions.
- Variety: Offer specialized themes like VR content creation, social impact media, and advocacy through storytelling.



## Outdoor Venue:

- Nature-Integrated Design: A more relaxed environment for concerts, networking events, or informal gatherings.
- Cultural Showcases: A space for artists from diverse backgrounds to share music, visual art, and films, celebrating global creativity.





# LOCATION AND INFRASTRUCTURE

## Target Locations

Major cities and inner-city neighborhoods across the world, particularly those with high concentrations of underserved populations.

- Example locations:

New Orleans, Los Angeles, Minneapolis, Detroit, Lagos, Johannesburg, New York, Mexico City, Mumbai, Moscow, Nairobi,

## Building Selection

The centers will be set up in abandoned theaters or other abandoned buildings, with a focus on spaces that can be revitalized to bring new life to the neighborhood.

## Beautification of Neighborhoods

Grants will be obtained to renovate these buildings, making them aesthetically pleasing and symbols of hope and opportunity for the community.

## Franchise Model

This project will follow a franchise model where the core design, operations, and services can be replicated in different cities globally, tailored to local needs and resources.





# PETE'S FLOWERS/MORGAN CAMERA SHOP

## MEDIA CENTER IDEAL LOCATION

Address: 6260 Sunset Boulevard Los Angeles,  
CA 90028

Year Built: 1938

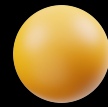
Property Type: Commercial

Located on the iconic Sunset Boulevard, this historic building has stood abandoned for nearly 20 years, awaiting its next chapter. With a prime, walkable location and ample parking in the back, it's perfectly positioned to attract both foot traffic and curiosity from passersby. The building offers a unique opportunity to revitalize the space for creative, community-driven projects, making it an ideal setting



# TECHNOLOGY INFRASTRUCTURE

## MULTI-DEVICE ACCESS



Users should be able to access the virtual world from VR headsets, desktop, mobile devices, and smart TVs for a versatile experience.

## VIRTUAL LEARNING MODULE



These will include simulations, role-playing scenarios, and guided tutorials to make media education interactive and engaging.

## INTERACTIVE TOOLS



- Integrate editing tools, streaming platforms, and podcast recording capabilities directly within the world, so users can create and share their media projects in real-time.
- Immersiflex: a state-of-the-art, modular LED display solution designed to transform any environment into a fully immersive digital experience. With its cutting-edge, flexible LED panels, ImmersiFlex allows seamless installations on various surfaces, from flat walls to curved structures and even dome-shaped venues, making it ideal for events, exhibitions,



# FACILITY DESIGN AND FEATURES



## Workstations and Equipment

- Media production stations with computers, cameras, microphones, and editing software.
- Podcasting booths, video recording spaces, and soundproof areas for media creation.
- Areas for graphic design, web development, and other digital media skills training.

## Community Spaces

- Youth Activity Areas: A place for recreational activities similar to the Boys and Girls Club, such as sports, creative arts, and educational games.
- Therapy Rooms: Secure and private spaces where individuals can access therapy services, including mental health support and counseling.
- Clothing and Resource Bank: Dedicated areas offering clothing, food, and other essential resources for those in need.

## Broadcasting Space

- A secure, controlled area where media produced by the community can be broadcast to the public, fostering transparency, but also safety for the participants.

# ORBITAL

## Microtron AI's Orbital with Joshua T. Berglan's Media Center

The integration of Microtron AI's Orbital with Joshua T. Berglan's Media Center in a Box creates a transformative ecosystem for immersive media and advanced AI-driven content creation. This collaboration blends futuristic architectural designs with cutting-edge media solutions, providing users with a seamless experience of creativity, collaboration, and connectivity.

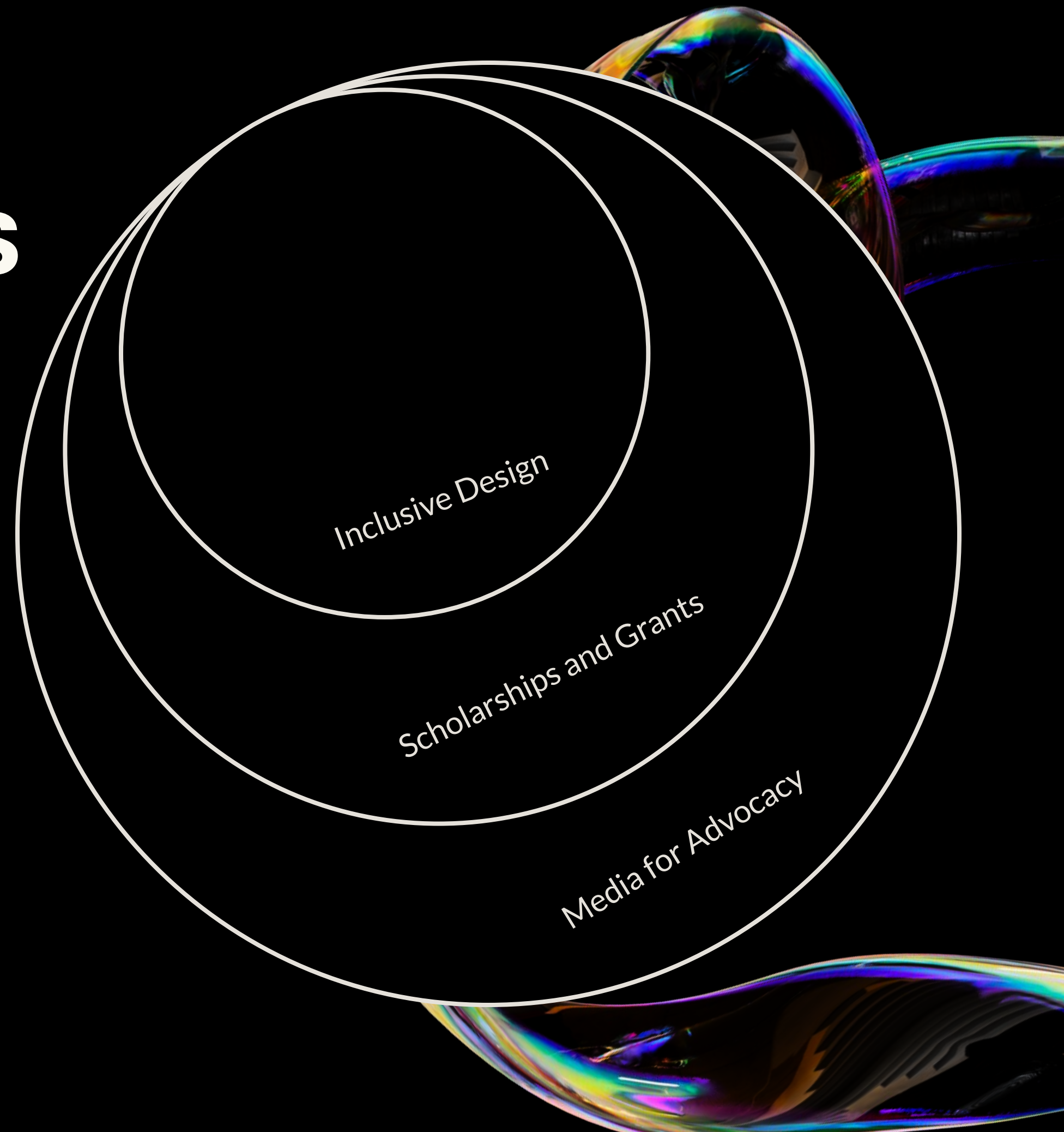
Microtron AI Orbital introduces advanced spherical or orbital spaces equipped with AI-driven holographic displays, adaptive environmental controls, and 360-degree interactive capabilities. These structures are ideal for fostering innovation, hosting immersive experiences, and serving as hubs for creative and strategic collaboration.

Joshua T. Berglan's Media Center in a Box simplifies multimedia production and broadcasting by offering turnkey solutions for content creation, marketing, and audience engagement. With its user-friendly tools and scalability, it empowers businesses and creators to operate like modern media powerhouses.



# EMPOWERING THE UNDERSERVED FOCUS

- **Inclusive Design:** Ensure the platform is accessible to people with disabilities by integrating voice commands, screen readers, and customizable text sizes.
- **Scholarships and Grants:** Offer free access to underserved communities, with sponsorships and grants for individuals who want to launch their own media ventures.
- **Media for Advocacy:** Special workshops and training for creating media that addresses social justice, human rights, and community empowerment.



# COMMUNITY BUILDING AND GLOBAL NETWORK

## GLOBAL PARTNERSHIPS

Collaborate with global media education initiatives, NGOs, and social enterprises to bring more opportunities to users.

## ALUMNI NETWORK

Build a network of media creators who have graduated from the program, offering ongoing support, mentorship, and collaboration.

## EVENTS CALENDAR

Regular global events that celebrate media innovations, storytelling competitions, and global hackathons focusing on media solutions for social impact.



# MONETIZATION AND SUSTAINABILITY

## Freemium Model

The virtual world could adopt a freemium model where basic access to learning modules is free, but more advanced features and real-world certifications require a paid subscription or one-time fees.

## Virtual Storefronts

Allow users to sell their media, services, or products directly within the platform. Artists and creators can set up virtual booths or stores to monetize their work.

## Grants and Donations

Regularly seek local and international grants to maintain and expand the centers, while also encouraging local philanthropists and businesses to invest in the project.



## Paid Partnerships

Corporations and media companies will have opportunities to sponsor events, offer internships, and provide additional funding in exchange for branding or media produced by the center participants.

## Brand Partnerships

Integrate corporate sponsors or partners who align with the values of independent media creation and empowerment, creating revenue streams through advertising, sponsorship, and collaborative projects.

## Community-Owned Ventures

Enable participants to create and monetize their own media projects, with support from the center, which can be broadcast both locally and globally.



# SOCIAL SUPPORT SERVICES



## Clothing and Food Banks


Provide essentials like food, clothing, and hygiene products for those in need, ensuring that the center is a lifeline for the community.

## Mental Health and Counseling Services

Professional counselors will be available to help individuals with trauma, stress, and mental health challenges, offering group sessions, individual therapy, and family counseling.

## Job Placement and Career Guidance

Offer resume-building workshops, job placement services, and connections with employers looking for media-savvy individuals.





# GLOBAL IMPACT AND SCALABLE MODEL

Franchise Model Rollout:



## Phase 1

Pilot centers in a few key cities (e.g., Lagos, New York, Mexico City) to refine the model.

## Phase 2

Scale to additional cities, focusing on inner-city areas with underserved populations, leveraging the proven success of Phase 1.

## Phase 3

Expand to rural areas and smaller towns as well, ensuring the reach extends beyond metropolitan areas.

## Local Customization

Each center will be customized to the cultural and social needs of the local community, while maintaining the core mission and design.

## Global Network

Create a network of these centers, allowing for shared resources, mentorship across borders, and collaboration on media projects with global reach.



# SUCCESS METRICS AND IMPACT MEASUREMENT

- **Enrollment and Participation:** Track the number of participants in the media literacy programs, workshops, and social support services.
- **Project Outcomes:** Measure the number of media projects completed by participants, as well as the impact of these projects on the local community.
- **Community Feedback:** Collect regular feedback from participants, mentors, and the broader community to continuously improve the services and programs.
- **Global Reach:** Track collaboration between centers globally, encouraging participants to share their work and ideas with their counterparts in other countries.
- **Franchise Model:** Create a scalable franchise model that enables local entrepreneurs to replicate media literacy programs and workshops. The model will provide training, resources, and support to ensure consistency and quality across all locations, expanding the initiative's reach and impact globally.



# THANK YOU

for your time and attention

Present by MicrotronAI and  
Joshua T. Berglan