



emirates Q

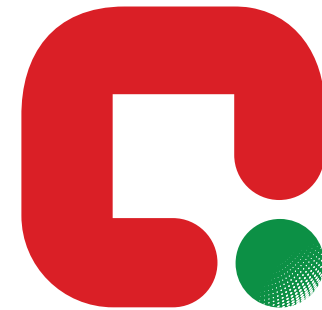


emirates Q
BRANDING

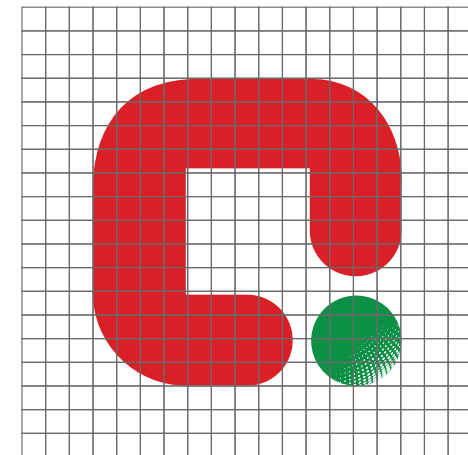
OUR LOGO

EVERY ELEMENT IN THE LOGO HAS BEEN METICULOUSLY DESIGNED TO CONVEY SPECIFIC MEANINGS. THEY SYMBOLIZE THE LETTER "E" FOR EMIRATES AND THE LETTER "Q" FOR "QUIZ," AS WELL AS INCORPORATE THE CHATBOX ICON AND THE QUESTION MARK TO SIGNIFY QUESTIONS. FURTHERMORE, THE COLORS EMPLOYED REPRESENT THE EMIRATES FLAG, WITH THE CIRCLE IN GREEN SYMBOLIZING THE GREEN LIGHT TO COMMENCE YOUR JOURNEY TOWARD WINNING AND MAKING MONEY THROUGH THE APPLICATION.

LOGO

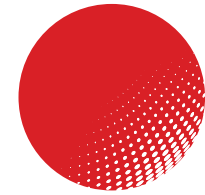
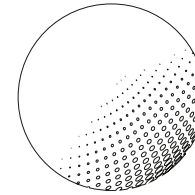


GRID



PRIMERY

USE THESE COLOR PROPORTIONS
IN ANY LAYOUT OR COLLATERAL DESIGN.
RED, GREEN AND BLACK CAN BE
USED AS ACCENT COLORS IN THE
PROPORTIONS SHOWN ON THE RIGHT.



RGB

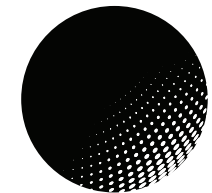
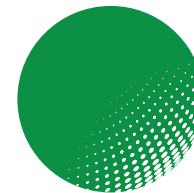
FFFFFF

E00F17

CMYK

FFFFFF

E21113



RGB

00963C

000000

CMYK

009839

010101

TYPOGRAPHY: MAIN FONT

Headlines are set in metro.

WHEN USING metro TO CREATE HEADINGS ON EMBEDDED OR PRINTED COLLATERAL FOR SLACK, ALWAYS TYPESET IT WITH OPTICAL KERNING, SET THE TRACKING TO 2, AND SET IN SENTENCE CASE.

DO NOT SET IN ALL CAPS OR ALL LOWERCASE.
WHEN USING metro TO TYPESET HEADINGS ON THE WEB, SET THE LETTER SPACING TO -1PX FOR SMALLER HEADLINES AND -2PX FOR LARGER HEADLINES.

METRO

A B C D E F G H I J K L
M N O P Q R S T U V
W X Y Z

A B C D E F G H I J K L
M N O P Q R S T U V
W X Y Z

9 8 7 6 5 4 3 2 1 0

!@#\$%^&*() + ? » : <

TYPOGRAPHY: SECOND FONT

THIS FONT USING OVER
OUR COMMUNICATION

Poppins

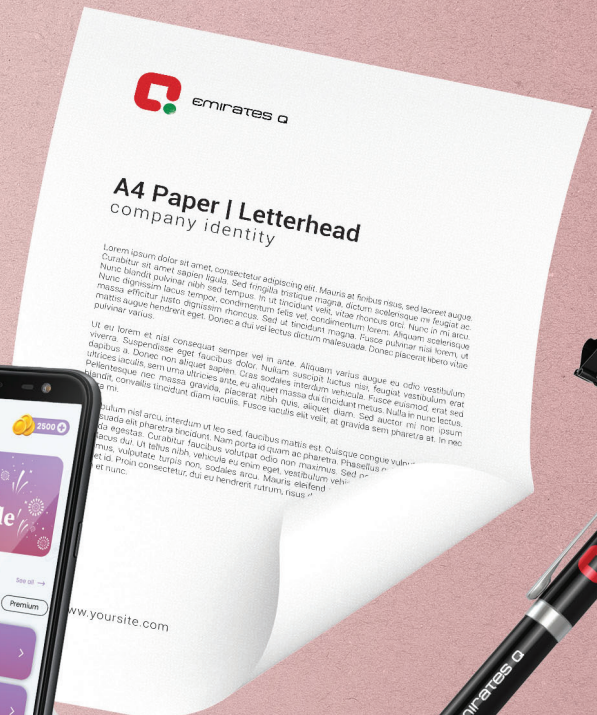
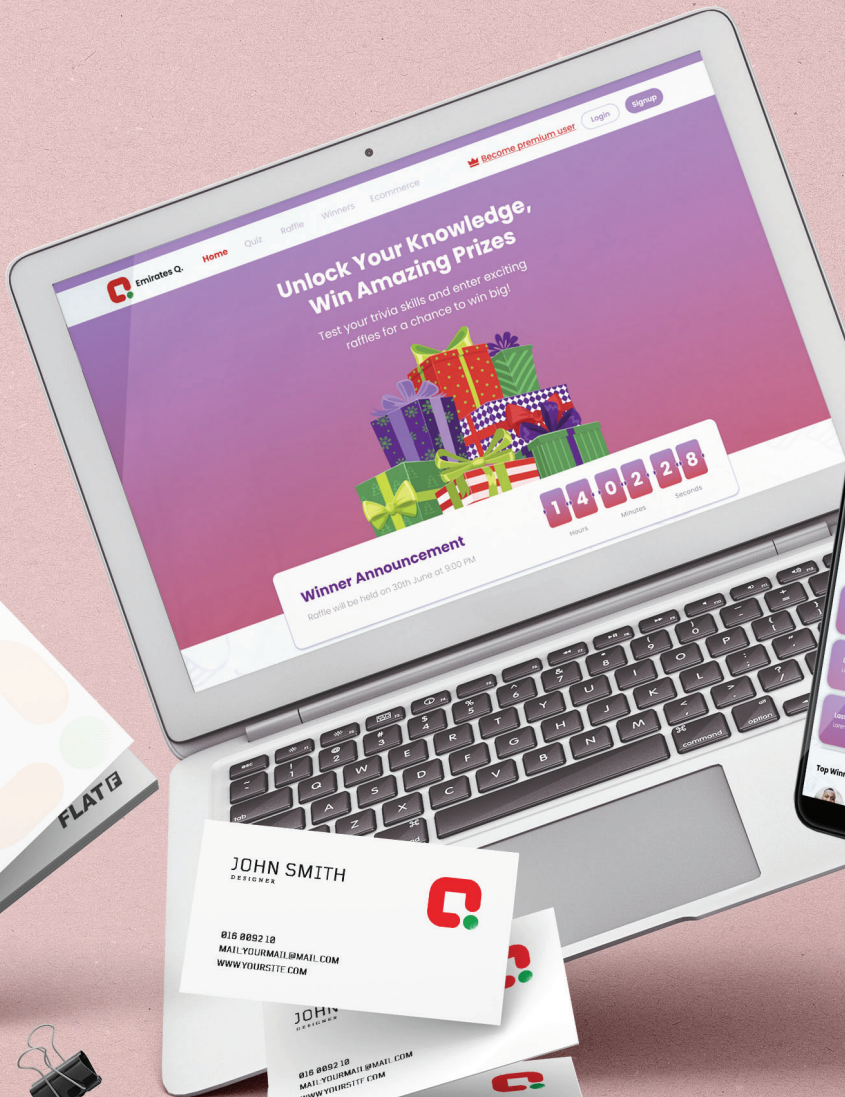
abcdefghijklmnopq
rstuvwxyz

ABCDEFGHIJKLMN o P
QRSTUVWXYZ

9876543210

!@#\$%^&*()+?»:;<









PLAY AND WIN



Downloaded





Social Media Platform



**PLAY
AND WIN**

**Take the quiz
and win money**

Download the app

**Play and win
ANY WHERE**

**Play and win
ANY WHERE**

**WIN
PRIZE**

**WIN
ONLY IN 3 STEPS!**

Downloaded



**TAKE THE
QUIZ**

GET THE CHANCE TO WIN

**DOWNLOAD
AND WIN**



**MEET
THE WINNER**



Emirates Q COMPETITOR ANALYSIS



emirates Q

E-QUIZ COMPETITOR ANALYSIS

Competitors	Brain Age	Peak Brain	Life of Pi	Brain Age	Life of Pi	Brain Age	Life of Pi	Brain Age	Life of Pi	Life of Pi
Category	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age
Developer	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age
Size	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age
Customers Reviews	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age
Customers Ratings	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age
Target Audience	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age
Time on market	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age
Version	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age
Last update	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age
Key User Experience	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age
Title tag	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age
Up time	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age
Downloads	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age
Description	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age
Paid/free	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age	Brain Age



Buyer Personality: "The Cognitive Challenge"

DEMOGRAPHICS:

Age: 18-40 years old. This age group is typically tech-savvy and open to mobile gaming experiences.

Gender: Both male and female, as cognitive games appeal to a broad audience.

Occupation: Students, young professionals, educators, or anyone involved in roles that require analytical thinking.

GEOGRAPHICS:

Location: Urban areas in the UAE where there's higher smartphone penetration and internet connectivity.

PSYCHOGRAPHICS:

Interests: Brain puzzles, cognitive and intellectual challenges, daily mental health, stress management, or engaging in activities that stimulate the mind.

Values: Brain health, cognitive games, self-improvement, and personal growth.

Activities: Participating in quiz nights, attending intellectual events or seminars, and engaging in online gaming communities.

BEHAVIORAL TRAITS:

Usage Time: Regular to heavy mobile app user, especially during commutes, breaks, or free time.

Search Intent: Open to trying new apps but sticks to those that offer continuous challenges and growth.

Feedback Loop: Actively looking for new games or apps that offer cognitive challenges.

MOTIVATION:

Needs-Based Motivation:

Primary Need: Cognitive Enhancement - The individual believes in sharpening their mind and cognitive abilities.

Secondary Need: Stress Management - They seek activities that challenge their intellect and help them unwind.

PAIN POINTS:

Repetitive: Seeking repetitive games that don't offer new challenges.

Lack of Progress: Struggle to see measurable growth or improvement in their cognitive abilities.



emirates Q

BRAND STORY



EMIRATES Q: THE LANGUAGE OF THE AGE

Once upon a time, in the vibrant heart of the UAE, a vision emerged – an idea to create a place where fun and learning converge, where every individual keeping pace with the technological age can find a sanctuary to enhance their intellectual abilities and enrich their culture.

Thus, the seed of the "**Emirates Q**" was planted.

The journey began with a deep desire from a group of founders to offer a platform more than just a gaming app.

They envisioned it as a place where users could invest their leisure time developing their minds and reaping the rewards. After years of meticulous planning, the dream became a reality.

A business model was born that seamlessly combined entertainment and value, transforming people's time on entertainment into acquired knowledge and prizes.

In the early days, the path was fraught with challenges.



The team engaged in numerous discussions, striving to create a unique structure that catered to a diverse audience without any overlap.

The turning point came when they embarked on a new path, targeting individuals with varied objectives.

Some sought adrenaline-filled entertainment and excitement, while others were drawn to earning opportunities and ways to add value and knowledge.

The app became a part of daily life, promising future features allowing users to upload their products or game applications, fostering a community of professionally successful individuals.

What sets "**Emirates Q**" apart is its commitment to meeting user expectations with a unique blend of effort and passion.

The app promises to be a friend to its users, encouraging them to unleash their full potential through a series of puzzles and entertainment games that offer fun and represent a step towards self-improvement, both intellectually and financially.



Today, Emirates Q is not just an app; it's a phenomenon, a community of learners, thinkers, and players.

It promises a future where every day is a new opportunity, a challenge, and a step towards becoming the best version of yourself. It vows to be a beacon of innovation, a platform setting standards for others, and a benchmark for uniqueness and success.

Join the journey to be a part of our community!



A DIFFERENT VISION FOR INVESTING YOUR TIME

A vision was born in the bustling streets of the Emirates, where tradition meets modernity. An idea to merge the thrill of gaming with the joy of learning and mental exercise.

It is a dream to create a platform where every click is a journey through the rich cultural tapestry of the Emirates. This vision is called the "**Emirates Q.**" Several years ago, a group of pioneers came together, their minds brimming with ideas.

They envisioned a space where entertainment meets education, where time spent is not just for pleasure but holds intrinsic material and moral value. Respectful of the rich Emirati culture yet embracing the dynamic pulse of the modern world, it was a delicate dance to balance diverse elements to create a harmonious and enriching experience for all.

As the plans for Emirates Q began to take shape, the platform's creators faced challenges.



The market was saturated with apps, yet nothing was like their unique concept. They immersed themselves in Emirati culture, striving to craft an experience that was contemporary yet deeply rooted in tradition.

The discussions were endless, the nights long, and their resolve only strengthened with every hurdle, and their vision became more explicit.

At a pivotal moment in the journey, the creators realized that Emirates Quiz could be a canvas for many—a platform where users could play and contribute, creating a community thriving on shared experiences and knowledge.

It was a bold move that promised to change how people perceived gaming apps.

Then came the day the world met the Emirates Q. Every click was a step towards self-improvement and a deeper connection with the rich Emirati culture.

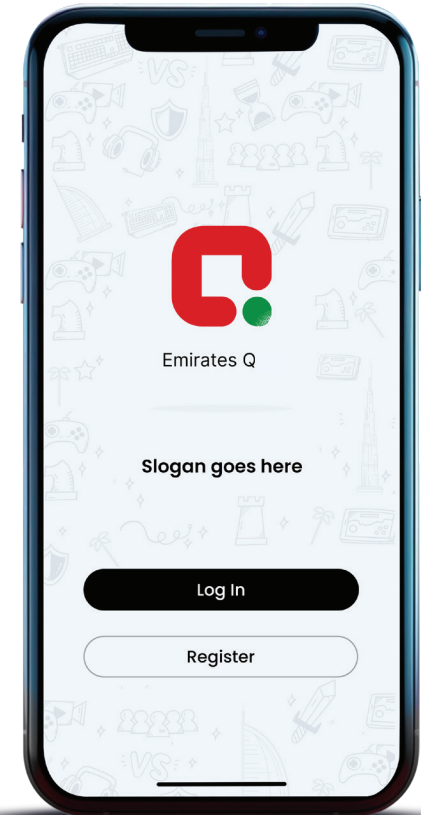
Today, Emirates Q is not just an app; it's a phenomenon, a community of learners, thinkers, and players. It promises a future where every day is a new opportunity, a challenge, and a step toward becoming the best version of oneself.



It promises to be a beacon of innovation, a platform setting standards and becoming the benchmark for the success of any other platform.

Looking ahead, we see a horizon filled with possibilities. Emirates Q aspires to be a daily companion, a platform that grows with its users, offering them not just games but opportunities, rewards, and a chance to connect with a community that shares their passion and curiosity.

Join the journey to be a part of our community!



TONE OF VOICE



emirates Q



TONE OF VOICE

1. Inspirational

Using a tone that inspires users to become the most productive version of themselves through cognitive enhancement. This is done through app notifications that highlight the importance of personal growth and self-improvement aspects.

Example: Every challenge is a step towards brightness. Are you ready to start a journey of self-discovery and development?

2. Respectful of Emirati Culture

Adopting Emirati culture as a central theme in the app through language deeply rooted in Emirati traditions and values.

Example: Experience the challenge that enriches your culture and immerses you in the UAE heritage with every click. Enjoy a journey where every challenge means learning more of the Emirates land.



3. Dynamic

Based on the unique feature of sudden question challenges, a dynamic tone can be created that suggests urgency and excitement. Using dynamic language to describe the challenges and potential rewards awaiting users.

Example: With the hurried questions coming at you, every minute is a chance to win. Are you ready to take on the challenge?

4. Friendly

Use a friendly tone to encourage many users to try the app.

Example: Hey, good people, anyone wants to play and think at the same time? Introducing a place where thinking meets play, and everyone is a friend. Download the app and let's have fun!

5. Educational and Informative

Using an educational tone to emphasize that an app is a valuable tool for intellectual growth by highlighting the educational benefits of the app.

Example: Come and join the world of fun and learning, where every game is a step towards developing your cognitive abilities. Download the app now and enjoy learning in every challenge!

APPLICATION OF THE TONE IN DIFFERENT CHANNELS:

Social Media: Use friendly tones to attract users in a comfortable and informal environment.

Example for social media posts:

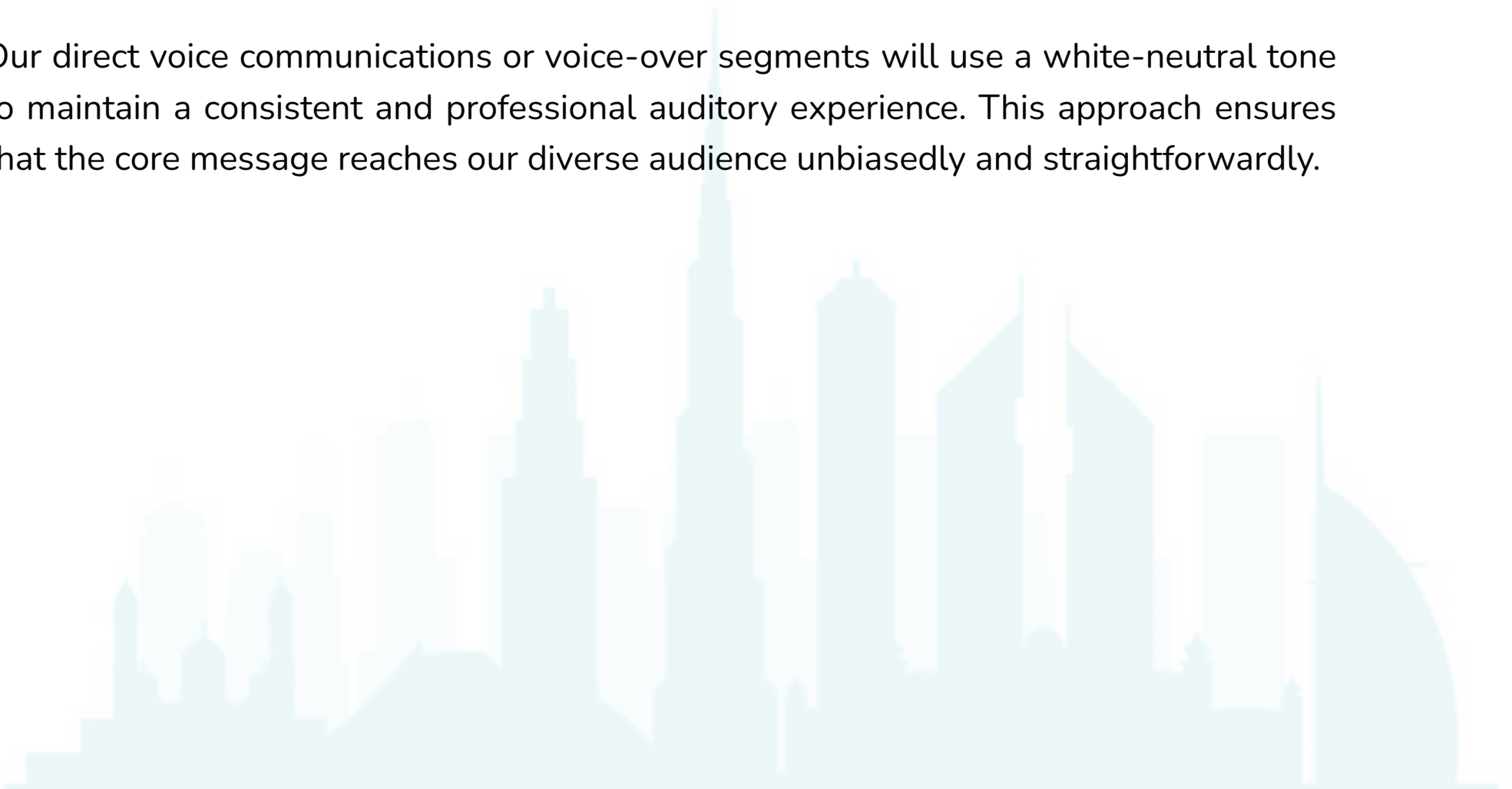


In-app Advertisements:

Use a dynamic tone to create a sense of urgency and encourage immediate response and play.

Voice Over or Direct Voice Communication:

Our direct voice communications or voice-over segments will use a white-neutral tone to maintain a consistent and professional auditory experience. This approach ensures that the core message reaches our diverse audience unbiasedly and straightforwardly.



AUDIENCE ANALYSIS STUDY FOR





Buyer Persona (3) | Profile: Mohammed, The Emirati Enthusiast

A woman wearing a white hijab and a white abaya is the central focus of the image. She is looking directly at the camera with a neutral expression. The background features a large, detailed painting with warm tones of orange, red, and brown, depicting a scene with figures. The lighting is soft and focused on the woman, creating a professional and elegant atmosphere.

Buyer Persona (4) | Profile: Sheikha, The Emirati Enthusiast

Emirates Q Webstie Content

Welcome to e-quiz. You can win prizes by playing quizzes.

PARTICIPATE NOW

WIN TRAVEL PACKAGES

Customer support En

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BASECAMP CHALLENGEZONE TREASURES THELATEST BOARDINGPASS OURSTORY SAYHELLO

HOME QUIZ ECOMMERCE NEWS SUBSCRIPTION OUR STORY CONTACT US [DOWNLOAD APP](#)

IT'S ALWAYS A WIN
Get ready for surprises beyond your wildest expectations with Emirates Q!

WIN TRAVEL PACKAGES

Welcome to e-quiz. You can win prizes by playing quizzes

[PARTICIPATE NOW](#)

SEE PRO → CHALLENGEZONE

[DOWNLOAD THE GAME](#)

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WHERE EVERY SECOND SURPRISES

Can you believe there's a place where every moment adds value to your life? Emirates Q offers the whole experience. You'll find it all: whether you're here to be entertained, sharpen your intellect, deepen cultural insights, or scoop up luxury rewards. Engage, enrich, and elevate—every second spent here is well-spent.

[GET STARTED](#)

BoardingPass

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MEET 2024 SPECIAL ACHIEVEMENT WINNERS

NAME	PROFILE	AWARD	RANK
AHMAD		DUBAI'S TRIP	BEGINNER

WINNER

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THE SCIENTISTS TAKE TASKS FROM LAB TO ENHANCE YOUR BRAIN SKILLS

Research has demonstrated that playing these games enhances cognitive abilities such as flexibility, executive functions, and problem-solving skills. A notable study in Computers in Human Behavior revealed that these games improve executive functions vital for complex tasks. Additionally, the SMART training program is widely recognized for boosting intellectual capabilities through games with significant improvements in relational skills documented in scientific studies. For further exploration of these benefits, platforms like ScienceDaily and RaiseYourIQ offer extensive insights into cognitive enhancement through gaming.

[DISCOVER MORE](#)

News

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LATEST PRODUCTS

From Play to Payouts

 watch 123 200 Points watch ADD TO CART	 sandle 20.99 Points this is a pair of sandle ADD TO CART	 shoes 20.99 Points this is a pair of shoes ADD TO CART	 sandle 20.99 Points this is a pair of sandle ADD TO CART
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[SEE MORE](#)

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EMIRATES Q

It's your opportunity to challenge yourself.

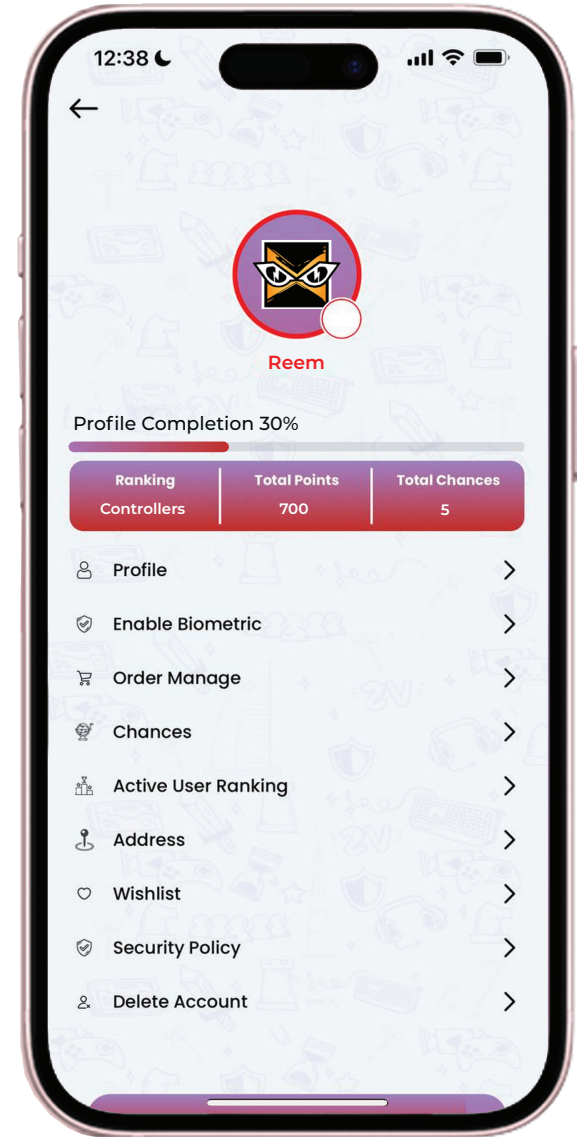
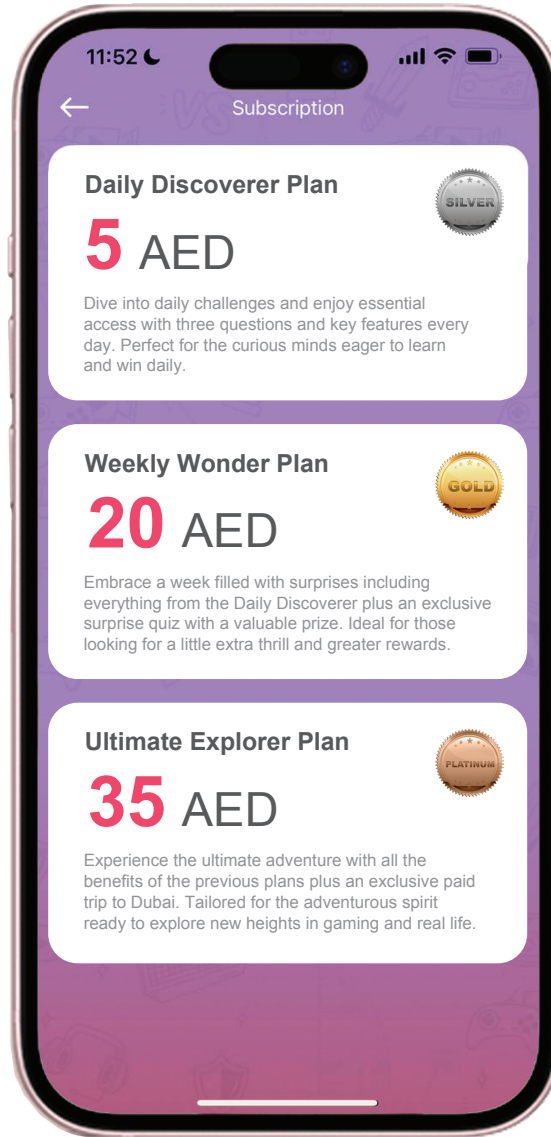
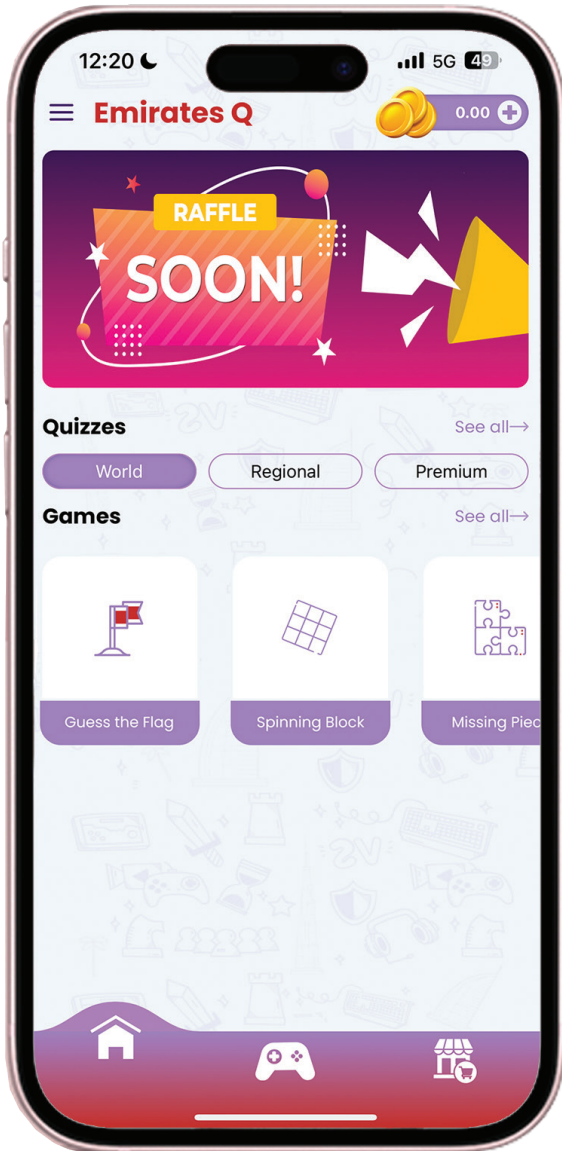
Press that download button and let's embark on this exciting journey. Knowledge, money and fun are just a quiz (and a few clicks) away!

[MORE](#)

Our Story

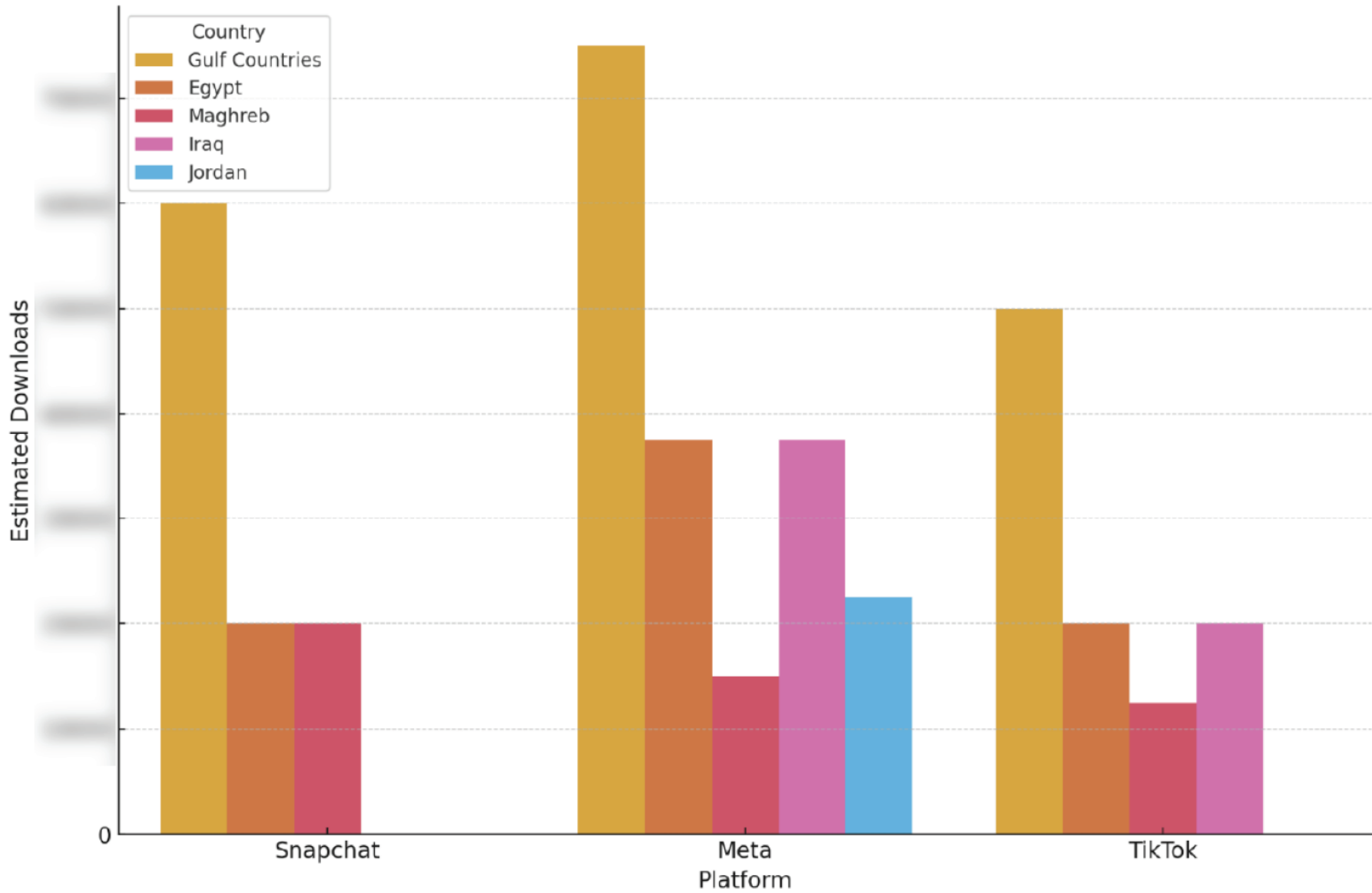
Emirates Q App Content





Summary Table

Platform	Country	Budget (AED)	Expected Reach	Estimated Downloads
Snapchat	UAE	10000	100000	5000
Snapchat	SA	5000	50000	2500
Snapchat	QA	5000	50000	2500
Meta	UAE	5000	100000	7500
Meta	SA	5000	75000	5000
Meta	QA	5000	75000	5000
Meta	SA	5000	75000	5000
Meta	QA	5000	75000	5000
Meta	UAE	5000	75000	5000
TikTok	UAE	7500	100000	5000
TikTok	SA	5000	50000	2500
TikTok	QA	5000	50000	2500
TikTok	SA	5000	50000	2500
TOTAL		50000	1000000	50000



Estimated Downloads by Platform and Country