

## The Company

Biliana K is a Start Up Hybrid, resulting from the merge of two different formats. Combining the fundamentals of a Tech company, with that of an Art Work, in order to provide a unique experience for the consumer thus transforming it into an Art Collector. The company is Pending Patent Application in the US and further assessment of detailed process will be provided for the first time at IDTechEx Show, Berlin, 2018. Biliana K will introduce this new Concept of Connected Art and showcase the first End Format Artwork Applications.

## The Concept

### Connected Art

Biliana K, uses all possible IoT nodes, deployed across the entire IoT ecosystem to feed on Data to enable the creation of a new form of Art: Connected Art. The APPs are hybrid entities (Connected Art), combining the fundamentals of Internet of Things, APPLICATION development, digital ecosystem, VR technology, with that of a Unique Art Work. The Concept of Connected Art experience is imbedded in the IoT as one and only possible way of limitless interaction and distribution of the Immaterial APP/Art Work.

## The Product

The APP Artwork is a new end product, found on the basis of absurd processing of Data, that brings human emotion to the IoT, as a value and investment, rewriting the essential of business models and social behavior in the digital landscape. Unique Data, in a Unique Autonomous Format.

## The Context

It exploits the ecosystem of IoT on an emotional level, which leads to the fundamental question of human emotion/experience in the age of VR and AI.

The APP exploits the addiction of humans to emotions transplanting it into the digital Universe, as the APP/Artwork exists exclusively in the digital universe, where it was conceived and it is the only environment where it can be experienced.

## The Disruption

Connected Art, can be seen as a new and unknown dimension of the IoT, industry 4.0, 5.0 and Digitization of Things.

Our business model is based on the hybrid concept underlying Connected Art: Limitless distribution and interaction between consumer and Art Product, using the integrity of the IoT infrastructure and all the underlying technologies.

Connected Art could become the base for a new Art Industry with a disruptive business models, as the Artistic creation Process has been enrooted from the traditional Art World ecosystem and implanted to the IoT.

The goal is to achieve a constantly expanding Digital Mass, Data, that defines the immaterial Body of the Art Work and creates an infinite Body of Art Work, that contains and describes everything, of what it means to be Human.

Max amount of Data in min amount of Space.

## The Platform

As a result Biliana K has adopted a single market behavior, trying to embed Connected Art as one of the fundamental aspects of IoT and focus in particular on the growing markets for Smart Homes and Smart City. The IoT Platform is seen as a disruptive force where the APP/ART WORK thrives and nurtures itself, based on indiscriminate and limitless distribution/interaction with the Consumer/Collector. Thus transforming the Old Social Models into "Social Construct" based exclusively on the experience and contact with the infinite Body of the APP/ARTWORK.