Kondoot, First Social Network Built Entirely Around Live Video Broadcasting, Launches in U.S. This Week

Kondoot Lets Consumers Use Mobile Phones and PCs to Broadcast Live to Friends and Family in their Network

Celebrities, Musicians, Authors and Sports Figures to Host Private, Paid Live Broadcasts to Millions of Fans

NEW YORK and BRISBANE, Australia, Dec, 12, 2011 /<u>PRNewswire</u>/ -- Kondoot (<u>www.kondoot.com</u>), the first social network which allows consumers, business professionals and celebrities to broadcast live video to their friends, family, clients and fans, is making its debut this week in the U.S.

To view the multimedia assets, please click: <u>http://www.multivu.com/mnr/53557-kondoot-live-video-broadcasting-social-network</u>

(Photo: http://photos.prnewswire.com/prnh/20111212/MM19847)

(Logo: http://photos.prnewswire.com/prnh/20111206/MM18195LOGO)

<u>Kondoot</u> is creating a new market segment -- Social Live Video -- an unusual combination of a social network and live video and offers a full suite of free video options including public live broadcasts, recorded broadcasts and video chats as well as games, instant messaging and more. Free Kondoot iPhone and Android apps allow users to broadcast live from virtually anywhere.

Timed to coincide with its formal market launch, Kondoot is unveiling its unique paid broadcasting system enabling celebrities, musicians, athletes, authors, businesses offering live webinars and others to market private broadcasts to fans and customers. Viewers pay a small fee via PayPal with the majority of the proceeds paid to the broadcaster. The company is using Amazon Web Services to provide bandwidth 'on the fly' to support its video broadcasting needs ensuring the best possible quality video with minimal latency.

Kondoot is based in Brisbane, Australia and its 'senior team' -- largely comprised of 20- and 30-something software engineers and programmers -- has been working on the site's infrastructure for just over a year. Kondoot is privately funded and was soft launched three and a half months ago and is already in use in 133 countries.

"We've been singularly obsessed with delivering on the vision of creating a friendly and easy-to-use live social video experience," said Nathan Hoad, age 25, co-founder and chief technology officer, Kondoot. "Our goal is to make it easy for consumers and professionals alike to embrace video and use it to stay in touch with friends and business associates around the world."

Kondoot has developed three initial revenue streams. First, its paid private broadcasting service may foster a new range of satellite companies and businesses looking to capitalize on Kondoot's live broadcasting infrastructure. Secondly, the company has already started to sell -- for \$1 each -- mobile app versions of its original games now playable for free on Kondoot.com. Initial games include Brainpunch, Conducted, Earth Must Pay and For "Science." Its third revenue stream will be an advertising-centric offering on Kondoot.com.

"Now, a rock band can broadcast their concert live to millions of fans around the world who couldn't make it to the concert but can watch from the comfort of their home for a nominal fee," said Mark Cracknell, age 21, cofounder and manager of Kondoot's chat and video server infrastructure. "Best of all, it's also a social experience as friends can view, chat and share the experience together."

The company is considering a move to the United States in the first quarter of 2012. To start broadcasting live for free, join Kondoot at <u>www.kondoot.com</u>.

About Kondoot

Kondoot (<u>www.kondoot.com</u>) is the first social network to allow consumers, business professionals and celebrities to broadcast live video to their friends, family, networks and fans. <u>Kondoot</u> offers a full suite of free live and recorded video broadcast options as well as a proprietary paid broadcasting service. The site also offers games, instant messaging and a growing international community of users. Free iPhone and Android apps allow users to broadcast live from virtually anywhere.

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