Shoppable NETWORKS

A MUSE PLATFORMS TECHNOLOGY

GLOBAL LICENSING / OCTOBER 2026

AI POWERED TV OPERATIONS + INTERACTIVE COMMERCE

Your media. Your network. More ways to earn.

License a branded TV and commerce platform that connects your content library and live programming to purchases, tickets and subscriptions across TV, web and mobile.

A GLOBAL TECHNOLOGY MARKET. AN INDEPENDENT MEDIA OPPORTUNITY.

$18B
BROAD TECHNOLOGY TAM [1]
2026 global video-streaming software and services estimate.

$8.3B
MEDIA & ENTERTAINMENT [1]
2025 segment estimate: 52.8% of the $15.7B market.

$540B
VIDEO ADVERTISING [2]
2030 global online-video advertising revenue forecast.

The broader technology category is forecast to reach **$67.2B by 2033**, with **20.8% annual growth** in 2026-2033. [1] Independent media can build direct commerce alongside advertising.

01
Operate leaner.
Bring content management, scheduling, continuous playout and live streaming into one browser-based workflow.

02
Make viewing valuable.
QR codes and shoppable overlays connect live and recorded programs to merchandise, ticketing and subscriptions.

03
Build direct relationships.
Branded program portals give audiences a destination to watch, buy and return beyond a social feed.

WHO LICENSES IT
Established independent broadcasters, digital publishers, music and culture networks, and specialist content owners worldwide with a catalog, audience and launch budget.

BUILT THROUGH REAL OPERATION
Developed through Subamerica's own TV and web deployment. Configure a branded operation around your programming, commerce and distribution needs.

LICENSE THE PLATFORM. BUILD YOUR MEDIA BUSINESS.

FROM $50,000
per year / technology license

$75,000
one-time implementation fee

Starting first-year fees: $125,000 USD

Branding, integrations, rollout, support, usage and third-party costs are scoped per deployment. TV app publication and platform approvals are deployment-specific.

Illustrative scale: 100 licensees at entry pricing = **$5M annual license fees** + **$7.5M one-time implementation fees**. Scenario, not a forecast.

Discuss your network launch.

Colleen Nagle / Founder & CEO
colleen.nagle@subamerica.net / museplatforms.com

[1] Grand View Research, Video Streaming Software Market (Sep 2026). $8.3B calculated as $15.7B x 52.8%.
[2] Omdia, Global online video and TV revenue outlook (Apr 1, 2026). Research accessed Oct 27, 2026.
Category benchmarks, not a measured independent-media SAM. Advertising revenue is context, not licensing TAM. Markets overlap; do not add.