

From: Zakaria <Zakaria@aar.edu.jo>

Sent: Saturday, April 17, 2021 1:29 PM

Subject: برنامج المنحة الجديد لإعداد الدورات التعليمية باستخدام الواقع الافتراضي المعزز / New Grant Program to Prepare Educational Courses using Augmented Virtual Reality

الأستاذ الدكتور رئيس/ مدير الجامعة المحترم

تهديكم الأمانة العامة لاتحاد الجامعات العربية أطيب أمنياتها متمنية لكم موفور الصحة والنجاح. أطلقت EON Reality (الشركة الرائدة عالميا في التعليم الافتراضي والواقع المعزز) برنامج لتقديم منحة للشركاء الأكاديميين المؤهلين وذلك استنادا الى الاحتياجات التعليمية الملحة في بيئة ما بعد جائحة كورونا عن طريق نشر الواقع الافتراضي والواقع المعزز والذي يعد مفتاح بناء القدرة التنافسية الرقمية في التعليم.

ان الاصدار الجديد والرسمي لبرنامج ضمان المنحة الذي بدأ يتاريخ 2021/3/01 له شروط ومزايا للشركاء ومنها:

يجوز للشريك الأكاديمي اختيار مبلغ المنحة من 5 – 25 مليون دولار للتسجيل في البرنامج سيكون هناك 1.3 مليون دولار أمريكي نقدا لكل شريك أكاديمي يتقدم بطلب للحصول على البرنامج وعلى استعداد للمشاركة في تطوير / اعداد دورات عبر الانترنت باستخدام منصة الشركة للواقع الافتراضي المعزز مرفق طلب الحصول على المنحة، كما يوجد الطلب على الرابط:

[/https://eonreality.com/grant-guarantee-program](https://eonreality.com/grant-guarantee-program)

للمزيد من المعلومات والتفاصيل حول المنحة والبرنامج الرجاء الضغط على الرابط:

[https://drive.google.com/drive/folders/173s3kE4sp3A32YVBVraGF5xZC\\_Hb-FD6?usp=sharing](https://drive.google.com/drive/folders/173s3kE4sp3A32YVBVraGF5xZC_Hb-FD6?usp=sharing)

وتقبلوا فائق الاحترام والتقدير

الأمانة العامة لاتحاد الجامعات العربية

زكريا شهاب









هام جداً

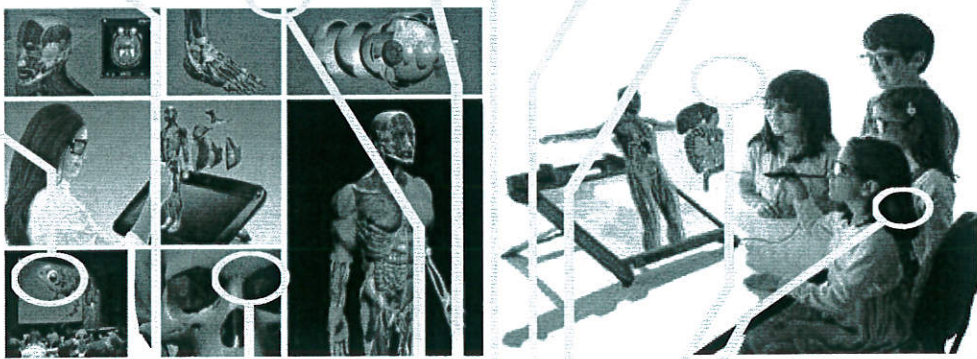
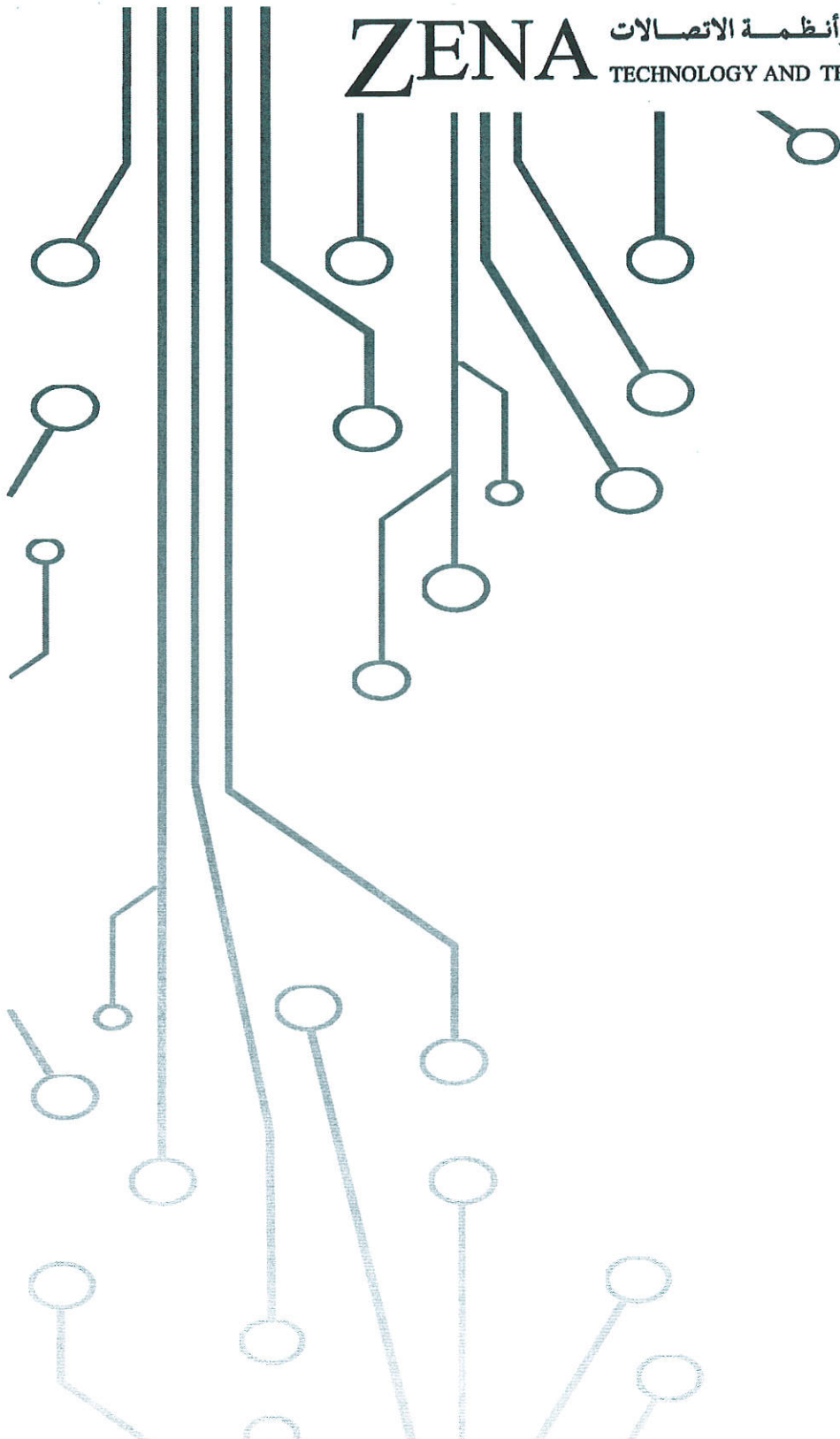
السادة عمداء الكليات المحترمين

معرفتك

للإشارة من ذلك

جامعة جنوب الوادي			
مكتب نائب رئيس الجامعة لشئون الدراسات العليا والبحوث			
رقم لعمارة المعاملة ٢٠٢١/٤/١٨/١٩٧			
سنة	شهر	يوم	تاريخ التصدير
٢٠٢١	٤	١٨	
عدد صفحات المعاملة			١٧

-  Global UNESCO Grant.pptx
-  Global UNIDO Grant Morocco Water Pr...
-  Global EON Learn for Life Donation.pptx
-  EU Grant Funding Germany.pptx
-  EU Local Government Emilia Romagna ...
-  EU Government Minister of Education ...
-  Asia Local Government China Funding....
-  Asia Government NRF Research Grant ...
-  Asia Public Company Funding Kyoto Ja...
-  LATAM Inter-American Development B...



Home of  
Augmented  
Virtual  
Reality

ZENA Technology and Telecommunications Systems was established in 2010 as a local company in Kuwait with mission to provide state-of-art knowledge transfer platforms and technology based on Augmented Virtual Reality (AVR) for the following market segments:

- Education and Training
- Medical and Health
- Power and Energy
- Manufacturing and Processing
- Security and Civil Defense



ZENA Technology is part of an elite group namely ENVOY General Trading and Contracting which is among the pioneer of providing Information Technology (IT) infrastructure products and services in Kuwait and GCC region covering solutions of ICT, Oil and Gas, Telecommunications, Banking and Finance, Real Estate, Health Management, Security and Defense, and Aero Space and Space industries.



### Our Vision

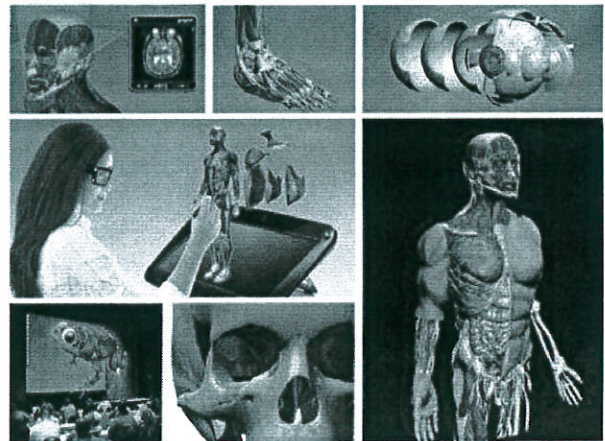
To be most reliable, diverse and reputed provider for innovative science and technology related to information and communication in the GCC region.

### Our Mission

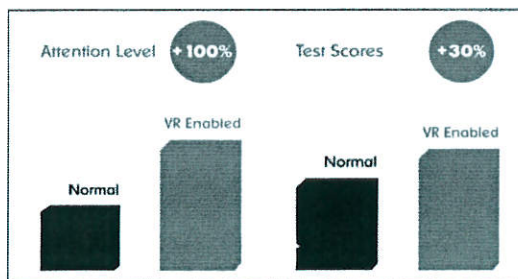
To lead the customer satisfaction with pioneering technology, by setting the highest standards in service, delivery, reliability and quality with innovative reduction of CAPEX and OPEX.

### Our Values

Champion consumer benefits with diversity, innovation and responsiveness. Encourage partnership and collaboration, both internally and externally. Uphold ethical integrity, social responsibility and transparency.



AVR is a bridge linking virtual with physical world. It is an example of a technology that can make classroom learning more transformational and engaging. Field studies carried out in many countries, shows that curriculums incorporating AVR technologies can increase the student's attention by 100% and increase his marks and scores by 30%.



Augmented Virtual Reality (AVR) is the future of smart education, and these technologies are good for educators and students alike. Educators will be able to capture the attention of their students like never before and get them more actively involved in the classroom. Students are always trying to do what's cool and what's new; utilizing Virtual Reality (VR) and Augmented Reality (AR) technology in classrooms will appeal to students because it's the latest and greatest thing and it's very cool to use.

### Our Partners

ZENA Technology's powerful network of key development, technology, and partners help our clients achieve success and get the most value out of their technology investments. Our alignment with both market leaders and emerging players allows us to deliver a more complete solution to our customers. Working together with technology market leaders complements and extends our solutions and capabilities, while strengthening our ability to help customers achieve success.

**Our Partners' list includes:**

1. zSpace Inc. AVR for STEM Education in schools
2. EON Reality Inc. AVR for Higher Education and Professional Training
3. TSC Dynamic Process Simulators for Higher Education and Professional Training
4. ETC - ADMS Fire Fighting Services Simulator for Civil Defense Training
5. Regional Center for the Development of Educational Software

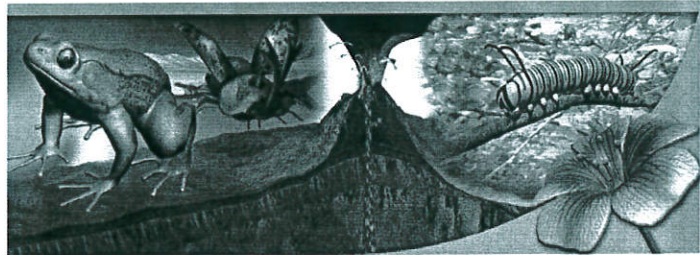


**Our Products**

We are keen to be one-stop-shop for various Augmented Virtual Reality platform and solutions that can increase the impact of education, training and knowledge transfer in general. We offer :

1. *Interactive Personal 3D AVR Systems*
  - Laptops
  - Workstations
  - Wearables (HTC-VIVE, Magic Leap)
2. *Interactive Group 3D AVR Systems*
  - Fixed 3-Way LCD Screens/Projectors,
  - 4-Way iCube, iTheatre and Holograms.
3. *Interactive Spatial Programming Platforms*
  - zSpace Studio.
  - EON Studio.
  - EON AVR Creator.
4. *Interactive Simulation*
  - Dynamic Process Simulators
  - Fire Fighting Services Simulators
  - Medical Simulators

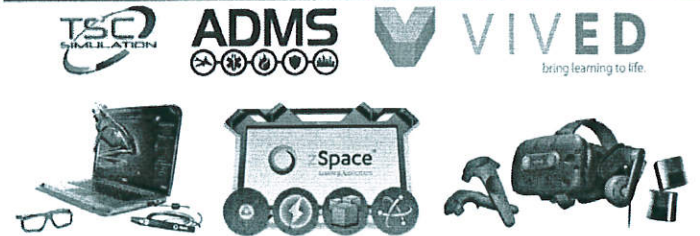
**Immersive 3D AVR Content for zSpace workstation and laptop**



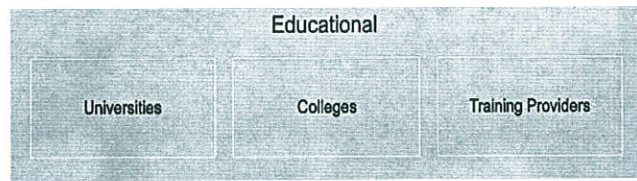
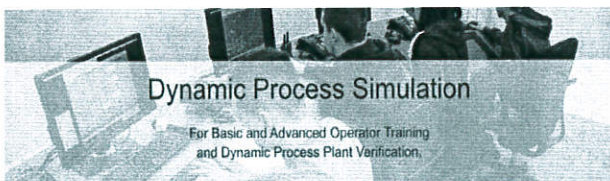
VIVED's lifelike 3D models spans a wide range of natural anatomy, as well as biological and mechanical structures. Instructors can use the content in a lecture environment to demonstrate terms, labels, and spatial relationships between objects in all our simulations.

Anatomy	Botany	Geology	Chemistry	Physiology Simulator
Microbiology	Palentology	Astronomy	Physics	Eye Simulator
Zoology	Earth	Mathematics	Mechanical	

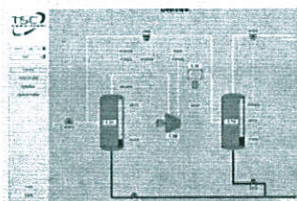
**Interactive 3D Simulators**



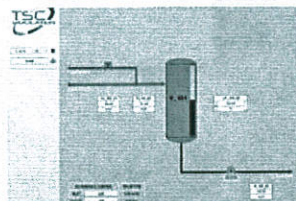
**Interactive 3D content covering STEM Education**



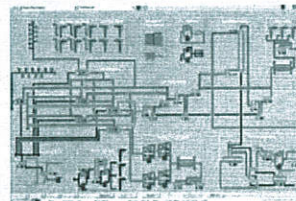
**Popular Products**



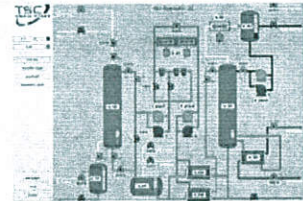
Centrifugal Compressor Simulation 3300



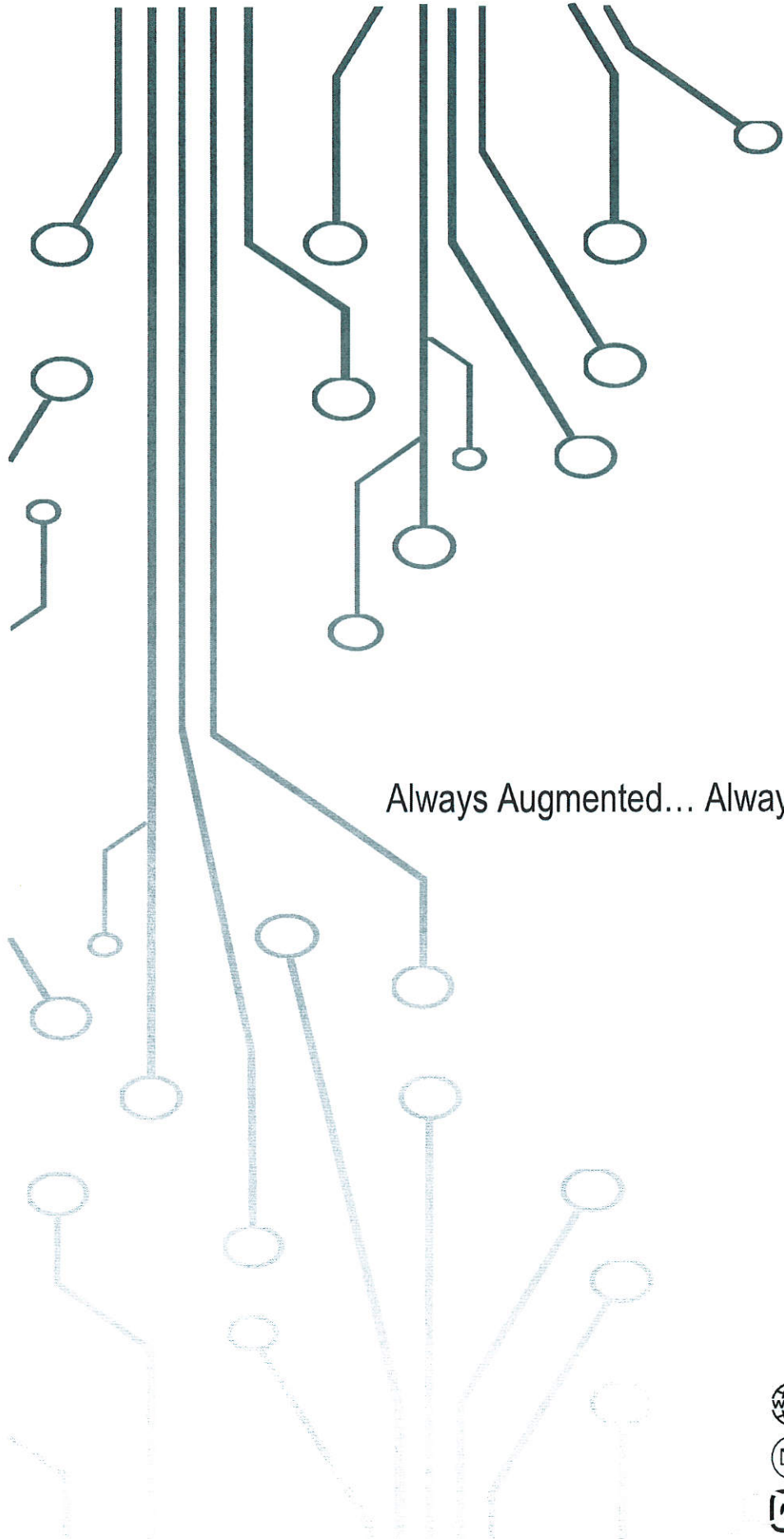
Level Control - Feed Back Simulation 2101



Offshore Oil and Gas Platform Simulation 5100



Amine System Simulation 4200



Always Augmented... Always On...



<https://www.zenatechnology.com>



[info@zenatechnology.com](mailto:info@zenatechnology.com)



@zenatechnology

شركة زينة للتكنولوجيا وأنظمة الاتصالات | الدور 18 - برج الجون - شارع فهد السالم - مدينة الكويت - دولة الكويت | هاتف: (+965) 2290 2350 - فاكس: (+965) 2290 2351  
ZENA Technology and Telecommunications Systems | 18<sup>th</sup> Floor, AL-JON Center, Fahad AL-Salem Street, Kuwait City, Kuwait | Tel: (+965) 2290 2350, Fax: (+965) 22902351

# APPLICATION EON GRANT GUARANTEE PROGRAM

EON Reality Inc.  
18 Technology Drive, Suite 110 Irvine, CA 92618 United States  
GRANT PROGRAM

## I. Purpose

Grant Guarantee Program for Post-Pandemic Recovery Assistance.

EON Reality's grant program provides universities and other academic institutions with support to fund the launch of new XR programs in the post-pandemic world. Based on decades of experience working with governments and intergovernmental agencies, EON Reality helps to identify and locate grants to cover a significant amount of the cost of a new XR Center for qualifying partners. The EON Reality Inc (EON) Grants Program is intended to provide support for the following purposes:

- Post Pandemic Recovery
- XR Deployment at Scale
- Social Development
- Localized Content creation

## II. Eligibility

Only shortlisted and invited candidates are eligible for the EON Grant Guarantee Program. These awards are appropriate for academic institutions that are seeking XR based EdTech solutions at Scale and lack funding to launch organization wide rollouts of XR programs in the post-pandemic world.

## III. How does it work?

- EON Reality and the academic partner sign the Grant Guarantee Agreement to set up a US \$5.0-\$25.0 million XR-Center. EON Reality delivers the EON-XR platform software for 5000 students and 750 work/internships upfront as per the EON-XR Center equipment list.
- EON Reality and the Academic Partner engage with International Donors Community to secure additional grant of \$6.7 million to cover the donation guarantee amount out of which there will be \$1.3 million in cash for the Academic Partner for business development.
- In the event that the Grant is not secured within a period of 270 days, EON Reality guarantees a 100% of the EON-XR funding, 78% with EON Co-Investment and 22% with a donation Guarantee from EON Learn for Life.
- In conjunction with EON Reality's delivery of EON-XR and the signing of the binding Grant Guarantee Agreement, the academic partner pays a one-time non-refundable fee of 1% of the Grant's value as insurance fees.

## IV. Application Procedure

- Intro Meeting - Introduction EON and Applicant – Day 1
- Solution Meeting - Needs assessment for XR deployment at Scale. And Deep Dive EON-XR Platform – Day 10
- Determination Meeting – Executive determination, meeting with decision makers to discuss crucial partnership and GGP including – Day 15
- EON Board Decision – Day 25
- Signature Grant Guarantee Program Agreement – Day 30

## V. Review and Award

A special review committee consisting of EON's Advisory members will determine the overall quality of each Grant application. Applications will be evaluated in accordance with the criteria outlined below. Additional consideration will be given to the applicant's potential for carrying out the project, the time commitment, the adequacy of the facilities and the adequacy of the justifications presented.

The application will be recommended for approval or disapproval within 10 days after receipt. If recommended for approval, it will be assigned a priority score. All applications will be forwarded to the Board for EON for final approval.

For additional information, contact:

EON Reality Inc.  
18 Technology Drive, Suite 110  
Irvine, CA 92618  
United States  
949.460.2000  
[dan@eonreality.com](mailto:dan@eonreality.com)

## VI. Evaluation Criteria

Once your application is admissible and eligible, EON's Advisory member follow the below evaluation criteria during the evaluation.

Proposals are evaluated and scored against selection and award criteria – organization excellence, post pandemic Recovery impact, quality and quantity of the XR Deployment at Scale, Social Development & focus on creation of job opportunities for youth and build entrepreneurship opportunities in digital economy and Localized Content creation

## VII. Scores

EON's team will score each award criterion on a scale from 0 to 5 (half point scores may be given):

0. Proposal fails to address the criterion
1. Poor. The criterion is inadequately addressed or there are serious inherent weaknesses.
2. Fair. The proposal broadly addresses the criterion, but there are significant weaknesses.
3. Good. The proposal addresses the criterion well, but a number of shortcomings are present.
4. Very good. The proposal addresses the criterion very well, but a small number of shortcomings are present.
5. Excellent. The proposal successfully addresses all relevant aspects of the criterion. Any shortcomings are minor.

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**EON GRANT GUARANTEE PROGRAM PPLICATION**

Required Information		Applicant's Details
<b>Organization Name</b>	:	
<b>Address</b>	:	
<b>Web site</b>	:	
<b>Name Signatory of the Organization</b>	:	
<b>Title</b>	:	
<b>Telephone</b>	:	
<b>Email</b>	:	
<b>Responsible Project Administrator</b>	:	
<b>Telephone</b>	:	
<b>Organization Tax No.</b>	:	

**1. STRATEGIC REGION PRIORITY** *(to be filled in by EON Reality, NOT Applicant)*

Is there already an existing EON-XR Center in the Region?

.....

Is the Region a high, medium, or low Investment priority?

.....

**2. DISSEMINATION CAPACITY** *(to be filled in by Applicant)*

Is the Applicants and Regions dissemination capacity over 5 years, less than 10,000 users, between 10,000 users and 30,000 users or more than 30,000 users?

.....

**3. USER COMMITMENT** *(to be filled in by Applicant)*

Is the Applicant Student User Commitment by year 2 less than 5000 students/year, between 5,000 students and 10,000 students or more than 10,000 students?

.....

**4. TRAINING COMMITMENT** *(to be filled in by Applicant)*

Is the Applicant Training Commitment to the Level 1 EON-XR Educator Training and Certification (4 hours / 0.5 Day) less than 25 Faculty members/year, between 25 and 50 Faculty members/year or more than 50 Faculty members/year?

.....

**5. CONTENT CREATION COMMITMENT** *(to be filled in by Applicant. Using EON-XR no code creation tool the average creation time is approximately 1 hour per XR lesson. XR Lessons are created by students based on the Self-Directed Learning Program with support of EON's pedagogical team and guidance of Applicants faculty)*

Is the Applicant XR Content Creation Commitment less than 100 lessons/year, between 100 lessons and 250 lessons/year or more than 250 lessons/year?

.....

**6. MARKETPLACE AND NETWORK** *(to be filled in by Applicant. EON provides access to EON's global Marketplace and network in more than 75 countries to the Applicant to publish and create income opportunities from the XR lessons developed by the applicant where 70% of the income is provided to Applicant)*

Is the Applicant willing to publish the XR Content Lessons created and making them available to the global EON Marketplace and EON academic network, and if so for free or for a fee?

.....

**7. WORKFORCE DEVELOPMENT & COMMUNITY OUTREACH** *(to be filled in by Applicant. EON's grant support priorities Social Development and focus on creation of job opportunities for youth and build entrepreneurship opportunities in digital economy)*

Do you have programs that support workforce development & community outreach, and if yes how do you envision using the EON-XR Center to support these initiatives?

.....

**8. GRANT EXPERIENCE** *(to be filled in by Applicant)*

Has your Organization secured similar grants before and if so please list the type of grants, grant amounts and name(s) of the organization/s that provided the grant(s)

.....

**9. PROGRAM IMPLEMENTATION** *(to be filled in by Applicant)*

If your Application is approved who will be assigned to coordinate the Implementation of the program? Please list name, title, and short description of their qualifications:

.....  
 .....  
 .....

**Applicant's - Executing Officer**

Organization Seal/Stamp		
<b>Officer's Name</b>	:	
<b>Officer's Title</b>	:	
<b>Date of signatory</b>	:	

## GRANT GUARANTEE PROGRAM

Item	Equipment Description	Qty
<b>1</b>	<b>EON-XR Platform Enterprise (Industry Programs and Internships)</b>	<b>750</b>
	<p>EON-XR Platform Enterprise (Y1-5) - 750 users Cloud Delivery:LEARN PLATFORM</p> <ul style="list-style-type: none"> <li>•CLOUD-BASED: Develop, Run, Manage, Access, Store, Host &amp; Distribute XR</li> <li>•AGNOSTIC: Support for 30+ devices across Mob VR/AR(android, IOS), Desktop, HMD (Oculus Rift S, HTC Vive), AR device (Magic leap, HoloLens)</li> </ul> <p>ASSETS &amp; LIBRARY</p> <ul style="list-style-type: none"> <li>•VAST ASSET LIBRARY: Access to more than 1 million 3D models and 360°</li> <li>•UPLOAD OWN 3D/360 ASSETS: CAD /PLM/Scan model, BIM etc.</li> </ul> <p>CONTENT CREATION</p> <ul style="list-style-type: none"> <li>•CREATE &amp; SHARE 3D &amp; 360 APPS: Easy, Do it yourself; Intuitive, No programming based</li> <li>•3D RECORDING TOOL: Multiple 3D recording for Standard Operation Procedure or guidance</li> <li>•SEARCH ASSISTED APPLICATION CREATION: Faster &amp; easier to create rich XR content</li> </ul> <p>CONTENT EXPERIENCE</p> <ul style="list-style-type: none"> <li>•EXPERIENTIAL LEARNING: Guided and Do it yourself mode</li> <li>•EXPERIENCE 3D &amp; 360 LESSONS</li> <li>•OFFLINE MODE: Download applications to your Own device</li> <li>•LIFE SIZE AR: Enables exploration and interaction with large environments scale 1 to 1</li> <li>•DIGITAL TWIN: Side by side or superimposed AR InstructionsOFFLINE MODE</li> </ul> <p>REMOTE &amp; MULTIUSER</p> <ul style="list-style-type: none"> <li>•REMOTE ONLINE XR: Groups interact virtually online with no risk of physical exposure</li> <li>•MULTI-USER SESSIONS: One-to-many Trainer to Trainee Learning Modules</li> </ul> <p>ADMIN</p> <ul style="list-style-type: none"> <li>•INSTITUTION: In a private institution, students &amp; teachers share access to the same group, content library, and share data &amp; interactions. A one-time setup fee is also required</li> <li>•PUBLIC OR PRIVATE: Determine who can share, access distribute &amp; assign to groups XR Apps, 3D/360 libraries</li> <li>•USER MANAGEMENT: Assessment, Analytics User Profiles, Login, LMS Integration</li> <li>•CONTENT MANAGEMENT: Integration with LMS, IoT, AI &amp; CMS</li> <li>•ASSIGN &amp; DISTRIBUTE LESSONS</li> <li>•3D ASSEMENT TOOL: Virtual assessment track &amp; assess user performance with final score report</li> <li>•TRACK &amp; ASSESS STUDENT PERFORMANCE</li> </ul>	
	<p>TRAIN</p> <p>TRAINING MODULE: Procedure Practice, Remote Training, Virtual Certification</p> <p>MULTI-USER: Support For 1-1 Or 1-Many Training</p> <p>MULTI-PLATFORM: Cross Platform VR Training</p> <p>INTEGRATED COMMUNICATION: Voice over IP built in</p> <p>GUIDANCE AND ASSESSMENT: Step-by-step instructions for task completion and integrated assessment</p> <p>VIRTUAL PROCEDURE ASSESSMENT</p> <p>SEARCH ASSISTED LESSON CREATION</p> <p>HOST MULTI-USER REMOTE SESSIONS</p> <p>ASSIGN &amp; DISTRIBUTE LESSONS</p> <p>TRACK &amp; ASSESS STUDENT PERFORMANCE</p> <p>EXPERIENCE 3D &amp; 360 LESSONS</p> <p>CREATE 3D &amp; 360 LESSONS</p>	

	<p>PERFORM</p> <p>PERFORMANCE MODULE: AR Assist MRO, Remote Expert Assist, RT Data Display</p> <p>MULTI-USER: Support for operation manager and multiple workers</p> <p>MULTI-PLATFORM: Remote Users (Phones, Tablets, Wearables)</p> <p>KNOWLEDGE MARKERS: AR Anchor Point Placement and Annotated with text, voice, video, 3D data</p>	
<b>2</b>	<b>EON-XR Platform Education</b>	<b>5000</b>
	<p>EON-XR Platform Education (Y1-5) - 5,000 users Cloud Delivery:LEARN</p> <p>PLATFORM</p> <ul style="list-style-type: none"> <li>•CLOUD-BASED: Develop, Run, Manage, Access, Store, Host &amp; Distribute XR</li> <li>•AGNOSTIC: Support for 30+ devices across Mob VR/AR(android, IOS), Desktop, HMD (Oculus Rift S, HTC Vive), AR device (Magic leap, HoloLens)</li> </ul> <p>ASSETS &amp; LIBRARY</p> <ul style="list-style-type: none"> <li>•VAST ASSET LIBRARY: Access to more than 1 million 3D models and 360°</li> <li>•UPLOAD OWN 3D/360 ASSETS: CAD /PLM/Scan model, BIM etc.</li> </ul> <p>CONTENT CREATION</p> <ul style="list-style-type: none"> <li>•CREATE &amp; SHARE 3D &amp; 360 APPS: Easy, Do it yourself; Intuitive, No programming based</li> <li>•3D RECORDING TOOL: Multiple 3D recording for Standard Operation Procedure or guidance</li> <li>•SEARCH ASSISTED APPLICATION CREATION: Faster &amp; easier to create rich XR content</li> </ul> <p>CONTENT EXPERIENCE</p> <ul style="list-style-type: none"> <li>•EXPERIENTIAL LEARNING: Guided and Do it yourself mode</li> <li>•EXPERIENCE 3D &amp; 360 LESSONS</li> <li>•OFFLINE MODE: Download applications to your Own device</li> <li>•LIFE SIZE AR: Enables exploration and interaction with large environments scale 1 to 1</li> <li>•DIGITAL TWIN: Side by side or superimposed AR InstructionsOFFLINE MODE</li> </ul> <p>REMOTE &amp; MULTIUSER</p> <ul style="list-style-type: none"> <li>•REMOTE ONLINE XR: Groups interact virtually online with no risk of physical exposure</li> <li>•MULTI-USER SESSIONS: One-to-many Trainer to Trainee Learning Modules</li> </ul> <p>ADMIN</p> <ul style="list-style-type: none"> <li>•INSTITUTION: In a private institution, students &amp; teachers share access to the same group, content library, and share data &amp; interactions. A one-time setup fee is also required</li> <li>•PUBLIC OR PRIVATE: Determine who can share, access distribute &amp; assign to groups XR Apps, 3D/360 libraries</li> <li>•USER MANAGEMENT: Assessment, Analytics User Profiles, Login, LMS Integration</li> <li>•CONTENT MANAGEMENT: Integration with LMS, IoT, AI &amp; CMS</li> <li>•ASSIGN &amp; DISTRIBUTE LESSONS</li> <li>•3D ASSEMENT TOOL: Virtual assessment track &amp; assess user performance with final score report</li> </ul>	
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	PERFORM PERFORMANCE MODULE: AR Assist MRO, Remote Expert Assist, RT Data Display MULTI-USER: Support for operation manager and multiple workers MULTI-PLATFORM: Remote Users (Phones, Tablets, Wearables) KNOWLEDGE MARKERS: AR Anchor Point Placement and Annotated with text, voice, video, 3D data	
<b>3</b>	<b>XR Innovation Equipment</b>	
3.1	EON-XR Marketplace Credits	500
3.2	3D Scanning - Structure Sensor bundle for iPad	1
3.3	Apple iPad Pro 11"	1
3.4	EON HMD (Oculus Quest with Link Cable)	1
3.5	EON AR Glasses (Magic Leap)	1
3.6	Custom VR Head Mounted Display Hardware (Homido Mini)	300
3.7	360° Camera - Ricoh Theta Z1 or similar	1
3.8	Projection system for training area	1
3.9	Audio system	1
		<b>Total:</b>
		<b>Percent:</b>

Notes:

\* In conjunction with EON Reality's delivery of EON-XR Platform and the signing of the binding Grant G

- 1) This Equipment List is Subject to the terms and conditions of the EON-XR Platform Software as a Service
- 2) Sale will be taxed unless exemption number is provided.
- 3) This Agreement is non-cancelable and non-refundable including the deliverables.
- 4) Taxes, tariffs and duties excluded.

EON-XR CENTER 2021



Unit price	List Price	EON-XR Center EON Co Investment and Grant Guarantee *
\$ 11,400.00	\$ 8,550,000.00	\$ 8,550,000.00

<b>\$ 3,300.00</b>	<b>\$ 16,500,000.00</b>	<b>\$ 16,500,000.00</b>



	<b>\$ 14,992.50</b>	<b>\$ 14,992.50</b>
\$ 10.00	\$ 5,000.00	\$ 5,000.00
\$ 540.00	\$ 540.00	\$ 540.00
\$ 898.00	\$ 898.00	\$ 898.00
\$ 495.00	\$ 495.00	\$ 495.00
\$ 2,295.00	\$ 2,295.00	\$ 2,295.00
\$ 8.00	\$ 2,400.00	\$ 2,400.00
\$ 999.50	\$ 999.50	\$ 999.50
\$ 1,900.00	\$ 1,900.00	\$ 1,900.00
\$ 465.00	\$ 465.00	\$ 465.00
	<b>\$ 25,064,992.50</b>	<b>\$ 25,064,992.50</b>
	<b>100.0%</b>	<b>100.0%</b>

uarantee Agreement, the partner pays the GGM non refundable fee of ( \$254,122.00)  
 e Subscription Service Agreement