

Tridens Monetization

The Future-Ready Media & Entertainment Billing Platform



Media & Entertainment Success Factors

- Bill recurring fees, pay-per-views, and items selling
- Free trials, coupons, vouchers, and gift subscriptions
- Gamification (loyalty points, clicks, levels, etc.)
- E-wallets for currency and non-currency resources
- Real-time balance and consumption notifications
- Discounting flexibility
- Prepaid & postpaid
- Local payment methods

Key Capabilities

Grow recurring revenue streams with flexible, robust, and future-proof features.



Offer Design: Create innovative offerings using discounting and bundling; combine one-time, recurring and consumption-based charges

Customer Management: Onboard and care for customers, see real-time balance and entitlement information

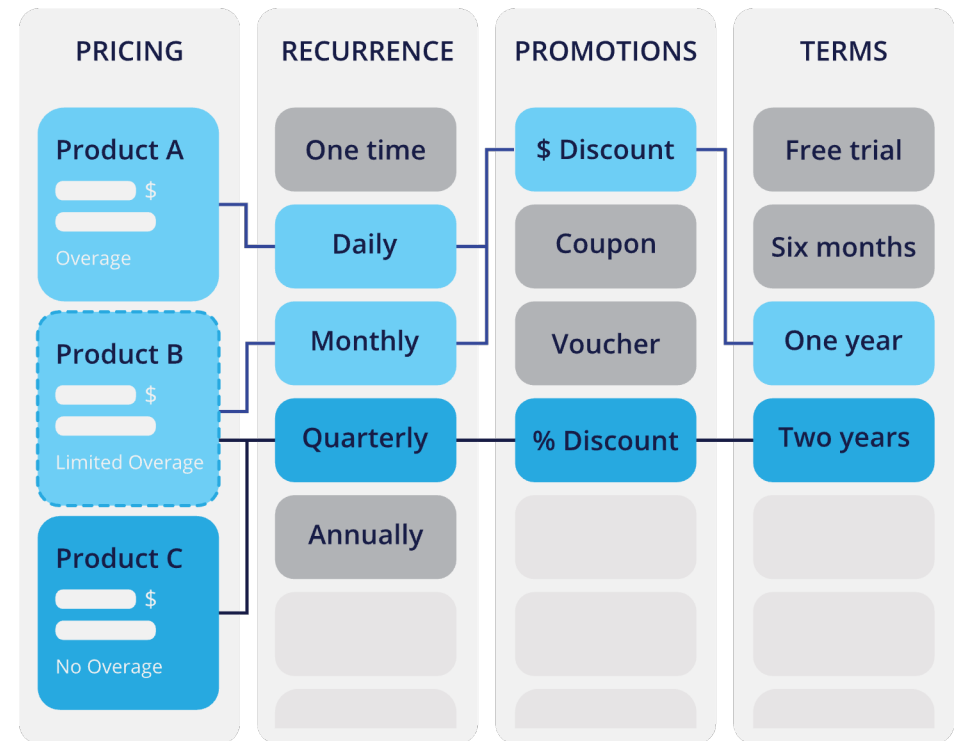
Rating: Price and rate on any measurable metric, track usage and virtual goods in real-time

Billing & Invoicing: Bill in advance or arrears, bill on first usage, customized invoice, adjust any balance and manage payments

Finance Management: Track phases of revenue recognition, perform collections, manage multi-level accounts receivable, run pre-defined and custom reports

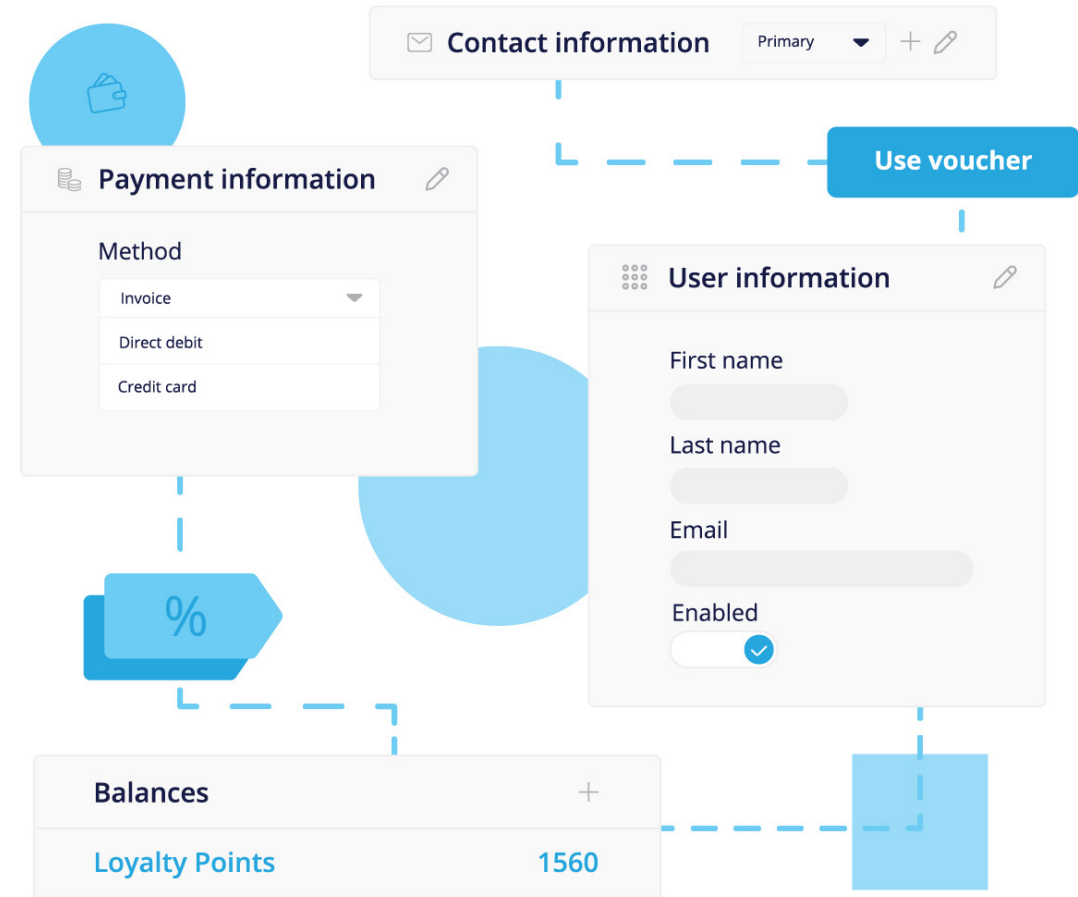
Offer Design

- Any type of service
- Flexible recurring fees
 - Daily, weekly, monthly, quarterly, semi annually, annually or custom
 - Full or prorated
- One-time fees
- Bundling of products and services
- Discounts (percentage, value)
- Managing contracts of goods and services with terms



Customer Management

- Find and keep track of your customers via an intuitive user interface
- Monetary and non-monetary balances of services
- Billing and account receivable (AR) history
- Upsell and cross-sell services
- Set notification thresholds
- Manage payments and write off items



Rating

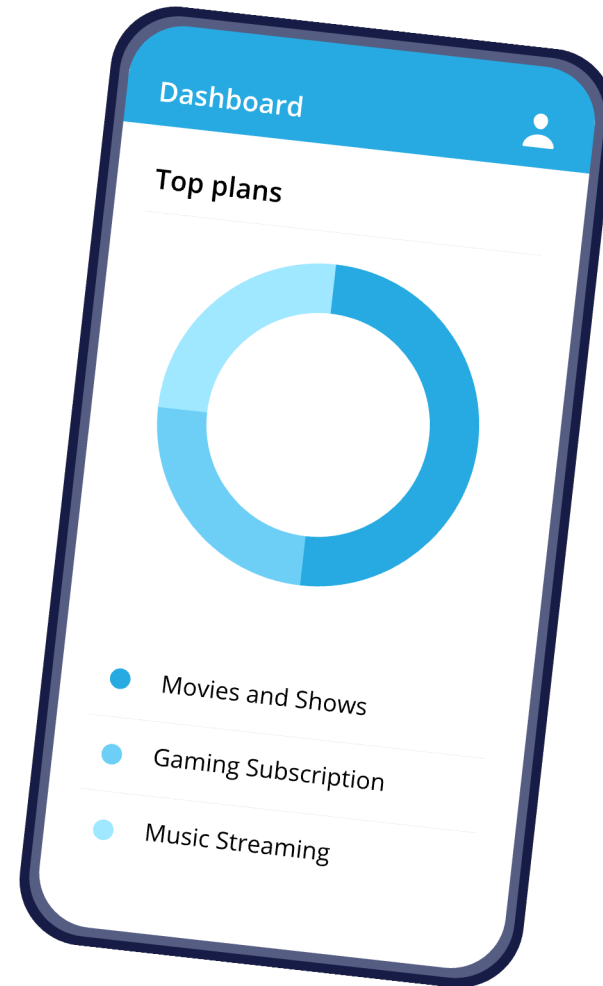
- Any type of service
- Usage-based rating in real-time, near real-time or batch
- Synchronous, asynchronous and test modes for event rating and purchase processing
- Flexible consumption rules & real-time notifications
- Advance discounting
- Resource and discount sharing

Billing

- Flexible billing cycles
 - Daily, weekly, monthly, quarterly, semi annually, annually or custom
 - Each customer could be billed on a specific day of month
- Each customer could have one or more bills & balance groups
- On-demand billing, bill now, and delayed billing
- Test billing for invoice verification
- Bill and bill item adjustment
- Billing time discounts & resource-balance rollover
- Split billing

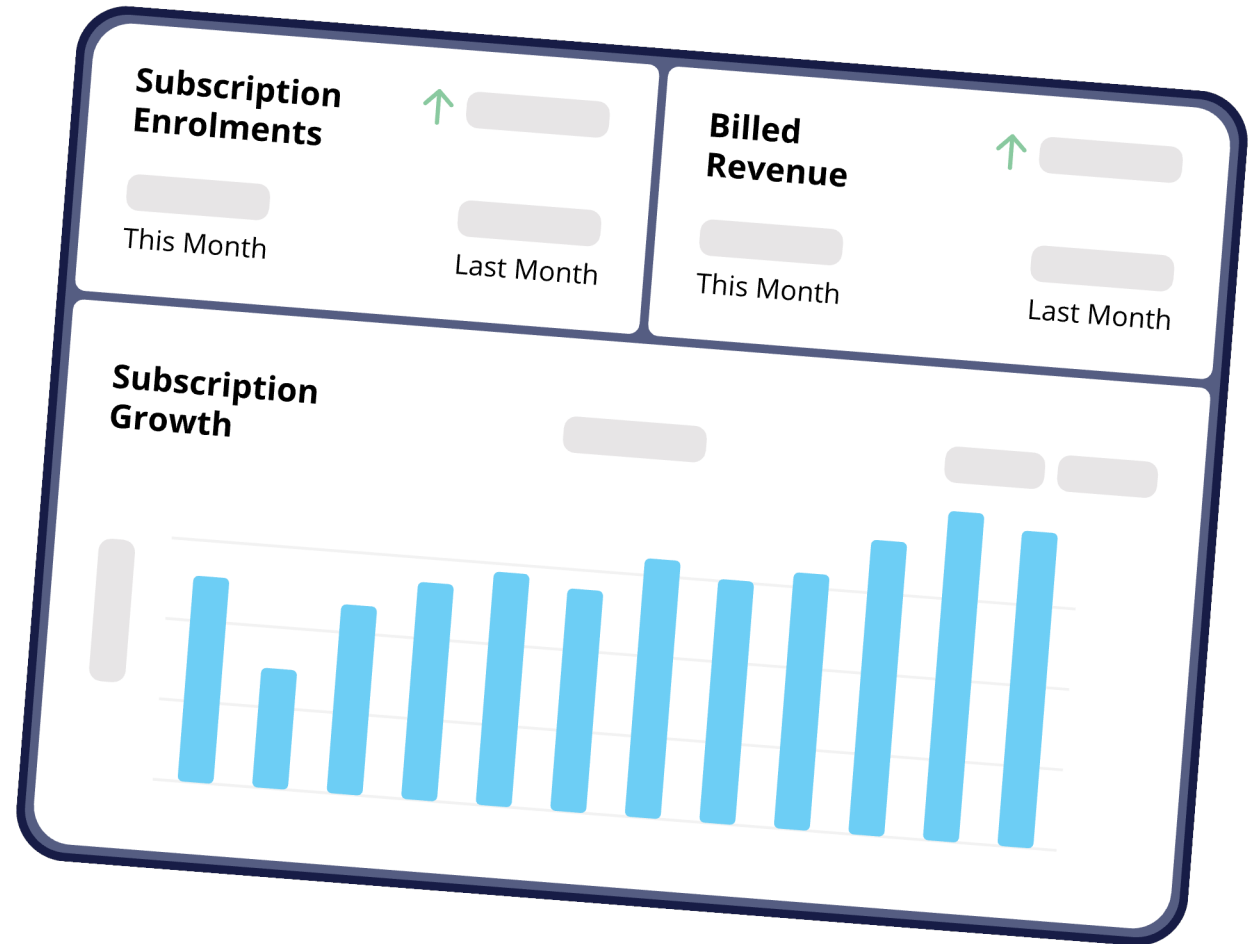
Invoicing

- Beautiful invoices out of the box
- Configure an HTML invoice WYSIWYG editor gives complete flexibility
- Formats (HTML, XML, JSON, PDF)
- Send via e-mail
- SFTP and API access



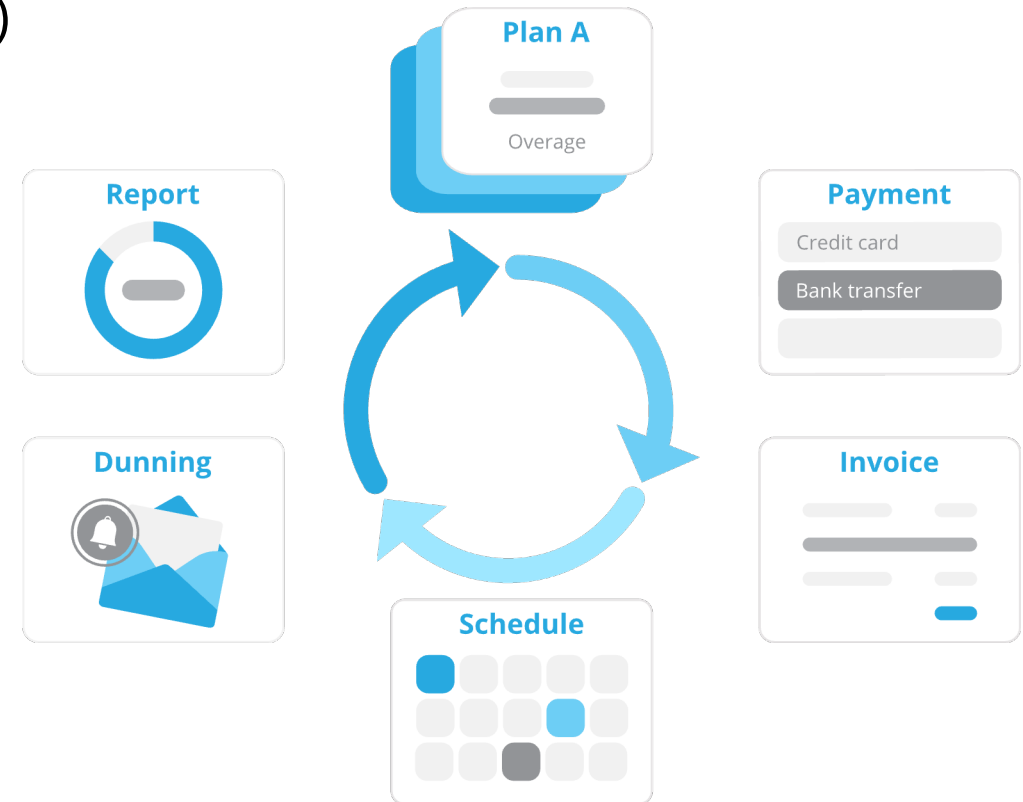
Reports & Real-time Analytics

- Accounts and Subscribers
- Plans
- Recurring Revenue
- Usage Revenue
- Subscriber Retention
- Payments Collected
- Billed Revenue
- Finance, etc.



Finance Management

- Track revenue (combinations of billed and unbilled and earned and unearned revenue)
- Perform collections – payments
- Dunning
- Leverage full A/R and G/L support
- Reports
- ASC 606 and IFRS15 compliance

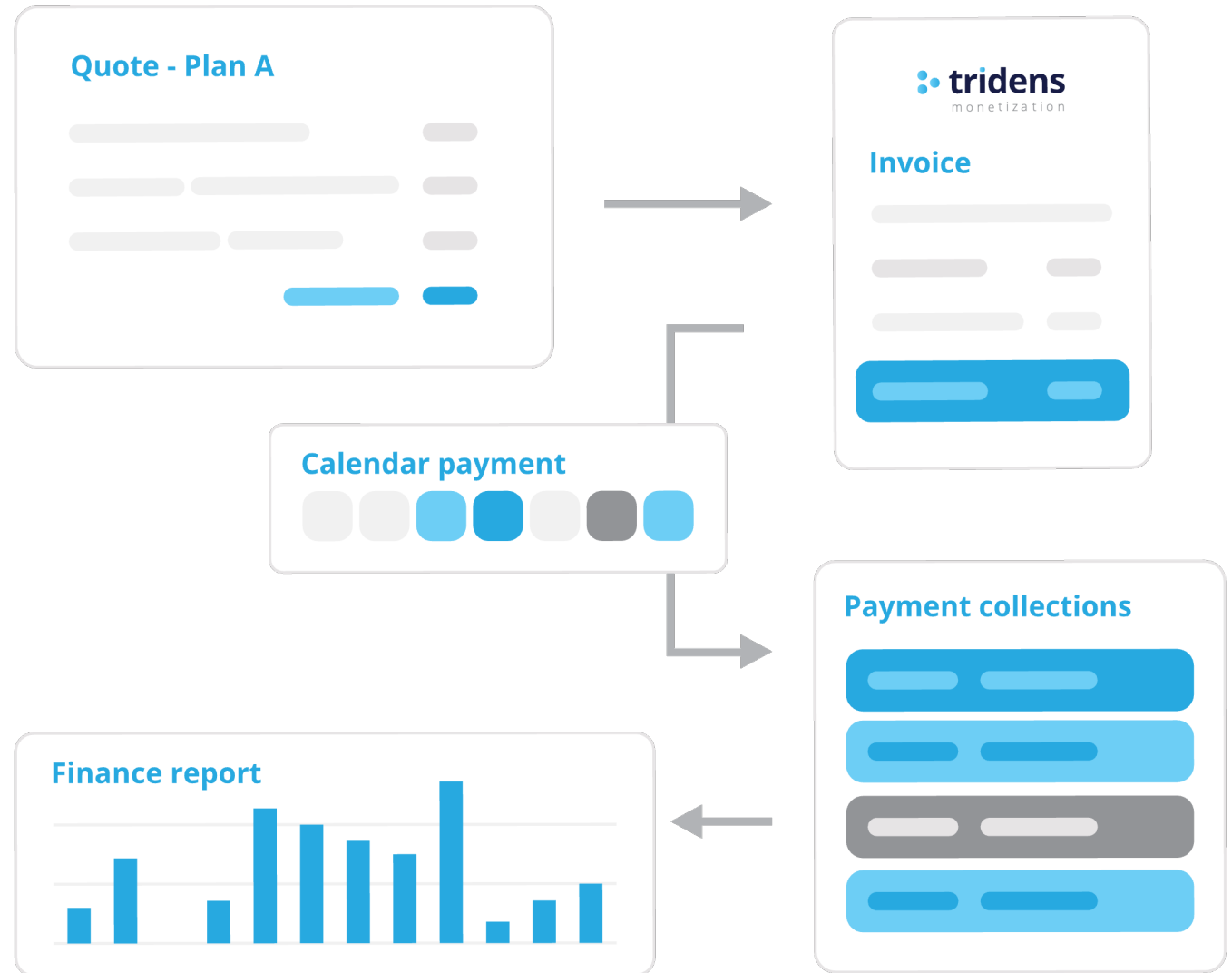


Customer Web & Mobile App

- Branded app with the local language, and local currency
- View and pay bills online
- Review consumption and payment history
- Managing various payment options
- Buying add-ons
- Account balance
- Issue submission

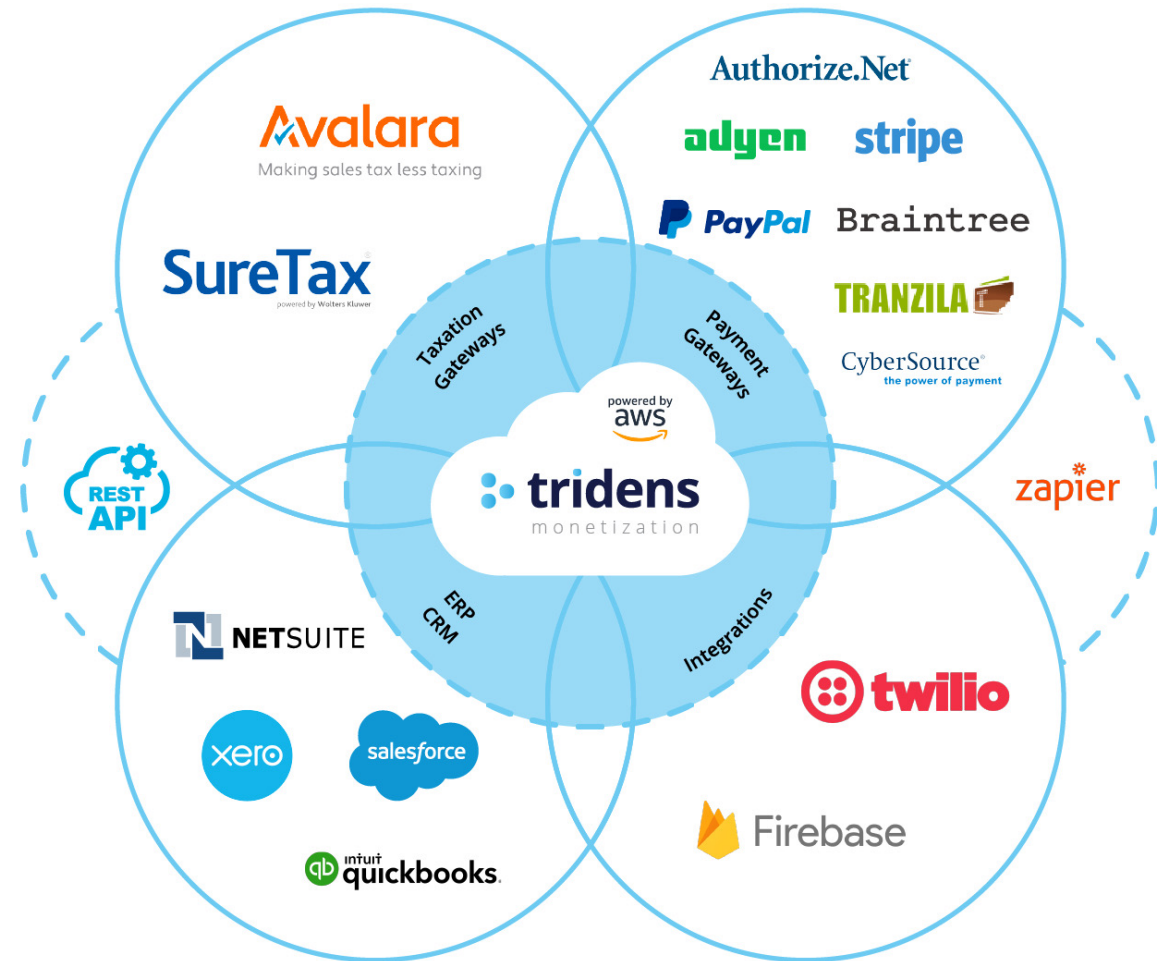
Operations

- Configure Jobs
 - Billing
 - Payments
 - Invoicing
 - Finance
 - Reports
- Schedules
 - Daily, Weekly, Monthly
 - One-offs
 - Immediate
 - Give time and date



Ecosystem

- Integrate with ease
- Automate your business processes
- Reduce menial tasks
- Free up resources



Video Streaming Service

Challenges:

- Multi-territory subscription-based video streaming service
- Managing revenue share for movie studios and advertisers
- Gamification (loyalty points, clicks, levels, etc.)

Use case:

- Subscription to access a video streaming service for \$10/month
- Movie studio receives a minimum monthly remittance for the first 1000 streams with overage of \$0.01 per stream
- Advertiser pays \$0.1 per ad up to 2000 ads
- User gets points for performing actions; points are used to buy awards

Published Media

Challenges:

- Due to the business circumstances, the company has decided to go with a 100% digital model
- Looking for an agile billing solution to quickly launch and test a variety of subscription and pricing models

Use case:

- A paywall model that provides access to 5 free articles per month
- After 5 free articles are read, a user gets three options:
 - Pay a fee for an article of \$1
 - Subscribe to a premium subscription for \$10/month
 - Subscribe to a premium subscription including a magazine for \$15/month

Gaming Scenario

Challenges:

- Companies are paying 30% of revenue to Apple and Google
- Launching a mobile portal and introducing a monthly subscription + prepaid credits

Use case:

- Subscription to access all games + 100 credits for \$10/month
- Credits are used for purchase of bonuses, levels, extra lives, etc.
- Once credits are fully consumed, a player is redirected to a payment page to buy credits

Benefits



Boost Satisfaction

Create predictable revenue with an excellent customer experience.



Extreme Performance

Maximum scalability that breaks free from performance bottlenecks.



Faster Innovation

Elevate your business with cutting-edge pricing and marketing strategies.



Optimize Revenue

Analyze usage patterns, revenue trends, and customer behavior.



Future-ready

Support any service, industry, and partner-enabled business model.



Pay-as-you-grow

Expand cost-efficiently with plans that suit your scale and requirements.

Future-Ready Media & Entertainment Billing Platform

Unlock your potential. Let's do it together.

[Schedule a Demo](#)

