HOPCAST SDK

Your neighbors become your source of content

Device-to-device content distribution · Zero data consumed

4–23%	**×5**	**−60%**	**14**
Monthly income	Data vs streaming	CDN reduction	Patent countries
for 1GB in Africa	subscription cost	(est.) per transfer	EU · CNRS · Thales

THE PROBLEM

In sub-Saharan Africa, the Middle East, and Southeast Asia, mobile data costs 4–23% of monthly income for just 1GB — up to 5× the price of a streaming subscription. Billions of users are priced out of digital content entirely.

HOW HOPCAST WORKS

Hopcast is a mobile SDK that delivers content **device-to-device** via Wi-Fi Direct and Bluetooth — consuming zero cellular data. It integrates silently into any existing app.

ONLINE MODE
Orchestrated & automatic — the SDK detects nearby devices and transfers content silently in background.

OFFLINE MODE
Manual & AirDrop-like — works in airplane mode. Content stays locked in-app. No piracy risk.

BOTH MODES RUN SIMULTANEOUSLY IN THE SAME APP.

BENEFITS FOR YOUR PLATFORM

■ CDN cost reduction (est.)	**−60% per D2D transfer**
■ Energy saved on D2D segment (est.)	**−99.99%**
■ User experience	**Unchanged**
■ Integration	**SDK — no backend change required**
■ Security	**End-to-end encrypted transfers**
■ Compatibility	**Wi-Fi Direct · Bluetooth · 5G ProSe**

VALIDATED IN THE FIELD

UCAD (Senegal) — Educational videos distributed D2D on campus. Zero data consumed by students.

Waw Muzik (Côte d'Ivoire) — SDK integrated on ExoPlayer. D2D music streaming PoC validated.

EU Horizon 2020 — Validated in IoT, vehicular networks and offline EdTech (Kiwix integration).

WHO IT'S FOR

- ■ Video & music streaming platforms
- ■ Messaging apps
- ■ EdTech & e-learning platforms
- ■ Any app operating in data-constrained markets

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Interested? Let's talk.
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