



52.Productions

52.Productions' mission is to become your one-stop shop for conversational interactive gaming pleasure!

Introducing the founders of 52.Productions

RICHARD TURNER, CEO:

seen in over 200 countries by over a billion people, multiple award-winner and the subject of the 5-Star feature documentary film "DEALT", Richard Turner is a world-renowned Card Mechanic whose skills cannot be replicated, according to experts and scientists from Harvard and the University of Moscow. Turner's touch and card skills leave audiences baffled beyond comprehension! Over the past fifty years Richard has used his unique gaming knowledge to design interactive puzzles, gambling board games and now conversational-interface gaming apps.

ADAM CHEYER, COO:

Adam is a tech entrepreneur best known as the creator of SIRI, which he sold to Apple. Adam also helped start the world's largest petition platform Change.org, and was one of the co-founders of VIV Labs, which he sold to Samsung. Adam is also a lover of magic and was featured on Penn & Teller's TV series, "Fool Us."

JONATHAN PAULI,

Product Director:

Jonathan works as a Director of Software and Operations at Astra (ASTR), a rocket company dedicated to improving life on earth from space. Previously Jonathan worked to manage server deployments of AI technology supporting hundreds of millions of devices at Samsung. Jonathan is a certified master scuba diver, and a lover of all things adventure related.

ASA SPADES TURNER, Engineering

Director: Asa codes Virtual Reality (VR) games for top business and government projects and previously was the personal stage manager for a world class act that performed in over one-hundred national and international cities including a 32-city tour throughout China. He holds advanced belts in four martial art systems and is a top ranked gamer.

CHARLES PARK,

Creative Director: Charles was co-founder and Creative Director at Gaia Interactive, a gaming company that produced such hits as Monster Galaxy (25M+ players, #3 on iTunes). Gaia pioneered many of the concepts now in frequent use by online games, such as virtual goods. Charles' game development experience goes back twenty years, and he has contributed to the comics industry as well, having worked on numerous comic books for Marvel, DC Comics, and more.