

51-102F3
MATERIAL CHANGE REPORT

Item 1 Name and Address of Company

YDREAMS GLOBAL INTERACTIVE TECHNOLOGIES INC. (the “Company”)
#1470 – 701 West Georgia Street
Vancouver, BC V7Y 1C6

Item 2 Date of Material Change

March 2, 2017

Item 3 News Release

The news release was disseminated through Newsfile.

Item 4 Summary of Material Change

On March 2, 2017, the Company announced that it had filed for a Provisional Patent for a unique technology solution and business model that may allow for the launch one of the world's most immersive and scalable Virtual Reality Platforms and Networks.

Item 5 Full Description of Material Change

5.1 Full Description of Material Change

See attached News Release.

5.2 Disclosure for Restructuring Transactions

N/A

Item 6 Reliance on subsection 7.1(2) or (3) of National Instrument 51-102

N/A

Item 7 Omitted Information

None

Item 8 Executive Officer

Daniel Japiassu, CEO and Director, (604) 696-6910

Item 9 Date of Report

March 10, 2017

YDreams Global Technologies Inc.
1470 – 701 West Georgia Street
Vancouver, British Columbia
V7Y 1C6

March 02, 2017

YD -- TSX.V
YDRMF -- USA
A2AP0L -- FSE

YDreams Global Files Patent for Immersive and Scalable Virtual Reality Platform and Network

YDreams Global Interactive Technologies Inc. ("YDreams Global" or the "Company") (TSXV: YD; YDRMF: USA; FSE: A2AP0L), is extremely pleased to announced that it has filed for a Provisional Patent for a unique technology solution and business model that may allow for the launch one of the world's most immersive and scalable Virtual Reality Platforms and Networks.

Daniel Japiassu, YDreams' CEO states, "Our goal will be to develop this platform that will deliver one of the most immersive Virtual Reality experiences in the world anywhere and everywhere. The first step will be a highly immersive, multiplayer and multisensory VR Gaming Arena, designed to scale globally with a low investment which aims to create a global network of users to offer never seen before connected VR experiences. The patented VR technology and platform enhances other YDreams initiatives in the fields of Military Simulation, Education, Danger Situation Simulations and Training."

VR Gaming Arenas are built to bring advanced technology to gamers in a way they can only dream of having. The modular design and standard size of the VR Gaming Arenas will allow exponential growth of units worldwide. As for the Game Library, the platform will allow and welcome content from other studios as well as offer exclusive games developed by YDreams Global.

"We feel that this platform will be a game changer for YDreams, if we execute, as it may catapult YDreams into the forefront of the VR gaming world," stated Mr. Japiassu. "We anticipate displaying our prototype shortly."

About YDreams Global

YDreams Global Interactive Technologies Inc. (www.ydreamsglobal.com) is a technology company with offices in Vancouver, São Paulo, and Rio de Janeiro, that combines Augmented and Virtual Reality Technology, Design, and Intelligence to respond to the challenges and demands of today's users and consumers.

YDreams Global works as a partner for companies and brands to reframe their strategy through relevant human-centred ventures that integrates digital experience with the physical presence and venues. YDreams Global anticipates future challenges and connects them with the needs of the market, building innovative concepts and delivering them with international excellence.

YDreams Global have developed over 1,000 projects for clients all over the world, such as Adidas, Cisco, Nokia, Nike, Mercedes Benz, Coca-Cola, Santander, AmBev, Qualcomm, Unilever, City of Rio and Fiat.

YDreams Global announced on February 22, 2017, that the project "Pixelated Camouflage" created with YDreams' technological partnership, won the top award in the category of architecture by the IF Design Awards held in Germany, one of the most prestigious design awards in the world.

YDreams Global announced on January 26, 2017, that it had entered into an MOU with CRTV to collaborate and to develop a virtual reality/ viewer immersion entertainment project that would be centered within the movie and entertainment industry. CRTV owns 76 cinemas and has affiliations with 2,000 theatres and cinemas in China.

Mr. Japiassu stated, "We are very pleased to have entered into this MOU with a highly regarded Chinese state owned company such as CRTV. They have deep and wide reaching ties within the Chinese entertainment community and we look forward to building a mutually beneficial relationship."

YDreams Global announced on December 20, 2016, that it had retained acclaimed international law firm of Foley & Lardner LLP. YDreams Global will to be working directly with two Foley partners: Mr. Robert DuPuy and Mr. Peter Eccles. Mr. DuPuy brings more than three decades of broad legal experience to his clients, including his tenure as chief legal counsel, president and chief operating officer of Major League Baseball. He is a member of the firm's Sports Industry Team. Mr. Eccles has spent much of his career advising clients on cross-border transactions involving Brazil, where he lived as a youth. He has worked as both outside and in-house counsel to U.S. and international clients on a wide range of issues involving investments in emerging markets throughout Latin America, Asia and Africa.

YDreams Global continues discussions with professional sports teams. It is the Company's intention to push into the major league sports sector during 2017. At this stage no deal has yet been finalized.

On December 8, 2016, YDreams Global announced it was contracted to use its Virtual Reality technology in the United States. The first project sold in the United States was released in December in New York City.

On December 1, 2016, the Company announced a plan to create a virtual reality platform to be used by the military and other government agencies such as police departments, fire departments and emergency medical services that could use VR as a training experience. By using this technology for training, for example, the military, police and fire services would be able to experience accurate real-life situations that would be impossible to replicate in physical world exercises.

More Information:

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