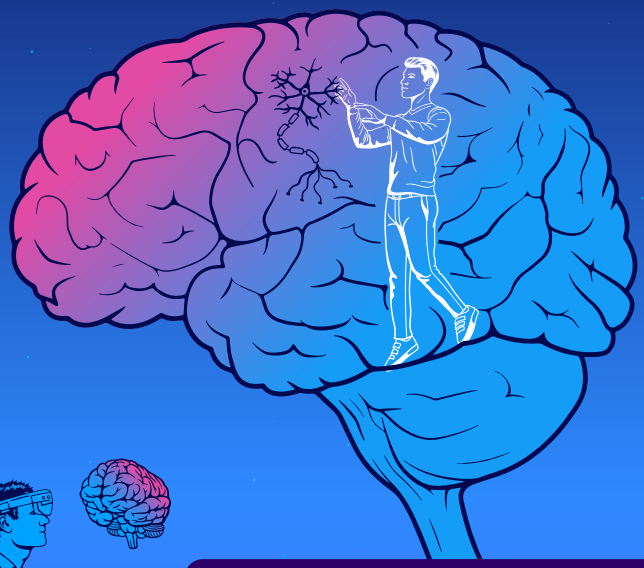
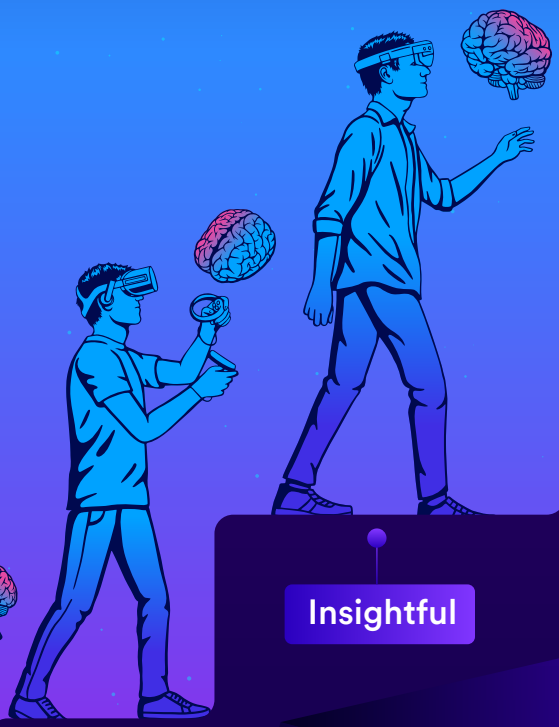
edverse



Interactive, Immersive & Insightful



Insightful

Immersive

Interactive

Least Engaging

LEVEL UP TO A HIGHER DIMENSION OF EDUCATION

Index

About Us

Edverse is a venture into the largely untapped horizon of decentralized and democratized education. And we intend to achieve this with the world's largest and most immersive, interactive, and insightful education metaverse. We are primarily in pursuit of a digital expanse that brings together four key stakeholders, namely Learners, Educators, Promoters, and Creators. Each stakeholder will play a crucial role in formulating the vocabulary for the next generation of didactic and mathetic realms. We expect to marry the dynamicity of gaming with the ethics of education and in turn, skyrocket motivation among those involved.

The promise of decentralization and democratization will be achieved through strategic reforms, partnerships, and the establishment of a Knowledge Economy. This will facilitates equal Rights, Investment, Growth, Habitats, Trade & Success. We are in the process of creating a community with an avant-garde outlook at the possibilities and potential of the educational terrain. Our team of spirited professionals comprises of doyens from the domain of education, gaming, 3D modelling and visualization.

Disclaimer

The information provided in this whitepaper does not constitute investment advice, financial advice and trading advice. The Edverse team does not recommend that any cryptocurrency should be bought, sold, or held by you, or state that the EDV token is more than a simple utility token. Do your own due diligence. By purchasing the EDV token, you agree that you are not purchasing a security or investment and you agree to hold the team harmless and not liable for any losses or taxes you may incur. You also agree that the team is presenting the token "as is" and is not legally required to provide any support or services. You should have no expectation of any form from the EDV token and its development team. Always make sure that you are in compliance with your local laws and regulations before you make any purchase.

Executive Summary

In current education domain, there are players such as Schools and publishers, Brick and Mortar Tuition centres and Online Players. Every institution is focusing on subjects and promises to accelerate academic performance. However, all players are using passive modes of learning. It is not just the current curriculum that is outdated, but our ways of learning. Written exams are of little use at providing the practical education needed for a variety of vocational skills in life.

Role of Metaverse

One of the many use cases of the metaverse could be its role in the future of education. The remote capabilities of the technology, coupled with the endless virtual possibilities, can transform schooling as we know it. Experts believe that, as long as the metaverse can conform to the best principles for learning, it could transform how lessons are taught and how kids learn.

1. Ed Metaverse will allow anything to become a learning opportunity. Learning is gamified
2. VR-based teaching & learning scenarios allows students to experience details never before & the students are hooked.
3. This contextual learning experience will cut through different fields. Instead, students will be presented with a real-world example that fuses all disciplines into one, holistic, engaging learning experience.
4. Allows educators the chance to bridge gaps and teach nuance in the theory-to-act.

The Most Purposeful Metaverse in Education

Edverse is the world's largest immersive, interactive, and insightful education metaverse ever. The macro-goal of decentralized and democratized education is right around the corner.

Edverse extends excellence to four specific stakeholders

Educators

Learners

Creators

Promoters

The pillars of Edverse are Learners, Educators, Creators, and Promoters. These stakeholders bridge the 'phygital' divide profoundly and enables an ecosystem of limitless, interconnected learning.

Learners are the new-age students in pursuit of subject knowledge, skills, and systemic enhancements. The Educators get a chance to exploit the largest repository of Ed-NFTs and empower generations of Learners. Creators on Edverse can sell on-demand Ed-NFTs and become community certified. The Promoters get a chance to buy, sell, and rent land within Edverse to support institution establishment, and creation of learning spaces.

Edverse functions on the '4E' corollary framework of Engage, Enrich, Empower, and Excel. "Edverse can actuate a never-seen-before interaction infrastructure and with models like 'Learn2Earn' and 'Wear2Earn', a vast new horizon of possibilities opens up for any sincere player within the educational landscape.

1.2 Billion K-12 students and 250 Million students shall be pursuing higher education by 2025 and Edverse, with this pioneering probe into the possibilities of metaverse expects to better their lives. Within the same time frame, there will be 85 Million educators and over 20,000 recognized HEIs globally, and Edverse anticipates to empower them.

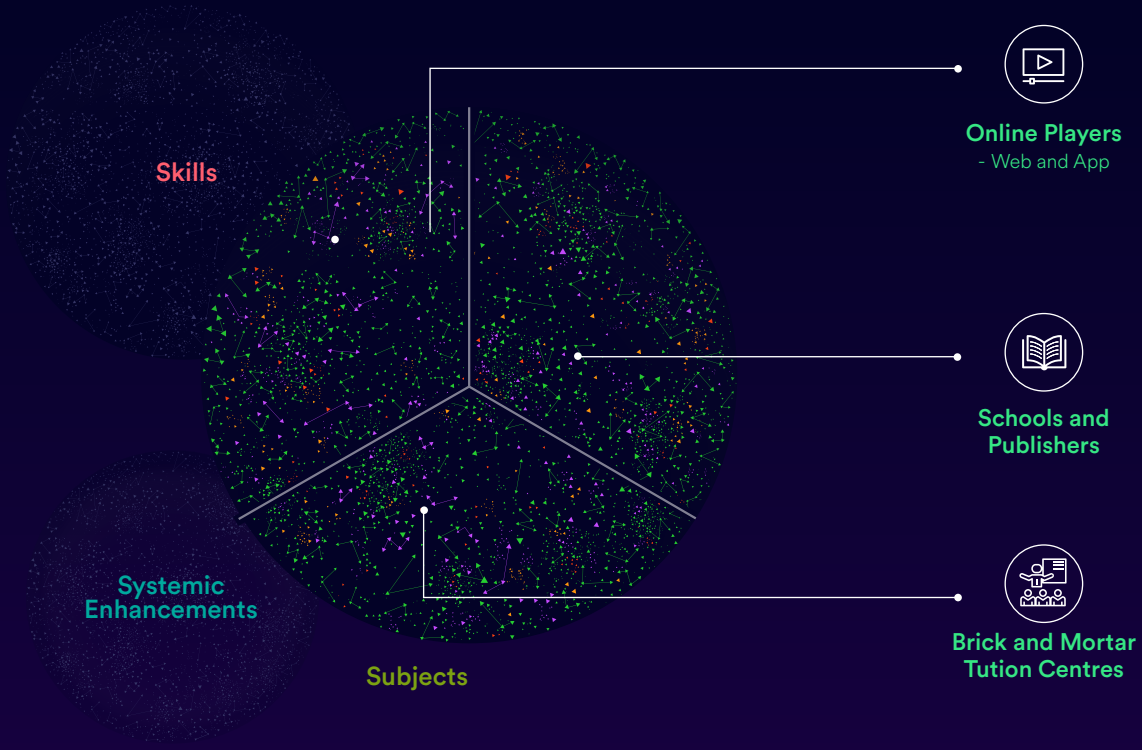
Team behind Edverse

Edverse is an initiative brought to you by the virtuosos of the education, gaming, 3D modelling and visualization domains. The organization has an impactful history of over 7 years of disrupting the education landscape.

Edverse is an initiative of the team that has previously successfully collaborated with the global mammoth Pearson and provided an avant-garde immersive learning experience to over 500,000 learners. The team also partook in creating the most sophisticated, advanced & scalable assessment architecture that builds on deep tech, in a collaboration with NIIT, the pioneering corporate training company.

Furthermore, Edverse is lead by the team who is the sole AR module provider from India, trusted and partnered with, by Google.

Existing education landscape and role of metaverse



In current centralised system of learning, largely there are three kind of players in the education domain:

Schools and Publishers

Brick and Mortar Tuition centres

Online Players

Every institution is focusing on subjects and promises to accelerate academic performance. However, everyone seems to be missing out on other domains of relevance

1. All players are using passive modes of learning

2. It is not just the current curriculum that is outdated, but our ways of learning. Written exams are of little use at providing the practical education needed for a variety of vocational skills in life.

As a linear progression commences for a learner, there is little focus on:

- Customising learning progression basis an individual's learning needs
- Facilitating learners to immerse in concepts and fall in love with what they are learning
- Enabling visualization and exploration of the concepts

Role of Augmented Reality (AR) and Virtual Reality (VR) in education

Education metaverses are knowledge ecosystems made specifically for immersive and interactive experiences that promotes collaboration, communication, and content mastery in a safe environment.

The COVID-19 pandemic has compelled millions of students to learn remotely, giving educational technology (ed-tech) and online education a further boost. In addition, the shift to online and hybrid learning underlined the importance of teaching tools like augmented reality (AR), virtual reality (VR) and 3D learning.

These new-age technologies have positively impacted and enhanced students' learning experience since they did not require them to be restrained to a physical location to learn.

Due to their immersive nature, capacity to transmit knowledge in new and engaging ways, and potential to deliver virtual experiences that can alleviate barriers due to cost or distance, AR/VR technologies are a promising addition to the ed-tech industry.

Makes learning enjoyable

AR/VR makes learning more fun and accessible and improves cooperation and capacities. Furthermore, it makes lessons less exhausting by allowing students to use hands-on learning methodologies to boost engagement, improve the learning experience, and help students acquire and practise new skills.

Encourages self-learning without any distractions

The AR/VR headgear reduces external distractions and allows learners to focus on the virtual learning activity itself. Learners can use their smartphones instead of an expensive headset. AR/VR learning augments a live view with digital elements or visuals that users can see through the clear lenses of their smart glasses or smartphones. For example, image recognition or recognition-based AR/VR overlays digital things on top of markers in the actual environment that the camera identifies.

Makes visualisation of complex topic, location and objects easy

The AR/VR headgear reduces external distractions and allows learners to focus on the virtual learning activity itself. Learners can use their smartphones instead of an expensive headset. AR/VR learning augments a live view with digital elements or visuals that users can see through the clear lenses of their smart glasses or smartphones. For example, image recognition or recognition-based AR/VR overlays digital things on top of markers in the actual environment that the camera identifies.

Learners interact with content and practise complex concepts in real-time

Since the traditional educational system focuses on theory rather than practice, learners often forget the concepts they get taught in class. AR and VR applications, on the other hand, encourage active learning by allowing students to interact with content and practise in real-time. Such hands-on experience improves understanding, promotes knowledge recall, strengthens retention, stimulates learners' motivation, and raises their level of involvement. Therefore, it would be correct to state that one lesson may successfully replace dozens of traditional ones in the virtual world in several cases. Moreover, VR can enable students or anybody interested in learning more about history or geography by transporting them to remote or no longer existing sites.

Contribution of immersive learning in K-12 education

Immersive solutions are gaining popularity among K-12 instructors and administrators because of their unique features. AR/VR systems can either supplement, partially replace, or completely replace traditional classroom instruction. The most popular application in K-12 settings is to improve classroom experiences. Teachers, for example, can use AR to guide students through immersive virtual field excursions and exhibits or allow them to engage and interact with 3D objects. On the other hand, schools are turning to AR/VR solutions for mixed and distance learning.

3D assets, AR and VR, are a boon for the ed-tech sector and are here to stay. The usage of AR and VR in education is helping millions of students worldwide alleviating the problem by making the learning process more entertaining.

Students today are fascinated by technology and gadgets. Therefore, students who get fully immersed in VR devices will no longer be glancing at their mobile phones. When a teacher does something unique in class, students today want to be a part of the discussion and the learning process since they can use their favourite gadgets, and active engagement ensures complete focus from learners.

Metaverse in education and Decentralisation of education

Education metaverses are knowledge ecosystems made specifically for immersive and interactive experiences that promotes collaboration, communication, and content mastery in a safe environment.

Metaverse is an avant-garde phenomenon. It is easy to consider it a fad with all the frenzy. However, this technological boom is showing great promise when it comes to a wide variety of cohorts including, but not limited to Education. Education metaverses are sculpting a consequence-free, immersive reality to level up the way students learn.

Now that the possibility for benefits is established, let us look at what it actually entails. To answer this, let us ask ourselves a question.

Why are kids glued to games?

Because in games, they are asked to solve a problem only after they bump into it. The problem is not there just for the sake of it, it is provided within a context. Contexts boost motivation. And self- motivation is the key to limitless learning.

This is exactly what metaverse schools will be capable of. For students, metaverse in education is decorated with:

• A consequence-free reality where students can experience the academics while being encouraged to make mistakes and learn from them.

• Bridging the gap between academics and applications through to-scale, exact replicas of social situations and contexts where the student can apply the garnered knowledge.

• Transcending geographic barriers and traditional limitations. With a metaverse-enabled education approach, students from any part of the world can attend the school of their choice without the hassle of expensive travel.

Now, students are not the only beneficiaries here. Schools can enhance their provisions too.

- Better safety through by sculpting the apt environments.
- Cost-cutting especially when it comes to periodically updated infrastructure.
- Ability to personalize education for each student by modifying their virtual environments.

Metaverse schools are not a thing of the future anymore. It is here. It is working. And it is showing all the signs of sustaining well into the future.

The current model of centralized education delivery hinders continuous, timely updates and a uniform pedestal when it comes to learning. With a decentralized model, we can eliminate entry and other barriers through a block chain approach. Decentralizing and democratizing education is necessary to build a new KNOWLEDGE ECONOMY that facilitates equal Rights, Investment, Growth, Habitats, Trade & Success

Challenges

Key challenge will be to bring the community of learner, educator, creator and promoter together. To counter this Edverse philosophy is centered on ‘Earn while you learn’. Educators will be able to launch self-courses, would have global opportunity and would be earning at the same time from ecosystem.

Team behind Edverse is already well established in centralized form of delivering education through emerging technologies. Its collaborations with Google and global publishers like Pearson is it’s testimony. However, just like any other metaverse we also need to ensure to build a strong and engaging community for its success. We are sure that our Learn to Earn & Teach to Earn model empowered by an engaging & immersive metaverse will provide first of its kind experience in the field of education and metaverses.

Market Estimation

Contribution & role of education quality in building a global economy . Increase in Learning Vs Increase in Earning – global data

For every US$1 spent on education, as much as US$10 to US$15 can be generated in economic growth (UNESCO 2012). If 75% more 15-year-olds in forty-six of the world's poorest countries were to reach the lowest OECD benchmark for mathematics, economic growth could improve by 2.1% from its baseline and 104 million people could be lifted out of extreme poverty (UNESCO 2012). Government expenditure on education is 3.6% of GDP (UNESCO).

Segmentation

Learners

- Gaps in learning - 617 Mn[1]
- Centralized learning - 383 Mn

Urgent need to reimagine education for 3.5 Bn learners by 2030

Educators

- K-12- 71.8 Mn[2]
- Tertiary – 12.5 Mn[2]

Technology will enable the rise of a more intuitive teacher who has access to tools to create a more conducive learning environment for each student.

Around 90 Mn more educators required by 2030

The global digital education market to reach $404 Bn by 2025[3] which would be only 5.5% of the $7.3T global education market at that time. And 'meta' is taking digital education to a whole new level.

Household spending on secondary education amounts to 20-25% of average GDP per person in developing economies. The share is around 5% in almost all high-income countries[2].

Average parent is spending $272 per child[4]

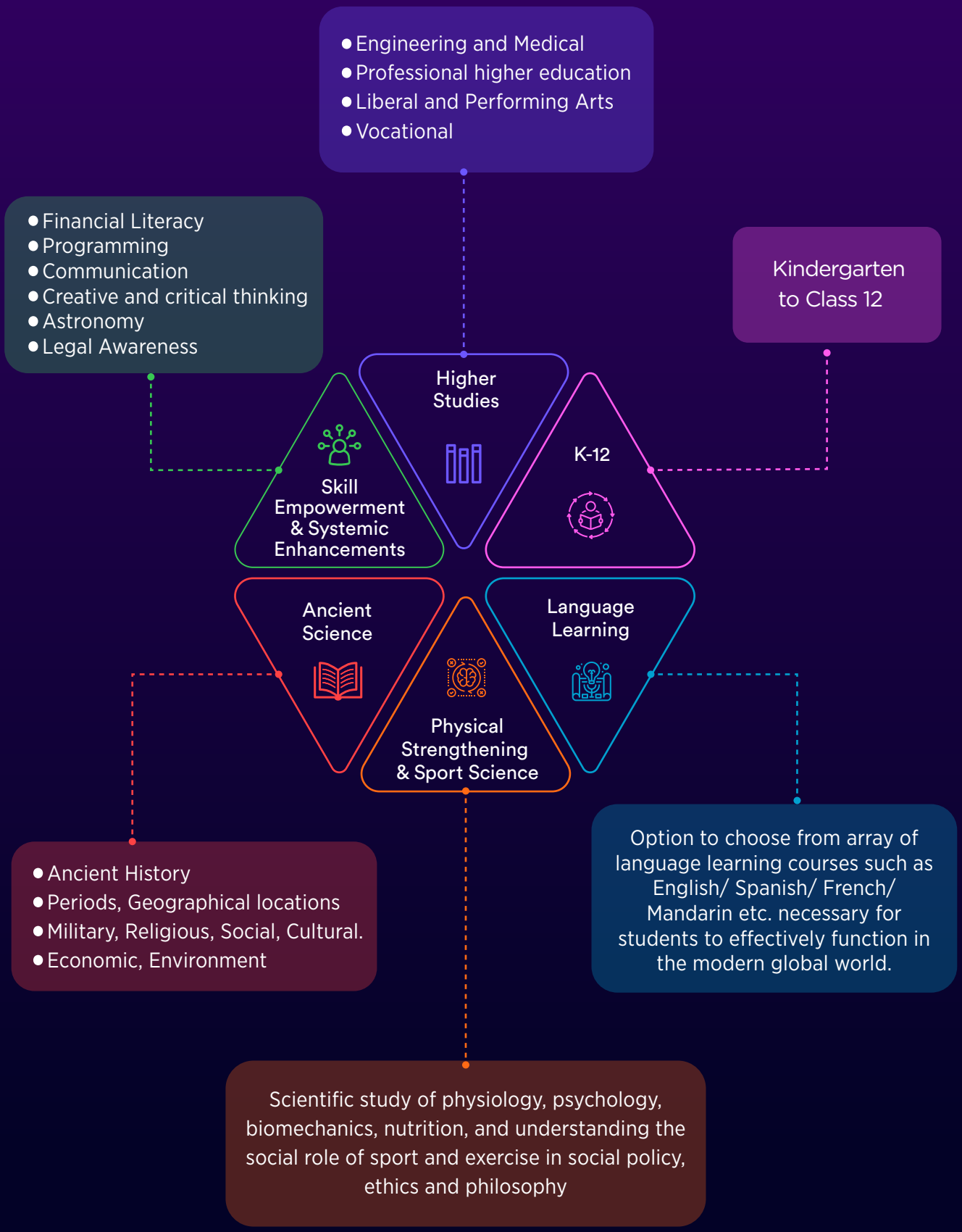
The target addressable market (TAM) for the Metaverse economy to be in the range of $13 trillion plus by 2030[5].

1.2 Billion K-12 students and 250 Million students shall be pursuing higher education by 2025 and Edverse, with this pioneering probe into the possibilities of metaverse expects to better their lives. Within the same time frame, there will be 85 Million educators and over 20,000 recognized HEIs globally, and Edverse anticipates to empower them.

1. Unicef 2. World Bank 3. holoniq 4. Yahoo Finance 5. Citi

Edverse Platform

Edverse is the world's largest immersive, interactive, and insightful education metaverse ever. The macro-goal of decentralized and democratized education is right around the corner.



a. Stakeholders at Edverse

Edverse extends excellence to four specific stakeholders – Learners, Educators. Promoters. Creators. Let us take a closer look.

Educator

Sell & Rent

Customised NFTs
Assessment Modules
Learning Journeys
Practice Modules

Learner

Buy & Rent

NFTs Notes
Learning Journeys
Admission in Institutions

Creator

Sell & Rent

Ed-NFTs Mini Games
On-demand Journeys
Become a certified creator

Promoter

Buy, Sell & Rent

Academic Institutions
Supportive Institutions
Co-learning Spaces
Digital Advertisements

Educator

Educators can actively explore opportunities by availing teaching opportunities with institutions and launch self-courses, while seeking access to higher pedigree of educators. Educators will be able to sell and rent customized NFTs, Assessment Modules, Learning Journeys, and Practice Modules.

Learner

The Learners are the new-age students eager to enhance their education through immersive tech. The students can hyper-personalize their learning journey. For instance, if the student wants to pursue Mathematics from the world's leading Mathematics teacher, and similarly for Science, but the teachers happen to be faculty members of 2 different institutions, the student can easily enrol individually for each class, annihilating the conventional barrier of institution-bound education delivery

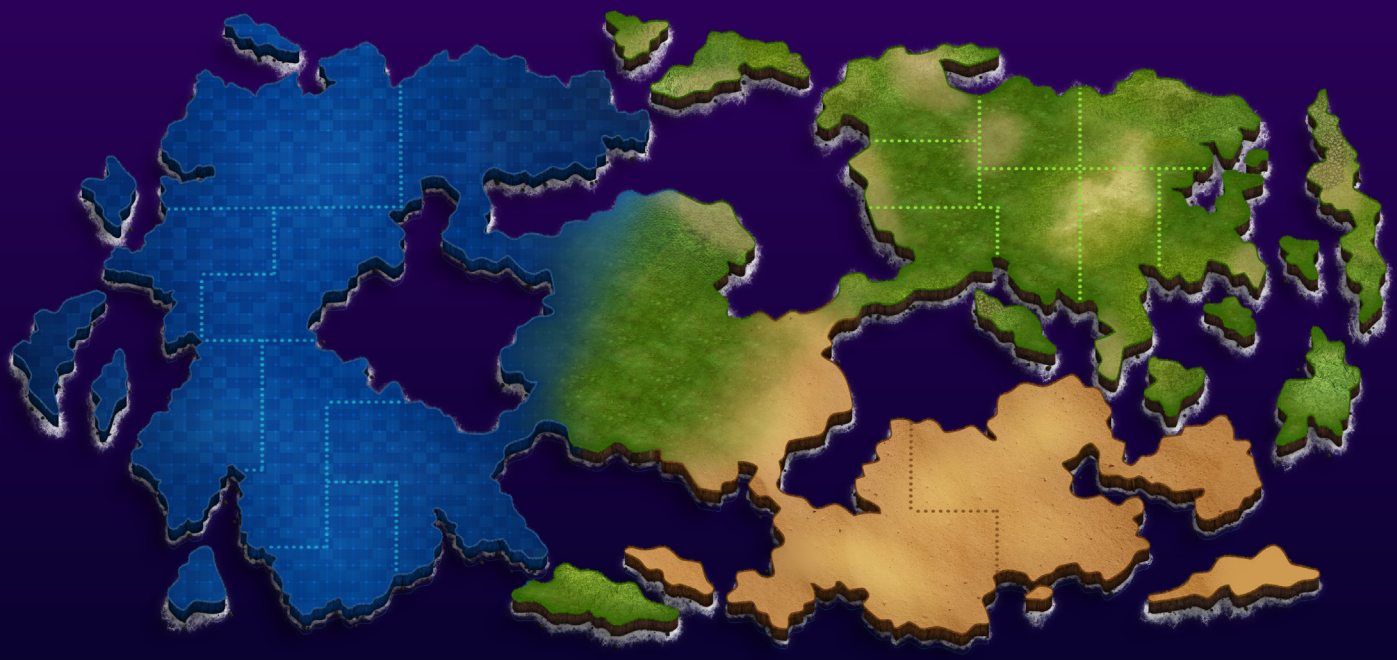
Creator

The Creators are encouraged to produce digital entities and decentralized assets that can be owned, sold, and rented by Educators and Learners.

Promoter

The Promoters can build, rent, and sell learning spaces and education institutions to dot the digital expanse of Edverse in meaningful manners enhancing the possibilities of metaverse in education.
And as such, the digital cosmos of interconnected and tech-actuated learning awaits.

b. Land



Edverse land is divided into parcels. Specifics of each parcel (i.e. size, borders, location, current ownership) are recorded as on-chain NFT. All buildings are naturally built on land, with higher-end facilities requiring more developed land to function.

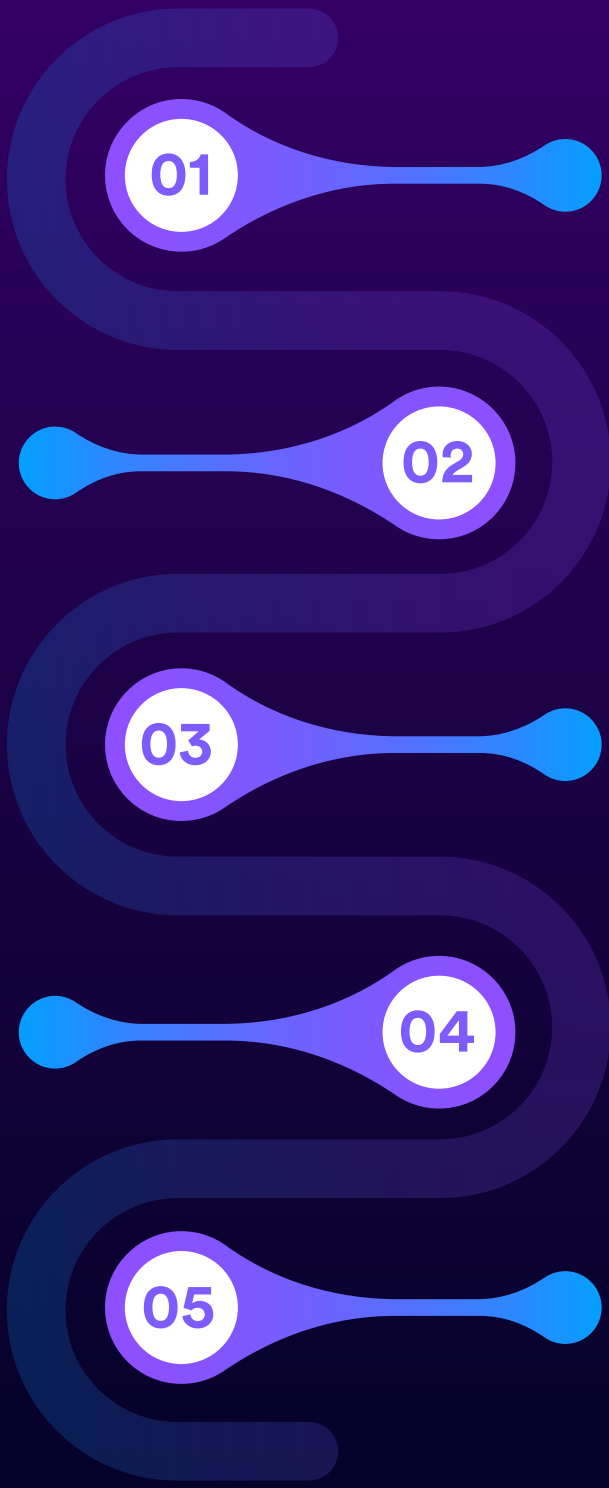
To disincentivize flipping—whereby a market agent would buy and simply hold land, planning to gain revenue from its value appreciation rather than its usage—the game utilizes Land Value Tax (LVT). This mechanism provides dynamic protection from flipping and balances land value with its potential productive capabilities.

If the land owner does not pay taxes, the land will eventually be foreclosed, disabling all buildings (but not stopping tax accrual). After an additional period, the land can be auctioned by local governance, recapturing back taxes and a fine, and returning the remaining funds to the original owner

Land Parcels can be acquired in the following ways:

Primary market: sold in auctions similar to other assets, like existing posters. Land can be issued by edverse and sold for existing stablecoins (USDC, USDT etc.), or with EDV: existing land owners may sell their parcels and/or buildings they develop on an in-edverse marketplace in exchange for EDV.

c. Edverse roadmap



2022 Q2
Product Demo and Private Sale.

2022 Q3
Alpha launch, Public Sale, Token generation and distribution.

2022 Q4
Beta lauch,expand tokenomics, content creation for pre-primary to grade 8.

2023 Q2
Complete platform with all envisioned features integrated, content creation for Grade 9- Grade 12.

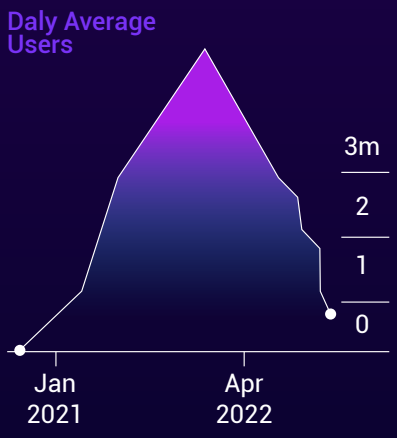
2023 Q4
Commence content development for higher Ed.

d. Edverse vs. other metaverses

Metavearses without actual use case may become a fad

Typical Metaverse

One of the top gaming Metaverse



Unstable	Gig economy
Community of mainly gamers	Players think like investors

Edverse

- Longevity of content
- Larger and direct
- Necessity
- More partnerships, investors, and developers for collaboration

Edverse seems to be better bet from a long term investment perspective

EDV Token

The EDV token is native digital cryptographically-secured utility token of the Edverse platform, a utility token that has been built on the Polygon and Elysium blockchain. As the native platform currency, EDV will play the role of the settlement medium, staking (for privileges) and utility token within the entire Edverse ecosystem.

EDV token has a capped supply of 1 Billion, of which 208 million will be sold upto Initial Offering. The capital raised will be managed by the Company for the purpose of accelerating the for product development, digital marketing, blockchain development and listing expenses.

Inflows

- Virtual Land Sale (Promoters)
- ED-NFT sale (Self drop)
- Royalty/ % commission from Sale of product and courses
- Marketplace commission
- Advertisement / Wear2earn

Outflows

- Reward Program (Learn2earn/ Teach2earn)
- Product enhancement and marketing
- Token Burn
- Ecosystem expenses

Educator | Learner | Creator | Promoter

Total token supply : 1 Bn

a. Supply Allocation

Type	Rounds	%	Tokens *in millions*
Fund Raise	Seed Sale	5.0%	50
	KOLs	1.8%	18
	Private Round-1	5.5%	55
	Private Round-2	7.5%	75
	Public Sale	1.0%	10
	Others		
	Team	9.0%	90
Ecosystem Pool	Creator's Incentive pool	5.0%	50
	Learn 2 Earn reward pool	9.0%	90
	Educator's incentive pool	7.0%	70
	Content auditor's reward pool	3.0%	30
	Reserves	8.5%	85
	Staking Pool rewards	8.0%	80
	Community / Treasury	15.0%	150
	Marketing	7.5%	75
	Advisors	5.0%	50
	Liquidity/ Exchange listing	2.2%	22
	Total supply in mn		1,000
	Total Sale Percentage		20.80%
	Total Raise in '000		$6,340
	Initial Supply in '000		$14,900
	Initial Circulating Mcap in '000		$715

b. Funding rounds along with Vesting Schedule

Tokenomics

Fund raised under various rounds along with Vesting Schedule

Rounds	%	Tokens	Price	Amount Raised	Tokens Issued (TGE +2) days		Vesting
		in millions		*in '000*	*in '000*		
Seed Sale	5.0%	50.00	$0.0140	$700	**10.00%**	**5000**	10% unlocked at TGE + 2 days then monthly linear release for the next 15 months
KOLs	1.8%	18.00	$0.0240	$432	**5.00%**	**900**	5% unlocked at TGE + 2 days then 1 month cliff and Monthly release for the next 15 months
Private Round-1	5.5%	55.00	$0.0336	$1,848	**5.00%**	**2750**	5% unlocked at TGE + 2 days then 1 month cliff and Monthly release for the next 15 months
Private Round-2	7.5%	75.00	$0.0384	$2,880	**5.00%**	**3750**	5% unlocked at TGE + 2 days then 1 month cliff and Monthly release for the next 15 months
Public Sale	1.0%	10.00	$0.0480	$480	**25.00%**	**2500**	25% unlocked at TGE then remaining token release for the next 6 months

There are multiple rounds, where depending on the token price, the investor received an alternate vesting schedule associated to it. The team has the vesting schedule of 3 years after the cliff of 6 months - thereby signalling trust to the community.

	Token	Vesting
	in Millions	
Seed Sale	50.00	10% unlocked at TGE + 2 days then monthly linear release for the next 15 months
KOLs	18.00	5% unlocked at TGE + 2 days then 1 month cliff and Monthly release for the next 15 months
Private Sale 1	55.00	5% unlocked at TGE + 2 days then 1 month cliff and Monthly release for the next 15 months
Private Sale 2	75.00	5% unlocked at TGE + 2 days then 1 month cliff and Monthly release for the next 15 months
Public Sale	10.00	25% unlocked at TGE then remaining token release for the next 6 months
Team	10.00	25% unlocked at TGE then remaining token release for the next 6 months
L2E Rewards	240.00	Emissions based on uptake of Rewards program on platform
Reserves	85.00	12 months cliff then monthly linear release for next 2 years
Staking	80.00	Staking rewards will be released as and when necessary to reward long term holders of the token.
Community / Treasury	150.00	Unlocked as needed
Marketing	75.00	Locking 60 months 0-24 months :higher release 24-60 months : Moderate Release
Advisors	50.00	3 months cliff then linear monthly linear release for next 15 months
Exchange listin /Liquidity	22.00	Unlocked as needed
Total	1000	

The minting and burning of the token will be purely based on platform user-base growth and adoption. EDV supply and price will be kept on a level to maintain reasonable in-platform asset pricing internally and optimize the entry level for new users, while allowing for appreciation externally.

The life cycle of EDV (as the in-edverse currency) is defined through natural cash flows— in-edverse fees and marketplace commission as inflows, rewards for in-edverse activities as outflows.

The list of functions of EDV and any ed NFTs as described in this paper are non-exhaustive and subject to further iteration and changes. We have allocated some of the emission to staking and yield farming.

Token Utility

Learners

Learners are free to move & explore. The more learner interacts in Edverse, the more XP's they will gain. A learners' journey will eventually be characterized by a LIS (Learning Index Score).

Each learner can enter the edverse at no cost. They will have to make a profile and select an avatar or custom create one (can even request for one).
Wear to earn – Learner's avatar can use customised NFTs and get paid for it by the institutions/ promoters/ advertisers.

Learners can also enroll with/for

Learning Institutions
- Support Institutions
- Peer-to-peer interactions
- Decentralized land of assessment for learning
- Industry partnerships & excellence centers
- Recruitment Drives
- Become an educator program

Learners can purchase/rent/limited time

NFT's as Avatars
- In-built Learning Journey's
- Learning Journey's created by educators and certified by communities
- Notes & Experiences created by fellow learners

Learners can access

- Central Library
- Central Land

Educators

Basis their areas of expertise, educators can either apply to teach at various institutions, or launch their own courses by either buying plots in the land of support institutions or by paying a hourly rent at common facilities managed by Edverse.

Every educator will also have a FIS (facilitation index score).

Each educator can enter the edverse at no cost. They will have to make a profile and select an avatar or custom create one (can even request for one, fill in their areas of expertise and can continue their edventure either as a community certified facilitator or as an self-certified entity (every educator will have a public profile, visible to all). In order to incentivize enrollment, each participant will be given standard xp points and few novice players.

Educators will be able to

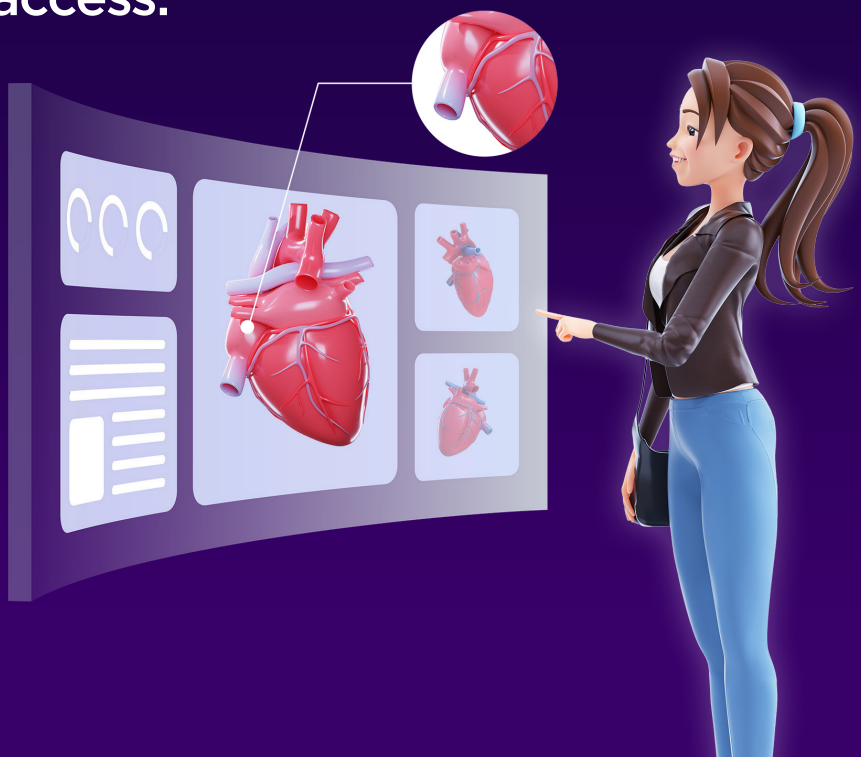
- Apply for available teaching positions at any institutions
- Launch self-courses
- Request for assets and mini-games

Learners can purchase/rent/limited time

- Self-customized NFT's
- Sell assessment modules to central assessment for learning land
- Sell practice modules

Educators can seek access:

- Central Library
- Central Land
- Laurates and Maestro's
- Higher pedigree of educators



Creators

Edverse will also open an window for the creators of the world to create and sell content.

Edverse will also open an window for the creators of the world to create and sell several on-demand NFT's and the created assets will be sold in various drops.

NFTs (non-fungible tokens)

NFTs are not only certificates of ownership and authentication of digital art and collectibles. They are also smart contracts that allow their creators to collect royalties from future usage of avatars, art, or other 3D models. NFT creators would have the option that NFT can either be sold to the prospective learner or educator or provided on royalty.

NFT's for Learners/ Educators

NFTs: Digital asset such as 3D model, avatar, notes, gaming asset.

Educators will have access to a market place; which to begin with will be the single largest repository of educational assets available to any, at launch. The market place will have over 10,000 assets on zero day.

Post the first drop, creators from around the world will also be allowed to submit their own assets, first for an approval and then for an actual listing.

Custom NFT's for learners, will allow every learner to request for the features they like in their desired NFT and the same will be available in subsequent drops.

Learners will also have the opportunity to bid for icons such as Baristotle, Shamanujan, Dharyabhatta, Galbert Einstein and a whole plethora of options.

These NFT's will have variations and attributes each allowing the user to be served with assessment items they like or pertain to their area of interest.

Technology

Edverse on Blockchain

We are adopting a multi-chain approach for Edverse and would be building it on Polygon and Elysium.

a) Polygon

Edverse is also being bulit on the Polygon blockchain.
The major reason for choosing this are:

- Low transaction fees.
- Extremely fast transactions per second.
- Can scale and offers staking rewards.
- Over 10k+ dApps have trusted Polygon to scale their performance

b) Elysium

Ethereum-based blockchain games have become a target of environmentalists' criticism for their huge power consumption. Edverse being an education metaverse was looking for an option which would offset the carbon footprint generated while recording of transactions at blockchain. Being in education domain, we are inclined to have a sustainable solution for it.

The Elysium blockchain strives to build an eco-friendly ecosystem by offsetting carbon dioxide with tokenized trees. Its green nature has gained support from dapps and partners across various fields. Elysium will use the power of blockchain and tokenization to offset the CO2. Hence, due to alignment of the objectives, we have decided to include Elysium as our blockchain partner.

Technology

Blockchain would be an essential and integral part of the platform.

Each stake holder will have unique token ID's that will be stored in a blockchain. Thus every single knowledge expedition undertaken, will be recorded in the token to create a unified experience history (UEH).

Learner entire experience would be recorded on a blockchain, the way he/she interacts on a platform, the way engagement is done with the community. There would be a complete record of all the assessments undertaken. This can be used by prospective employers while recruitment or by a prospective university where a learner applies in future.

Decentralisation of education

The Learners are the new-age students eager to enhance their education through immersive tech. The students can hyper-personalize their learning journey. For instance, if the student wants to pursue Mathematics from the world's leading Mathematics teacher, and similarly for Science, but the teachers happen to be faculty members of 2 different institutions, the student can easily enrol individually for each class, annihilating the conventional barrier of institution-bound education delivery.

There would be four stakeholders at the platform; Leaners, educators, creators and promoters. Entire interaction between these stakeholders will be powered by Edverse token – EDV.

Learners – "Learn to Earn" - Reward scheme for incentivizing the learners.

Creators – "Create to Earn" - Creators will be there who would be making all 3D models and immersive experiences in the form of NFTs. These NFTs will be sold/rent by them to the Educators

Educators – "Teach to Earn" – Educators will be using the Ed-NFTs and would be designing their courses around it.

Promoters – They will be large educational institutions such as schools, colleges etc. which will buy land on the platform and offer its courses. Further, promoters, can also introduce "Wear to Earn" for learners and educators.

Use of NFTs

The Creators are encouraged to produce digital entities and decentralized assets that can be owned, sold, and rented by Educators and Learners. Since, the use of Ed NFTs would be core to the platform, the entire eco system has to be token based.

Future employers and entrepreneurs can track and offer projects, internships and pre-offers to both - educators as well as learners by offering coins which can be awarded on successful completion of tasks.

Each learning assessment module will be put across in a gamified manner where either the educators or employers can create smart contracts which can be used to secure loans to fund future education and earn some smart & tradable currency tokens.

Every single project or experience undertaken will be recorded in the decentralized blockchain and will be lead to their teaching and learning index score– TIS and LIS, further leading to a rank - TIR and LIR. These will determine the overall points earned during their experiential learning quest, amounting to an increase in the number of tokens that can be traded to buy NFTs.

The Company

Edverse Ltd. (Incorporated in BVI) will be the token issuer to hold and thereafter sell the digital tokens, and it will be the governance and public-facing entity providing the platform for marketing, community development, overseeing platform development and overall operations.

Experience in Education domain

Edverse is brought to you by seasoned team that comprises of doyens from the domain of education, gaming, 3D modelling and visualisation. The team has successfully build some of the fastest selling Ed-Tech products, has been in this domain interacting with over 600k educators and learners over last 7+ years. The team has collaborated with global organisations such as Google, Pearson, NIIT along with Government of Rajasthan and MPS over the years to provide its AR and VR powered immersive experiences.

We already have the largest repository of 3D & 2D asset library, AR/ VR modules:

30,000+
3D Models

700+
Animations

1000+
ARs

300+
Simulations

500+
VRs

80,000+
Assessment items

Experience in Metaverse domain

The core product team has also architected some of the leading & popular metaverse's globally.

The Company

Background of Team

Edverse founding team has a vision to revisualise education using bleeding-edge technologies such as AR, VR and MR.

Gautam Arjun

(CEO)

has done his engineering from JECRC University and MBA (Finance) from MDI, Gurgaon. He has 10+ years of working experience in companies like KPMG, L&T Infotech, GVK Airports and Indus Balaji PE fund.

Yuvraj Sharma

(CPO)

has done his B.Tech (Electronics & Communication) from C.I.E.T. University. He has 6+ years of working experience in companies like The Curriculum Company, iDiscoveri Education and Career Launcher.

Alok Patni

(CFO)

is a Chartered Accountant. He has 13+ years of working experience in companies like PwC, GVK group, Adani Group and has been working in areas of Business Development, Strategy and Finance.

Contact

For all enquiries relating to the EDV Coin Offering, services described by this Litepaper or the ongoing operations of Edverse,

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