Eduium

WHITE PAPER

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1 Introduction

Eduium is a Web3.0 learning platform that was forged to create rewarding experiences for youth and adult learners as they progress through their academic journey. By integrating the fundamentals of education and blockchain technology, Eduium aspires to be the learning platform that unifies and advances social capital in the evolving metaverse. The digital transformation journey is based on the GJ Transformation Model[1].

Eduium's vision is to empower individuals' learning journey for success and its mission is to unify social capital, empower learning and enable wealth generation through curated academic resources. Thereby, creating a new asset class and Eduium's innovative Learn-to-Earn economy.

At Eduium, learning is not only experiential but enriching too. To achieve these, the learning processes in Eduium's Learn-to-Earn economy will be based on gamification design. This aims to spur learners in the right direction and mindset, learners are rewarded Edu-Tokens for accomplishing their selected learning objectives. This can range from completing a course to demonstrating an improvement in their learning achievements. To achieve a cohesive, Learn-to-Earn economy, Edu-Tokens can also be earned by educators and trainers by contributing content such as learning resources, achieving teaching milestones, onboarding new learners, etc.

All these are envisioned to take place in Eduverse, the Academy. This is Eduium's interpretation of the metaverse and it is composed of two distinct platforms - the WSL (World Students League), which caters to youth learners, and the WLF (World Learners Forum), which caters to adult learners.

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[1]   https://change-maker.tech/newsite/wp-content/uploads/2021/09/GJ-Transformation-Model_Watermark.png

2 About Edu-Token

Currency Name	Eduium's cryptocurrency is called Edu (EDU)
Currency Symbol	Greek alphabet Pi in lowercase: π. Unicode symbol π: U+03C0
Crypto-based	Algorand Blockchain
Pegged To	Landspace (Singapore); Precious Metal (Silver)

The currency in Eduium's Learn-to-Earn economy, Edu-Tokens enables holders to exchange them for virtual or IRL (In-Real-Life) products & services. When released into the blockchain, Edu-Tokens will realise its full potential as an asset class, benefiting its holders

2.1 Earning & Redemption

Proof of Learning Efforts. The Eduium platform will provide proof of study effort verification for all courses hosted on the platform. Various verification mechanisms will be implemented such as tests, problem-solving, creative assignments, and others. Most of the verification mechanisms will be automated. In the future, for specific types of Learning efforts, the Eduium platform will open up to 3rd party Proof of Learning effort verifiers, that will provide study effort assessment and will be incentivised to operate with compliance to quality-of-service requirements. The incentive to verifiers will be based on the feedback of perceived evaluation quality as experienced by Content Contributors. Study efforts verification work will be compensated with a small part of the Incentive (tokens).

2.2 Issuance and Controller

Edu-Tokens are issued by Eduium. The management has decided to issue 1,000,000,000 tokens valued at USD 0.10 per token. The number of tokens available in circulation will be temporarily capped at 70%.

2.3 When as a Stablecoin and its Value

The first phase consists of listing the existing Edu-Token onto Ethereum Blockchain.

The final phase involves creating Eduium's blockchain network with Edu-Tokens. This qualifies Edu-Tokens into Edu-Coins with its value pegged to Land Space (Singapore) and Precious Metal (Silver). Thus, it is a stablecoin. This will be realised within the next 36 months of operation.

The Edu-Coin will fund operations on this blockchain and others. As Edu-Coin is pegged to in accordance to demand and supply, the founding team will decide collectively to release additional Edu-Coins, if necessary. The amount to release will be kept at 10% based on the existing amount floating in the market.

3 Tokenomics of Edu-token

3.1 Edu-token Uses and Value

For the initial stage, holders of Edu-token will be able to exchange it for products and services that are available on Eduium's decentralized applications (dApps), eduium.io. These tokens are awarded to holders through learning activities that they consume, based on Eduium.io's "Learn-to-Earn" philosophy. Products and services may have a limited shelf life, while Edu-token does not.

Once listed on cryptocurrency exchange platforms, holders of the token will be able to trade/invest in Edu-Token along with other cryptocurrencies that are listed on exchanges
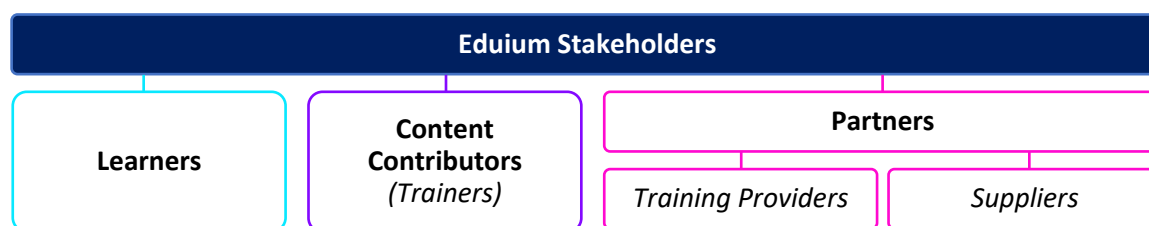
4 Challenges

Eduium aims to unify social capital through the empowerment of learning to enable individuals with wealth generation. Below lists the three main challenges tackled by Eduium.

- Poverty in the world. With education, individuals can gain skills to care for themselves and their families. Thus, reducing poverty in the world.

- High barrier of entry to learning new skills. When individuals want to take on a new form of skill, educational institution imposes prerequisites which prevent individuals from participating.

- Five Learner's obstacles

    o **Lack of resources**. Individuals may not have the financial capability and time to complete structured skills training offered by educational institutions.

    o **Lack of motivation**. As most structured courses contain traditional structure and assessment methods, individuals may need to invest a huge amount of time to complete them. Individuals may be deterred by the long-drawn process.

    o **Fear of assessment**. The structured courses contain assessments for learning which may induce stress on individuals who are not savvy with examinations.

    o **Insufficient knowledge to embark on learning**. Individual who wants to learn, encounter issues and are discouraged by them, do not know where to start.

    o **Lack of an easy solution for learners**. Currently, the world does not have a solution which motivates individuals to learn skills.

5 Stakeholders

Eduium has identified the following roles as its stakeholders:

Eduium Stakeholders		
Learners	Content Contributors *(Trainers)*	Partners
		Training Providers / Suppliers

6 Approaches

To solve the challenges, Eduium has adopted the following three methodologies to meet its objectives.

- **Design Thinking.** Using the design thinking model, Eduium studies the needs of the various stakeholders to identify the gaps and insights for innovative solutions. The process ensures that the recommendation meets the stakeholders' needs and desires. As the process is iterative, Eduium is constantly looking for areas of improvement to better serve our stakeholders.

- **Agile Project Management.** Agile Project Management provides the agility and flexibility to meet the changing demands of the landscape. It ensures that the product meets the project objectives. With sprint planning, the development is scheduled and tracked accordingly. Integrated with the design thinking model, the project execution is also infused with stakeholders' requirements. This leads to shorter development time which yields faster time to market.

- **Objectives & Key Requirements (OKR).** The OKR model provides a clear translation of organisational objectives to project objectives. The project objectives are measured using approved matrices agreed upon by the management. This provides a structured way for accountability and Return-of-Investment (ROI) reporting.

7   Revenue Model

Eduium plans to collect its revenue from two sources:

- Media and advertising. Eduium intends to curate advertisements on its platform. The "eyeball" views of the adverts generate income for Eduium.
  - Rates are as follows:
    - 1 leaderboard for 1 week at USD1100.00
    - 1 impression (eyeball view) at USD0.40
    - 1 man-hour for customised projects at USD80
- E-Commerce. Training providers and partners list their products on Eduium's marketplace for sale. Eduium will collect commission from purchases
  - Rates are as follows:
    - Purchase at the low quantity (1-5 pcs) for 30%
    - Purchase at the medium quantity (6-10 pcs) for 20%
    - Purchase at the high quantity (>10 pcs) for 10%

8   Features of Eduium

Eduium has six main functionalities to meet its objectives.

- **Courses.** Skills are curated into digital courses and made available for learners to sign up for and access at their own pace.

- **Skill Assessment.** Suitable skill assessment is selected for the different genres of skills. I.e., MCQs, mini-assignments and projects.

- **Learn-to-Earn Model.** Individuals are gifted with tokens when they learn a new skill or prove that they had learnt a skill. The trainers also earn tokens when they volumeter to contribute to the community.

- **Education Exchange.** A platform curated for learners to have easy access to all types of programs. From free content to structured courses provided by educational institutions.

- **E-Commerce Platform.** A platform for partners to list their projects for redemption and sale.

- **Product redemption.** A platform for individuals to redeem products using the tokens earned through learning.

9   Technology Map

Eduium has three main systems which build up the entire tech ecosystem.

- **Learning Management System**. Listing of courses and assessments.
- **Marketplace**. For listing of products and redemption.
- **Account Management**. Individual and partner account management

10 Benefits

Eduium believes that the following benefits are achievable to the relevant stakeholders.

Investors
- Contribute to long-term Corporate Social Responsibility (CSR).
- Guarantee long term financial gain.
- Contribute to improving lives and care of families across the world.

Learners
- Gain knowledge and skills.
- Gain financial support (earn tokens).
- Increase motivation to learn.
- Bite-sized learning makes it attainable.
- Stacking skills achieves cumulative gains (long term).
- Learning is trackable in Eduium portal.

Trainers
- Self-promotion (increase popularity).
- Gain financial support (earn tokens).
- Pedagogical tool to create content.
- Perform Corporate Social Responsibility (CSR).
- Increase self-efficacy / self-achievement.

Partners
- Increase in brand marketing.
- Increase in sales. Perform Corporate Social Responsibility (CSR).
- Increase positive impression and association with learners.
- Increase market engagement.

11 Edu-Coin Fees

- 30-Day Transaction Value Sum Range: USD 10,000.00 and over.
- Fee per Fiat Deposit: 0.1%.
- Fee per Fiat Withdrawal: The greater of USD 100 or 0.1%.

Verification Fee: USD 150 in Edu-Coin. The verification fee is intended to ensure that only those who are serious about establishing an account apply. The fee also helps offset a portion of the incurred costs from the execution of a robust verification process. To comply with applicable laws Eduium maintains the sole discretion to approve or not approve accounts. By submitting a verification request you agree that the USD 150 deposit is non-refundable.