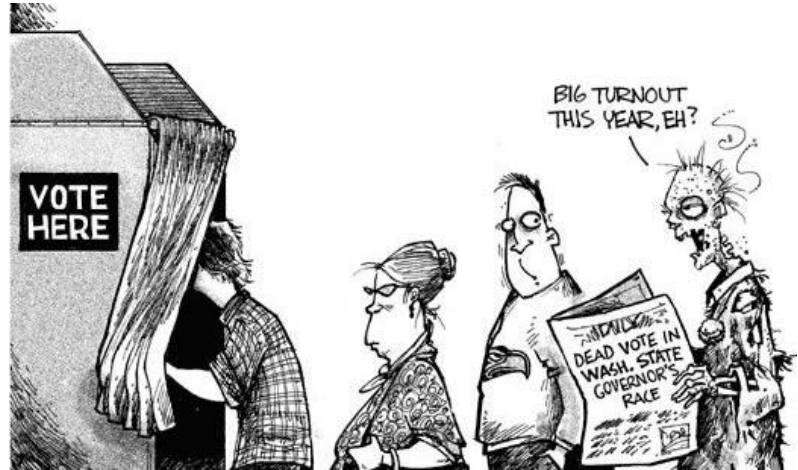


# CURRENT VOTING SYSTEM CHALLENGES

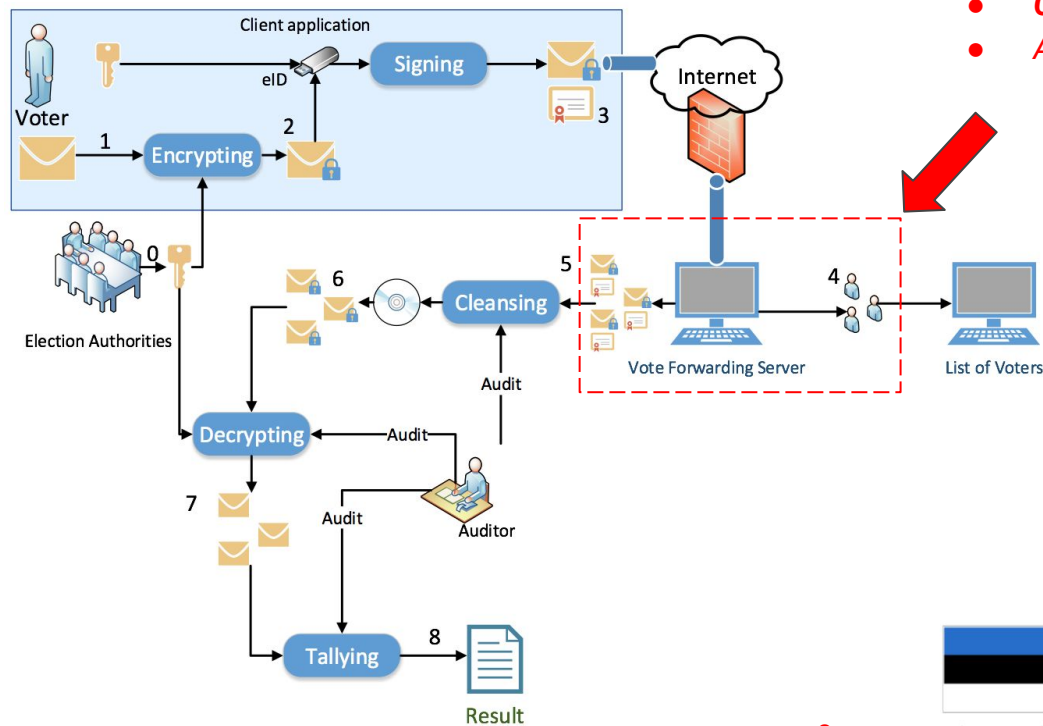
1. **Fraud:** Single person, multiple votes, and vote manipulation
2. Financially **costly**
3. **Security** issues
4. **Convenience**
5. **Less trusted** government
6. Disengaged **youth**
7. Poor voter **turnout**
8. ..



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# MAIN TECHNICAL CHALLENGE



- **Proprietary**
- **Centralized**
- **A single supplier controls**
  - **Code base**
  - **Database**
  - **System outputs and supplies the monitoring tools at the same time.**



Source: Estonian I-voting

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# TRUSTFUL



E-Voting on Blockchain  
*Remote . Secure . Transparent*

# TRUSTFUL



Open Source - Decentralized - Verifiable

*MAKING VOTING PROCESS MORE SECURE, CONVENIENT  
AND COST EFFECTIVE*

**No** single **supplier controls** the **code base**, the **database**,  
and the **system outputs** and supplies the monitoring tools  
at the same time.

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# How does it work?

Voters



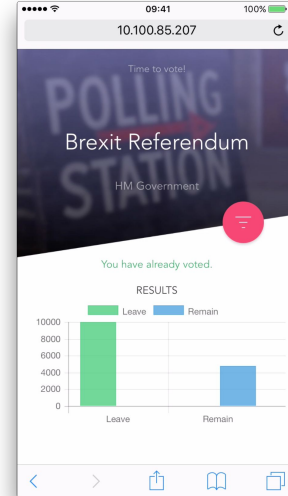
KYC



Gov



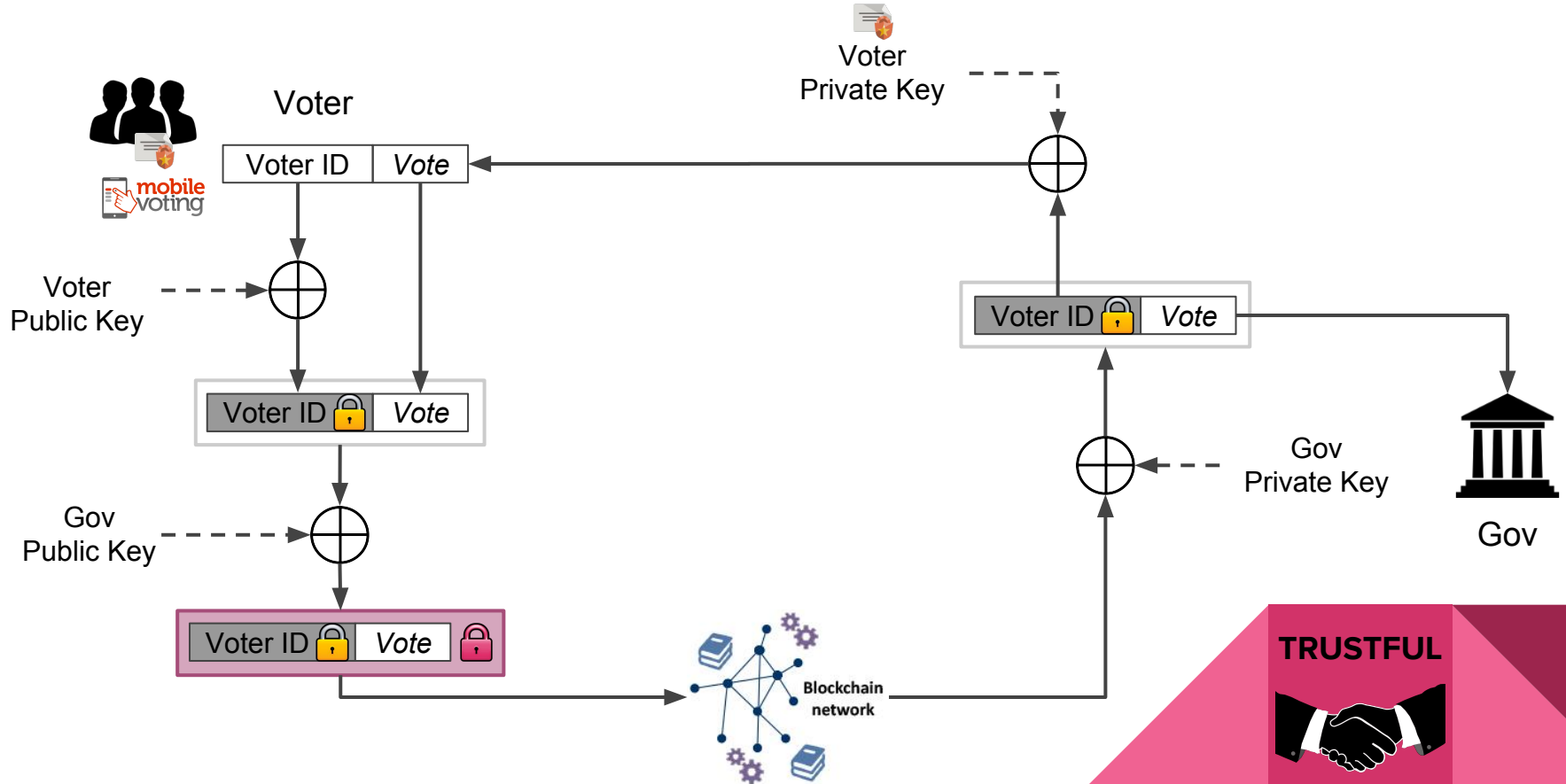
mobile  
voting



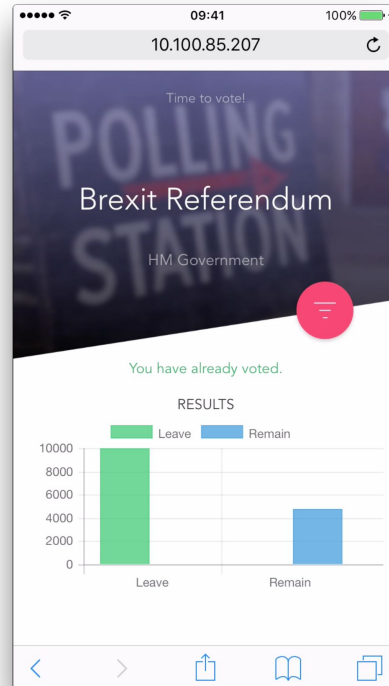
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# How does it work?



# DEMO time ..



# TEAM

- Chris Lockwood
- Edward Ruchevits
- George Ivanov
- Shaswar Baban

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# TRUSTFUL



E-Voting on Blockchain  
*Remote . Secure . Transparent*

# THE CHALLENGES

**COST:** 10'000 → £0.01

**SCALABILITY:** can use **BIGCHAIN<sup>DB</sup>** → 1M Writes/sec ~ 100k Votes/sec

**PSYCHOLOGY:** recent polls show promising take-up in e-voting



# COMPETITION

- Followmyvote.com
- 

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# Some example

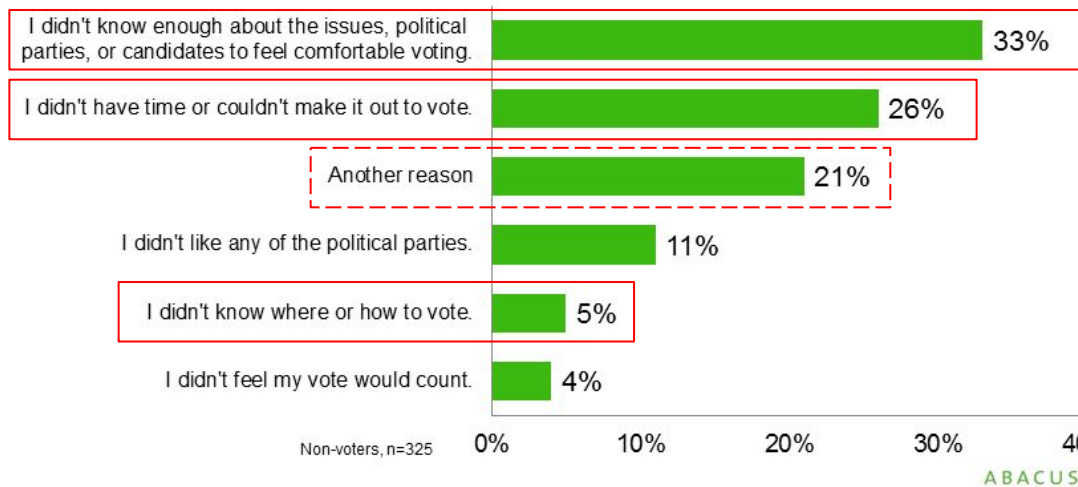
- Estonia case:
  - <http://www.vvk.ee/valijale/e-haaletamine/e-statistika/>
- 



# Case Study 1: 2015 Canadian Election

## Main Reason for Not Voting

From the following list, which was the main reason you did not vote in the 2015 Canadian election?



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# Market Entry Strategy

SME:

- Newspapers: polls
- Consultancies: surveys
- Education: research

Gov. :

- hard to enter in the beginning
- Fierce competition

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# BENEFITS

- Easier access to voting:
- Cost effective:
- Security:
- Enables Direct democracy: from representative democracies → people decide policy initiatives directly.
- Ubiquitous: Access from Mobile, PC, and Digital Polling Station
- 

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