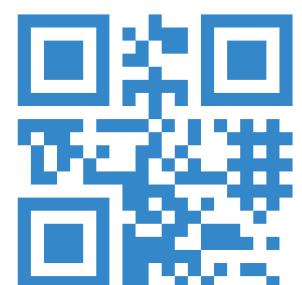


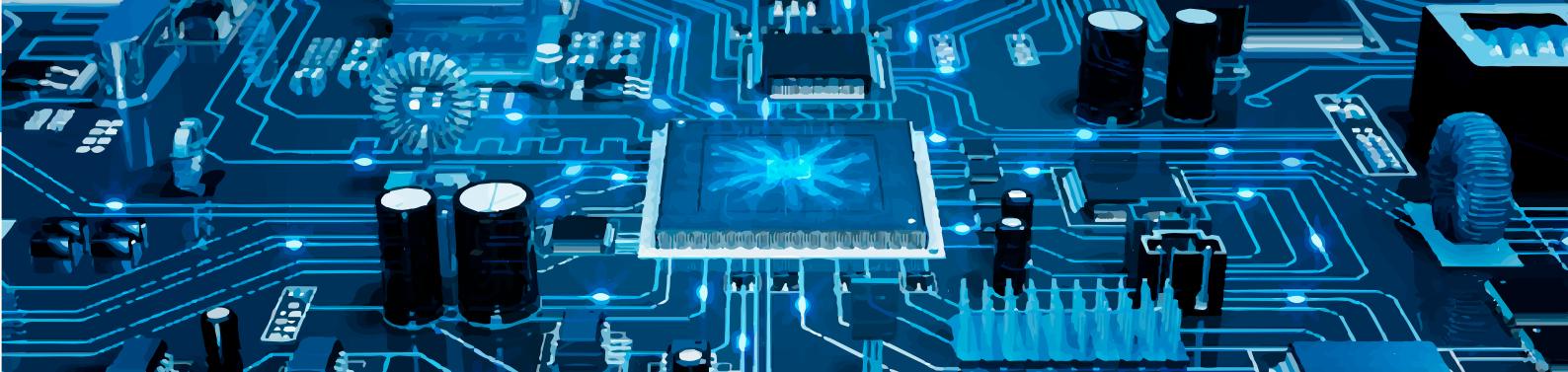


# PROJECT DISTRICTS



IN EVERY CASE THERE IS  
VIRTUAL POTENTIAL





## Abstract

The world has evolved into a fast-paced digitalized society, one where fluidity and ease of interaction take centre stage. Communication, social interaction, entertainment, and productivity are available at the push of a button. The caveat, however, is that the technologies that make this possible have in a bid to promote fluidity, cut out the traditional experiences formerly associated with these processes. More importantly, a dearth in scalable productive options and scarce resources have stymied the innovative process; brilliant ideas do not see daylight and of the handful that make it past the theoretical stage very few become successful enterprises.

Project Districts is the world's first fully capable Decentralized virtual ecosystem designed to project real-world and ethereal experiences to users all over the globe. Its robust architecture and highly competent development portal (the Districts Visual Studio), makes it the perfect candidate for bootstrapping real-world ideas and solutions. Districts is dissimilar from conventional virtual realities in that it is run and governed by its thriving community. Users who power the blockchain network by functioning as nodes hold the power to create and modify rules governing the ecosystem. Quite practically, its strength is in its numbers. It is this expansive number of users interconnected by the blockchain that has made Districts a hub for social interaction and innovation.

In the Districts ecosystem, users can develop content, applications, and shared experiences for personal, public, or commercial use. Content created using District's own personalized development tool – the Districts Visual Studio is commissioned into the ecosystem as a Decentralized Application or DAPP. Users exercise full control over their DAPPS and other intellectual properties in the Districts ecosystem. By default, all commissioned DAPPS are assigned a designated land parcel in the Districts 3D world. Users can also purchase and trade land arbitrarily for private or public use. Ownership and geographic location of a land parcel in the 3D world are defined by a smart script, localized in the Districts blockchain.

Using this same blockchain technology is District's native payment gateway and fully fledged cryptocurrency – 3D coin; based on Bitcoin and Dash source code, and reinforced by additional legacy cryptic technologies.

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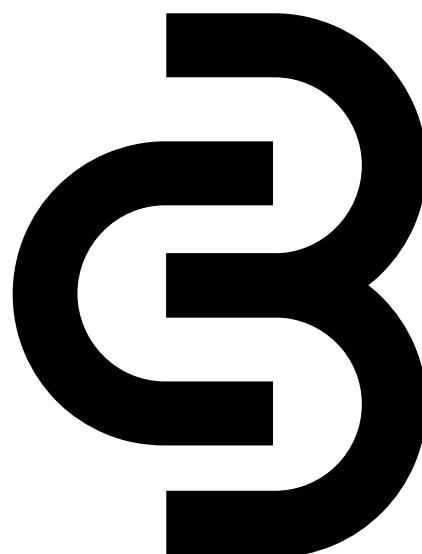
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# Introduction

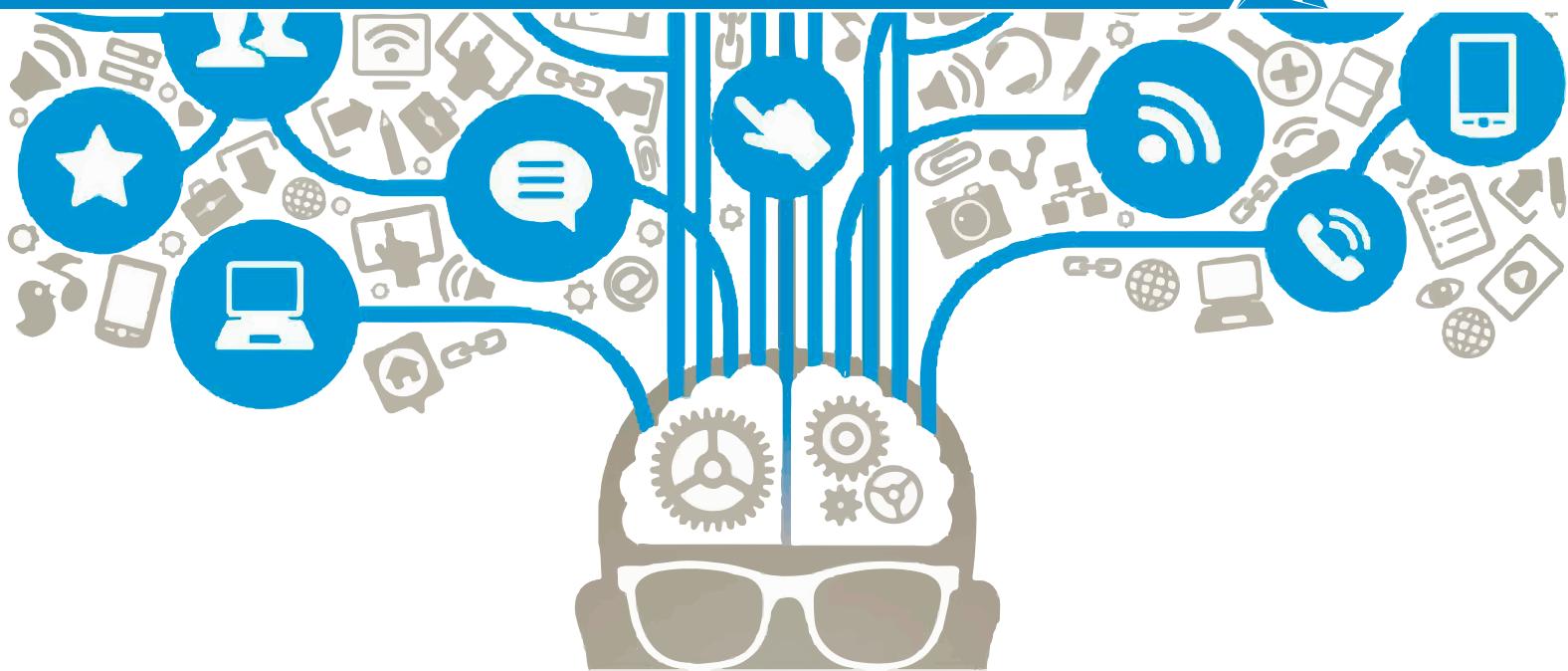
## 1.1 A preface to Blockchain Technology LLC

Projects Districts was founded under the umbrella of Blockchain Technology a limited liability company domiciled in the UAE. Blockchain Technology LLC on its own is an independent blockchain consortium with specific interests in blockchain technologies and cryptocurrencies. Headquartered in Dubai, Blockchain Technology LLC is one of the very first Blockchain start-ups fully fledged in the Gulf States. The region which currently hosts a teeming population of approx. 51 million people, has until very recently been more or less segregated from the world's blockchain and blockchain backed cryptocurrency drive. This is despite the fact that the region currently accounts for a significant proportion of global remittances, which in practice is one of the sectors blockchain technologies and cryptocurrencies are looking to reinforce with efficiency.

This limited blockchain stakeholder participation and relatively unexplored market potential in the Gulf States, specifically the UAE, was key to the localization of Blockchain Technology LLC in Dubai. Our goal is to function as an industry leader and key influencer for the promulgation of Blockchain based technologies and cryptocurrencies to the vibrant economy of the UAE and the Arabian Peninsula at large. By collaborating with established foreign investors and global entities, Blockchain Technology LLC aims to bridge the theoretical gap that exists between the World's blockchain ecosphere and the potentially disruptive financial market of the Gulf States.



Block Chain  
Technology L.L.C



## 1.2 Our Vision

Project Districts stemmed from a passion to create a boundless environment where real-world limitations and shortcomings are rendered invalid – In this world ‘possibility’ is the watchword. We wanted a system that nullified traditional barriers to innovation, one that went on to replace such limitations with the necessary tools needed to innovate, create and condensate ideas into workable solutions.

To create this world, the Districts development team recruited the services of two innovative technologies, the blockchain, and Virtual Reality - each disruptive in its own right. Project Districts leverages the core efficiencies of these two pioneers of 21st-century innovation, to create an immersive virtual ecosystem, complete with virtualized real-life entities existing in a real-time interactive environment. This synergistic manipulation of the Blockchain and Virtual reality is an industry first, more importantly, however, it is one that allows us to integrate a diverse range of functionalities into the Districts 3D world.

Ultimately, Project Districts will be a thoroughly robust ecosystem where productivity, recreation, and innovation come to roost, much similar to the real world, only this time without its associated complexities. Our goal is to be the world’s first ubiquitous interface for propagating traditional and ethereal experiences to both the everyday internet user and the tech-savvy geek.

## 1.3 Escalating Virtual and Augmented Reality to new levels

In 1987, following successful demonstrations of what was then new-gen display technologies like 'Headsight' 'Videoplace' and 'Sword of Damocles,' Jaron Lanier coined the term virtual reality to describe all technologies like the aforementioned that in very plain terms 'virtualized reality.' Three decades later and VR/AR are now championing a seismic change in how we perceive the world.



Just last year, several newcomers including Sony's critically acclaimed PlayStation VR, Google's Daydream view headset, its Tango portable AR phone and Snap's Spectacle VR glasses debuted the VR/AR scene. Over 100 million VR headsets were sold, and quite impressively, Pokemon Go, the revolutionary AR based video game drove in over \$1.2 billion in revenue. In that same year, the VR/AR industry cumulatively pulled in a total sum of \$3.9 billion in revenues.



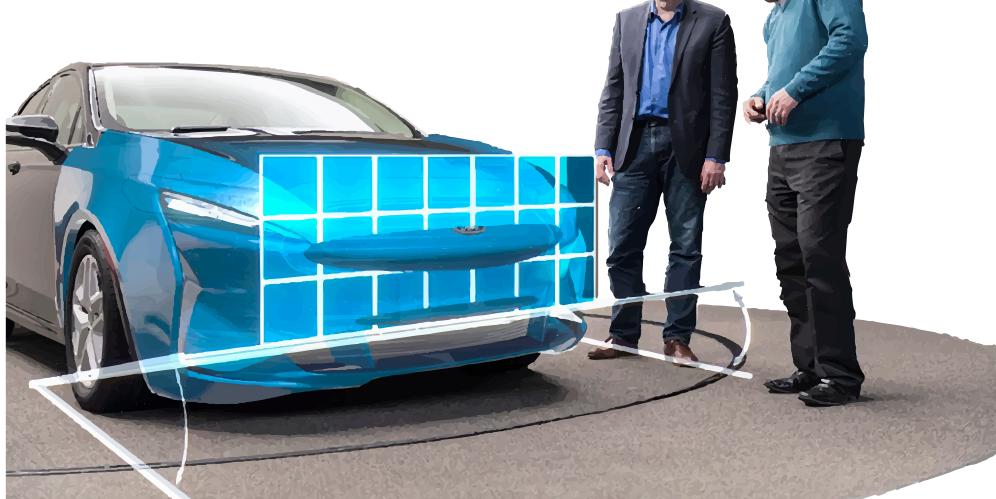
These bubbling market indices are reflective of the immense potential contained in VR/AR ecosystem. Experts predict that come 2025, the VR/AR market would be worth well over \$700 billion. 2025 is just a mere eight years away, and while \$700 billion seems plausible, the sheer volume of participating stakeholders and the rapidity of VR/AR innovations springing up on the daily suggests otherwise. In the medical industry, for instance, VR is currently being used to treat a myriad of illnesses like anxiety, PTSD, and Autism – psychiatrists at the University of Louisville even use the tech to treat patients suffering from different kind of phobias.

The problem, however, with existing VR/AR frameworks is that they are

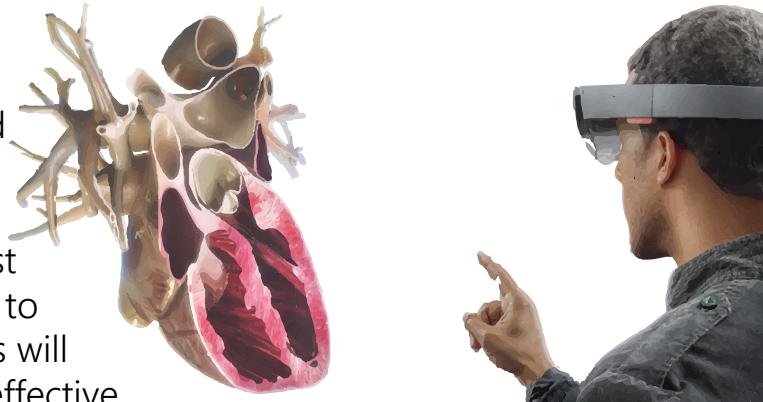
- Complex to manipulate – requiring an in-depth knowledge of existing technologies and frameworks. As a result, usage has been limited to only industry professionals and tech-savvy enthusiasts.
- Expensive to set up – VR and AR worlds (with emphasis on the former) require dedicated high-end infrastructures for hosting; most of which exceed the budget ceiling of the everyday consumer.
- Limited in terms of capabilities and applicable use cases

Project Districts launches as the panacea for all three limitations; by exploiting the latent capabilities of the blockchain, Districts 3D world floats itself on a robust P2P system. The efficiency of this blockchain network severely cuts down traditional costs associated with setting up and running an AR/VR based ecosystem.

Project Districts also comes with its own personalized developer tool – Districts Visual Studio (DVS). Districts Visual Studio, is a specialized development module that presents the complex intricacies of the Districts 3D world in an easy to use interface which effectively bridges the technical gap between the 3D world and its users. With this tool, users whether computer savvy or not can create custom entities in the 3D ecosystem. Before the establishment of Districts, the only other custom decentralized app development platform based on the blockchain was Ethereum. Ethereum was however developed for developers. This deficit meant that the thriving community of VR/AR enthusiasts with a need for a fully decentralized system with 3D capabilities were left hanging – that is, until the advent of project Districts.



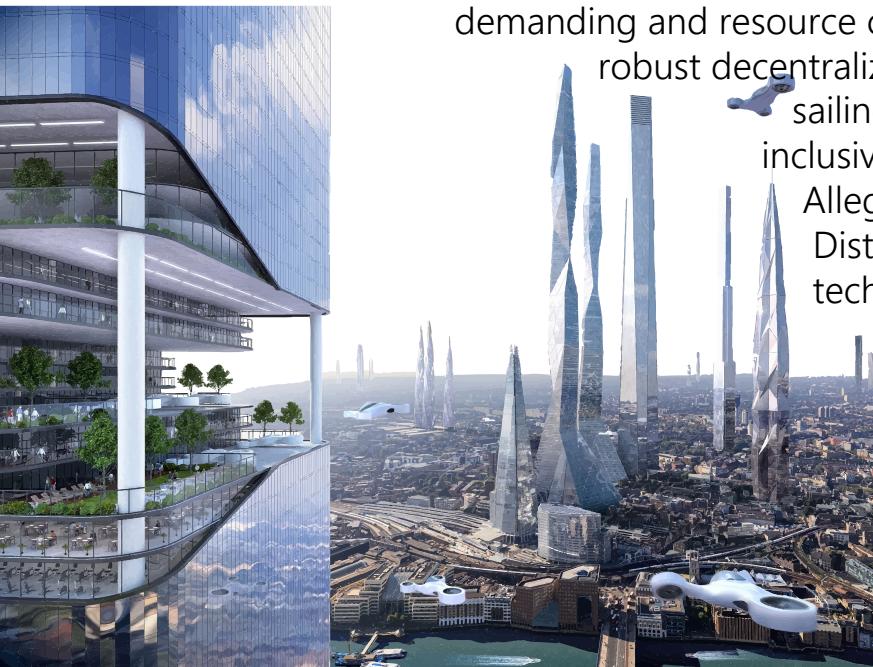
What makes Project Districts truly unique is its versatility and immense capabilities. From the retailing industry where it is poised to deliver efficient and highly scalable retailing solutions, to the educational sector where we plan to implement the world's first global and fully interactive classroom, down to the health sector, where health professionals will be given an avenue to create practical and effective therapies for the many neurodegenerative disorders – suffice it to say that the Districts train is one that will surely make a pit stop at every facet of human living.



## 1.4 Use cases

### High-End Applications

Districts Visual Studio has native support for the development of a broad range of applications, which will be commissioned into the Districts ecosystem as a DAPP. A user-defined DAPP could be anything – it can be as basic as a virtual key or as complex as full-scale MMORPG – It all boils down to the needs and creative tendencies of the user. If your goal is to build another Districts ecosystem inside of the original Districts 3D world, fret not, Districts is built to support the most demanding and resource consuming DAPPS. Bolstered by the robust decentralized framework of the Blockchain and sailing the winds of our technical partners inclusive of Unreal Engine, steam VR, Oculus, Allegorithmic to mention but a few, Districts combines all the necessary technologies to provide a cocktail of digital excellence.



## Provision of Real World Utilities

Districts 3D world provides a solid basis for the establishment of enterprises that provide virtual value-added services that can be availed in real life. Business owners and entrepreneurs can set-up custom entities such as shopping malls, online virtual classrooms and even virtualized health facilities – as was with application development the extent of the business idea is only limited by the developing entity. And unlike conventional methods of starting up and running a business, the Districts business model scales through traditional limitations of exorbitant expenses, bureaucracy, and cumbersome regulations.



## Advertisement and Content Promotion



Districts immersive world provides a fertile ground for all forms of targeted advertising. Say a marketer is looking to advertise his gaming title, he/she can simply hoist up a virtual banner in any of District's virtual gaming environment. Similarly, billboards, posters, and fliers can be displayed at strategic positions in the 3D world; brands can also create virtual experiences geared towards advertising and marketing their products.

## Networking and Social Interaction

Districts would also be a place to meet new people. Users will be able to interact in real-time in the 3D world via custom-created avatars or through chats on the network's forums and groups. Virtual concerts, shows, broadcasts, and parades can also be hosted in the 3D world.



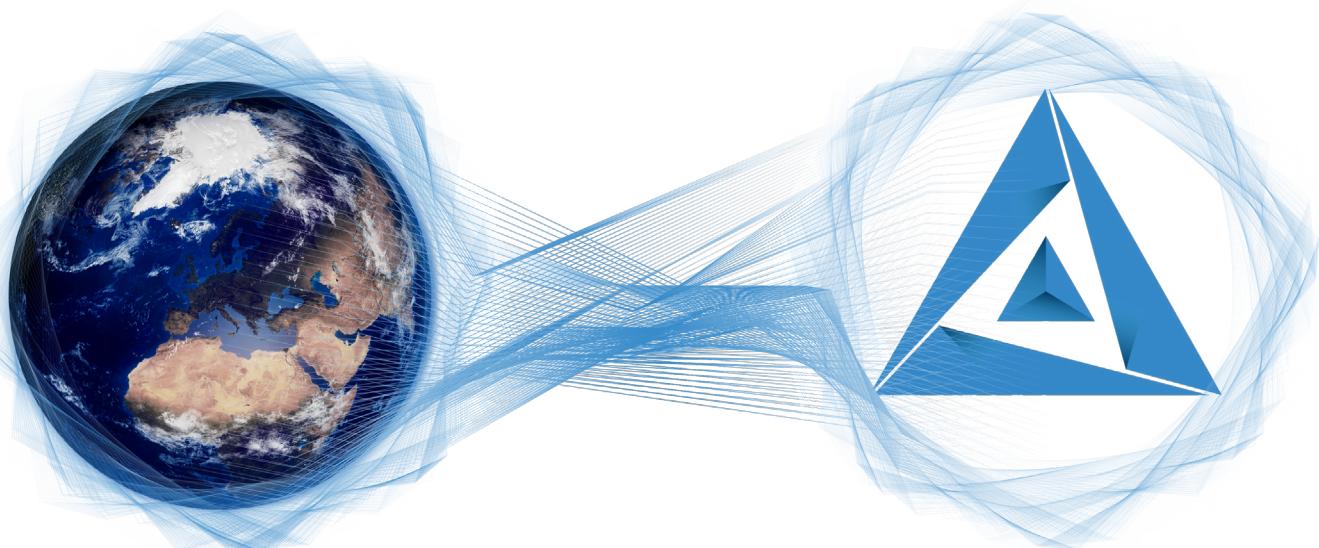
# The Districts Ecosystem

The focal point of the District ecosystem is its users. Straight from launch, Districts will come with a predefined 3D world template complete with fundamental entities and architecture. It is atop this predefined model that users would be able to create their own custom entities using Districts visual studio (DVS).

User-defined objects are commissioned into the districts ecosystem as flexible, decentralized applications or DAPPS.



District's 3D world is a miniverse of its own. What this means is that real life entities like other humans (users), business buildings, hospitals, schools, cinemas, etc. will exist as standalone entities with full interactive capabilities. So, unlike traditional VR and AR technologies that allow for localized visualization and in some rare instances, interaction; the Districts 3D world allows for visualization, interaction, and real-time participation with actual real-life consequences. Say a 3D world user walks into a shopping mall hosted in Districts 3D world and makes a purchase, he/she will receive a valid receipt of purchase and subsequent real-life delivery of such a product. This consequential nature of the Districts 3D world is what guarantees its place as the revolutionary virtual reality solution with use cases applicable to everyone. A doctor can treat his/her patient on Districts, so also can a gamer play his favourite games; a businessperson can set up the mall of his dreams with a fraction of the resources it'd take to do so in real life. Whatever fits the preference of the user.

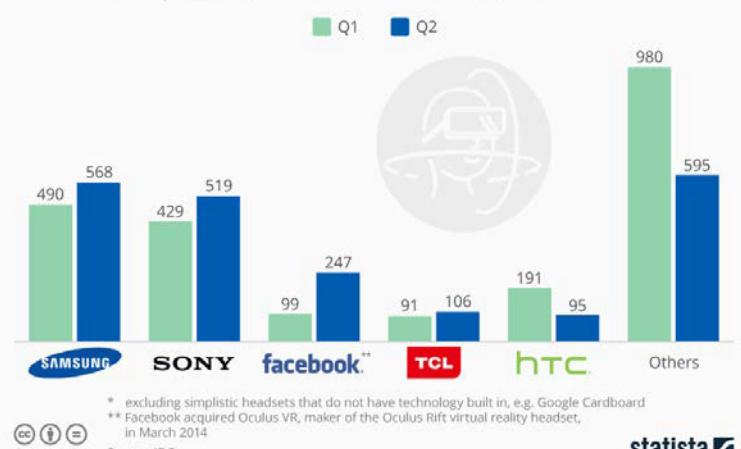


## 2.1 Market opportunity

Three years ago virtual and augmented reality were just ‘workable ideas,’ today however on the back of both being revolutionary in impact some might describe them as the cherry topping of the 21st-century innovation drive. A quick performance analysis of the key players (counterpart technologies) like Oculus VR, HTC Vive, and Google cardboard reveals a steady improvement in operational capabilities and fiscal performance in the last two years; this is despite repeated technical setbacks within this same period. Project Districts comes into the VR/AR scene peering from the shoulders of these pioneer technologies.

That said, Projects District is uniquely dissimilar from the first generation VR/AR tech. Unlike the latter which focus majorly on hardware development for the experience of a 3D world, Project Districts is that 3D world where all first gen VR/AR tech will demonstrate their use capabilities. This all-encompassing nature of Districts ultimately means that use cases of individual third party VR/AR technologies will be ported to the Districts Ecosystem.

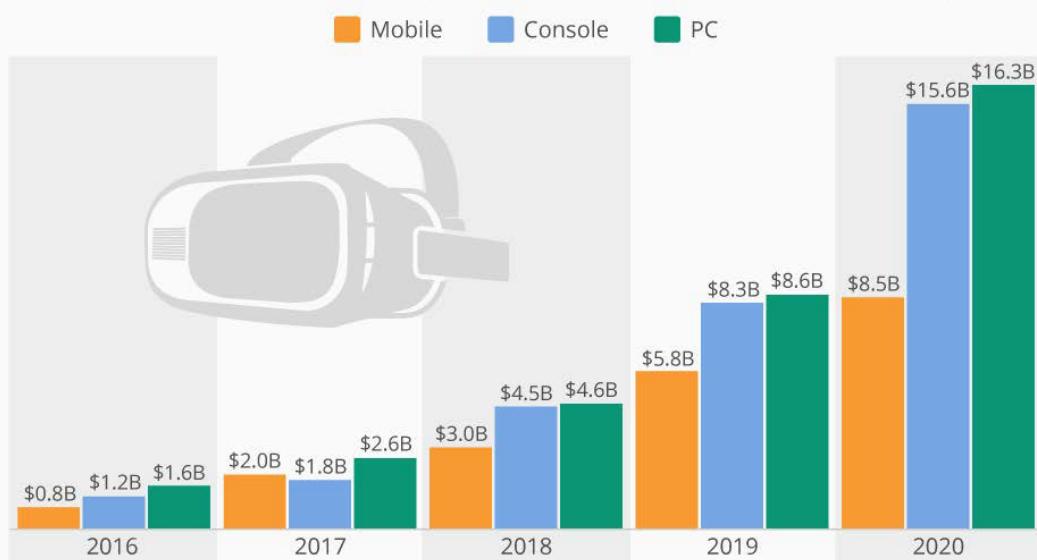
**Who Leads the Virtual Reality Race?**  
Worldwide unit shipments of AR and VR headsets in 2017 (in thousands)\*



statista

### The Worldwide Virtual Reality Market Is Set To Be Huge

Forecasted market size of virtual reality hardware and software from 2016 to 2020, by platform



Aside from this potential integration with existent VR/AR tech District's own native collection of DAPPS is an investors delight. Since the Districts 3D world recreates all aspects of the real world, users can design virtual instances of real-world entities like malls, hospitals, and schools with real-world consequences. The import from this is that investors can invest in the development of profitable DAPPS that provide value in the Districts ecosystem much like they would in real life. Only this time at a fraction of the cost and without the correspondent risks.



In a world where the costs and complexities of starting up a profitable entity continue to skyrocket, DAPPS represent the future of scalability and affordability. With regards to profitability, the profit margin of DAPPS when implemented will be significantly higher than traditional methods of undertaking businesses, since they run on a decentralized blockchain that eliminates traditional costs, expenses and barriers to business operations. At the official launch of Districts 3D world and subsequent to global adoption and user base growth, DAPPS will become the engine room of the Districts ecosystem.

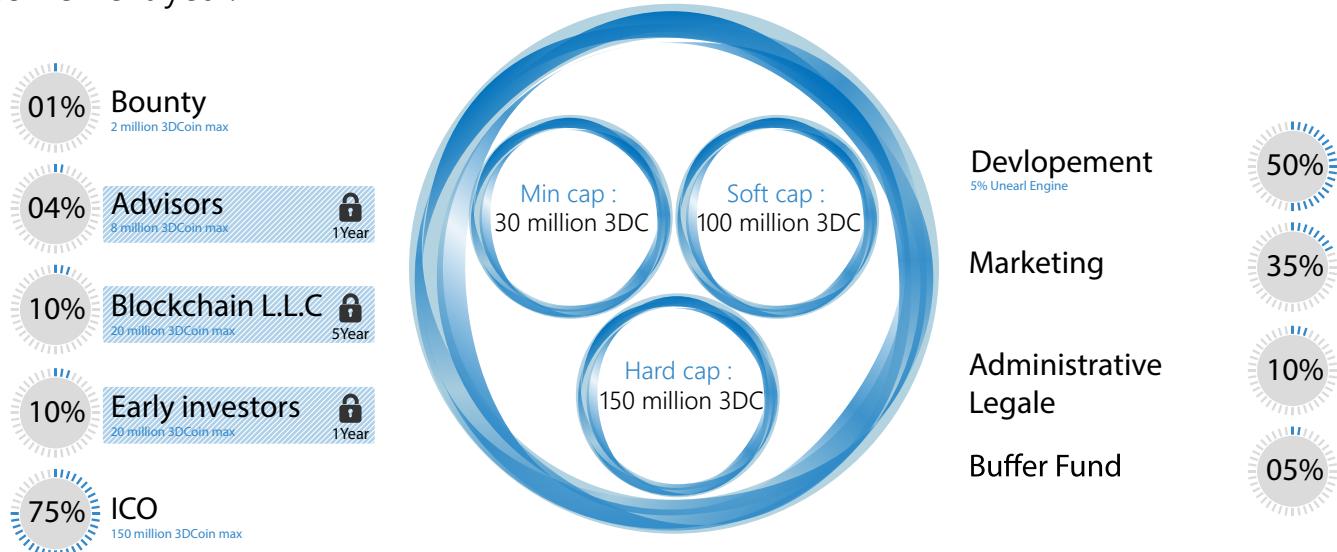


Fuelling this engine and serving as the official medium of transaction in the District's ecosystem is 3DCoin – Project Districts own cryptocurrency based on the bitcoin and dash source code. 3DCoin is scheduled to go live on 2018 Q1 when it will be listed in global cryptocurrency exchanges. Fiscal predictions for 2018 Q4 hint to a more than proportional increase in the value of the cryptocurrency which unlike most other cryptocurrencies, is backed by a real-world entity – Project Districts.

As of November 2017, the 3D coin coinbase is worth 200 million 3DC. 75% (150million 3DC) of this sum is dedicated to the ICO, which on completion will serve as an initial funding round for the project. The remaining 25% is split into four portions;

- 10% for early investors (locked for one year)
- 10% for the development team (locked for five years)
- 4% for the Districts board of advisors (locked for one year). And,
- 1% for the bounty campaign

Given the already burgeoning demand for 3Dcoin, and considering its fiat nature in the 3D world, one can only expect the best for the cryptocurrency in the world market come next year.



# Architecture

## 3.1 3D coin Blockchain

3DCoin is the driver of the Districts Ecosystem; it is a cryptocurrency developed specially for Districts applications with added legacy features for redundancy. The 3DCoin blockchain uses a set of public key cryptographic methods that further improve its safety and allows for the use of already existent keys from sister cryptocurrencies or from any other system for that matter. For instance, if a user has a PGP key for his/her email, he/she will also be able to use to receive 3DCoins.



The blockchain which is made up of scalable blocks linked to form a simple chain, stores all forms of relevant data associated with the Districts ecosphere, be it transactions history or building references – with every block referring to the hash of the preceding block. Transactions are saved in the format of a Merkle tree (a sequential order of hashes), and of the full storage space, 20% will be dedicated to encoding details of small feeless transactions. Each block hosts a specified number of data capsules which in turn holds scripting information about District's Decentralized Applications (DAPPS)



## 3.2 Decentralised Hosting



The architecture supporting Districts 3D world and its Decentralized Applications (DAPPs) is hosted atop a decentralized blockchain network. Unlike conventional centralized server-based systems, Districts distributes content essential to its functionality among the users of this P2P network who then shoulder the major resource implications of floating the 3D world. This architecture, aside from making the 3D world thoroughly redundant and practically impermeable to third-party intrusion theoretically gives all powers of governance to the community.

As an incentive for hosting the 3D world framework participating users will be apportioned both token based assets (land and 3Dcoin) and, in the case where the contribution exceeds a set threshold, the title of Super Node /Prime node which comes with its own set of attractive perks.

## 3.3 Decentralized Applications

Decentralized applications are the functional units of the Districts ecosystem. They are the primary value proposition of the Districts 3D world, and it is through them that all segments of the Districts experience will come to life. A DAPP is comprised of two blocks –

- The visual engine, encoded using an Unreal Engine library and part of Districts client side.
- A script fashioned by District's visual script encoding platform parsed in a data capsule and hosted atop the blockchain network.

In practice, this configuration allows the blockchain network to run 'light' and with minimal bandwidth, since resource intensive properties, like textures, 3D modeling, etc. are served from the client end.

Ownership of a Decentralized application is defined by a scripted transaction which securely stores the details of the DAPP's data capsule. By default DAPPs can be used freely by any user, creators can, however, set specific conditions and requirements that define how a DAPP can be accessed or used. Owners can also modify a DAPPs script (as would be necessary for the event of a transfer of ownership). Modifications will be broadcasted on the Districts blockchain as an updated scripted transaction subject to verification by a network consensus. If a script possesses unrecognized functions the updating attempt will be rejected.

### 3.4 Districts Visual Studio



DVS is a modern, comprehensive, and robust IDE, comparable to the Ethereal developer portal presented in a fluid and easy to use interface. This minimalist interface features an easy to use drag and drop creation mode that allows users to select and implement a variety of functions such as texturization, scheduling custom animations or even visual scripting by simply 'dragging and dropping' using a mouse or through VR controllers. Complex model interactions and trigger properties are defined as a tree of processes and conditions in an interactive map which when completed is parsed into the application by the DVS.

DVS also come bundled with a diverse and expandable library of functions, textures, sound and 3D modeling templates that make the job of building and commissioning a DAPP more easier. Interactive tutorials that walk every user through the DAPP creation process will be found in the starting area of the Districts 3D world. In addition, a dedicated forum section where users can ask questions and contribute answers to other users will also be set up to foster seamless operation of the DVS module.

Before final release, content creators can test run their finished DAPPs in offline mode, if the test phase is successful, an encoded script is generated by the DVS and stored in data capsule. Subsequent modifications to the DAPP can be effectuated by compiling add-on scripts which will then be incorporated as updates to the Districts library.

### 3.5 Content Acquisition and Payments



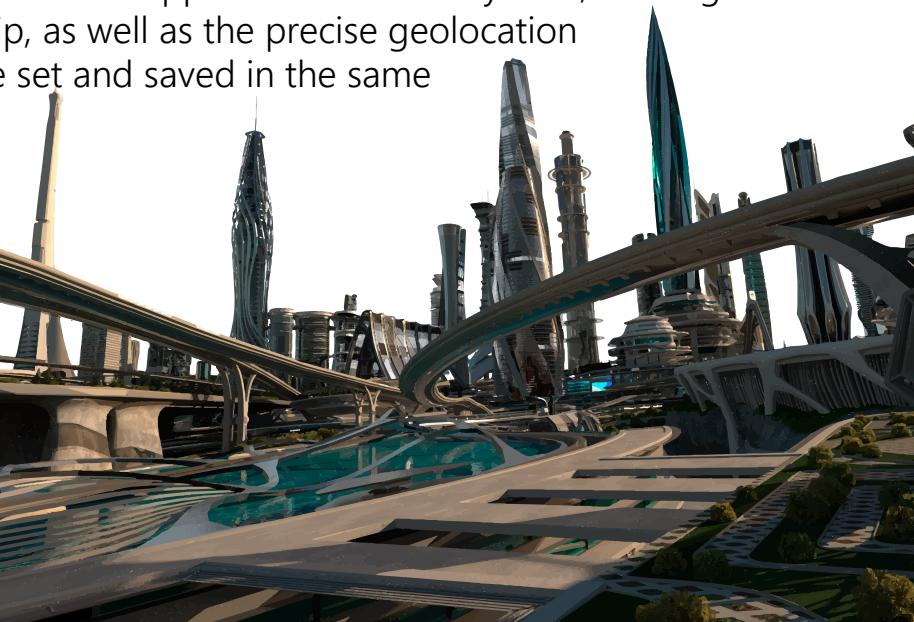
Like was noted earlier, ownership of a virtual asset (in the form of a DAPP or land token) and clearance to use such an asset or service is defined by a scripted transaction. When a third party purchases the right to use a DAPP (in the case of curated contents) the ownership function previously defined at the point of creation of the DAPP creates a payment transaction that houses a specific transaction code. DAPPS are by default configured to check for and then authenticate a transaction code before granting usage access.

Once the decentralized application is completed, a land parcel in the 3D world must be acquired to receive the virtual building that will host it. This land parcel is intrinsically defined as a Land token.

### 3.6 Land Tokens

Land Tokens defines what entity owns which land parcels in the Districts 3D world. By default, they are linked to the Decentralized Application which they host, although both can be traded freely. Ownership, as well as the precise geolocation (x, y, z coordinates) of a land, will be set and saved in the same scripted transactions as the DAPP.

Users have the option of selecting land parcels contained in either the pre-portioned or pre-categorized segments of the Districts 3D world, where land dimension are preset or in a District Sandbox where they can freely specify a preferred location and size.



The first 25 land tokens representing the first ring of platforms in the 3D world will be ascribed to top investors. Every other parcel will have to be purchased with 3D coins either from the Districts server, in which case the 3DCoins will go to the development fund or from

### 3.7 Transactions on the network

Transactions on the blockchain network are inalterable specifications from which a balance consensus is reached between the two involved parties. Contained in their metadata is information describing the amount of transferred asset (e.g., 3DCoin), the public key of the sender and that of the receiver. Each transaction is processed with a micro fee paid by the sender and redeemed by miners (see below). Micro fees vary by transaction volume – the larger the transacting data, the greater its correspondent micro fee. Users also have the option of parsing a smart script that programs transactions to effectuate at set conditions, or that defines the ownership status of land parcels and DAPPs in the Districts 3D world.



When a user wants to send funds (in the form of 3DCoins), the Districts Wallet Application will broadcast a message containing the incoming transaction (with associated details) to the blockchain network. The network then authenticates this request by confirming the ownership of the said funds and validating the identity of the receiver before embedding the transaction into a block in the Blockchain network. On the other hand, transactions defining just land ownership and DAPPs do not effectuate any transfer of monetary value – their sole purpose is to refer to the data capsule that contains information regarding the DAPP script, its legitimate owner and the parcel (x,y,z) coordinates in the 3D world.

### 3.8 Scripts

The Districts framework and 3DCoin use a scripting system for transactions; the Script is stack-based and processed from left to right. It is Forth-like, purposefully not Turing-complete, with limited number of loops.

A script is essentially a list of instructions recorded with each transaction that describes how the next entity wanting to spend the asset (3DCoin, Land Token, DAPPs) being transferred can gain access to them.

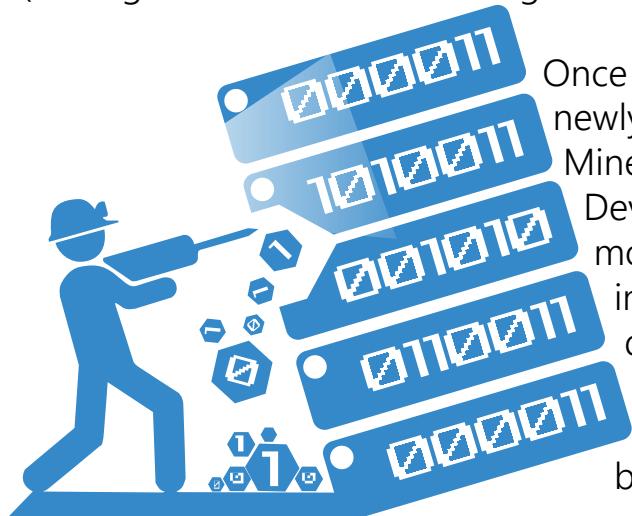
The script for a typical asset transfer to destination 3DCoin address 'D' (an address is the hash of a public key) simply encumbers future spending of the 3DCoin with two things:

- A public key that, when hashed, yields destination address D embedded in the script.
- A signature to show evidence of the private key corresponding to the public key just provided.

Scripting provides the flexibility to change the parameters of what's needed to spend a transferred asset. For example, the scripting system can mandate the provisioning of two private keys, or a combination of several, or even no keys at all.

### 3.9 3Dcoin Mining

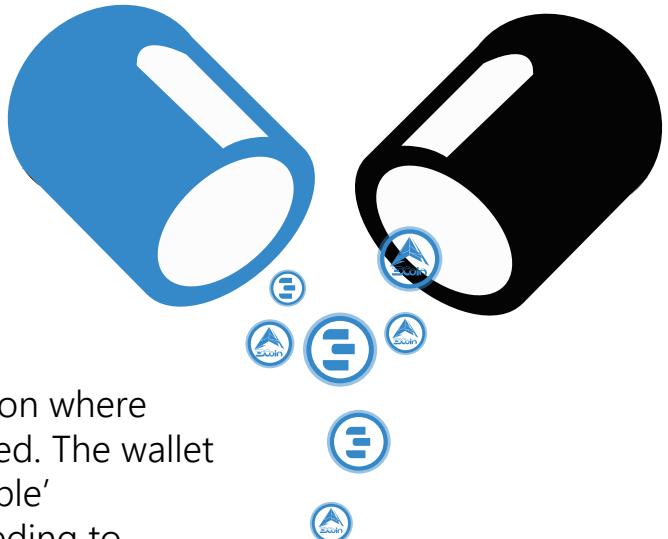
Mining on the Districts blockchain is via a proof of work algorithm – designed to decrease the probability of creating two similar blocks in the same instance. This is achieved by running a set of unique block data through The NIST5 hashing algorithm - a combination of the five finalists in the NIST hash function competition (BLAKE, Grøstl, JH, Keccak, Skein). When the resulting series of numbers meets certain criteria, the block is considered to be mined. It is then broadcasted to the network and added to the base blockchain after taking the said series of numbers as its hash. (Mining can be carried out using a GPU, CPU, or any other mining hardware)



Once a block is mined, a block reward consisting of newly generated 3DCoins is distributed among Miners (50%), Node operators (45%), and the Development reserve (5%). On very rare occasions, more than one block is mined in the same instance, presenting a situation where peers have differing last blocks added to their blockchain. In such cases, the network simply synchronizes to the block that was mined by the majority of the blockchain's users.

### 3.10 Coin Blend

One shortcoming of disclosing public key on the blockchain network is that it to some extent reveals a portion of the end user's identity. To maintain 100% anonymity the District's blockchain utilizes a cryptic Coin Blending algorithm.

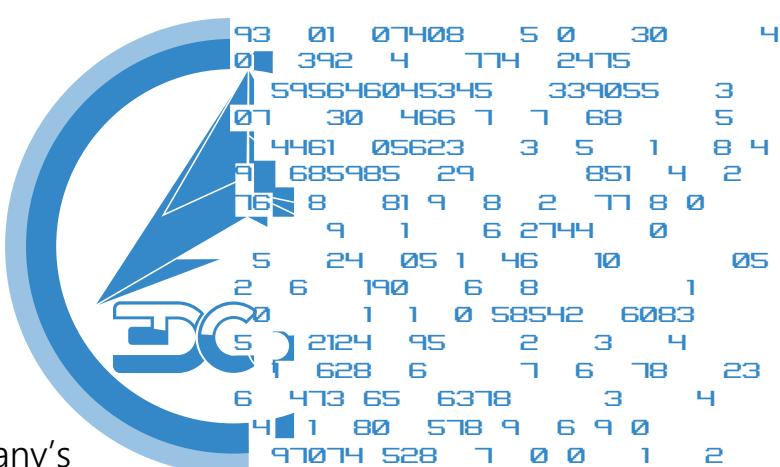


Coin Blend starts from the user's wallet application where he/she specifies the transaction to be anonymized. The wallet then splits the transaction into standard 'blendable' denominations (10, 1, 0.1 and 0.01) before proceeding to randomly match the transaction to a SuperNode which handles the blending process. From here the transaction is placed in a blending queue, where three matches for the standard denominations are found. The SuperNode then casts a readiness alert to three unique wallet applications, and once they respond with confirmation, the Blending session starts.

Each of the three wallets sends both the input to be mixed, and a newly generated public key that will receive the anonymized funds, from them, the SuperNode creates a triple transaction containing the three inputs, and the three receiving public keys. The triple transaction is sent to the three wallets, they verify the exactitude of the inputs and the public-keys, sign the transaction, and send it back to the SuperNode. At this point, the SuperNode has a triple transaction with three signatures, after a final verification, this transaction is broadcasted like any other one to be added in a mined block, and finally into the blockchain.

### 3.11 Sub Currencies

Users can also create fungible assets using the Districts wallet application. Creation of these assets which can be used as tokens, shares, coupons or any other entity of value it can be a reversible process that splits a single 3DCoin into 100 units of the specified sub currency (asset). As an example, a user can decide to create 100 SC representative of a company's stock. These sub currencies can then be distributed among participating shareholders as a placeholder of value (stock).



### 3.12 Conditional Transactions

The Districts Framework and the 3DCoin blockchain also has native support for conditional transactions, otherwise known as smart contracts. Conditional transactions can only be fulfilled if and when all accompanying conditions specified in the transaction script are met by the transacting parties. A simple visual tool will be available in the wallet application to set such transactions; the resulting broadcasted message contains both the transaction and the conditions script. The main conditional parameters are Time, Public-key, Website and Password.



# Conclusion

## 4.1 The Districts 3D world

The final piece needed to complete the Districts Jigsaw puzzle was its 3D world and to create this the development team made use of the unreal engine. After parsing the resultant product with the aforementioned technologies/features the result was the fully fledged Districts ecosystem – a thoroughly immersive VR/AR platform reinforced by the core efficiencies of blockchain technology.

Districts launches as the first entirely free for use virtual and augmented reality world with broad-spectrum capabilities and a limitless ecosystem. The Districts experience is an ethereal one, more importantly, however, it is the class definition of what being user-friendly should feel like. District's Visual Studio (DVS) makes it possible for users with little or no programming experience to develop complex DAPPs, an industry first that broadens the reach and penetration of the 3D world allowing for the participation of users from all spheres of life. Furthermore, the inclusion of a custom scripted in-house payments solution in the form of 3D coin obliterates the traditional limitations associated with 21st-century payments processing.

This and more sets District ahead of the pack in the race for VR/AR dominance. While competitors are stymied by limitations in areas of ease of usage and technical competence, Districts surpasses all set benchmarks for functionality and excellence. As technology continues to evolve so also will the Districts ecosystem, the goal is to keep pioneering innovation by improving existing architectures and incorporating newer technologies – come 2025 Districts plans to be the lead player in the collective worlds of virtual and augmented reality.





# PROJECT DISTRICTS

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imagination

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