Audio Social Listen White Paper

`Listen` is a voice social software based on data decentralized storage technology and blockchain technology.

Chapter 1 Background

With the popularization of wireless Bluetooth headsets, more and more people like to communicate by voice, and voice social will be exploded. With the development of blockchain technology, it is the direction to use blockchain technology to reshape the production relationship. Social giant Facebook and Internet traffic giant Google have a large number of users, and users have created countless data, but they have not distributed the benefits to users. This production relationship needs to be completely reshaped. Using blockchain technology to build the underlying economic model of social will make social tools more popular.

1.1 The core competitiveness of social software

There is full competition in the social field. Numerous entrepreneurial teams have tried almost all segments, including those featuring encryption, privacy protection and instant burning after reading. In any case, the core competitiveness of social networking should be to make users feel fun and interesting for the first time. Only social software that can build a reputation in a short time can break through the siege. The fun of `Listen` is built in many aspects, including voice topics, economic games and sense of ownership.

With the development of mobile Internet, based on the smart phone dividend period has peaked, and with the development of chip technology, more tiny won intelligent devices, such as smart watches and wireless earplugs, and these small smart devices is also an extension of the human senses, `Listen` to expand social functions to the more small smart devices, occupy the next era of the IoT social entrance.

1.2 The Moat of social software

It is quite normal that many excellent social software will be acquired by giants when they grow to a certain stage, because these social software generally do not have a strong moat, while giants can easily imitate similar products and quickly occupy the market through their own drainage. `Listen` represents a marginal revolution, with the giants still enjoying their last sip of milkshake in various countries' regulatory environments, and their vested interests so vast that they are decidedly afraid to make the move, even as Facebook and Telegram try, with great difficulty. `Listen` is an outsider without any shackles. It can make full use of this advantage to quickly build its own economic system and cultivate users' loyalty by using blockchain technology and Token, which are the moat of `Listen` .

Chapter 2 Overview

`Listen` as a voice of social software, it is different with other communication tools, and podcasting software is also different, social support acquaintances, including voice, images, text and video, such as social practices, and social group in a stranger, using a similar round table in the form of BBS, group manager invited several guests, they have speaking right, and join hands to `Listen` and speak to the rest of the room, at the same time also can use the LT token to buy the speaking time, all purchases will accumulate in the room below. `Listen` creates a unique experience that is different from a Feed stream. In a community of strangers, celebrities engage in voice discussions and audience interactions around topics.

If the discussion in the room starts to decline and more and more LT COINS are accumulated, anyone can initiate a proposal to dissolve the room, and everyone in the room can vote on it. Once passed, the room can be dissolved, and the accumulated LT COINS will be divided equally among all the people in the room after deducting platform fees.

The rules for dissolution are also very simple. Dissolve the room in one of the following two cases:

- half of the dissolution vote.
- (to vote disband - to vote against disband) over 20%.

When creating a room, group manager can set free access or paid access. In the case of paid access, 10% of the user's payment belongs to group manager (5% goes directly to group manager, the remaining 5% to group manager after the group is dissolved), 50% stays in the room, and 40% goes to the Treasury. Creating a group costs LT, depending on the size of the group, and the price can be governed through the council chain.

Chapter 3 Economic Model

3.1 Group game

What's interesting about `Listen` is that many groups of people play games with group manager, listeners, and holders of money.

- group manager game with the audience: group manager creates rooms, invites topic characters, guides topics and other operations in order to attract more audiences to pay to join, and the more the audience, the higher their own benefits; While listeners join the group to hear valuable information, some simply want to get a share of the money to disband the group. Of course, group manager can be modified to increase the admission fee in order to prevent the behavior of maliciously disbanding the group.
- Game between listeners and listeners: Some listeners want to break up the group because the topic is not interesting, while others want to continue the group chat, and the game is reflected in the vote to break up the group.
- The game between group manager and group manager: in order to attract more users, group manager needs to provide better topics and invite more topics, which is an operation and maintenance work.

- The game between listeners and holders of LT token: listeners hope that the cost of speaking will be cheap, and they can buy speaking duration and items with less cost, while holders of LT token can decide the price of the speaking duration through the governance on the voting on-chain.

3.2 Sense of user ownership

`Listen` data is stored in a decentralized way. In particular, user privacy data is encrypted locally, stored in a remote decentralized way, and trusted computing is introduced. Users generate data in `Listen`, but they also own the data, and it's no longer a centralized platform that really owns the data.

Most of the user's benefits and all of the platform's benefits are reflected in the LT token, while the user owns most of the tokens, which means the `Listen` platform really belongs to the user. This sense of ownership is an important basis for the user's sense of ownership and loyalty.

Main social way is voice group of strangers, and ordinary users are not passive listening position, but have the right to vote, and group manager is a moderator role, and cannot master the power of punt other people, also cannot master the power of the dissolution of the group, and each group of friends to vote the collective decision way can let the user there is a feeling of having space of public opinion, anyone can have a responsibility (pay) expression, at the same time can also get the same attention, not everyone can express casually, and can not get the same attention, `Listen` to believe a way more in line with the benign citizen groups before expression.

3.3 Token distribution

`Listen` project is led by the `LISTEN FOUNDATION LTD.`, which has issued 10 billion LT tokens, 80% of which are used for airdrops to incoming users, 10% to investors, 5% to the founders team, and 5% to the R&D team.

Rules for the air-dropping of tokens and the Prevention of wool gathering:

- Each user who signs up for the APP can receive 0.99 LT tokens dropped by the foundation. This LT can only be used for regular APP operations.
- There is no point in registering the APP repeatedly and receiving the LTS by air, because the minimum reserved amount of Listen token transfer must be 1 LT, which means the last one LT for each account cannot be transferred.
- it is also meaningless to transfer LT to group manager (oneself) after a large number of registered APP users enter the paid group created by themselves, because the incoming group user's balance is greater than 1 LT to calculate the incoming group fee under group manager, otherwise it will be directly calculated under the group and the Treasury.

3.4 The props and red pocket

`Listen` contains a variety of expressions, such as text, documents, pictures and videos. It is paid for in

the hope that the user will be able to use more voice in the room, so that listeners can listen to it through a wireless Bluetooth headset.

`Listen` use LT to send red pocket, which can be sent from person to person or the group room.

3.5 Audio duration and props cost

There are three speech durations: 10 seconds, 30 seconds and one minute. The user can choose to buy multiple copies and use them in a cumulative way.

- 10 seconds, initial price 0.001 LT.
- 30 seconds, initial price 0.002 LT.
- 60 seconds, initial price 0.003 LT.

Text and links are in the same category, with a limit of 500 words, charged per item.

Documents and pictures are of the same category, the limited size is 20M, according to each charge.

The video size is limited to 100 megabytes and is charged per item.

- Text props: initial price: 0.01 LT/item.
- Picture props: initial price 0.02 LT/item.
- Video props: initial price 0.03 LT/item.

3.6 Create room cost

Anyone can create a room and invite anyone to be a talking guest (no more than 10 people can talk). The group manager has the following permissions:

- Set the access charge authority, which defaults to 0.1lt.
- the right to invite guests (if invited, group manager should pay for the group itself).
- Setting the guests.
- The right to block the guest speaker (after blocking the guest speaker, the guest becomes an ordinary listener).
- Empower the audience to raise their hands.
- The power to initiate a group dissolution proposal.
- Limited kick power (the person who is kicked does not retreat into the group).
    - 10 crowd group, group manager block height >201600 from the last kick.
    - 100 crowd group, group manager block height from the last kick >28800.
    - 500 crowd group: group manager is 14400 blocks away from the last kick.
    - 10000 crowd group: group manager is 9600 away from the last kick block.
    - unlimited crowd group: group manager is 7200 blocks away from the last kick.
- Modify the voice consumption rate. Group manager can increase the voice consumption rate

according to the increase of the number of people, for example, it can be adjusted to 2, 60s voice duration and only 30s can be used in this group.

Guests have the following privileges:

- The right to speak.
- Empower the audience to raise their hands.

The cost initialization Settings for creating a group are as follows:

- 10 crowd group: 1 LT.
- 100 crowd group: 10 LT.
- 500 crowd group: 30 LT.
- 10,000 crowd group: 200 LT.
- Unlimited crowd group: 1000 LT.

Chapter 4 Technical Framework

4.1 Substrate development application blockchain

Substrate framework building `Listen` the underlying blockchain, Substrate Babe + Grandpa consensus combination engine, `Listen` blockchain will support WASM virtual machine and the development and deployment of smart contracts, authority block time of `Listen` blockchain is 3 seconds, in the node number (decentralized) and experience the perfect balance, underlying `Listen` blockchain support 1000+ nodes, and access to the Polkadot relay chain, `Listen` provids will share the consensus Polkadot security, as well as introducing the cross chain function, The `Listen` ecosystem will enable the transfer of any asset, making it as simple as sending a message.

4.2 User management and group management

`Listen` adopts a combination of centralization and decentralization. Social is a product direction requiring rapid iteration, and the Substrate can support rapid upgrading in the chain, so as to ensure that not only APP can be rapidly iterative, but also function on the chain can match rapid upgrading.

- Centralization: Users register in the `Listen` APP, KYC and other implementations are all achieved through centralization mechanism, and 0.99 LT must be given to users through centralized foundation institution, because the functions interacting with the chain in the APP all require handling fee.
- Decentralisation: The economic models in `Listen` are all linked, open and transparent, and the nodes are widely distributed. The core of `Listen` is that the governance on the chain is truly decentralized, rather than dictated by one organization or individual.

4.3 Join Polkadot ecosystem

Polkadot is one of the infrastructures of web3.0, and `Listen` is a social application in web3.0. It is of great help to introduce Polkadot as the infrastructure of `Listen`.

- Introduced more cryptographic assets.
- Introduced more Web3.0 ecological projects, such as trusted computing, cross-border payment, data decentralized storage, etc.
- Shared Polkadot consensus security.
- Enrich Polkadot ecology, social is the king of traffic, and bring more young people's vitality to Web3.0.

4.4 User data storage

`Listen` saves user data in a decentralized network. Ipfs is currently selected as the underlying storage protocol, and it pays for data storage and computing costs by charging a certain amount of voice purchase time handling fee. As for personal data related to users' privacy, it is encrypted locally on the APP terminal and then stored decentralized. Besides, trusted computing is introduced to provide users with trusted computing services, such as personal credit and activity based on DID.

4.5 Smart wearable devices

As mobile Internet dividend period gradually disappear, discerning the developer, the software gradually moved, smart devices, dressing like the past migration from the PC to the smart phone software development, and with the development of chip technology and sensor technology, everything connected products increasingly internalized as part of our body, and the intelligent mobile phone clear eyes overload, letting a person under the circumstances of overall information explosion, obtain information from smart phones single dimension and social way, obtain satisfaction showed obvious marginal effect.

`Listen` will make full use of intelligent wireless earplugs, watches and especially after Apple launched Watch and AirPods Apple, in the aspect of hardware can be fully support voice social software run separately, and at present the hardware is not a perfect social enough software, Apple Watch `Listen` hope do the best on the social software, provide users with the satisfaction of two dimensions:

- Interactive social software running on Apple Watch alone, combined with AirPods, can be used in multiple scenarios, such as running, climbing, swimming, driving, cooking, etc.
- Never-ending social status to avoid the fear and tension of missing a message push.

Chapter 5 Data Decentralization and Privacy Protection

5.1 Decentralized social network Identity DID

The ID of a traditional social network is an asset of the company behind it, not an individual user. `Listen` ID is Decentralized, referring to DID, while all users run the social network. The foundation behind it is only a management organization, so it is not authorized to delete users' DID, which is

technically impossible.

`Listen` does not actively collect users' personal information. If you need KYC for some business purposes, `Listen` performs this service in a trusted computing environment without stealing users' private data.

`Listen` users can authenticate themselves on the chain, and many Identity services are decentralised and vetted on the chain. This allows users to entrust an Identity service to verify their Identity, thus ensuring the credibility of the `Listen` social network as a whole. Users can also choose to remain anonymous.

5.2 Data monopoly and data decentralization

The data generated by traditional social networks belong to the assets of the companies behind them, not to individual users. And `Listen` the data belongs to all users, if the data is not easy to differentiate ownership, such as chat data, then use the decentralized storage network storage, if it is clearly divided ownership of data, such as personal privacy data, then stored in the encrypted local decentralized storage network, the user has to the data only use and awarded the rights of others.

`Listen` is a social application in Web3.0, and the integrated infrastructure is also in Web3.0. For example, storage and computation are all conducted by means of decentralized storage, and computation is performed by trusted computing environment.

5.3 Personal privacy protection and trusted computing

It is difficult for traditional social networks to protect personal privacy. The main reason is that the economic foundation of traditional social networks is built on the invasion of personal privacy. Traditional social networks conduct a lot of advertising tracking and personal data analysis. `Listen` is not financially based on an invasion of privacy, and it is technically impossible to do so. For example, if the personal privacy data is encrypted locally, no one can get the data except the user himself.

At the same time, through access to a decentralized storage network, personal privacy data can be accessed in a trusted execution environment (TEE). Individuals can authorize third parties to use this data, and at the same time, they can obtain profits. For example, Phala, a trusted computing provider in the Web3.0 ecosystem, offers many trusted computing solutions for personal privacy.

5.4 Anti-censorship and public network ethics

Traditional social networks in terms of resistance to censorship is very bad, the main reason is that the company organization is wrong with the government and other entities, and the company has the user data, when the government needs to these data, the company can provide in the technical level, and censorship is runs against the interests of the users, will not violate company shareholders' interests, and fight censorship is will protect the interests of users, but also can reduce the survival space of companies in the country.

The obvious objection to listening is that it does not hold private data at all. No government can access private data because it is technically impossible.

Public Internet ethics is a very serious topic, and `Listen` follows the same public Internet ethics that are commonly observed on the Internet, such as no child pornography, and zero tolerance for terrorism.

Chapter 6 Community Governance

6.1 On-chain Governance

`Listen` on the chain of governance process from Polkadot, put forward a motion, vote, proposal through or veto, execution. The governance process is deterministic throughout the chain. The proposal is represented on the chain as a piece of code, and the implementation of the proposal is a function call to the set_code method, which has the supreme power to do anything and directly change the state of the blockchain. Chain governance is a perfect process of human group consensus thinking and machine execution logic.

The basic principle of chain governance is: all changes to the agreement level must be approved by referendum. The main body of chain governance consists of referendum, parliament and financial system, etc. In the implementation rules, there are voluntary lock-in to enhance voting power, delayed implementation of the proposal and self-adaptive quorum deviation.

A complete governance process has roughly three phases:

- During the national proposal stage, mortgage a certain amount of Token for proposal.
- Referendum phase. Every once in a while, the proposal with the highest number of mortgages will go to the referendum phase.
- During the counting and implementation phase, the proposal received sufficient support to implement the proposal in accordance with the mechanism.

In the voting phase, users can increase their voting power by voluntarily locking for a longer period of time. A coin locking for six days is equivalent to six COINS locking for one day.

Adaptive quorum bias algorithm: The simple understanding is that as turnout decreases, so does the number of votes required to pass a proposal.

6.2 Council duty

Council has two main tasks:

- Call a referendum, the majority of members of parliament agree, no opposition, parliament can directly call a referendum.
- Cancel referendums. Members of Parliament agree that certain referendums can be cancelled if they

pose a risk to the system or if there is a risk to the system Cast.

Chapter 7 Development Roadmap

Stage 1: Develop and test the `Listen` main chain, from 2020-05 to 2020-07.

Stage 2: Develop and test the `Listen` APP, from 2020-05 to 2020-08.

Phase 3: Introduce the first beta testing users from 2020-08 to 2020-09.

Stage 4: Open beta, start to circle users, 2020-09 to 2020-12.

Chapter 8 Ecological strategy

8.1 Universal payment system

In the beginning, the `Listen` main chain focuses on social functions, but after accumulating users, it will definitely involve the payment system. However, LT is more in the form of points, so it is inappropriate to use it as payment. The introduction of stable coin architecture and payment system should have laid out the `Listen` ecology long ago.

8.2 Universal social function

`Listen` starts out as a fun way to socialize with your voice, but once you've accumulated users, a wider range of social options is needed, which is where `Listen` should be laid out in the next phase.

Chapter 9 Risk Warning

9.1 Regulatory supervision risks

The regulation of LT passes is still at a very early stage of development and the applicable legal and regulatory framework is likely to change after the publication of this white paper. This change can be very rapid and anticipate the nature of such regulatory changes. The `LISTEN FOUNDATION LTD.` does not in any way state that the regulatory status of LT passes will not be affected by any regulatory changes that occur at any point before, during, or after this release. The `LISTEN FOUNDATION LTD.` and its affiliates are not currently regulated or supervised by any regulatory body, and are not subject to the standard laws of the Securities and Futures Act, the Financial Advisers Act, and other relevant regulations.

9.2 Other risks

The tax characteristics of an LT pass are not known, so the tax that an LT faces is uncertain. The

`LISTEN FOUNDATION LTD.` makes no representations as to any tax consequences of the purchase or possession of an LT pass. LT pass is an asset based on blockchain, and it is not responsible for the loss or non-receipt of LT holders' pass due to third-party factors. Third party factors include but are not limited to third party wallet, trading platform, misconduct, fraud, etc.

Chapter 10 Disclaimer

Disclaimer: The information outlined in this white paper may be omitted, but it does not mean that this white paper is unreliable. The `LISTEN FOUNDATION LTD.` has the right to analyze the information. LT securities are not securities, bonds, commodities, or any other type of financial instrument. It is not registered under the security laws of any country, including the securities laws of any jurisdiction in which the potential pass-holder is located. Under no circumstances shall any warranty in any form be given to any person, including the accuracy of any representation, undertaking or other statement of fact, or the completeness of any part of the information contained in this white paper. This white paper does not constitute investment, legal, tax, regulatory, financial, accounting or other advice. Prior to obtaining the LT pass, potential purchasers should consult with their legal, investment, tax, accounting and other advisers to determine the potential benefits of such transactions and other consequences at their own expense. Upon receipt of an LT pass, indicate that the LT pass holder has read this white paper and accepts the terms of this white paper.