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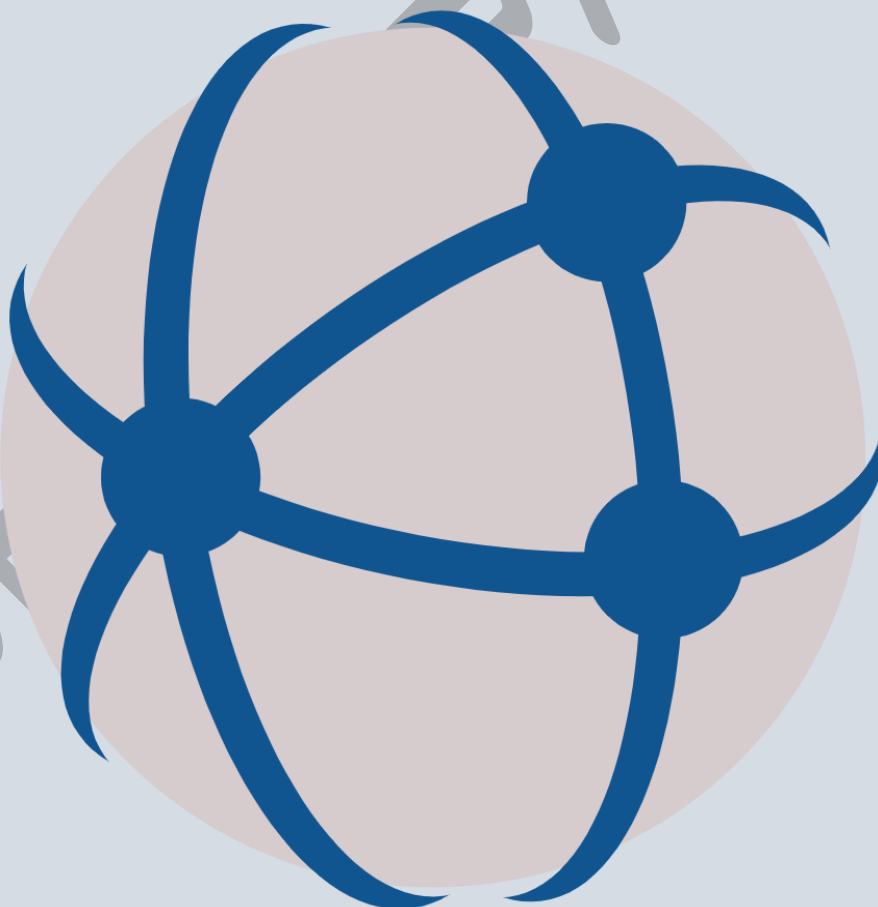
Decentralized Educational Platform



DECENTRALIZED EDUCATIONAL PLATFORM

WHITE PAPER

VERSION 1.0



DEP FOUNDATION



DECENTRALIZED EDUCATIONAL PLATFORM

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DECENTRALIZED EDUCATIONAL PLATFORM

Executive Summary

Decentralized Educational Platform

As we know E-learning community is flourishing these days very rapidly. E-learning is such a platform where you get almost all the courses of the world in one click, at one place for which you do not even have to go anywhere as in the traditional learning system. Along with that, you cannot find all the courses at one place in the Traditional Learning System. For each and every different course, you must go to different places.

So, most of today's youth like to learn through e-learning but as we have studied from childhood till today in pen and paper mode with a teacher in front of us having a chalk or duster in his/her hand we are afraid to trust on this. It is said that without giving a try you cannot judge anyone.

We have so much confidence in this thing that we trust the teacher standing in front of us, or the Institute / University we are studying, having a big reputation in the society but not on that tutor who is teaching online. No doubt that the past record of those institutes are quite good and they must be having a better technique to teach but a chance must be given to e-learning. We have trust on those institutes they won't hire a wrong teacher but this is also true that a single thing cannot work on everyone.

Think for a while that what worked for one or two student won't work for the whole class. If it happened then all the students should be on the top in every institute. But we all know there is nothing like this. Every body is unique in its own way. The power of understanding as well as power of capturing things in mind works differently for student. In classroom type of education you are forced to learn that thing in that particular time only but here in E- learning it's completely up to you. When you feel to do so you can go on.

You know what learning according to your will is better than learning under pressure. So the final decision is up to you. After all you are the master of your future. We can only show you the correct path. You are the only one to decide whether to move or not on it.

Therefore, DEP Foundation is going to build an e-learning-platform where you do not have to face all these troubles and where you will be able to trust as you do in the traditional system. After all we are here to make you learn more efficiently than the traditional system.

Major Problems In Growth

(i) Expensive And Long Payment Process: -

There are 16(!) different steps to settle the transaction and up to 15(!) different fee structure to pay for payment gateways. Transaction fee will range from 2% + 0.1 to 6% + 0.7. Chargeback fees of USD 15. Moreover, existing payment gateways rarely offer a simple solution for a merchant to accept mobile payments on their website or point of sale terminals.

(ii) Universal/Transferable Trust And Reputation System:-

DEP is a TRC10 token that has been created on Tron block chain technology, whose transaction charge is almost zero and almost will immediately get transferred from one wallet to another. Anyone can check how much and when the fund has been transferred from one address to another. This is how Tron block chain technology makes every single transaction trustworthy and transparent.

Expensive And Long Payment Process.

Despite having a wide variety of different payment gateways and processing companies, the following major problems still exist for merchants:

- * Costly and complex transaction settlements with up to 16(!) steps to accept and settle transactions.
- * Up to 15(!) different type of fees including a transaction fee of between 2% to 6%, and a chargeback fee of USD 20.
- * Extremely high cross-border transaction fees.
- * Long transaction times ranging from 2 days to several weeks to receive the money. E-commerce payment processors often hold community's money for a week due to higher probability of chargebacks during first week after purchase.
- * Mobile payments- Mobile payment solutions are fragmented and not available universally or simply not easy to use despite a strong consumer appetite to leverage them. Payment processors rarely offer a simple solution for a creator to accept mobile payments.



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Long Fund Transfer Time:-

As there are a lot of different parties involved in moving the money from one bank account to another (or from one country to another), it often takes up 3 days to settle the transaction. For international payments, it can take up to a week or even more. Moreover, payment gateways more often won't hold your money for a week that often causes cash flow problems for small institute.

Current Payment Process.

The picture below describes the payment confirmation or rejection in 8 steps at the time of payment regardless of its being in a online payment, physical store, e-commerce or m-commerce. The process is complex and includes 8 additional steps to settle the transaction. In total, you have to follow 16 steps to transfer money from the client's bank account to the merchant's bank account.

Other Fee Details

E-Learning community/content creator/online institution have to pay up to 15(!) different types of fees in order to accept payments from their customers.

* Transactional fees stand somewhere between 2% and 6% per transaction plus a fixed fee which is between USD 0.1 and USD 0.7. For example: every time someone makes a transaction for USD 10, the E-Learning community/content creator/online institution on average pays $\Rightarrow 10 * ((0.02 + 0.06) / 2) + ((0.1 + 0.7) / 2) = \text{USD } 0.8$ for banks, credit card associations, payment gateways and processors.

* Retrieval Request Fee and Chargeback Fee are paid when someone claims for a chargeback. The best-known payment gateways such as PayPal and Stripe charge E-Learning community/content creator/online institution a USD 15 chargeback fee. In addition to the chargeback fee, there is work to be done by the online institution to prove the transaction was done respecting the rules. This costs time and money. When the information is missing, the charge is reversed even if it was legit.

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* Flat fees include: Terminal fees to buy the needed terminal for online institution, PCI fees paid to Payment Card industry for compliance or noncompliance and others, such as: Annual fees, Monthly fees, Monthly minimum fees, IRS reporting fees, network fees etc.

* Incidental fees that consist of: Address Verification Service (AVS), Voice Authorization Fee (VAF), Batch Fee, and NFS fee.

* Cross-border fees- PayPal, for example, charges the E-Learning community/content creator/online institution a transaction fee of 4.4% + fixed fee (depends on the currency), instead of 2.9% + fixed fee (depends on the currency) if the funds the institute is receiving comes from outside of the U.S/country. Finally, some payment gateways and/or processing companies like to keep their for structure hidden or totally incomprehensible to the average merchant.

How Will DEP Work ?

As the foundation of any Educational Institution is its teachers. Similarly, Dep Foundation also focuses on the quality of its teachers.

We will introduce two types of teachers in our platform-

- 1) Contract based
- 2) Freelance based

For Contract-Based Teachers: -To do the quality tests of teachers, they will have to go through a verification test whose verifier will be the moderator of the platform. When their verification will be tested, they will be given a reputation tag. To make the verification process easier and to avoid fraud they must pay fees to apply for verification. After their verification is completed if they are found correct then their verification fees will be returned to them. At the same time if they are found wrong then their fees will not be returned.

There will be no contract of money with them. Whatever revenue will come from their content 70% of that will be given to them. All types of new contract-based creator's content will be free for users/student in the beginning until the students start believing in them. During that period, total revenue generated by that course will be paid by our foundation.

Who Will Work Under A Contract With Platform?

Contract will be of two types-

A. Contract Of Time: In this type of contract, contractor cannot leave the platform before a certain threshold time. It can be quarterly or annually. They can write a book, create new questions for test, attend lectures, make video tutorial /lecture, take demo classes etc according to their respective profession.

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B. Contract Of Work: In this type of contract, contractor cannot leave the platform before finishing their project/task. It can be a contract for any special course, test series, video lecture of any subject or chapter, book writing, article, research etc.

NOTE: We cannot disclose what kind of special contract conditions foundation will have with them right now. To avoid the theft of our innovative ideas, the foundation will disclose it after the platform is released.

For Freelance Based Teachers -

There will be teachers in this category who want to publish some courses on our platform but they might be linked to another organization too. They will need a lot of money in the immediate future, so they might want to publish some courses. They will want to check the platform at the beginning to ensure its future.

They will not have to go through any verification process. Their course will be immediately published on the platform. As we have not done their quality test so any amount of revenue from their course will be payable after some time. If the user will be convinced that it is a quality content and there is no misleading in it then 70% of the revenues obtained from their publishing will be given to them. If there is any type of fraud found in that content they will not be given any kind of revenue. 90% of that course fee will be refunded to the users. Even some other types of restraints will be imposed on that creator, which we will disclose later.

There Are Fundamentally Two Types Of E-Learning: -

A. Synchronous Training: -

Means “at the same time,” involves interaction of participants with an instructor via the Web in real time. For example – VCRs or Virtual class rooms that are nothing else but real classrooms online. Participants interact with each other and instructors through instant messaging, chat, audio and video conferencing etc and what’s more all the sessions can be recorded and played back. Its benefits are:

- Ability to log or track learning activities.
- Continuous monitoring and correction is possible
- Possibilities of global connectivity and collaboration opportunities among learners.
- Ability to personalise the training for each learner. This type of e-Learning is essentially required in some cases where traditional methods will not deliver the desired goals, like: -
 - Instructor-based online mentoring is best suited for students, who need concept –based training and help with their regular studies. There needs to a constant interaction between the teacher and student to clear doubts and make them understand complex concepts through examples and clarification of doubts.
 - It is being successfully used in soft-skill training in interpersonal skills, diversity and teaching foreign languages.

B. Asynchronous Training: -

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Asynchronous, which means “not at the same time,” allows the participants to complete the WBT (Web-based training) at their own pace, without live interaction with the instructor. Basically, it is information that is accessible on a self-help basis, 24/7. The advantage is that this kind of e-Learning offers the learners the information they need whenever they need it. It also has interaction amongst participants through message boards, bulletin boards and discussion forums. These include computer-based training, (CBTs) modules on CD-ROM's, Web based training accessed through intranet (WBTs) or through well written articles and other write ups. Its advantages are: -

- Available 'just in time' for instant learning and reference.
- Flexibility of access from anywhere at any time.
- Ability to simultaneously reach an unlimited number of employees.
- Uniformity of content and one-time cost of production.

Lack Of Transparency: -

“Corruption is a major barrier to quality education for millions of children and youth in worldwide. While open education data has the ability to be a real game changer.” Said Suzanne Lewis, IIIEP Director but lack of transparency is the major issue for e-Learning community.

All organizations faces with the prospect of dealing with the risk of fraud as a growing threat and there is no hiding place for those who fail to train their workforce. The statistics are shocking and the Association of Certified Fraud Examiners (ACFE), estimated that the typical organization loses 5% of its annual revenue to fraud. Applied to the estimated 2011 gross World Product, this figure translates to a potential global fraud loss of more than \$3.5trillion.

Payment Architecture.

There will be enormous kind of content on the platform such as many different type of courses (Technical, science, economics, mechanics , history , geography etc) ,video classes/lecture ,e-book , article ,test series etc. the platform will not decide the fee for any content created by any content creator. The creator will decide what will be the fees. If someone need to join a course or subscribe to any article or any other content, then they must pay the prescribed fee for that content. Some of the courses will be free as well which will depend on the creator.

Payment Architecture For Creator And User :-

Payment Architecture For Creator:-

Content creators will get 70% of the total revenue generated by content, which will come from the enrollment fee paid by student (B2C) or organization(B2B). They will have complete freedom to set the enrollment fee for their course or content.

Payment Architecture For User:-

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A user can join a course or subscribe to any content by paying prescribed fee.

A. There will be a test after almost every course (Creator will have right to decide), so users will be rewarded on the basis of their performance

B. If they vote and post their valuable reviews, they will earn some points and these points will be redeemable.

How The Likelihood Of Fraud Is Reduced With A Global Decentralized Reputation And Trust System.

How the likelihood of fraud is reduced with a global decentralized reputation and trust system

(i) Verification Of Content Creator

There will a panel on the platform for content creator where they have to go through a verification process to join the platform as content creator. Verification process includes their address proof, profession, educational qualification, previous work experience (not for beginner) etc . Their verification will be done manually by the administrator. To sign up on this platform as content creator, they will have to pay a fixed fee which will be refunded after their verification. This will be done to avoid fake applications.

After the verification, they can only upload content in their respected stream/section what they had chosen during sign up.

(ii) Approval By Platform Administrator

Whenever a content creator will upload any kind of content on platform, their content will have to undergo an approval process, where the administrator will check whether the content category and its sub- category are correct or not.

(iii) Vote And Review

Reader/learner may vote and give their opinion about the content that how effective is the content. Those contents having more votes and more effective review will be more promoted.

Reviews will decide whether content will be promoted, demoted or removed.

Content creator can also claim that given review by user/users are fake. In that case, an administrator will check whether counter claim by creator is right or wrong. If their counter claim will be right, that user must pay a certain compensation or will be banned. If their counter claim will be false, the content creator must pay a certain amount of compensation to that user. By voting and giving reviews, user will gain xp and reward. The weightage of reviews of user having higher XP will be more and the same is applied to rewards too. More votes and more good reviews on the contents of creators will lead them to gain them better level. A user can easily ensure that a higher XP level content creator can have better content.

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We will also keep a separate type of reward program to motivate our users, creators and administrator. Within 3 categories, some people will be selected from each category at the end of every month.

Incentive Program.

Foundation will reward creator, user and administrator. Reward will be distributed among user, creator and administrator. According to the scores obtained in the quiz or other program the top user will get some points and badge.

As per Our future planning we'll distribute some percent of DEP token in creator, user and administrator to motivate the entire ecosystem. We are shortly releasing the percent of DEP token which will be distributed among community.

DEP Tokens

E-Learning platform that will focus on empowerment & development of E-Learning community with payment system in TRC10 token (DEP). In the decade, cryptocurrency and E-Learning have been growing very rapidly. If two different growing communities are brought together, then the growth of both communities can accelerate. So, the first and most important vision of e-Learning platform is to introduce both these growing communities to each other at one place. We are going to build a platform where E-Learning community (student/writer/teacher etc) will be encouraged with the help of cryptocurrency.

Crowd Sale Details

Token sale start on 11 January,2019
Token sale ends on 11 January,2020
Number of token for sale is 40 Billions (40%)
Token Exchange rate 1 TRX = 100 DEP
Acceptable currency is TRX
Minimal transaction amount is 0.01 TRX

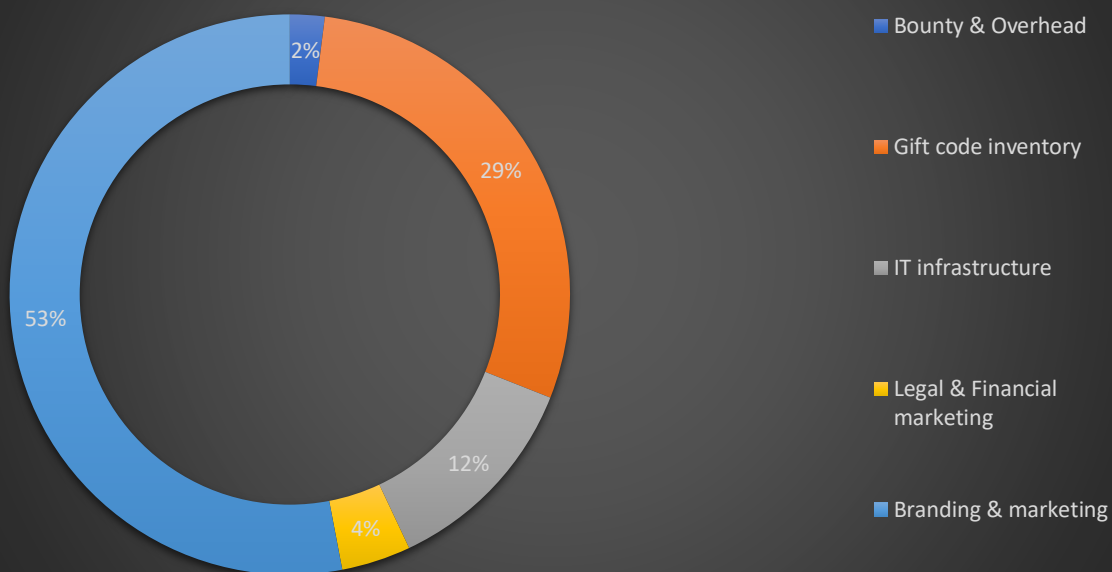
DEP token will be released based on TRON block chain network. it will be used as platform currency on decentralized educational platform.

DEP Token Details And Total Supply :-

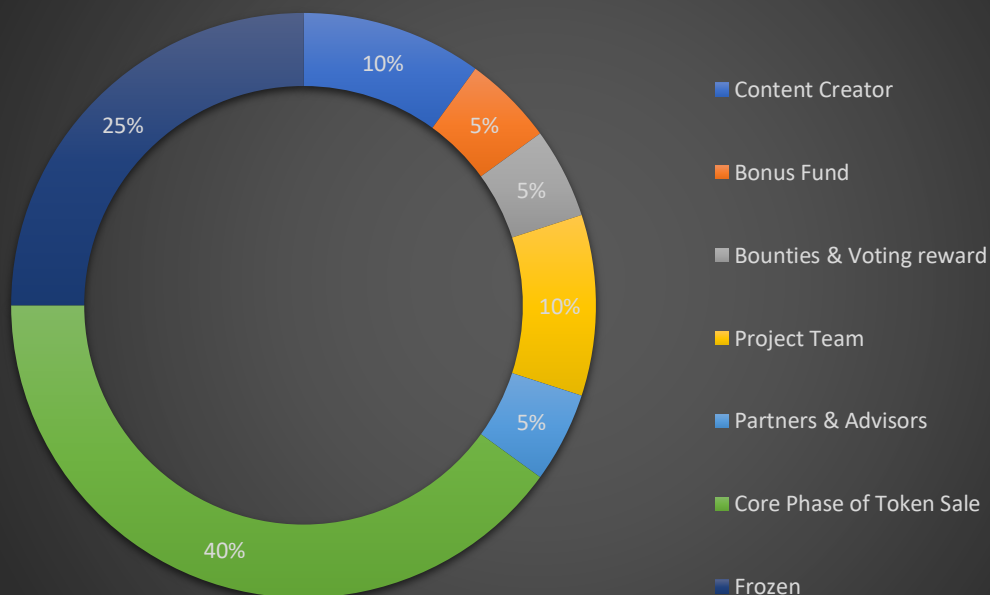


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Utility Of Frozen DEP Token



DEP Token Distribution



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Token ID: - 1001909
Precision: - 5
Total supply: - 100 Billion
Unfreeze date: - Jan 9, 2020
ICO Details: - Start: -Jan 10, 2019 (7:50AM GMT)
Number of tokens for sale: - 40 Billions (40%)
End: -Jan 9, 2020 (7:50 AM GMT)
Tokens exchange rate - 1 TRX = 100 DEP

Why 100 Billions Supply ?

In general, most of the online course fees are not very high. When people in large numbers will adopt the platform then the price of token will also increase. If we keep the supply low and the price is high, then after the increase of the token's price it will be difficult to make small payments later. So, we have kept the token supply 100 Billion and the price 0.01 TRX, keeping in mind about small payment. We have set precision as 5 for DEP the amount which is infraction.

What Is DEP Foundation ?

E-Learning Platform that will focus on empowerment & development of E-Learning community with payment system in TRC token (DEP). In the decade, cryptocurrency and E-Learning have been growing very rapidly. If two different growing communities are brought together, then the growth of both community can accelerate. So, the first and most important vision of e-Learning Platform is to introduce both these growing communities to each other at one place. We are going to build a platform where e-Learning community (student/writer/teacher etc) will be encouraged with the help of cryptocurrency. Our vision is to develop a trustworthy platform for E-Learning community where creator and user can interact with each other like the traditional learning system.



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Roadmap

Firstly, we have developed the quiz platform for our users for testing purpose and then we will launch the main courses of science, arts and commerce stream subjects and school subjects on our platform with the help of creator.

In April 2019 - ICO Token Sale	
In May 2019 1st Round Of Presale	
In June 2019 - 2nd Round Of Presale	
In July 2019 - Partnership With Other Projects	
In August 2019 - Our Team Set-up And Commercial Preparation	
In September 2019 - Launch Of Beta Version 1.0	
In October 2019 - Priority Opening For Token Holder	
In November 2019 - Launch Of Beta Version 1.1	
In December 2019 - Partnership For The Future Eco-System (With Content Creator)	
In January 2020 - Distribution Of Free Coupon To Early Investors	
In March 2020 - Launch Of The DEP Platform	

If we move according to schedule, then we will release the beta project in Q3 of 2020 which will be an online test series.

On DEP platform, all kind of payments will be in DEP token only.

Beta Version Of The Platform.

Beta version of platform is launched soon in Q3 of 2020 where we launch our quiz platform for testing purpose. There we will set levels and with each increasing level you will get higher amount if you are winning the quiz.

Benefits

9 Benefits Of e-Learning For Students:-

E Learning has completely transformed the way in which learning is imparted to students. Unlike traditional chalk and board method of teaching, e-Learning makes learning simpler, easier, and more effective. Here are 9 features of e-Learning that make it advantageous to students. The most important benefits of e-Learning for students are that today's learners want relevant, mobile, self-paced, and personalized content. This need is fulfilled with the online mode of learning; here, students can learn at their own comfort and requirement. Let's have an analytical look at the advantages of online learning.

1. Online Learning Accommodates Everyone's Needs

The online method of learning is best suited for everyone. This digital revolution has led to remarkable changes in how the content is accessed, consumed, discussed, and shared. Online educational courses can be taken up by office goers and housewives too at the time that suits them. Depending on their availability and comfort, many people choose to learn at weekends or evenings.

2. Lectures Can Be Taken Any Number Of Times

Unlike classroom teaching, with online learning you can access the content an unlimited number of times. This is especially required at the time of revision when preparing for an exam. In traditional form of learning, if you cannot attend the lecture, then you have to prepare for that topic on your own; In e-Learning, you can attend the lectures whenever you want with ease.

3. Offers Access To Updated Content

A prime benefit of learning online is that it makes sure that you are in synchronization with modern learners. This enables the learner to access updated content whenever they want it.

4. Quick Delivery Of Lessons

E-Learning is a way to provide quick delivery of lessons. As compared to traditional classroom teaching method, this mode has relatively quick delivery cycles. This indicates that the time required to learn is reduced to 25%-60% of what is required in traditional learning. There are some of the reasons why the learning time is reduced by e-Learning:

Lessons starts quickly and wrapped up in a single learning session. This enables training programs to easily roll out within a few weeks, or sometime even days.

Learners can define their own speed of learning instead of following the speed of the whole group. It saves time as a student does not need to travel to the training venue. You can learn

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at the comfort of your own place. Students can choose to study specific and relevant areas of the learning material without focusing on each area. For example, they can skip certain areas they do not want to learn.

5. Scalability

E-Learning helps in creating and communicating new training, policies, concepts, and ideas. Whether it is for formal education or entertainment, e-Learning is very quick way of learning!

6. Consistency

E-Learning enables educators to get a higher degree of coverage to communicate the message in a consistent way for their target audience. This ensures that all learners receive the same type of training with this learning mode.

7. Reduced Costs

E-Learning is cost effective as compared to traditional forms of learning. The reason for this price reduction is because learning through this mode happens quickly and easily. A lot of training time is reduced with respect to trainers, travel, course materials, and accommodation. This cost effectiveness also helps in enhancing the profitability of an organization. Also, when you are studying at your own place, you are relieved from paying for travel expenses (e.g. accommodation) when training happens in another city/state and/or external learning materials.

8. Effectiveness

E-Learning has a positive influence on an organization's profitability. It makes it easy to grasp the content and digest it: It results in improved scores on certifications, tests, or other types of evaluation. Higher number of students who achieve 'pass' or mastery' level. Enhanced ability to learn and implement the new processes or knowledge at the workplace. Help in retaining information for a longer time.

9. Less Impact On Environment

As e-Learning is a paperless way of learning, it protects the environment to a lot of extent. As per a study done on e-Learning courses, it has been found that distance-based learning programs consumed around 90% less power and generated 85% less amount of CO2 emissions as compared to traditional campus-based educational courses. With e-Learning there is no need to cut trees for obtaining paper. Thus, e-Learning is a highly eco-friendly way of learning.

Conclusion: -

Due to the wide range of benefits it gives to students, e-Learning has become quite popular and appreciated among students all over the world.

Business Model AND Marketing

Business Model:-

Foundation's vision is to educate people and earn a very small fee from students which is very affordable for everyone and very low compared to other institution or any other online course fee. Our mission is to educate the whole world with the help of internet.

Our main goal is to empower and educate the e-Learning community on DEP platform. There are already many e-Learning institutes in the world. We have thoroughly examined all the institute's deficiencies at our level and we found that for some ordinary teacher teaching in small school or coaching has very less opportunity, the amount of fee that the institute earn from the student, gives a very small part of it to creators. They do not distribute any kind of incentive to users. However, they charge high fees from the user for the course.

To know more about content creator and their revenue (refer to:-)

Incentive program (refer to:-)

On the DEP platform, there will be four different kinds of leaderboard and panel for creator, admin, commercial user/institution and users/student so that they can track their progress, status, notice and update easily.

There will be many different types of forum, so that students can easily communicate with creators.

Business To Business Model (B2B): -

DEP Foundation will provide their content to other educational institutions or companies, those who prefer to use DEP's content instead of creating their own content mainly following two kind of business, foundation will provide them.

1. Charging License Fee: -

Foundation will generate revenue by providing them license for the content. For commercial use of our content by any outside organization will be illegal. They must have to buy license before using that. License fee will depend upon the size of organization.

2. Customization Service: -

The client can add their logo or even we will offer them a fully customized interface not only in look, but also in terms of content enrichment for different contexts.

This is another way to generate revenue.

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Business To Customer Mode(B2C): -

Foundation will mainly focus on B2C model by providing them a lot of free content. But for some high level content they will have to pay prescribed fees to access them. There are some other ways to generate revenue besides B2B and B2C:

- **Selling Of Upgrade: -**

Foundation will also provide upgraded or newest version of content for a very small amount of fee to existing clients.

- **Charge For Extra Material Of Content Beyond Minimum: -**

Foundation will provide some free content to learner in B2C model, but some courses will be free up to a limit, after that limit user will have to pay the fees.

- **Live Instructor Support: -**

Foundation will provide live instructor support for the uploaded course. Some course may charge an additional tuition fee in case learner choose to attend an instructor-led in order to receive extra support.

Foundation will mainly provide three type of courses for revenue generation:

- **Fee-Based Courses: -**

Which will require a fee for access to graded assignment.

- **Specializations: -**

It will be a sequence of courses with a capstone project.

- **Course Certificate: -**

Student will have to pay for the opportunity to earn a verified certificate.

Market Opportunity:-

E-Learning is one of the world's fastest-growing industries in the market. E-Learning is the future. Market research firm Global Industry Analysts projected that "E Learning" would reach \$107 Billion in 2015 and it did. Now, Research and Markets forecasts show triple the revenue of 2015 – e-learner will grow to \$325 Billion by 2025.

Marketing: -

- **Advertisement: -**

In the first place our priority is to tell learner about the platform through advertisement. We would be going to other e-Learning commercial site or institution to run the paid campaign throughout the globe. We have plans to run AdWords campaign.

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- **Sponsorship: -**

We have plans to sponsor other institution or external individual creator or other kind of stuff, which will need to do some funding in return they use our logo or other kind of promotion.

- **Branding: -**

As we want learners to not only remember our brand, but likely to become lifelong learners and also to know immediately that it is high-quality content producer.

That's why we will create a strong brand image, so that learner can perceive our brand image as trustworthy and credible.

Revenue Distribution

Foundation will generate revenue by: contenting selling, course certificate, Ads, B2B (customization of content), license of content etc.

Those revenue come from subscription or participation for content by the learner will be named as content revenue, rest sum of all other revenue will be named as addition revenue.

A. Creator: -

Content creators will get 70% of revenue generated by their content or 70% of the content revenue from their contents. (refer to:)

B. Participant: -

Every individual will receive some point for their vote and review of content. They can vote for every content (refer to:). They can redeem these points. Foundation has kept 5% of the total supply of DEP token frozen for bounties and voting rewards. We will not distribute any portion of total revenue generated between participants.

C. Early Investor: -

Early investors are the sole of the foundation. The foundation has decided that after the successful launch of the DEP platform, it will return investor's 100% investment.

We will develop a full-fledged login system after closing of token sale by foundation where you will have to sign up and verify your address, you can add many address and upgradation of any kind of information will be simple and reliable. Then we will take snapshot of verified address and date will be announced 1 month prior to snapshot. If you have verified multiple address, then their balance will be added together and will be updated in your profile.

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We will convert your token balance in USD during snapshot and USD balance will be updated in your profile.

Calculation: -

Price of 1 DEP token will be equal to total fund raised by foundation divided by total balance of DEP token in all verified addresses (excluding address of foundation and partners), which will be in TRX which may not be equal to exchange rate of DEP token.

1 DEP(TRX) = Total Fund Raised/Total Token Supply
1DEP (USD) = 1 DEP(TRX) * TRX(USD)

TRX(USD) is price of TRX in USD during snapshot
DEP(USD) is price of DEP in USD during snapshot

We will return you your 100% investment in USD after successful launch of platform.
Your investment = total token in you profile * DEP(USD)

We will create a pool for investors, 5% of total content revenue + 100% of additional revenue will go to the pool. Pool money will be distributed between investors, we will continue this distribution until your 100% investment will be returned. Investors will receive distribution regardless of this fact that they hold DEP or not. After that no distribution for early investors will be done.

A. Holders: -

By holding DEP token, you are indirectly supporting us. We will create a pool for holders. Pool money will be distributed between holders, regardless of whether you are an early investor or not. 5% of total content revenue will go to the pool. But pool money will increase after completion of additional distribution for investors, 10% of content revenue + 50% of additional revenue will go to the holders pool.

Before closing of investor pool,
Holder pool get 5% total content revenue.
After closing of investors pool,
Holders pool get 10% of content revenue + 50 % additional revenue

NOTE:-If you are holding DEP along with you are an early investor you will receive both pool's distribution according to your share in respective pool. Holder's pool distribution will not be counted in return of your investment.

B. Platform: -

Foundation will keep some percent of total revenue for development of platform, other kind of development or sponsoring.

Before closing of investor pool,
Foundation will keep 20% total content revenue.

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After closing of investors pool,
Foundation will keep 20% of content revenue + 50 % additional revenue

Explosive Growth Of E-Learning.

The e-learning market will exceed \$200 billion by 2024, according to a new research report by the market research and strategy consulting firm Global Market Insights, Inc. A major factor contributing to the high growth of the e-learning market is the rising shift toward flexible education solutions in the corporate and academic sectors. These solutions allow students and employees operating in a range of verticals such as health care, BFSI (banking, financial services, and insurance), information, and telecommunications to have access to quality training while dispersed over a large geographical area. The rapid scale of globalization has sparked the need for language and sensitivity learning. Multinational corporations are moving their employee base to foreign locations, leading to the increase in demand for these services.

Apps can be operated from a range of devices and are not restricted to only a single system. Additionally, these solutions are highly customized to cater to the varying learning capabilities of the user. The high penetration of the Internet on a global scale has increased the availability of authoring and design tools, making it easier and inexpensive to develop the apps. This is a major factor promoting the growth of the e-learning market. The Adobe Presenter 11, for instance, is an e-learning development tool that enables developers to turn PowerPoint presentations into materials that can be visually presentable and accessed by the organization's online learner community.

The large enterprise segment of the e-learning market is anticipated to grow as these companies have substantial financial resources to enter into partnerships with online course providers to train their employee base on a range of parameters such as technical, management, and language skills. For instance, In August 2017, Infosys entered into a partnership with Udacity for the provision of nanodegrees and training to its employees. The rising trend of "bring your own device" (BYOD) among corporations is spurring the growth of the e-learning market as it allows users to access training on their devices without time restrictions. Online e-learning is projected to experience high growth as the online platform collects data on a real-time basis and is readily available at low subscription costs. This also reduces the need for commuting to other locations.

Emerging E-Learning Markets

The Latin America e-learning market is anticipated to experience growth in the next few years, with rising demand in countries including Brazil, Mexico, and Argentina. This is mainly attributed to governments' emphasis on providing technical education and English courses via e-learning. Distance learning is gaining traction in the Brazilian market as it permits students in the region to take courses from renowned institutions. For instance, MIT offers distance learning courses to the Brazilian student base with provision of online course material and video content.

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Players operating in the global e-learning market include Edmodo, Skillsoft, Saba Software, Net Dimensions, Oracle, Udacity Inc, Coursera. The industry is characterized by many tie-ups and mergers and acquisitions for the development of software applications. For instance, Skillsoft acquired Mind Leaders to expand its target customer base and sustain growth in the e-learning market.

Explosive Growth Of Cryptocurrency Tron.

The TRON Foundation and the TRON block chain is going from strength to strength, after beginning from this year's march to success with a development team of just two engineers, TRON now has over 40. The growth of TRON's core development team has allowed its block chain engineers to specialize and has enabled them to stabilize the TRON block chain.

An Inability To Participate In Token-Enabled Digital Asset Economy Potentially Worth \$10 Trillion In 2025.

Today, Online E-Education site/institution cannot accept payments in cryptocurrency, that has reached a market cap of USD 128bn as of December 26th 2018. Specifically, they can't accept in Tron (TRX), which has reached a market cap USD 1.3bn as of December 26th 2018 and has negligible transaction fee. Moreover, a totally new digital asset class is being created: tokens of products that are built on the Tron platform. The rise of a new kind of digital assets enables the creation of a token-based digital asset economy. It is expected that 10% of global GDP will be generated on block chains by 2025. e-Education community will definitely want to participate in the block chain created economy.

E-Learning Platform: A decentralized trust and reputation system working flawlessly together through a block chain Technology.

DEP Token is a TRC 10 token that has been created through Tron block chain technology, whose transaction charge is almost zero and almost immediately gets transferred from one wallet to another. Anyone can check how much and when the fund has been transferred from one address to another. This is how Tron block chain technology makes every single transaction trustworthy and transparent.

A Universal Decentralized Trust and Reputed System on the Tron block chain ensuring trust in global commerce.

By developing DEP token, we will not only allow community to participate in a trustful decentralized economy, but also reach the growing digital asset economy through our payment solutions. The World Bank estimates that 10% of global GDP will be generated on block chains by 2025. The GDP estimated for 2025 is \$100T, thus the value generated through block chain is expected to be \$10T (10%).

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General

DEP token is non-refundable but you can use it for any transaction purpose or you can hold it for your profit. Digital assets are a new and emerging asset class of digital, virtual, and crypto currencies (also known as cryptocurrencies) that share characteristics and operate in similar ways.

Cryptocurrencies are the most common form of digital assets that are traded on digital assets exchanges such as Kraken. Cryptocurrencies are designed to work as a medium of exchange using cryptography to secure transactions and to control the creation of additional units of the currency. Cryptocurrencies employ a block chain, that can be understood as a continuously growing list of records called blocks that are secured by cryptography.

The most famous example of cryptocurrency is Bitcoin (XBT, BTC), but there are countless other such as Ethereum (ETH), Monero (XMR), and Ripple (XRP).

Knowledge Required

If you want to invest in DEP Token you should have knowledge of cryptocurrency, block chain technology and Peer To Peer Transaction system. Cryptocurrency is never going to be a low maintenance investment—you'll have to stay updated on industry regulations, watch the market carefully for fleeting opportunities, and be constantly on the lookout for signs of foul play. You'll also have to exercise caution when it comes to choosing the cryptos you bet on. Will you risk it all for a huge pay-out by investing in ICOs, or jump on the bandwagon of a more established crypto and hope it stays ahead of the pack? No one can tell you exactly what to do with your money, but you can make smarter investment choices by learning about the assets you want to purchase. Watch cryptos carefully over the coming year—big things could be on the horizon.

Risks

Cryptocurrency investment is subject to high market risk. Please make your investments cautiously. DEP foundation will make best efforts to choose high quality coins but will not be responsible for your investment losses. If you invest in cryptocurrency you can get profit or loss it all depends on demand and supply system.

Cryptocurrency valuations are extremely volatile, whereby it is very difficult to predict their future value. They are subject to theft (hacking) either at the exchange entities where they are bought and sold or in each end-user's online wallet. State regulation may be contrary for them or prohibit their usage, such as recently occurred in China. Many of them will fall into disuse and lose their value or they will be split into other currencies as has happened to Bitcoin three times already.

Conclusion

Traditional currencies are assessed by the interest rate, in absolute terms and relative to other currencies, established as a benchmark by the issuing country's central bank and the expected inflation in the country's money supply.

Virtual currencies have no benchmark interest rate and are deflated because their money supply is limited; hence it is extremely complicated to reach a valuation for them. Their intrinsic value is the use their users make of them, the supply and demand produced for each currency due to their value as a means of payment (based on the agility of transactions in the same and the commission fees

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charged). Their efficiency when it comes to executing and assuring compliance of the “Smart contracts” (software that assures and enables agreements between two or more parties): many virtual currencies are starting to offer them, although their use is limited, concentrated largely in the start-ups sector.

Important Disclaimer.

If you invest in cryptocurrency it is not forced by anyone or by our team. You are the sole responsible of anything happening after buying this token. First, research all the knowledge requirements and then invest in our token. In the last five years alone, the market cap on cryptocurrencies has risen by more than 10,000 percent—an unprecedented leap in the history of investing. Knowing that cryptos are volatile it isn't supposed to stop you from investing. It's supposed to prevent you from mistaking a sudden spike in the market for a sure thing. Instead of pouring your money into every new token that experiences a bump, look for tokens with a long history of appreciation in value.

That said, it is possible to enjoy extremely high returns from purchasing ICOs, or Initial Coin Offerings. ICOs are new tokens, which are normally offered to investors in the company that produces them. Many of these tokens experience huge short-term growth immediately after they are listed on an exchange—however, they also have the most potential for volatility, due to their small user base. Bear in mind that ICOs also have a high rate of failure, just like the start-ups that create them. Investing in ICOs is a high-risk investment that offers the potential for massive rewards, but investors should be extremely careful about doing so.

It is also worth considering that ICOs may be subjected to heavy regulation soon. In countries like the UK, it is already notoriously difficult to start a crypto asset company, and many other nations are following suit. Well over 30 global regulators have taken a hard-line stance on ICOs, citing their unpredictability as a significant liability for investors who are typically unaware of the risks they are taking.

Larger tokens like Bitcoin may have a higher barrier to entry, but they have also proven their staying power. Yes, it's possible that sudden government regulation of the industry could cause complications for Bitcoin's growth, but it's also true that investing in Bitcoin is easier than ever before. Secure online services that allow you to convert money back and forth between conventional currencies and various cryptos are beginning to pop up, and merchants are beginning to accept Bitcoin as payment for goods and services. If these enterprises cause Bitcoin to replace conventional money (or even to function as a viable alternative, like credit cards), then early adopters of cryptos stand to make a killing.

Legal

This is not a legal advice to invest in DEP token.

Always do your own research before investing in any cryptocurrency.

DEP token is non-refundable.



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White Paper V1.1 Coming Soon

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