

## **PROJECT NAME**

ken-ville

## **PROJECT OVERVIEW**

An education empowerment project through tokenization of services for incentivizing the community

## **GOALS & OBJECTIVE**

The main goal is to democratize the empowerment of education with a decentralized ecosystem

1. to incentivize intellectual competence.
2. to promote healthy and fair competition in the field of learning.
3. to provide an alternative ethical empowerment platform for educators.
4. to encourage edifying research habits among scholars using the platform.
5. to create a decentralized platform for empowering knowledgeability democratically.

## **THE PROJECT SCOPE**

### **The Educational Research Hub**

This is going to be a research material bank or e-library for different academic topics and disciplines.

Academicians will submit their Certified Projects, Term Papers, Thesis, and Articles in our Library. The works would be certified, approved, and rated 1 to 5 credit loads by independent invigilators.

The independent invigilators will be handpicked professionals in renowned higher institutions of learning globally and would be 5 in each field/discipline.

Users (researchers/students) can consult the approved materials for class research works on a paid service. Any download is billed according to credit load rating.

While the author has 60% of the download fees, the independent invigilators in that discipline share 10%, and the platform have 30%. An opportunity to empower Educators in real-time.

### **The Online Tutorial Class**

This is a kind of discussion class for intellectual skill acquisition and to be anchored by approved educators on Technology Education Development - for every interested regular ACE Quizzers (the person must have engaged weekly for 3 consecutive months to be eligible). So the platform will automatically activate the button for any ACE Quizzer who participates in 13 weeks of play to acquire skilled knowledge in selected niches.

## **Gamification**

Play-to-earn (P2E) games are online games that guarantee rewards with real-world value to players for completing a given task in a contest with other players. It comes with a different structure and rewarding system. In the blockchain ecosystem, these rewards can be in the form of in-game assets like crypto coins, tokens, and NFTs. The advent of web3 and its decentralized nature made it possible for players to buy, transfer and sell these in-game assets, outside of the games' traditional platform in exchange for real money.

payMe Platform adopts the decentralized system of transactions to democratize the process and transmitted to blockchain network to bring transparency in the process and promote undisputed fairness in the determination of examinations success, aim also to promote hard work as an asset in becoming a success and to eschew the chronic habit of dependence on luck to succeed with life endeavors, especially, with the society eulogizing the game-of-chance above competency test.

## **Technology Education Blog**

This is the blogging page that will feature technology education and gamification topics.

## **Community Networks**

This is a social media network for the payMe Community to develop their interpersonal relationships and grow in emotional intelligence.

## **TARGET AUDIENCE**

Global Netizens especially:

Scholars: educators, academicians, students

Empowerment Seekers: under-employed, and unemployed

## **BUDGET**

\$2k