

Token Modelling Canvas - #Connect2Evolve



| | | | | |
|---|--|---|--|---|
| <div>01. Problem / Needs</div> <div><div></div><div><ul style="list-style-type: none">- Low or no access to electric energy- The high cost of energy in rural areas (diesel \$\$\$)<div>-----</div><ul style="list-style-type: none">- Electrical blackouts in critical facilities, e.g. hospitals- Transparency to investors/donors- Unused capacities of the solar container- Low economic development- Ownership and use of the collected money</div></div> | <div>02. Proposed Solution</div> <div><div></div><div><ul style="list-style-type: none">- Provide electrical energy to the people in rural areas (households, priority and business users)<div>-----</div><ul style="list-style-type: none">- Find optimal token economy (demand/supply)- Ensure transparency for all stakeholders- Prioritize the distribution of electrical energy (SC)- Define revenue distribution and usage- Maximize production of solar energy by incentivizing every stakeholder in the system</div></div> | <div>03. Token Use-Case</div> <div><div></div><div><ul style="list-style-type: none">- Defining the price of electrical energy (supply/demand)<div>-----</div><ul style="list-style-type: none">- The constructor and operator are being paid for their service- Stakeholders govern how the rest of the money will be distributed</div></div> | <div>04. Participant Incentivisation</div> <div><div></div><div><ul style="list-style-type: none">- Households- Business users- Priority users (Hospitals)- Operators- Contractors- Local Government- Operators- Community (Donators)</div></div> | <div>05. User / Customer Segments</div> <div><div></div><div><ul style="list-style-type: none">- Homeowners- Business users- Priority users</div></div> |
|---|--|---|--|---|

Token Modelling Canvas - #Connect2Evolve



06. Desired Token Velocity



07. Interaction Channels



08. Revenue Streams / Token Value Growth



09. Cost Structure / Necessary Resources



- Cost of the Solar container
- Cost of the Operator
- Cost of the Contractor