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# UNIQ: Universal Intelligent Qubic

White Paper + Tokenomics + SWOT + Risk & FAQ

Educational & Governance Ecosystem

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## 1 Vision and Objectives

UniQ is a Learn-to-Earn mobile platform designed to transform community engagement within the Qubic ecosystem.

- Expertise: Turn passive users into Power-Users and qualified ambassadors.
  - Circular Economy: Create intrinsic value via UNIQ token with deflationary mechanisms.
  - Network Simulator: Reproduce Qubic's hierarchy (Quorum 676, Computers, Arbitrators, Miners) for practical learning.
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## 2 User Journey and Grades

- Training Hierarchy: Novice → Pathfinder → Expert → Legend → Master
  - Educational Tools: Interactive quizzes, flashcards, practical simulations
  - Examination System: Access higher grades via UNIQ payment; failed exams burn tokens
  - Anti-Cheat: Qubic ID, dynamic question banks, strict timers
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## 3 Tokenomics (Updated)

### a) Total Supply

- 20,000,000 UNIQ

## b) Initial Allocation

Recipient	%	Tokens	Notes
Creator / Developer	15 %	3,000,000 UNIQ	For development, IP, long-term incentives
Early Contributors / Advisors	5 %	1,000,000 UNIQ	Testing, QA, early adoption rewards
Treasury / Maintenance / AI	20 %	4,000,000 UNIQ	Platform upkeep, AI evolution
Community Rewards / Users	55 %	11,000,000 UNIQ	Rewards for engagement, learning, staking
Liquidity / Partnerships	5 %	1,000,000 UNIQ	Exchanges, integrations, strategic partners

## c) Usage Flow – “Golden Split”

When tokens are spent inside the UniQ platform:

Allocation	%	Purpose
Burn	50 %	Permanently destroyed to ensure deflation
Rewards	30 %	Distributed to active participants (Miners & Computers)
Treasury	20 %	Supports platform operations, AI evolution, and maintenance

✓ Note: The creator’s allocated tokens are not affected by this burn, unless voluntarily spent in the app.

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## 4 Governance & Roles (Phase 2)

- Computers (676): Top Masters, stake UNIQ, validate content, vote
  - Miners (uPoW): Create content, earn UNIQ when validated
  - Arbitrators (50 weekly): Randomly selected to ensure impartiality
  - AIGARTH (AI Tutor): Supervises Phase 1, guides users, supports system
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## 5 Roadmap & Smart Transition

Phase 1: The Forge – Learning & AI supervision

Phase 2: Critical Competence Threshold (CCT) – 6,760 users → 676 Computers

Phase 3: Ecosystem Expansion – Integrate QMine, QCap, QBay; launch global ambassadors & IPO access

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## **6** SWOT Analysis

Category	Details
Strengths	- Perfect Qubic alignment (training Computers)- Deflationary tokenomics with clear allocation- Meritocratic system- Intelligent governance (Arbitrators + AI)- Clear, scalable roadmap
Weaknesses	- Dependence on AI Phase 1- High complexity for beginners- Requires sufficient active users to reach CCT- Needs strong engagement to avoid stagnation
Opportunities	- First official Computer laboratory- Replicable for other chains/projects- Standard for community training & activation- Partnerships for IPO and third-party integration
Threats	- Low adoption or user drop-off- Token volatility if usage limited- Smart contract bugs- Perception issues with pay-to-learn or AI governance

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## **7** Risk & Attack Model

### Governance Risks

- Centralization early Phase 1 → Mitigation: AI audit logs
- Collusion → 50 random Arbitrators weekly
- Quorum Shortfall → Partial AI supervision until quorum reached

### Economic Risks

- Token hoarding → Exam burn + reward distribution
- Market volatility → Treasury allocation stabilizes ecosystem

### Technical Risks

- Smart contract bugs → Modular contracts, AI & human audits
- Sybil attacks → Qubic ID, dynamic questions, timers

## Security Recommendations

1. Third-party audits before Phase 2
  2. Real-time monitoring
  3. Temporary AI governance fallback
  4. Community reporting system
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## **8** FAQ – Expected Questions & Strategic Answers

Q1: Why 6,760 users & 10% excellence?

A1: Guarantees 676 qualified Computers (10%), ensuring Phase 2 readiness.

Q2: What if quorum not reached?

A2: AI AIGARTH continues partial governance; operations auditable and reversible.

Q3: How to prevent Computer collusion?

A3: Random weekly selection of 50 Arbitrators; blockchain audit logs.

Q4: Role of AI AIGARTH?

A4: Supervises Phase 1 only; secondary in Phase 2; no permanent power.

Q5: How motivate users to pay for exams?

A5: Gamification, recognition, progression, and UNIQ rewards; tokens burned on failure.

Q6: Economic risks for UNIQ/Qubic?

A6: Deflationary tokenomics + treasury stabilizes rewards and operations.

Q7: Security against Sybil attacks?

A7: Mandatory Qubic ID, dynamic question banks, strict timers, behavior tracking.

Q8: Token volatility/liquidity issues?

A8: Treasury allocation + organic demand from active users ensures stability.

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## **9** Timeline Visual (ASCII Style)

Phase 1 [==== Learning & AI supervision ====]  
Phase 2 [==== Critical Competence Threshold ====]  
Phase 3 [==== Ecosystem Expansion & Partnerships =====]

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## **10** Final Note

UniQ = command center for Qubic ecosystem

- Builds Computers organically
- Token economy sustainable & deflationary
- Education-driven meritocracy
- Creator's part secured and incentives aligned
- Ready to scale and integrate with Qubic projects

Transparent, secure, and aligned with the long-term growth of Qubic.

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