

UniQ – Complete Learn-to-Earn Platform for Qubic

Tagline: *Learn. Practice. Earn.*

1. Vision and Objectives

UniQ is a mobile “Learn-to-Earn” platform built to:

1. Transform passive users into expert Qubic power-users.
 2. Create a global army of educated ambassadors.
 3. Build a circular economy using the **UNIQ token**, retained and spent inside the platform.
 4. Reproduce Qubic’s network hierarchy: **Quorum 676, Computers, Arbitrators, Miners**, gamified for learning and practice.
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2. Structure and Phases

Phase 1 – Expert Forge (Learning Phase)

Goal: Train the best users for Phase 2 and filter out non-engaged participants.

a) Onboarding and Grades

- Grades: **Novice → Pathfinder → Expert → Legend (Elite) → Master**
- Each grade unlocks new modules, tools, and exams.
- Learning tools:
 - Interactive quizzes
 - Flashcards
 - Mini-courses
 - Practical exercises and simulations

b) Exams

- Strict, timed exams per grade.
- Higher-tier exams require **UNIQ token payment**:
- Failed exams → tokens are **burned** → scarcity & deflation.
- Anti-cheat system:
 - Dynamic question bank
 - Qubic ID integration
 - Timers prevent online searching

c) Rewards

- XP for advancement
- UNIQ tokens (virtual at first)
- Profile badges
- NFTs for each grade achieved
- Top performers become candidates for **Phase 2**

d) Public Interface (for non-learners)

- Track UNIQ & Qubic prices
 - Charts, alerts, ecosystem news
 - Macro and crypto insights
 - Social chat to engage the general public
 - Goal: maintain daily engagement even for users not in Phase 1
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Phase 2 – Quorum & Autonomous System

Goal: Launch autonomous governance, content validation, and circular economy.

a) Hierarchy & Roles

1. **Quorum 676**
 - Top 676 Phase 1 users
 - Weekly votes for system updates and governance

- Majority: 451/676 to approve
- 2. **Computors**
 - Validate content created by Miners
 - Receive shares, influence, and UNIQ rewards
 - Top performers are recognized with badges and NFTs
- 3. **Arbitrators (50)**
 - Approve/reject content
 - Resolve disputes
 - Rotate weekly to ensure meritocracy
- 4. **Miners**
 - Produce educational content, quizzes, news
 - Contribution is **User Proof-of-Work**
 - Rewards based on quality and speed

b) Social & Community Features

- **Integrated Chat**
- Phase 1 learners discuss courses and help each other
- General community shares insights, alerts, or market news
- Mentorship channels for referral programs
- **Gamified Interaction**
- Answering questions, helping others → XP, UNIQ rewards, badges
- Contributions validated by Computors for recognition
- **Arbitrator Oversight**
- Maintain constructive discussions, prevent spam or abuse

c) Economy & Tokenomics

- **UNIQ Token**
- Used for exams, duels, staking
- Burned when exams fail or disputes are lost → deflationary
- **Duels & Accelerated Progression**
- Advanced users challenge Computors to gain rank/NFT
- UNIQ payment → part burned, part reinvested in system
- **Staking & Collateral**
- Computors & Arbitrators stake UNIQ tokens
- Misconduct/inactivity → partial burn
- **Circular Economy**
- Tokens remain in ecosystem → constant utility

d) AI Tutor (AIGARTH)

- Personalized guidance for learners
- Exam correction
- Assistance in content creation and quizzes
- Trained on full Qubic documentation

3. Gamification & Learn-to-Earn

- **XP & Badges**
- Earned per module, quiz, and contribution
- **UNIQ NFTs**
- Awarded based on rank and performance
- **Advanced Modules**
- Integration with Qubic ecosystem projects: QMine, QCap, QBond, QBay
- Paid access via UNIQ or Qubic
- **Progression Timing**
- Users cannot rush full advancement in one day
- Optional accelerated path → paid, part burned

4. Interface & User Experience

1. **Public Interface**
 - Market data, prices, charts, news
 - Macro insights
 - Daily engagement for all users
2. **Learn-to-Earn Interface**

- Courses, quizzes, exams, leaderboards
- Rewards: UNIQ, badges, NFTs
- 3. **Phase 2 Interface**
- Quorum dashboard for governance and voting
- Validation of content (Miners → Computers → Arbitrators)
- Track duels, stakes, and rewards
- 4.

Social Chat

- Mentorship and discussion channels
- Integration for knowledge sharing and team collaboration
- Keeps users engaged and connected

5. Roadmap

1. Launch **Phase 1 – Learning & Gamification**
2. Reach **1,000 trained users** → activate **Phase 2**
3. Deploy **Quorum 676 + 50 Arbitrators**
4. Start **User Proof-of-Work** content system
5. Integrate **third-party Qubic projects**
6. Expand **ambassador & referral program**
7. Continuous growth via mentorship, social chat, and AI guidance

6. Conceptual Diagram (Textual)

Phase 1 (Learning)

User → Courses / Quizzes → XP / Badge → Exams → Master → Candidate for Phase 2

Phase 2 (Quorum & Economy)

Computers (676) ← Governance Votes → Arbitrators (50)

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Content Validation

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Miners / New Users

Internal Economy:

Exams & Duels Payment → UNIQ Burn → Rewards Redistribution → Reinvestment

7. Key Innovations

- **Meritocracy:** Only top performers govern
- **Circular Economy:** Burn and reinvest tokens → creates scarcity
- **Gamified Learning:** AI-driven, interactive, continuous
- **Community Engagement:** Integrated chat, mentorship, ambassador program
- **Full Qubic Ecosystem Integration:** Knowledge, mining, governance, and projects

1. Computer

Main Role: Network governance and validation.

Functions:

- Participate in the **676-Quorum** to approve proposals and update the application.
- Validate or reject contributions from miners and new users (e.g., exams, content, news).

- Responsible for **system governance**: votes on rules, modules, and upgrades.
 - Receive **UniQ token rewards** for contributions.
 - Reserved for the **best-trained users** from Phase 1.
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2. Miners

Main Role: Content production and network activity.

Functions:

- Create **exams, quizzes, flashcards, and news** for other users.
 - Their work counts as **User Proof of Work (uPoW)**: the more validated content they produce, the more UniQ tokens they earn.
 - Contribute to gamification and the **Learn-to-Earn system**.
 - High-performing miners can be promoted to **Computer** if slots are available.
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3. Arbitrators

Main Role: Quality control and justice.

Functions:

- Review and **validate miners' and new users' contributions**.
 - Resolve **disputes** regarding exams or content; they can issue sanctions for errors or abuse.
 - Rotate periodically to ensure impartiality.
 - Ensure the **integrity and quality** of the network.
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4. New Users / Apprentices

Main Role: Learning and preparation.

Functions:

- Start with **Phase 1: Learn-to-Earn**, follow modules, and pass exams.
 - Earn **XP, badges, and temporary UniQ tokens** to progress.
 - Once they complete all levels and pass exams, they become candidates for **Computer or Miner** roles based on performance.
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5. Ambassadors / Influencers

Main Role: Community growth and promotion.

Functions:

- Bring in new users through a **referral system**.
 - Create educational or promotional content related to UniQ and Qubic.
 - Earn **UniQ rewards** for each new active user they onboard.
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6. AI Tutor (AIGARTH)

Main Role: Support and automation.

Functions:

- Help generate educational content.
 - Serve as a **personalized tutor** to guide users through exams.
 - Provide insights and recommendations for improving the app and governance.
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7. Economic System (UniQ Tokens)

- Used for **paid exams, staking, duels, and rewards**.
- **Burn Mechanism**: Tokens spent or lost in exams are destroyed, creating a deflationary economy.
- Encourages internal circulation to maintain a **closed-loop economy** within UniQ.

Why Phase 2 is Crucial – Summary:

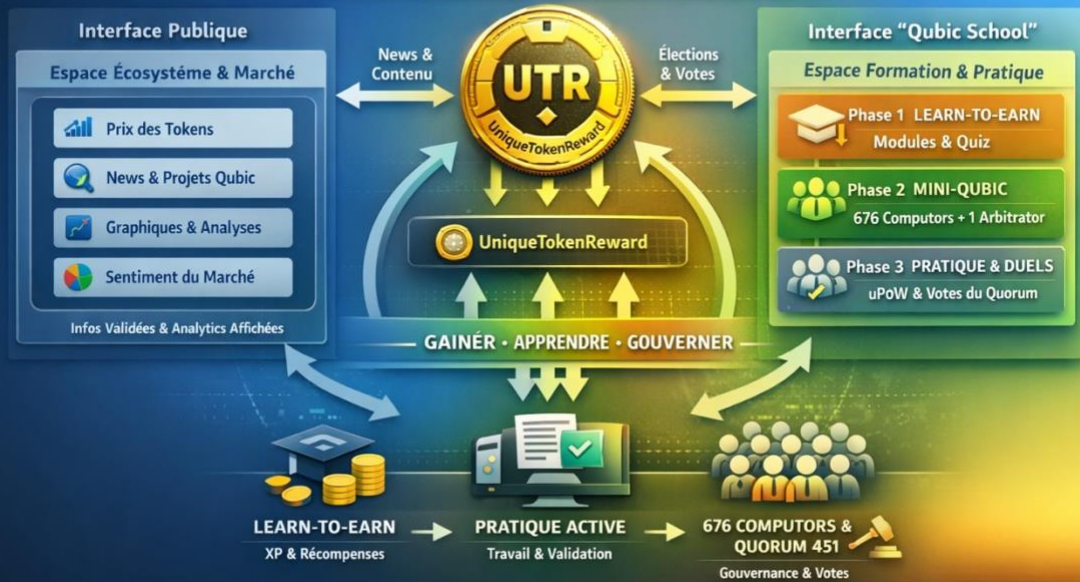
1. **Hands-On Practice:** Users apply everything they learned in Phase 1 and **experience the Qubic system in action.**
 2. **Active Governance:** Computers, Arbitrators, and Miners make decisions, vote, and validate content, keeping the ecosystem **dynamic and self-sustaining.**
 3. **Real Token Economy:** UniQ tokens are used for staking, burning, and rewards, ensuring a **circular economy** inside the app.
 4. **Continuous Engagement:** Even if Phase 1 feels slow or repetitive, Phase 2 **keeps the app alive** with new challenges, competitions, and opportunities.
 5. **Practical Learning:** Users **live the Qubic system**, not just learn it theoretically, making their knowledge deeper and more applicable.
 6. **Competitive Motivation:** The app encourages ongoing participation through **leaderboards, rewards, and achievements**, ensuring users remain active and invested.
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UNIQ

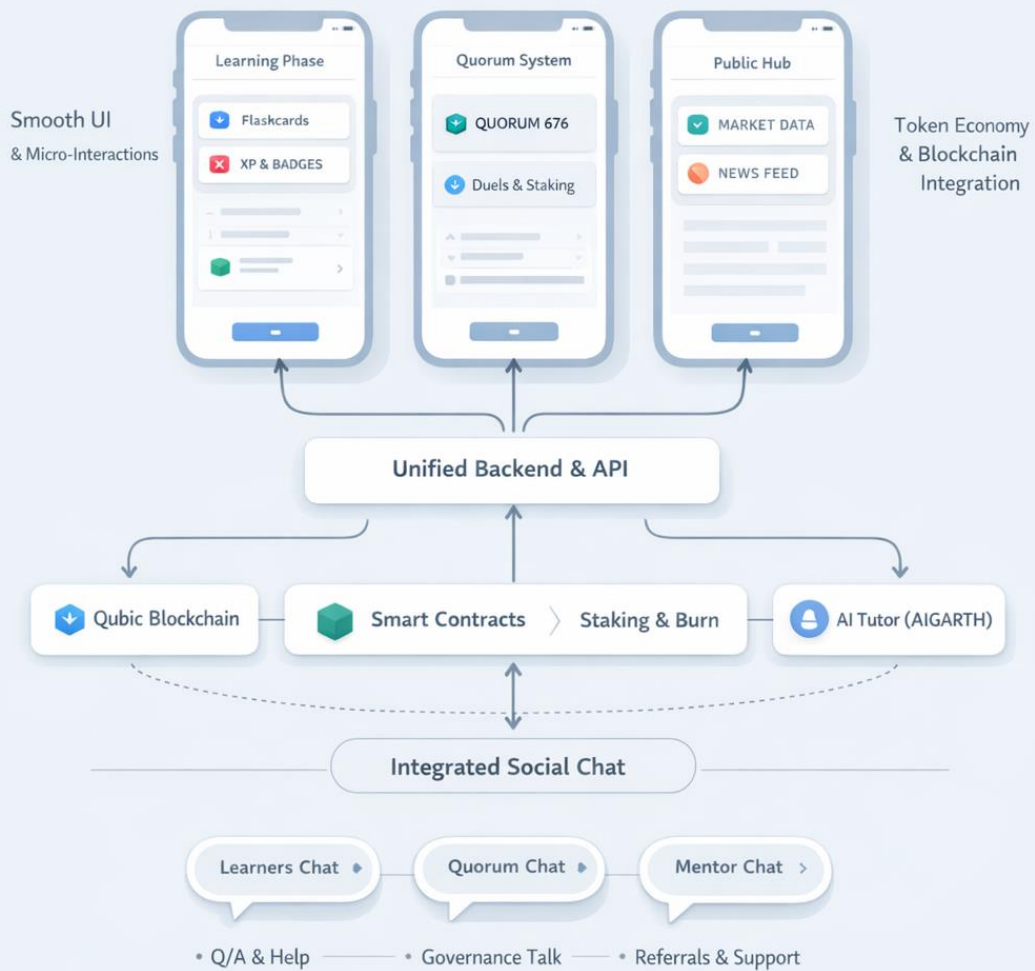
Mini-Qubic Éducatif & Pratique

Learn-to-Earn → Pratique → Gouvernance



UniQ - EasyA Style App Architecture

Learn • Earn • Govern



UniQ Roles

Learn • Earn • Govern



UniQ: Learn-to-Earn Platform for the Qubic Ecosystem

Vision: Turn passive users into Strong Hands Qubic & Autonomous Governance !

PHASE 1: LEARNING

User → Courses / Quizzes → XP / Badges → Exams → Master

Economy:  Paid Exams →  **UNIQ Burn** →  Rewards → Reinjection

PHASE 2: QUORUM SYSTEM

Computers (676)

Voting Governance

Arbitrators (50)

↑ Content Validation

Roles & Progression



Miners:
Produce Content



Arbitrators:
Solve Disputes



Computers:
Validate & Govern



Miners

Tokenomics



UNIQ Token



Staking



Burn



Rewards



Affiliation & Ambassadors



Duels & Challenges

AI Assistant



AIGARTH
Personalized Learning

Anti-Cheat Security



✓ Qubic ID



✓ Timed Exams



✓ Staking System

Roadmap

1. Phase 1 Launch

2 1000th User
Quorum Start

3. Phase 2 Go Live
Validation & Duels

4. Expansion
Qubit Projects

Learn



Earn



Govern



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