

DMeta Contest Features and Types

Introduction

Decentrali*ed Metaverse (DMeta) has suggested contests as a form of decentralised money-making activity where users voluntarily provide their data with the possibility of winning a prize based on the quality or desirability of that data. For example, in the context of the Fibonacci Flipped Classroom, students can be set assignments within contests where the best solution wins a prize. This motivates students to do their best.

This document will set out the possibilities for the DMeta contest. Over time, it would benefit the DMeta community if members other than the DMeta Core team ran contests. This way, money and data do not flow towards a central point, the DMeta Core team, but rather, they are truly decentralised, with all members having the possibility to make money and receive data.

Contest Owners

- Are the ones officially running the contest
- Have the right to judge the contest
- Should ensure that contest rules are being followed
- Have the right to appoint and remove judges and sponsors appropriately
- May or may not be sponsors
- Set the difficulty of the contest and who may enter

Sponsors

- Must contribute towards the prize
- Have the right to judge the contest
- Have the final say on whether an entry is accepted

Judges

- Judges may or may not be sponsors
- Judges will decide on the winner
- The winner can be chosen at random if appropriate
- Judges mediate with sponsors
- Judges may be from the group, e.g. DMeta contest for a group decision
- Have the right to make any contestant whose entry was accepted a winner
- Must not use the data from contestants unless the contestant
 - Has not been rejected from the contest
 - Has been announced as the winner
 - Has received their prize

Contestants

- Must not be judges (including owners and sponsors).
- Must agree to the contest rules before entering
- Have the right to provide a partial solution to the contest problem and specify it is a partial solution if the full solution risks misuse by the judges, e.g. artwork
- May face a minimum or maximum contestant entry restriction in a contest
- May not be allowed to enter a contest that does not match their skill level

Prizes

- Are recommended to have some recognisable value
- Can be fiat or cryptocurrency
- Can be non-monetary, such as media, work, or an experience
- Should be announced before the contest and must not be reduced in value except in extreme circumstances, e.g. death of a sponsor, but may be increased.
- May be multiple prizes
- The amount may be awarded according to the quality of the solution or grading

Duration

- Contests may be of any duration
- May be open-ended until there is a winner, e.g. solving exceptionally difficult programming problems