



Blockchain Prototype - SMU LikeCoin



Goals

- Demonstrate smart contract usage
- Demonstrate basic tokenomics
- Show actual usage (mockup)



Target Audience

- Typical web user who wants to like/share content
- Publisher who runs website or blog or app who wants to include social widget



LikeCoin Basics

- Initial pool of 10m tokens with 10% annual new coins
- Goal is to keep total number stable over a period of time
- Users earn coins randomly while interacting with our widget
- Users can spend tokens on rewards portal



LikeCoin Earn Case

- User does normal activity of like/share etc
- Widget will check with oracle on block number and reward winner every 10 blocks.
- User goes through a process to redeem reward and distribute to others



LikeCoin Use/Burn Case

- User visits reward portal
- Rewards may be sponsored tickets/vouchers/products
- User participates in game of chance/skill using earned likecoins (which are then burned)
- Winner gets real-world reward



Overall Impact

- Users get rewarded (randomly) for interaction
- Publishers can incentivize users and earn Likecoins themselves (at no cost)
- Sponsors can participate through the redemption process
- Can extend to other aspects like comments etc.



Thank you!

