

# FROM A CENTRAL PHYSICAL LOCATION TO A DECENTRAL DIGITAL MARKETPLACE

In this section I would like to talk about the actual components of RMC and how they relate to their theoretical background. RMC is comprised of two decentralized applications (dApps): one that is developed for mobile, another one that is developed for the web. The mobile dApp is the 'personal'. The web dApp is the 'communal'. The variety when it comes to platforms does in no way force confined or exclusive applications, on the contrary, these two dApps are deeply interwoven. At this moment, I believe, to thoroughly illustrate a more vivid image of the inner workings of RMC a user scenario might be in order:

Conceptually at its core, RMC builds itself on rudimentary ontological phenomena of time and space. These two concepts reveal themselves as the first two initial interactions for the user to commit to so as to allow further input to be laid upon. Firstly, the user is meant to initiate the case minting procedure by pressing a button interface on mobile. This interaction thereon allows the tracking of total duration of the actual bureaucratic experience and the total distance travelled for it until the point where the user eventually commits to minting.

At the end of the bureaucratic experience the user is presented with questions distributed in three focused sets. These questions reside in and are programmatically filtered from the Autonomous Question Pool (AQP).

As the user answers the questions, their rating and scores are collected as constituents of evaluative Location Based Level of Bureaucracy Assessment (LOBALOA) tool. Here, the LOBALOA score comprises of the user's rating inputs on a scale of 1 to 5 per question.