TouchCon: TouchCon Platform Project
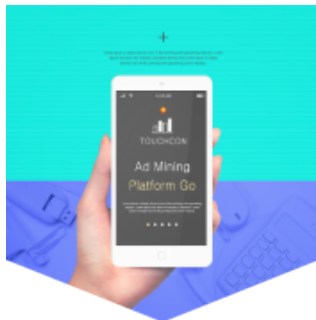
WhitePaper

VERSION1.0: Nov 30st 2017
By TouchCon Multi-national Teams

www.touchcon.io

Contents

TouchCon: TouchCon Platform Project

Initial Version: 20170525/Currency Version: 20171130 by TouchCon Platform Foundation

<u>www.touchcon.io</u>

Abstract

TouchCoin is the cryptocurrency that will be used in the Ad Mining Platform for working based on Ethereum Blockchain. The TouchCon Project will be able to solve the problems of existing computer mining through running the Ad Mining platform that coordinates online/offline (O2O) advertisement and mining. Besides, it activates TouchCoin's genuine ecosystem through separately building of TOC Mobile App and connecting with network of decentralized TOC Exchange. The working process of Ad Mining as project's core platform is a system that the advertisers of the O2O market have paid for advertisement after making use of the QR code which is charged with TouchCoin in their own advertisement, and advertising cost is paid to the TouchCoin holder as interest through the AMR program. TouchCon Project is a multi-type project that develops three platform missions for working based on Blockchain.

❶ The Ad Mining Platform is a platform that expands the advantage of remining through coordinating mining and O2O advertisement in order to solve computer mining problems.

❷ TOC mobile app is a real-time application that supports one-stop service to use TouchCoin in the various cases such as payment, transfer, exchange, and so on.

❸ Decentralized TOC Exchange is a HTS Exchange Platform that connects real-time network to expand TouchCoin's ecosystem to the around the world.

1. Introduction

1.1. Mining Concept

Mining means the issue of coin. Miners can receive coins as reward after running a mining program on the computer and performing calculation with a very complicated algorithm. We call it "Mining". In general, computer mining is mostly used with ASIC (on-demand semiconductor) and GPU (graphic card).

The Genesis Block was created on January 3, 2009 and 50 Bitcoin were mined for the first time. At that time, mining was available with a general CPU computer because there were few miners. However, coin's value has increased as time goes on. For this reason, the number of miners has been increasing. It has resulted in mining competition and advanced mining device as well.

After using CPU, graphics cards which were consisting of GPU chipset have been used. It's a way that at least two to sixteen GPUs were plugged into one computer hardware to speed up the mining speed. As the graphics card is optimized for the calculation of mining, the priority of mining is increased depending on how many cards are installed on the computer. Some miners make use of ondemand semiconductor ASIC in earnest that are more fully optimized for mining purpose since 2013.

The GPU was not specialized in coin mining but could be used for other purpose like game. In addition, the use of ASIC was inevitable since it was not specialized in coin mining. As of the beginning of 2018, ASIC and GPU are mainly used in the mining market. Bitcoin is mostly mined by ASIC. On the other hand, Ethereum or Dark Coin which is called technical coin are mainly mined by GPU. The computer mining is generally consisted of five steps.

① Wallet ② Mining pool ③ Mining Start ④ Mining Supply Check ⑤ Exchange

1.2 Problems of Computer Mining

Computer mining has a tendency to consume huge electric power. Electricity is the reason why that global major mining companies operate their own factories in China, where electricity cost is cheap. According to Bloomberg, as of the end of November 2017, it has been found that the amount of electricity consumed for mining within one year was approximately 30 terawatts (1 terawatt = 1 million megawatts). It accounts for about 0.7% compared to the US electricity consumption, but it's more than the Irish's electricity consumption. On the other hand, computer mining gives the opportunity that governments all around the world can increase electricity cost and stop its supply.

In particular, fulltime operation for 24 hours a day, the noise and heat problem generated by this operation are pointed out as the biggest drawbacks of computer mining. In recent years, as a report that their problems have an impact on global warming has been published, they have been standing out as another new problem. Moreover, hacking for miner's PC accounts for 40% of total hacking in 2017. It has been accelerating the severity of computer mining. For this reason, some countries have eventually declared that they will not supply electricity to mining plants anymore.

The problem of computer mining by TouchCon Platform Project 2018
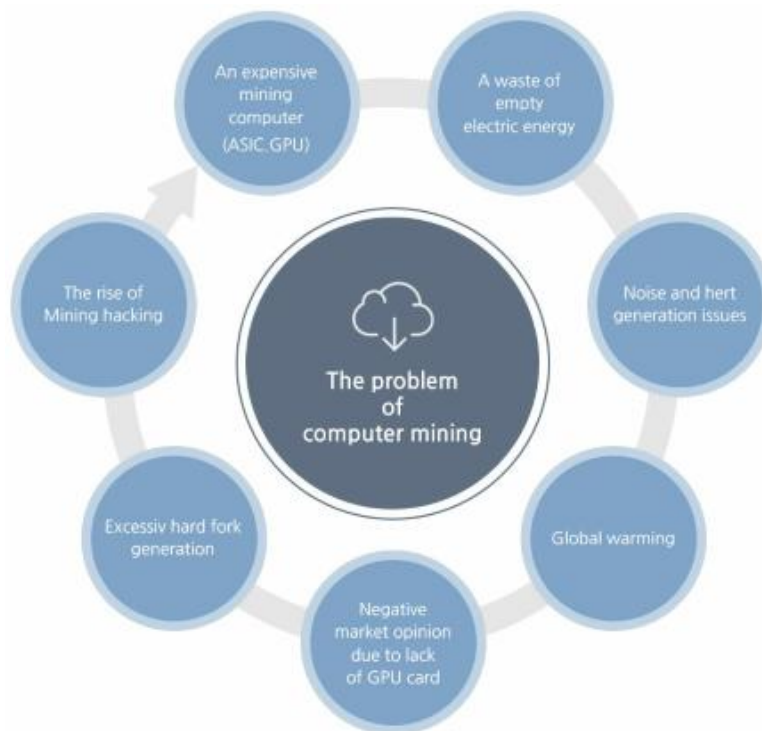
1. The New York Times and AppTimes pointed out Bitcoin mining as the main factor of accelerating global warming. [Jan. 22, 2018]
2. Enel in Italy as Europe's largest energy company has declared that they will not sell electricity to cryptocurrency mining industry because this industry increases carbon emission. [Feb. 1, 2018]

In addition, hard fork led by global major mining companies has effect on coin ecosystem. Bitcoin hard fork was first forked by Bitcoin Cash in August 2017. After that, Bitcoin Gold and Bitcoin Diamond were forked additionally. This indiscreet hard fork has been expanding the chaos of the mining market, and it is pointed out as the biggest problem that computer mining has created.

It has been revealed that about 40 percent of hackings occurred in the cryptocurrency market in 2017 were revealed as hacking to steal mined coins through installing malware on miner's PC. The hacking techniques have been highly intelligent, but the cryptocurrency market seems to have no basic countermeasures when it comes to hacking. However, hacking against miner will continue as long as the computer mining keeps going on. Besides, the hacking probability for everyone's valuable assets will be more and more increased.

On top of that, the panic buying regarding GPU cards occurred in some countries in early 2017 has the entire cryptocurrency market very confused. The reason why was that global major mining companies and a minority of capitalists bought all GPU cards. For this reason, gaming mania rapped out a complaint and as a result, price of GPU card was suddenly increased more than three times. The game manias are currently standing on the opposite side which is criticizing the cryptocurrency very negatively and devaluating the coin.

1.3 Alternative Presentation

It is clear that the problems of computer mining in the future will be more and more increased as time goes by. However, worrying is not a solution to that problems. The bigger problem is that the ecosystem of cryptocurrency may be threatened by the strong regulation of governments all around the world and the opposition of environmental groups if we do not take innovative measures to make up for current computer mining.

This is why we propose an innovative Ad Mining Platform that coordinates the problems of computer mining with advertisement.

The fiat currency is designed with anti-forgery technology and issued through mass printing because the fiat currency is very important to protect counterfeiting. The concept of coin is different compared to fiat currency. The coin needs a person who is called miner to check and verify transaction history conducted by P2P.

The miner receives a reward at the expense of checking and verifying the P2P transaction history. We call it coin. In other words, the coin received as reward is the purpose of mining, and issuing itself is mining.

In general, there are two ways for miner to check and verify transaction history. That is PoW or PoS algorithm. PoW is an abbreviation of 'Proof of Work', and it is a way that miner verifies and stamps the transaction history. PoS is an abbreviation of 'Proof of Stake' and is a way to give more reward right to miners who have coins. PoW or PoS is generally used because computer network power is required to secure stability of coin. In addition, DPoS and PBFT are widely used.

What is the best way to solve the problems caused by computer mining in securing the stability of transaction that verifies P2P transaction? The TouchCon presents a new type of triple hybrid method called 'PoA' that solves the problems of PoW and computer mining at the same time.

PoA is an abbreviation of 'Proof of Ad' and is a sort of advertisement proofing algorithm. It solves the problems of existing computer mining by coordinating mining and advertisement. PoA is running to reduce disadvantages of computer mining and strengthen advantages of cryptocurrency mining as much as possible. In addition, PoA demonstrates the advantages of PoS as well.

If advertisers make use of the QR code that is used as a means of reward in PoA, they will get advertising cost. Advertising cost runs the AMR program to existing TouchCoin holders like PoS. For this reason, the TouchCon Ad Mining Platform aims at very innovative platform that leads from PoW, PoA to PoS.

The final goal of Ad Mining is to complete an enormous mainnet that can support mining of other cryptocurrencies in the TouchCon platform.

AD Mining of a TouchCon Platform

AD Miner User / TouchCon Platform

On line Part

Off line Part

Foundation /Manano System Informatika

AD Mining of ethers

Scan

Touchcoin/Wallet Saving

TOC Wallet

D-TOC Exchange

bigbang Exchange

On O ⋯

Recognition Button
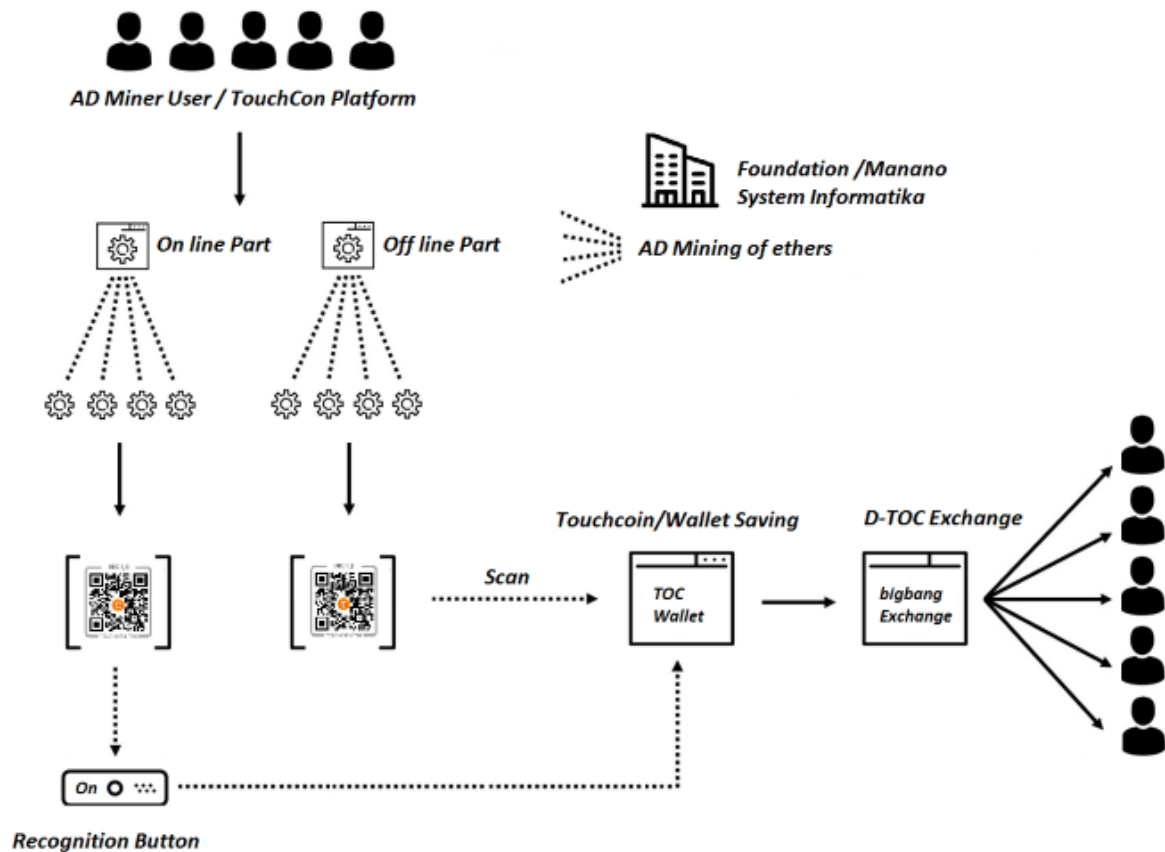
2. TouchCon Project

Every currency has use value and exchange value. It is the minimum condition for currency to be recognized as money. Even though coin has excellent technology, it literally becomes virtual money if there is no fundamental value of currency. As TouchCon project is a comprehensive project to operate such a proposition, it helps for TouchCoin finally created by platform to be working in real currency. To do this, we will proceed three platforms and develop it according to the roadmap.

① **Ad Mining Platform:** It is to establish Ad Mining Platform that coordinates Ad and Mining. The creation of all coins is closely connected with mining. The blockchain-based platform that will lead to the creation of TouchCoin is established through Ad mining of innovative concept, which makes up for the current problems of computer mining.

② **TOC Mobile App:** It will establish TOC Mobile App to use TouchCoin as real currency. Payment, transfer, and exchange are provided as one-stop service anytime and anywhere in TOC App.

③ **D-TOC EXchange**: It builds decentralized TOC Exchange platforms in ten countries around the world and connects them to the network. The TOC Exchange connects with TouchCoin to exchange real currency, and also gives TouchCoin an opportunity to evolve into real currency.

2.1 Ad Mining Platform

The abbreviation of Proof of Work that is used as the most common mining method is PoW, and miner is mining as proof of work. Most of the coins getting by computer mining currently use the PoW method. This method embraced by most of the coins including Bitcoin is the most optimized way to secure computer network stability. The various methods such as PoS which can receive as interest in accordance with the amount of coin held, master node method, and the DPoS method for voting the master node are applied in the market.

Ad Mining is a naturalistic mining method which is aiming at the complete 'decentralization' mining without computers. In particular, the problems of existing computer mining, such as meaningless electric energy waste, global environmental destruction, noise pollution, and hard fork are typical obstacles to decentralize cryptocurrency. Ad Mining Platform solves all problems and establishes a relationship between mining and reward in a nature-friendly way. This will provide a motivation for cryptocurrency to be getting closer to the general public in the real world. In addition, the Ad Mining Platform is the world's first attempted pure analog mining and will seek for a proactive mining mechanism to fully go with FinTech.

❶ Ad Mining is a supporting platform that allows users who want to mine in their preferred way. Individuals or teams can participate in Ad Mining, and they can also take part in very extensive mining area because the scope of mining is in balance with all areas of O2O.

❷ Ad Mining provides the QR code as reward for the mining performance. It allows users to get very exciting mining because value of TouchCoin in QR code is randomly dropped. For instance, the stored value may be 1 TOC or 100 TOC even if the QR code is rewarded by the same mining performance. The maximum value of TouchCoin to be stored in the QR code is 10,000 TOC.

It seems that there is no big problem in cryptocurrency mining until now, but it is likely to reach a wide range of mining limitation in one or two years. Therefore, it is necessary to analyze limitations in the future and try to take supplementary measures. Ad Mining is a platform that can give the most proper answer to needs of the times. In the meantime, a couple of cryptocurrencies have provided some of the different mining methods that combine AV, VR, Dapp, and Sencer, but most of them have remained at the level of imitation. In this case, Ad Mining that converges various remining methods and reward programs by balancing mining and advertisement is an extremely realistic mining method that can easily communicate with the real world.

2.2 TOC Mobile App

If the fiat currency or cryptocurrency don't have the 'value of payment or exchange' as essence of currency, they can't be called as currency. TouchCoin will establish the TOC Mobile App to generate the ecosystem of cryptocurrency. If a user downloads this app and do sign-up, user can make use of One-Stop Service at any time. One-Stop Service is consisted of the ⓐPayment, ⓑTransfer ⓒExchange ⓓAd Mining function, which plays an important role in establishing ecosystem where TouchCoin can evolve into real currency. TOC Mobile App is a core application that implements genuine P2P.

❶ **Payment:** Users can buy goods, use the service, and pay with the QR Code. Consequently, it can pay with other cryptocurrencies.

❷ **Transfer:** Users can transfer money anywhere in the world, and will be increased due to the low-priced fee.

❸ **Exchange:** It allows free transaction and exchange through distributed TOC Exchange.

❹ **Ad Mining Platform:** TOC can be mined in various ways through Ad Mining. In particular, 7.5 billion people all over the world can take part in fair mining based on the ideology of egalitarianism.

2.3 Decentralized TOC Exchange

The decentralized TOC Exchange operates as an Exchange platform that supports the Ad Mining Platform. It can be exchanged to other cryptocurrencies or be withdrawn as real currency of corresponding country through conjunction with TOC Mobile App for 24 hours a day. TouchCon project completes the TouchCoin ecosystem by building TOC Exchange in 10 countries all over the world.

All Dapps moving to Ethereum as well as TouchCoin through decentralized TOC Exchange's autonomous market function can share real-time exchange and withdrawal service with the TOC Exchange.

Decentralized TOC Exchange will be established as the first international Exchange in Bali, Indonesia. HTS-based TOC Exchange will allow users to do quick transaction and exchange. The automated trading system in TOC Exchange is a program for optimizing the cryptocurrency transaction.
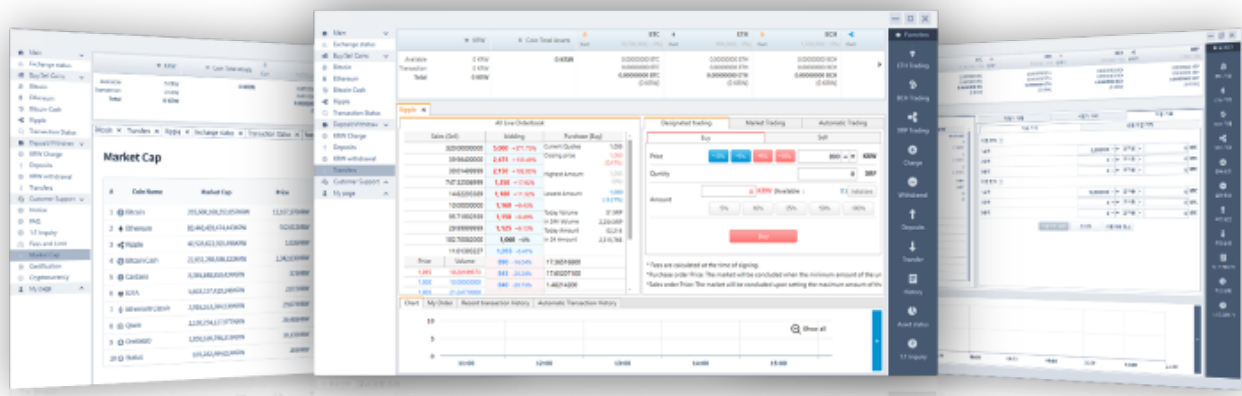
3. Ad Mining Platform

As of now, cryptocurrency is a combination of computer hardware and Internet software. Ad Mining is a platform that can be mined without computers by combining O2O ads with mining. The coins mined by pre-mining are proceeded through remining process after dropping into O2O ads in accordance with the rules. It is a matter of common knowledge that Ad Mining provides a motive for solving the variety of problems pointed out as the limitation of computer mining at one time.

3.1. Introduction of Ad Mining

If adding the 'fun' factor to mining activities, it's highly likely to attract the interest of the general public. For instance, it combines mining in various areas such as game, quiz, play, Social Network Service, travel, shopping, cultural performance, experience, learning, service, and donation. As a matter of fact, the Fourth Industrial Revolution is nothing short of safe place that does not require common sense. It is because new ideas and technologies come out when we throw away existing common sense. There is no need to analyze why Korea's K-PoP is ten times more popular than Japan's J-PoP because K-PoP performance and planning in Korea are unconditionally adjusted to the taste and fun of consumers. It is time to discard the common sense of the past and present and move the viewpoint of mining into the common sense of the future.

In general, a combination of simple technologies creates innovation of a new concept. Uber which is called an innovation icon has generated a combination of smartphone and taxi. Any new concept implemented through a combination of existing technologies has a destructive innovation rather than the technology itself has a destructive innovation, just like Snapchat has created a combination of message, privacy, and camera.

We can see the innovation with two eyes if commoditization must be done for success. From that point of view, the concept of Bitcoin may be an alliance of diverse technologies which are already used in the market because it seems to be made into a new concept by combination of simple technologies such as PKI (1976), Merkle Tree (1979), Eliptic Curve Crytography (1986), SHA (1994) and PoW (1997).
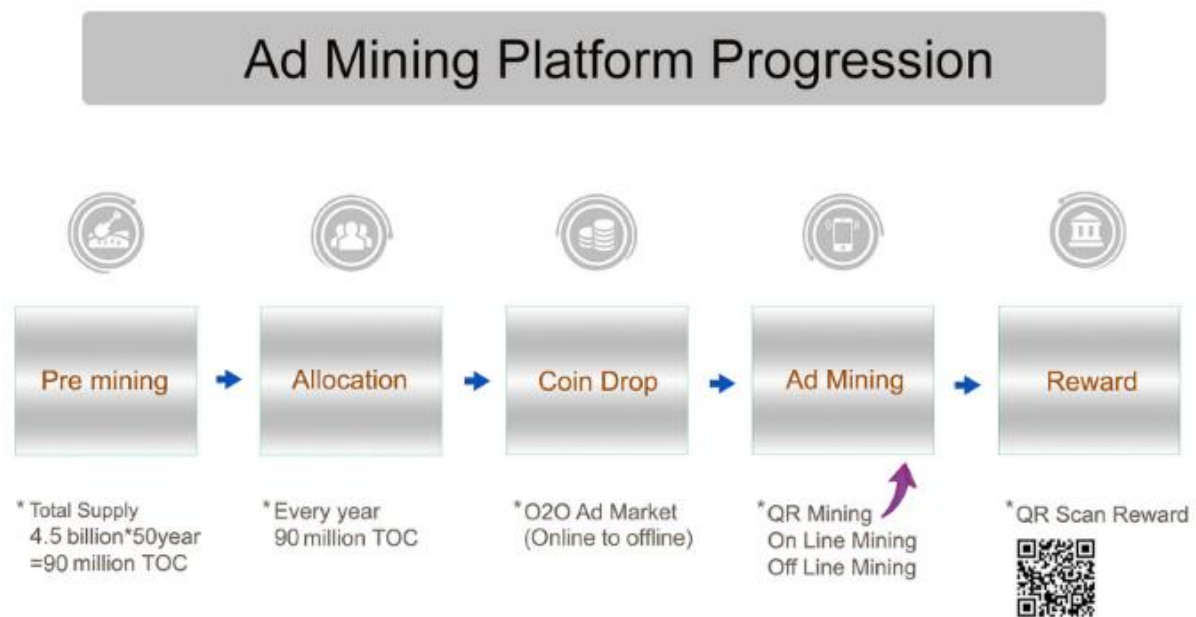
"Innovation of Ad Mining which combines advertising and mining in time and space is also consisted of such simple technologies and ideas."

Ad Mining has a totally different character compared to the mining methods that have been done until now, and it is to aggressively coordinate the TouchCoin with the O2O advertisement market.

A QR code called a two-dimensional solid code acts as a means of reward in this coordination because remining is available if it combines existing mining activities with O2O ads. If the miner triggers the advertisement and gets the result of that, the mining is finished by scanning the QR code which is charged with the TouchCoin.

With this method, anyone (7.5 billion people) all over the world can easily take part in mining activities without a computer. In addition, it is the ideology that the Ad Mining Platform is aiming to implement equalitarianism of cryptocurrency through equality of mining rights.

Ad Mining Platform Progression

Pre mining → Allocation → Coin Drop → Ad Mining → Reward

* Total Supply
4.5 billion*50year
=90 million TOC

* Every year
90 million TOC

* O2O Ad Market
(Online to offline)

* QR Mining
On Line Mining
Off Line Mining

* QR Scan Reward

3.2. Ad Mining Technology

The drop range of Ad Mining is very wide and deep. First, the primary classification is online and offline. The online Ad Mining can present a wide range of mining methods and reward methods because it is carried out in a space using computer and Internet. For example, mining to participate in the game, various socials, shopping, and various plays or performances as well as mining through donation. In addition, it is very interesting that the TouchCoin value of the QR code paid as reward is not always consistent because in some cases, the reward value may be 1 TOC or 10,000 TOC. The TouchCoin is randomly charged in the QR code.

In particular, it's more fun and exciting when it comes to mining in offline because it's possible to perform mining that can enjoy during dating of a man and woman couple. In other words, lovers can play games and perform mining of cultural performances together. In case of offline, mining can be induced by printing the QR code on industrial products distributed on the market. Besides, mining performance can be conducted by the use of shops or restaurants. It is obviously that the method to combine time and space of real world with the mining can add to the fun of life.
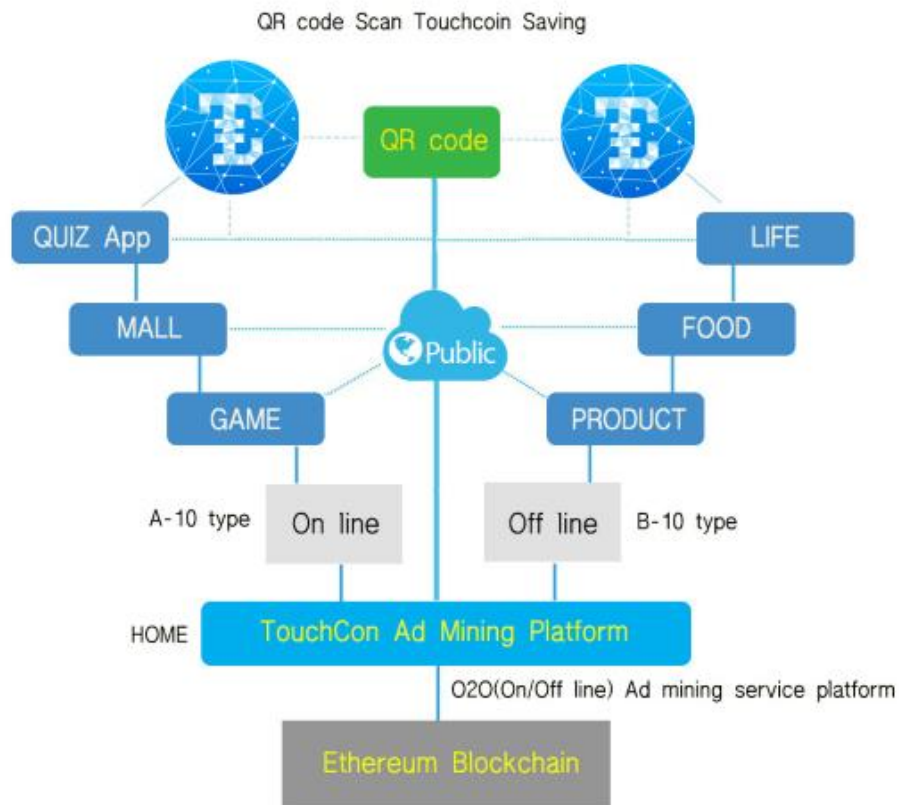
Home-Ad Type-Mining change-Participation-Play-QR code-Reware-Saving
Home-Ad Type-Mining change-Participation-Play-Acquisition-Switch-Saving

3.3. AMP (Ad Mining Planner)

We can try the optimized Ad mining if we know the history, customs, life, and environment of each country in the world in order to perform TouchCon Ad mining in each country. The mining method that simply downloads an application is not suitable for modern society. The TouchCon will organize another separate team in order to complement this. That is Ad Mining Planner system that will act as a TouchCon adviser all around the world.

The TouchCon advisers are selected from the people who are members of the United Nations and are free to do activities in their own countries. The first activity in accordance with the TouchCon roadmap will begin at Tokyo, Japan which is the most favorable for cryptocurrency in mid of December 2018. As of today, AMP candidate countries are Japan, the United States, Canada, France, the United Kingdom, Singapore, Indonesia, Russia, South Korea and Australia.

In particular, countries that the largest number of sales transactions are being made in the world can receive the most Ad mining dropping. On top of that, the TouchCon R&D team and these AMPs will have a meetup annually, and at this moment, planners will discuss in depth and make a presentation about how to optimize methods for advertisement environment, partners and Ad Mining Drop analyzed by each country.

"TouchCon AMP Meetup for TouchCon Platform Project"

This event will be held every year between countries and cities. The first country scheduled for December 27, 2018 is Japan which permits cryptocurrency as payment method in April, 2017. As Japan is a very important country for the cryptocurrency ecosystem, the TouchCon will hold its first event in Tokyo, the capital of Japan. All Ad Mining information of TouchCon to be mined in 2019 will be opened to the public.

3.4. QR Code for Reward

When the miners complete offline mining in running the Ad Mining Platform, they can receive QR code as reward. At this moment, the miners can save the TouchCoin to their own wallet after scanning QR code. The value of the TouchCoin charged to the QR code is very randomly charged from at least 0.5 TOC to 10,000 TOC. This reward method is a very exciting mining motive for Ad Mining.

QR is abbreviation of Quick Response, and Bar code developed by Denso Wave in Japan was beginning in early 1990. Bar code has been mainly used for product information and management. However, a brand new 2D code that overcomes the limitation of bar code was developed in 1994. That is the QR code that we are currently using. The QR code is used for various information search and payment method through a simple recognition operation (scanning) with the form of diverse special symbols or hieroglyphics in irregular square space. The patent of QR code is opened by development company, so anyone can use it freely.

It is possible to pay reward very quickly and easily if applying QR code to Ad Mining. If Miner Node obtains the result through taking part in desired mining activities, QR code will be given as reward. At this moment, if the QR code is recognized as mobile, it is automatically stored in the wallet. The reason for using the QR code as a means of reward is possible to provide a very quick and convenient reward.

In fact, scanning of QR code is showing steep growth in payment market all around the world because it has huge advantage of speed, simplicity, and convenience. In 2017, mobile payment with QR code in China has exceeded 70% of the total payment market. In the Ad Mining, the new technologies that can pay with various methods will be gradually introduced compared to QR code that will be paid as reward through a variety of mining activities.

4. AMRP

4.1. Yearly Remining Ad Mining Supply

Ad Mining conducts very fair and equal remining through PoA mining. The TouchCoin to be mined with O2O ads will be mined for the next 50 years, starting from 2018. If the total amount of TouchCoin mined by pre-mining is divided by mining period (50 years) in the future, the quantity to be mined every year will come out.

※ Yearly Remining Advertisement Mining (YAM) = Total Ad Mining Supply (TAMS) * 50 Year (50Y)

※ YAM = 4,500,000,000 TOC * 50Y = 90,000,000 TOC

90,0000,000 TOC will be annually remined to Ad Mining from 2018 to 2068.

4.2. AMRP Interest Method

TouchCoin will run the AMR program in 2018. AMR is a sort of PoS reward program. It collects the money of QR code sold by O2O to the advertiser and discriminately compensates to TouchCoin holders once a year in accordance with the holding quantity and the retention period of TouchCoin.

In early days, sales will be decreased due to low awareness, but the number of times for ads will be increased as the number of times per year is going up. The AMR program will be rewarded as a drop to all TouchCoin holders on December 31 every year. The foundation has decided to drop the amount of Ad Mining scheduled in 2018 to existing holders of TouchCoin because we don't have time to prepare for Ad Mining which will be started in 2018.

Therefore, anyone who registers TouchCoins at the TouchCon foundation site can receive reward interest. The volume to be supplied to ICO sale in 2018 is 450 million TOC in total. 0.18 TOC is paid to 1 TOC because amount of Ad Mining in 2018 is 82.5 million TOC.

※ AMR payment rate (%) = CirculatingSupply * 90,000,000 TOC
※ AMR payment rate = 450,000,000 TOC * 90,000,000 TOC = 36%

According to the above calculation, if you have 10 TOC, you will receive 3.6 TOC as reward interest on December 27, 2018. However, there will be some difference in the correct reward interest because some difference may occur in accordance with the retention period.

4.3. AMRP Five-Year Forecast

There are some points to be considered compared to the AMR payment rate to be paid for five years from 2018 to 2022 because there are quantities lost in the mining process when performing Ad Mining every year. The foundation estimates this as about 30%, and this figure will be going up or down depending on the surrounding environment.

Year	Circurating Supply	New Mining Supply	Ad QR code Profi ratio	AMR
2018	250,000,000	90,000,000(100%)	90,000,000(100%)	36%
2019	340,000,000	90,000,000(50%)	27,000,000(30%)	7.94%
2020	385,000,000	90,000,000(60%)	45,000,000(50%)	11.68%
2021	439,000,000	90,000,000(70%)	45,000,000(50%)	10.25%
2022	502,000,000	90,000,000(70%)	45,000,000(50%)	8.96%

▶ 100% of Ad Mining amount will be paid as AMR interest (36%) because the ICO is started in 2018.

You must visit TouchCon Foundation (touchcon.info) and register your wallet to receive TouchCoin's AMR on December 27, 2018.

In case of AMR paid to TouchCoin holders, it is more advantageous to keep in the wallet as long as possible because interest rate is discriminately applied in accordance with the holding quantity and the retention period

5. TOC Token Issue

5.1. TOC Allocation

The total issuance amount will be 50 billion toc.

❶5% of TOC will be kept for capital reserve.

❷5% of TOC will be distributed to the TOC presale / TGE participants.

❸The maining 90% of TOC can be earned through equitable private 'PoW' mining.

It is mining that 90 million TOC are produced per year for the next 50 years.

TGE 5%
(250,000,000 toc)

Foundation & tech 5%
(250,000,000 toc)

AD Mining 90%
(4,500,000,000 toc)
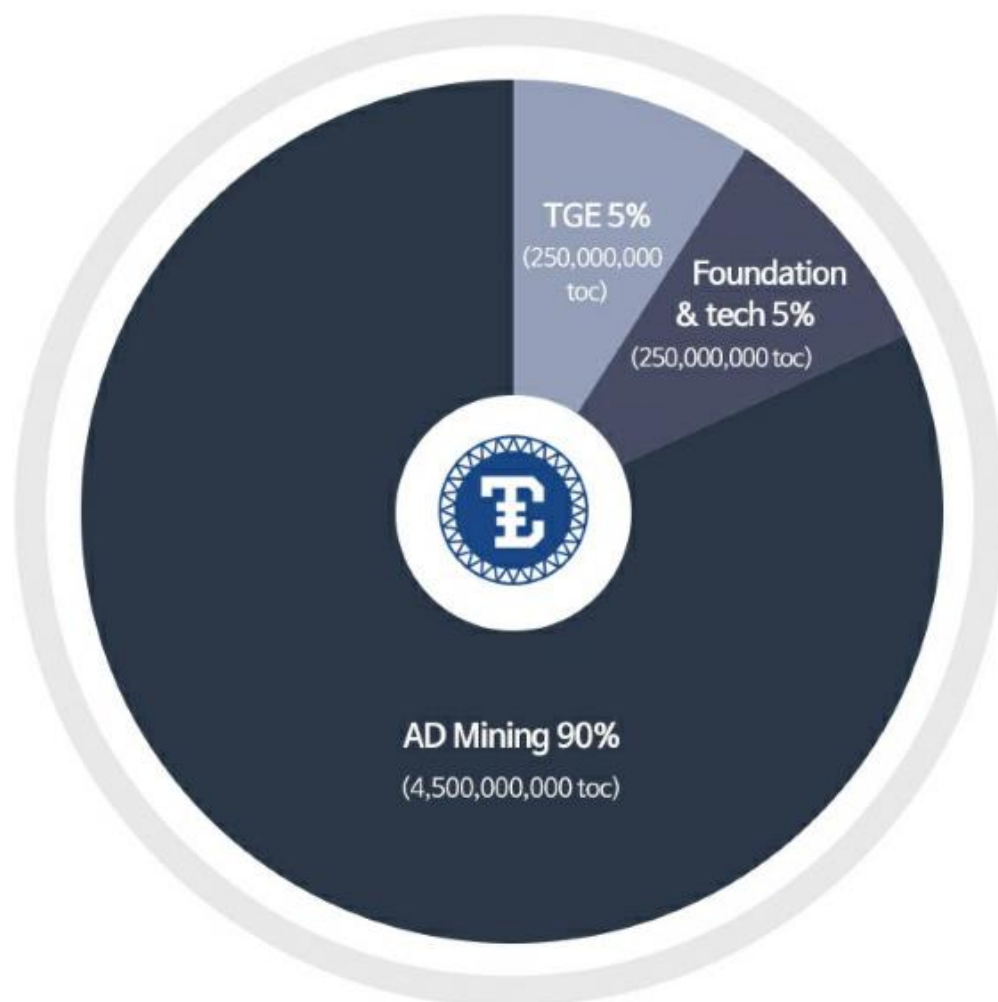
5.2. ICO TOC Allocation

Capital reserve(50%)

❶30% of pre-mined TOC will be kept for capital reserve. 30% Capital Reserves

❷20% of pre-mined TOC will be kept by TOC foundation & TouchBlock technology for capital reserve. TOC foundation 5% + TouchBlock Technology 15%

The Ethereum raised through presale & TGE will be used as below(50%)

❸30% of pre-mined TOC will be used to implement TOC technology.

10% Mission Blockchain / 10% TOC Global TouchCon / 10% TouchBlock Technology.

❹10% of pre-mined TOC will be used for global marketing, TouchCon Development Teams, Advisors, Social media channels, and AMP programs.

❺10% of pre-mined TOC will be used for Partners, Development and activation.

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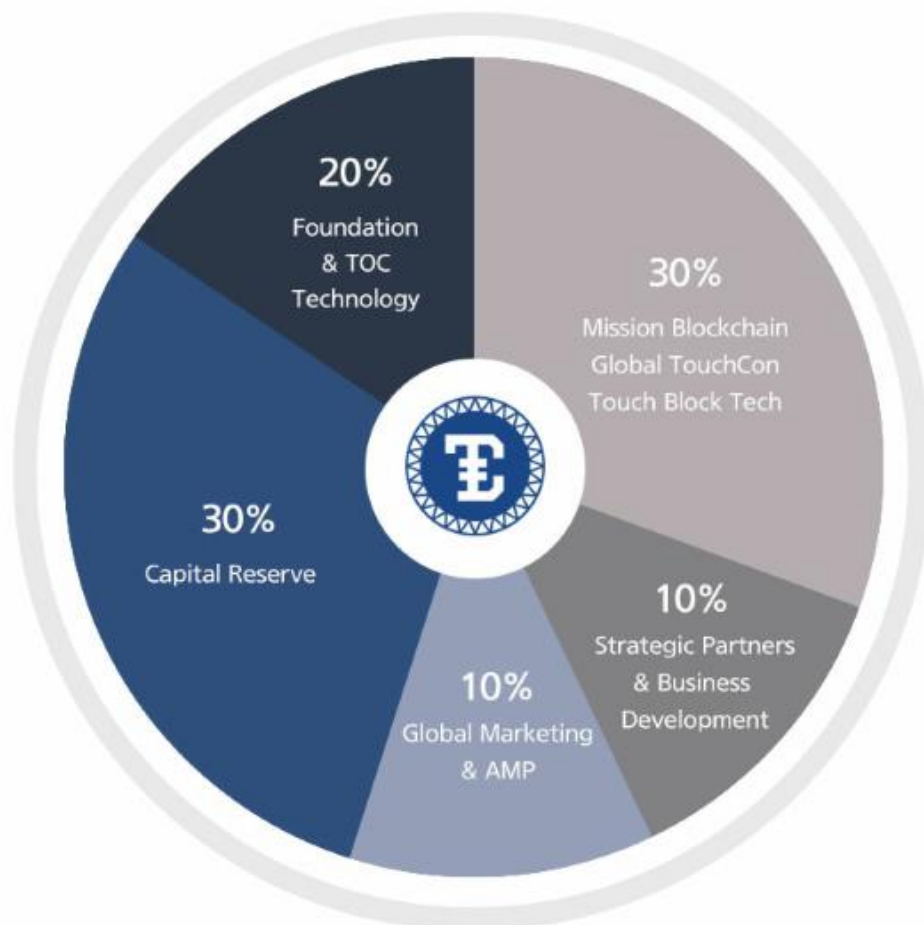
5.3. ICO-Sale Distribution

The TOC target is 50,000 ETH

-	Private Presale	Public Presale	Token Sale
Hard Cap	50 million	100 million	100 million
Denomination	ETH	ETH	ETH
Participants	Strategic Partners	Non-US,CA,CN,TW, HK Participants	Non-US,CA,CN,TW, HK Participants
Period	Feb 5 - Mar 10	Apr 16 - Mar 11	Mar 14 - Mar 18
Min Contribution	-	O.1 ETH	0.1 ETH
Max Contribution	-	30 ETH	Determined by # Of Registrants

Topic	Description
TOC Token	TouchCoin
The lssuer	TouchCon Platform Foundation by Indonesia Manado Organization
Rights	TOC represents limited license to validate the TOC and DEX No voting or membership rights No sharing of revenue, dividends, equity, etc
Refunds	None
Redemption	Buyback option in open market (treasury) Regulatory redemption
Listing	DEX (immediate with ETH) EXchange partners

6. Road Map

ROAD MAP

2017 Q1~Q4
A Study on the Planning of Ad Mining Platform
Multi-national development team and
advisor OrganizationTechnology Agreement signed
by Blockchain Experts
Issuance of a whitepaper
Building the D-TOC Exchange Solution V1.0
TOC Mobile App v1.0

2018 Q1~Q4
TouchCon Token Generations Event Start
Ad Mining Platform V1.0 Demonstration
TOC Mobile App V1.0
D-TOC Exchange Solution v2.0 Indonesia Build
TouchCon 5 Country IR & Invest
TOC ERC20 Token & TOC Wallet distribution
QR code Ad Mining Demonstration
TouchCon Wallet Site Open
D-TOC Exchange Beta Service

2019 Q1~Q4
TouchCon Ad Mining Platform V2.0
TOC Mobile App v2.0
2019' In Bali First Conference
World Tour Tokyo, Manila, Seoul MeetUp
Ad Mining Platform Citizon Open
QR code Technical presentation

2020 Q1~Q4
D-TOC Exchange Five countries Build
TOC Mobile App v3.0
Ad Mining Platform 10 country Open
World Tour Toronto, Austin, Jakarta MeetUp
Ad Mining Platform V3.0
Scale to 10 advertising companies worldwide

2021 Q1~Q4
Ad Mining Platform 15 country Open
TOC Mobile App v4.0
Ad Mining Platform v4.0
World Tour Seoul, Tokyo MeetUp

7. Goal of TouchCon

As a matter of fact, we could not imagine that mining that can separate the computer would be possible because cryptocurrency itself has the characteristic of digital electronic cash. This results in an error of hasty proposition that "Perhaps, B is impossible because there is an A". However, when computer mining reached the limit over time, sincere research about how to mine alternative cryptocurrency seemed to be needed. As a result, TouchCon Ad Mining Platform comes out.

If we can understand that real world where we live in is a network society connected between people, Ad Mining which is performing remining by harmoniously converging mining and advertisement can be a very innovative and proactive way. In particular, it brings out positivity of general public about cryptocurrency in the remining process and can be a very realistic method to expand a sense of intimacy.

The TouchCoin mining is only possible in the early platform. After extended mining net is complete, it is possible to connect and support other cryptocurrencies. In this case, it would be possible to organize a more advanced mining association of involving TouchCoin-based other cryptocurrencies.

❶ The Ad mining platform is a very fresh idea that combines mining with advertisement. In particular, providing the QR Code as reward for mining will be of greatest interest to the manias.

❷ It is a very important value that the mining range is extended to the O2O area. This provides an opportunity for TouchCoin to maintain more close relationship with the general public.

❸ The idea of paying sales amount of QR code supplied to advertisers is the best part of the project. As shown in the white paper, AMR of 36% will be achieved in 2018. This is a great compensation. If advertisement value of TouchCoin is going up, sales amount will be increased gradually and AMR will be appreciated accordingly.

❹ Their experience and know-how based on the diversity of R&D teams and advisors teamed up from various countries will contribute to the success of TouchCon's various platforms and TouchCon project.

❺ The decentralized TOC Exchange platform which is scheduled for building in 10 countries will contribute to the globalization of TouchCoin, and in particular, will quickly support cash compatibility of TouchCoin and all cryptocurrencies through building of interworking network.

8. Information and Support

All information relevant to TouchCon Ad Mining Platform is opened to the public. In addition, if you make a little effort, you can easily get additional information. If you have any further questions about the TouchCon project, please do not hesitate to contact us. The developers and members who have very wise thinking, insight, humanism and altruism in the TouchCon Platform Foundation will be working in Bali and Manado.

TouchCon Platform Foundation has delegated development of Ad Mining Platform to the Softtech Run Inc, and development of TOC Mobile App to the PT respectively. Development of TouchCon technology and decentralized TOC Exchange is delegated to CME Software Company which is specialized in Blockchain. TOUCH QR Inc will develop QR code related technology of TouchCon. Besides, we will make a contract with multinational advertising agencies all over the world when it comes to Ad Mining in the near future.

The TouchCon Foundation has delegated technology development to the Softtech Run Inc in order to develop innovative technologies and solve difficult problems. Softtech Run Inc will conduct a wide range of tasks in overseas parts on behalf of TouchCon Foundation. We will frequently update the progress of project through gitHub and our own official Internet media.

www.touchcon.io

www.bitbigbang.com

www.Touchconmall.com

www.adm@touchcon.io

www.facebook.com/touchcoin

www.twitter.com/touchconinfo

www.instagram.com/touchconplatform

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www.t.me/touchconplatform

www.github.com/touchconDev/touchcon

blog.naver.com/touchcoin

9. Useful Reference Documents

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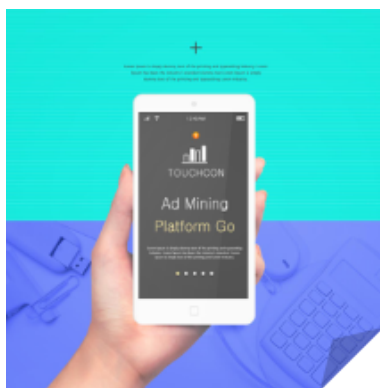
10. TouchCon Development Teams

Choi Chang-Myeung CEO & Ad Delveloper Jinsoo5587@hanmail.net

Choi Chang-Myeung is a doctor of business administration at Kyunghee University, and he is participating in various social contributions and through activities at a standing committee of government agencies and lecturing activities, and a banking law compliance officer as an international management and advertising marketing consultant. He has been teaching at Kyunghee University and many other universities and is a standing director of the Korea Ethics Management Association, and an affiliated professor at the Graduate School of Business Administration at Gachon University, in addition, he is leading the Ad Mining project in the character as the CEO of Touch Block Technology Co. Ltd.

Jardy Niel SP. Cuezad Development Engineer jardz223@gmail.com

Cuezad is a programmer majored in the science in information technology at Central Luzon State University in the Philippines and now he is a professor at the University of Luzon, Philippines. He has specialized skills in system administration, network security and firewalls, HTML, CSS, PHP, and MySQL database language and was responsible for tasks related to networking at Cisco. His main role in Touchcon project is in researching the anti-hacking technology of QR code and firewall management.

Bi Jian Lian Development Engineer zjbjl@163.com

He is a machine learning specialist for the field related to computer applications and majored in computer applications at Jilin University. Moreover, he gained a great amount of attention from academic world with regards to the computer animation technology, the minicomputer operating system and application, and the computer foundation and FOETRAN77 program design. He had worked as a professor at Beijing Jiaotong University and then now is working as a professor at Jiangsu University after through having worked as a researcher in the Mau information service research in Japan. He will participate in the AD Mining Platform using QR code at TouchCon.

James Li Development Engineer P-sapphire@daum.net

He is a computer programmer majored in PM at George Washington University in the USA. He is a specialist in SCJP, SOLARIS, CCNA, and ECL, who majored in business administration at Sungkyunkwan University and led the development of the comprehensive online program as head of the IT Planning Department at Shinhan Bank. He will lead the development of application programs for Touchcon's online mining.

Yuxin CTO & Blockchain Engineer yuxin@ujs.edu.cn

He is an expert in the field like the robot control technology, cloud computing, and image control, and is passing down relevant knowledge and skills in the computer research institute and various committees.

At Touchcoin, he demonstrated convergence for QR code data information processing and image information extraction technology and mobile-optimized scanning technology. And he is attracting attention as an expert in image control field and a chief professor of computer science at Jiangsu University of Science and Technology in China.

Song Mu-Ho CMO & Ad Developer Jamessong1206@gmail.com

He is a doctor of business administration who has spread international trade and marketing at several universities including Gyeonggi University, as well as a certified management consultant and a franchise consultant. He has participated directly in improving the management of a number of companies with his knowledge of the franchise distribution system. And he made his debut as a writer and poet in the Korean literary world and published many theses and works. Furthermore, he finally developed various marketing for Touchcoin ecosystem and sagacious operation of Ad Marketing in TouchCon Project.

Lee Jun Beom   Founder & CFO   ngm1224@gmail.com

He is a securities specialist who has been a representative of SDK Investment Management and he is also the head of the KCC Cryptocurrency Research Center and a columnist on the economic outlook. He has accumulated a wide knowledge and experience in cryptocurrency markets and its eco-systems and majored in administration and psychology at university. He has worked as a representative of the overseas branch of Indonesia of the listed company, DAELIM, and besides, worked a professional manager for many companies. Currently, he is leading the naturalistic mining process by integrating the systematic theory and practice of Ad Mining Platform as TouchCon Foundation Director.

Galih Pratama Development Engineer Galih2312@gmail.com

He is a software developer who majored in computer engineering at University of STMIK BANI SALEH. He is studying very dynamic mining program design technology which is specialized in mining program matching with hardware and software. He will study the stable QR mining through data control and integrated program development based on network stability of advertisement mining through QR code.

Cha Bo-Kwon Blockchain Engineer cha5615@gmail.com

He was responsible for developing various web projects in the Blockchain Technology Project. Especially, he has expertise in API specific fields. He will cover various web development, PHP and Javascript to be used in Platform in TouchCon Project. He is a programmer who majored in smartphone contents at a university in Korea.

Yijayanti Communicator yanti30@gmail.com

She majored in management at Indonesia University and had a lot of experience and capacity in works for enterprise business community. She is conducting business communications for FinTech companies in Indonesia and Korea and she will take a role to be utilized her communication skills in TouchCon's overseas MeetUp and globalization strategies.

Ma Ji-Hyun TouchCon Webdesign jeonee21@naver.com

She has participated in various software development related to the Internet and has specialized skills in UX/UI and App/Web Design. The various apps and web designs she tries at TouchCon are all her works, especially, it displays various talents such as the three -dimensional representation of the stereoscopic image of the QR code of the TouchCon. She is a web designer who majored in Internet Informatics at a university in Korea.

Cho Kwang-Nam TouchCon Management chokn9@gmail.com

He is a management specialist who has accumulated various experience and know-how in distribution management and marketing field in Korean companies. With MOS Master, he has piled up operational experience in the online market, as well as systematic management support and distribution management technology. He majored in management information science at the university, and he will take a role to establish a systematic and comprehensive management system at TouchCon Project.

CXX COMPANY Blockchain Development Company

CXX Company is a Korean IT company specialized in Blockchain technology, Web, mobile, IoT, system integration SI, and Commerce. In particular, this company operates its own 'Blockchain Institute' for the study of blockchain commercialization in the IoT field, and is pursuing various research and development for practical use of the blockchain technology through this institute. This company is developing various technologies including TouchCon Blockchain Core technology development, QR code recognition, and data conversion technology.

11. TouchCon Advisors

M. Sooba Khan   sooba.korea@hotmail.com

M. Sooba Khan has experienced diverse and complex governance careers at a diplomatic office in the foreign country of Pakistan and is currently working the chairman of the investment standing committee and is studying various approaches to innovation and commercialization of the new energy sector. He has wise insights into the renewable energy technologies that will be applied to the innovative areas of the Fourth Industrial Revolution and will contribute to the rootage of globalization through the TouchCon Project in the future.

Lee Sung-Sik   leess459@naver.com

He is a technology transfer agent recognized by the Ministry of Knowledge Economy and has long devoted to the development of IT science and technology in the Ministry of Information and Communication. He has successfully accomplished technical tasks in the IT field at several government agencies including the Korea Information Society Development Institute and the Korea Institute for Advancement of Technology. And he is working as a professional IT technology analyst, serving as the director of Korea Technology Trading Society, including the Korea Association of BI Technology Commercialization. A great deal of his wisdom is expected to use and commercialize QR code in TouchCon development.

HANS hkw3300@gmail.com

Hans graduated from Kookmin University and is a professional manager with accumulated experience in hotel services and advertising. He has accumulated a great deal of experience in distribution marketing and has been in charge of distribution and marketing policies for 7 years as CEO of U-SAVE MARKET Co., Ltd in 2002 and CEO of JACOIN Company in 2008. Currently, he is the representative of overseas branch of SINOPEX Company, which is emerging as a global environmental specialized company and he is leading various environmental projects related to the earth environment-friendly business.

Lee Jong-Gun   boyfree93@irience.com

He has a great interest in the legal limitations and regulatory directions of devices that will be applied to future societies where AI (Artificial Intelligence) exists. Especially, when cryptocurrency is implemented in the IoT (Internet of Things) environment, he tries to study the legal aspects of the device's own asset value fluctuations and limitations of rights obligations, and he is a current lawyer who graduated from the College of Law of Chung-Ang University, and now he has attended the law firm, Dae Yang.

Choi So-Hyang susan@tesan.co.kr

She is a communication specialist who majored in English at Science and Technology College of the Beijing Normal University in China.

She worked at Samsung MPION in 2002, and she is a career marketing woman who is fluent in three languages including English, French, and Chinese. She has deep knowledge and insight in international trade and marketing.

Lee In-Sang insang2kr@hanmail.net

He is an expert on autonomous driving and automobile engineering, and majored in mechanical engineering at Dankook University and its graduate school in Korea and he has received a lot of attention from academia, publishing various researches and papers related to technology. He is a veteran engineer who is worked as an examiner member for authorized engineers and certified technician in the Human Resources Development Service of Korea and a qualification screening committee member of the Ministry of National Defense, and a jury member for automobile license screening of the Gyeonggi and Gyeongbuk region. He has contributed greatly to the automobile industry by teaching younger students in his colleges and universities and has participated in the 4th Industrial Revolution since 2015 by studying automobile IoT technology development.

Hellington Terro james1206@gmail.com

He is a restaurant franchise expert from Chefs who majored in the food and nutrition at Austin, Texas in the USA. He has gained wide experience in various food culture and environment of foreign countries as a child and has a wide knowledge about the eating out culture. He has a great interest in GMO and food culture of the future humanity, and he is expected to show various wisdom related to the restaurant industry in TouchCoin project in the future.

David Kang davidkangcanada@yahoo.com

David is a graduate of Myongji University, Department of Electronic Engineering, and has gained extensive experience in the marketing and distribution of computer hardware in Canada. He has been very successful in the franchise business of renting tapes in the early VHS video market, and has received local media attention. He currently serves as a broker for 'Homelife Best Chocie Realty' in Canada and is a professional manager who pioneers the future with new challenges and enthusiasm.

Robert Kim yjkim@tesan.co.kr

Robert is a trade expert who has 20 years of experience and know-how in foreign trade business, and majored in economics at Sogang University in Korea and worked as a team manager at Daewoo International while experienced various trading environment around the world. in 2002, he was established and became to be independent as Taesan Trading Co., Ltd. Currently, he is working for the import and the export of diverse products from all over the world, and he has exported small-sized advertising products manufactured in his own factory to Daiso and other 10 countries. As a foreign trade expert who has built a very diverse distribution infrastructure, he is engaged in a wide range of activities.

KT. Jung   picolohakata@gmail.com

He is a distribution and marketing specialist who also serves as a representative of 'Picolo hakata', famous for accommodation condominiums as Weekly Mansion including 'Japan Drug', which connects the pharmacy chain of Japanese O2O market. He was involved in a variety of distribution and trading businesses based in Fukuoka, Japan. His success in the stay of the Weekly Mansion, 'Picolo hakata', which he attempted, received great attention from the Japanese lodging industry. In particular, the franchise 'Japan Drug', which is a chain of pharmacies, is being promoted as an exemplary case of the Japanese pharmacy industry through systematic promotion and new management marketing.