Proof of Compassionate Care (PoCC)

Introduction
Proof of Compassionate Care is an evolution of the Proof of Care concept implemented in protocols such as TomoCoin and Quantstamp. At its core, Proof of Care (PoC) generates consensus (agreement of participation level) based on a user's level of care for a project, and users who participate in consensus are rewarded in the protocol's native token based on the level of care given.

Pros of PoC
- Attracts long term participants
- Organic marketing and growth
- Users with no tech background are at no cleardisatvatage

Cons of PoC
- Opportunity for mass accumulation for early adopters (whales)
- Lots of spam/copycat content
- Is easily beat by bots

Understanding PoCC
Proof of Compassionate Care (PoCC) consists of these elements with one key difference, proof of compassion. We believe that this concept is best illustrated through an example between a human, a Tomogocci (digital pet) and a dog. The human (user) has been tasked by a friend with pet-sitting a Tomogocci (PoC) and a dog (PoCC) for one week. The human is incentivised to provide the absolute highest level of care for the pets in order to keep their friend as happy as possible. The Tomogocci requires food, attention and sleep at set intervals. As a result, the user is able to calculate and meet the minimum level of care required to keep the happiness of the pet at 100%. When caring for the dog the human dynamically responds to the needs of the pet. The dog does not require care on a specified timetable and does not have a fixed set of needs that must be met. As a result applying the PoC strategy to caring for the dog could leave the dog overfed, overworked or malnourished. Because care is based on non-algorithmically generated factors, its effectiveness must be measured by a composite score based on the satisfaction of the recipient. The **satisfaction score** is the level of actual care the recipient has received and is fundamentally uncapped so that a minimum threshold can never be met. Tokens are then distributed to users based on their percentage of total points earned over a given period of time.

Applications of PoCC
Collectibles - NFT/Metaverse/Play to Earn ecosystems commonly feature a "breeding" mechanic in which users can "breed" two or more collectibles in order to mint a new one with a random assortment of the parent's genetics (traits). Ecosystems that choose to implement a PoCC over their collectibles have the opportunity to pass down rare genetics through breeding

collectibles with high satisfaction scores. The result is that the most active and deliberate players earn the highest satisfaction score, leaving the whales/devs/insiders of the ecosystem with no clear advantage over the retail user in earnings, and an overall higher average participation level per user.

Token Distribution - Blockchain projects seeking a fair way to distribute tokens based on true project participation are well suited to utilize PoCC as a means of rewarding active users. Users are distributed tokens based on the percentage of total points earned over the specified period (block). This is especially well suited for projects utilizing an incentivised testnet where users are awarded testnet points that can be redeemed for real world value at a later time through use of an uncapped testnet participation composite score. In the token distribution scenario, points should be allocated to certain categories that comprise the core functions that the team expects from its most active participants.

Sources
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