

Abstract

This proposal, the final deliverable of the Arbitrum Onboarding 3-Month Pilot [Program Fellowships](#), led by the core team of the Education & Content Creation group, outlines the creation of an Arbitrum Interactive Learning Platform. This platform aims to empower builders, delegates, and active DAO members within the Arbitrum ecosystem by serving as a central hub for learning about Arbitrum's technology, governance, community initiatives, and opportunities through interactive modules, quests, and challenges. The platform will integrate with Farcaster and Ethereum Attestation Service (EAS) to foster community engagement and provide verifiable on-chain credentials for learning achievements.

Motivation

The Arbitrum Interactive Learning Platform addresses the need for a comprehensive and engaging educational resource within the Arbitrum ecosystem. By integrating with social protocols like Farcaster, the platform gamifies the learning experience and fosters a vibrant community. As the ecosystem grows, it's crucial to provide a structured and accessible way for users to not only learn but also actively participate and showcase their achievements, inspiring others to join the journey. The platform's interactive approach, combined with the use of Farcaster and EAS, will enhance knowledge retention, facilitate community engagement, and provide tangible value to users through on-chain attestations, creating a dynamic and rewarding learning environment within the Arbitrum ecosystem.

Innovation

- Interactive Modules, and Quests: Engaging learning experiences to enhance knowledge retention.
- Personalized Learning Paths: Tailored experiences based on users' interests and goals.
- Community-Driven Content: Encouraging contributions from the Arbitrum community to keep content fresh.
- Farcaster Integration: Enabling users to share quests on Farcaster via frames.
- EAS Attestations: Issuing verifiable on-chain credentials for learning accomplishments, enhancing a learning social graph, composable for further initiatives.

Project Stage

The team is fully prepared and ready to commence work on the project.

Target Audience

- Builders
- Delegates
- Active DAO members
- Newcomers to Arbitrum
- Partners

Comparable Projects

- Rabbothole.gg (gamification)
- Arbitrum Academy (content)
- On-chain credentials platforms (attestations)

Prior Grants

No previous grants received.

Project/Idea

- Goal: Build an Arbitrum Interactive Learning Platform, integrated with Farcaster and EAS, focusing initially on the governance module.
- Methodology: Content curation, platform development (including Farcaster integration), EAS integration, and community engagement.

Expected Outcomes

- Functional interactive learning platform with a focus on the governance module.
- Verifiable on-chain attestations for learning achievements related to governance.
- Increased awareness and adoption of Arbitrum's governance processes within the ecosystem.

Deliverables

- Interactive learning platform with quizzes and personalized learning paths focused on the governance module.
- Farcaster integration for sharing quest progress and achievements.
- Integration with EAS for issuing on-chain attestations related to governance learning.
- Community engagement plan for the platform.

Alignment with Arbitrum

This project aligns with the DAO’s focus on community-centric development and education. It provides a valuable resource for onboarding new members, empowering existing members to participate in governance, and attracting potential investors and partners.

Requested Grant: \$30,000

Budget Breakdown

Phase	
Budget (USD)	
Phase 1: Initial Module Development (Governance)	
26,000	
Content Curation (Governance)	
5,000	
Platform Development	
18,000	
EAS Integration (Initial Setup)	
3,000	
Phase 2: Promotion & Community Engagement	
2,000	
Community Management & Feedback	
2,000	
Contingency (6.67%)	
2,000	
Total Estimated Cost:	
30,000	

Milestones

Milestone	
Amount	
Deliverables	
Estimated Completion	

Phase 1 Completion

26,000

Fully functional platform with governance module, Farcaster integration, and EAS attestations.

Week 6

Phase 2 Completion

2,000

Community engagement plan executed, initial feedback collected, and platform refinements implemented.

Week 9

Final Report

2,000

Comprehensive report detailing project outcomes, user feedback, and future recommendations.

Week 12

Success Measurement

- Platform functionality and user engagement (number of users, completed quests, issued attestations).
- Evidence of community contributions and feedback.
- Number of on-chain attestations issued.
- Dissemination flow between web platform, X/Twitter, and Farcaster.

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Team Experience

Our team comprises members of the Arbitrum DAO Education & Content Creation Fellowship, bringing diverse expertise in research, community engagement, data analysis, and development. We have a proven track record of success with team members having won awards in hackathons such as Farhack 2024, Eth Cinco de Mayo 2024, and the Digital Vote Hackathon at the National Congress in México.

Team Members

- [@0xnestor](#)
- [@Humberto_BOH](#)
- [@Ceci_Sakura](#)

Conclusion

The Arbitrum Interactive Learning Platform represents a significant step towards empowering the Arbitrum community through education and engagement. By providing a comprehensive and interactive learning experience, the platform will foster a deeper understanding of Arbitrum's technology, governance, and community initiatives. The integration of Farcaster and EAS will further enhance the platform's value by enabling users to share their achievements and receive verifiable on-chain credentials. We believe this project has the potential to significantly contribute to the growth and success of the Arbitrum ecosystem.