

Note: This is the beginning of an idea's formation. Join the discussion and let's see where we can go with this, how can we improve or how can we get inspired and come up with something completely different.

Imagine you delegated your votes to a senate you like. That senate makes a decision, gather with the individuals in a public forum like Twitter spaces, explain their rationale to keep their delegate votes, and move quickly in small hierarchies. Their power would be defined by how persuasive they are in their rationale, and how successful they were to convey their vision to their delegators.

The senate-like structure where we can delegate our votes to people who are under high scrutiny.

These senates could be paid around 0.05% of the voting power they gather for each vote, which maybe 0.02. Think of it as an extremely low trading fee.

What this does is:

It opens the possibility for quick and informed decision-making to take place with a rigid semi-hierarchical structure but under constant public observance.

Each Senate has to constantly keep its supporters convinced who delegate their votes every week with a little bit of skin in the game. They can make an earning of it.

Imagine a senate gathering 100,000 votes. If they can keep that amount of delegation by informing the public that supports/her, they can earn 50 \$APES per vote. And saves the time for a lot of researching, keeping up with the daily agenda of \$APE type of important tasks outsourced to the Senate for themselves.

For someone who has 10,000 votes would pay for this service 5 \$APE, as someone who risked \$150,000 by investing in the DAO, they can be substantially informed and keep their influence with minimal work by being briefed by their senate.

Although maybe a payment to the Senate doesn't have to be per vote, it can be monthly. Like a maintenance fee of some sort.

I think we are going to need a hierarchical structure for sure, else, the endless debates among atomized community members with incomplete information are going to make the process dull and unable to finalize.

Let's discuss.