

SWIM



Spread Wisdom

WISE PAPER

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Executive Summary

In today's world, many children turn to unregulated social platforms to consume content and even learn from it. Although platforms like TikTok and YouTube are very entertaining, the content produced isn't always kid-friendly nor is it considered to be a kid-safe environment. That's why SWIM aims to provide a safe platform whose main goal is to help kids to learn in a kid-friendly and kid-safe environment. SWIM is the first Play-for-WISDOM game that generates financial contributions, creates broad awareness for global warming, and actively incentivizes a sustainable lifestyle, connecting in-game challenges with real-world phenomena and educational content. SWIM is the first ever spread wisdom game that is going to create those toddlers to become an entrepreneur where 2 to 7 use 3 hours of phone time on screen per day. Our motive is to make them entrepreneurs and spread wisdom to their brains. We are focusing on issues that put us in the same boat like environmental problems and UN-SDGs in general. Decentralized autonomous organizations (DAOs) have the potential to revolutionize the way we collaborate and make decisions but have also faced challenges and failures in the past. To address these issues and create a more effective means of spreading wisdom and knowledge, we propose the creation of a decentralised ecosystem focused on the spread of wisdom. Our decentralized ecosystem, called "SWIM (SPREAD WISDOM)" aims to promote wisdom and knowledge sharing on a global scale, using a range of innovative technologies and approaches. Through our platform, we aim to educate, empower and engage individuals and communities around the world, helping them to become more enlightened and conscious of their impact on the planet and on each other. Social media has become an integral part of modern society with adolescents being among the most active users. While social media can provide a sense of connection and community, it can also have negative effects on mental health, particularly in adolescents who are still developing their cognitive and emotional skills. At the same time, toddlers need to develop wisdom, which is the ability to think and act with knowledge, understanding, and insight, as well as an understanding of the importance of the environment and the need to protect it. This white paper aims to explore the impact of social media on mental health in adolescents and the role of wisdom games in promoting wisdom and environmental awareness in toddlers.

'SWIM-Spread Wisdom' is a wise ecosystem built to spread wisdom through the WISE SWIM Toddlers Game structure. Our goal is to create a future generation of wiser, green entrepreneurs and promote wisdom in order to create a better and healthier earth. We believe that every person has the potential to reach their highest level of intelligence. It is our mission to offer with our resources and team in any way we can to raise awareness for earth health and spread wisdom to as many people as possible. SWIM's spread wisdom would help to avoid the failure of DAO by using the wise consensus algorithm "Proof-of-Wisdom"

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Overview

"SWIM (SPREAD WISDOM)" is the Wise Consensus ecosystem on a decentralized platform built to spread wisdom and create a better, healthier world and wise future generation by empowering toddlers in many ways. The ecosystem will be built on a wise decentralized chain that utilizes proof of wisdom and proof of contributions to ensure the integrity and transparency of the platform. In addition to its focus on saving us from the failure of DAOs, the Wise Consensus ecosystem is also designed for individuals or organizations that contribute to the development of renewable energy sources or the protection of natural habitats that can earn rewards on the Wise Consensus platform. By creating a decentralized ecosystem that leverages the latest technology and draws on the wisdom of ancient cultures, we believe that we can create a powerful and effective means of spreading knowledge and understanding to people around the world. Whether through NFT games for toddlers, apps for sustainable farming, or immersive VR experiences, we aim to empower and engage individuals and communities in the quest for wisdom and a more sustainable future. By creating a decentralized ecosystem that leverages the latest technology and draws on the wisdom of ancient cultures, we believe that we can create a powerful and effective means of spreading knowledge and understanding to people around the world. Whether through NFT games for toddlers, apps for sustainable farming, or immersive VR experiences, we aim to empower and engage individuals and communities in the quest for wisdom and a more sustainable future.

WiseMe: An NFT Game for Toddlers

One key component of Wise Spread Wisdom is WiseMe, a non-fungible token (NFT) game designed specifically for toddlers. NFTs are unique digital assets that can be bought, sold, and traded on blockchain platforms. Through WiseMe, we aim to foster a love of learning and exploration in children at an early age, setting the stage for a lifetime of wisdom-seeking and environmental stewardship.

Merging Ancient Wisdom with Modern Technology

In addition to leveraging the latest technology to create innovative platforms and tools, Wise Spread Wisdom would also draw on the timeless wisdom of ancient cultures. The Vedas & Global ancient scriptures are a rich source of knowledge and understanding about the natural world and the human experience. By incorporating the teachings and insights of the Vedas into our platforms and tools, we aim to bring together the best of both worlds to create a more holistic approach to wisdom-sharing.

Virtual Reality for a Wise Bigger Impact

Virtual reality technology has the potential to greatly enhance the impact and reach of our decentralized ecosystem. By creating VR experiences that allow people to explore and learn about the natural world in a immersive and interactive way, we aim to bring the wisdom and knowledge of our platforms to life in a whole new way. Through the combination of VR and our other platforms and tools, we hope to create a wise ecosystem that truly reaches people around the globe and inspires them to share wisdom in their own lives.

Creating a Metaverse Using Wise Ecosystem

To further increase the reach and impact of our decentralized ecosystem, we propose the creation of a Metaverse using our own layer solutions. A Metaverse is a virtual shared space, created by the convergence of virtually enhanced physical reality and physically persistent virtual space, including the sum of all virtual worlds.

While accessibility generally addresses issues with physical disabilities or the limited physical or psychological ability for accessing any service or product, ‘game accessibility’ can refer two things. Either the game is not properly designed for a target user group who suffers from different kinds of disabilities or, regardless of physical or psychological disability issues, a game can be designed in such a manner that it is not accessible by some groups of user simply because it is not usable or useful to them. Designing inclusive games can be a solution to the first issue. Designing usable games for accomplishing a set of tasks should be the solution for the second issue that is addressed here. We would like to argue that, to accomplish successful wisdom learning using games, it is important to design games with a certain purpose properly. This would allow the most possible groups of users to be included in using the games for wisdom learning, for example. The game industry would also lose potential users and profits if the game is excluding certain groups. This whitepaper takes into consideration some parameters that users expect from games while they are playing them, and uses these parameters to propose a framework called ‘Inclusive framework for developing wisdom games for learning’. The motivation behind our game model is the universal design concept, also known as inclusive design or design for all. Universal design is a concept which is getting more and more widely supported and the present challenge is to mainstream universal design. If we want to use games for learning wisdom properly, the first task is to design proper games for learning wisdom. For this to be achieved, one challenge will be to include user’s needs under the concept of inclusive or universal design. Hence, by mainstreaming the design for all concepts of NFT games design, it could be quite possible to design games properly to serve the purpose of optimal learning.

Underlying problem

Children spend hours, every day, consuming their time on smartphones, online social media, and live chats and even while doing the simplest activity like walking; they are glued to the screen. Social media and Smartphone’s often lack wisdom applications and can contribute to a culture of instant gratification, which can be particularly harmful to toddlers who are still developing their cognitive and emotional skills. The constant stimulation and immediate rewards provided by screens can lead to a lack of patience and critical thinking in young children. Furthermore, the fast-paced and shallow nature of many social media platforms can make it difficult for toddlers to learn how to process and evaluate information healthily. Additionally, the screen time that toddlers spend on these devices can often be passive and unengaging, leading to a lack of creativity and mental growth. Parents and caregivers need to provide and encourage toddlers to engage in activities that foster their overall development using wisdom.

Wisdom

“प्रज्ञाप्रायः “अनभुवः, ज्ञानं, सामान्यज्ञानं च भवितुं गुणः।”

Wisdom (Pragnya - प्रज्ञा) is often defined as “the quality of having experience, knowledge, and common sense (Nallaperuma and Karunananda, 2011). More generally today, wisdom can be defined as the use of stored knowledge to create an understanding of humanity, human society, and its environment to guide one's actions and improve one's life he/she is more than just cumulative knowledge.

“प्रज्ञायाः अर्थः ज्ञाने विचारे वा पूर्णता सिद्धिः वान भवति।”

“First, wisdom does not mean completeness or perfection in knowledge or thought.”

As with knowledge, a few remarks can be made about the definition of wisdom.

1. Wisdom is defined as a human quality or human characteristic that is not universal or even pervasive. As a human trait, wisdom can be gained, but it can also be lost (Stange and Kunzmann, 2008).
2. Wisdom is created from the human input of information, experience, and knowledge, through analysis and precise defining (Zeleny, 2006). Using that information OR experience along with the knowledge wisely is a critical part of wisdom.
3. A person cannot simply claim to be intelligent, similarly, wisdom as a quality must be observed and recognized by others (Noordin, 2003).
4. Wisdom is an individual human trait, but it is used at least to improve one's own life, if not to improve human society and its environment (Hussain et al, 2021).

Finally, wisdom involves guiding one's future actions and therefore making predictions and looking ahead.

Background

At present digital gaming has become a part of our culture. The gaming industry too is an interesting and important issue in terms of commercial values. This industry is rapidly growing and we see the expansion of the gaming industry in last decade in a totally different manner, since hardware improvement has come about rapidly and prices become affordable by a large population using computers. “Academia and also Research & Development over the last years have started to focus on ‘serious games’” (Kellogg et al., 2007). “Leading experts speak of ‘creating a science of games’ with the goal of implementing games and game-like interfaces of general importance for a growing number of applications and as a general trend in the design of Human-Computer Interfaces (HCI)” (Zyda, 2007; Kellogg et al., 2007; Archambault, et al., 2008). While enhancing usability, games or interfaces reflecting game-like environments are quite accepted and known as means to implement educational, training, general HCI and web applications effectively (Archambault et al., 2008). For example, Archambault et al. mentioned some areas of interest in games, one of them being “eLearning and edutainment which more and more implement or use didactic games”

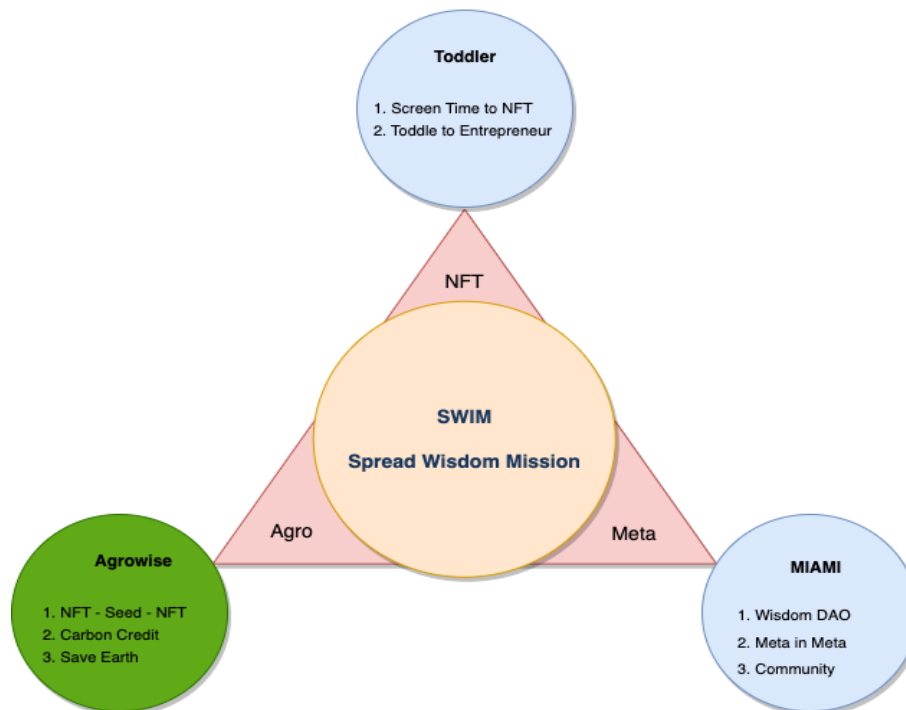
(Chatham, 2007). “As an example of this trend it should be noted that critical issues like mathematics and science education are approached with game-based learning infrastructures and edutainment to address the well-known didactic problems in this domain” (Archambault et al., 2008). It was found in previous researches that playing games can stimulate chemical changes in the brain which in turn can promote learning (Mayo, 2007). However, the rate of learning will be highly dependent on how well a game is designed to serve that purpose. That is, to get effective learning outcome using a game, that game should also be designed effectually, or else the intended purposes will not be served.

That is why not all games can be used to educate students. Although issues like how an educator will use a game to teach, how well the student and learning environment integrates together etc. are some factors that have a direct impact on learning, most importantly the platform of learning (game in this case) has the highest significant impact on pupil’s mind regarding the issue of how they are learning. Also as society ages and the care gap increases, technology is envisaged as a means of allowing older people to live independently for longer. For this focus group, for instance, designing games has already been a challenge, not to mention the fact that designing games for wisdom learning for this audience is more challenging. Therefore, in the upcoming future, where NFT games are a major recreational activity as well as a tool for attaining tasks like learning, education, content delivering etc., a mass market of NFT games not too different from what we now have should focus on ‘appropriately designed’ games. Appropriateness of the design would then unlock the possibility of making games complete on and on their own and self-sufficient.

Garris et al. (2002) described a tacit model of learning that is important to have an understanding of when studying games. The goal is to design a game that incorporates certain characteristics and features. These features trigger a cycle that includes the user’s reactions and judgments such as interest and additional system feedback. If well-designed, the instructional content will be paired with appropriate game features and this iterative cycle results in self-motivated and recurring game play. The result is that this engagement in game play leads to the accomplishment of specific learning outcomes and training objectives. Research has revealed that learning can be more effective if it is characterized as fun by the learner. Also, if the educational assignment is set in a motivating context the learning outcome is enhanced and aided. A game that can provide a meaningful context for the learner will therefore have a positive effect on the learner’s motivation and learning (Cordova & Lepper, 1996). If the learner is engaged and actively interacts with the game, learning will be done effectively. Cordova and Lepper’s result showed that powerful educational benefits could be gained if an intrinsic motivational appeal of learning activities for learners is increased with the right design. As Garris et al. (2002) described, the goal to be achieved is motivated learners, who are focused, enthusiastic and engaged. The game should bring curiosity to the user, since curiosity is considered to be an important driving factor for learning (Malone & Lepper, 1987). The users crave an optimal level of challenge; they are best challenged by activities that are neither too easy nor too difficult to perform (Malone & Lepper, 1987). The rules of a game describe the goal structure of the game. Another important factor influencing motivation and active game play is that how specific, clear and difficult the goals are provides enhanced performance (Locke & Latham, 1990). The theme, characters and context that buildup the game will stimulate fantasy (Garris et al., 2002) and are also important in order to achieve educational effectiveness. The game interaction needs to incorporate good feedback as an assessment of progress towards the goals that motivate the user to devote more effort. The educational game therefore needs to be designed very carefully to achieve effective learning by increasing the relevance and motivational force of the game for the learner.

Spread Wisdom Mission (SWIM) Utilities.

The Spread Wisdom Mission aims to create a wise world and provide wisdom games to adolescents as a way to convert their screen time into NFT (non-fungible tokens) and encourage them to become future green entrepreneurs. By connecting the world's first metaverse inside a metaverse inception, the Spread Wisdom mission aims to create the first-ever communicable community metaverse for all metaverses to come together. Through the use of wisdom games and the creation of a communicable community metaverse, the Spread Wisdom mission aims to help adolescents develop critical thinking, problem-solving, and decision-making skills, as well as an understanding of the importance of the environment and the need to protect it. By fostering wisdom and environmental awareness in young children, the Spread Wisdom mission hopes to inspire the next generation of green entrepreneurs and help to create a more sustainable and connected world.



WiseMe

- Converting screen time of the kids to wise ZoonNFT.
- First-ever kids NFT to digital gold conversion on the safest blockchain network protocols for a wise investment.
- Incentivizing parents spreads wisdom to kids and communities.
- Extra rewards for parents spending time with kids in mother-nature nurturing the environment around.

- Special family rewards for using recyclable planet-friendly products for kids and aspiring the kids to do the same.

SWIM is the first Play-For-Game that generates financial contributions, creates broad awareness for global warming, and actively incentivizes a sustainable lifestyle, connecting in-game challenges with real-world phenomena and educational content. SWIM is the first ever spread wisdom game that is going to create those toddlers to become an entrepreneur where 2 to 7 use 3 hours of phone time on screen, per day. Our motive is to make them an entrepreneur and spread wisdom to their brain. We are focusing on issues that put us in the same boat like environmental problems and UN-SDGs in general.

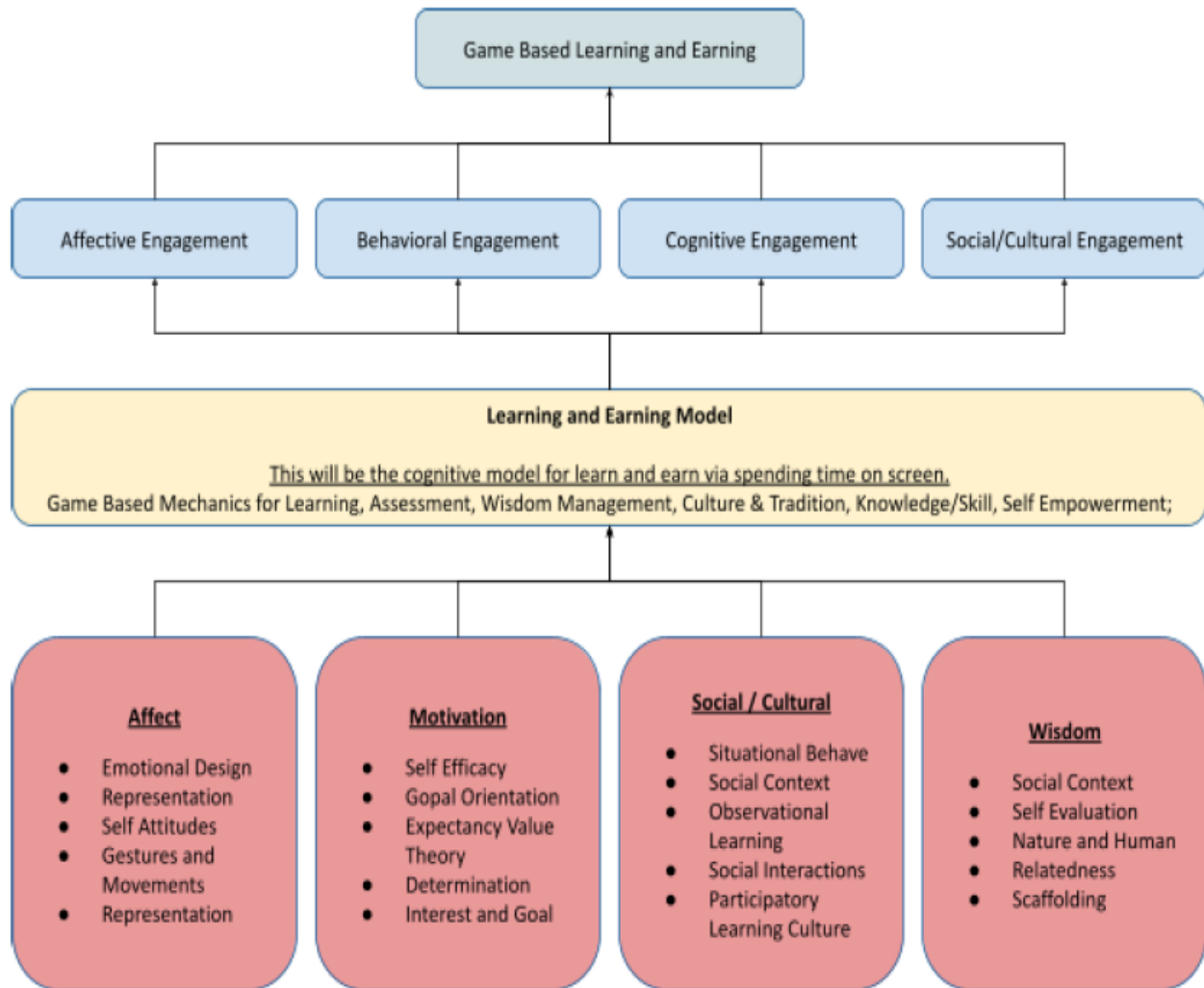
Evolutionary Game Theory

The origins of evolutionary game theory began in 1973 when John Maynard Smith and George R. Price, in their work “The Logic of Animal Conflict” (Smith and Price, 1973).

Although it originated in evolutionary biology as a concept to explain the Darwinian evolution of surviving species, the principles of evolutionary game theory have been adopted by economists, psychologists, etc. In classical game theory, the success of a strategy depends on the strategy (Hammerstein, 1998). In developmental game theory, on the contrary, the game is played several times between many players. The success of a particular strategy depends not only on the strategy itself but also on the frequency distribution of alternative strategies and their success.

In SWIM, we are proposing Game-based Learning and Earning model for kids to earn today and develop skills to become entrepreneurs in future.

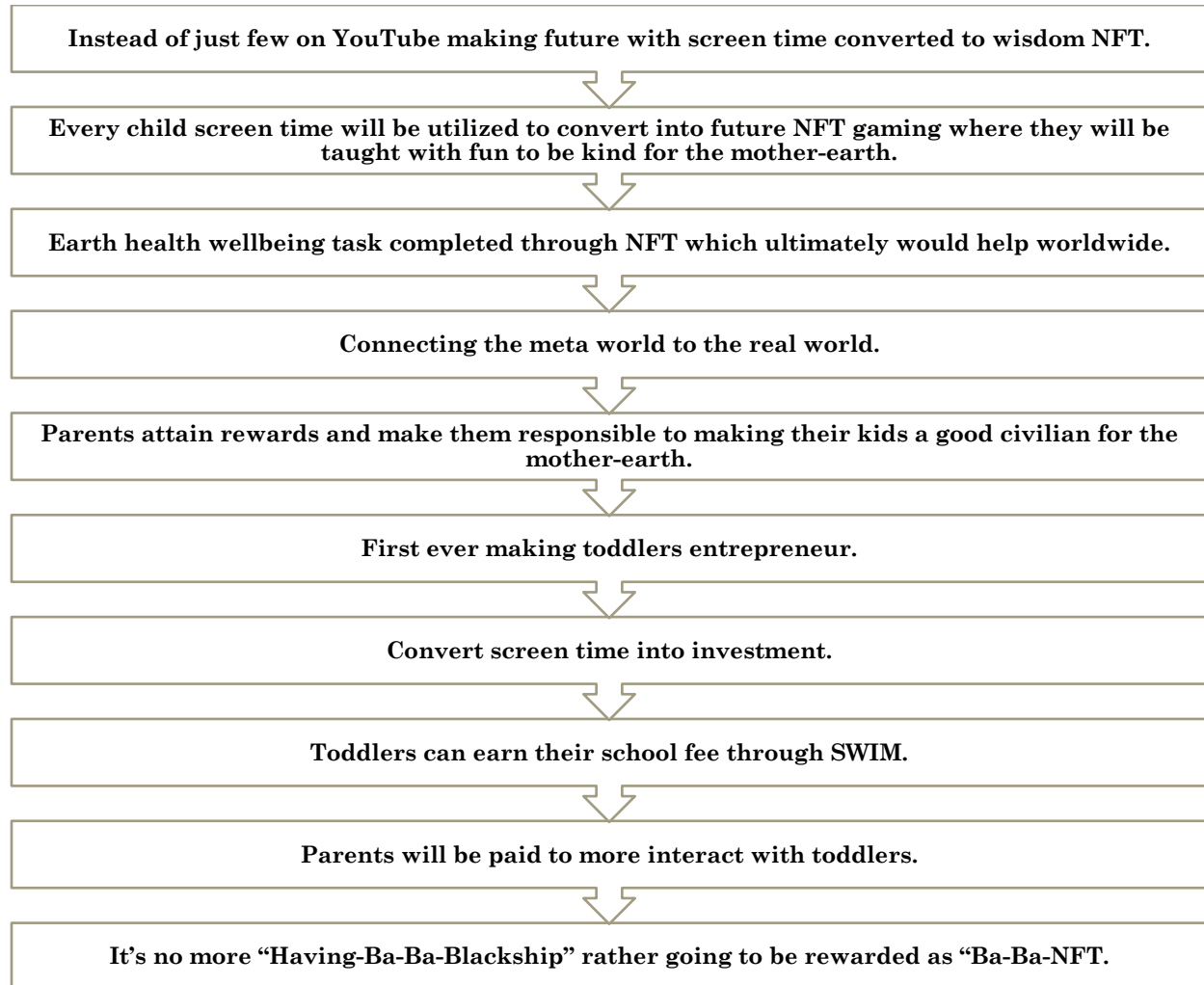
The great thing about SWIM's NFT games is that parents can be used to teach toddlers the basics of money management and how to become an entrepreneur. Through our games, parents can introduce their toddlers to the basics of trading and investing. They can also teach them about the importance of diversification and managing their risk. By teaching their toddlers about the basics of money management, parents can help prepare them for a lifetime of financial success. In addition, SWIM's NFT games can also be used to teach toddlers about the creative element of entrepreneurship. Through these games, toddlers can learn how to design and create their own virtual items and assets. This helps to foster their creativity and encourages them to think outside of the box. It also allows them to explore new ways of making money and developing their own business ideas. Overall, NFT games are an excellent way for parents to teach their toddlers the basics of entrepreneurship and money management. By introducing their children to the world of SWIM's NFT games, parents can help prepare their toddlers for a lifetime of financial success and creative thinking.



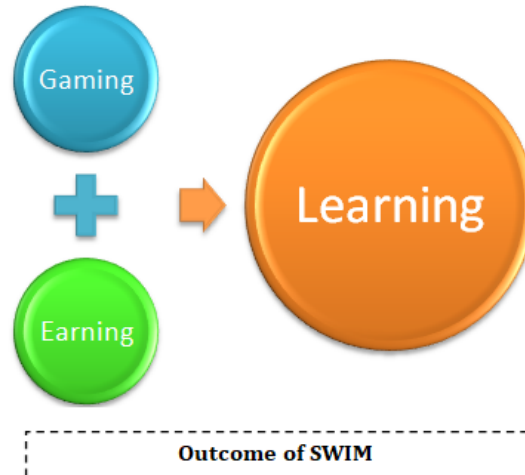
Our Main Approaches

Games work best when embedded into a larger blended learning curriculum (Barik et al., 2013). This sounds logical enough, but it is much harder to decide exactly what that curriculum should look like. Fortunately, many organizations have already successfully implemented games into their training. One of the best ways to prepare for a game-based learning implementation is to learn from the success of others. We are introducing the Screen-Time Learning and Earning process, instead of 0 benefits of the time to develop skills, learn while playing, and have fun earning real money through

futuristic technology algorithms. Our games are not only fun and engaging, but they can also teach valuable skills such as financial literacy, problem-solving, and strategic planning. So if you're looking for a way to make your kids' screen time more meaningful, SWIM's NFT games might be the perfect solution.



Our Play-for-Wisdom combines the elements of gamification, wisdom, education and state-of-the-art technology into an engaging game that has three major outcomes: Gaming, Earning, and Learning.



SWIM's Game-based learning model

The educational content can be a part of the theme of the game or it can emerge by interacting with the rules of the game. Since interactivity adds realism and fun is crucial for learning (Shafer et al., 2014), the content could also be considered for the story fiction dimension. That would open the opportunity for multimodal representations in this dimension as well. Interaction with the rules forces the user to conduct a certain activity. Hence, the rules of a game can be educational content too and therefore, that can also come from interacting with that specific knowledge. Technology is used for several issues while using games for learning, for example, economical or safety issues. Simulators are a good example of this dimension.

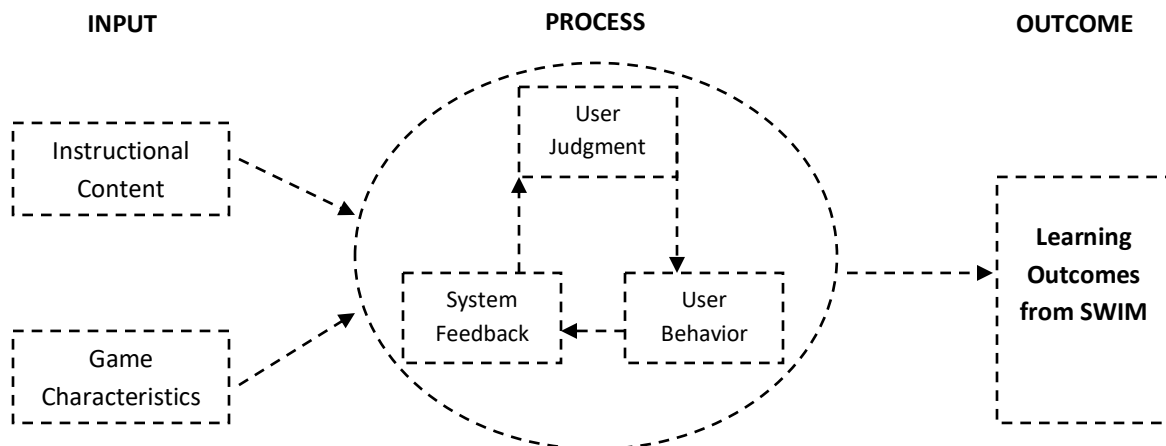


Figure: SWIM's Game-based learning model

We came to a few conclusions from the above findings, from which we derived some factors that can improve the design of our NFT games for learning more significantly. These findings are shown in an evaluation matrix form in the table below.

Table: Evaluation matrix of the SWIM's games design for learning.

<i>Questions</i>	<i>Resulting Matrix</i>
Can I trust the game to be accessible for learning?	Design of SWIM games more trustworthy by giving motivation to our user
Is the game itself easy to learn?	Improve the learning experience without too many confusing details
Can I socialize during my play and learning through play?	Making use of social functions during play to create a socio entertaining experience
Will I be able to of the game, handle the challenge while accomplishing the learning task at the same time?	Giving more confidence to the user about game rules and technology with minimal effort through the game design
Is this emotional experience intended for me?	Explaining through the game design the benefits, purpose and appropriateness of the games to users
Can I detect errors while playing the game?	Making the error evaluation ability higher using game rule

Features of SWIM's Games

All the features are fed by the discussed approaches. This creates a reference template that acts as a guide in designing SWIM's NFT games to be applied to the context of learning wisdom.

SWIM's Learning Wisdom Game Design			
<u>Affect</u> Representation Interactions Attitudes	<u>Motivation</u> Self Determination Attribution Goal Orientation	<u>Cognition</u> Contest Feedback Gesture	<u>Wisdom</u> Interactions Social context Environmental context Learning

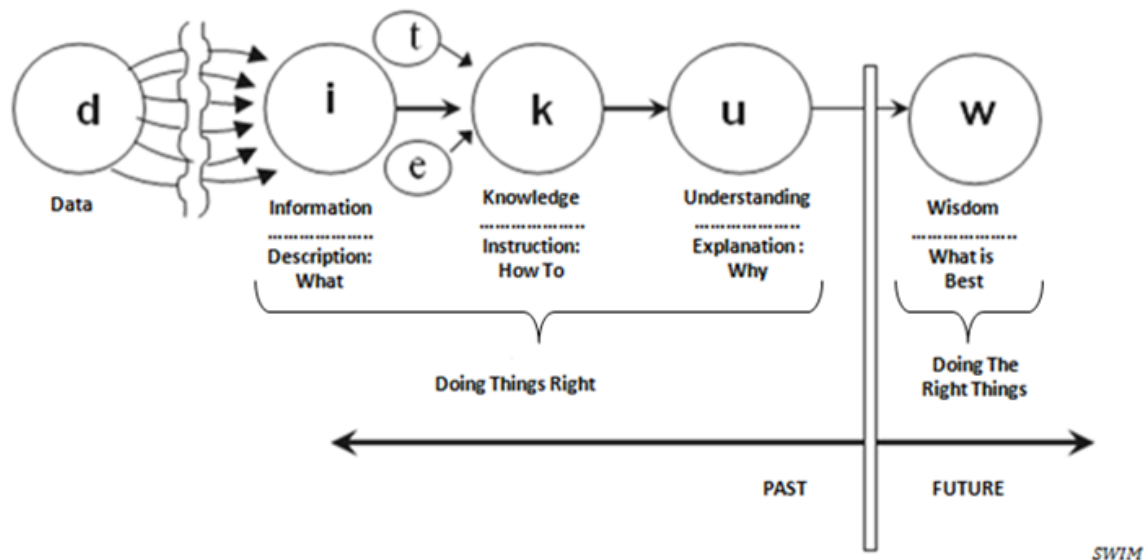
Starting from this macro model relative to the basic features of learning game design, it is possible to proceed with a more specific level of detail, descending to the level of game characteristics.

SWIM's Learning Wisdom Games Characteristics

Competitive Skills	Learning Objectives	Complexity	Players	Themes	Technology
Observation Reflection Action	Knowledge Comprehension Application Analysis Synthesis Evaluation	Mini Complex	Single Multiple	Strategy Action Adventure Role Board Knowledge Wisdom	Online Desktop Mobile

Wisdom Hierarchy

The Wisdom Hierarchy, also known variously (Hey, 2004) as the “Knowledge Hierarchy“, the “Information Hierarchy“, and the “Knowledge Pyramid”, refers loosely to a class of models for representing purported structural and/or functional relationships between data, information, knowledge, and wisdom. Typically information is defined in terms of data, knowledge in terms of information, and wisdom in terms of knowledge.



The clue this flow gives us about the internal workings of the human mind is how data flows from the external world to the internal unknown world. We believe most of the advanced artificial intelligence in existence today is merely reaching the “I” the information part of the Wisdom flow. This system is well-known as data mining. There is no way yet to make the system understand the information and forget about wisdom! All approaches of “SWIM-Spread Wisdom” are to grow our toddlers in doing the right things and let them wise.

Applied Science-Based Learning Reward Mechanism

Actimetry (actigraphy) according to applied science is the measurement of a person's physical activity using a wearable device (usually on the wrist) widely used in sleep and wakefulness research. Using a built-in accelerometer, Actimeter captures and counts body movements, which can be converted into a representation of activity levels over hours and days. It allows relatively discrete assessments of the characteristics of sleep and sleep-wake rhythms, such as quantity, quality, time, degree of daytime and nighttime activity, and the diurnal variation of these parameters.

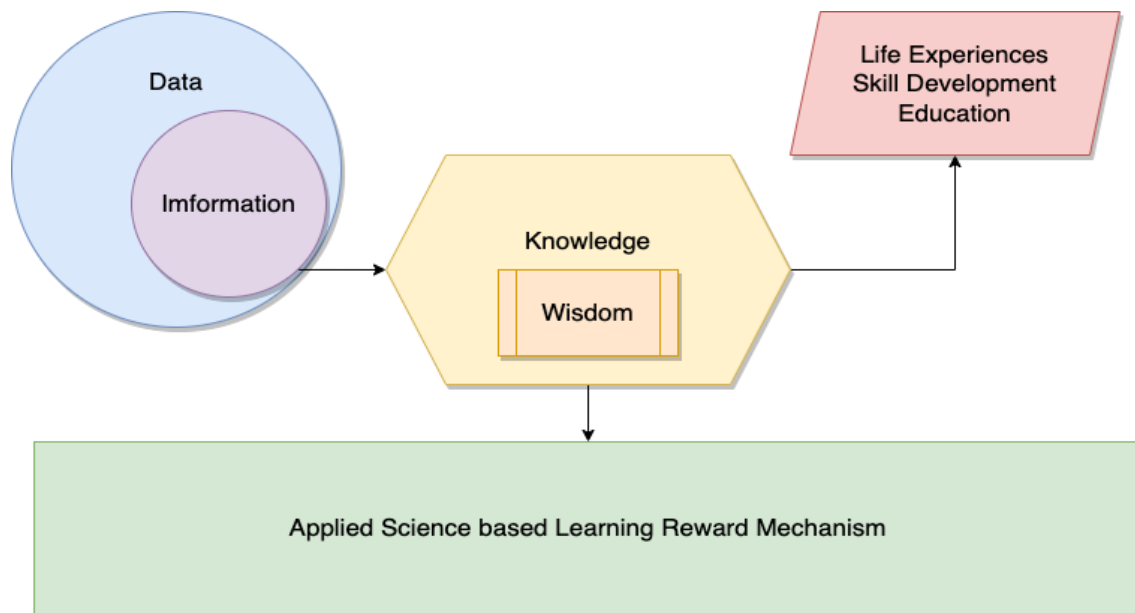
Another good rule is that a reward should be something you value as a family. Do you value them sitting in front of the screen?

Currently, the answer is NO.

Now based on the below algorithm we give each user a point proportional to the reciprocal of their time with their friends as their partner users.

Wisdom Model

The wisdom model can be explained with 4 components as Data, Information, Knowledge, and Wisdom.



Data Collection

Data is usually defined as facts and data gathered for reference or analysis. More typical of the computer age are a set of symbols, symbols, and the Preservation of facts. For example, our Google map timeline data below can tell us that a user has performed below activities:

- The user leaves their house at 7.45 am (location service on a cell phone and car)
- User stops at Starbucks for a flat white and breakfast sandwich (purchase at Starbucks cash register and paid by bank card)
- User parks their car and takes a train to work (train pass tracked and security cameras capture image)
- User arrives at work at 8.30 am (train pass tracked and security badge swiped at work)

Information

The second key component of Wisdom is Information which is defined as “The data facts provided or gathered about someone or something is Information about the person / Object.”

Information can also be defined as the meaning given by humans to collected data or selected subsets of data, typically accompanied by a presumption of truth or fact.

An interrogated data can become information, but whether the information is useful or valuable entirely depends on the manner of interrogation and the accuracy of the underlying data.

KNOWLEDGE

According to Wikipedia Knowledge can be defined as awareness of facts or as practical skills, and may also refer to familiarity with objects or situations. Knowledge of facts, also called propositional knowledge, is often defined as the true belief that is distinct from opinion or guesswork by virtue of justification. Knowledge is sometimes generally described as learned facts and theories.

WISDOM

Wisdom (Pragnya - प्रज्ञा) is often defined as “the quality of having experience, knowledge, and common sense. More generally today, wisdom can be defined as the use of stored knowledge to create an understanding of humanity, human society, and its environment to guide one's actions and improve one's life she/he is more than just cumulative knowledge.

Screen time calculation

Screen time calculation is measured using absolute reliability, or agreement, and was assessed through the standard error of measurement (SEM) using the following formula:

$$SEM = \sqrt{\sigma_e^2}$$

Where σ_e^2 is the error variance in a repeated measures analysis of variance (ANOVA). In addition, two-sided 95% confidence intervals were estimated from the following formula:

$$\sqrt{\left[\frac{SSE}{x_{a,dfe}^2}; \frac{SSE}{x_{1-a,dfe}^2} \right]}$$

Where, SSE is the sum of squares error from the repeated measures ANOVA, $x_{a,dfe}^2$ is the chi-square value for the probability level alpha and dfe is the degrees of freedom associated with SSE. Absolute reliability or agreement refers to the consistency of scores of individuals, and therefore indicates how similar the scores for repeated measures are when measurement error (systematic and random) is present.

SINGLE USER:

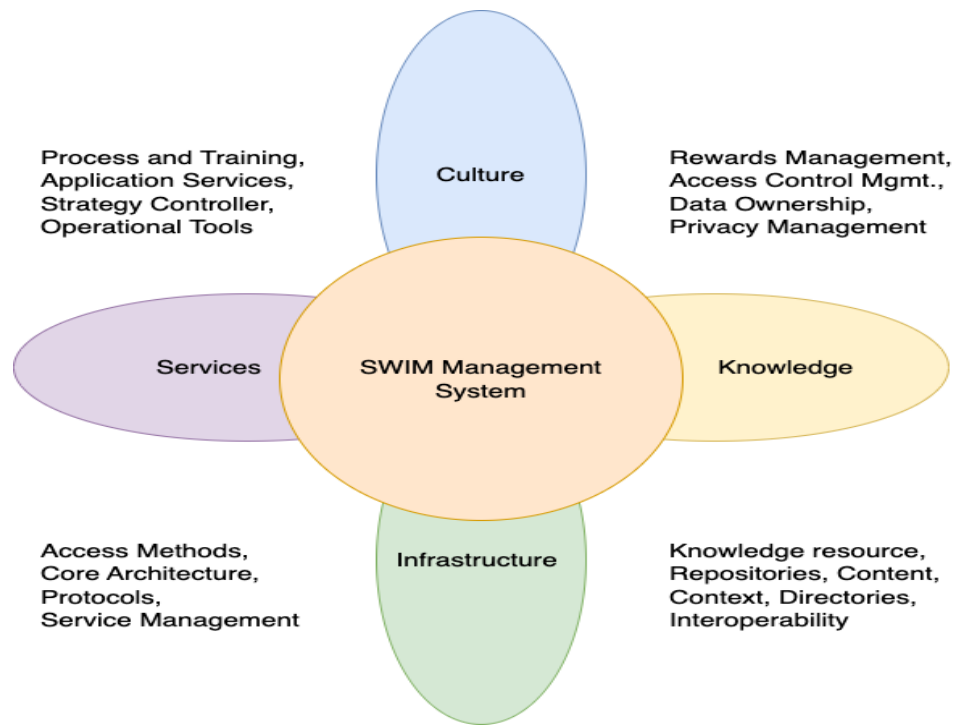
- One user with t seconds gets $100 \times (1/t) / (1/t) = 100$ points.

MULTI-USER:

- Of the two users, the one with 50 seconds gets $100 \times (1/50) / (1/50 + 1/55) \approx 52.4$, and the one with 55 gets $100 \times (1/55) / (1/50 + 1/55) \approx 47.6$.
- Of the three users, the ones with 20 seconds get $100 \times (1/20) / (1/20 + 1/20 + 1/25) \approx 35.7$, and the one with 25 seconds gets $100 \times (1/25) / (1/20 + 1/20 + 1/25) \approx 28.6$.

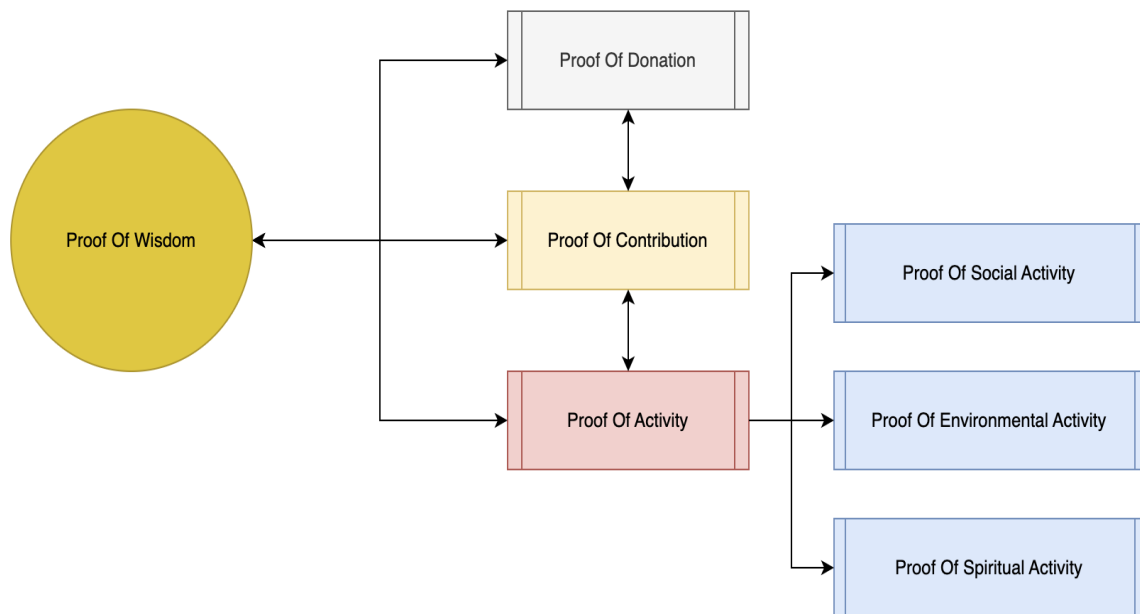
Wise-Consensus

Our futuristic WISE Consensus would be based on “Proof-Of-Wisdom” mechanism. The success factor for the proof of wisdom is defined in diagram below:



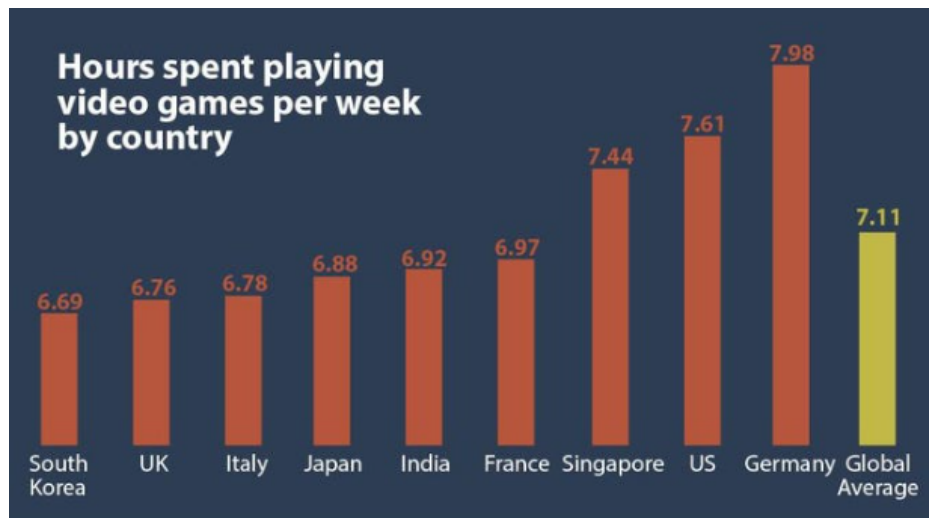
Proof-Of-Wisdom

The proof-of-wisdom will be based on the wisdom model defined above.



Current Growth of the Gaming World and Future Prospects

The Global NFT Gaming Market is expected to grow at a CAGR of 32.56% during the forecast period from 2022-2027 (Brienza, 2022). NFTs are revolutionizing the way gamers think about online gaming and in-game asset purchases. The technology used such as blockchain-built games and decentralized applications (dApps) enables players to capture the utility and value of in-game purchases and asset acquisitions more effectively. Further, Blockchain technology in gaming is driven by non-fungible tokens (NFTs), digital assets that represent in-game content. These tokens are unique, rare, and indivisible, while the blockchain networks that underpin NFTs facilitate player ownership, provable scarcity, interoperability, and immutability. It has various benefits. For instance, when a player purchases an armor upgrade in a traditional game, their only benefit is enhanced gameplay within the context of that one game. However, in a gaming ecosystem that utilizes cross-platform non-fungible tokens (NFTs), the same armor can be tokenized in a way that transforms in-game purchases into transferable assets that may confer benefits across interconnected games or be exchanged for money or other digital assets.



According to research conducted by Finder in March 2022 and a survey of internet users across 26 countries found that India has gained the top position in the popularity and adoption of NFT gaming, with 34% of respondents having played the Play to Earn games and 11% wanting to play it in future (Fernandes and Morais, 2022). India is followed by Hong Kong ranked 2nd with 29% NFT gamers, UAE ranked 3rd with 27%, and the Philippines ranked 4th with 26% NFT gamers.



FIGURE: MARKET SUMMARY BY FOLLOWING CAGR 32.56 %

Period	2020-2027
Fastest Growing Market	Asia-Pacific
Largest Market	North America
CAGR	32.56 %

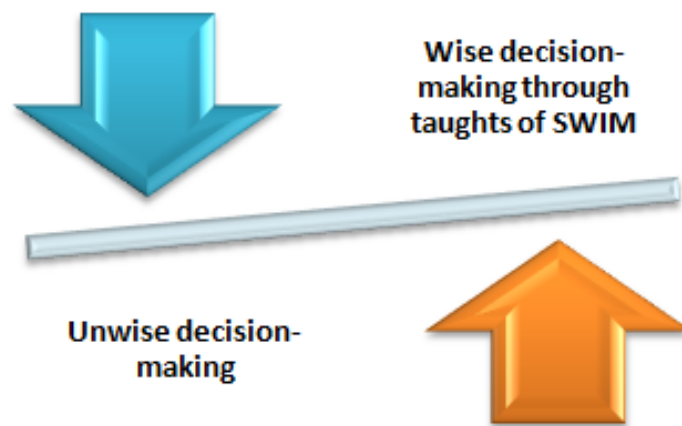
TABLE: MARKET SNAPSHOT

NFT-Powered play-earn (P2E) Games known as "Crypto Games" now have the opportunity for players to own their in-game assets (Vidal-Tomás, 2022). Crypto opens many possibilities for the player because in-game items are NFTs, and in-game currency is fully usable. Skins, weapons, characters, in-game currency, and even virtual land on the Metaverse can all be traded or sold for profit in the same way that any other NFT can. And like any other NFT, some of these in-game assets can sometimes fetch eye-watering sums on the secondary market.

As the world continues to grapple with the effects of global warming, it is important to educate the younger generations on the importance of taking action to protect the planet. One way to do this is through the use of NFT games. This can be used to teach toddlers about the importance of reducing their carbon footprint. Through these games, toddlers can learn about how their actions can have an impact on the environment. For example, they can learn about how their energy consumption affects the planet, or how their waste disposal habits can contribute to global warming. It can also be used to teach toddlers about the importance of conserving natural resources. Through these games, toddlers can learn about the importance of recycling, reusing, and reducing their consumption of natural resources. They can also learn about the importance of protecting endangered species and preserving habitats. Finally, SWIM's NFT games can be used to teach toddlers about the importance of taking action to combat climate change. Through these games, toddlers can learn about the various ways that they can help reduce emissions and protect the planet. SWIM's NFT games are an effective way to educate toddlers about the effects of global warming. By using these games, toddlers can gain a better understanding of the importance of taking action to protect the planet. In doing so, they can help to ensure that future generations have a healthy and sustainable planet to live on.

Wise world: Building a Wise Sustainable Planet for Our Children

We all want the best for our children and teaching them what true wisdom is will help them to become wise adults. The devotion goes on to say that we cannot improve on the wisdom of the Lord. God's wisdom will follow our children for the rest of their lives. It will be with them when we are absent but we can be at peace when we have a child who is wise in the ways of God. We are wise when our goal is to grow wise children. Wisdom is the ability to discern and judge which aspects of that knowledge are true, right, lasting, and applicable to your life. So knowing the difference we can agree that children need to be taught wisdom. Depending on their age and stage in life, knowing the difference between the two can sometimes be difficult.



In other words, wisdom guides them from unwise decision-making. And this wisdom is a gift that we can give our children. Therefore, to build a sustainable planet for our children, team SWIM is working to spread WISDOM through gaming.

Aim to Regulating Metaverse Using Swim Spread Wisdom

Following up a talk by the executive director of the Open Source Initiative, MrStefano Maffulli, "The metaverse calls us to rethink how to regulate things in a new environment for society as a whole". It is logical to predict that the metaverse will impact the lives of billions of people within the next ten years, driving a global transition from flat media to immersive media as the primary means by which users' access digital content. This will greatly impact the public sphere, giving even more control to platform providers than current social media technologies. With the industry heading in this direction, it is cautious to assess the potential dangers and propose any necessary regulatory solutions. The metaverse is being built largely outside the reach of regulation. The technology companies that are building it are increasing their presence through mergers and acquisitions, which by themselves call for a bigger engagement by antitrust authorities. In 2022, as a new computing revolution brings about an interactive, virtual world for us to collaborate, work and play in, industry watchers are calling this new world the metaverse. Just as we benefited from the internet, we want competition and open access in this evolving metaverse. Spreading wisdom is important for regulating the metaverse and decentralized organizations, as it can help ensure that

these systems are used for the benefit of all stakeholders and work towards the common goal of saving soil, improving the earth's health, and promoting human well-being. Here's how:

- *Ethical guidelines:* Spreading wisdom about ethical guidelines can help regulate the metaverse and decentralized organizations by establishing clear standards of behaviour and helping to prevent abuses of power or exploitation (Ning et al., 2021). For example, spreading wisdom about the importance of transparency, accountability, and fairness can help ensure that these systems are operated in a responsible and ethical manner.
- *Responsible decision-making:* Spreading wisdom about responsible decision-making can also help regulate the metaverse and decentralized organizations by encouraging individuals to consider the long-term impacts of their actions (Wählström and Sun, 2022). By understanding the importance of sustainability and the need to balance the interests of different stakeholders, individuals can make more informed and responsible decisions that contribute to the overall health and well-being of the planet.
- *Collaboration:* Spreading wisdom about the importance of collaboration can also help regulate the metaverse and decentralized organizations by encouraging individuals to work together towards common goals (Suzuki et al., 2020). By understanding the value of cooperation and the benefits of collective action, individuals can more effectively collaborate and achieve positive outcomes for the environment and the larger community.

Overall, spreading wisdom about ethical guidelines, responsible decision-making, and collaboration can all play a vital role in regulating the metaverse and decentralized organizations and making them work towards saving soil, improving earth health, and promoting human well-being. The metaverse needs close watching for safety, privacy and anti-trust reasons, just like the internet did. Now that the machinery has been set in motion, it's a good time to make sure we get things right for the metaverse. Indeed, those same three companies – Google, Meta, and Facebook, all have the size and scale to tip the metaverse in their favor (Charamba, 2022). Making sure they are regulated, and that there is free play, will be critical if a core principle of the metaverse – movement between virtual worlds – is to be upheld. SWIM would like to take an attempt to create a ground for regulating metaverse to save our toddlers from the dangers of an unreal world.

Empowering Missions of Global Organizations

Spreading wisdom and utilizing innovative technologies such as non-fungible tokens (NFTs) and the Wise Metaverse can empower global organizations working towards earth health goals and saving the planet to achieve their missions more effectively.

One way that wisdom can be spread is through the use of educational games like WiseMe, which utilizes NFTs to represent virtual items and achievements within the game. By creating a fun and engaging way for children to learn about environmental conservation and sustainability, organizations can help to educate and inspire the next generation to take action to protect the planet.

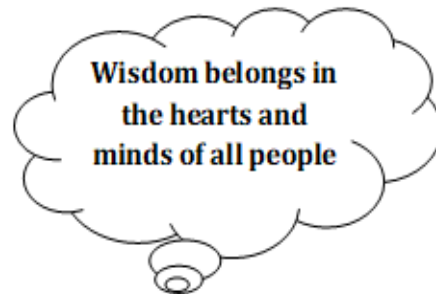
The Wise Metaverse, a virtual reality platform built on blockchain technology, offers another opportunity for organizations to spread wisdom and empower their missions. Within the Wise Metaverse, organizations can create virtual experiences and events that educate and engage people on environmental issues and solutions. This can include virtual field trips, interactive educational sessions, and immersive storytelling experiences that bring people closer to nature and inspire them to take action.

In addition to using NFTs and the Wise Metaverse to spread wisdom, organizations can also utilize blockchain technology to track and verify the origin and movement of environmentally-friendly products. This can help organizations to ensure that the products they are promoting or selling are sustainable and that their supply chains are not contributing to environmental degradation.

Overall, by spreading wisdom and utilizing innovative technologies like NFTs and the Wise Metaverse, global organizations working towards earth health goals and saving the planet can empower themselves to achieve their missions more effectively and make a positive impact on the world.

Currently, brands are using videos for a variety of purposes. UNICEF recently tried to launch one of their global training platforms in which their top 20–30 global directors share their wisdom with UNICEF’s fifteen thousand employees, helping them disseminate education from the top, down. At the same time, UNILEVER commissioned many firms for filming executives from several of their core brands to share their values with industry insiders, curious consumers, network and trade partners, and employees.

SWIM is trying to empower the missions of UNICEF and other global organizations



SWIM agrees that wisdom belongs in the hearts and minds of all people (kids, toddlers, adults). And SWIM is trying to help people do just that and empowering the missions of UNICEF and other global organizations.

To Empower Future Generations with Wisdom via Wisdom Toddlers NFT Game (WiseMe)

One key component of the Wise Spread Wisdom decentralised ecosystem is WiseMe, a non-fungible token (NFT) game designed specifically for toddlers. NFTs are unique digital assets that are stored on blockchain platforms and can be bought, sold, and traded like physical assets.



The game is designed to be fun and engaging for young children, while also providing a foundation of knowledge and understanding about the natural world.

One of the key goals of WiseMe is to educate young children about the importance of the earth and its natural resources, including soil. Through the game, children are exposed to concepts such as sustainability and conservation and learn about the importance of preserving the earth's natural habitats.

In addition to its educational benefits, WiseMe also has the potential to create a new generation of young entrepreneurs. By allowing children to buy, sell, and trade NFTs in the game, WiseMe can teach them about concepts such as supply and demand, and help them develop their financial literacy skills.

Furthermore, the use of NFTs in WiseMe can provide a new way for parents to invest in their children's future. By purchasing and holding onto NFTs in the game, parents can create a "virtual piggy bank" that can be used for future expenses such as school fees or other investments.

Overall, WiseMe represents an innovative and exciting approach to educating young children, using the latest technology to create a fun and interactive learning experience. By turning screen time into an opportunity for learning and investment, WiseMe has the potential to transform the way young children approach the world and their place in it

WiseMe, the first-ever toddler's wisdom NFT game, is revolutionizing the way that young children learn and interact with the world. By utilizing blockchain technology and NFTs, WiseMe is able to convert every child's screen time into a fun and educational experience that promotes environmental and social responsibility.

One of the key features of WiseMe is its focus on earth's health and well-being. Through the use of NFTs, WiseMe allows children to complete tasks that contribute to the well-being of the planet, helping to educate and inspire the next generation to be kind to the environment.

In addition to promoting environmental responsibility, WiseMe also connects the Meta world to the real world, making it the first-ever game to turn toddlers into entrepreneurs. By using NFTs to represent virtual assets and achievements, WiseMe allows toddlers to earn rewards and build a sense of ownership and accomplishment within the game.

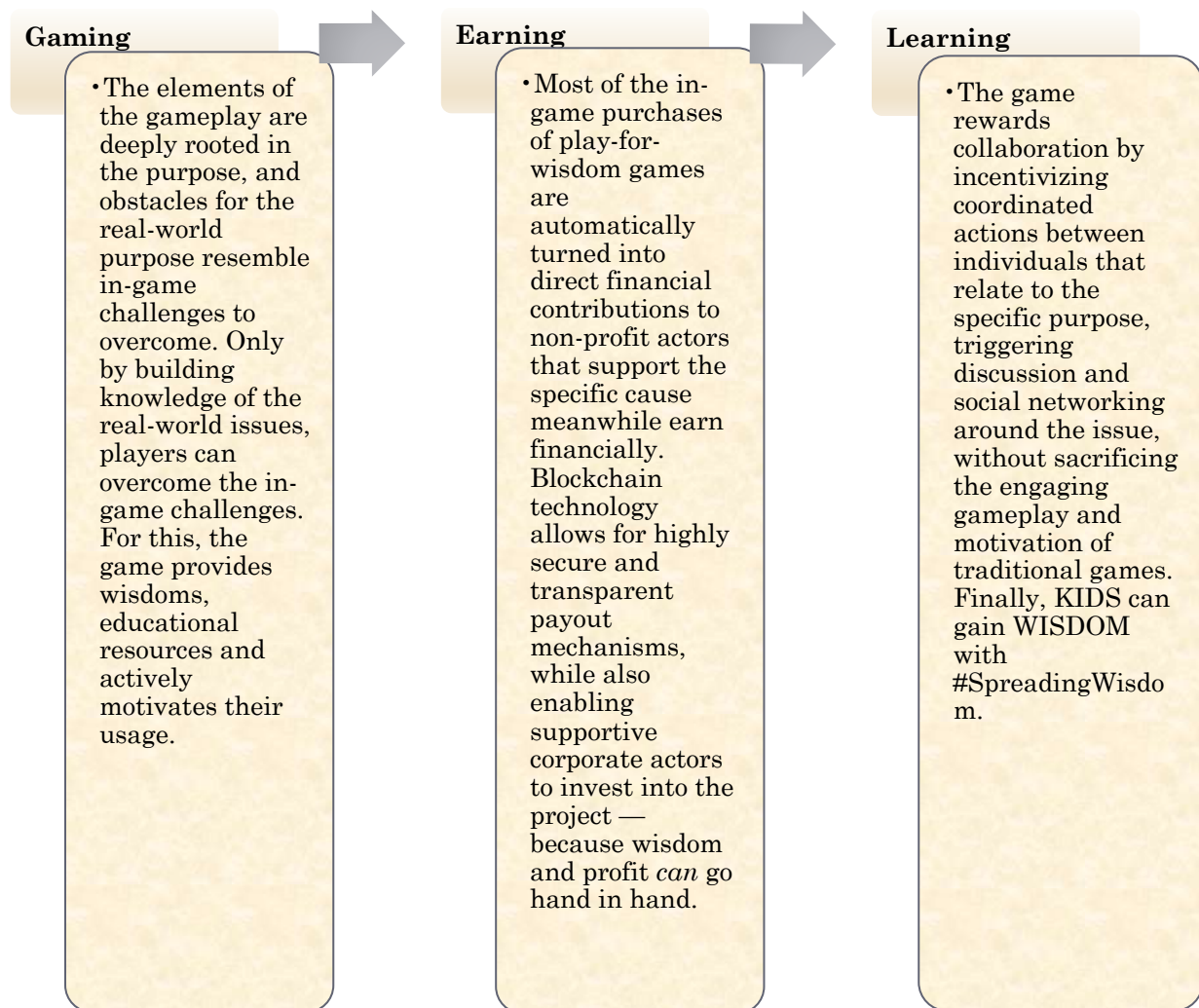
For parents, WiseMe offers a unique opportunity to convert screen time into an investment. By purchasing NFTs within the game, parents can potentially earn a return on their investment and use the funds to pay for their children's future education or other expenses. Finally, WiseMe encourages parents to play with their toddlers and interact with them more by offering incentives for doing so. By rewarding parents for spending quality time with their children, WiseMe helps to foster strong bonds and create a positive and enriching environment for learning and growth.

Overall, WiseMe is the first-ever toddler's wisdom NFT game that uses innovative technology to educate and inspire young children to be kind to the environment and become entrepreneurs. By converting screen time into an investment, WiseMe offers a unique and exciting opportunity for parents to connect with their children and contribute to the well-being of the planet. Games is truly immersive experiences. They trigger emotions, they motivate long-term engagement, and they build communities - no wonder they're one of the biggest industries in the world, with millions of players investing considerable amounts of time and money in them on a daily basis.

Wouldn't it be great if we could leverage that power for Spreading Wisdom?

This is precisely the question that has led us to the development of a new gaming paradigm: *Play-For-Wisdom*.

Play-for-Wisdom combines the elements of gamification, wisdom, education and state-of-the-art technology into an engaging game that has three major outcomes: Gaming, Earning, and Learning.



Play-for-Wisdom games are open to everyone wanting to play - no matter if they already care about the certain purpose of the game or not. The main goal of Play-for-Wisdom games is to turn a mass audience that is “here for the fun” or “here for the profit” into an audience that is “here for the WISDOM”.

Differentiate of SWIM from Traditional Games

WISEME -Toddlers Wisdom NFT games on blockchain and decentralized networks offer a number of benefits over traditional nursery rhyme games, particularly when it comes to educating toddlers about important issues such as climate change, earth health, and environmental protection.

One key advantage of Toddlers Wisdom games is that they can use the screen time of toddlers in a more productive and educational way. While traditional nursery rhyme games may provide some entertainment value, they do not typically address important issues such as climate change or environmental protection. In contrast, Toddlers Wisdom games can teach toddlers about these issues in a fun and engaging way, helping to instill a sense of responsibility and concern for the planet from an early age.

Another benefit of Toddlers Wisdom games WISE ME is that they can facilitate the development of positive behaviors and habits in toddlers related to environmental protection. By introducing toddlers to concepts such as reducing waste, conserving resources, and protecting natural habitats, Toddlers Wisdom games can help to encourage toddlers to grow in a direction of well-being for the planet and the environment.

In addition to educating toddlers about important issues and facilitating the development of positive behaviors, Toddlers Wisdom games can also be used as a tool for parents to invest in their children's future. Many traditional nursery rhyme games do not offer any financial return or benefit for parents, but Toddlers Wisdom games can be used to generate income for parents through the use of NFTs. By purchasing NFTs within the games, parents can potentially earn a return on their investment and use the funds to pay for their children's future education or other expenses.

One unique aspect of Toddlers Wisdom games is that they utilize blockchain technology to track and verify players' progress and contributions. By using proof of contributions on the blockchain, Toddlers Wisdom games can provide a transparent and immutable record of toddlers' growth and development. This can help parents to track their children's progress and see the impact that their investments are having on their children's future.

Overall, Toddlers Wisdom NFT -WISE ME games on blockchain and decentralized networks offer a number of benefits over traditional nursery rhyme games, including the ability to educate toddlers about important issues, facilitate the development of positive behaviors, provide a potential source of income for parents, and track toddlers' growth and development using proof of contributions on the blockchain. By using WISEME games, parents can help to prepare their children for the future while also contributing to the well-being of the planet and the environment.

Funding climate action by playing

- A large chunk of every in-game purchase will go to the Swim project pool, where they are split between projects that fight climate change. Swim *Board of Sustainability* — consisting of scientists, non-profit actors and the Swim community—decide what projects are included into the SS project pool, with an equal part of community votes being introduced as the game and the community grows.

Real-world weather

- Users plant their trees in a location in the real world, and the weather of this location will impact the trees growth. This means users have to gather climate information before planting their trees and closely monitor the current weather of the given location to keep the growth of their trees at an optimum level.

Educational content tied into gameplay

- Since the success depends on the ability of a user to monitor the weather and gather climate data, we provide our own in-game educational resources on climate phenomena around the globe — these are not “nice-to-haves” but needed for gaming success.

Proof-of-contribution

- A plantation is a visible proof of donations made and by showcasing (e.g. on social media), a user can share the donations made to the greater good in a fun, viral and a non-obtrusive way.

Incentivizing a Sustainable Lifestyle

As the world becomes increasingly aware of the effects of human consumption on global climate change and eco-systems, the development of new and innovative technologies that motivate individuals to adopt a more sustainable lifestyle and lower their carbon footprint is crucial. Our NFT games can create exciting, interactive gaming experiences that actively incentivize sustainability. Our games allow gamers to earn rewards while they play and helping to promote sustainability in the process. SWIM's NFT games aims to "make gaming fun and more sustainable." Players can collect, trade, and use NFTs to buy and upgrade various environment-friendly assets and earn rewards for successfully completing challenges and missions. One example is a mission that requires players to build a solar power system on their land to earn rewards. These incentives encourage players to explore green living and adopt a more environmental-friendly lifestyle. The games also allow players to create their own NFTs for others to trade and use, providing an additional incentive for players to put time and effort into developing their own sustainability-focused initiatives. On top of this, we also emphasizes the idea of resource sharing and cooperative play. Players can join forces to collaborate and make collective sustainable decisions, such as building wind turbines together or designing energy-saving homes. This further encourages sustainable practices and helps players understand the importance of community collaboration towards achieving a zero-carbon lifestyle. The application of our gaming and incentivizing sustainability by actively encouraging a greener lifestyle to inspire people to make a real difference in the world, and the effects could be far-reaching. By helping individuals make smarter decisions and inspiring community collaboration, SWIM's NFT Games has the potential to reduce collective carbon footprint and make a positive impact on the environment.

Making Climate-Positive Universe

We're is trying to build a climate-positive universe where KIDS and anyone can play, collect and get inspired.

Generate financial contributions

Part of all in-game purchases are automatically turned into direct financial contributions to non-profit actors that support the specific cause. Blockchain technology allows for highly secure and transparent payout mechanisms, while also enabling supportive corporate actors invest into the project, because purpose and profit can go hand in hand.

Build a purpose-driven community

The game rewards collaboration by incentivizing coordinated actions between individuals that relate to the specific purpose, triggering discussion and social networking around the issue.

Create awareness & knowledge

The elements of the gameplay are deeply rooted in the purpose, and obstacles for the real-world purpose resemble in-game challenges to overcome. Only by building knowledge of the real-world issues, players can overcome the in-game challenges. For this, the game provides WISDOM resources and actively motivates their usage.

Plastic Pollution and Safe Ocean: SWIM-NFT Gaming Rewards

There are around 8,300 million metric ton plastics are produced since 1950 with a rate of compound annual growth of 8.6% which is quite double the typical growth of world GDP (Geyer et al., 2017). In 2020, the production of world plastics was almost 410 million metric tons, like quite one thousand million kilograms or 2.5 billion pounds per day (Shen et al., 2020).

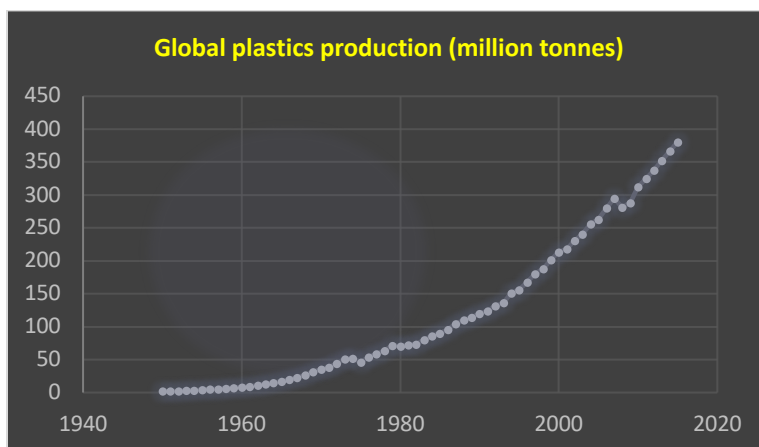


Figure: Global production of plastic (Millions of tons)

Source: Bloomberg and BBVA record based on Geyer and Jambeck

In addition, approximately 6,300 million metric tons of plastic waste generated by humans since 2020 where only 9% was recycled and 12% was incinerated (de Kock et al., 2020). If this trend continues and there's no significant change within the consumption of plastics and waste management plastics, there'll be approximately 12,000 million metric tons of plastic waste in 2050. In the last 20 years, polychlorinated biphenyls (PCBs) have polluted ocean food chains and are prevalent in ocean birds. It has been estimated that in 2050 there will be as many plastics as fish in the oceans and that 99% of all ocean birds will ingest plastic (Wilcox et al.m 2015). A long-term solution to the matter of ocean pollution by plastics requires a radical change in the way we produce, consume, and eliminate plastics.

Since plastics are an inevitable part of our life, the only way to be a part of the solution is to recycle them. Once these little techniques are more widely adopted on a commercial scale, it will indefinitely become easier to recycle the plastic waste produced. The first step in recycling is to ensure the plastic is not unlawfully dumped into oceans and sent to recycling bins.

SWIM-NFT gaming rewards you and your kids for doing just that helping to close the loop of the circular economy. Join the SWIM-NFT community and become a part of this great change. By spreading WISDOM through our gaming project we will educate kids to become more aware of plastic pollution, and ocean pollution and we encourage them for recycling through spreading wisdom.

Unique First-Ever Concept Metaverse inside a Metaverse

The concept of a metaverse inside a metaverse, or the first-ever communicable community metaverse where all communities' metaverses can come together, has the potential to create a bigger and wiser world. By bringing together various metaverses in a regulated space, this concept would allow for collective decision-making and the opportunity for individuals from different metaverses to connect and interact with one another. This could lead to a more cohesive and understanding society, where people from different backgrounds and experiences can come together and learn from each other. The creation of a communicable community metaverse would provide a platform for people to share ideas and perspectives, fostering a sense of understanding, collaboration and spreading wisdom.

In order to access this metaverse and gain rewards, it is important for individuals to spend more time in natural environments rather than in closed, enclosed spaces. Being in nature can provide a sense of connection and calm, and can help individuals feel more grounded. In addition to the personal benefits of spending time in nature, it is also important to consider the environmental impacts of our actions. By spending more time in natural environments, we can help protect and preserve these spaces for future generations. By realizing the importance of spending time in nature and the benefits it can provide, individuals can gain a greater appreciation for the world around them and contribute to the creation of a wiser and more harmonious world.

- Connecting the Meta world to the real world.
- Special rewards of SunNFT when the user uses the metaverse in the mother-nature environment.
- Innovating special solar-powered rechargeable augmented reality headset.
- A universal-vibrational dimension of technology for self-sustaining at metaverse like never before
- A universal-vibration dimension technology of self-sustaining at metaverse like never before.

A metaverse is a virtual world that can be accessed through the internet and is often used for socializing, entertainment, and other activities. Creating a wise metaverse or one that promotes wisdom and knowledge can have a number of benefits.

One potential benefit of a wise metaverse is that it can provide a platform for people to learn and share knowledge with one another. This could include educational content, discussions on various topics, and opportunities to collaborate on projects or ideas. A wise metaverse could also serve as a place for individuals to engage in critical thinking and problem-solving, helping to develop important skills and abilities.

Another benefit of a wise metaverse is that it can promote social connection and community building. By providing a virtual space for people to interact and engage with one another, a wise metaverse can help foster a sense of belonging and connectedness. This can be especially beneficial for individuals who may be isolated in their physical communities, allowing them to connect with others and form meaningful relationships.

Overall, a wise metaverse has the potential to serve as a valuable resource for learning, knowledge sharing, and social connection. Promoting wisdom and knowledge, can help individuals develop important skills and abilities and foster a sense of community and belonging. Creating a wise metaverse with a concept of a metaverse within a metaverse, and incorporating features such as a toddlers' NFT app, a carbon credits game, and agricultural hubs could potentially have a number of benefits in promoting wisdom and better earth health. Here are a few ways these features could contribute to this goal:

-	<i>Toddlers' NFT app:</i> An NFT (non-fungible token) app for toddlers could provide an interactive and engaging way for young children to learn about environmental issues and sustainable practices. The app could include educational games, activities, and interactive elements that teach children about the importance of protecting the planet and how to live an eco-friendly lifestyle.
-	<i>Carbon credits game:</i> A carbon credits game could be a fun and educational way for users to learn about carbon emissions and the impact they have on the environment. The game could allow players to purchase and trade carbon credits, which represent the right to emit a certain amount of carbon dioxide, and encourage them to make more sustainable choices in their own lives.
-	<i>Agricultural hubs:</i> Agricultural hubs within the metaverse could provide a platform for users to learn about sustainable farming practices and connect with others interested in agriculture. The hubs could include educational content, discussions, and virtual farm tours, as well as opportunities to collaborate on sustainable agriculture projects.

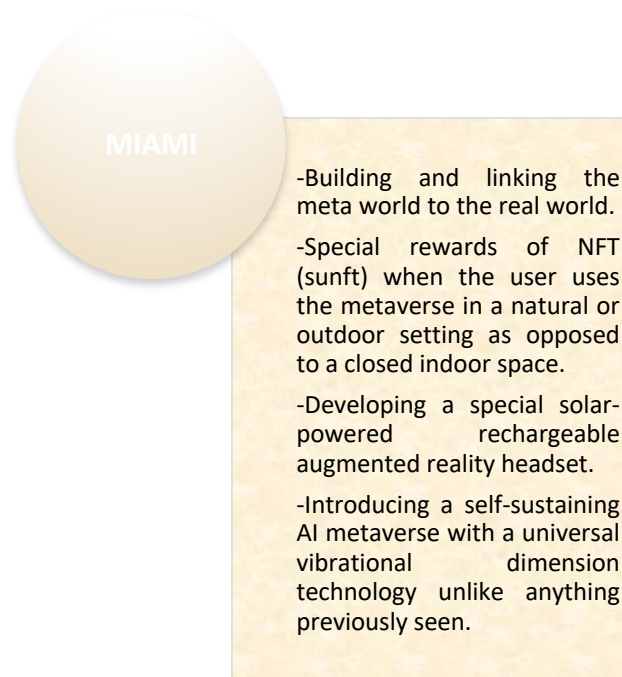
Overall, incorporating these types of features into a wise metaverse could provide a valuable resource for learning and knowledge sharing, as well as promote sustainable practices and a healthier planet.

Swim would be creating a solar-powered metaverse and incentivizing users with a "SunNFT" could be an innovative way to promote sustainability and address climate change. Here's how it would work in the wise chain:

-	<i>Solar-powered metaverse:</i> A solar-powered metaverse would be powered by renewable energy, specifically solar power. This would reduce the metaverse's reliance on fossil fuels and contribute to a healthier planet by reducing greenhouse gas emissions.
-	<i>SunNFT:</i> Users of the metaverse could be incentivized to participate in sustainable practices within the virtual world by receiving a "SunNFT" as a reward. This NFT (non-fungible token) could represent the user's contribution to the metaverse's renewable energy efforts and could be used in a variety of ways, such as for future investment or as a form of currency within the metaverse.

Incentivizing users with a sunNFT could have a number of benefits. For one, it could encourage more people to participate in sustainable practices within the metaverse, such as conserving energy or using renewable energy sources. It could also provide users with a tangible reward for their efforts and give them a sense of ownership and pride in their contribution to the metaverses sustainability efforts. Overall, creating a solar-powered metaverse and incentivizing users with a SunNFT could be a creative and effective way to promote sustainability and address climate change.

By encouraging more people to participate in sustainable practices and providing a tangible reward for their efforts, we can work towards a healthier planet and a more sustainable future.



Security Issues and Solutions by SWIM

One issue in toddler app security is that many apps designed for young children do not have robust security measures in place to protect their personal information. This can include a lack of encryption for data transmission, inadequate password protection, and a lack of parental controls. This leaves children vulnerable to identity theft and other online threats. Additionally, some apps may collect and share personal information without parental consent, putting children at risk of being targeted by advertisers or even predators. It is important for parents to carefully research and choose apps that prioritize security and privacy to protect their children's information.

Our app is well secured with a DLT system and 24/7 monitored by our special tech team who are globally recognized and well-experienced in the field of cryptography and security. Another issue with toddler's app security is the potential for unauthorized access to sensitive information, such as personal information or payment information. This can be a result of inadequate security measures, such as weak passwords or a lack of encryption. Additionally, there may be a lack of parental controls or filters to prevent access to inappropriate content. This can leave toddlers vulnerable to cyberbullying or exposure to inappropriate material.

We will have a strong consultancy board where our advisors can support you with legal actions and monetize as well as our brilliant tech team can assist you to prevent unauthorized access to sensitive information. Sooner, we will release our Security Whitepaper which will make our stakeholders relax, calm and cool from a security perspective.

SWIM TOKEN

The SWIM Token is a revolutionary utility-driven transactional power that enhances the user experience within the SWIM ecosystem. By holding these tokens, users gain access to valuable benefits and added facilitation for their spread wisdom tasks. The SWIM Token is a unique utility mediator that can be converted into future transactional purposes with all those utilizing the SWIM utilities. Specifically designed as a wise bartering tool, it maximizes the potential of SWIM utilities, providing users with greater access to the entire SWIM environment. The SWIM Token is a native token, intended for obtaining benefits and first-user rewards for completing tasks and creating a healthier planet with human well-being in mind.

This is How We Distribute All Wisely.

Wise Initial Collaborators	4.00%
Wise ICO	4.18%
Wise ICO	4.18%
Wise Community (IEO)	6.18%
Team	6.30%
Operation	3.18%
Wisdom Talent Acquisition & Event	9.00%
Wisdom Community Building	8.00%
Wise NFT Treasury / Game Development	15.00%
Donation & Charity	9.00%
SWIM Wise Advisor / Promoter / Influencer	3.00%
Locked SWIM Wise Liquidity-Reserve-100% Proof Of reserve	9.00%
Wise Market Promotions	9.00%
SWIM Wise Staking Rewards	5.00%
SWIM Wisdom Airdrop Rewards	3.00%
Future SWIM Wise Innovation	2.00%

It can be used for obtaining rewards, NFTs, and other utility rewards as it serves as an authentication of the spread wisdom community, where we all grow together.

Our Impact on Gaming

- ⊕ "We are making an impact on kids through access, awareness, and education."
- ⊕ "We are making an impact on NGOs through offerings, incentives, and visibility."
- ⊕ "We are making an impact on the blockchain space through the wise consensus algorithm."

Together, we can unleash great potential and shared value for everyone. We're using gamification, education and state-of-the-art technology to challenge global warming and trigger substantial change. Our game brings climate awareness and action to millions - in a fun and easy way, with measurable impact. SWIM is the first Play-for-WISDOM game where players reduce global carbon emissions by collecting plant-inspired creatures. They live as NFTs on an eco-friendly blockchain and

grow with the real-world weather. Moreover, is a fun-blockchain-gaming and carbon removal infrastructure that empowers reforestation on a global scale!

Build up friendships with **SWIM** while taking climate action and growing kids with **WISDOM**!

Conclusion

In this paper, we have elaborated on our overview and framework of play-for-wisdom games and highlighted how Team SWIM plans to support the global green planet by generating financial contributions to environment-focused earning, gaining, and learning. Team SWIM strongly believes in the power of wisdom games and NFTs to be used for something that generates the greater good, offering an easy, fun, and accessible way for spreading wisdom – turning 'here for the fun' or 'here for the profit' into 'here for the wisdom.' Swim-NFT is a wisdom creators' platform on decentralized networks that empowers creators who want to help kids learn. Swim-NFT allows creators to build, own, and monetize their intellectual property (IP). The idea with SWIM is to take all the engaging and exciting ways of helping kids learn, structure them in a kid-safe environment, and aid the adolescent Players TO BE WISE GREEN FUTURE ENTREPRENEUR.

"The goal of Swim-NFT is to make learning for kids with wisdom more interesting and diverse. It aims to bring different voices and perspectives into the curriculum, while also promoting values such as diversity, equity, inclusion, and representation. Additionally, it focuses on teaching critical thinking, creativity, communication, and collaboration, as well as important life skills like adaptability, grit, resilience, and empathy. These are often difficult for parents to find in traditional school systems. Through fun and interactive game-play, SWIM-TODDLERS NFT gaming aims to continue educating children through wisdom when the school day ends and inspire a love of learning in kids. Play-for-Wisdom and the Wise consensus algorithm games are a necessary response to the global decentralized blockchain industry's growing societal responsibilities. These games offer an opportunity for the industry to become responsible drivers of change that benefit the environment and communities around the world. By using gamification, education, and state-of-the-art technology, we can challenge global warming and trigger substantial change.

Overall, spreading wisdom to toddlers and creating a path for them to become green entrepreneurs involves a combination of education, exposure, and encouragement. By teaching toddlers about the importance of sustainability and providing them with the tools and resources they need to succeed, we can help them become the next generation of green entrepreneurs who will help create a WISER and environmentally friendly future.

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