Global Korean Education Metaverse

& WORD COIN

White Paper I Sep, 2023

HANGEUL METAVERSE Foundation

Contents

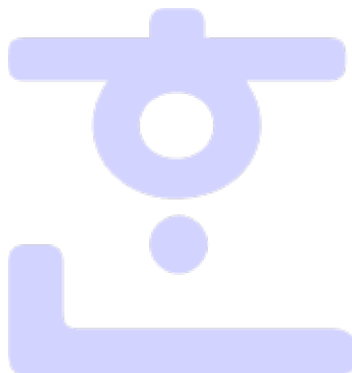**4.** Vision

5. Token Information & Allocation

- Token Information

- Allocation

6. Roadmap

7. Disclaimers

Overview

During the coronavirus pandemic, the development of the metaverse was seen in various aspects, as the demand for digital environments and virtual worlds increased due to social distancing and offline restrictions due to the pandemic. There are several reasons why the metaverse developed during the coronavirus period.

First is the development of remote work and virtual collaboration. Due to the coronavirus, many companies shifted their work online, and Metaverse began to be used as a remote work and virtual meeting space. This allowed employees to collaborate and work in a virtual space, freeing themselves from existing physical constraints to a large extent.

Restrictions on events and concerts due to the coronavirus pandemic also created demand for the metaverse in the virtual world. As offline events and concerts were canceled or restricted, the trend of holding events in a virtual format increased, which served as an important motivation for virtual concerts, expos, and festivals to be held on the Metaverse platform.

Additionally, social distancing has led people to spend more time online with family, friends, and colleagues. Metaverse supported these social connections and provided a universal space for people to communicate and interact through virtual gatherings.

The development of virtual economy and blockchain technology is also one of the factors that promoted the development of Metaverse. Metaverse has formed a new economic ecosystem through virtual real estate, digital art, and NFT (Non-Fungible Token), and it has become possible to trade virtual assets and prove ownership by utilizing blockchain technology accurately and quickly.

The development of the metaverse during the coronavirus outbreak has highlighted the importance of digital environments and virtual spaces and is expected to continue to provide more integrated experiences of reality and virtuality across various fields.

Metaverse

Metaverse is a term that refers to a digital space that combines the real and virtual worlds. It is a combination of various digital platforms and experiences, including virtual reality (VR), augmented reality (AR), online gaming, social media, virtual environments and the digital economy.

In Metaverse, users can interact with other users within the virtual world, operate in virtual environments, and create and own digital content. This enables communication, entertainment, education, economic

activities, commerce, etc. in virtual space.

Metaverse forms a new digital ecosystem that combines reality and virtuality, and includes a variety of technologies and concepts, including virtual reality headsets, social virtual worlds, virtual real estate, and digital assets (NFTs). This expands digital experiences and interactions and enables new forms of social, economic and cultural activity.
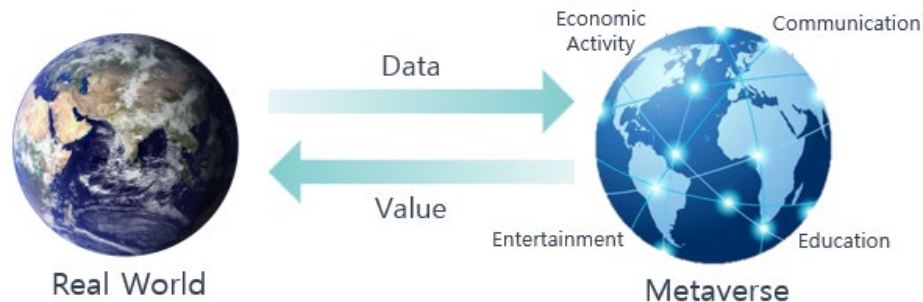
Edutech incorporating GameFi

As the rapid development of education technology (EduTech) continues, the Korean language education field is also expected to be actively integrated with education technology, and it is no exaggeration to say that innovation and transformation are predicted in the near future. Education tech effectively combines digital technology and education, and as a result, Korean language and Hangul education are entering a new era. Students and teachers are focusing on the following topics and keeping an eye on changes in the application of educational technology to Korean and Hangul education.

Customized Learning: Korean Education Tech provides a learning experience tailored to students' individual learning levels and needs. This allows students to learn at their own pace and style and provides additional support to students who are struggling.

Online learning platforms: Various online learning platforms allow students to learn using interactive learning materials and tools. These platforms provide course content and help you track your learning progress.

Gamification: Virtual experiential learning through gamification, as well as virtual reality and augmented reality technology through VR and AR, provide students with realistic learning experiences and explore the Korean language more vividly in light of topics such as science, history, and literature. make it

possible It can also lead to greater immersion in students during the learning process.

Data analysis and personalization: The learning platform collects and analyzes students' learning data to understand learning progress and create personalized education plans. Teachers use this data to support students.

Online teacher education: Provide online training and teacher resources for teachers to help them use digital tools and technologies effectively.

Testing and Assessment: Online testing and assessment tools help you assess and improve your students' learning outcomes. Indirect evaluation using various mini games in the metaverse platform environment is also connected to gamification that leads to greater immersion.

Korean EducationTech provides students and teachers with a better learning experience, transforms the education system, and helps prepare for the future of learning. This field also promotes cooperation between educational technology companies and educational institutions and emphasizes learner-centered education, at the center of which is the Korean language education Metaverse platform.

Korean language education for foreigners

Government-led attempts at Korean language education continue steadily, and among these, the activities of Korean language education institutions supported by the Korean government, including King Sejong Institutes, stand out. King Sejong Institute is an institution that focuses on teaching and introducing the Korean language and culture to foreigners. The institute was established to promote international understanding and interest in the Korean language and Korean culture. The main activities and purposes of King Sejong Institute include Korean language education and promotion of the Korean alphabet, formation of an international Korean language network, and promotion of Korean culture.
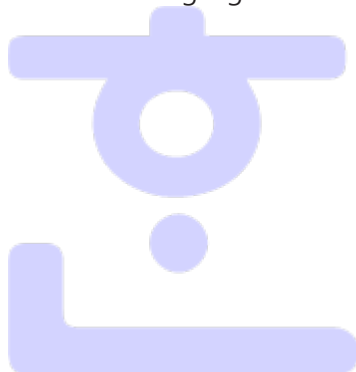
Platform

The Korean language education metaverse platform 'Naratmalsami' is a new type of educational metaverse where you can visit famous places in Korea with your own avatar and learn by experiencing the Korean language and the use of Hangul. The Metaverse platform was adopted for the purpose of incorporating both Korean language education and culture. It refers to an innovative education technology system that provides language learning through virtual reality experiences in the metaverse world. The platform supports the languages of more than 10 countries and provides highly accurate learning content by linking with the Open API of the official Basic Korean Dictionary. Below is a description of the main features and components of the Korean language education Metaverse platform.

[Korean language education metaverse platform 'Naratmalsami']

Gamification

The foundation identified the continuously increasing demand for Korean language and Hangul education at home and abroad in line with the global era and the Korean Wave and researched and developed a new edutech platform based on this. Based on our experience in game development and Metaverse development, which are key research areas carried out at the foundation's research institute for several years, and our gamification consulting experience, we provide the 'Korean Language

Education Metaverse' platform that combines Metaverse Edtech in the field of Korean language and Hangul education. We are in the process of achieving continuous upgrades.

22년간 21개의 게임개발

[인터뷰]'재미있는' 교육용 보드게임 '세종', 이동건 소장이 말하는 교육용 게임의 방향

교육용 메타버스 「메타멘토」 (현재 개발 중)
인문학 교육게임 「보드게임 세종」 외 3종
공무원 직무교육게임 「품목분류 의 정석」 외 3종
스마트폰 게임 「스펠나인」 외 5종
PC/온라인 게임 「프리우스」 외 6종

게이미피케이션 연구

["게임 리터러시 키워드는 문화와 '강성+논리"
콘텐츠칼럼]질병의 발명

이지콘텐츠연구소 소장 (전 이동건게임연구소)
관세인재개발원 게이미피케이션 자문
한국콘텐츠진흥원 게임리터러시 교육 자문 / 교육효과분석
게임문화재단 리터러시 교육 검수위원 / 교재 집필 / 교육효과분석
성남 게임힐링센터 게임과몰입 전문가 교육 자문
SK 리더십 컬리지 메타버스 자문
조선대 상담심리학과 게임과몰입 연구 자문
서울시립청소년성문화센터 게이미피케이션 자문
전북 글로벌게임센터 중장기 발전 전략 자문
마나크리 등 5개 게임개발사 기획 컨설턴트

강연 (게이미피케이션 / 게임리터러시)

관세인재개발원 **교수 연수**
한국외대 사이버대학 **교수 연수**
광주광역시 교육공무원 연수원 **교사 연수**
한국콘텐츠진흥원 / 서울시립인터넷중독예방상담센터 **교사 연수**
한국정보화진흥원 / 게임물등급위원회 **직무연수**
게임문화재단 / 경북게임문화포럼 / 전북콘텐츠융합진흥원 **보호자**
인천교육청 /부산교육청 **교사 및 학부모**
캐나다 한국학교연합회 **한글학교 대표교사 연수**
재일본한글학교 **교사 연수**
교육기관 여주대 극동대 고양국제고 경희고 신사중 외

Edutech incorporating GameFi

There are point goods (consonant points) within the metaverse that symbolize Hangul, such as consonants within the platform, and these can be acquired by interacting with various 3D objects. Users can also earn point goods by completing learning missions within the platform, achieving achievements, receiving rewards for completing daily learning amounts, and participating in events. These activities are accompanied by Korean language learning and indirect cultural experience activities.

Users can decorate their avatars and personal spaces in the metaverse using the point goods they have acquired and show them off to other users. Additionally, users can use the collected point goods for social activities, such as sharing them with other users or using them to promote community activities. Users can acquire or consume point goods by performing specific activities within the platform as above. Ultimately, the point goods are linked to WordCoin, the platform ecosystem coin, and WordCoin connects the platform to the external economy through GameFi. . Users can also use WordCoin for purposes such as expanding special learning chapters within the platform, purchasing advanced learning tools, and acceleration.

If point goods are used for standardized activities within the platform, Word Coin is used as the platform ecosystem coin that connects the inside of the platform and the real world. In this way, point goods and word coins are used for different purposes and purposes and have a structure that complements

each other.
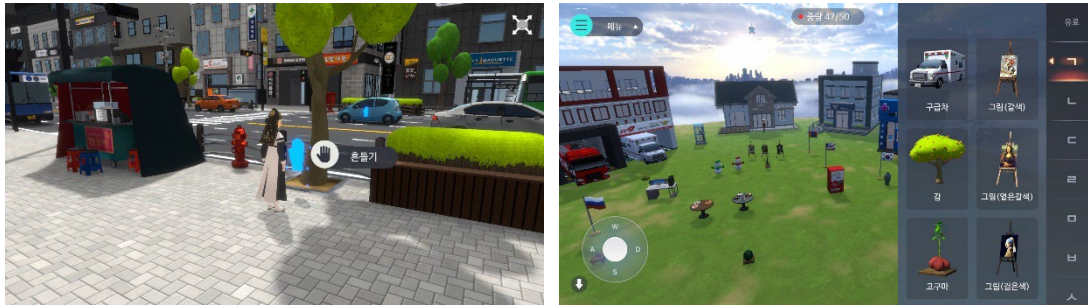
Minigame learning system

Naratmalssami has customizable learning minigames that allow users to customize educational games and play with other users. Learners can create their own games using dedicated tools within Metaverse, and can evaluate, reward, and engage in community activities for the games they create.

Production users can set up the game with various elements. First, several difficulty levels can be provided. Players can select the difficulty level and set the difficulty level to increase as the level increases. In addition to the word game, the game can also be set up as a game that suggests many correct answers within a given time on various topics such as saying animal names and types of fruit. In addition to checking the correct answers, the player is scored based on the player's accuracy and speed. Track the player's progress in learning. Players clear levels, achieve achievements and receive rewards based on their level of learning.
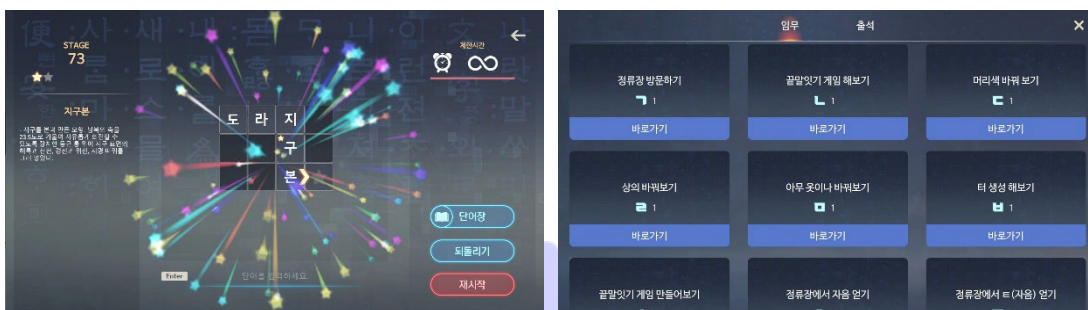
Metaverse Korea Content

In addition to the core learning system and content above, the platform provides a variety of metaverse content that metaphorizes life in Korea.

K-World resident registration card issuance: The Metaverse resident registration card system issues resident registration cards within the virtual world. This virtual ID is given to the player or user's virtual character, which confirms their identity in the virtual world. The K-World resident card takes the form of an NFT and is used as a means of authenticating the user's identity in economic activities, transactions, content achievements, and rewards, while also adding to the sense of immersion in the virtual world.

Personal space: The personal space in K-World represents the personal space granted to users or players in a virtual reality environment. In a private space, users can decorate and customize their avatars and virtual environments and interact with other users. Users can freely decorate their avatar's house and create their own space by placing furniture, decorations, artwork, virtual warehouses, gardens, swimming pools, etc.
Additionally, users can customize their personal space to suit their preferences. You can change wallpaper, furniture, lighting, colors, etc., and display the avatar's clothes.

Landmarks: K-World features reproductions of Korea's cultural and historical landmarks. At landmarks where actual cultural and historical places are recreated, users can experience and explore them in a virtual world on the topic of learning Korean, Hangul, and Korean culture. Landmarks are famous tourist attractions or historical places in the real world that have been translated into virtual reality, and are selected under various topics such as culture, history, education, and entertainment.

Variety of content: Naratmalssami is conducted through an experiential learning lecture method in which students go through various contents according to the flow of scenarios according to the learning difficulty and learning session. As learning progresses, you will come into contact with various landmarks and various learning assistant avatars in the scenario, and you can listen to lectures from them or receive learning vouchers for experiential learning.

[Avatar customization and story content]

[Gyeongbokgung Palace Geunjeongjeon and famous tourist attractions in the metaverse]

Community for MZ: K-World's community feature promotes interaction between users and provides a social network-like experience within the virtual world. Users can invite other users to Naratsami through QR code invitation. This invitation can apply to a variety of activities, including specific events, spaces, meeting rooms, and performances. Additionally, users can register and follow other users as friends. This allows you to track your friends' activities and enjoy social interactions. You can also control interactions and build a social network through following and follower management. Users can participate in groups or communities that share common interests or activities within Naratmalssami. Through this, you can have discussions, participate in events, and exchange information. These community features make Naratmalssami a more dynamic and social Korean language learning metaverse platform, helping users connect with others and share social experiences within the virtual world.
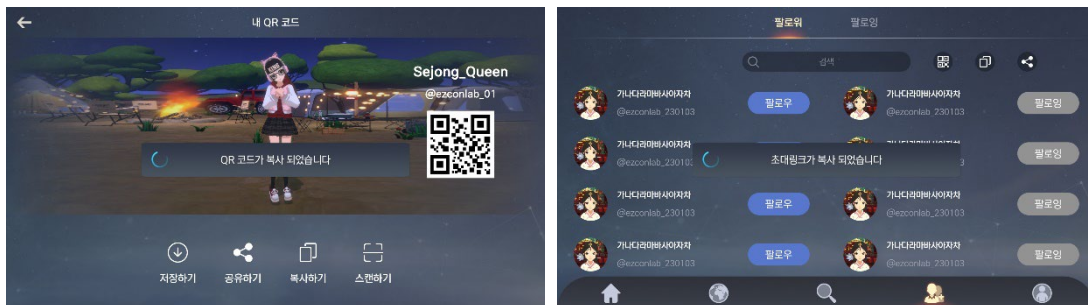
[SNS-type community familiar to MZs]
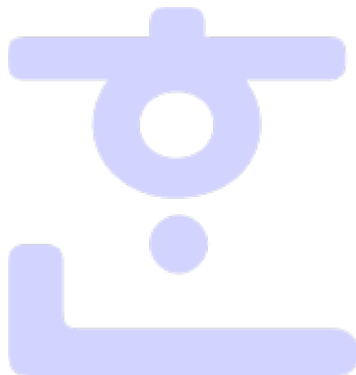
Vision

The vision of the Korean language education Metaverse is to utilize virtual reality and Metaverse technology based on educational technology to make Korean language and Hangul learning innovative and effective. This vision includes several detailed elements:

Experiential learning: Provides learners with realistic situations when learning Korean. For example, Korean streets, stores, restaurants, etc. are reproduced as landmarks within the metaverse to help learners become accustomed to using the language in a real environment.

Interactive learning: Naratmalssami is a platform where learners can actively interact. The Korean language education metaverse provides interactive learning experiences such as conversations, games, and quizzes to help learners learn the language more interestingly.

Cultural Experience: You can experience Korean culture through the Naratmalssami metaverse. You can experience and learn about traditional music, dance, food, clothing, etc. virtually. This helps to understand language and culture comprehensively.

Individually tailored learning: Within Naratmalssami Metaverse, individually tailored learning can be provided according to the learner's progress. Learners can select and proceed with content according to their level and goals.

As such, the vision of the Naratmalssami Korean Language Education Metaverse is to make language learning more interesting and effective and to nurture individuals with internationally competitive Korean language skills. Through this, Korean language, letters, and culture can be more widely disseminated, and understanding can be increased.
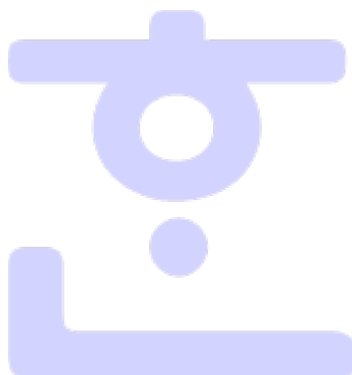
Token Information & Allocation

WordCoin is built on Ethereum's smart contract.

Ethereum is the most widely used utility token among alt tokens that emerged after Bitcoin.

It is easy to develop and has high accessibility, which has the effect of shortening the overall development period. As it is a chain that has the largest number of existing utilities blockchain users, it has strengths in development and promotion when planning the use of utility tokens. This has the advantage of reducing costs and facilitating further development. Token issuance and management are also easy.

Among the token standards provided by Ethereum, LottoGPT plans to utilize ERC-20, ERC-721, and ERC-1155. ERC-20 is the most commonly used token standard in Ethereum and has the advantage of being easy to link with third-party wallets or other bridge services. Compatibility for transactions on the Ethereum network is guaranteed, making it easy to generate monetary value and supporting smart contract properties. ERC-721 and ERC-1155 provide the ability to create standard NFTs, which are also related to metaverse items, records, and unique identity verification technology.

All users will participate in GameFi activities through Word Coin at the same time as educational activities in Metaverse. As a result of participation in various language education content on the Metaverse, Word Coin is utilized, which serves as a lubricant for GameFi throughout the Metaverse ecosystem, helping user immersion and the GameFi itself.

Users replace the ID function by depositing NFTs in the character inventory corresponding to the wallet and collection within the metaverse and obtain a token of participation and the right to constantly updated rewards. Liquidity of assets can be secured through immediate deposit and withdrawal functions when necessary, and inventory wallets and collections provide efficient virtual asset management and utility within the metaverse.
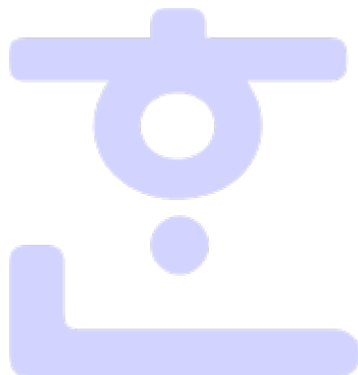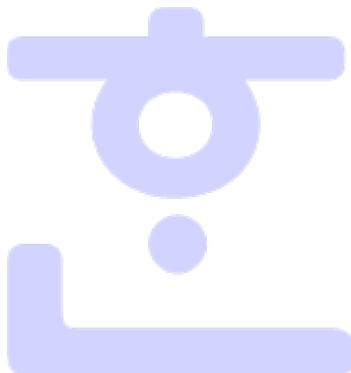
Token Information

Name	Word Coin
Symbol	WORD
Network	ERC20 (Later mainnet conversion)
Number of issues	10,000,000,000
Issuance method	PoS
Decimal	18

Token distribution

Word Coin(WORD)	Quantity	Ratio	Note
Total	100,000,000,000	100.00%	
Private Sales	100,000,000	10.00%	
Ecosystem	250,000,000	25.00%	Liquidity provision and gamification
Airdrop	50,000,000	20.00%	Tasks and Ranking Rewards
RnD Infrastructure	150,000,000	15.00%	
Reservce	150,000,000	15.00%	Reserve
Marketing	75,000,000	7.50%	Promotion fee pool
Partners	75,000,000	7.50%	Institutional and corporate partnerships
Private Sales	100,000,000	10.00%	

Roadmap

Phase 1	- Closed beta testing for professors and students at various universities around the world - Kyung Hee Cyber University Korean Language Department, 17 overseas universities participating in the Korea Exchange Foundation - Overseas Korean Foundation Korean School Council, Vietnam, Bangladesh, etc.
Phase 2	- Service for individuals and institutions, use of online textbooks, subscription service - Released for Android and iOS - Kyung Hee Cyber University Korean Language Department, Korean School affiliated with the Canadian Association of Korean Schools, and Korean School affiliated with the Gonaseo Regional Council of Korean Schools in Japan.
Phase 3	- Expansion of services for global educational institutions - Among 1,408 universities in 107 countries offering Korean language courses, 18 universities, including France and Italy, are participating in the Korean language education project. - Start of sequential subscription service centered on overseas institutions and universities
Phase 4	- Expansion of overseas educational institutions and participation in domestic public institution projects - Participation in Korean language and culture education projects - Participating in projects by King Sejong Institute Foundation, Ministry of Education, and Ministry of Culture, Sports and Tourism
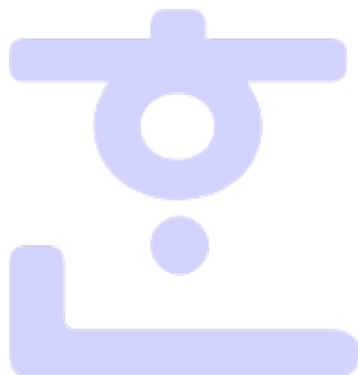
Disclaimer

This white paper was written solely for reference purposes to provide specific information about the WordCoin Korean Education Metaverse platform and team to those who are interested in the WordCoin Korean Language Education Metaverse project. Please note that this white paper was not written for the purpose of encouraging readers to invest in the WordCoin Korean language education Metaverse team and project and is completely unrelated to investment.
Additionally, the WordCoin Korean Education Metaverse token in this white paper is not a security subject to investment and does not represent investment value. Since Word Coin is used within its own ecosystem and does not have the nature of a security, it does not have rights as a shareholder, such as voting rights or dividend rights, or any rights equivalent to the Word Coin Korean Language Education Metaverse Service and Foundation.

This white paper provides the business plans and opinions of the WordCoin Korean Education Metaverse team 'as of the time of writing.' Please note that the contents of this white paper may be changed as necessary during the business development process.
Therefore, when using or referring to this white paper, please use your own judgment to decide whether or not to participate in the project. The results of your decisions, whether profit or loss, belong entirely to you, and legal responsibility also belongs to you. The WordCoin Korean Education Metaverse team does not assume legal responsibility for your decisions made using or referring to this white paper, and you may incur damages, losses, liabilities, or other financial losses due to decisions made with reference to this white paper. Please note that even if damage occurs, we are not responsible for compensation or other liability.

The WordCoin Korean Language Education Metaverse team ensures that the white paper is written based on legitimate rights and does not infringe on the rights of a third party, whether the white paper is commercially valuable or useful, and whether the white paper is suitable for achieving your specific purpose. We do not guarantee that the contents of the white paper are error-free. Of course, the scope of liability exemption is not limited to the examples given above.