


## 🌟 Shivarthu Governance 🌟

### A New Model for Decentralized Impact

Let's build a world where doing good creates value,  
builds trust, and empowers communities.

---

 **Positive Externality** Any action that contributes positively to the world is considered a *positive externality*.

Examples:

- Planting trees or cleaning up trash
- Sharing knowledge or teaching others
- Building open-source tools
- Supporting local communities

You create impact → The world gets better → You get rewarded.

---

### **Score Schelling Game**

A decentralized way to measure impact fairly.

How it works:

- Users submit their actions (e.g., “Volunteered 5 hours”).

- Randomly selected peers validate them.
- Honest validators earn rewards.
- Cheaters lose stake.

Over time, this creates a reliable *impact score*.

—

## **Reputation System**

Your validated score builds your *reputation*.

More reputation means:

- More influence in governance
- Greater voting power
- Access to higher-level decisions

Reputation is earned — not bought.

—

## **Voting with Reputation**

Representatives are elected based on community trust.

- Higher reputation = more voting weight
- Vote for people you trust to make good decisions
- Representatives propose and fund public goods/  
projects

This ensures that only those trusted by the community lead impactful change.

---

## Funding Projects

Once elected, representatives:

- Propose new initiatives
- Allocate funds to verified needs
- Report transparently back to the community






Projects can range from:

- Education programs
- Environmental restoration
- Tech for social good
- Healthcare access

---

## Summary

Shivarthu Governance is about:

- Doing good in the world 
- Getting recognized for it 
- Earning trust through fairness 
- Empowering leaders who care 
- Funding what matters most 

Together, we can govern for impact.

---

🌟 **Thank You** 🌟 Let's start today. Let's build tomorrow.