**Research Proposal**

**Project title:**

Blockchain Based Mobile Application For Bookcrossing

**Motivation/Relevance:**

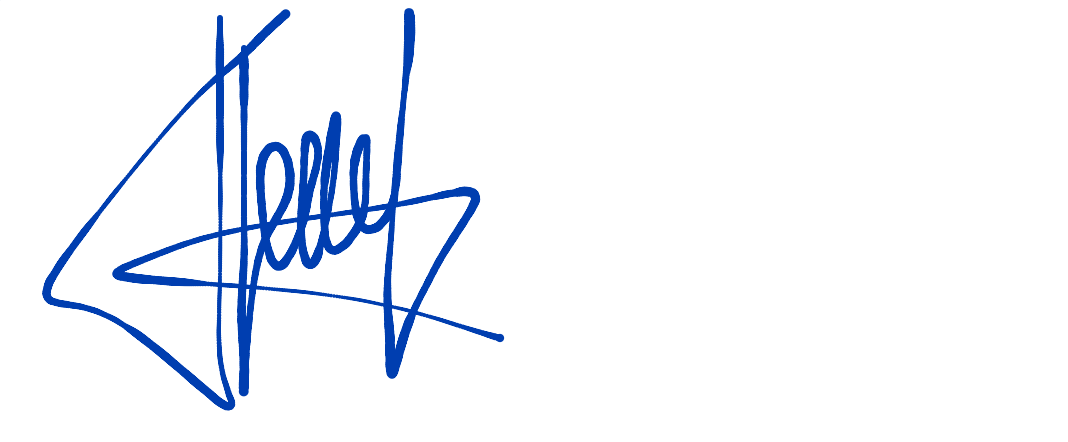
To date, e-books have become quite popular - a lot of applications, services that have made the process of reading books more mobile. But using such services, it is not immediately clear what to read. Reviews are not quite what you need. They can be artificially created, thereby changing the illusion of reality. The proposed application is just the same aimed to solve this problem. Thanks to blockchain technology, the reader, before choosing a book, will be able to see a list of those who have previously used this book. If necessary, he will be able to contact previous readers through social networks to get their opinions. The feature of this application will be that it will not distribute e-books, but on the contrary, only real books. Each user of this application can give other users the opportunity to read his books. In this way we can popularize the reading of real books. With the help of this application, it will be possible to carry out charity, namely, to distribute books to those who really need them.

**The ultimate goal of work:**

The purpose of this work is to popularize the reading of real books, thereby creating a community of like-minded people. Using blockchain technology, which is quite popular today, we will be able to let the user see the chain of those who used this book before. Since users will share real books in this application, the blockchain will make it possible to track the current location of the book.

**Expected Results:**

1. System analysis
2. Design new system based on blockchain (Architecture, workflow, DB)
3. A mobile application that will implement all the available functionality
4. Course Project Report



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