



B U S

Blockchain Unbound Social

Data, Opinion and Time in Customers' Hands

Pitch Deck by

DFINITEAM

Issues

Most of social networks suffers of well known problems:

- Users (and their data) are the product, not the customers [\[1\]](#)
- Censorship [\[2\]](#), fake news spread [\[3\]](#) and high influence on people's opinion [\[4a\]](#) [\[4b\]](#)
- Content creators are not fairly rewarded [\[5\]](#)



Solution

B U S

The first blockchain based on social network that empowers both users and creators

**Users
Rewarding**

The more you use, the more you earn. We pay for your attention (BUS Token)

Data Lending

Earn by lending your data to third parties

**Creators
funding**

Earned Token can be used to finance creators projects

**Community
exclusivity**

Creators can create communities accessible with their own NFTs

**Censorshipless
&
Fact Check**

Free to express themselves while promoting validated sources

*Legal aspect of BUS discussed in Annex 1
User personas analysis in Annex 2*

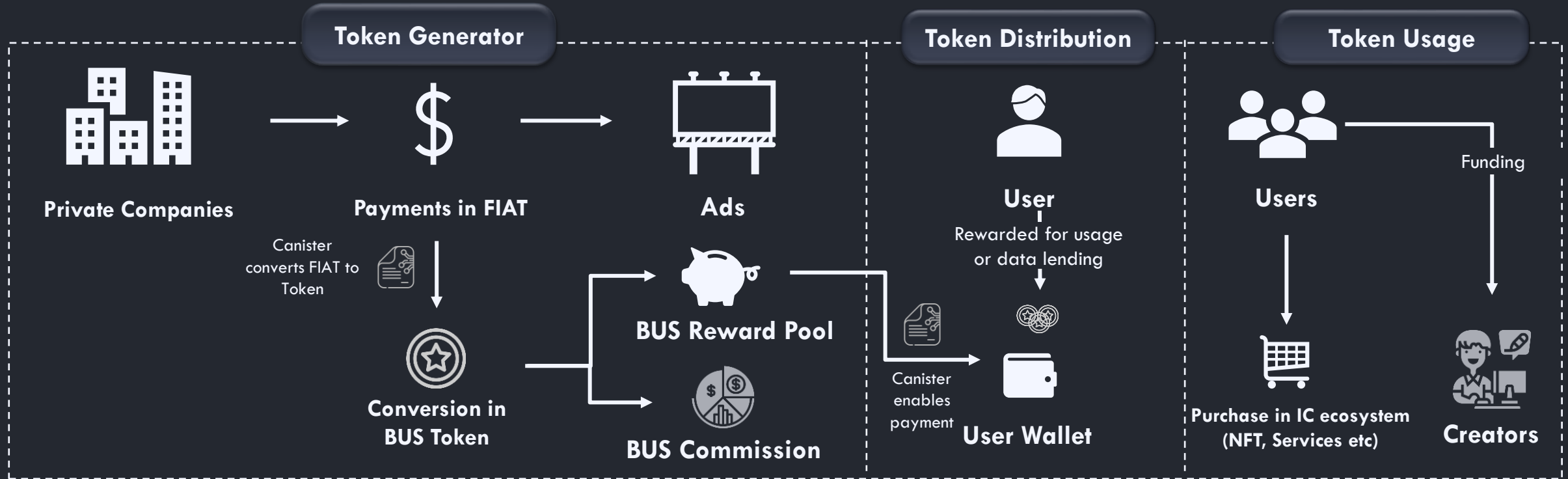
Why ICP?

The **INTERNET COMPUTER PROTOCOL (ICP)** is the first blockchain protocol that aims at decentralizing the internet [\[1\]](#)

Compared to other protocols:

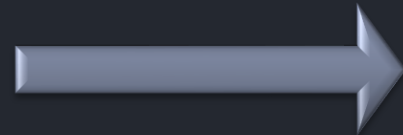
- Both front-end and back-end stored on blockchain (others only back-end – semi-decentralized), allowing a **fully decentralized** approach [\[2a\]](#) [\[2b\]](#)
- Internet's identity [\[3\]](#): one identity for all ICP services, allowing easy and robust access
- Crosschain Integration [\[4\]](#): interoperability with different blockchains in a native way (e.g. smart contracts on Bitcoin)
- Reverse Gas Model [\[5\]](#): users do not pay for the service, what usually happens for other blockchain-based services

Tokenomics

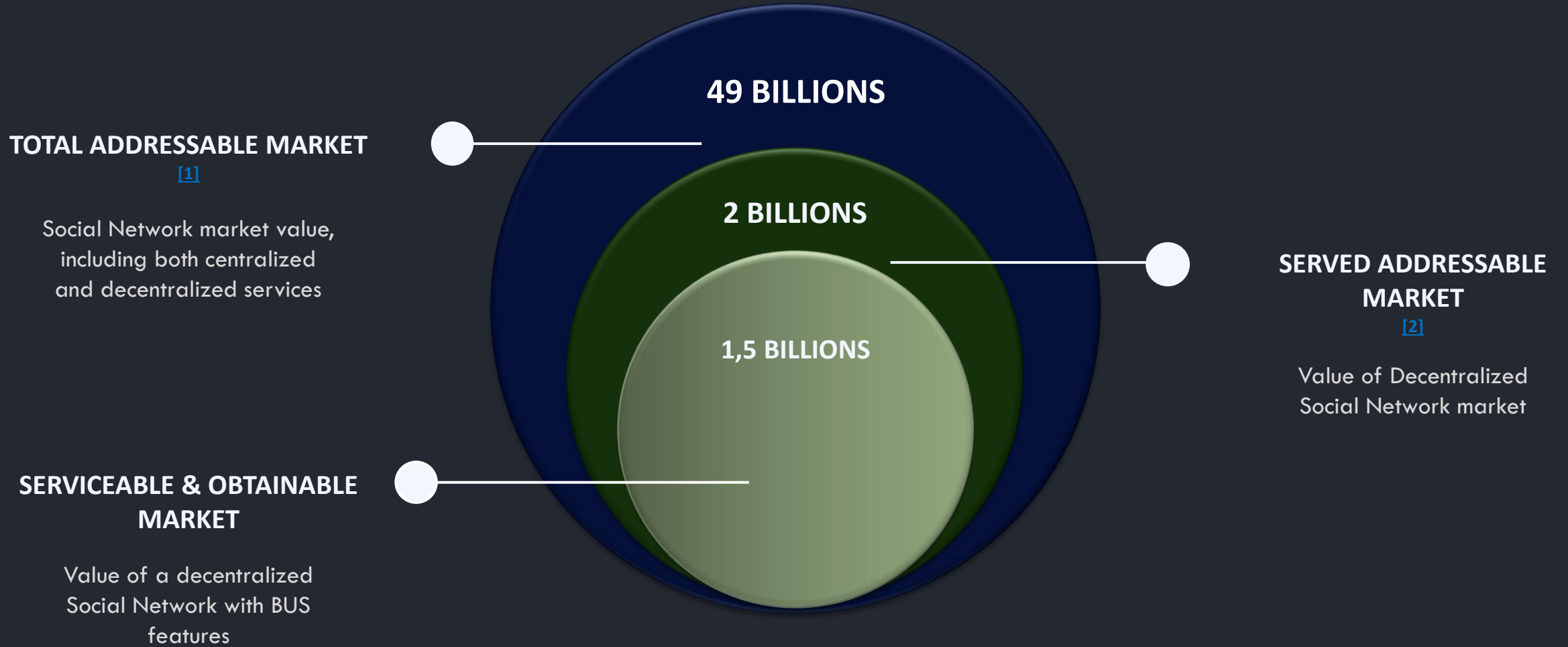


From a lead-generation perspective,
BUS is

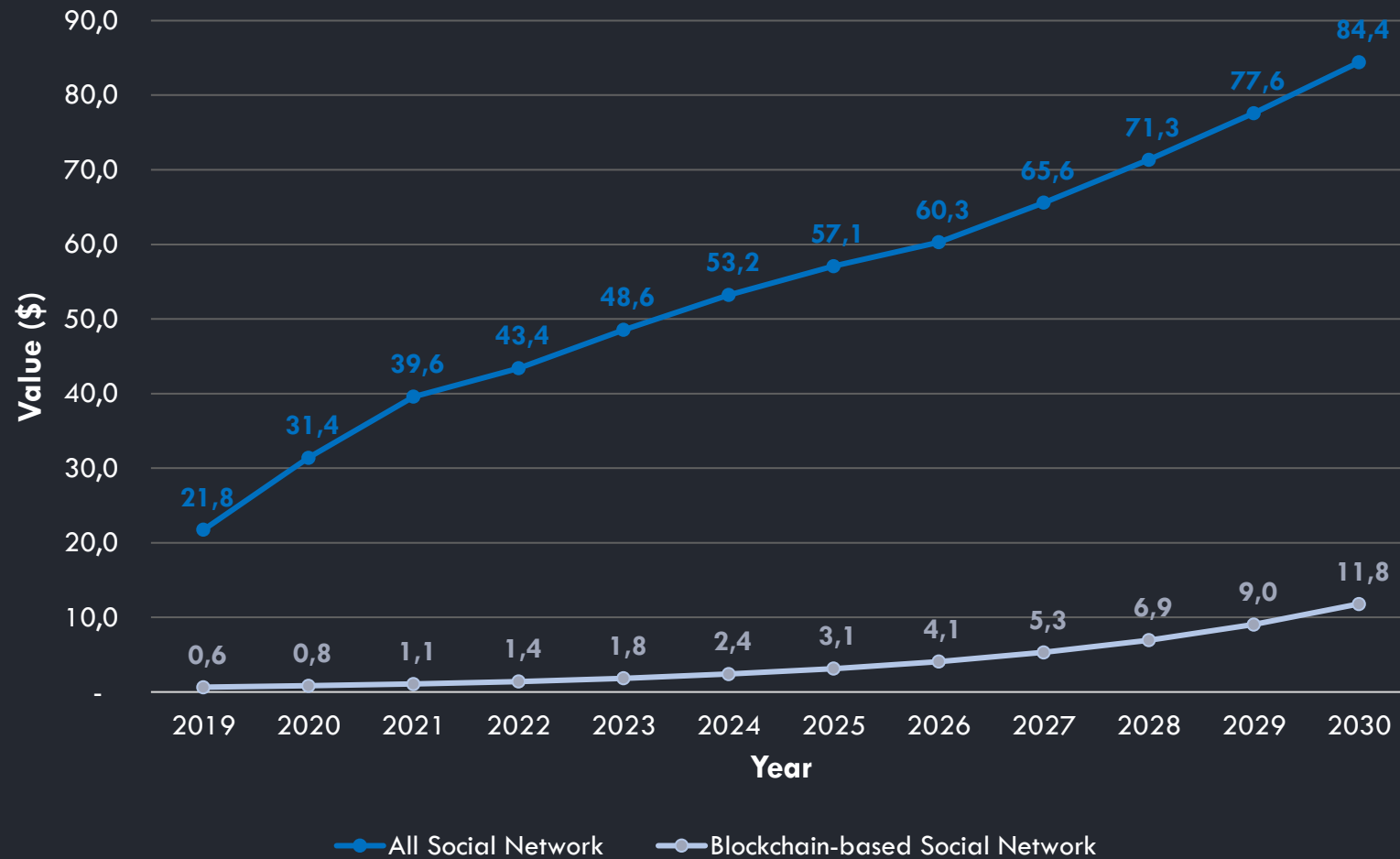
SELF-FINANCED



Market Size (FY 2023)



Market Trend (Forecast)



CAGR 2021/2030

+9%

on Social Network total
market Value

+30%

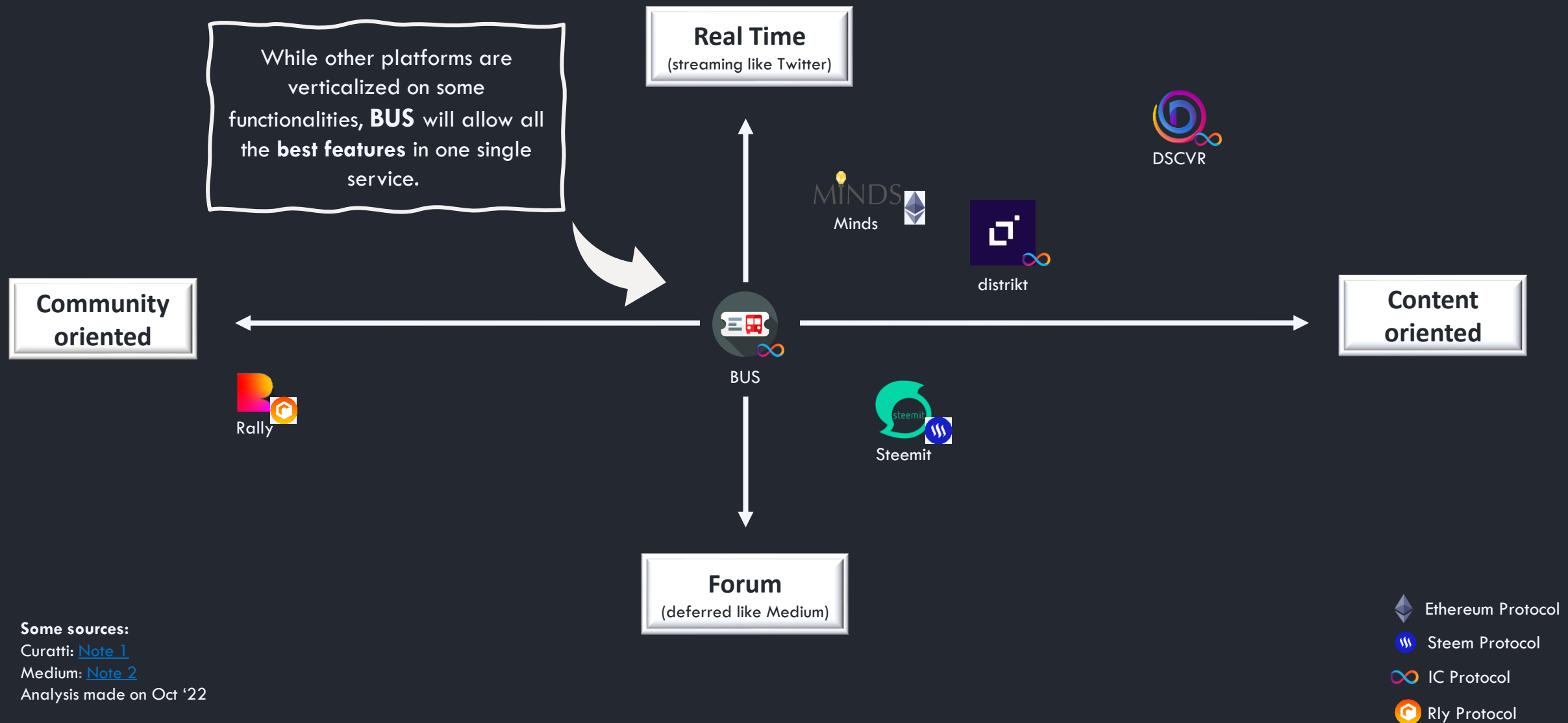
on Blockchain-based Social
Network market Value



Estimations show that actual
market value will
reach Blockchain-based
social Network by

2035

Competitive Landscape



Revenue Streams



SMALL COMMISSION

5% percentage from
Advertisers



FREEMIUM

Subscription for using
dedicated features



AD-HOC SERVICES PROVIDED BY BUS

e.g. support to communities
and creators etc.

Funding

TECHNOLOGY

59%
(317 k\$)

- Blockchain platform team (10 members)
Annual costs: 300,000\$
- Licensing and desktop software
development cost 17,000\$

18%
(100 k\$)

MARKETING

- Marketing plan, annual costs: 100.000\$

23%
(125 k\$)

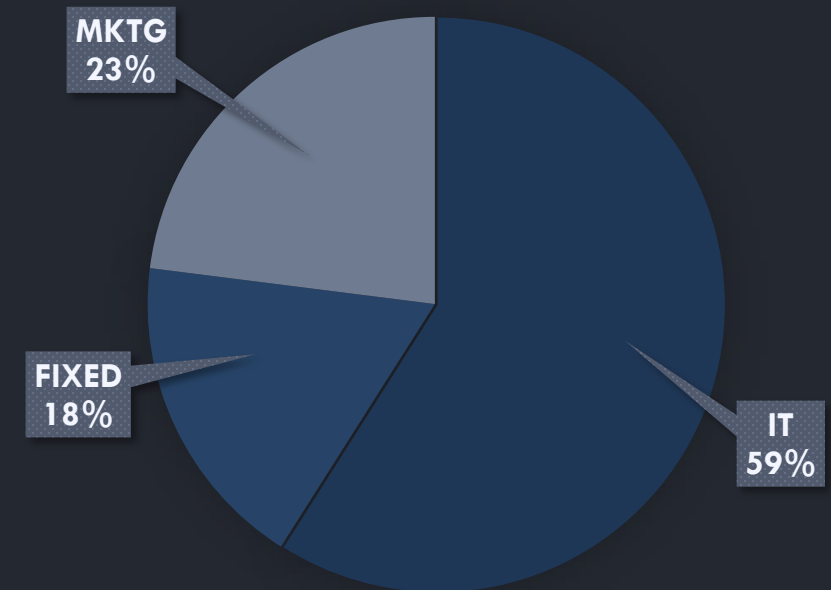
FIXED COSTS

- annual fixed costs: 125.000\$

ESTIMATED TIME

for creating a network platform

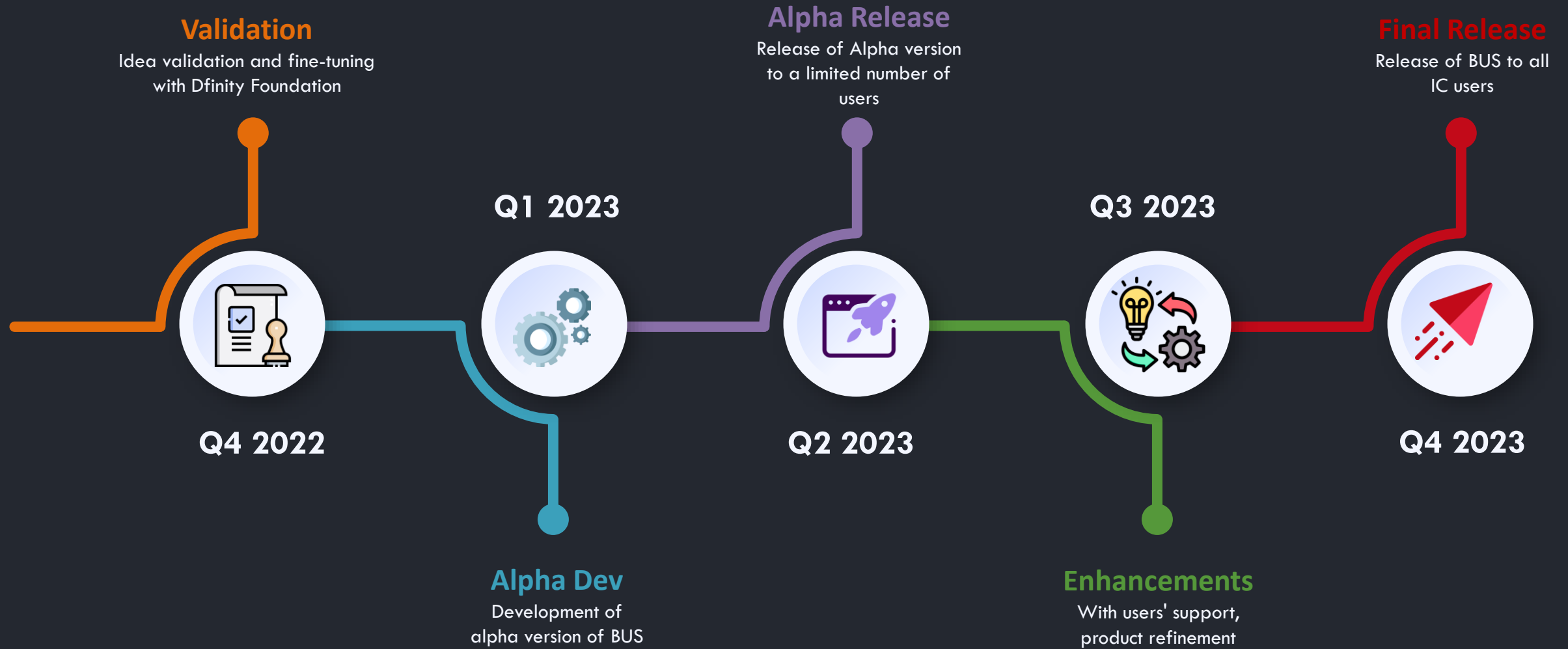
8 - 12 Months



Seeding need

542.000 \$

Roadmap



Team



ANDREA CHERUBINI
Legal Analyst

Graduated in law, working as legal counselor in the commercial sector and supply-chain operations. Passionate about legaltech and innovative technologies.



GLORIA TOMA
Project Manager

Young Legal student, passionate about European Institutions and Innovation. Skills in Project Management and Communication thanks to different working experiences at the European Parliament.



LUCA RICCARDI
Data Scientist

Mathematician as studies background and specialized in data analytics with 4+ years of experience in various fields (automotive, martech, retail). Skills in both IT and Business sides. Beer lover.

Don't miss the ride and get on BUS!

Thank you!



Annex 1 – Legal Aspect Deepening

Censorship: Centralized Social Media vs Decentralized Social Media

Often traditional social media models (e.g. Facebook), being characterized by a totally centralized structure, are able to concentrate enormous power in the hands of their owners, who can decide who and what to censor.

This does not happen in a decentralized infrastructure such as BUS, organized in nodes that are all the same and on the model of the blockchain, which, by putting much of the control power in the hands of users, is able to solve this type of problem.

Blockchain technology, by virtue of its decentralized nature, is not in fact subject to the same centralized control as existing social media platforms: decentralized social media and content platforms focus on putting power back into the hands of users through a series of initiatives. .

For example, the blockchain-based Mastodon platform allows users to host a personal server on top of the blockchain using their own infrastructure and domain name. These servers are entirely under the control of the user, who can establish rules and establish a direction for discussion. Despite the freedom of users, within Mastodon there are also communities that deal with the "active moderation" of social content; the moderation preferences, however, are set not by Mastodon platform, but by the creators of the communities themselves.

Similarly, Minds is also exploring a voting-based system where users can vote to remove content, without any central and direct moderation by the Minds team, which would make it one of the first truly decentralized social media platforms.

This also occurs in a decentralized social network such as BUS, where the various sub-communities respect not only the "democratic" guidelines chosen by the members of the community to which they belong, but also the "general guidelines" (T&C) on which the BUS itself is based, which, in particular, allow BUS to protect itself in a "decentralized" way also from any illegal contents and/or acts that could be published and / or undertaken on the platform (e.g.: attempts at extortion; hypothesis of terrorism; etc.) - (see the Steemit case).

Through the BUS blockchain technology it achieves a distributed moderation process driven by individual communities, which is not based on the censorship of a centralized custodian who holds absolute power, but on careful moderation through a democratic process that is authorized by each individual user. through decentralized technology. In this way, the entire BUS ecosystem can decide the direction of its community and give good actors the opportunity to participate.

BUS, therefore, puts the power back into the hands of users, allowing them to establish the direction and rules of their online communities and to decide what type of content to publish and read according to the preferences chosen by the community rather than those approved by centralized authorities.

Annex 2 - User personas



Blockchain Enthusiast

Connoisseur of technology,
one of the earliest adopter



Opportunists

Want to monetize
their time and data



Creators

They don't want restrictions and
fear of demonetization, while
getting fairly rewarded



Anti-censorship

Tired of centralized platforms
censorship, they want to express
their opinion without restriction



Curious

Tester of new trend, they will be
attracted by the various number
of features BUS offers

AGE

18-35



70%

36-55



25%

56+



5%

Due to the emergent
technology, BUS is
oriented towards
young people

INTERESTS



Blockchain



Projects to fund



Non-fungible
Tokens



Communities

Annex 3 - Business Model

KEY PARTNERS <ul style="list-style-type: none">▪ Ads agencies▪ Consultant Agencies▪ Investors▪ Users▪ Creators	KEY ACTIVITIES <ul style="list-style-type: none">▪ Platform Development▪ Platform Maintenance▪ Token production	VALUE PROPOSITION <p>Blockchain based on social network that empowers both users and creators.</p> <p>Users get rewarded by the time they spend on BUS and the data they lend for advertisers.</p> <p>Creators can create and manage their content and communities in a decentralized way</p>	CUSTOMER RELATIONSHIP <ul style="list-style-type: none">▪ Same side network effects▪ Cross side network effects	CUSTOMER SEGMENTS <ul style="list-style-type: none">▪ WW Internet users▪ Crypto experts▪ Content creators
	KEY RESOURCES <ul style="list-style-type: none">▪ BUS Platform▪ Token▪ Human Resources		CHANNELS <ul style="list-style-type: none">▪ BUS website▪ Mobile App	
COST STRUCTURE <ul style="list-style-type: none">▪ Fixed Costs▪ Marketing Advertising for awareness▪ CRs Development			REVENUE STREAMS <ul style="list-style-type: none">▪ Commission on advertising▪ Freemium▪ Ad-hoc B2Creators&Customers services.	

Link to video pitch

<https://www.youtube.com/watch?v=ZctZZ2xJs2U>

