

EAC Ecosystem

(Education Assessment Culture)

WhitePaper



- This document is the Company's intellectual property, therefore anyone who distributes or expropriates it without permission may be held legally responsible.
- This document has been prepared for general informational purposes only, and nothing herein shall be construed as defining the terms and conditions between any particular company or individual.
- EAC PLATFORM PTE. LTD. disclaims any responsibility for the actions (or transactions) of third parties that are not legally affiliated with EAC PLATFORM PTE. LTD.
- For any inquiry related to this document, please contact us via support@eacplatform.com

Education Assessment Culture White Paper v1.3.5

EAC PLATFORM PTE. LTD. All right reserved

Abstract

The problem with current education system at the global and national level is that industry and education are operating in their own way. Our reality is that teachers of the 20th century are teaching children of the 21st century in a curriculum and educational environment of the 19th century.

The form of education has evolved from offline on-site education to e-learning 1.0, which is online education, to e-learning 2.0, where all content can be accessed online. However, the problem of video-centered education of unilateral information delivery is still pointed out as a problem.

Therefore, we plan to usher in the era of e-learning 3.0 using the advantages of offline in the third virtual space called Metaverse.

First, within the metaverse platform, we will make it possible to share and guarantee all knowledge and know-how of not only knowledge communicators but also individual learners and their own stories. In this regard, the category of education will cover not only the school curriculum, but also content from various fields such as humanities, social studies, culture, and arts for self-development and self-growth.

In addition, by protecting the copyright of digital products with NFT, we expect that we will be able to welcome the NFT 2.0 era with near-infinity innovation when the ideas of learners created as products of education generate high-quality content.

EAC PLATFORM PTE. LTD. plans to carry out a project to realize all education inside and outside of school, which is essential for all children around the world to grow as essential talents in the 21st century, in the metaverse space by introducing the following technologies.

- 1) Big data-based AI analysis and recommendation technology
- 2) Based on learner's behavior data
- 3) Technology to prevent cheating
- 4) Ensuring data autonomy of learners through blockchain

In the project, a METASQUARE will be created by combining the properties of culture established only in offline time and space with blockchain technology and metaverse technology, connecting the past and present, and suggesting a new path to advance the present into a more developed future. In the field of traditional culture and art, it was possible to inherit traditional culture and art from the past to the present and to the future only through the medium of people, and it was an area where only a few people could experience it because of the limitations of time and space.

From 2022, when the technology is developed, blockchain, metaverse technology, 3D modeling, and waveform learning, etc. can make it possible to experience these high-value cultural resources without time and space constraints. In addition, it is expected that if it proceeds to V2.0, it will be possible to preserve and inherit the cultural heritages of more than 52 countries around the world with their own unique values.

Culture METASQUARE is a metaverse platform that creates new values for the future by implementing the excellent traditional culture of the past with current technology. This is an educational culture metaverse platform that enables global consumers who want to experience the traditional culture and pop culture content of the country to learn and enjoy the culture in the METASQUARE through the highest level creators in each field, thereby actively inheriting and conveying the culture. In addition, we are planning to build an ECO system so that users, who have visited this platform and inherited the culture, can create advanced cultural economic values and receive rewards by becoming creators within the metaverse by newly developing more advanced third (future) cultural content based on their identity and creativity.

METASQUARE is a next-generation global platform that connects all learning and experiences associated with culture. The service has been implemented based on the experiences of creators, learners, and visitors by forming a more advanced and organically connected society, and beyond the limits of the existing social platforms that remain in the stage for experience and communication, it will open up another world of communication, learning, and networking, thereby developing an ecosystem that is difficult to create in reality, accelerating services through partnerships, and becoming a global service.

If the existing blockchain technology is tailored to the economic system limited to mining, compensation, coin transaction, NFT, etc., our METASQUARE platform will become the world's first virtual world to create + Metaverse society + Meta-economy in addition to the original technology of blockchain.

We have helped the platform grow into a user base so that blockchain technology can accelerate the development of the METASQUARE platform. It is designed to develop into a huge global service platform by creating creators, students, and pro-consumers. Also, we will design a platform that grows by itself by creating another META-economy by organically connecting the ideas created by users to the platform through the participation of developers (users) in the service.

We are using several core technologies and mechanisms to make METASQUARE an advanced platform.

- 1) M2E economy based on blockchain networks
- 2) Meta-Society based on growth management platform
- 3) Flow program for accelerating the spread of platform and coin

We hope for a Culture META-Society where users can grow based on the platform by creating a new ecosystem through the meeting of culture and technology, and providing experiences. Without

the help of other blockchain communities and contributions from talented developers, the maintenance of the project would have been difficult.

We will aim for a fair partnership, global spectrum expansion, and open platform to maintain and grow the project.

Table of Contents

1. BACKGROUND
 - 1.1 Blockchain & Ed-tech
2. BUSINESS PLATFORM
 - 2.1 EDUCATION
 - 2.1.1 SMILE
 - 2.1.2 SMILE International School
 - 2.1.3 SMILE University
 - 2.2 ASSESSMENT
 - 2.2.1 TOEST
 - 2.2.2 G-mento
 - 2.3 CULTURE
 - 2.3.1 BEATBOX
 - 2.3.2 K-Dance
 - 2.3.3 K-Pop
 - 2.3.4 K-Master
3. METASQUARE Spectrum
4. Blockchain and METASQUARE
5. METASQUARE
 - 5.1 Architecture & Design
 - 5.2 NFT Marketplace
 - 5.3 MCU Wallet & Other
6. METASQUARE future design
 - 6.1 ROADMAP
 - 6.2 GOVERNANCE & CHALLENGES
7. INITIAL TOKEN PROGRAM
8. TEAM & ADVISORY
9. RISK & DISCLAIMER

1. BACKGROUND

1.1 Blockchain & Ed-tech

The short-term surge in consumption for education technology (EdTech) due to COVID-19 is expected to be rebalanced over the next few years as digital technologies become integrated in the long term and shift towards much higher online education levels. This transformation will require significant infrastructure for learning, data and management as most schools and universities are still at the beginning of their digital maturity journey.

Blockchain technology will play a role in bringing innovation to the structural transformation of education. In particular, Distributed Ledger Technology (DLT) is expected to offer a lot to education in the future. Through blockchain technology, numerous units of information and data can be safely stored. Everything from assessment reports to sensitive documents can be safely stored in the blocks that constitute blockchain technology. Distributed Ledger Technology (DLT) systems can also solve many of the issues associated with the E-Learning platform, including authentication, scale and cost. Students can also use the DLT system to verify their performance with high confidence. Using blockchain technology, the



following improvements can be expected in key dimensions of the education and learning process.

Empowerment for Learners

Ensuring data autonomy of learners

Through blockchain, data related to student identities (e.g. credentials, learned skills, etc.) will become the basis for students to regain their data autonomy. Students can store and fully own lifelong learning data (both inside and outside the lecture room) and exercise autonomy over third parties who have access to them. In this way, learners can accurately certify their learning credentials and, third parties can have access to them.

A blockchain wallet system where students can store all learning data and share them with various interested parties will also play a role in protecting learners' data autonomy.

Security and Efficiency Enhancement

Enhancement of security and efficiency for educational institutions, companies and learners

Blockchain has the potential to ensure the identity, privacy and security of learners' data. Blockchain provides security and validity by ensuring invariability through a hash chain. For example, a learner cannot change previous education certifications stored on the blockchain, however can easily alter and tamper with paper records.

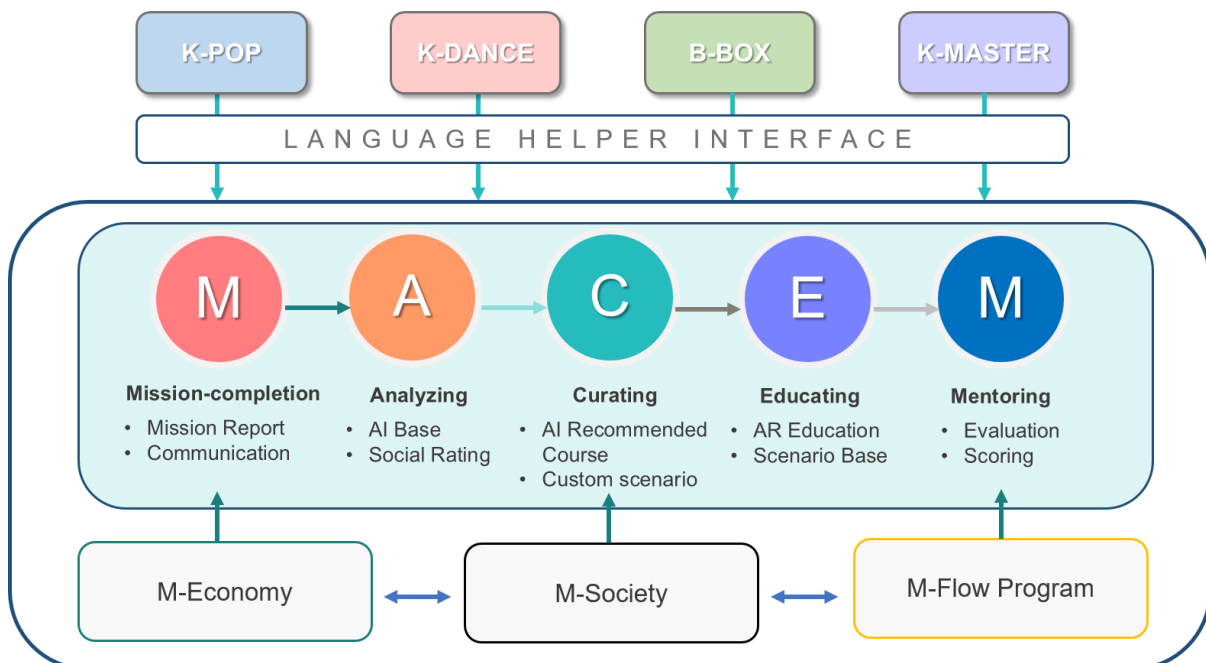
Also, personal data are secured through the blockchain through hashing of data rather than storing data. Optionally, data can also be encrypted before being stored on the blockchain.

Trust and Transparency Integration

Integration of trust and transparency

Blockchain ensures that students cannot alter and tamper with their grades, degrees and certifications. More extensively, as distributed ledger technology supports learning and secures academic records, it can improve relationships with educational institutions, businesses and society by incorporating trust and transparency in technology trading and sharing processes.

1.2 Description of K-Culture, Metaverse and its significance



[The definition of culture is very difficult and varied. Culture is prominent in the fields of arts such as music, art, literature, theater, and film. People also come into contact with culture by consuming items such as popular culture and popular songs as products.]

[In the book 『The Interpretation of Cultures』, published in 1973 by Clifford Geertz, an American anthropologist, culture is described as “a system of inherited conceptions expressed in symbolic forms by means of which men communicate, perpetuate, and develop their knowledge about and attitudes toward life”] – Wikipedia, 2022

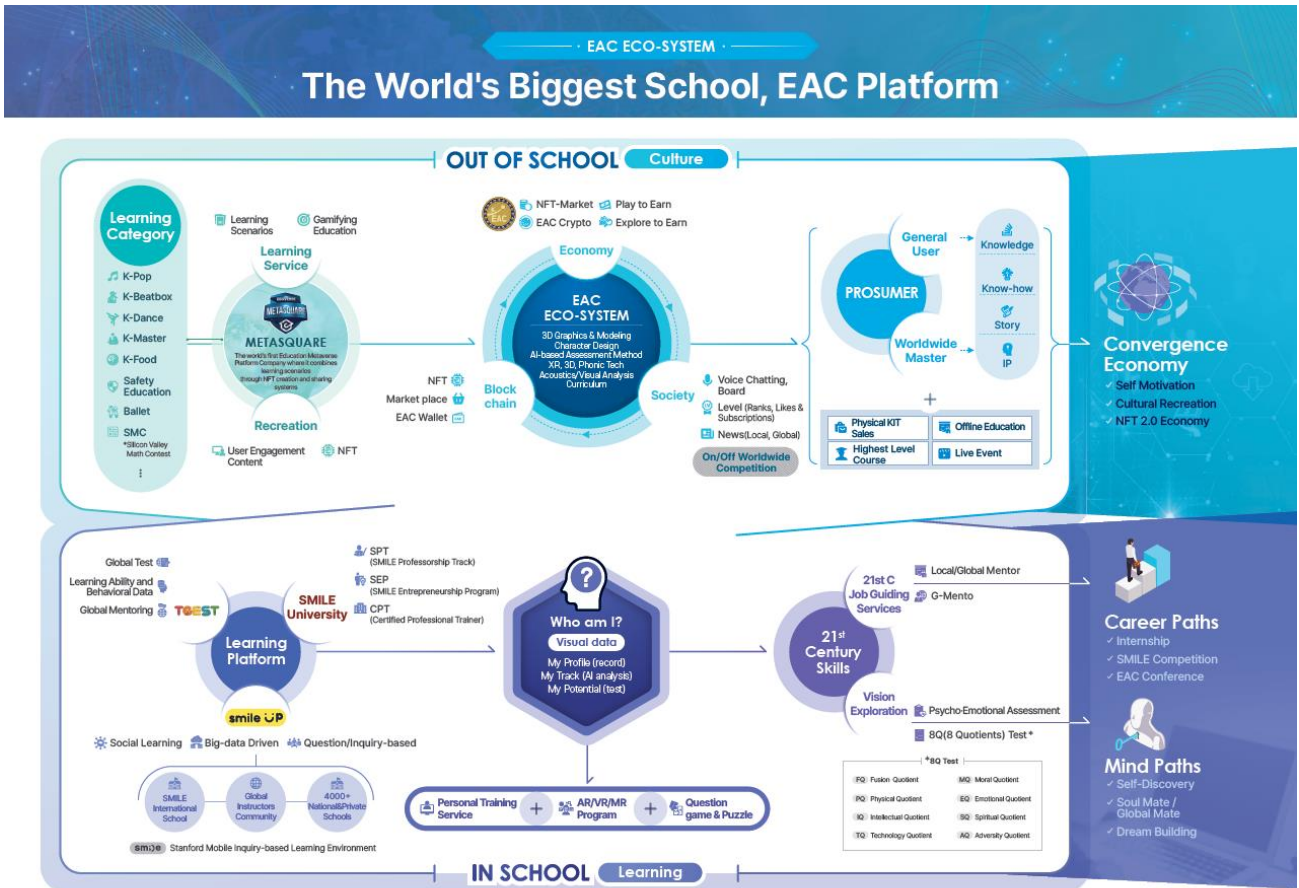
At this point, if you look at how culture is taught, inherited, and developed, even though the technology that can help learning has been developed, most of the learning still takes place in offline learning centers, private lessons, or video services such as YouTube. Also in terms of timing, during the lockdown brought on by the Covid-19 pandemic that began in 2020, there was a change in learning trend that learning took place exclusively through video media.

In the case of culture/tradition, there were many needs for learning, however it is considered that there was no medium that made it easy and fun to experience or learn. Therefore, we have started a project that combines 'Culture' and 'Metaverse' with the great purpose of helping people learn the content of culture in the space called Metaverse, solving economic income problems, and passing on national culture to future generations.

The first start of this project will be based on K-Culture, which has been popular since the 2000s, and it contains a big plan to expand to 52 countries around the world in line with the growth of the platform.

This will serve as a platform to share popular culture, however it also suggests that there is a great sense of duty to pass on the precious tradition and popular culture of a country to the next generation by protecting the culture that may be lost.

2. Business platform



2.1 EDUCATION

2.1.1 SMILE

EAC Platform PTE.LTD has signed a SMILE license agreement with Stanford University and is playing the most crucial role in securing SMILE's stable profit business, and it is exclusively in charge of all technology development, server maintenance, content production and service business of SMILE.



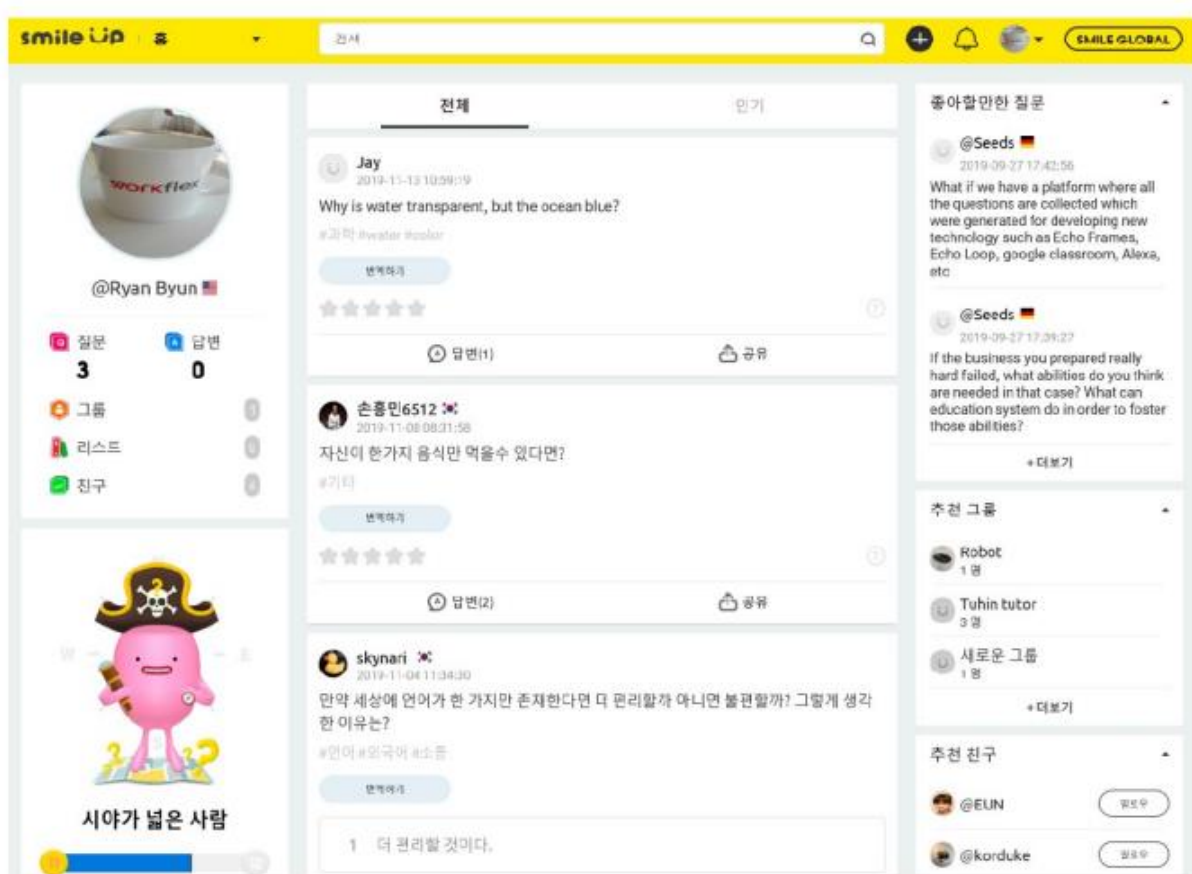
SMILE (Stanford Mobile Inquiry-based Learning Environment) is a Q/A platform that fosters the following core competencies of 21st century talent: 1. Ability to ask questions freely based on curiosity, 2. Critical

thinking ability, 3. Global collaboration ability, 4. Creativity, and 5. Autonomous spirit of inquiry.

SMILE UP v3.0

EAC Platform PTE.LTD is further developing a new model combined with IoT service through collaboration with Google headquarters, and is also developing and operating the TOEST platform that can maximize profits.

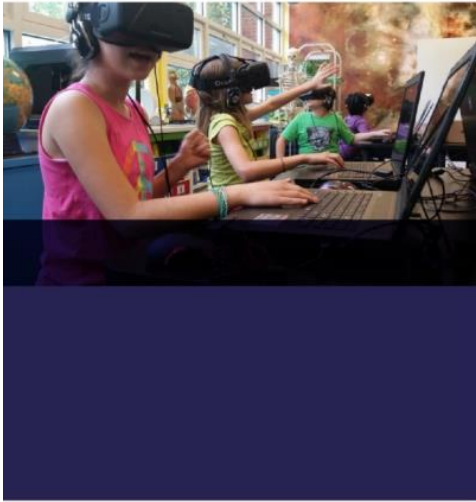
Can you create a good question?



'SMILE', an inquiry-based learning platform developed and used at Stanford University, is a central service in global education innovation.










2.1.2 SMILE International School

SMILE International School is an online degree program.



SMILE Plug

SMILE Plug의 다양한 교육 자료

| | | |
|--|---|--|
|  <p>Stanford Mobile Inquiry-based Learning Environment</p> <p>SMILE flips a traditional classroom into a highly interactive learning environment by engaging learners in critical reasoning and problem solving while enabling them to generate, share, and evaluate multimedia-rich inquiries.</p> <p>Make a Question</p> |  <p>Wikipedia The Free Encyclopedia</p> <p>Wikipedia is the free encyclopedia that anyone can use!</p> <p>Explore Wikipedia</p> |  <p>KA-Lite Khan Academy Lite</p> <p>Khan Academy offers videos and practice exercises for a range of subjects.</p> <p>Challenge Yourself</p> |
| Literacy Applications | | |
|  <p>African Storybooks</p> <p>A collection of illustrated children's stories from many African cultures.</p> <p>Read Stories</p> |  <p>Fantastic Phonics Learn to read!</p> <p>Fantastic Phonics is a complete 16-week intensive reading scheme for schools and families, with 60 printable stories, multimedia and video.</p> <p>Learn and Practice Reading</p> |  <p>Cat & Dog Fun early reading books.</p> <p>Fun books about a cat and a dog that encourage young readers!</p> <p>Read Fun Stories</p> |
|  <p>1001 Stories Project From Seeds of Empowerment</p> <p>Children love to tell stories. However, in many places in the world, their creative voices are rarely heard or cultivated. The 1001 Stories Program conducts storytelling workshops that build on children's natural potential to become original storytellers.</p> <p>Read Stories</p> |  <p>Project Gutenberg A large selection of public domain books.</p> <p>Thousands of books in digital format (text) from Project Gutenberg. Organized by bookshelves.</p> <p>Read Stories</p> |  <p>Children's Books Colorful Children's Books</p> <p>A selection of books for children from Project Gutenberg in PDF format.</p> <p>Read Stories</p> |

Teachers use their SMILE Plug in class to conduct a class, and in this process, they can utilize learning resources such as free educational materials and educational sites of the SMILE platform.

SMILE International School does not divide grades by age and students are free to organize their own learning curriculum. Students can create their own jobs. They can try running a business on their own during the semester, and the School supports areas where students find difficult to do on their own.

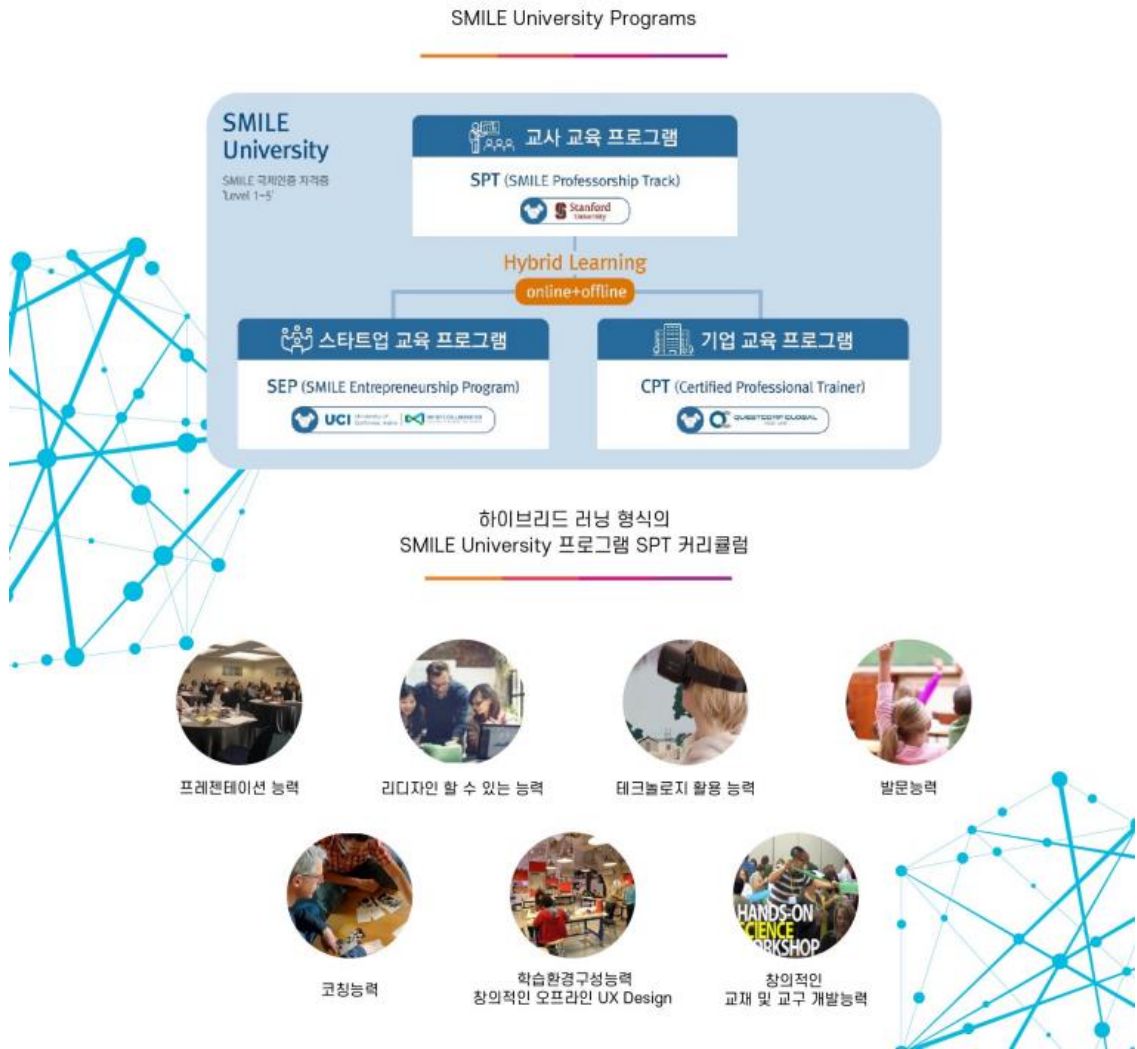
Existing institutions can add value to schools by introducing our online education programs and the Stanford SMILE brand. In addition, through the SMILE Plug, which acts as a digital hub, they can increase the level of education by utilizing various educational materials and sites, including 10 themes including how to use the SMILE platform online.

2.1.3 SMILE University

SMILE University is a hybrid learning program consisting of advanced research course, start-up Course, Alumni Course, and Teacher Training Course. SMILE University's vision is to train 69 million SMILE teachers by 2030.

SMILE University is a program designed to train teachers who do not teach within a given framework, but make creative classes, have the ability of 'Thinkovators' to reboot their own ideas, and can freely utilize the latest educational technology. SMILE University, where top experts and institutions from all over the world participate, and which directly develops and manages SPT content in the research center, has been designed based on the action learning process, and it helps them to maintain the same mindset and attitude they had when they first decided to become a teacher, and simultaneously to develop the teacher's competencies needed in the 21st century.

2.2 ASSESSMENT



2.2.1 TOEST

Global test platform TOEST with AI analysis technology is the first platform that conducts comprehensive and future-oriented assessment for students by covering



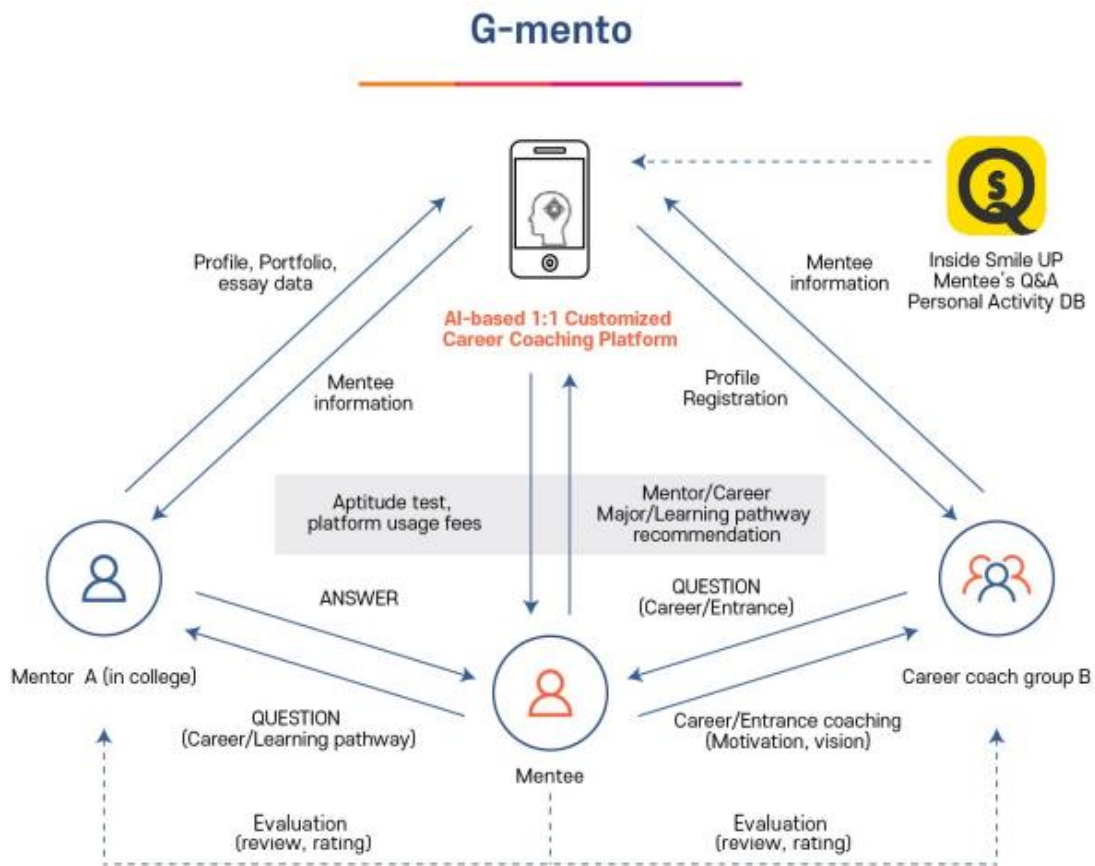
language, math, programming, convergence problem-solving, creativity, and personality and aptitude tests, etc.

EAC PLATFORM PTE. LTD. is reforming the existing offline/online education based on one-sided and standardized textbooks without a diagnosis for each student. TOEST is innovating the entire education process by providing the world's best online education content customized by considering students' behavioral patterns, learning habits, subject competence, and thinking ability level through artificial intelligence technology.



2.2.2 G-mento

G-mento is an AI-based 1:1 personalized career coaching platform. It is a coaching service that searches for career information of seniors at prestigious universities and provides a 1:1 Q&A session with mentors and coaches. G-mento is a platform that helps young people find 'what they really like and are good at' and prepare themselves.



Learners can share career information at low cost through crowdsourcing on G-mento, a career coaching platform. Through the mentor's profile, you can check the experience history of seniors at prestigious universities and explore the learning history and various experiences of seniors attending the target university.

Moreover, 1:1 career counseling is available with students at prestigious universities at home and abroad anywhere in the world regardless of time/place. You can establish a career preparation strategy based on the vivid reviews you hear from seniors attending your target university.

Through G-mento, learners can be coached by career experts, discover their own aptitudes and strengths, and develop them further. In-depth counseling for each learner is available, and it can motivate learning and present a vision.

2.3 CULTURE



Culture Metasquare is a cultural education metaverse platform that creates new values for the future by implementing excellent traditional and popular cultures around the world with current technology.

The craze of Korean pop culture, which started in Asia at the end of the 1990s, has been proving its international competitiveness by undergoing diversification of Hallyu based in Europe and the

Americas as entering the 2000s. Korea's cultural industry, with its independent and creative artistry, is leading the global cultural industry as a sustainable new Hallyu in the world beyond Asia, and presenting new possibilities for Hallyu in the non-face-to-face era, as global access to Korean cultural content has increased and the demand for it has expanded with the development of OTT-centered online platforms.

In addition, the growing interest in and liking for Korean media content is also leading to the expansion of the scope of Hallyu tourism. YouTube background of the global boy band, BTS's <Dynamite>, the palace where <Kingdom> that caused the 'Gat Syndrome' was filmed, and Hanbok, the costume for Blackpink's music video with over 700 million views, etc. served as a key medium to expand the realm of Hallyu into K-Heritage.

In the midst of contactless daily life and the acceleration of digital transformation, the MZ generation is rapidly emerging as a powerful consumer leading global cultural trends. For the MZ generation, which is the core of participation and virality that values genuine experiences and differences, Korean cultural content can be seen as the very experience itself that they want to follow as it is popular and fun.

Therefore, we plan to digitize temporal and physical space and realize it in Metaverse to overcome the limitations of time and space and create high added values based on the original and competitive Korean traditional and popular culture content. Also, we will further create a new cultural arena for people around the world to enjoy by putting the excellent traditional and popular cultures of various countries in the Culture Metasquare in the future.

2.3.1 BEATBOX



As of 2021, hip-hop culture in Korea is positioned as one of the mainstream genres in the Korean pop music industry.

The reason that underground hip-hop, which was perceived as a subculture enjoyed by a small number of people,

by a small number of people, came to attract many people seems to be the result of the influence of the media and changes in public values.

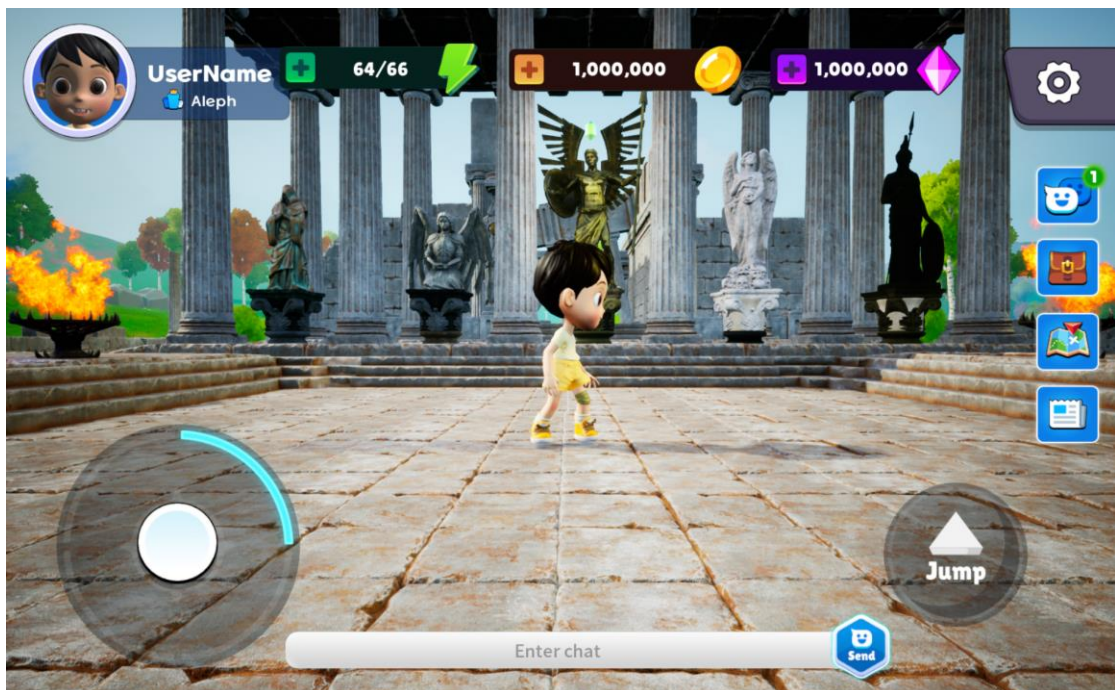
In the 1960s and 1970s, hip-hop music was used as a means of exposing the oppression of the white mainstream class by the socially and politically marginalized poor class of the U.S., especially black youth among them, and it started as a genre representing the black community. Korean underground hip-hop musicians also formed a community where they delivered a message to society and shared each other's values through the medium of hip-hop while embracing the sentiments of resistance against the current situation in Korea.

The phenomenon that this individualistic and highly independent hip-hop culture has recently become the mainstream of the popular music industry seems to be the result of changes in the media. In the past, the media was in a form of unilateral supply, therefore the public had no choice but to accept a limited and selective culture. However, through various TV programs dealing with hip-hop content, as well as other forms of media such as YouTube and OTT, the public now has an environment where they can directly select and access a variety of content that suits their personal taste anytime, anywhere. As a result, hip-hop culture, which was mainly enjoyed underground, has been recognized for its value as a popular culture.

In particular, the MZ generation, who have outstanding media literacy, create their own music through various MIDI equipment and software, and share them online, thereby revealing more underground hip-hop content to the public, which seems to have led to

an increase in the number of people who consumed it. Moreover, the identity of hip-hop must have been attractive to the MZ generation, who are free to make decisions and express themselves, and are oriented toward a horizontal relationship rather than a vertical one.

In particular, beatbox has high propagation power because anyone in the world can create music and can easily empathize with it in the sense that there is no language restriction. As a result, beatbox, which was considered a subgenre of rap and part of hip-hop culture, became a new mainstream musical genre as various genres including not only hip-hop but also drum and base, electro, etc. are expressed in beatbox, and as the battle culture of beatbox flourished.



Accordingly, we signed a business agreement with CBK Co., Ltd., the main sponsor of 'BEATBOX TO WORLD LIVE', a world competition for beatbox, and decided to jointly develop the metaverse education for beatbox ('Beatbox Metaverse'). Beatbox Metaverse provides customized training in the metaverse according to the difficulty level, which consists of 5 levels ranging from basic to advanced skills for each beatbox genre.

- Video training directly planned and produced by the top-notch beatboxers (Masters) in Korea and abroad

- Auto Lip Sync Training
- Acoustic Analysis by AI Evaluation
- Beat Boxer Rally

Users are required to complete the video training and challenges in sequence designed by Masters for each curriculum. All users shall be subject to a reward system that allows them to sequentially acquire costumes such as hats, T-shirts, hoods, sneakers, microphones, and loop stations within the metaverse through completion of the training process.

EAC PLATFORM PTE. LTD. has signed a partnership with 5 beatboxers in service who have millions of fans in Korea and overseas to provide professional training through video lectures of beatbox world champions. This is expected to play a major role in attracting early users by maximizing fan marketing.

It is no exaggeration to say that beatbox is a culture of 'battle' and 'sharing'. Beatbox Metaverse aims to implement the beatbox culture in the metaverse by regularly holding online events and battle contests in which anyone on the platform can participate. At the same time, we designed a marketplace where the creations of Masters and Creators are given NFT, and can be traded simultaneously, so that the artistry and creativity of beatboxers can be respected.

Through Meta-Flow Program, Beatbox Metaverse shall encourage users to create their own music with their own skills and personality and share it with others for coexistence and mutual growth within the metaverse.

2.3.2 K-Dance

'Street dance' refers to a dance or culture performed on the street, which means open space, meaning that it is not a specific place, but a popular, universal, and generalized space that anyone can experience. In other words, street culture has a popularity that can be enjoyed by anyone, not only a specific class or age group, and at the same time has freedom, improvisation, originality, and absorption. Therefore, it is considered that this is the reason why the MZ generation, who pursues autonomy and differentness, is more passionate about street sensibility.



Among these, street dance in Korea laid the foundation for development in the mid-1990s as various genres also came in along with the influx of street dance video materials from Japan and the United States. After the 'Korea Cup World Hip-Hop Festival' held in 1999, it led creation from imitation through transformation, while at the same time opening up international information, which prompted active international exchanges with world-class street dancers. <Street Woman Fighter (Swoopa)>, which recently ended (October 29, 2021), is a street dance survival program composed of 9 episodes that was broadcast on Mnet, and it is a show that caused a lot of attention not only in Korea but also overseas. This suggests that battle culture, one of the street culture, has been established as a form of popular art, and experts believe that the success factor of <Swoopa> lies in the improvisational expression of 'dance battle' as it is. Also, as the public in Korea and abroad begin to enjoy culture in the form of 'participation' from 'watching', such as uploading dance challenge videos on various social media, Korean street dance has proven itself to be a mainstream cultural content that is receiving worldwide attention.

Therefore, we plan to create a platform where people around the world can learn and enjoy K-dance in an easy and fun way while protecting the copyrights of the choreographer's creations (dance routines) so that excellent and creative K-dance can continue as a culture loved for a long time.

K-Dance Metavers provides training for general users who are interested in K-Dance and professional dancers, from K-POP broadcast dance to street dance including hip-hop, house, poppin, krump, and waking.

In this regard, EAC PLATFORM PTE. LTD. plans to deliver realistic classes and evaluations within the metaverse based on a systematic curriculum by signing a business agreement with the best professional dancers in service (Masters), including the cast of Swoopa.

- Provision of choreography (dance routine) videos of the top-notch professional dancers in service
- Video training based on a systematic curriculum
- Metaverse rhythm dance game for learning dance routines
- AI motion-recognition dance game for accuracy of dance learning
- Provision of feedback from Masters on user videos and evaluation of the accuracy of AI motion recognition

At this time, we will protect the choreography copyright for its professionalism and artistry, while enabling the creation of creative and sustainable economic value by turning the copyrights for dance routines of Masters and Creators into NFT.

Users can proceed to the next challenge only after completing the challenge for each curriculum designed by Masters. All users shall become members of the dance crew led by the Master of their choice, and each time the program is completed for each course, the crew's group costumes and items can be acquired sequentially.

Users shall produce their own creative works that contain their individuality and values and share them with other people. We plan to introduce a system where users, who have reached Level 3 (Advanced Level) by completing the basics of dancing and various dance routines in K-Dance Metaverse, can create, share, and evaluate their own dance routines.

- Number of video views
- Star rating/feedback from Master
- Star rating/number of recommendations from users

Masters' evaluation is to have a credible evaluation system and to create high-quality content, and the above voting system is to evaluate popularity and artistry at the same time. In addition, periodic online contests will be held to discover new competitors and to continuously motivate amateurs by opening up professional career opportunities for them.

2.3.3 K-Pop



As the K-Pop industry began to expand globally in the mid-2010s, Hallyu music became the content representing Korean culture considered to be Hallyu. In fact, according to the <2020 Overseas Hallyu Survey> conducted by Korean Foundation for International Cultural Exchange, unlike the past, when 'drama' and 'IT industry' were the first images to come to mind as associated with Korea, 'K-POP' topped the list of images associated with Korea for four consecutive years, and the ratio has been steadily increasing over the past four years.

This suggests that the level of spread of Hallyu music is so high that Hallyu and K-pop are considered almost synonymous.

Overseas fans believe that (i) musical elements such as melody and dance, (ii) singers' personal charm, and (iii) emotional factors in Korean lyrics and videos contribute to the popularity of Hallyu music. It can be interpreted that the popularity of Hallyu music is the result of a proper combination of global universality and K-pop's unique characteristics. As a result, music is also being consumed and enjoyed in various forms and ways freely, from 'appreciating' and 'owning' to 'covering/imitating', 're-creating' and 'sharing'.

K-Pop Metaverse will provide an environment where any user interested in K-Pop can receive personalized vocal training and evaluations.

- Curriculums designed by former/current singers and K-POP professional vocal trainers (Masters)
- Theories and practical training videos that enhance understanding of music
- AI recommended songs according to gender, age, note, and personal preference
- AI evaluation and analysis of tempo, rhythm, and note
- Learning Korean through music videos

At this time, all users can acquire the various goods of the Master singer selected by them one by one through completion of training.

In addition, we plan to introduce a system where they can create their own creations and share them for evaluation with challenges such as covering the Master singer's song and singing a duet with the Master singer. At this time, the copyrights of Master and Creator's

music creations will be turned into NFT so that the copyrights for professionalism and artistry can be protected.

Recently, a popular American rapper, Travis Scott, held a virtual concert on <Fortnite>, which drew 12.3 million people. As a result, non-face-to-face performance content using cutting-edge realistic technology are expected to expand in the future.

In the future, K-Pop Metaverse will collaborate with K-Pop musicians of various genres to hold large and small events such as autograph signing events, music release events, artist interviews, and non-face-to-face concerts. Through this, we will act as a window that enables the protection of copyrights for performance videos as well as the export of performance culture.

2.3.4 K-Master



It is because an environment in which Hallyu culture can be easily enjoyed by anyone on a daily basis was formed through various online/mobile platforms and various Korean videos and photos on social media, and Hallyu culture has soon led to interest in Korea. Moreover, the spread of contactless consumption caused by the

COVID-19 pandemic has had an impact on the global OTT video content industry that has established a multinational distribution network, boosting overall interest in unique Korean culture along with consumption of Hallyu.

Traditional culture and art is just an old concept that is very familiar to natives, however it is new and mysterious to foreigners. Unique Korean items such as 'Gat' and 'Homi' along with the traditional costumes of actors in the drama series <Kingdom> aired on Netflix, the

global OTT platform, unexpectedly gained great popularity at Amazon, the largest online shopping mall in the world. This can be seen as a classic case proving that traditional culture, which was common and familiar in Korea, is recognized as 'new content' abroad. Now, K-Culture is not only recognized for its outstanding unique characteristics and individuality, but also has commercial and global competitiveness.

Therefore, we intend to move the stage to a metaverse that can deliver our traditional culture and art content to people all over the world beyond the limits of the two-dimensional world for the purpose of spreading the content of our traditional culture and arts widely both domestically and overseas.

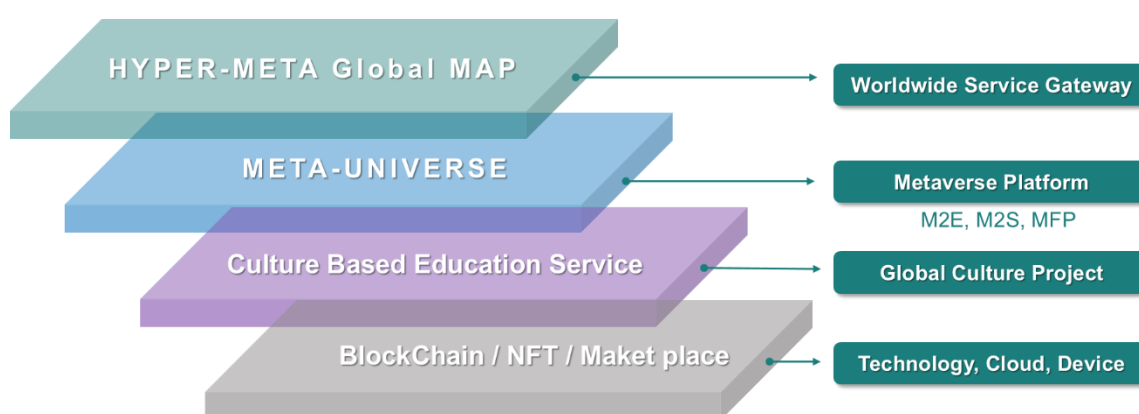
In K-Master Metaverse, we plan to build a system where renowned Korean masters conduct traditional handicraft classes within the metaverse, and users can create handicraft creations both online and offline.

- Explaining the techniques of masters of Korean art and culture and providing video training on the production process
- Creating modern objects using traditional techniques
- Results produced through 3D modeling
- Planning to provide real-model making kits

Any user who uses K-Master Metaverse can own a virtual figure of a traditional handicraft that he or she made after completing the training and a specific challenge. In addition, we will design this platform to become a platform that grows by itself, creating another META-economy and sharing the creations created by adding one's own colors and creativity on the platform.

K-Master Metaverse intends to give unique economic values to the works and know-how of masters in order to preserve the artistic and technical values of masters while conducting education on traditional culture. It is expected that this will enable the preservation and succession of K-traditional technologies, as well as securing the value of precious future luxury goods. Culture Metasquare will expand into a global model in the future, and it will accomplish valuable achievements in protecting overlooked indigenous cultures by incorporating the precious traditional cultures and arts of various countries in itself.

3. METASQUARE SPECTRUM



Culture is a domain with unique values of a country, and the intrinsic value of culture is created according to the permanence of heritage. In order to maintain and inherit the single identity of the past, and to create a quantum jump, it is important to combine and converge services and technologies. Heritage should be enjoyed by all of us, not owned by any country, era, or one person, and at least it should be known to have existed and be inherited. And if a platform like a living organism (society) is provided, heritage becomes a valuable asset that everyone can enjoy and preserve. Also, if heritage is a part of a culture that is truly valued, it should be more actively discovered and enjoyed by a large number of the public. Therefore, it is very meaningful to provide a platform where not only users of that country but the whole world can meet and learn together happily.

This has the potential to grow into a METASQUARE platform through the code called 'culture' by forming a more ideal society.

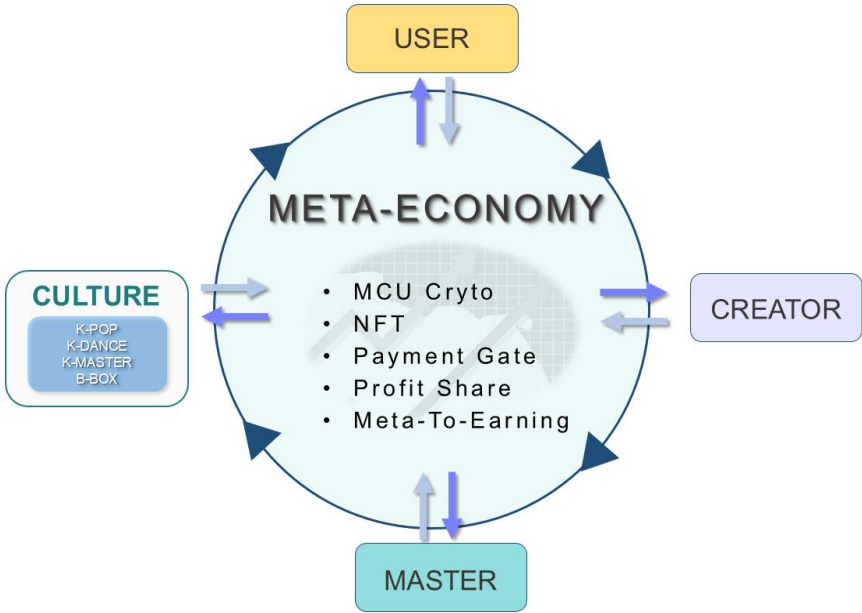
Why METASQUARE

As discussed earlier, it is regrettable that the blockchain system is only seen as an economic and investment aspect in reality. And while metaverses currently in service - ZEPETO, Roblox, etc., provide fun and interest to users and are maintained by the company supplying items, METASQUARE is designed in a manner that users can continuously learn and take on new challenges by allowing the results reproduced through learning to produce new results again while providing fun and interest.

Also, in the not-too-distant future, if another individual designs a platform to create and share new services, this will be a quantum jump for the platform to grow. This is the first step and challenge to the virtual world called the true META-Society, META-people, which is dealt by sociology. With these innovations, we are trying to meet new innovations with three expansion points - Experience, Gain, and Earn, as well as preserving the cultures of each country around the world.

In the existing service, activity and payment details are kept separately based on the user's DB, so security management such as backdoors and hijacking is emerging as a critical issue. As a fundamental solution, decentralized services such as DAO and blockchain will solve this fundamentally. In addition, through a more sophisticated and strategic ECO system in platform service design, it contributes to fair learning and reproduction, and creates a new economy system. In the end, we are happy to be able to start a new world by combining the world we dream of with technology.

3-1. Meta-Economy (M-Economy)

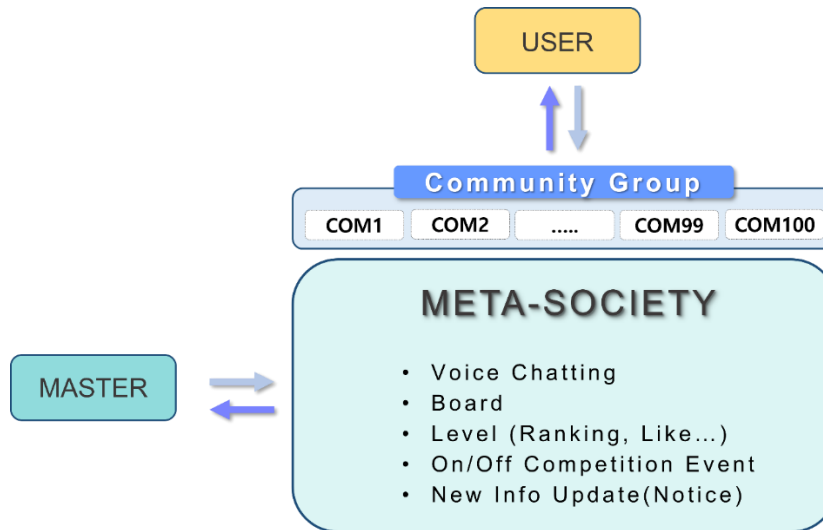


The Meta-Economy service layer is a sharing-based, user-based service providing an organic role that breathes life into the platform to enable its own growth.

This is the basic ecosystem protocol that keeps METASQUARE alive. It starts for the first time when a user comes in, and the user needs to sign up for a monthly or annual subscription to learn. This will be the basis for maintaining and developing the platform, and will integrate its components, i.e. master, user, creator, and cultural education into one, making it a connection through M-COIN, NFT, and PG. This will have a reward system that properly distributes profits between the masters and the company. It is a structured system that allows users to create or receive revenues based on goods turned into NFT by moving up to the creator level from the user level when they reach a certain level.

This structure will develop into a self-sustaining M-Economy by the time set in the project.

3-2. Meta-Society (M-Society)



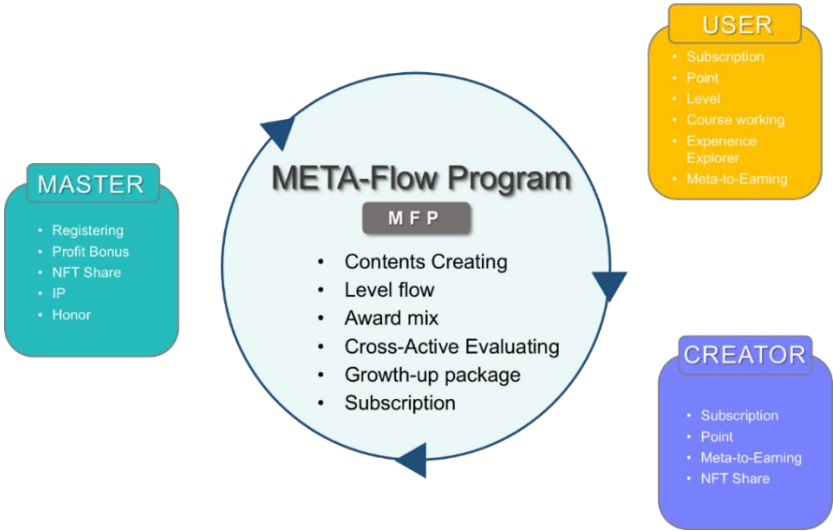
The components that make the platform more robust are as follows.

It will act like the skeleton and muscles of the human body. This is a service layer that helps users of the platform to participate in Meta-Society themselves, engage in fair competition, communicate with each other, and compete in good faith to find out their rankings.

This is a program where users mainly socialize with people who are at the same level or have the same interests, and create elements of competition with each other. For example, it is a place where people with similar levels or interests can meet, compare and boast about each other's interests and current levels, and learn from each other. If any kind of abuse occurs, a system-level warning or expulsion can be administered.

The core of M-Society is an educational service structure that allows users to learn the concept of a community, i.e. fellowship, through collaboration rather than acting alone.

3-3. Meta-Flow Program (MFP)



We designed a service layer consisting of a special point system that stimulates the growth, maintenance and development of the platform, and the desire for vigorous development of users active in the platform.

In addition to simple participation, it gives a special identity through a voluntary voting system and regular awards so that the content of activities and the ranking of content created by numerous users can change. Also, the paid compensation system is designed to be used in various ways within the service platform. Examples include subscription, accessory items, training costs, proof of eligibility to participate in online/offline competitions, and evaluation and reward systems that enable advances to the creator's stage.

This is a program that opens up the possibility of growing from the level of a simple amateur to the level of a creator, a prosumer, and a Master. This is what makes the platform more lively, and in analogy to the human body, it can be seen as the part responsible for blood vessels and blood. A young and energetic organism has strong blood vessels and blood, proving that they can grow further and higher.

4. Blockchain & METASQUARE

EDU Metaverse challenges

The fact that education is conducted in separate spaces such as schools and academies has continued after mankind has achieved civilization. Video-oriented educational services such as VOD, OTT, and live video learning are the best learning methods currently available. As society shifts to a contact-free one since 2020, it has become impossible to provide lively educational services that could lead the MZ generation in their 10s and 20s with the existing outdated educational services.

As the metaverse platform appeared from 2021, it provided the direction of innovation for the 21st century education service. Even for the national curriculums, it will take 5-10 years for them to be established as official textbooks and learning process for students. These curriculums are planned 5-10 years prior to its official use and are subject to verification by expert committee members and national institutions. This shows that the education content being passed on are far behind the demands (needs) of the present age. Despite the development of various technologies, education is still being conducted at the level of imitating while watching videos on YouTube or verbally imitating non-professionals and individuals. This project seeks to grow into the best platform that overcomes these limitations.

Therefore, the project is providing the most advanced education platform in the world by utilizing metaverse and blockchain-related technologies. Anyone can use the platform in a fun enough way through mobile devices and 4G/5G network environments they own. We have created a platform where if verified global-level masters or pop artists convert their own core skills and

features to Auto Lip sync system, 3D sound wave analysis, and 3D modeling, users can learn them simply by looking at the screen and following along.

Blockchain Challenges

The blockchain before the metaverse is evolving in anticipation of continuous development to solve technical difficulties such as transaction between nodes, p2p, smart contract, proof-of-work (PoW), and security, etc.

With the advent of the virtual world called Metaverse, general data must also be produced in the form of blockchains, however in terms of accommodating the data that change over time and the diversity of users, it will be more difficult in reality to create a computer network that can handle the huge amount of data that are accumulated in real time by turning them all into blockchains.

This means that technologies that must be solved for the future use of the Metaverse platform have been added. We believe that it will become an attractive platform where project developers and users grow together by effectively creating hybrid transactions by utilizing our core technology and blockchain technology to make a more advanced platform within M-Square, and creating more advanced and flexible services than previous platforms.

NFT Challenges

In the platform, more and more unique cultural content are created and stored according to the growth of masters and creators. These creations allow owners to control the economic system based on the design of M-Economy (M2E), and establish an NFT Marketplace system that solves the economic problems of creators so that creators can focus more solely on creation. In order for it to evolve into a slightly more advanced form, NFT tokens with high security shall be created for the convenience of users.

All tokens that are standard for ERC tokens require a separate smart contract per type, which seems inefficient, and has problems of high cost, high fee, and high network usage. In ERC-20 and ERC-721, a large amount of redundant data is generated, and in relation to forgery, unnecessary codes exist due to the nature of the block chain, requiring large storage space and processing capacity, and the power that needs to be consumed for this cannot be ignored either.

As an alternative to this, ERC-1155 (BSC-1155) can increase the efficiency for configuring NFT marketplace and solve the cost problem. In addition, it allows users to create NFT on their own, even if they are not a mass-produced and traded, or even if users are not professional blockchain developers, which can be traded in P2P exchanges in addition to METASQUARE marketplace. In this way, as many NFTs can be sent to one or multiple recipients in one transaction, GAS, a fee that occurs when a transaction is made in Ethereum, and network bottlenecks will be greatly reduced

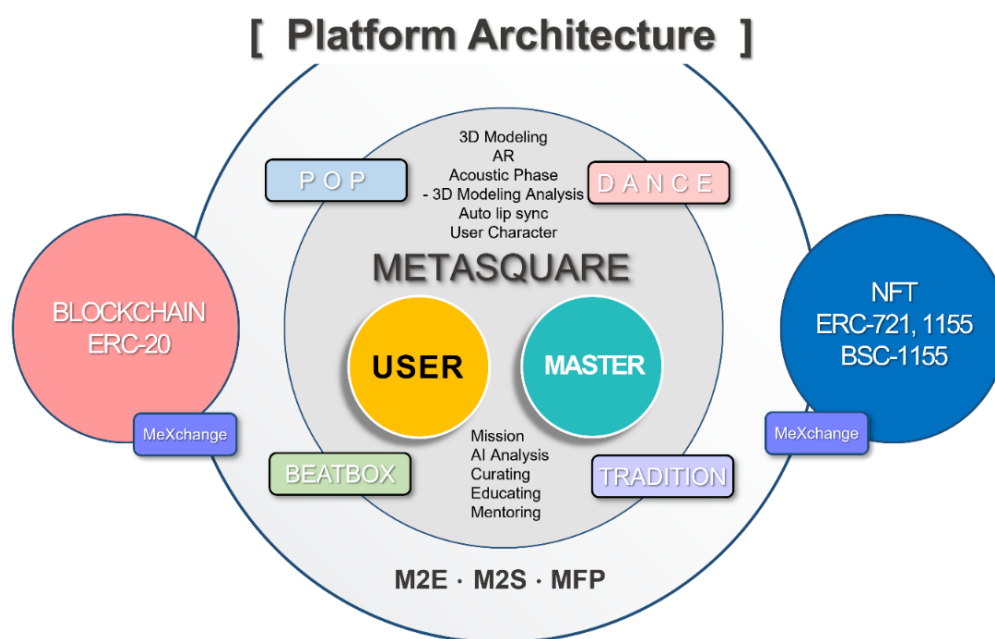
The wallets that would be available to use at the beginning of the service include MetaMask, Binance Chain Wallet and TrustWallet, and we are considering supporting additional services on an ongoing basis thereafter. By making NFT registration and trading available in its own marketplace, mining will be carried out through the user's Meta-To-Explorer (M2E). This will be exchanged for the reward system to be used as the user's fee (GAS). This will be performed on the MeXchange platform.

5. METASQUARE PLATFORM

5.1 ARCHITECTURE & DESIGN

The key components of the METASQUARE platform are as follows:

- 3D Graphics & Modeling
- User character design
- Culture education (AR, 3D, Phonic tech, Accoustics Analyze, Visual)
- ECO System : M2E, M2S, MFP
- BlockChain, NFT Marketplace, ERC-20, ERC-1155, (BEP-1155), MeXchange



Therefore, we present a service platform based on cultural education using decentralized blockchain technology to make it a more advanced platform. METASQUARE blockchain is designed to use 'cross chains' that support key functions in order to promptly establish an ecosystem and minimize trial and error. It is possible to connect one ecosystem with another external ECO system by using ERC-20 and ERT-1155 protocols within the project.

Our system starts with interactively managing user information by connecting the blockchain and external nodes. This can reduce security and network errors, and enhance processing speed

and security. This is connected through a hybrid method that links the blockchain and external information with cross chains.

The mining system that implements Meta-To-Earning (M2E) to reward users for mining includes a reward system that dramatically reduces GAS costs as a reward for more mining, minimizing fees and additional training costs. Also, by making donations to other users, the ECO system of the Meta-Flow Program (MFP) has been implemented.

In order to evolve to METASQUARE v2.0, we set a direction to enable direct linkage to the Metasquare Mainnet. Smart Contract will be through a multi-signature protocol that is from Ethereum-based nodes. The concept to be realized in the near future will help to increase the value of the company, and its goal is to focus more energy on the expansion of users and additional educational services.

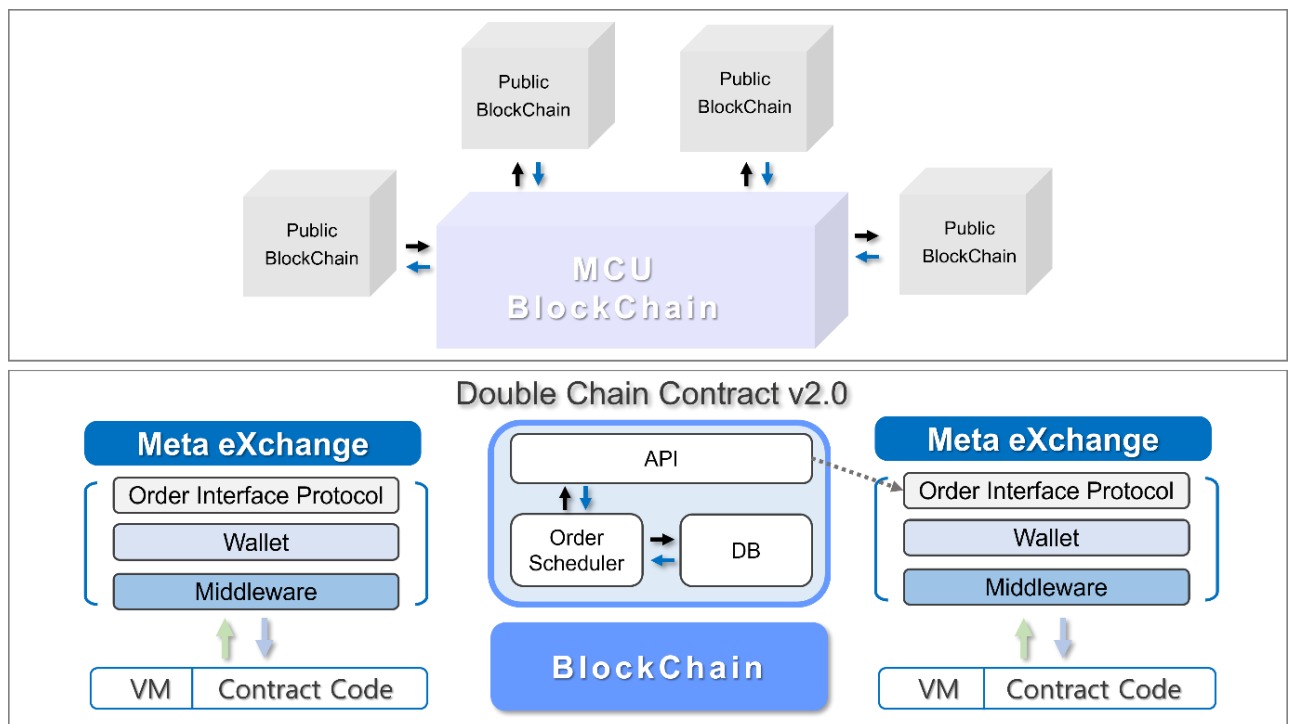
5.2 NFT MARKETPLACE

In the case of content generated on the platform, our platform provides services where a user can share the content containing his or her own learning experience and know-how with other users, own them as NFT (Non-fungible Token) goods, and monetize them through transactions if the user reaches a certain level or higher.

This is a meta marketplace that supports ERC-1155 and BEP-1155 protocols, and will support NFT builders, purchase and sale of learning assets, history management, auction management, registration, personal wallet connection, and connection to P2P sites. It will also have a Meta-eXchange function to enable conversion (transfer) to other types of coins as well as its own coins.

5.3 EAC WALLET & OTHERS

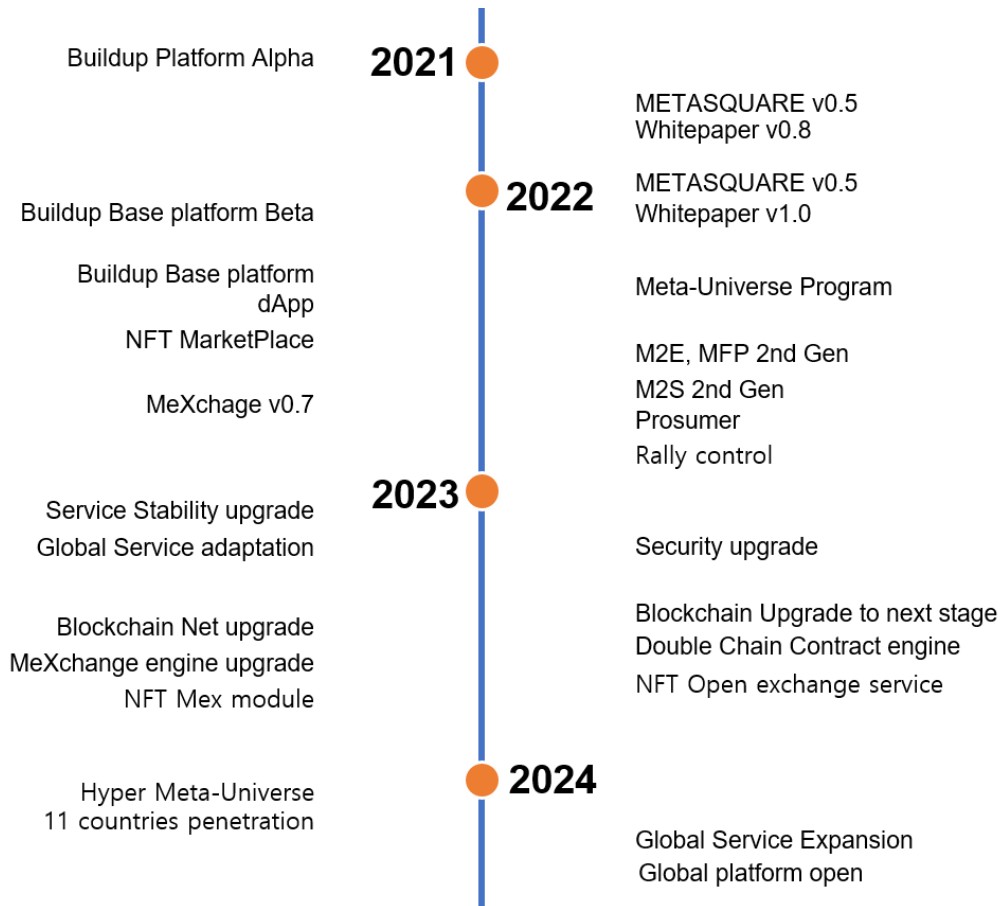
It is a wallet that supports the safe storage and transfer of all coins provided on the platform. In addition to basic functions such as transaction and remittance based on the dApp, a platform for coin exchange with other users (P2P) or at the exchange market shall also be provided in v2.0, thereby evolving into MeXchange platform that users can access more easily. (Based on Cross, Chain Contract)



Apart from the Ethereum-based engine, we plan to support multi-signature on the order interface protocol in conjunction with the smart contractor function to facilitate currency exchange. This is a sketch of the plan to enter into a cross-chain contract with the blockchain network that exists in the NFT market by increasing compatibility with other blockchains.

6. METASQUARE future design

6.1 EAC WALLET & OTHERS



v1.0 : MetaSQUARE, NFT, Market Place, dApp

In Project v1.0, the service platform called Meta_Universe and the service called Metaverse will be mixed in a small society through interaction between users, masters, and creators around it. The purpose of the Project is to establish a platform through cultural education, M-Society ECO, E-Earning and MFP.

The current technology is not at a stage where the system of society can be completely created within the platform. We try to open the platform with a sense of mission to allow

more people to enjoy the values that cannot be possessed in the real world and cultural characteristics unique to humans.

v2.0 : Pro-Sumer, MeXchange, Hyper-META

According to the 2023 plan, the number of users who have received cultural education will increase, and users who have completed the step-by-step mastering process will definitely challenge new creations as creators. Therefore, we have devised an ecosystem growth program like the MFP, and we will spare no effort to make it happen. Creations created by creators shall increase the transaction value and ownership value, resulting in increased income and creative will, and the creators shall again stand on the global stage as cultural heirs.

The project will be expanded to 10 countries, and even when entering the metaverse platform, it will be possible to selectively learn the culture of the country of interest through the hyper world map gateway.

For that to happen, a harmonious combination between the platform and the system is essential. The project structure has been created to enable equal growth among users, masters and creators by verifying the level of learning through a smooth transaction system for goods and various special programs and on/open events that can help increase value.

In terms of blockchain technology, we plan to evolve the platform to enable conversion to other transaction currencies, security, mixed transaction of items, and popularization of token production.

6.2 GOVERNANCE & CHALLENGES

METASQUARE platform aims for the governance process to take place within the protocol (On-Chain). As the voting platform grows, more problems may arise, and it will be handled through governance.

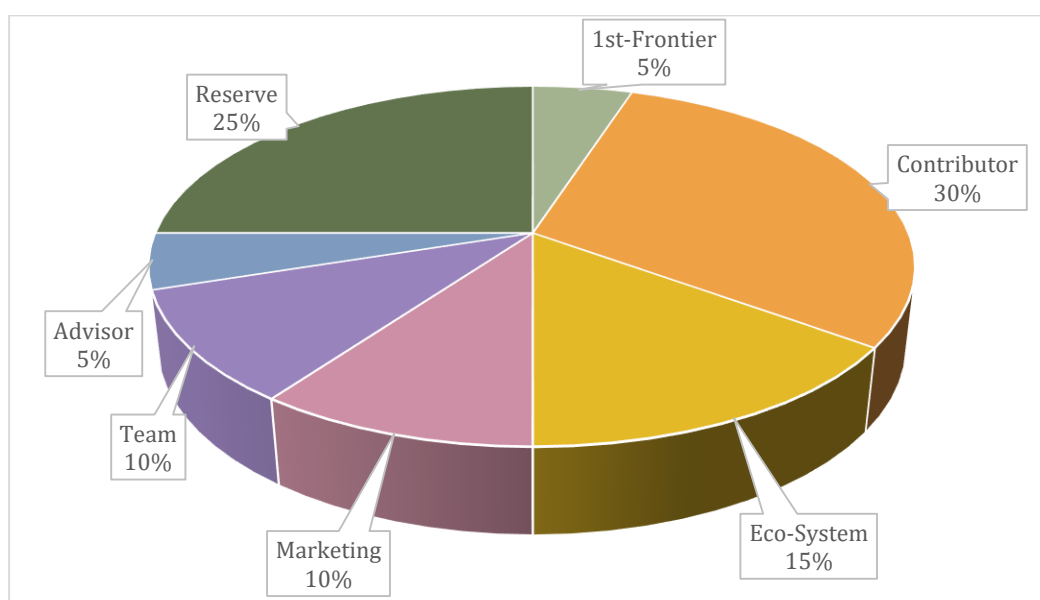
The Committee shall continuously conduct verifications and make improvements to solve problems concerning the processing speed according to the time taken when transactions are confirmed on the network, the cost incurred during transaction verification, and the low performance TPS. Such verifications and improvements shall be carried out through submission of opinions of external advisors, various follow-up management procedures, and posting of suggestions and opinions. In the initial stage of the platform service, it may be processed manually, and as the network evolves, it will develop into an advanced system.

7. Initial Token Program

This table has been prepared only for the purpose of assisting participants to understand the program. It cannot be used as a basis for decision-making regarding actual participation in the program.

TOKEN Name : Education Assessment Culture (EAC)

| Distribution Plan | Token supply : 1 billion | |
|-------------------|--------------------------|-------------------------------------|
| 1st-Frontier | 5% | Payment within 1 week after listing |
| Contributor | 30% | Lock-up of holdings for 1 year |
| Eco-System | 15% | |
| Marketing | 10% | |
| Team | 10% | Lock-up of holdings for 1 year |
| Advisor | 5% | Lock-up of holdings for 1 year |
| Reserve | 25% | |



8. Team & Advisory



CEO & President

Ryan Byun CEO

EAC PLATFORM PTE. LTD. CEO & Founder
SMILE Global Vice-President
World International Mathematical Olympiad(WMO),
Committee Member

Previously
CMS EDU CSO
CMS EDU, CD Learning M&A KOSDAQ IPO
Design,
Mathematical converge Edu contents design and
Teaching
GLMAC School, manager of Planning
SEOUL National UNIV, College of education



CTO & Sr. Executive

Chris Kim Senior Researcher

EAC PLATFORM PTE. LTD. Senior Researcher
BSE - CEO

Previously
Nvidia – Chief Manager of Technology
MEG Ent. - CTO
MEG Studio - CTO
JOY Cast Ent. - CTO
Time Warner Interactive
Carnegie Mellon, Computer Science
Design & Performance evaluation of image processing



Executive Adviser (U.S.ZZ)

Paul Kim Professor

Stanford UNIV. & Graduate School of
Education, Dean/Director

SMILE(Stanford Mobile Inquiry-based Learning Environment)
Project U.S. West Ed, Director
Seeds of Empowerment Founder & Advisor
University of Phoenix CTO
Exceed Capital Investment Advisor
National Science Foundation Education &
HR directorate



CIO & Vice President

Jaesung Park cio

EAC PLATFORM PTE. LTD. CIO & VP

Previously
SAP, Consulting Division, Director
PWC, PM, Director
ARTHUR ANDERSEN, Consultant
Bank of Korea, International, Analyst
ISU - Illinois State University, MBA
YONSEI UNIV, economy



CFO (ROK)

Seungbum LIM CFO

EAC PLATFORM PTE. LTD. CFO

Previously
One Metal Korea CEO
Dongseo Resources Vice CEO & CFO
Dongseo Re&Tech Vice CEO & CFO
Daesin Resources Vice CEO & CFO
Korea Development Corporation(Hyundai Group)
Accounting Director



CSO & Executive Director

Hongbum Jeon cso

EAC PLATFORM PTE. LTD. CSO, Director
Plan & HowTo - VP

Previously
GLE Council, Director
InMobi, mobile platform, Sr, Executive
Google, L7, Manager
IBM, SSO, manager
Oracle, telecom Industry manager
KOREA UNIV. Statistics



Chairman (US)

Henam Hwang Chairman

EAC PLATFORM PTE. LTD. Chairman

Chairman of Realmeter

Previously
Advisor of GBC KOREA
Vice president of HURIF
Former president of Instation
Former president of MPEOPLESTATION
Bachelor of Arts degree in Ewha Womans Universit



Standing advisory (ROK)

Dong Suek Kim Standing advisory

EAC PLATFORM PTE. LTD. Standing advisory

Member of National Advisory Committee of R.O.K
President of Polytech Univ. of Korea
Chief Advisor of Minister of Human Resources Indonesia
Labor Commissioner of R.O.K
CEO Kenertech Indonesia
Co representative of Korean & Indonesian Law Firm
Head of Central Employment Information Management Center
in Minister of Labor R. O. K

Majored in political sociology at Univ. of Indonesia
Studied at National Graduate School of Administration for Staff & high Commandant in Indonesia
Secretary General of The Central Labor Relations Commission



Team Leader (AZE)

Sahob Mamurboy

EAC PLATFORM PTE. LTD. Global Marketer

Previously
K-Numbers ('19-'21)
Avsar Emaye, Turkey, Sales Executive
PT. MASPION Indonesia, Social Media Marketing
Harvard School of Business, Disruptive Strategy
MA in Economics from KDI School of Public Policy and Management
BA in Business from Telkom University, Information and Communication Technology



Pedagogical Design Adviser (ROK)

Hyunju Park Professor

MetaVerse education committee, Chairman

Chosun UNIV. College of Education, chemical professor
Chosun UNIV. College of Education Dean
Chosun UNIV. Graduate school of Education Dean
Ministry of education, Education convergence, Vice-chairman
Ministry of Science, HR Future Planning committee
Ministry of education curriculum council advisory organization(Science)
Korean Chemical Society /Excellent paper award/contribution award

Ph.D in Science Education, U Wisconsin
Ewha Women UNIV. College of Education, chemical Master



Partner (U.S.)

David Yi

SMILE Global Chairman
American Attorney, USA
Riiid Labs CEO (SANTA TOEIO, US CEO)

Previously
ACT.org Head of Asia
K12.com Managing Director & Head of Asia
Chungdahm America Interim CEO
Wilson Sonsini Goodrich & Rosati Associate Lawyer
Chicago, College of Law



Standing advisory (ROK)

Kyung Nyeong Han Standing advisory

EAC PLATFORM PTE. LTD. Standing advisory

Member of 2022 FIATA World Congress Advisory Committee
Chief of an executive department, Korea NFT Content Association



Standing advisory (Indonesia)

Steven Lee standing advisory

EAC PLATFORM PTE. LTD. Standing advisory

PT. Energi Global Indonesia, Director

Previously
PT. Castech Berjaya Sukses, CEO
PT. Bintang Mas Cahaya, CEO
PT. Pertama Inti Power, Commissioner
Korea & Indonesia lawfirm, General Manager

9. Risk & Disclaimer

Legal Notice

This White Paper has been distributed for general reference purposes only in relation to 'METASQUARE' project and may be reviewed and modified. Please note that this White Paper reflects the latest information as of the date on the cover and is not the final version. After that date, the information in this document may change depending on the business operation and financial status of 'METASQUARE'. This White Paper may be updated from time to time.

This White Paper shall not in any case be construed as a token sale or purchase offer by the token issuer/ distributor/ company regarding 'METASQUARE'. The presentation of this document, or the document itself, should not be relied upon or as a basis for any contract or investment decision. 'METASQUARE' should not be understood, interpreted, classified or treated as an opportunity for buyers to participate in business concerning the platform, tokens or products, or to receive return on investment/income/payment/profit or any portion thereof.

Potential Risk

Future predicting statements involve various risks and uncertainties. These statements are not guarantees of future performance and therefore should not be relied on unduly.

Prior to deciding to purchase or participate in 'METASQUARE', we recommend that you read the following carefully and thoroughly analyze and understand the relevant factors and risks.

Risks include, but are not limited to, the following:

Restriction of access to 'METASQUARE' due to loss of identification information, risks related to negligence of buyers related to storage, such as loss of essential personal keys related to digital wallets storing 'EAC'.

Various reasons such as unfavorable changes in the value of 'METASQUARE', failure of business relationships, and claims of competitors' intellectual property rights during the project development/operation may lead to cancellation or suspension of the launch plan, and this may have a negative impact on the 'METASQUARE' ecosystem, tokens, and potential use of tokens.

No decision-making authority in relation to 'METASQUARE''s project, ecosystem, etc. shall be granted to any other entities. All decisions, including ones on suspension of 'METASQUARE' services, platforms, and ecosystem, etc., additional creation and sale of 'EAC' used in the ecosystem, or sale and liquidation, etc. shall be made at the discretion of 'EAC PLATFORM PTE. LTD.'

'EAC' shall not get involved in transactions between 'EAC' owners within the exchange. However, if liquidity in the market or in the exchange is insufficient, liquidity can be supplied to promote market stability. However, if market creation is prohibited by law according to the policy of the country where the exchange is located, 'EAC' shall follow the laws of each country.

'EAC' operates services and platforms in the Cloud and IDC. We try to conduct security audits, security patches, and service inspections in accordance with security regulations of each country. However, access to the service may be difficult or failure may occur due to security vulnerabilities, zero-day attacks, DDOS, etc. In this case, 'EAC' shall not not take any responsibility.

In addition, there is a risk that factors such as changes in the external environment may make it difficult to continue business. In this case, we cannot continue to operate business. All procedures, including procedures for dealing with customer assets, shall be construed in accordance with Singaporean law, and shall be conducted in accordance with Bankruptcy Act, Corporate Act, Corporate Rehabilitation Act, Personal Rehabilitation Act and any other applicable laws.

Translation

All translations are for informational purposes only and no liability shall be assumed in this regard. No guarantees can be made regarding the accuracy and completeness of the translation. If there is any discrepancy between the translated version of this White Paper and the English version, the English version shall have the legal basis.

Restrictions on ICOs Participation

'EAC' shall restrict participation in ICOs, directly or indirectly, for people of the People's Republic of China where ICOs are prohibited, holders of US citizenship, US residents, holders of US permanent residency, and people of countries where ICOs are restricted. In addition, individuals or groups selected in accordance with various regulations affecting resolutions of UN Security Council cannot participate in ICOs.

Transmission Restrictions

You may not take or transmit this White Paper and its supplementary documents to any region or country where distribution or dissemination of this White Paper is prohibited or restricted. If you read this White Paper online, 'EAC' shall be entitled to comprehensive immunity. The

transmission of the White Paper is restricted to countries such as the People's Republic of China where ICOs are prohibited.

Governing Law

'EAC PLATFORM PTE. LTD.' has been established in Singapore, and this White Paper shall be interpreted and regulated in accordance with Singaporean law regardless of the principles of conflict of laws.

Security Vulnerabilities

Ethereum Mainnet based on open source is exposed to various security vulnerabilities. Although ERC20, one of the most popular blockchain Mainnets, is reliable, it may be exposed to vulnerabilities of which developers and the 'METASQUARE' development team are not aware.

System Failure Compensation

The 'METASQUARE' team has no obligation to comprehensively compensate for damages caused by cyber attacks, service failures, database loss, or server failures, as well as any loss caused by any delay if approval of blockchain and node failure.

10. APPENDIX

EAC Blockchain System that creates 21st century talent

01

Data = Future

METASQUARE Platform will establish a democratic learning platform that returns data autonomy to students through the Q&A/discussion data of 1 million users led by Stanford University from 11 years ago, and blockchain system. We aim to create a learning ecosystem where excellent data are produced and shared through blockchain token rewards.

02

Learning from 21C Contents

METASQUARE Platform will establish the Netflix of the education world through the AI system that selects and recommends good content covering both entrance exam and non-entrance exam education. The platform ecosystem builds and operates a blockchain-based Edu Market Place where each education company participates, content produced by students themselves is traded, and educational content they need is purchased.

03

Global Network

METASQUARE Platform will establish a blockchain-based AI learning platform where learners can exchange ideas and share ideas with students around the world through a global community. Education companies in the 4th industrial revolution education network, centered on education offices and universities in each country, can participate and promote their products in the global teacher community and global network of educational institutions. Furthermore, we seek synergy effects by mapping student learning data and educational products.

04

Contribution Chain

EAC tokens acquired within the EAC Platform ecosystem can be issued, distributed, and donated as rewards for a variety of actions such as volunteering, physical item donation, and mentoring. The EAC Platform provides mentoring services for learners in an environment where educational opportunities are not equal, and at the same time, rewards both mentors and mentees when other learners and members participate in this mentoring program.

01

System1. Creating Talents in the 21st Century. 'Data = Future'



Data 1

Students' Q&A and discussion data → Social Learning

An indicator that shows students' ability to use knowledge and their level of thinking

- SMILE global community
- SMILE Virtual School
- SMILEFY, SMILEX

Data 2

Assessment and Learning Behavior Data → AI-Curated Learning

An indicator of the level of competency (8Q) that will be exhibited in the future society

- TOEST site
- SMILE site
- SMILE Virtual School

Data 3

Stories and content data of students – → Self- & Co-Learning

Growing together by sharing their unique stories and content

- Career sharing site
- Self-Learning contents sharing site

02

System2. Creating Talents in the 21st Century 'Learning from 21C Contents'



Program 1

Personalized training based on AI analysis → AI-curated Learning

Customized linking of paid/free content that received excellent evaluation among existing content

- TOEST site
- Contents Ad site

Program 2

21st century cutting-edge educational content → AI-curated Learning.

Produced by RnD Asia/RnD Global in cooperation with universities and institutions

- TOEST site
- Contents Ad site

Program 3

Unique and creative content directly created by the MZ generation.

Self-produced educational content incorporating the experiences and thoughts of students

- Career & Experience sharing site
- TOEST site

03 System 3. Creating Talents in the 21st Century. 'Global network'



Network 1

**Smile Global Community
→ Global Network Among Students.**

Sharing thoughts with children all over the world from a young age on the SMILE site equipped with an automatic translation system and AI correction system

- SMILE global community
- SMILE Virtual School
- SMILEFY, SMILEX

Network 2

Global Teacher Community & Educational Institution Network

4th industrial revolution education network centering on education offices and universities in each country

- SMILE teacher community
- SMILE Virtual School
- SMILE University
- SMILE Conference

Network 3

A platform where educational companies participate and advertise their products

Mapping students' learning data and educational products and interconnecting them

- TOEST site
- Career & Experience sharing site

04 System 4. Creating Talents in the 21st Century. 'Contribution chain'



Contribution 1

**Starlight project
→ EAC starlight project 1**

Sending digital teaching materials, teaching aids & devices to areas where education benefits are scarce

- EAC starlight
- SMILE global community

Contribution 2

**Story and solution share project
→ EAC starlight project 2**

Sharing learning know-hows, stories, and solutions to local and global social problems with global friends

- EAC starlight
- Career & Experience sharing site
- SMILE global community

Contribution 3

**EAC donation project –
→ EAC donation**

Voluntary donation of EAC tokens acquired through various channels to each region

- EAC starlight
- SMILE global community