EAC Ecosystem

(Education Assessment Contribution)

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

Abstract

The Problem

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 ongoing education method of one-way conveyance of information and educational contents centered on knowledge that do not reflect the rapidly changing trends of the times are being pointed as problems.

Furthermore, it is necessary for us to emphasize the importance of environmental education to enhance awareness on environmental issues. The technological civilization of the industrial society resulted in the abuse of natural resources going beyond the limitations of Earth, as well as the destruction of the natural environment, which is the foundation of human life. As carbon emissions increased to the highest ever in human history and in the current state in which we face the climate crisis caused by global heating, education is still being provided focused on technologies. Therefore, environmental education to enhance awareness on this problem and come up with solutions is an issue that cannot be put off any longer.

The Solution

We intend to open the age of e-learning 3.0 through the 'METASQUARE' platform, which is a metaverse-type school for fostering outstanding human resources with creative and convergent thoughts and ideas, not to mention assisting the self-realization of people in a third virtual world and helping them to acquire the necessary capacities and knowledge for the development and subsistence of humanity.

The objective of this project is to elevate future capacities for living actively in the rapidly changing society and environment of the 21st century and ultimately, foster 21st century human resources who can contribute to the community, and furthermore, our place of life.

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.
Regarding this, the scope of education will include not only the regular K-12 curriculum of schools, but also educational contents of various sectors inside and outside of the school such as humanities, sociology, culture, and art for self-development and growth, and it will be conducted together with a variety of environmental movement campaigns such as tree-planting as efforts to be perpetual with livelihood and culture.

In this regard, the EAC platform intends to restore the forest area of Indonesian which has the third largest forest area in the world but it is rapidly deteriorating due to fast deforestation through distribution and expansion of high-quality carbon credits in line with REDD+ (Reducing Emissions from Deforestation and Forest Degradation Plus) and to participate in prevention of climate crisis, a global environmental issue.

The EAC platform enables transparent and safe transactions by issuing EAC CO2 tokens with the value equivalent to carbon credits.

Platform & Ecosystem

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.

For this, the advantages of the metaverse that integrates education, entertainment and games to a degree that they cannot be differentiated will be maximized as a metaverse platform that creates new values for the future by composing existing education contents together with the metaverse and AI 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 addition, it is expected that when an idea of a learner made as a product of education by protecting the copyrights of a digital product with NFT, the age of NFT 2.0 will be ushered in with nearly infinite innovation.

To this end, NFT will be used and an ecosystem will be constructed so that users who learned by visiting 'METASQUARE' will become creators themselves to newly develop future educational contents based on their stories and creativities to create value of educational contents that they evolved further and be compensated for it.
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.

In order to have blockchain technologies accelerate the development of the 'METASQUARE' platform, it was designed as a massive global service platform to help it grow based on users and create an ecosystem of creators, learners, and prosumers within the 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

'METASQUARE' users will participate not only in education activities in and around school, but also in various environmental movement campaigns across various sectors. This project will begin with possessing trees planted by users in the forest area within 'METASQUARE' as an NFT and an actual tree per minted NFT will be planted in Indonesia, which is home to one of the world's top three tropical forests as a tree-planting campaign for activating carbon neutrality and eco-friendly activities.

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.

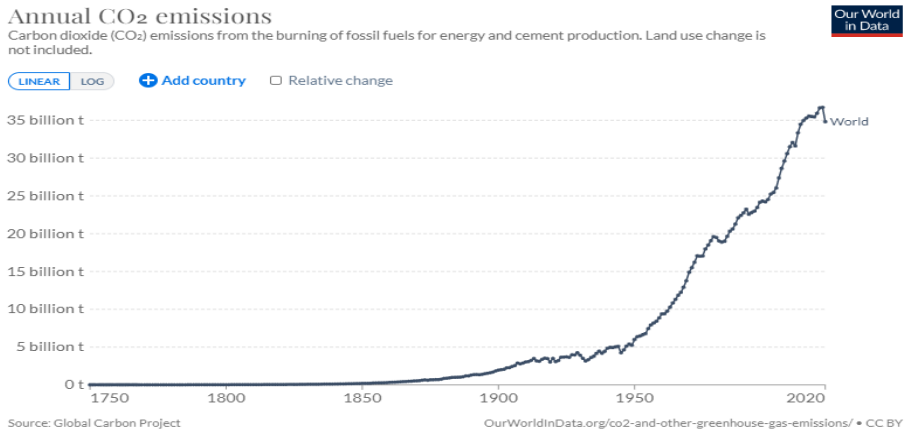
Table of Contents

1. BACKGROUND

1.1 Blockchain & Certified Emission Reduction (CER)

Rapid increase in carbon emissions

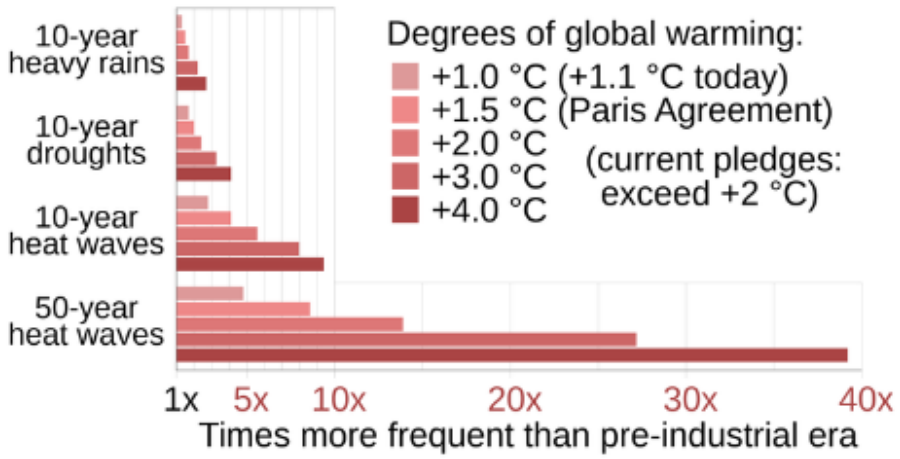
Currently, environmental problems are very serious. As of 2020, the world emitted about 34.8 Gton CO2eq. Although this figure has been reduced by about 2 Gton CO2eq due to the effects of COVID-19, it is a figure that has more than doubled from 40 years ago.



(Source: Global Carbon Project)

Global Heating

If carbon emissions are maintained at the same level as today for the next 10~15 years, the average temperature would rise by around 3°C.

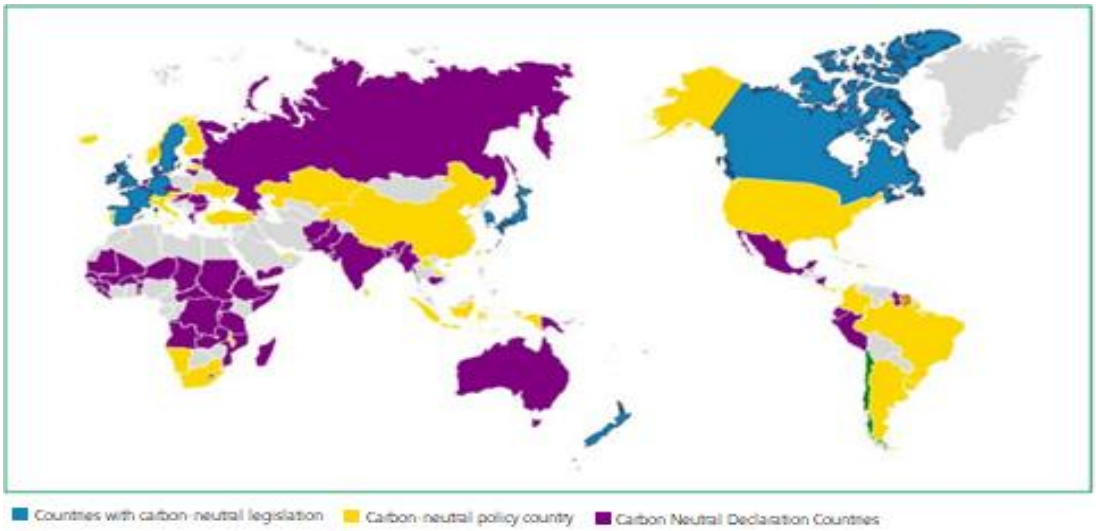


(Source: Climate Change 2022)

If that happens, tides would rise around the globe, food production would decrease by more than 50%, and tropical regions such as Latin America, Africa and the Middle East would become the areas not available for human life due to extreme temperatures.

Efforts to reduce carbon emissions

In the Paris Agreement adopted at the 21st Conference of the Parties (COP) to the United Nations Framework Convention on Climate Change held in Paris in 2015, it was agreed to make efforts to achieve the goals of maintaining the global average temperature increase well below 2℃ and further to suppress to less than 1.5℃ by 2100 compared to pre-industrial level for human survival. In addition, IPCC Special Report on Global Warming of 1.5 °C in 2018 predicted the point when the global average temperature would rise by 1.5℃ as 2030 ~ 2052 and recommended that "globally, the greenhouse gas emissions should be decreased by 45% until 2030 compared to the level of 2010 and net emissions should reach 'zero' by 2050." in order to achieve the 1.5℃ increase suppression target.



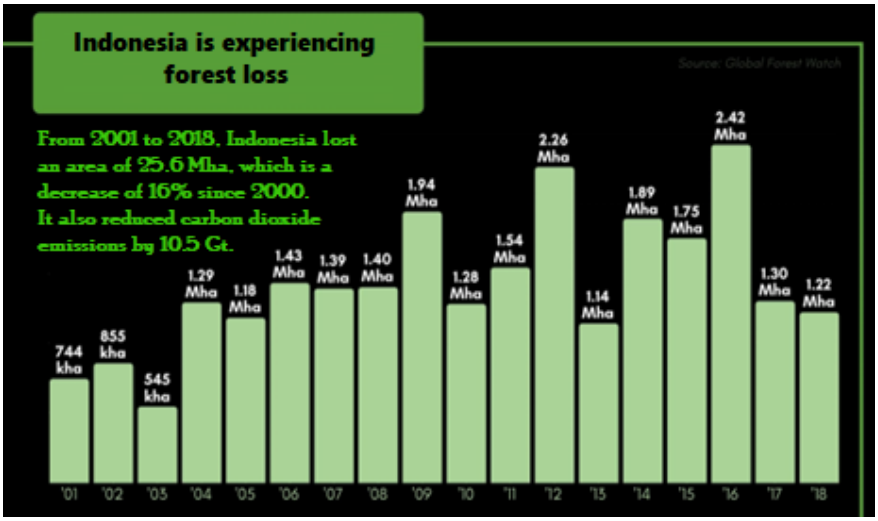
(Source: Energy & Climate intelligence Unit. Net Zero Emissions Race: 2011)

Since then, 73 countries have announced their carbon neutral plans in 2019 and 137 countries in total have declared carbon neutral so far, making carbon neutrality a global new paradigm that cannot be delayed any longer. In addition, carbon-neutral initiatives not only by the government but also private sectors such as the Raceto Zero Campaign are spreading and local governments, companies, and academia are also active in requesting the prompt transition to a carbon-neutral society through carbon neutrality.

Protection of forests in Indonesia

Since the value of the forest area is lower than the value of the reclaimed area now, projects that reclaim the forest areas and resell them or transform them into profitable palm and pulp tree farms have been continuously promoted. The deforestation of forest areas is progressing rapidly, and 12 countries, focusing on UK, have committed the support of $12 billion to end and reverse deforestation by 2030 in the COP26 of UNFCCC in 2021.

Indonesia is a country with the third largest tropical forest in the world after Amazon and Congo, accounting for about 8% of the world's tropical forest. In the case of Amazon and Congo, forested areas are located inside huge continents, while Indonesia is suffering serious deforestation due to high commercial and industrial accessibility.



(Source: Global Forest Watch)

In 2015 ~2019, 4.4 million hectares of land, 8 times of Bali, were burned, of which 789,000 hectares which is equivalent to 18% have been repeatedly burnt down. Deforestation and wildfires release carbon dioxide anchored in trees into the atmosphere to accelerate the global warming.

The World Resources Institute reported that by restoring a minimum of 1 billion hectares (hr) of destroyed forests on Earth, a quarter of greenhouse gases currently in the atmosphere can be absorbed.
Trees can help offset carbon through tis process of generating oxygen by absorbing carbon dioxide (CO_2) and water, and its metabolism activities of photosynthesis using light. It has been reported that through this, approximately seven tons of carbon dioxide can be offset through the total life of trees.

Linking the voluntary carbon credit market with blockchain

The Voluntary Carbon Market (VCM) is one where organizations unrelated to the legal regulation trade carbon credits obtained by voluntarily performing greenhouse gas reduction activities.

VCM has advantages in that induce carbon reduction outside the scope of regulation is available as participation of various entities such as individuals, corporations, and non-governmental organizations is available and carbon credit income may provide a virtuous cycle opportunity to sustain the climate project as a financial resource for project development.

Recently, the demands for carbon credits are increasing such as purchase of carbon credits as a means to achieve goals as many entities including global companies are declaring carbon neutrality or net zero. International registries with public confidence such as GS (Gold Standard) and Verra provide certification services for greenhouse gas reduction projects and more than 4,000 projects have been registered in GS and Verra.

1.2 Blockchain & Edtech

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, blockchain technologies can safely save vast amounts of information and data. Everything ranging from evaluation reports to important documents can be saved safely in blocks that compose blockchain technologies, and students can also check their achievements based on high levels of reliability.

Using blockchain technology, the following improvements can be expected in key dimensions of the education and learning process.

Ensuring data autonomy of learner

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.

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.

Global K-12 Educational Technology Market

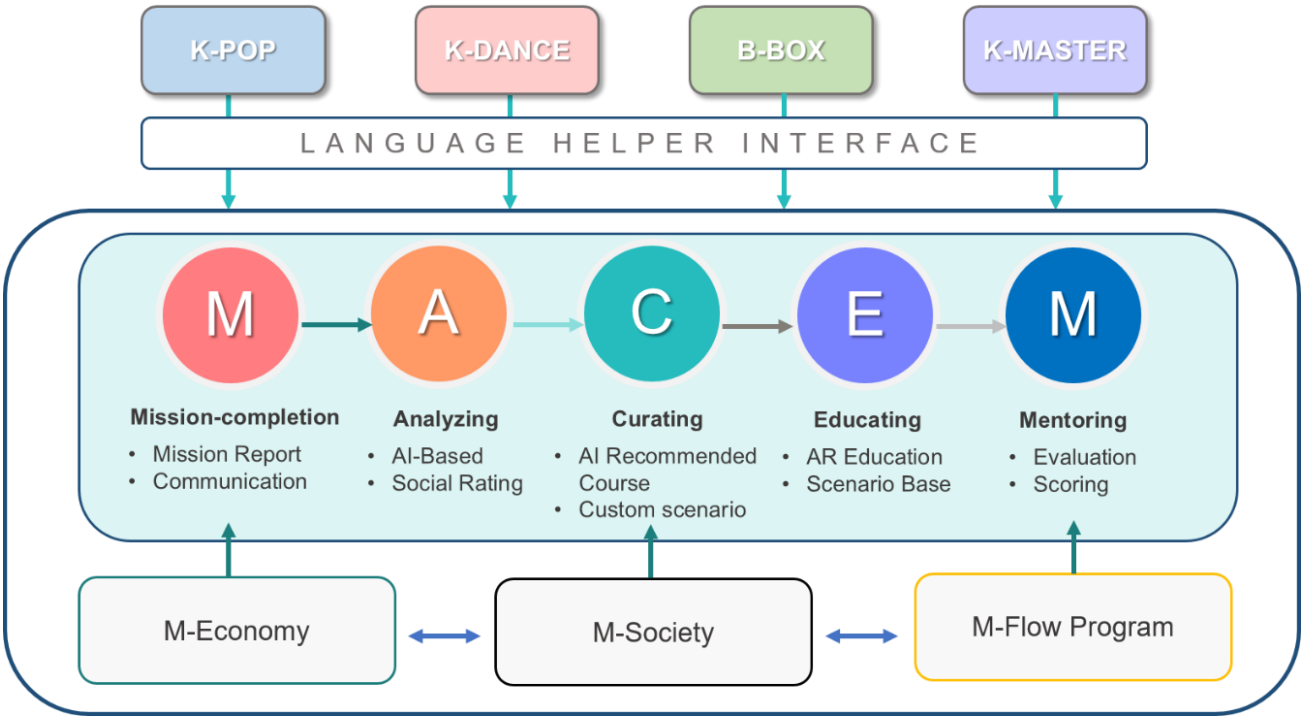
The global K-12 educational technology market is expected to grow at an annual average of 25.0% between 2021 and 2026 to increase from about 118.5 million USD to 441.9 million USD by 2026.

The demand for the K-12 educational technology market is at a turning point. Educational institutes are shifting towards remote learning and reinforcing school budgets to enhance the value of cost effectiveness for consumption

decisions. There is also a growing demand for educational resources that increase children's participation for parents as well.

In particular, it is expected that the global K-12 test and evaluation market will grow to 5.96 billion USD in 2020-2024, having a growth rate exceeding an annual average of 8% during this prediction period.

1.3 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.

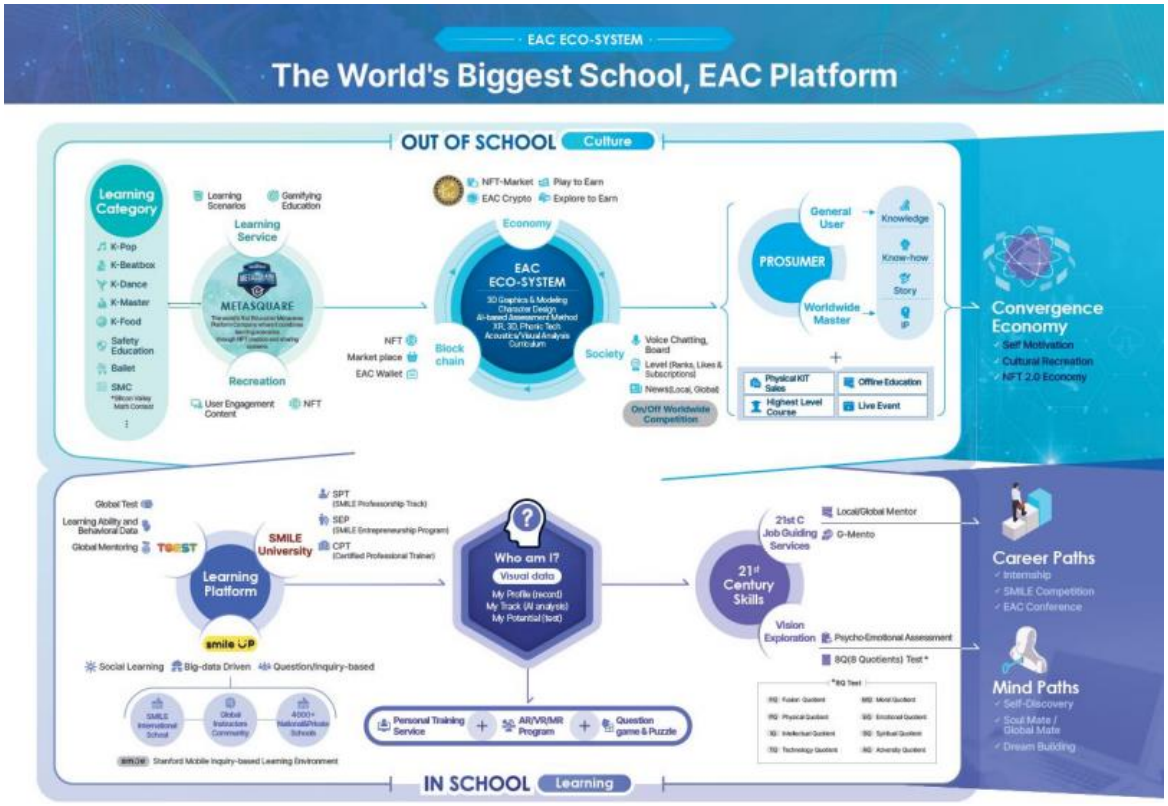
Also in terms of timing, during the lockdown brought on by the Covid-19 pandemic that began in 2020, there was a change in learning trend that learning took place exclusively through video media.

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 Model



'METASQUARE' of EAC PLATFORM PTE. LTD. is the world's first education metaverse platform that combines educational scenarios and NFT production/sharing systems.

The first goal of this project is to deal with the regular K-12 curriculum held at school, educational contents in various sectors in and around school such as humanities, sociology, culture, and arts for self-development and growth, and to construct various environmental movement activities like tree-planting in the metaverse platform to build an AI-based personalized learning and two-directional learning system.

Our environmental project is mainly composed of two methods.
First, EAC CO2 tokenization aims to increase various consumers use of carbon credits by increasing reliability and ease of use through tokenization of carbon

credits in order to solve the problems in the inflexible secondary carbon credit market consisting of existing contracts and documents.

Second, it owns assets in a form of NFTs for trees to be organized as a part of deforestation prevention in Indonesia. Tokenized NFT assets are digital certificates and serve as a means to facilitate transactions among asset owners. NFT owners are linked to GPS and may check the amount of greenhouse gas reduction according to actual growth of trees. In principle, EAC CO2 tokens (carbon credits) obtained through growth of trees are donated for the continuous operation of the EAC platform such as tree devastation prevention activities.

Furthermore, it will be created as a system where master (tutor) users and learners can become creators who newly develop further improved third (future) educational contents based on their own stories and creativity to create NFTs for the values of the evolved educational contents to receive compensation.

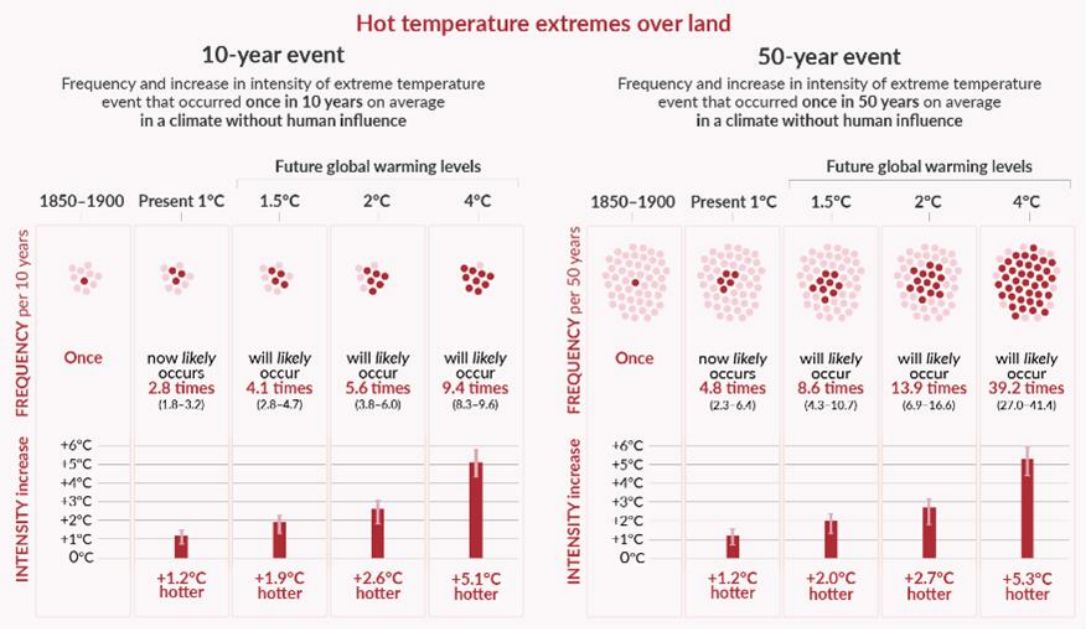
The educational goal of 'METASQUARE,' the largest school in the world that we are dreaming of, is to have students actively improve their future capacities amidst the rapidly changing society and environment, and ultimately foster human resources who can contribute to the betterment of the community and furthermore, our place of life.

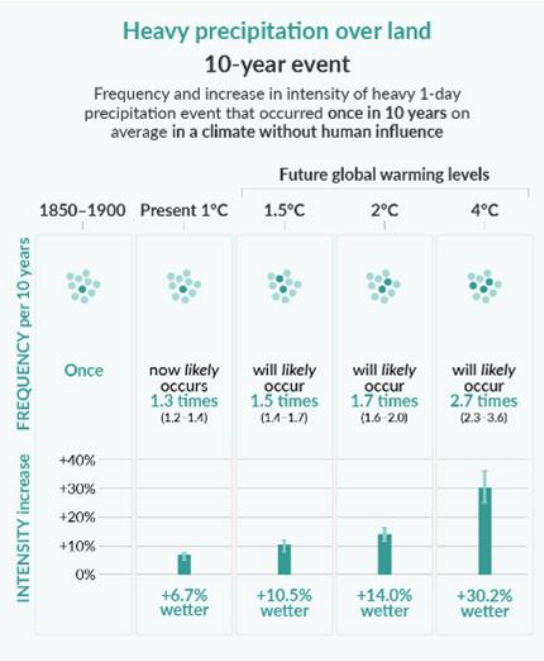
2.1 Environment (Environmental Education & Campaign)

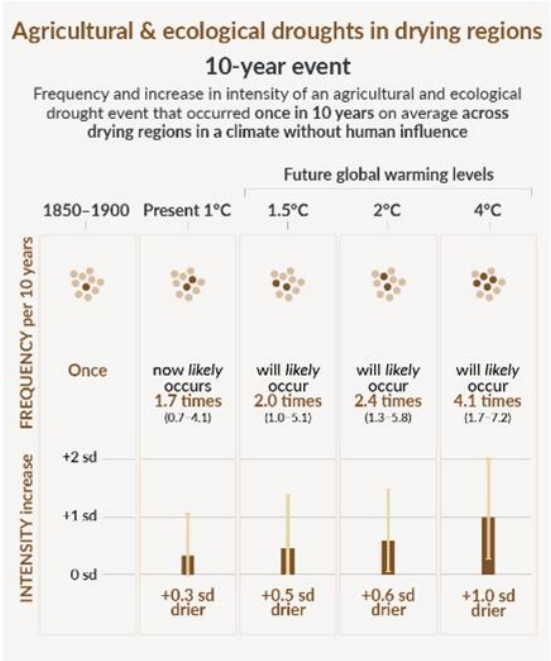
In 2021, the IPCC (Intergovernmental Panel on Climate Change) used the SSP (Shared Socioeconomic Pathways) scenario to set the current temperature as a rise of 1℃ compared to the 19th century and divided up the Earth's average temperature to rise in the future at 1.5℃, 2℃, and 4℃ to predict and report the pan-global frequency of heat waves, heavy rains, drought, etc. From a

comprehensive perspective, it explains that the impact of heat waves will develop at higher levels than other atmospheric phenomena.

The IPCC (Intergovernmental Panel on Climate Change) set the tipping point for global warming at 1.5℃ or 2℃, claiming that the rise beyond the tipping point must be stopped because once global warming passes this tipping point, there will be irreversible chain effects that will accelerate temperature rise, while warning that this point may be passed sometime between 2021 and 2040.







Likewise, the relative prosperity that humanity enjoys in the present can be seen as a temporary stroke of luck thanks to the massive surplus of energy that our civilization obtained from fossil fuels. This is why EAC Platform PTE.LTD intends to conduct various environmental movement campaigns and educational services such as planting trees at 'METASQUARE' to urge the implementation of environmental education for all of humanity with the goal of enhancing awareness on environmental issues.

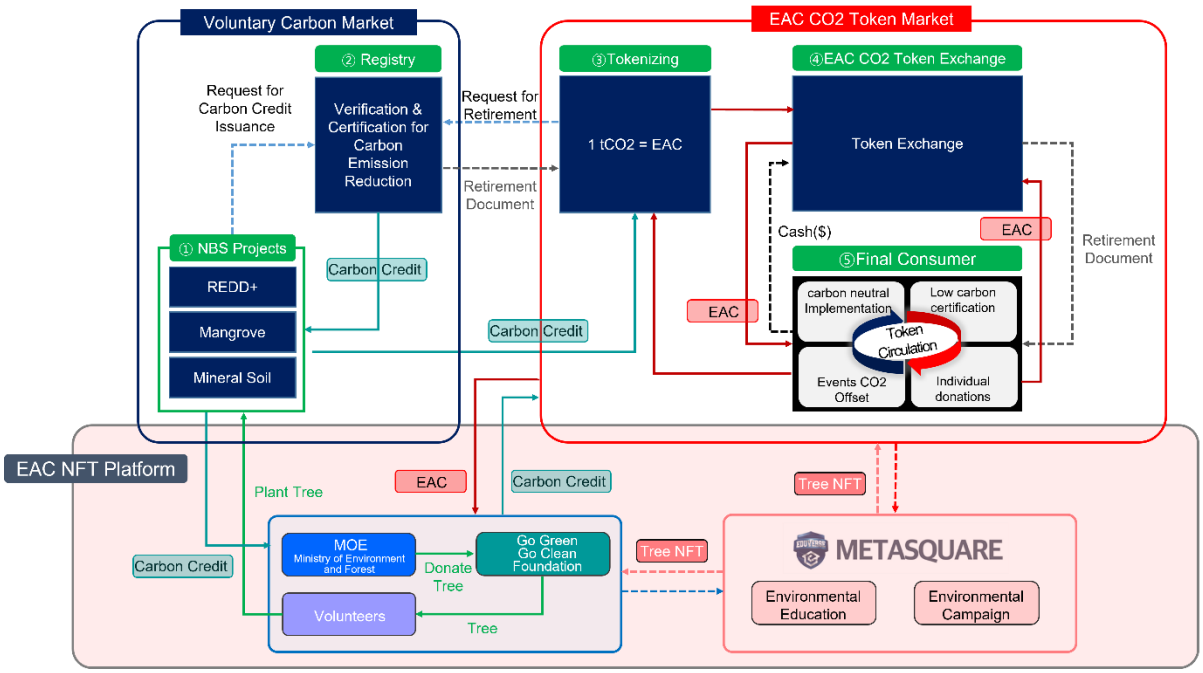
Learning content is based on the certification course curriculum aimed at providing real-time information on various natural disasters, and video-format education.
In addition, we will create campaigns and environments where consumers who want to practice an environmental movement can plant a tree within the metaverse or in the real-world acting in carbon neutrality and the green movement.

For this, EAC Platform PTE.LTD recently kicked off a tree-planting project with the Indonesia Carbon Trade Association together with PT. Agraus Resources of Indonesia that possesses a forest restoration area spanning across about 270,000 hectares of land and Go Glen Go Green Foundation is dedicated to carbon offset projects by restoring and preserving forests.

Planting To Earn

As environmental problems become a serious issue, eco-friendly people who want to practice environmental protection and environmental recovery are increasing. However, it is not an easy practical problem to protect and restore the environment directly. To see the act of planting trees, many people are unable to overcome the barrier and give up on the practical problem of obtaining the right over the land for planting or undergoing legal procedures.

To solve these problems, we have developed a process that enables many participants to easily practice environmental protection and environmental restoration as follows:



① First, finance funds from eco-friendly donors and investors with the purpose of establishing the goals voluntary;

② Second, plant trees in 133 areas within Indonesia with the license of planting trees with the funds raised in this way;

③ Third, provide the right to the trees in a form of NFT.

Through the above process, participants who want to protect and recover the environment can purchase NFTs and easily realize the same value as planting trees.

'METASQUARE' users can purchase tree seeds/saplings in the metaverse platform and plant them in forests within the platform forest and receive Tree NFT's as compensation through photosynthesis metabolism activities.

The tree species that users can purchase have different photosynthesis metabolism activity cycles depending on the unique life span of trees. In other words, the amount of oxygen discharged is different depending on the tree

species purchased and planted by users, and this system rise in value of Tree NFT's the period in which trees are planted and managed are longer.

Items that 'METASQUARE' users can purchase in the marketplace are as follows.

- Forest Zone (Land)
- Tree Seeds & Seedling
- Upgradable Farming Tools
- Various organic fertilizer & Nourishing Items

We can provide TREE NFT and monitoring of planted trees for trees planted in forest areas in Indonesia. By providing the location of the planted trees to NFT holders through GPS, they can actually visit and check the space where the trees are planted.

We audit all documents like EAC CO2 tokens. All information and legal documents are available at the local notary offices and are made available upon request. Smart contracts also contain information and data about the title.

We will use a portion of the donation for tree planting as a maintenance fee of tree planting for 30 years and use a portion of the total cost for insurance against loss of NFT value due to potential damage to the planted trees. The rest will be used for tree-planting expenses, business operation expenses, additional development of environmental projects, etc. to protect the more environment.

Moreover, we want to connect blockchain with voluntary carbon credits to transform a carbon credit distribution market into an easy, convenient and secure distribution method.
It is expected that it will allow environment-informed users to realize the value of 'METASQUARE', which aims to practice in the environmental movement and cultivate talents to contribute to the community and the "home of our life".

In this regard, it is expected that the Glasgow Assembly would adopt the implementations of their nationally determined contributions under Article 6 of the Paris Agreement to organize promotion of the voluntary carbon market and financing investment and climate resources. According to McKinsey research, the global demands for voluntary carbon market credits in the future are expected to reach 1.5 ~ 2.0 gigaton by 2030 and 7.0 ~ 13.0 gigaton by 2050m respectively.
Based on this, the growth outlook by 2030 is estimated to be $5 billion ~ $30 billion (KRW 6 ~ 38 trillion) and up to $50 billion (KRW 64 trillion), a 50-fold increase from last year's $1 billion (KRW 1.2 trillion). Accordingly, the voluntary carbon market is expected to grow and expand rapidly.

However, there are problems in that carbon credit trading contracts are difficult and inconvenient, and used by a small number of companies due to reliability issues between the trading parties.

As one of the solutions, we intend to tokenize high quality carbon credits registered with international registries with public confidence such as VERRA and to transform the inflexible secondary carbon credit market made up of existing contracts and documents into an easy, convenient and safe secondary market. It is possible to decentralize voluntary carbon emission trading, reduce trading costs and improve the trading security through programming high-quality carbon credits into standardized smart contracts.

It is believed that this change will connect more consumers by increasing accessibility to form a large-scale market for carbon credits and thus would serve as a catalyst to promote greenhouse gas reduction.

Value of EAC CO2 Token

EAC CO2 token = Carbon credit of 1tCO2 eq

EAC CO2 token is a blockchain-based ERC20 token, which means the ownership of one carbon credit (ie, a digital certificate in the voluntary carbon market that proves the prevention of 1 ton of carbon dioxide emission in units of carbon dioxide equivalent). Owning an EAC CO2 token means to own a carbon credit registered in an international carbon credit registry with public confidence such as Verra and Gold Standard.

To ensure the EAC CO2 token become the currency of the secondary market, the value of the token shall be the same as the carbon credit of 1tCO2, and the tokenized carbon credit of tCO2 should be distributed through the EAC CO2 token. EAC CO2 token holders possess legal ownership of the related carbon credits just by holding tokens.

✓ **What is carbon credit?**

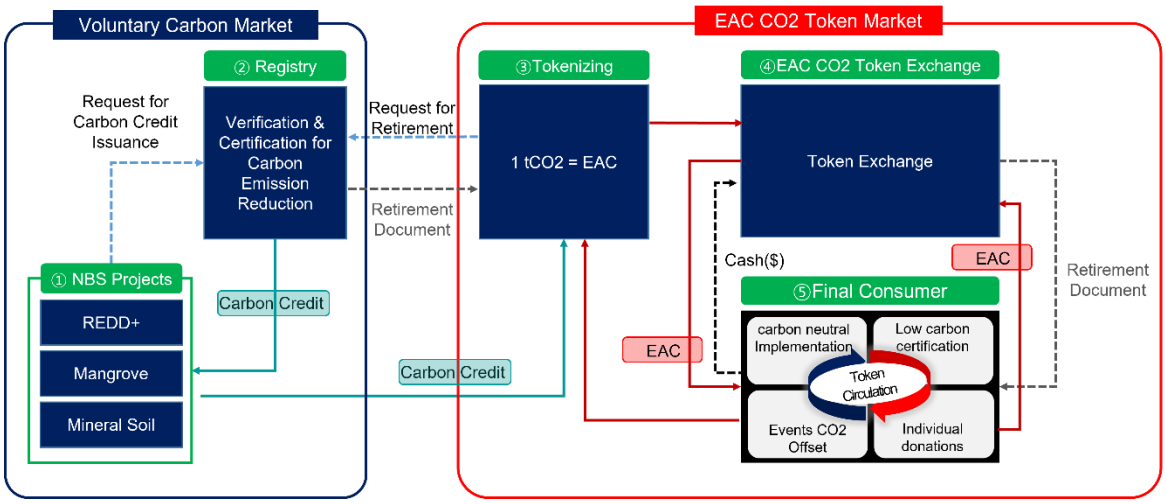
Carbon credit is a certificate that has been verified and certified by an accredited institution for the performances of a project developer in reducing greenhouse gas emissions through forest conservation projects, reforestation of devastated areas, renewable energy, biomass, etc. Carbon credits are purchased for offsetting greenhouse gases emitted by companies, public institutions and individuals that establish and implement carbon neutral goals.

A key characteristic of carbon credit is high reliability because only projects that have been verified by accredited institutions according to strict global protocols are traded through the registry. In addition, carbon credits are not extinguished or does not expire until used to offset greenhouse gases.

✓ **What is CO2eq?**

CO2eq is the amount of greenhouse gas emission converted into carbon dioxide, the representative greenhouse gas. In the process of producing glucose, plants absorb CO2 from the air and resolve CO2 and water absorbed by the roots and leaves using solar energy obtained through the leaves. In this process, plants repeat the process of creating and resolve new glucose molecules and generating the energy required for growth. As a result, plants absorb CO2 from the air and discharge oxygen (O2).

EAC CO2 Token Statement



EAC CO2 tokens can be freely transferred between Ethereum wallet addresses and EAC destroys carbon credits at an Ethereum address designated by EAC to destroy (i.e. disabled) the CO2 tokens. EAC CO2 token holders may consume or use related tokens to offset greenhouse gas emissions.

EAC issues CO2 tokens on receiving carbon credits issued from exchanges in the voluntary carbon markets through trust. Therefore, EAC freely creates the trusted CO2 tokens according to the supply and demands of carbon credits. EAC would perform the same for EAC CO2 tokens as carbon credits sold directly to

customers in non-tokenized form. The tokenization of carbon credits does not change the existing traditional carbon credit trading process.

EAC CO2 token holders have legal title over the carbon credits. Legal title is registered with Verra's registry through a standardized contract called VERPA (Verified Emission Reduction Purchase Agreement). When EAC CO2 tokens are traded, legal title is also transferred through a fast, safe, traceable and auditable process. This trading process is expected to increase the reliability and availability of carbon credit trading.

Double counting of carbon credits can be solved by destroying blocks composed of short nodes using the rule of "The longest chain wins" of the blockchain. Trading details are transparently disclosed, and the details of such trading can be prevented from being resold in advance.

Supply of EAC CO2 tokens

We plan to tokenize high-quality carbon credits registered with international registries with public confidence such as VERRA and supply them to the EAC platform. It is planned to facilitate and assure continuous circulation volume by tokenizing carbon credits issued by REDD+ of Indonesia, which is primarily registered with Verra and for which carbon credits are being issued. REDD+ (Reducing Emissions from Deforestation and Forest Degradation Plus) is an activity to reduce greenhouse gas emissions due to deforestation in Indonesia and is a greenhouse gas reduction mechanism covered critically under the Climate Change Convention. In addition, we plan to supply to the EAC platform high-quality carbon credits specialized for NBS (Natural Based Solution) such as mangrove forest development. mineral soil, etc. in Indonesia

Demand of EAC CO2 tokens

In the voluntary market, carbon credits are purchased to offset the greenhouse gases emitted by companies or individuals. As mentioned earlier, many companies are declaring carbon neutrality by 2050, extending the scope of carbon neutrality to the supply chain and purchasing carbon credits as a means of achieving their goals. Individuals also purchase carbon credits for voluntary purposes to offset their carbon footprint emitted from living and consumption activities.

According to a recent survey of Economist, 93% of Generation MZ spend more on eco-friendly and pro-social products. This phenomenon is shown at 55% of the population between 40 and 50 years old and 28% of the population between 70 and 80 years old, through which it can be confirmed these values increase more as the age is younger. Therefore, it is expected that many users participating in environmental education and environmental campaigns provided by the EAC platform will participate in REDD+ of Indonesia by purchasing the EAC CO2 tokens.

Value of EAC NFT

10 EAC = 1 TREE NFT

10+αEAC = 1 Tree NFT + REAL ESTATE NFT (separate land price calculation)

To provide this process, we are preparing projects in collaboration with GO CLEAN GO GREEN FOUNDATION, which obtained the license form the Indonesian Ministry of Forestry to plant trees in 133 areas.

We are providing non-fungible tokens (NFTs) concerning planting trees to eco-friendly donors with the purpose of establishing goals voluntarily. With

donations, trees would be planted in 133 areas of Indonesia and rights to planting trees would be provided in a form of NFT. In addition, we are implementing the same areas with such 133 regions in Indonesia through our EAC metaverse, and NFT holders can also be provided with rights to trees in the EAC METASQUARE are for the same areas as reality.

NFT has rights related to real estate actually. By donating or purchasing trees in Indonesia's forests, we would contribute to suppression of the deforestation focusing on preservation. We believe that the recent expansion of voluntary carbon markets will create new strong incentives for securing carbon credits through deforestation prevention (REDD+ and other deforestation prevention protocols), and increase the number of users who voluntarily participate in tree planting.

2.1 Education (In School)

Recently, the futurologist Roger James Hamilton predicted "By 2024, we will spend more time in the 3D virtual world than the current 2D internet world." As contact-free trends accelerated due to the COVID-19 pandemic, the metaverse has been evolving quickly as a space to carry out activities in various sectors life such as society, economy and culture, and interest in the utilization of the metaverse for education is rising very quickly.

But today's educational metaverse platforms are limited to services such as holding in-school events such as graduation ceremonies, club presentations, etc. or simply as a place for communication and interaction of avatars in a metaverse space rendered in the shape of the school. This has a positive effect in that it provides new experiences and sparks interest for learning in the virtual world, but we should take note of the fact that 'education,' which is the ultimate objective of schools, is not being realized.

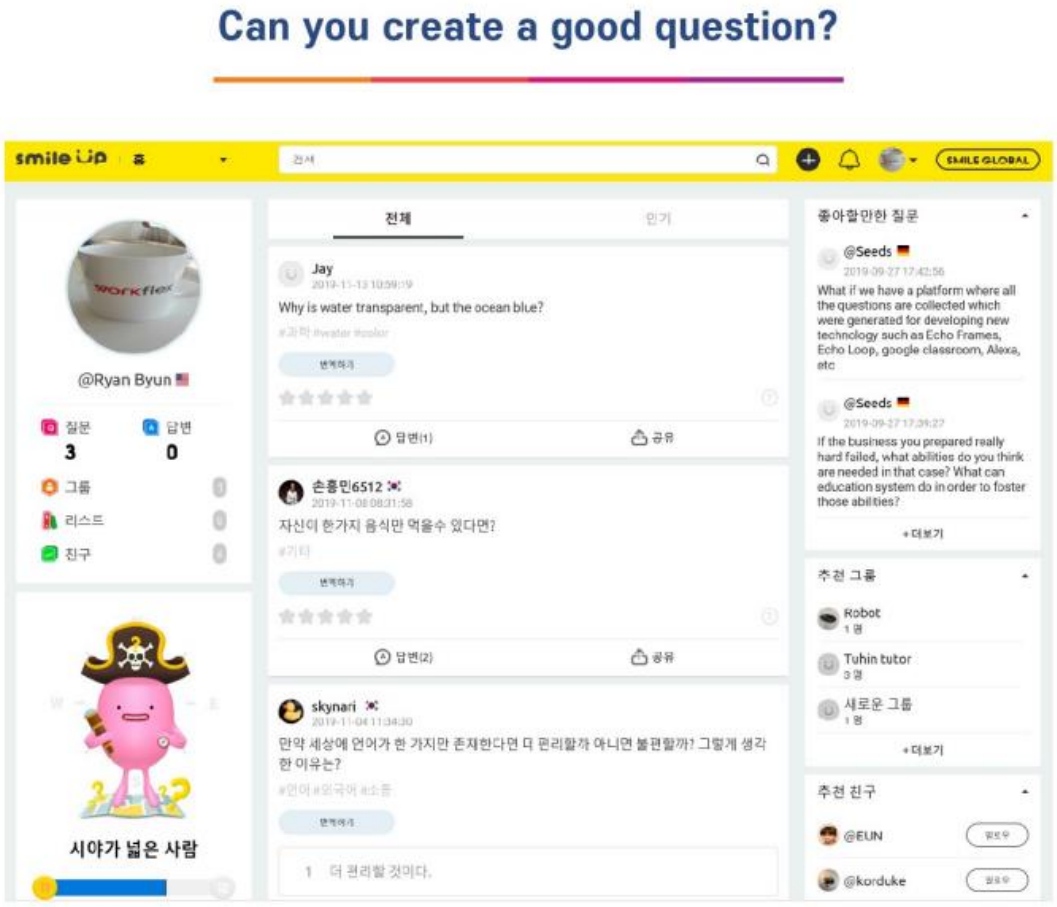
Accordingly, EAC Platform PTE.LTD decided to develop the K-12 metaverse platform by utilizing the features of metaverse with high contents production freedom to increase learning autonomy, while also allowing both teachers and students to create and be compensated for the value of evolved educational contents with NFTs.

The 'METASQUARE' regular K-12 curriculum provides the following services.
Regular curriculum created through the collaboration of domestic and foreign educational institutes
Educational videos of avatar instructors, study notes, and knowhows
Completing assignments according to academic achievements per subject
Linked with SMILE (Stanford Mobile Inquiry-based Learning Environment) services
The student must complete video education and assignments (missions) in order per curriculum as designed by the teacher/instructor. All users receive special items to accessorize personal space and avatars by completing the education courses through a compensation system.

EAC Platform PTE.LTD will not only the regular K-12 school curriculum needed for fostering human resources, but also add a variety of cultural education, vocational education, etc. needed for exploring character, aptitude and career paths to create the world's largest school in the metaverse.

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:

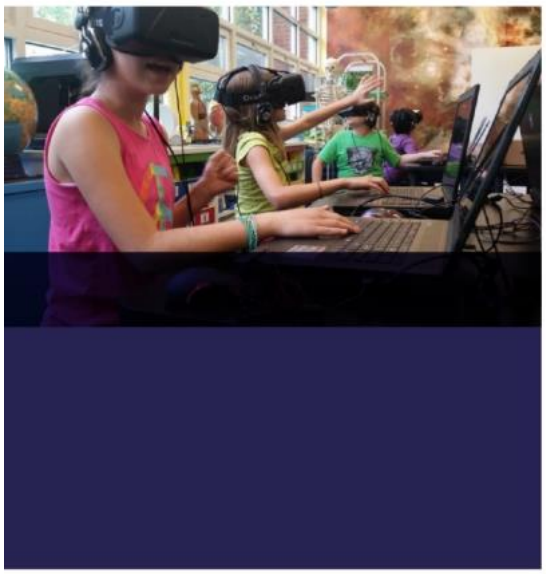
1. Ability to ask questions freely based on curiosity, 2. Critical thinking ability, 3. Global collaboration ability, 4. Creativity, and 5. Autonomous spirit of inquiry.

SMILE UP v3.0

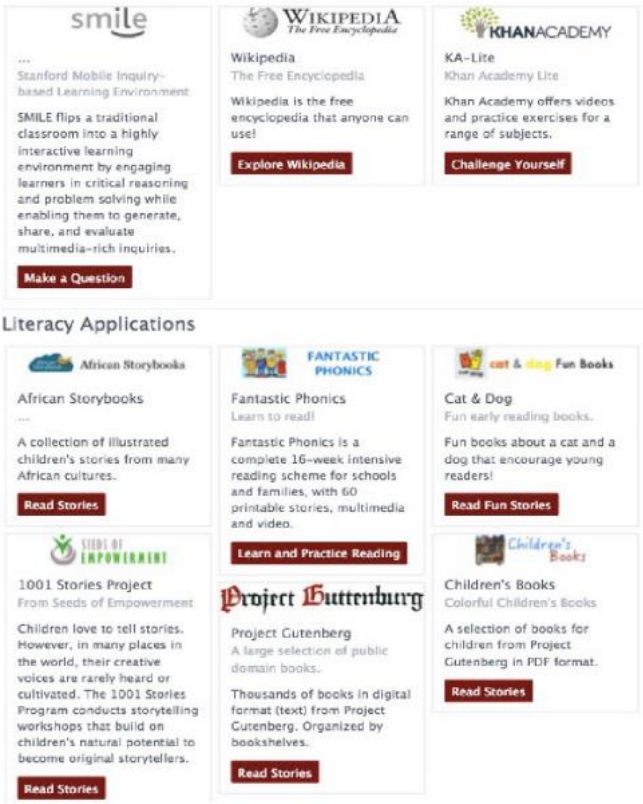
EAC Platform PTE.LTD is further developing a new model combined with IoT service through collaboration with Google headquarters, and is also developing and operating the TOEST platform that can maximize profits.

SMILE INTERNATIONAL SCHOOL

SMILE International School is an online degree program.



SMIL Pluge's various contents



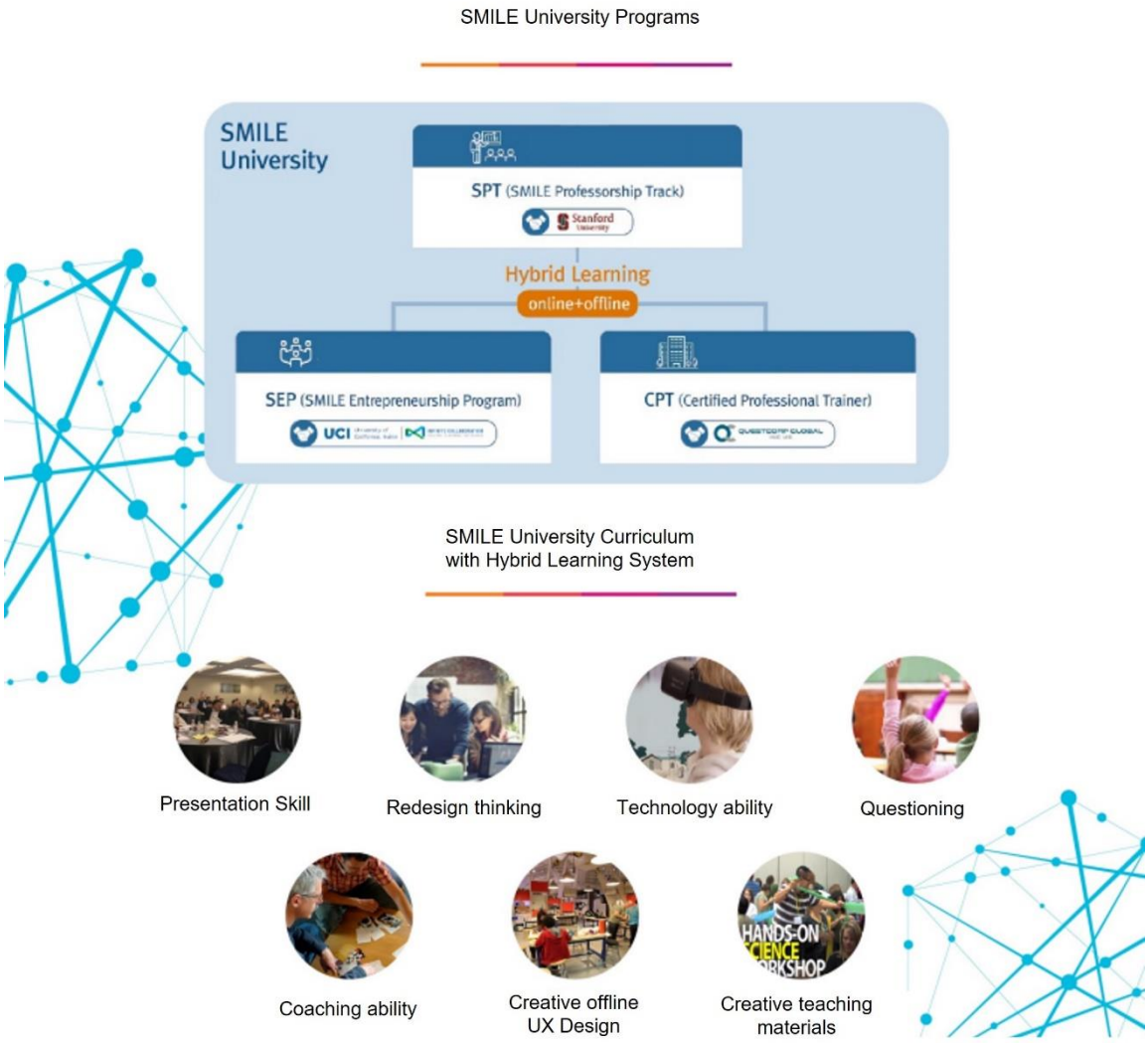
SMILE Pluge

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.

SMILE UNIVERSITY



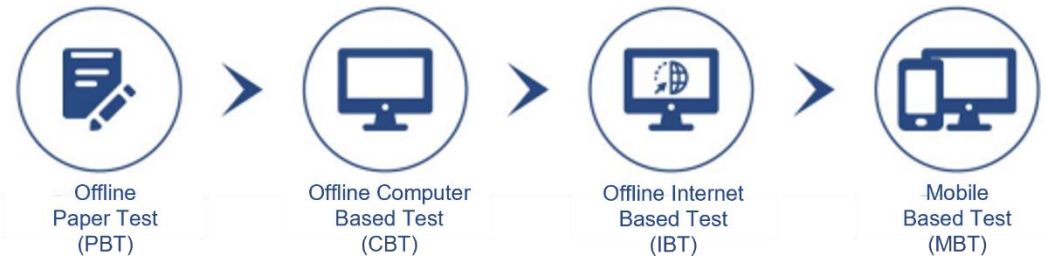
SMILE University is a hybrid learning program consisting of advanced research course, start-up Course, Alumni Course, and Teacher Training Course. SMILE University's vision is to train 69 million SMILE teachers by 2030.

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.

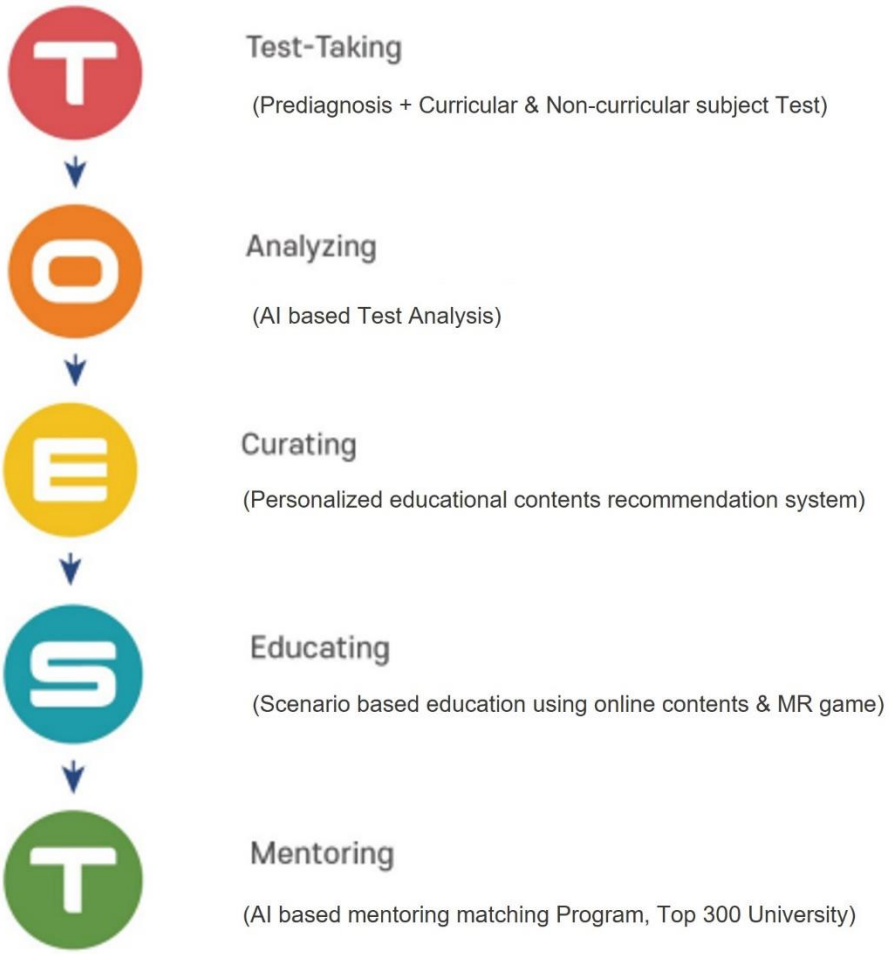
TOEST

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,

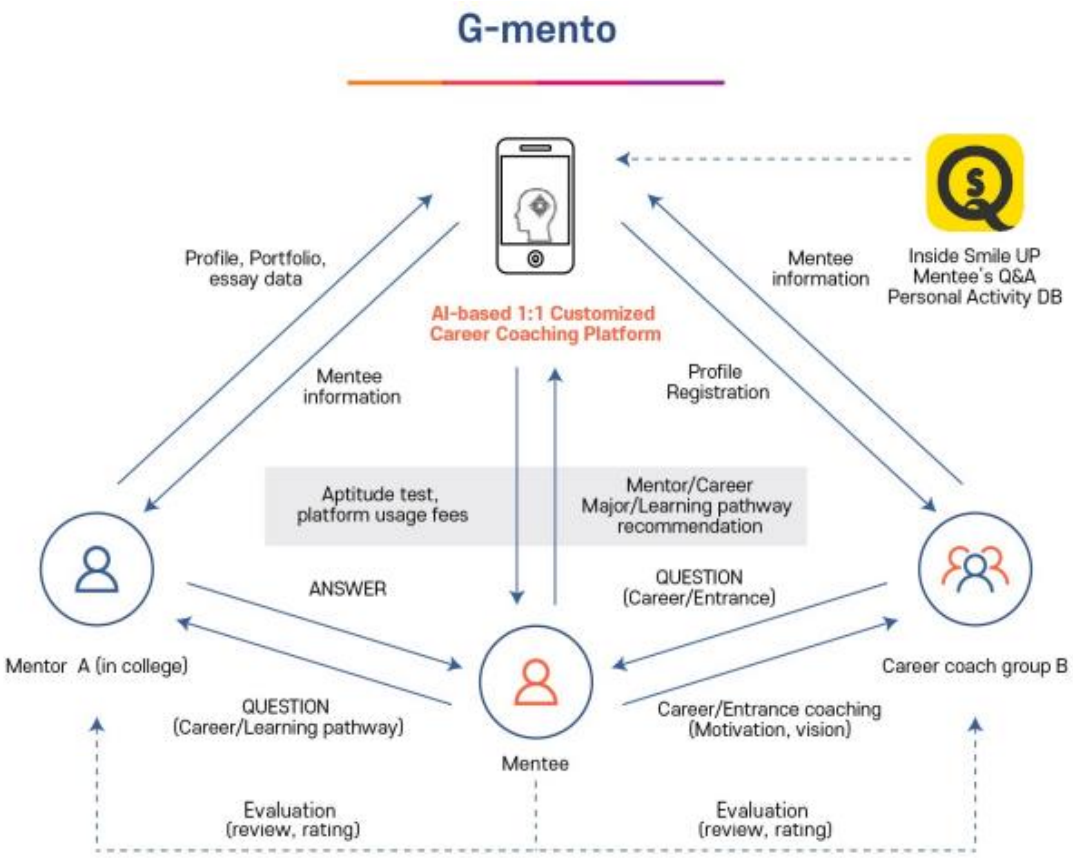
learning habits, subject competence, and thinking ability level through artificial intelligence technology.



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.



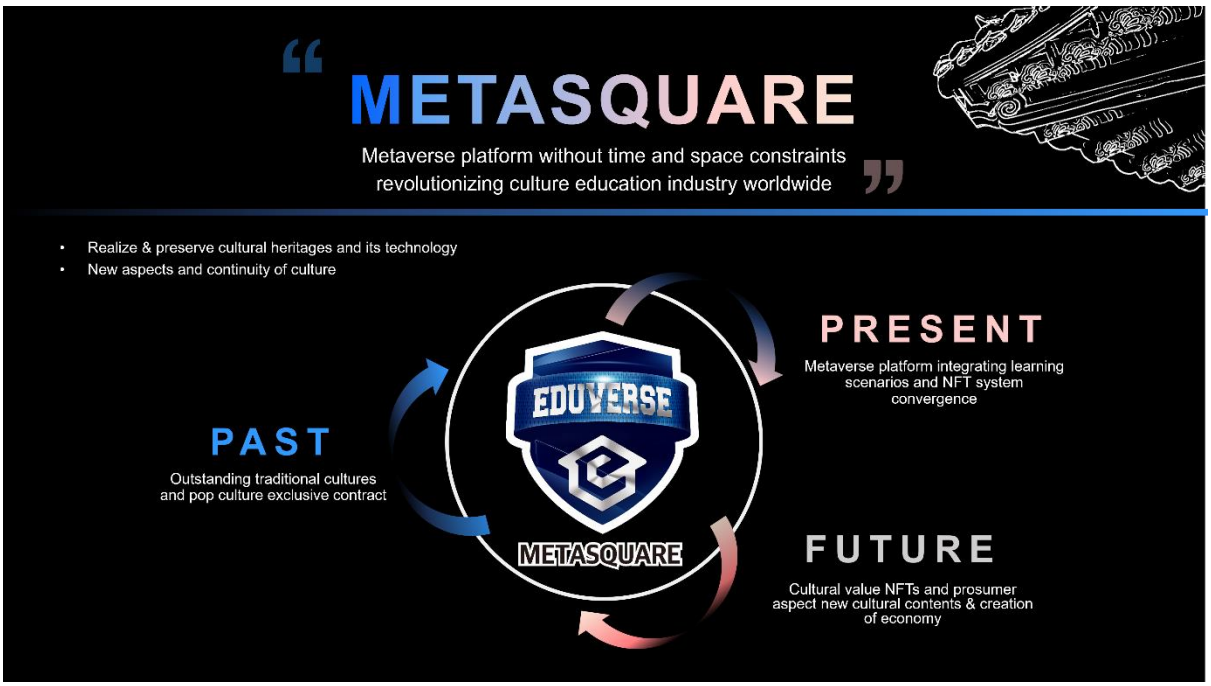
Learners can share career information at low cost through crowdsourcing on G-mento, a career coaching platform.

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 (Out of School)

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.

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.

In regards to this, EAC PLATFORM PTE. LTD. plans to launch out-of-school cultural education services through partnerships on contents such as beatbox that is a representative underground culture, outstanding traditional cultures of Korea, and pop culture contents.

BEATBOX

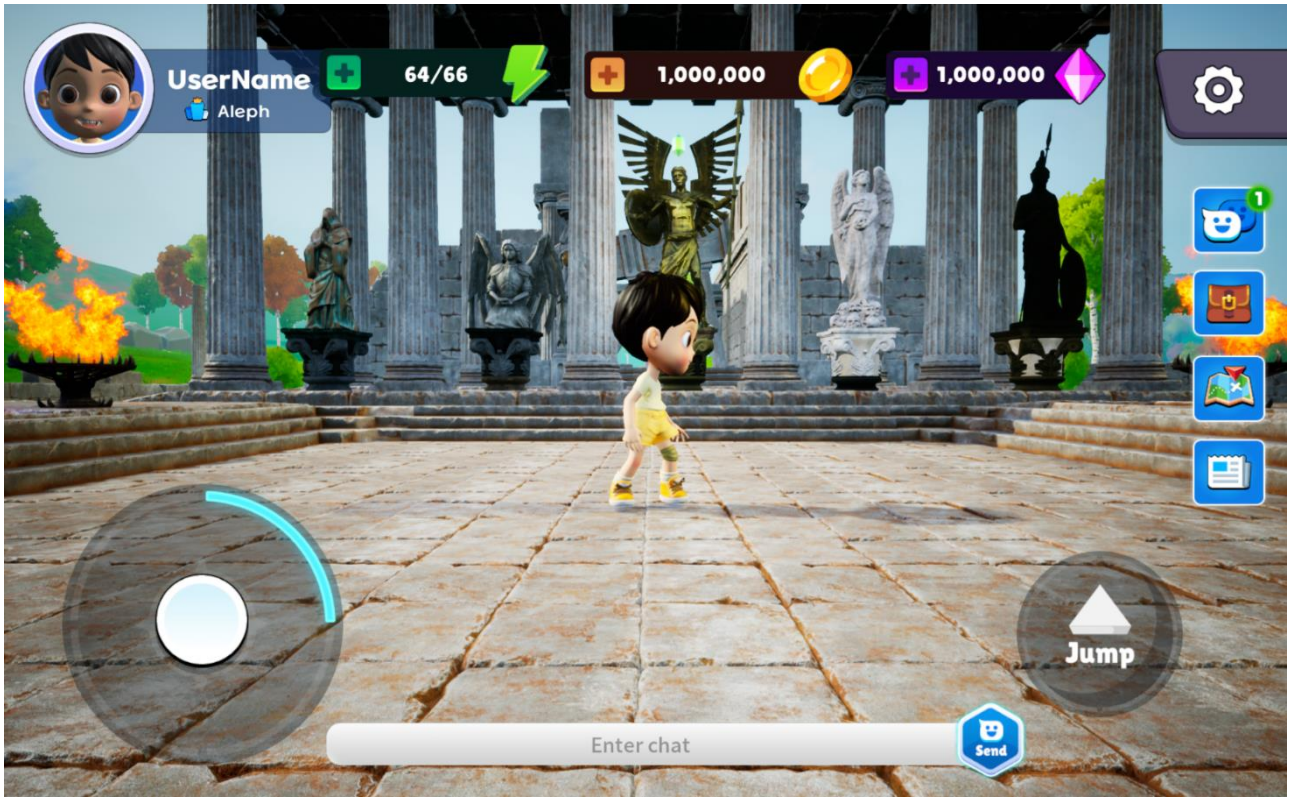
As of 2021, hip-hop culture in Korea is positioned as one of the mainstream genres in the Korean pop music industry. The reason that underground hip-hop, which was perceived as a subculture enjoyed by a small number of people, came to attract many people seems to be the result of the influence of the media and changes in public values.

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 addition, 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
- Acousitic 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 fandoms 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 fandom 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.

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, 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.

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 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.

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.

K-Master (Traditional K-Culture)

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.

MOU with President of Seoul branch of Korea Traditional Culture&Art Master

Partnership Agreement with Korea JANG(traditional source) Master

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.

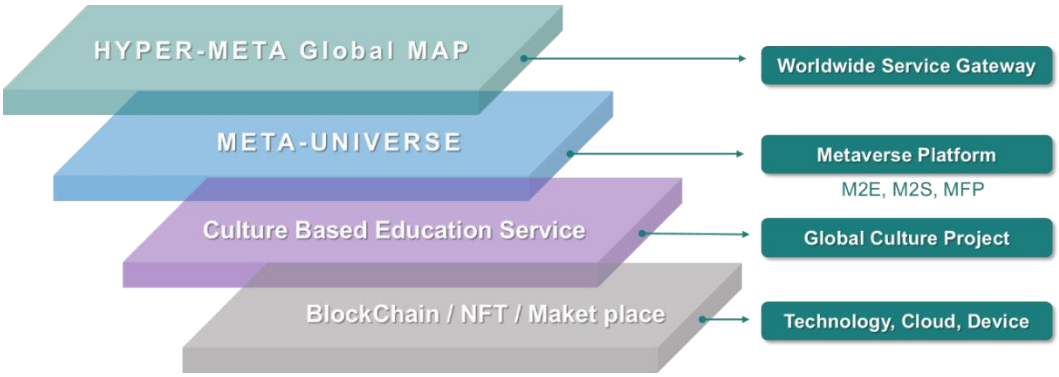
- Explaining the techniques of masters of Korean art and culture and providing video training on the production process

- Creating modern objects using traditional techniques
- Results produced through 3D modeling
- Planning to proivde 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



Education for fostering human resources that make up the society gain unique value through the perpetuity of environmental and cultural heritages.
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. Environmental and cultural heritages should be enjoyed by everyone and not just a single country, era or person. By at least making its existence known and providing a platform, or society, like a living organism through succession and preservation, it will become a valuable asset that everyone can enjoy and conserve.
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 form a more ideal society and grow into the 'METASQUARE' platform through recreation and preservation.

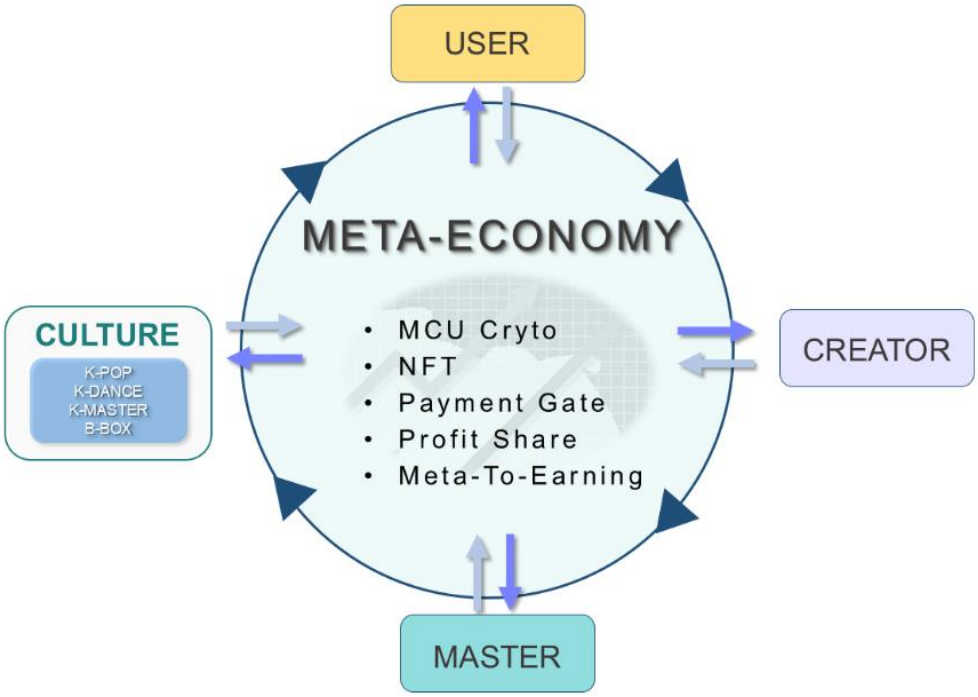
Why Metasquare

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.

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.

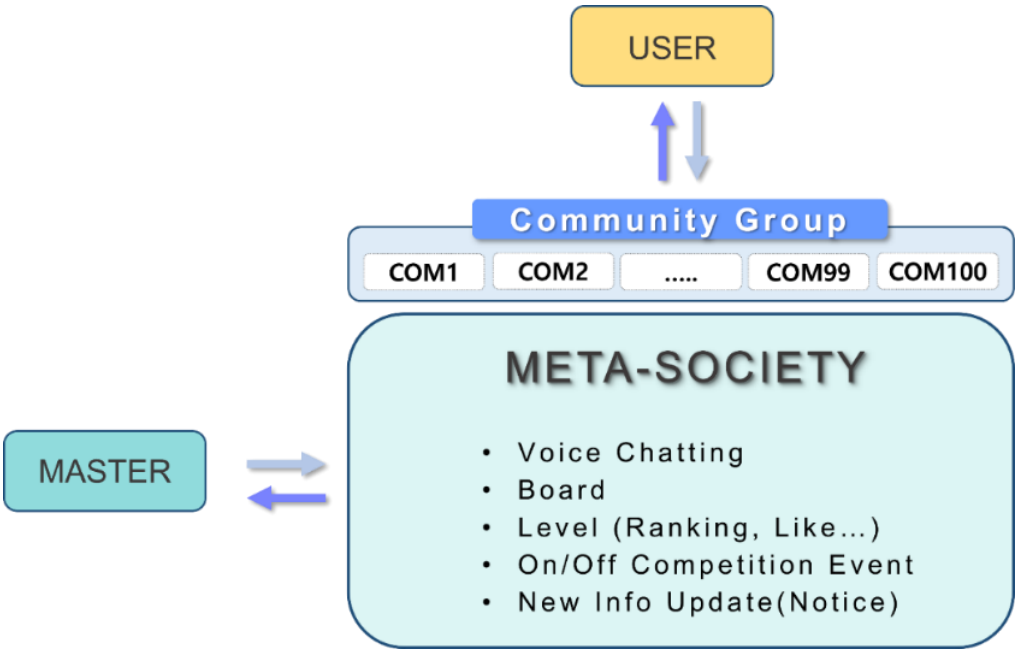
This is the basic ecosystem protocol that keeps METASQUARE alive. It starts for the first time when a user comes in, and the user needs to sign up for a monthly or annual subscription to learn. This will be the basis for maintaining and developing the platform, and will integrate its components, i.e. 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.

Meta-Sociey (M-Society)

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



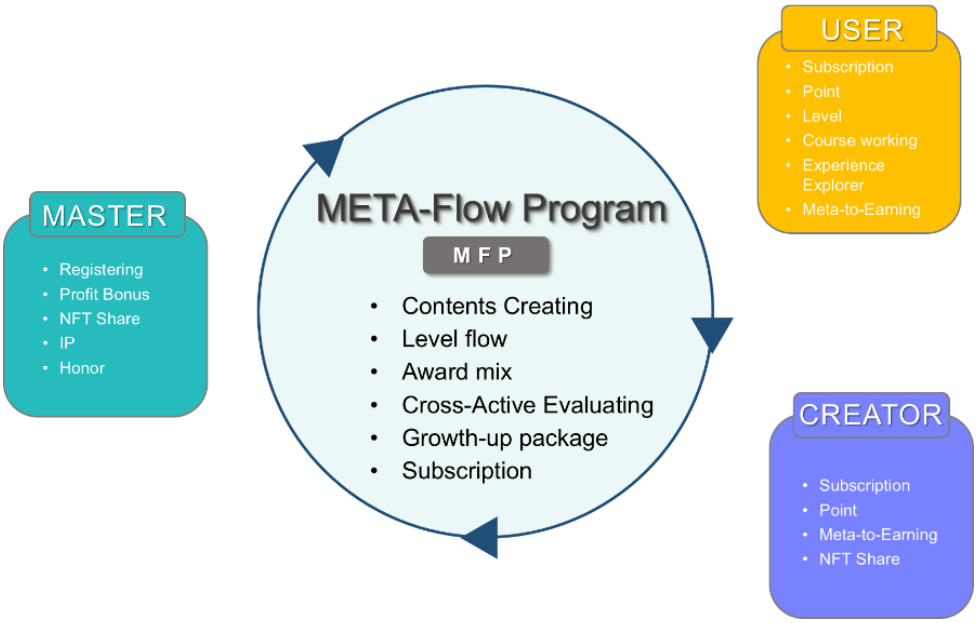
It will act like the skeleton and muscles of the human body. This is a service layer that helps users of the platform to participate in Meta-Society themselves, engage in fair competition, communicate with each other, and compete in good faith to find out their rankings.

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.

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 piror 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.

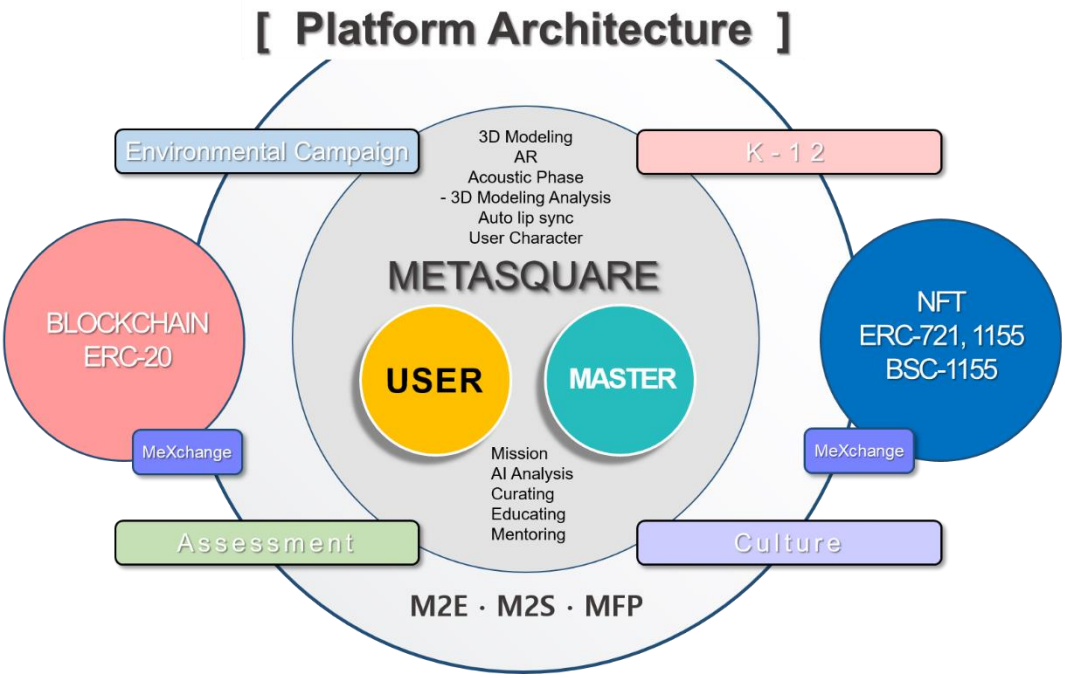
As an alternative to this, ERC-1155 (BSC-1155) can increase the efficiency for configuring NFT marketplace and solve the cost problem. In addition, it allows users to create NFT on their own, even if they are not a mass-produced and traded, or even if users are not professional blockchain developers, 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



- 3D Graphics & Modeling
- User character design
- In & Out of School education Service (AR, 3D, Phonic tech, Accoustics & Visual Analyze)
- Environmental Campaign (Avatar, 3D, Item, GPS)
- ECO System: M2E, M2S, MFP
- BlockChain, NFT Marketplace, ERC-20, ERC-1155, (BEP-1155), MeXchange

Thefore, 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-Earing (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.

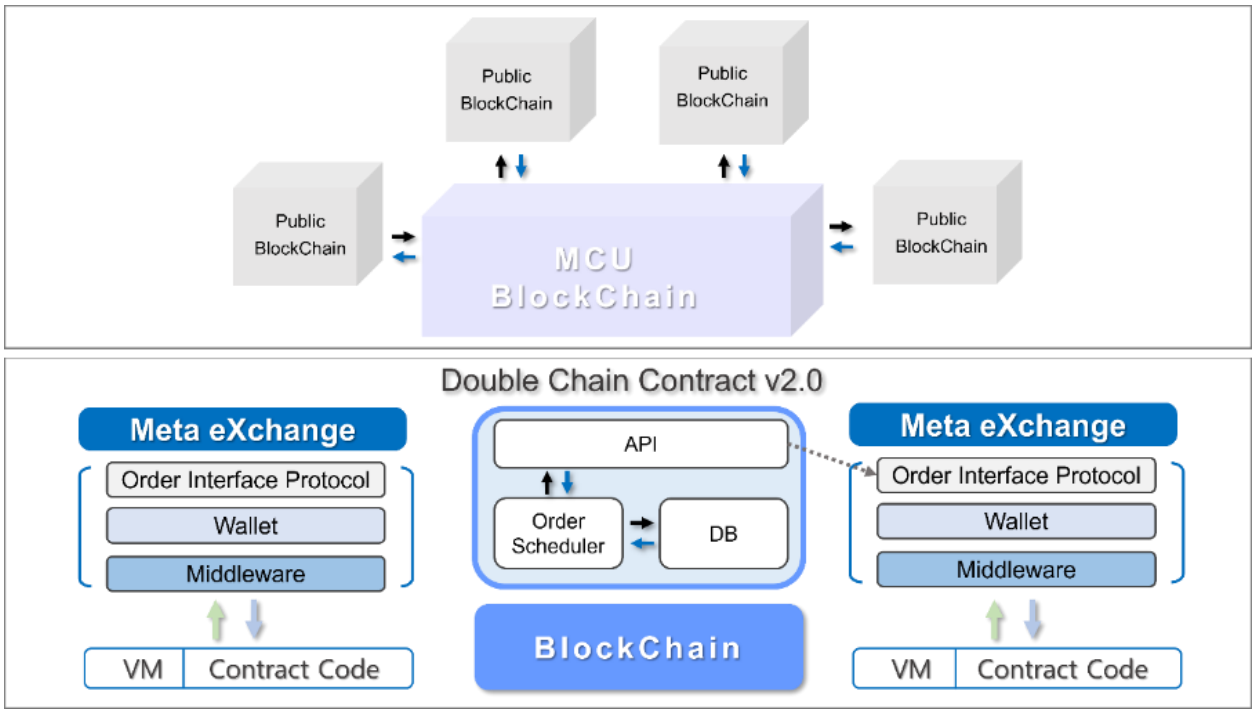
5.2 NFT MARKETPLACE

In the case of contents generated within the platform, when a user reaches a certain level, he or she can share his or her learning experiences or knowhow with other users, possesses trees that a user has as NFTs (Non-fungible tokens) according to the different photosynthesis metabolism activities of each tree species through Planting-to-Earn, while also offering services that can turn transactions into profits.
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 con

nection to P2P sites. It will also have a Meta-eXchage function to enable conve rsion (transfer) to other types of coins as well as its own coins.

5.3 MCU WALLET 및 OTHERS

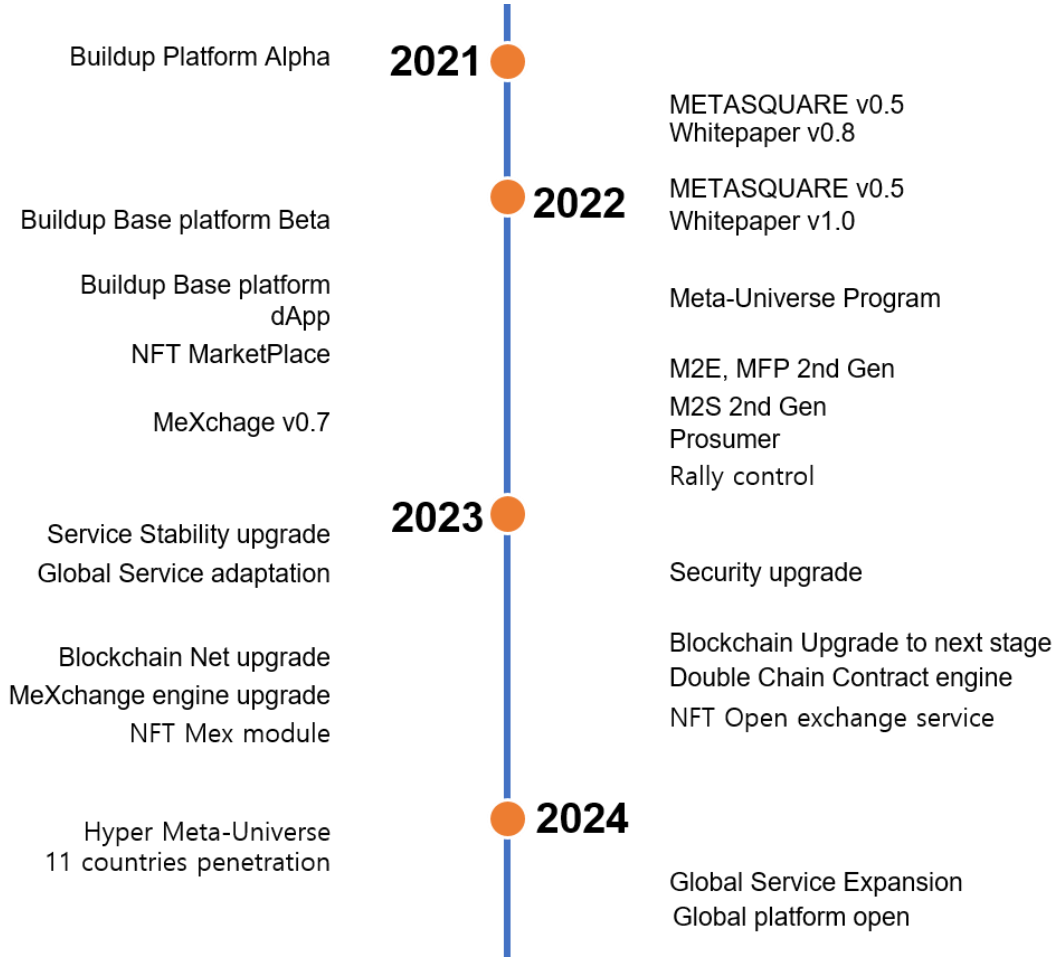
It is a wallet that supports the safe storage and transfer of all coins provided o n the platform. In addition to basic functions such as transaction and remittanc e based on the dApp, a platform for coin exchange with other users (P2P) or at the exchange market shall also be provided in v2.0, thereby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



Apart from the Etherium-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 PLATFORM FUTURE DESIGN

6.1 ROADMAP



v1.0 : MetaSQUARE, NFT, Marketplace, dApp

In Project v1.0, the service platform called Meta_Universe and the service called Metaverse will be mixed in a small scociey 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

As plans for 2023, the number of users educated in the 'METASQUARE' platform will grow, and users who completed master courses for each stage will take on the challenge of new creations as creators.
And simultaneously, users will own different oxygen emission quantities according to the growth of the various trees planted.

This is why EAC Platform PTE.LTD came up with the ecosystem development program like MFP, and it will spare no efforts to achieve this.
Works created by users and trees being managed will increase the value of transactions and possession, and this will lead to increased income, will for creative works, and become cultural successors and environmental guardians to stand on the global stage.
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.

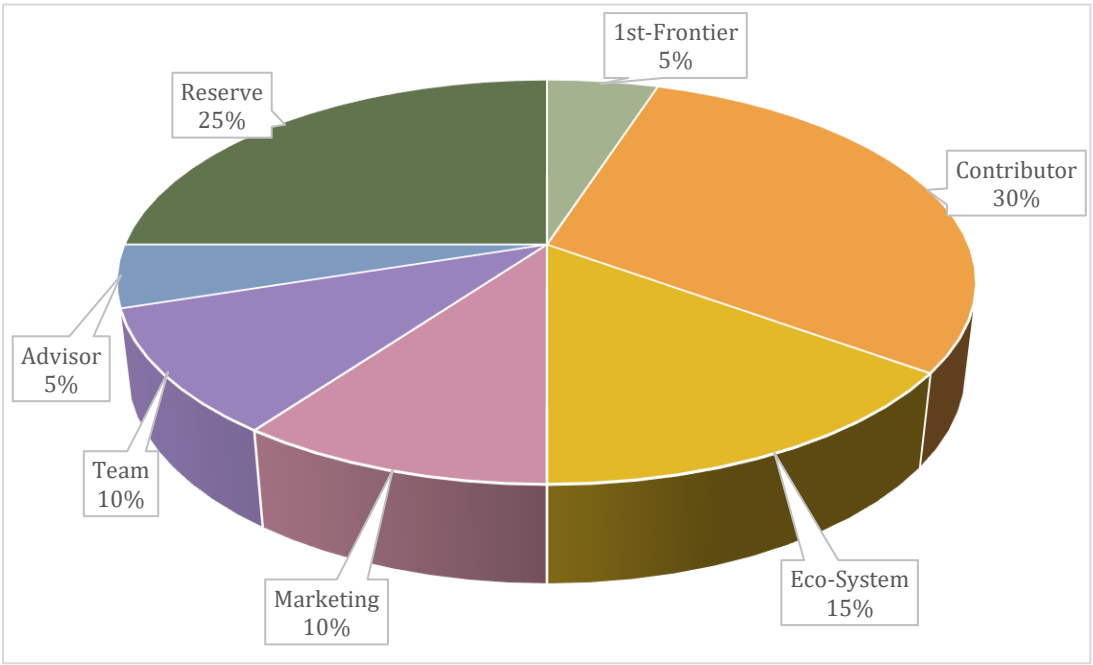
The Committee shall continuously conduct verifications and make improvements to solve problmes concerning the processing speed according to the time taken when transactions are confirmed on the network, the cost incurred during transaction verification, and the low performance TPS. Such verifications 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 un derstand the program. It cannot be used as a basis for decision-making regardin g actual participation in the program.

TOKEN Name : Education Assessment Contribution (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(ROK)

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,
Mathmatical converge Edu contents design and Teaching
GLMAC School, manager of Planning
SEOUL National UNIV, College of education

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 Imstation
Former president of MPEOPLESTATION
Bachelor of Arts degree in Ewha Womans Universit

CFO & Vice President (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

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

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

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

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

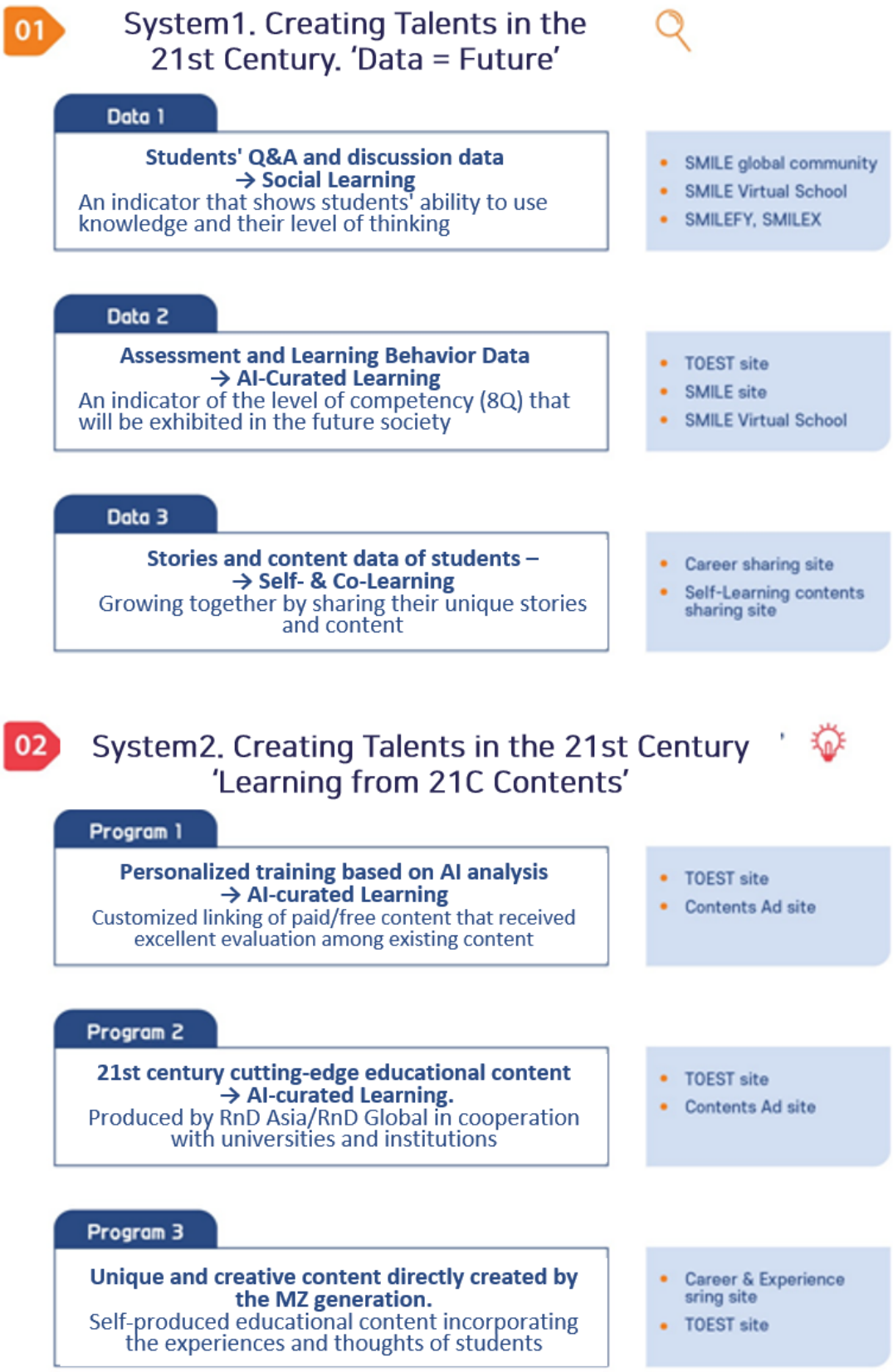
Ethereum Mainnet based on open source is exposed to various security vulnerabilities. Although ERC20, one of the most popular blockchain Mainnets, is reliable, it may be exposed to vulnerabilities of which developers and the 'METASQUARE' development team are not aware.

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.

APPENDIX

10.1 Blockchain & Edtech



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

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.