



THE FIRST LEARN-TO-EARN MOBILE  
APP THAT WILL FOREVER CHANGE

# EDUCATION

White paper - Version 0.8 - June 2023

EduCode Canada Inc.



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# Project Details

EduBits is the first cryptocurrency created to empower a new era of education. EduCode Canada Inc., through the introduction of its EduBits mobile application, during summer 2023, aims to revolutionize how education is being delivered all around the world. The world is living in an information age, and EduCode Canada Inc. wants to pioneer this shift in education and make sure that education reaches everyone, everywhere, and at any time at an affordable cost. No one may know for sure where the education industry is headed, but EduCode Canada Inc. is making a bet that blockchain technology will be at the forefront of this revolution.

Unlike most IDOs, EduBits does not rely merely on an idea or prototype. It builds on top of EduCode Canada Inc.'s fully operational online learning platform, EduCode Academy, which has been used by over 650,000 learners around the world since 2016.

## The First Learn-to-Earn Crypto-Powered Platform

We want to incentivize students to continue their learning journeys through EduCode and our partner offerings by rewarding students with EduBits once they complete learning achievements. This "Learn-to-Earn" approach, which mimics the widely known "Play-to-Earn," can be pushed further in the future by allowing students to sell their creations as NFTs. By partnering with other companies, we also aim to allow students to purchase a wide variety of learning materials and merchandise with EduBits.

## The New Knowledge Economy

EduCode Academy already provides immersive learning through animated, video micro-lessons. and its current curriculum covers different Computer Science topics, but EduCode aims to cover more required subjects taught in traditional schools. We want to quickly expand and diversify our course offerings by allowing content creators to submit VR learning materials to be distributed in EduCode. In order to guarantee the accuracy and quality of the learning materials, we will ask vetted reviewers to review the submitted materials prior to their publication. EduBits will unlock a whole new way for educators and students around the world to exchange knowledge safely and easily.

## A Currency for Education

To achieve these goals, we want to position EduBits as the de facto currency for education. We want to reward content creators for publishing AR/VR learning materials with EduBits, and reward the vetted reviewers with EduBits as well. Students will be able to access EduCode Academy by purchasing subscriptions or course materials with fiat currencies or EduBits.



## Scholarships Pool

To make education accessible and affordable to every student in the world, we want to establish a scholarships pool. This pool will be used to fund the costs of student access to EduCode Academy and any participating partners' offerings. Every K-12 student will be eligible to apply for this scholarship. Every EduBits owner can donate tokens to our scholarships pool to give more students free access to EduCode Academy. The cost of sponsoring one student for one year would be 4,000 EduBits (approximately \$200 at the time of writing).

## A Knowledge Ecosystem

To support our new education currency, we will develop a suite of interoperable software libraries that will facilitate the blockchain transactions to the underlying decentralized apps (dApps). These libraries will be similar in intent to the online payment systems currently available for fiat currency transactions.

### Students

Students earn EduBits by completing learning achievements in EduCode Academy or partner offerings

### Content creators and reviewers

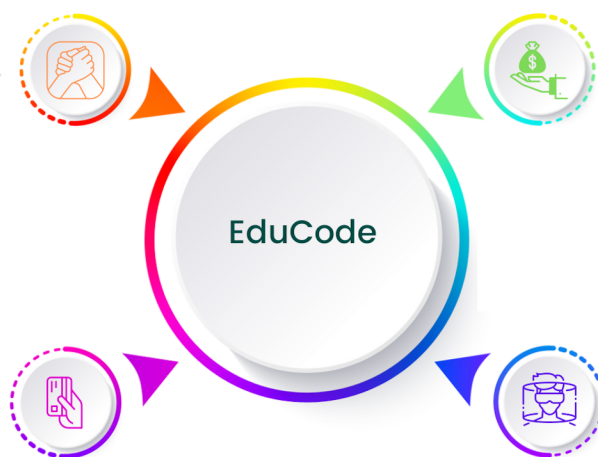
Content creators and reviewers earn EduBits by publishing and reviewing VR learning materials

### Partners

Students spend EduBits to purchase content in EduCode Academy or via partner offerings

### Donors

Donors spend EduBits to allow students to get free access to EduCode Academy



**Our initial goal for the EduBits Ecosystem is to create libraries for these three use cases:**

- 1** Offering micro-rewards to students for their learning achievements as motivation and incentive to continue learning. Our partners can offer EduBits to their students via our micro-reward library, which will transfer EduBits to a given student's wallet (or their parent's), with proper branding and error management.



- 2** Accepting EduBits as currency to pay for goods, merchandise or services from our partners. We will provide a payment library that will offer a hosted payment page to transfer EduBits from a given student's wallet (or their parent's) to EduCode's account. The library will confirm to the partner that the transaction was successful or that it failed

- 3** Enabling easy donations to EduCode's scholarships pool via our donation library. We will provide a prefabricated "Donate EduBits" button that can easily be integrated to a partner's website.



# EduBits App

The EduBits app aims to incentivize users to learn by earning them money for browsing the Web, watching videos and reading e-books or articles.

Gone are the days of the Web 2.0, where big tech and marketers would be making money while users watched their videos online for free. With our EduBits app, users are rewarded for reading books, magazines or the news online, as well as for watching educational videos from various video providers on the Web.

The tokens earned can easily be exchanged for other cryptocurrencies or fiat currencies.



# EduBits Tokens

EduCode Canada Inc. will issue BEP-20 tokens during our IDO (Initial DEX Offering) event, in Quarter 1, 2023.

Any individual who shares our vision can contribute by buying EduBits (EDX). You can register on our website ([edubits.io](https://edubits.io)) to be notified when the sale begins. Recent IDOs have sold out in minutes so we recommend taking advantage of the registration to ensure you do not miss out.



## Token Details

EduBits relies on smart contracts on the Binance Smart Chain blockchain to operate with no central authority. The network collectively carries out the issuing of EduBits, and is operational anytime, anywhere, allowing 24/7 business transactions worldwide.

EduBits must be purchased with Binance Coins (BNB). All transactions are subject to applicable regulations in your country of residence. Purchased tokens can be exchanged for fiat currencies or other cryptocurrencies. All transactions are tamper-proof and protected by state-of-the-art cryptography on the blockchain.

A minimum purchase of 1 million TOT is required per sponsor. Our goal is to raise a minimum of 500,000 USD and to stop accepting contributions when 1 million USD is reached.

Some numbers may change due to BNB/USD exchange rate volatility, but the following numbers are the best estimates as of June 2023.



Token name	EduBits
Symbol	\$TOT
Website	edubits.io
Maximum supply	50,000,000,000

**Token contract address:** 0xa232c1125602D44e2d51D6352b9a6B5e010f52c2

**Launch date and time:** To be announced. Block number will be published on website. Dates are subject to change.

**Token launch time-frame:** TBD

**Token launch completion:** Token launch will end when either the maximum number of BNB is raised, or 30 days have passed. If less than the minimum of BNB is raised, BNB can be retrieved by holders of EduBits.

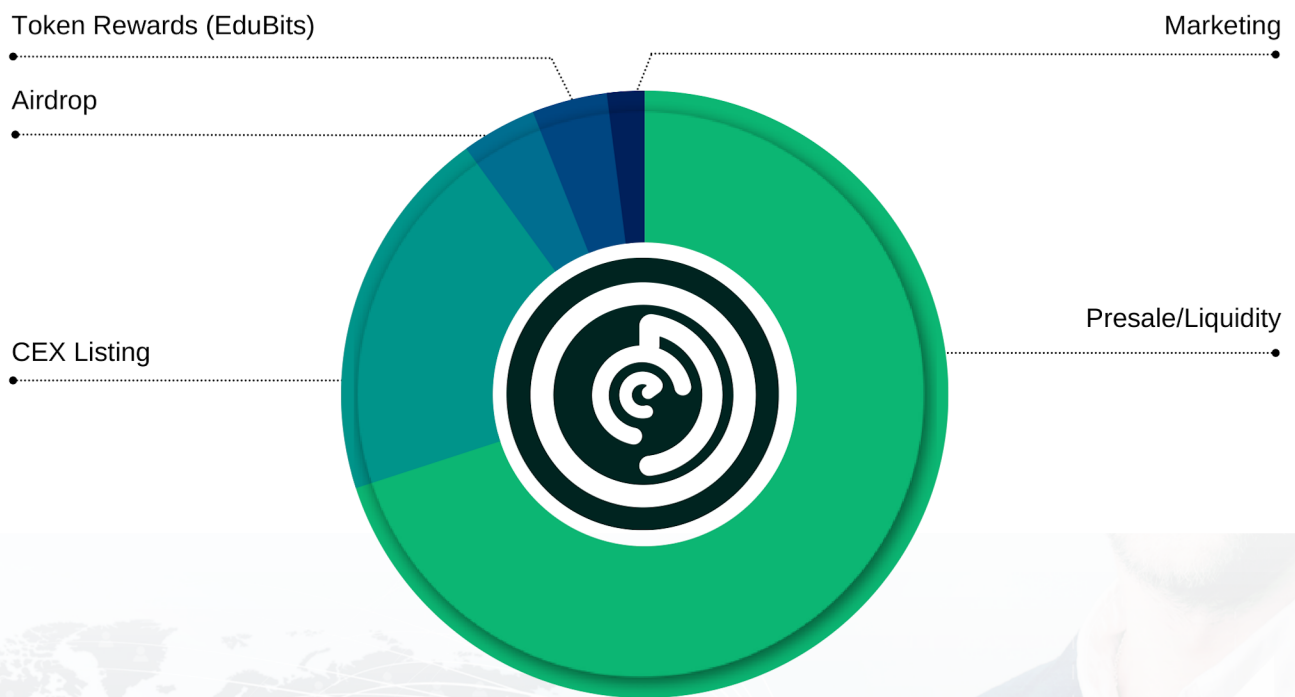
Sponsors sending BNB to the EduBits smart contract address will immediately receive EduBits. The sale of tokens is final and non-refundable. EduCode Canada Inc. is not responsible for any loss of tokens or for any situations making it impossible to retrieve the EduBits by the sponsor. This includes, but is not limited to, actions or omissions by the user or any person undertaking the purchase of tokens, hacker attacks, etc.





# Token Distribution

Presale/Liquidity	35,000,000,000
CEX Listing	10,000,000,000
Airdrop	2,000,000,000
Token Rewards (EduBits)	2,000,000,000
Marketing	1,000,000,000
<b>Tokens in total</b>	<b>50,000,000,000</b>



# Roadmap

**2016-2019**

Creation of EduCode Academy and development of Computer Science curriculum



**2022 Q1**

Launch of the EduBits token on the blockchain



**2022 Q2**

Launch of the NFT Thoth Club on OpenSea



**2022 Q2**

Launch of the EduBits App prototype (early investors only)



**2023 Q2**

Launch of the EduCode mobile app



**2024 Q1**

Launch of EduBits mobile app



**2025 Q2**

Expansion to other curriculms



# Budget Allocation

## Staff: 20% of budget

The team consists of business administration, marketing, information technology and other staff. This financing supports the operations and global rollout/distribution.

## Course Development: 30% of budget

This will fund the content developers, animators, audio technicians and programmers for new course development.

## Marketing and Business Development: 20% of budget

Marketing focuses on promoting awareness to users, publishers and advertisers. Includes the growth and maintenance of the worldwide community, marketing, growth-hacking, PR, partnerships, affiliate programs and more.

## Operational: 10% of budget

Consists of legal, location security, accounting and other associated administration costs.

## Software Development: 10% of budget

This part of the budget is dedicated for software development, quality assurance, technical infrastructure costs and related initiatives.

## Reserve: 10% of budget

This part of the budget is dedicated for other expenditures.

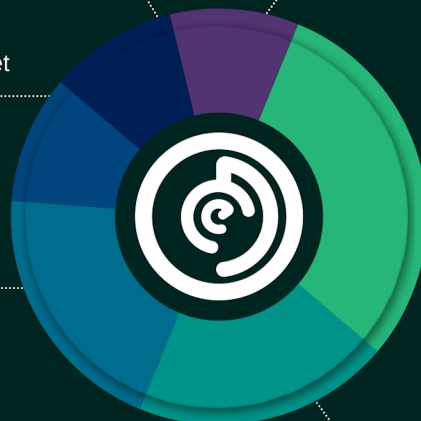
Operational: 10% of budget

Reserve: 10% of budget

Software Development: 10% of budget

Marketing and Business Development: 20% of budget

Staff: 20% of budget



# Management Team



## Guyverson Vernous: Founder and Board Chair

Guyverson is an entrepreneur, mobile software expert and a champion for education and social development through ICT. He founded iCubemedia Inc. in 2008, which has developed more than 100 business and productivity mobile apps. As of today, 10 million small business users have downloaded iCubemedia's apps on their iPhone and iPads. Guyverson holds a Master's degree in Information Systems.



## Mignesh Parekh: Chief Executive Officer

Mignesh Parekh is a young and enthusiastic entrepreneur having 20 plus years of experience in Economic Development and International Trade & Investment Consulting. Having been involved in international trade and investment, he has travelled to 32+ countries on trade and investment missions and dealt with many overseas government and private organizations. Mignesh was hired by many Canadian government and educational organizations, e.g. Consulate General of Canada in India, ACOA (Atlantic Canada Opportunity Agency), Invest PEI, NSBI (Nova Scotia Business Inc.), Memorial University (NL), University of Prince Edward Island, Cape Breton University, etc.



## Dr. Danyan Luo: Chief Technology Officer

As an experienced professional educator and administrator, Dr. Luo held teaching and management positions at Harbin Institute of Technology in China for over 20 years. He also worked in LIMOS Blaise Pascal University and Carnegie Mellon University as a visiting scholar. He holds a PhD degree in computer architecture from Harbin Institute of Technology. He has designed or been involved with the design of several network protocols and computing systems. His passion is providing professional and fun computer science education for students.





### Eric Snow: Director of Operations

Eric has been developing Web software for over 20 years, creating robust backend architectures and intuitive frontend user interfaces. He holds a master's degree in Computer Science from Université de Moncton, where he researched automatic assessment in e-learning contexts, He is also a part-time Computer Science professor at Université de Moncton.



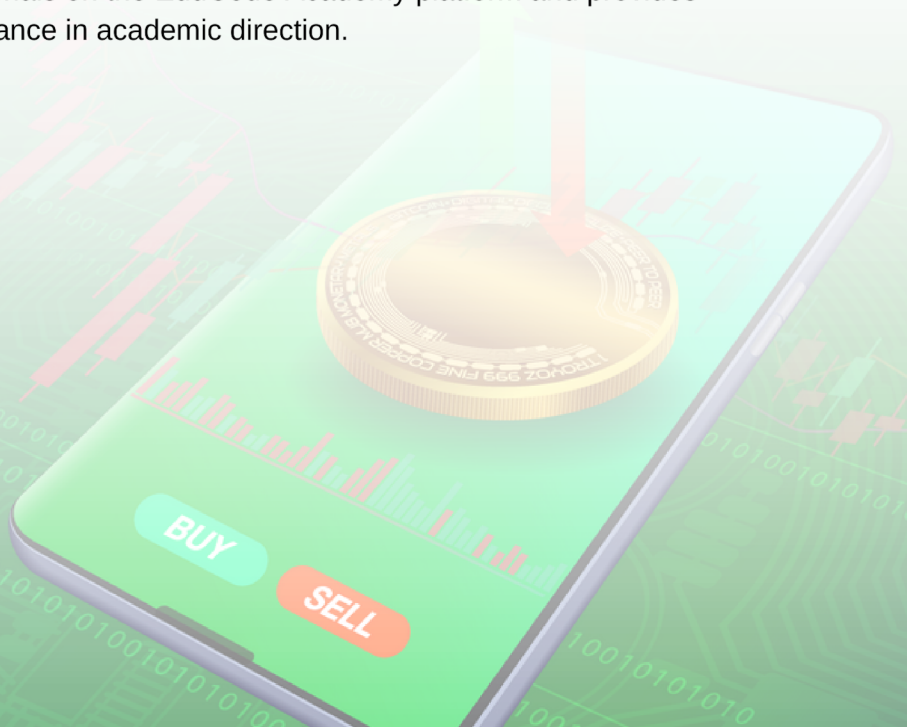
### Myrtha Murat: Chief Financial Officer

Myrtha is an experienced accountant who works on the executive team at various levels. She is responsible for strategic planning, treasury, tax and insurance matters, as well as accounting and finance. She holds a degree in Business Administration and Accounting.



### Dr. Éric Hervet: Chief Academic Advisor

Dr. Hervet received his PhD in Computer Science and Telecommunications from the National Polytechnic Institute of Toulouse, France in 2000. He has been a professor of Computer Science at the Université de Moncton since 2001. Éric was instrumental in the development of the courses and learning materials on the EduCode Academy platform and provides guidance in academic direction.



# Enrolled Schools

The following schools have been using EduCode Academy for their class curriculum delivery:

- Beijing Wisdom Science & Technology Co. Ltd., Beijing China Daegu International School, South Korea
- Heartland Elementary & Indian Valley Schools, Overland Park, KS USA Heartland Community School, Hampton, NE USA
- Heritage Christian Academy, Calgary, AB Canada Jonathan Edwards Classical Academy, Whites Creek, TN USA
- Fredericton Christian Academy, Fredericton, NB Canada
- Rio Claro West Secondary School, Rio Claro, Trinidad and Tobago Glen Ullin Public School, Glen Ullin, ND USA
- Hebron Public School, Hebron, ND USA
- St. Gregory Catholic School, Toronto, ON Canada
- Holy Trinity School, Richmond Hill, ON Canada
- T.R. Smedberg Middle School, Sacramento, CA USA
- All Saints Academy, Parsippany, NY USA
- Sandburg Middle School, Glendora, CA USA
- Millennium Middle School, South Lyon, MI USA
- Wilson C. Riles Middle School, Roseville, CA USA
- Grand Forks Secondary School, Grand Forks, BC Canada
- Wilmette Junior High School, Wilmette, IL USA
- Abilene Christian University, Abilene, TX USA School District Five of Lexington & Richland Counties, SC USA



# Partners

EduCode Canada Inc. received financial and/or advisory support from our amazing partners



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