

# EDUCAVERSE

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Whitepaper V.06

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**Private Sale**

## The educational metaverse

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# EDUCAVERSE



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## The space of the metaverse for the educational community.

Educaverse is the first virtual educational platform built with blockchain technology, aimed at educational institutions, teachers and students, to facilitate and enhance the teaching and learning process.

Users, through the platform's token AXON, can own a portion of the Educaverse map, represented by a virtual terrain (LAND). In this virtual space the users will be able to promote, develop and monetize their educational products and services.

The owners of a LAND in Educaverse will be able to create or hybridize their educational institution to the metaverse, benefiting from the this new medium advantages. This, among other advantages, will allow them to have a place in the metaverse where a wide audience of students will have access to more experiential and immersive training, from any place and device, including virtual reality (VR).

Educaverse provides an infrastructure to create and host educational content of all kinds, in persistent and shared environments. Users will have tools to create educational experiences such as 3D rooms or classrooms, events or immersive training programs, fairs, congresses, etc. They will also have the possibility of uploading their own content to the marketplace and monetizing it by making it available to the entire educational community.

Educaverse team's goal is to unify and promote a wide range of international educational offer through a metaverse accessible to any user, for this reason, we work together with the educational community and have the support and validation of partners such as: AWS Edtech, EducAcción , Espacios Maestros, Vodafone, Ready Player Me, Aurinext, Mozilla Hub, Techmakers, CloudCanary, EpicKids... iEducando, Educo among others!

# 1. Executive Summary

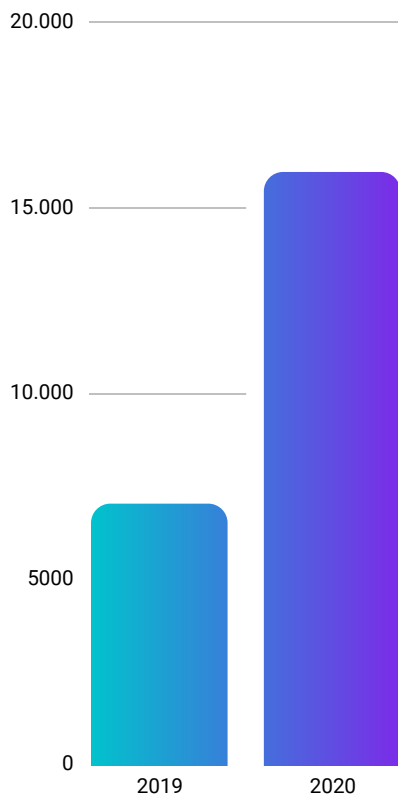
Educaverse is the first decentralized virtual educational platform where you can build an international virtual community focused on teaching and learning. Supported by true digital property rights on the Ethereum and Polygon network. We use blockchain technology so our users can offer their products and services, having their own space in the educational metaverse where they can establish their virtual Educational Institution.

Entities, teachers, and students will have specific tools and a virtual space to teach and monetize courses and immersive learning experiences, for this we offer our own marketplace based on Smart Contracts for trading with NFT items.

During the Covid-19 pandemic, the adoption of technologies that allow give and receive training in a delocalized manner has accelerated even more. **Every day more students choose distance over traditional education.** A recent Babson Research survey reported that **more than 30% of students in US education systems choose distance learning.** In this new educational context, there is a need to create solutions to overcome the limitations of distance learning and so that the teacher/student communication and vice versa is appropriate to the present.

Experience-based learning theories (\*5), which are widely accepted in the educational community, point to the importance of experimentation and interaction with the environment as key to the learning process. In this sense, several studies (\*1, \*2, \*3) agree that the possibilities offered by metaverses will make possible to overcome the online training limitations building a sustainable educational environment.

## MILLIONS OF EUROS INVESTMENT IN THE EDTECH SECTOR



The metaverse potential as a new educational environment (\*4) allows a greater degree of freedom to create and share, along with new experiences provision and high immersion through virtualization.

The educational sector and, more specifically, the EdTech sector are growing exponentially, as reflected in a study conducted by Holon IQ on global investment in the sector.

In 2020, EdTech sector investment reached 16.000 million dollars, while in 2019 it barely exceeded 7.000 million. **The digital presence of actors in the education sector is especially important in this new context** and will increasingly determine their scope and ability to offer products and services.

At the same time, **blockchain technology has evolved enough to create a unique environment for the digital economy, allowing the sale of products and services in a secure and immediate way, enabling digital property such as NFTs.** An example of a increasing adoption use case can be seen in the metaverses art galleries that deal in NFT digital art. Another case would be the purchase of land (lands) through NFT for the video games construction in a metaverse.

Educaverse is a metaverse designed and built for the education sector, with property rights and accessible from any device, including virtual reality devices, through web 3.0, with tools and content adapted to education, which will lead students to another understanding level of formative experiences, a more significant and experiential level. Similarly, it will allow educators and institutions to have new ways to promote, develop and monetize their services and products.



## 2. What is Educaverse?

**“We were born with the purpose of connect, enhance, and facilitate student learning in an Educational Metaverse of infinite possibilities”.**



### 2.1 Mission

**The main mission of Educaverse is to create the largest decentralized virtual and immersive ecosystem specifically for learning and training,** offering virtual spaces optimized for an educational context and interconnected, which will enhance the way in which educators and students relate, enabling more complete communication and improving the efficiency of the learning process.

Through a wide and diverse immersive educational content, we want to reduce the gap between the real world and the classroom, **giving students access to opportunities to “do” and experience that traditional classrooms do not have.**

Our virtual platform will provide shared use tools designed to facilitate and **enhance the work of educators and educational institutions, an integrated solution that ranges from administration and management to the development and monetization of their products and services,** allowing at the same time to attract more students making them protagonists of learning.

**New ways of promoting and monetizing educational products and services** will be possible through our platform, in which users will carry out economic exchanges in a simple, transparent and secure way. To do this, we will have our own token and marketplace, with our own economy powered by blockchain, taking user ownership as a fundamental pillar.

**Educaverse will be an ecosystem where a wide variety of actors from the educational community (teachers, institutions, consultants, suppliers, students from anywhere in the world...) and digital content creators (developers, 3d artists...) will converge, generating great opportunities**

## 2.2 Background

**Educaverse** is the achievement of a long technological validation process developed by its parent company Educa360 S.L. ([www.educa360.com](http://www.educa360.com)).



Since 2019, Educa360 began with the work of creating a 3D virtual classes ecosystem that would cover the needs of educational centers, trainers, and students. For this, methodologies were developed in collaboration with educational centers and trainers to give immersive classes, in a clear and detailed way, oriented towards the educator and the center. These methodologies, collected in didactic guides, together with dozens of 3D curricular contents in the form of virtual environments and assets, are one of the tangible platform differentiators, being in constant evolution.

**Educa360 has a differential value thanks to its carefully adapted virtual content**, it offers a **more immersive, realistic, and dynamic educational experience**. In addition, it is an accessible platform due to its **ease of use** and the power of the **multiplatform** that allows **access from any device**.

This solution is the evolution of the LMS (Learning Management System), where specific courses are created and the student completes them through forms, without teacher communication or between other students.

More than 16.000 students

More than 3.500 teachers

More than 150 Educational Centers

More than 800 3D Models

More than 1500 Virtual Rooms

More than 250 VR Implementation Kits and specific training to solve the entry barrier and be able to evaluate the technology.

More than 150 Online Webinars for educators to find and resolve all doubts about the platform. These webinars are offered online and free of charge, adding quality training and an extra guarantee for the educator and the center.





The promoters in collaboration with Educational Institutions have developed, in dozens of private, concerted and public educational centers, programs for the implementation of new technologies. Therefore, they have verified the feasibility and effectiveness of the technological solution used by Educa360, successfully concluding towards the next stage:

# EDUCAVERSE

The educational metaverse



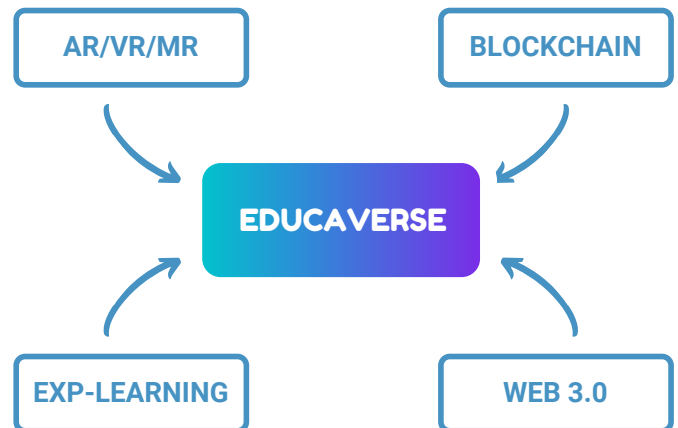
## 2.3 Introducción

Educaverse offers its users a unique environment for learning and training, making use of blockchain technology to create a decentralized digital economy and a market for the platform that allows the exchange of assets and complete ownership within the metaverse.

To guarantee the greatest possible accessibility and interoperability with other metaverses, Educaverse is based on web 3.0, being accessible from any type of device: computer, mobile, tablet or VR glasses. In addition, Educaverse is a member of The Metaverse Standards Forum, the forum where leading standards organizations and companies cooperate to foster interoperability standards for an open metaverse.



**Educaverse is made up of plots (LAND) that the users they can possess.** As owners, they can create and offer their educational products and services in an immersive way, being a medium that they can always count on to impart their training. On each plot, **they can create and build their own educational institution in the metaverse.** This property also allows educators to have more virtual spaces where they can **create virtual rooms/classrooms in which they can teach real time classes, without space restrictions, being able to communicate with their students and use immersive experiences, 3D objects, show/share files, videos, photos, etc.**



**At Educaverse we want knowledge to flow between the entire educational community. To do this, we provide the different users: management, creation, and communication tools, suitable for each type of use and need.**

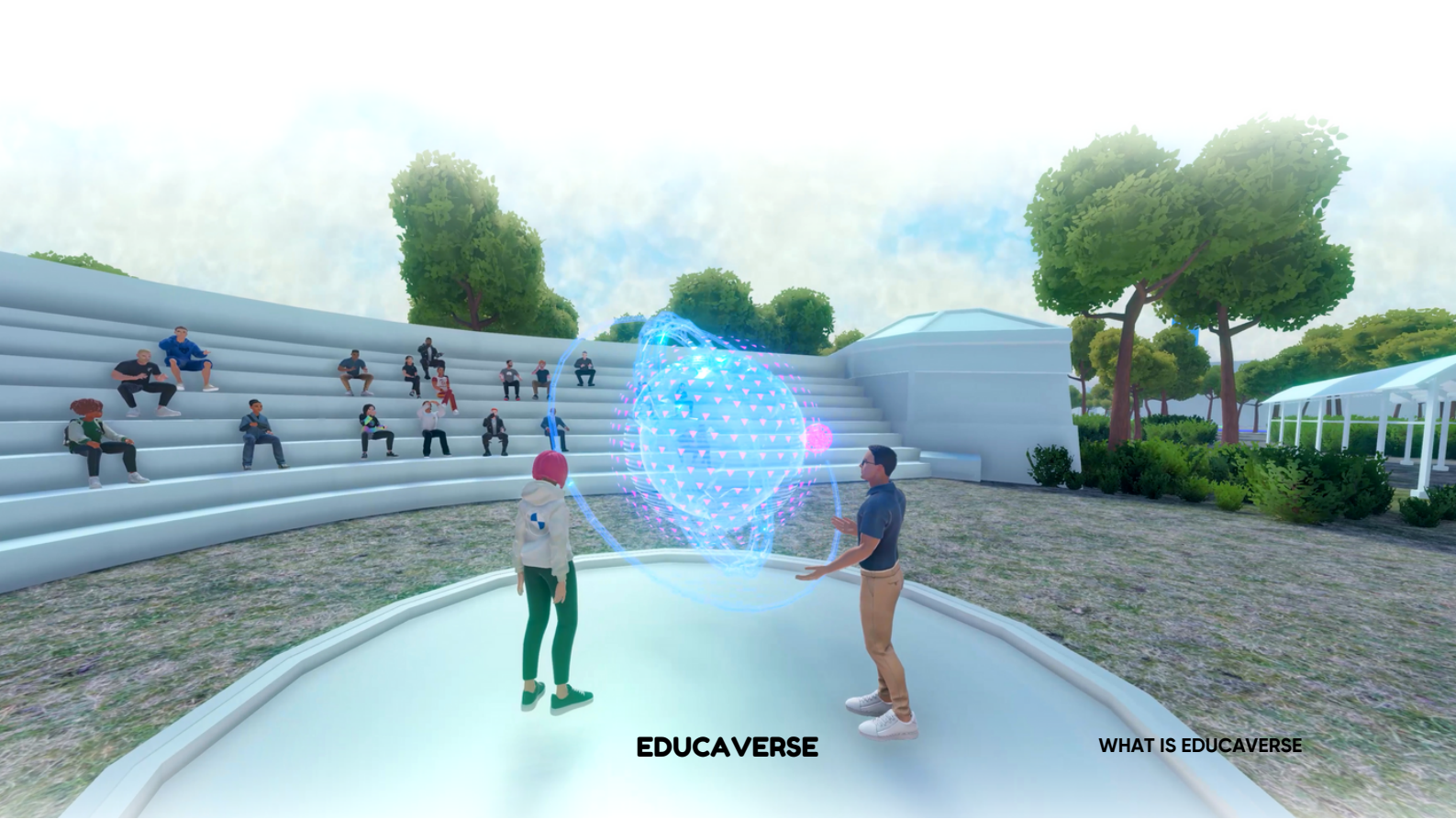
**The Educational Institutions in Educaverse will have a virtual teaching platform, from which they will be able to manage aspects such as: their academic offer, assigned educators, students, assets, etc. They will also have access to tools to create courses and educational experiences, with the possibility of accessing a wide catalog where they can acquire resources and educational experiences conducted by other endorsed users, being able to use them in their own courses.** In addition, for their products and services monetization, educational institutions will have their own marketplace where they can offer and sell courses, training programs, events, and other types of assets.

Both Educational Institutions, as well as educators and content creators, can capitalize on the economic interactions between their products and services with users. To do this, **AXON, the Educaverse usage token, allows the free trade of items for all its products and services** enabling the creation of new forms of them. It will have a system that allows global, instant, and profitable payments between two users.

**Educaverse users will be able to explore the virtual space to discover the wide educational offer available** (variety of knowledge areas, any educational stage, virtual, face-to-face, or blended). They will access a digital community that offers the opportunity for new forms of learning and that unifies a wide international educational offer in a metaverse, in a virtual place.

Educaverse **offers an opportunity for investors**, who will be able to acquire and manage different assets within it. Educaverse investors include numerous profiles, such as:

- Educational Institutions: Academies, Schools, Institutes and Universities
- Educators of any subject and from anywhere in the world
- Experiences Developers
- Event Organizers
- Providers of educational material
- Traditional Venture Capital
- Cryptocurrency investors



## Educaverse is a new educational virtual platform that offers:

Educaverse is a metaverse designed specifically for education, with its own economy and a decentralized market, which aims to connect all the actors in the educational community and facilitate the teaching-learning process around the world.

Access from any device (multi-device)

Learn experientially and perform social networking

Teach and train in any subject and educational stage

Buy, sell, and rent plots of the Educational Metaverse

Create, manage, and develop an Educational Institution in Educaverse, with its own virtual teaching platform

Design and create courses with immersive educational experiences, thanks to an interactive and dynamic system

Hold events, conferences, on any type of knowledge and training

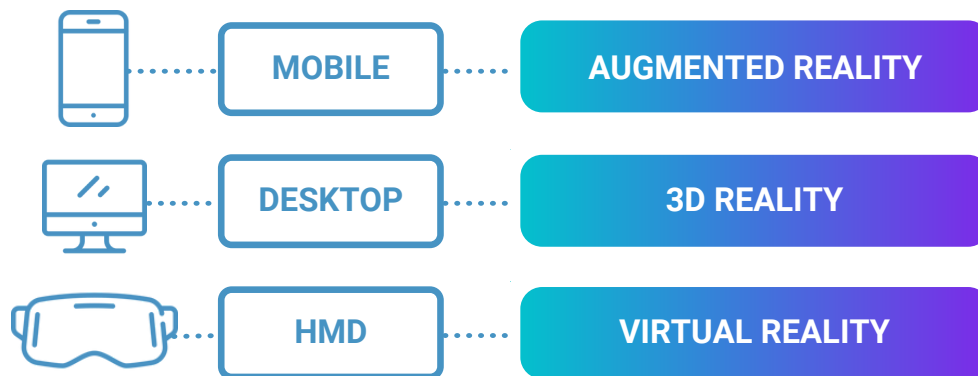
Teach new subjects and knowledge with advantages that would not be possible in other media

Capitalize on educational content developed by users within their own marketplace



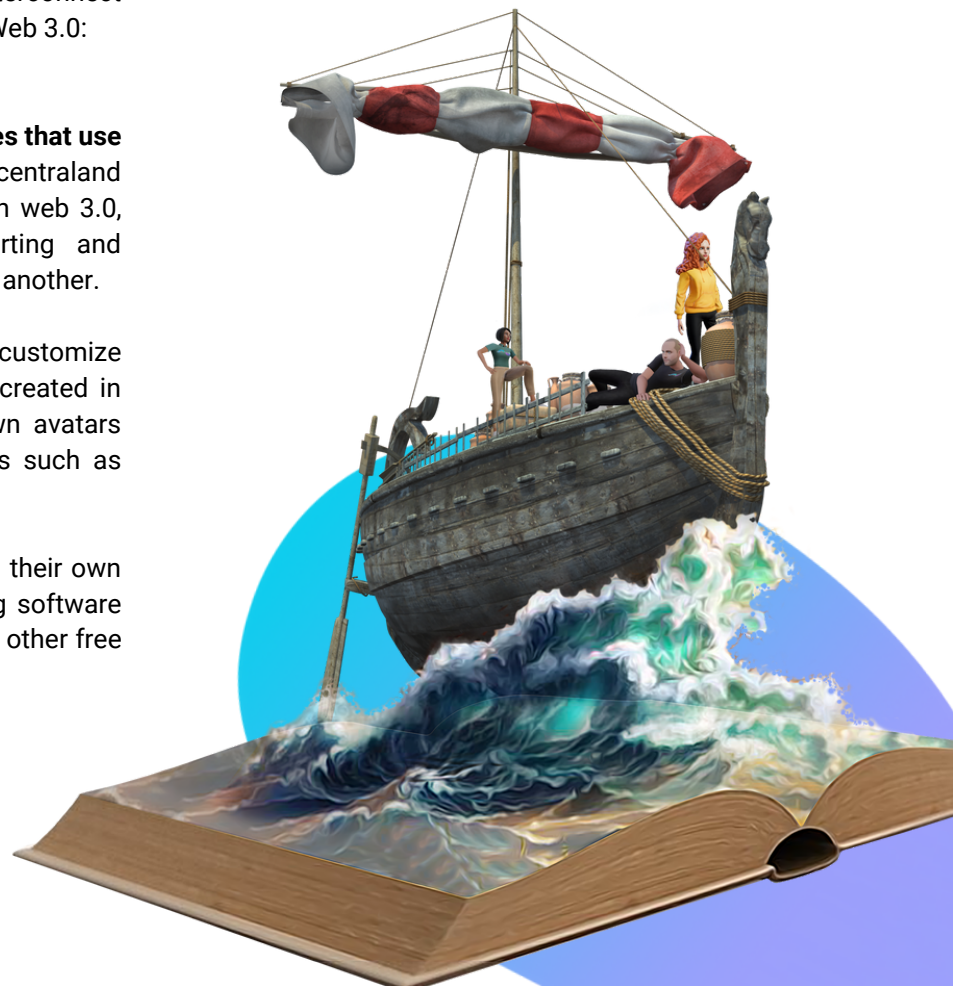
## 2.4 Accessibility

Educaverse is accessible from most web browsers thanks to the use of webXR technology.



We take advantage of this technology that promotes **interoperability between metaverses**, opening the possibility to interconnect developments that are integrated into Web 3.0:

- **Interoperability between metaverses that use Web 3.0 technology:** Such as Decentraland and other metaverses that work on web 3.0, offering the possibility of exporting and importing assets from one world to another.
- **Avatars integration:** Users can customize their own avatar with the plugins created in Educaverse, incorporating their own avatars and plugins from external partners such as Ready Player Me, for example.
- **Creative flexibility:** Users can bring their own 3D models created in 3D modeling software (like Blender or Maya) or even from other free repositories like Sketchfab.



## 2.5 Avatars

**Users can create and use an avatar to access Educaverse.** Educaverse avatars are customizable characters that will represent users in the virtual world. It will not be necessary to have a personalized avatar to visit Educaverse, since it will be possible to access as a guest with an automatic avatar by default.

**The users social experience** in Educaverse is through the avatar and it will be an aspect in constant process of improvement. **In the initial version, communication is allowed through:**

- Text, voice, and video chat
- Lip-sync
- Interactivity and use of objects
- 3D emoticons
- Position, orientation, and representation of hands in virtual reality

By **logging into Educaverse with the Educaverse Wallet/Passport**, the user will be able to create their own personalized avatar among many customizable combinations. Once the user **creates their avatar and claims their unique name**, it will be applied to their Educaverse passport.

The avatars can be customized in multiple ways, for this, **NFT items will be created and can be bought and sold by users in the Educaverse marketplace or platforms such as Opensea.**

These items can also be obtained through educational institutions, in the marketplace of the same or as a **reward for a registration, overcoming an activity, contests, etc.**

**The possibilities to customize the avatars will be very wide:** From outfits following the latest trends, clothing customized by educational institutions (such as a Harvard or MIT sweatshirt), to themed costumes, such as period clothing or a space suit for a class on the Solar system. **Some clothes will be extremely limited and unique!**

### Choose an avatar

you can customize it later

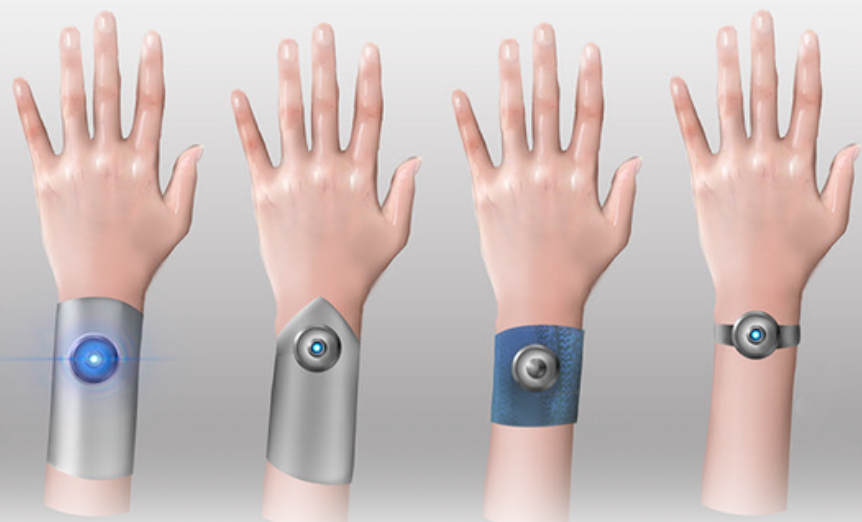
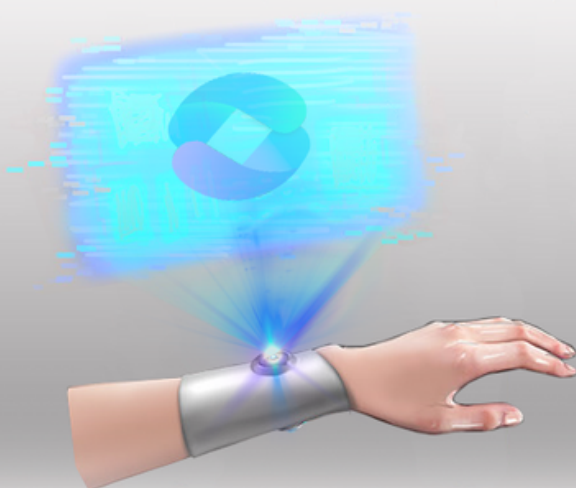


## 2.6 Bracelet HUB

All Educaverse users will have a wrist device called a HUB bracelet.

The HUB bracelet is a **holographic interface device that will allow you to consult all kinds of information**, such as your profile, inventory, event calendar, available courses, news, among others. It will also help to access the map and teleport to its various locations in an agile and efficient way.

In the case of users who have enrolled in a course and are students, **they will be able to access their teaching platform directly from this device**, having at their disposal all the course information, from annotations, notes, documents, to access to the different classrooms and communication with their classmates and teachers. For their part, users registered as educators will be able to access their area from the hub bracelet, within the virtual teaching platform of the Educational Institution in which they are assigned, **with direct access to their courses and materials**.

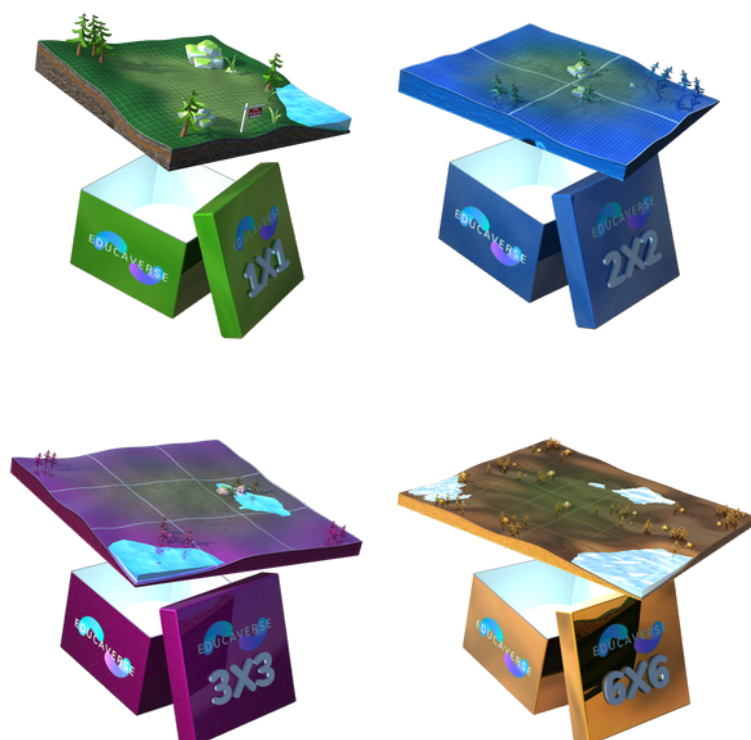


## 2.7 Lands

**LANDS are non-fungible digital assets (NFT), backed by smart contracts on the Ethereum network** (using the ERC-721 Standard). These lands represent physical plots within Educaverse. They allow users to own a portion of the educational metaverse and thus be able to host their Educational Institution, along with a diversity of content and activities (assets, courses, learning experiences, events, exhibitions and more).

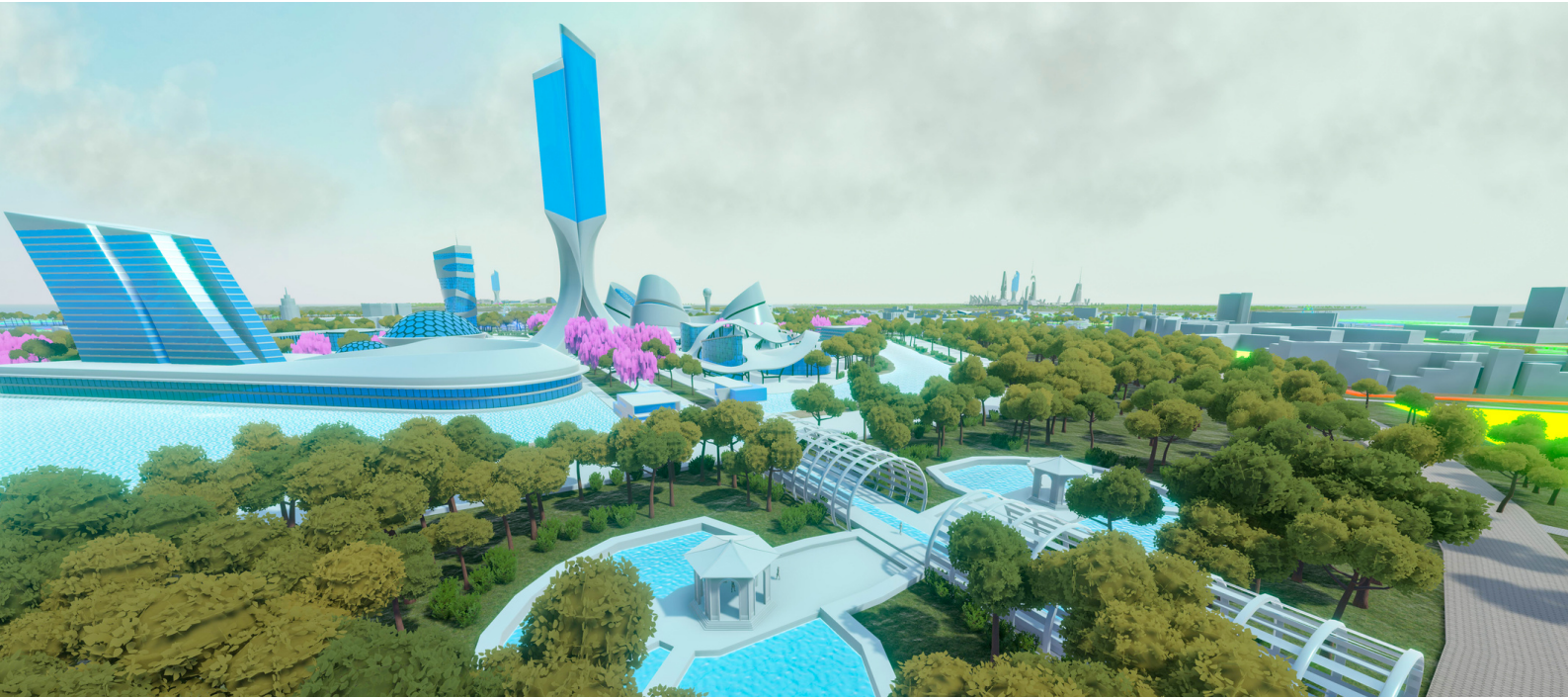
**LANDS allow you to have a physical space in Educaverse where educational experiences will be created and monetized.** Each unitarily LAND corresponds to a physical space of 32m x 32m (1.024 square meters).

**Educaverse will be made up of a total of 99.856 LANDS**, defined by x,y coordinates. There are plots larger than others, consisting of the grouping of more than 1 unitary LAND. The four types of LANDS are listed in the following table:



Type	Lands	Surface
LAND 1X1	1 LAND	1.024 m2
LAND 2X2	4 LAND	4.096 m2
LAND 3X3	9 LAND	9.216 m2
LAND 6X6	36 LAND	36.864 m2



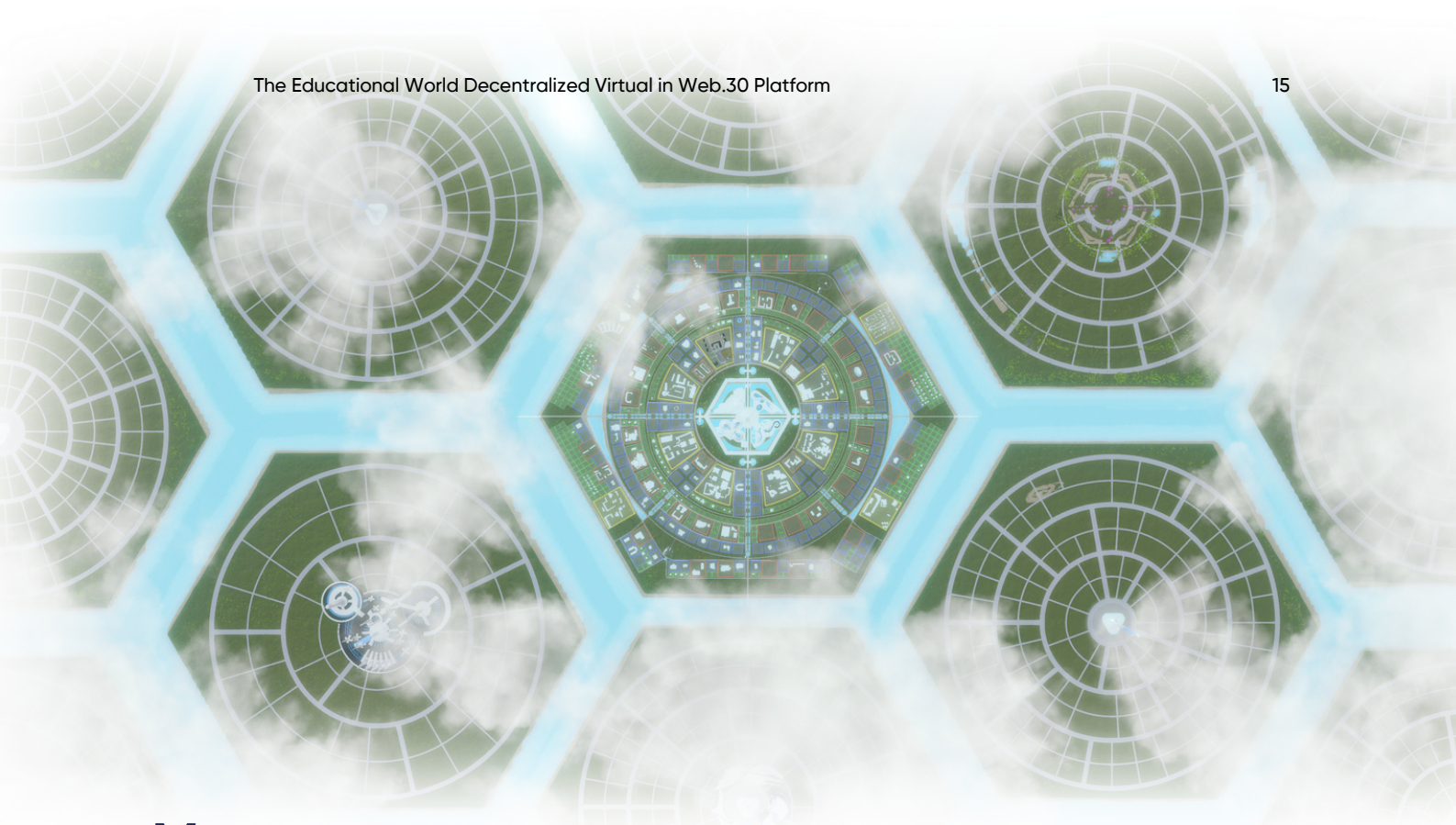


This LANDS distribution, as a **finite number of NFT properties**, is part of an approach focused on what we consider most important, to enhance the teaching and learning process. For this reason, each LAND owner not only has this physical space in Educaverse, but will also have its own **virtual teaching platform**, where it will create educational experiences and **virtual rooms/classrooms in which educators and students interact without space restrictions**.

There are four types of LANDS in Educaverse, differentiated by their size, which adapt their surface and content capacity to cover the unique needs of educational institutions.

**The largest LAND is called CAMPUS**, taking inspiration from the design and representation of the large Educational Institutions that we find in the physical world. In this way, each CAMPUS will **offer the possibility of housing** the different spaces of a large-scale educational institution such as: **teamwork spaces, experimentation rooms, meeting and socialization points between students, exhibition spaces and organization of large internal events, library, student residences, etc.**





## Map

The territorial organization in Educaverse is **inspired by the concept of serendipity** between the different users. The serendipity concept is based on an unexpected or accidental discovery. For this reason, the Educaverse map is distributed in **concentric circular areas, with the main public services of Educaverse located in its center** and other dedicated areas scattered throughout the different areas of the map, which function as public areas for users.

**Educaverse has a variety of services and public areas created to increase its value proposition.** These public areas will be used for a wide range of activities related to education: diverse types of **events (conferences, fairs, exhibitions...), networking and socialization areas, areas for the promotion of Educaverse's own or external educational products and services.**



## 2.8 DAO

**LAND owners will be able to participate in the governance and decision-making of Educaverse, through a DAO structure.** Each owner will exercise their right to vote or delegate it to another user, with whom they can be part of decisions, such as: development prioritization of platform functionalities, choice of activities in public areas, priorities for achieving roadmap milestones, among others.

DAO participation will be defined by LANDS possession. Users who own these plots will be able to propose: new features, request changes, make corrections and vote for or against other decisions involving the project.

The proposals presented by the Educaverse team and those proposed by users with participation in the DAO, will be submitted to a voting system for approval.

The voting power will be calculated based on the LANDS unit number that the user has and that will be registered at the time each proposal put to the vote becomes effective. The minimum value required is  $>0$ , and its value will weight the weight of your vote once it is done.

Each proposal will be sent to the proposals catalog where the community can show their interest and/or their position on the matter.



## 2.9 Teaching Platform

Our objective is to offer an integrating solution, so that each LAND owner and Educational Institution will have their own Educaverse teaching platform, which will facilitate the management, development and distribution of their courses, with which they will be able to:



- **Create educational experiences and virtual rooms/classrooms**, without space restrictions.
- **Create courses**, training programs and didactic guides.
- **Gestionar su Institución Educativa Virtual**
- **Offer** students a wide number and variety of **educational experiences**, training materials and own articles.

The teaching virtual platform is structured in three zones:

1. User Area

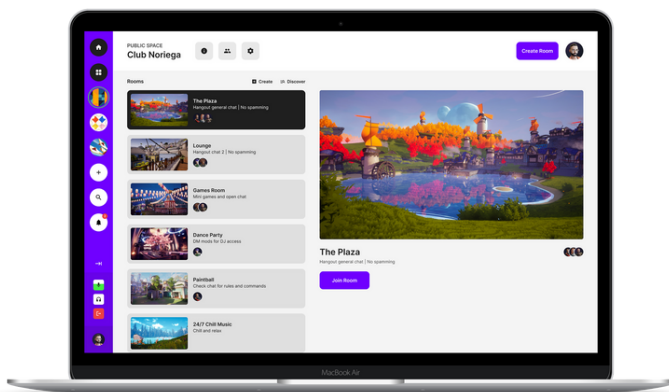
2. Administration Area

3. Content Area

## 1. 1. User Area

It is the area within the virtual Institution where educators and students interact, being able to find the institution contents and activities. Communication services are in this area.

Students will have a dashboard where they will find all the information regarding their courses.



In this area, students will have access to virtual classrooms/rooms, educational experiences, repository of teaching material, notes, contact with other students and teachers, calendar, and events of the educational institution, etc. In addition, from this area students belonging to a Campus will access their ROOM in the residence.

The residences are spaces in Eduaverse with restricted access, belonging to the Educational Institution housed in a CAMPUS-type LAND.

The residences consist of ROOMS, which can be assigned to the students, and these are exclusively accessible by means of an access code, which the Educational Institutions grant to their students.

Students with ROOM can use it as their private physical space in Eduaverse, establishing it as their starting point in Eduaverse. The student who owns a ROOM will be able to customize it with different elements and will have other functionalities, such as creating a private meeting with their classmates inside of it.

In the user area, each educator of the Educational Institution will have a dashboard that will allow them to conduct their activity. On it they can manage the several aspects related to the course, such as virtual rooms/classrooms, content, or educational experiences; made available by the Educational Institution.

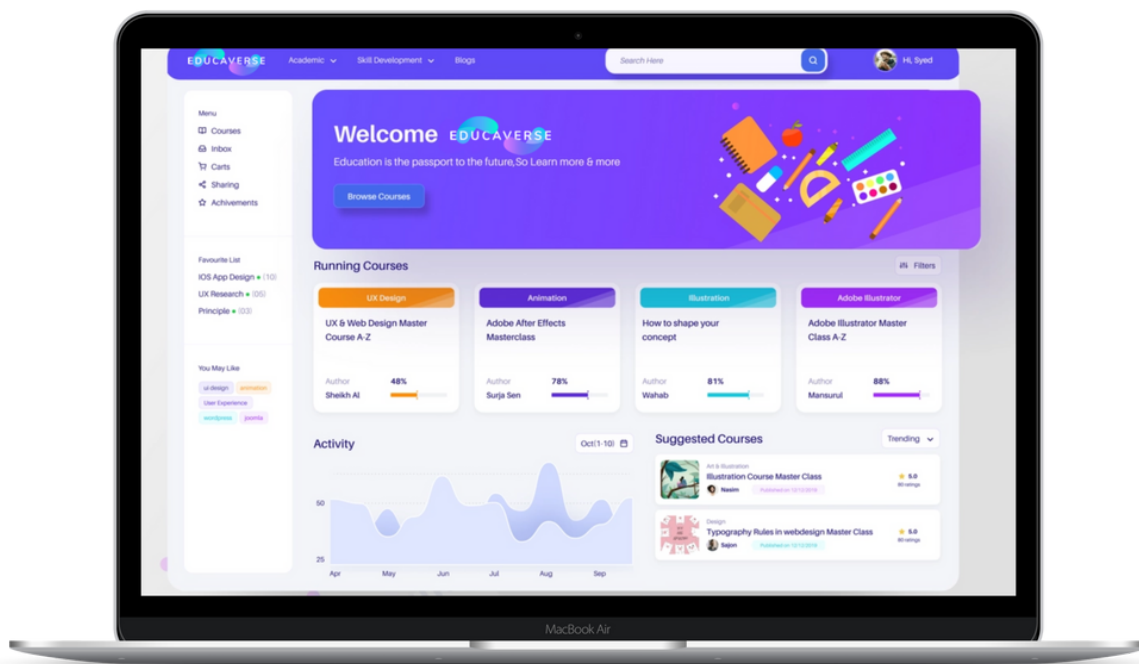
From this area, the educator will communicate with his students, allowing them access to the different contents of the course and to an agile and effective communication channel throughout the learning process.

## 2. Administration Area

In this space, the distinct aspects of the operation and configuration of the virtual Educational Institution are managed. Only the LAND owners or the users designated by them, have access.

In this area, administrators will have management tools such as CMS. Different profiles such as educators, content creators, students, visitors, etc. may register in the educational institution. Everything from a customizable and easy-to-use Dashboard, with which permissions can be granted to the different users for access to the various parts of the virtual teaching platform, assets, content, ROOM for students in the residence of the institution, etc.

From this panel it will also be possible to manage all the training offered by the Institution, such as: the number and type of courses, their content and immersive educational experiences, training guides, several types of events, among other aspects.



Each institution will have up to 3 free virtual rooms/classrooms operating at the same time for each LAND unit occupied by the Educational Institution, without space restrictions for each one.

To have more operational virtual rooms/classrooms for the teaching activity, they can subscribe to different premium plans which will allow the number of virtual rooms/classrooms to be expanded without limitations. The number of these virtual classrooms/rooms available at the same time will be defined by the type of LAND:

In this area, the marketplace administration can be conducted and the Educational Institution can monetize its products and services, such as: courses and registration management, assets, content, events, etc. For this, it will have tools for the creation and publication of its assets in the marketplace, in the form of items with a price based on a stable currency, such as course registrations, through the use of the oracle marketplace functionality, or being able to create, mint, and trade your own NFT items on the Polygon network, such as avatar items or in-house merchandise.

LAND Type	LAND Units	Free simultaneous virtual classrooms/rooms
LAND 1X1	1	3
LAND 2X2	4	12
LAND 3X3	9	27
LAND 6X6 CAMPUS	36	108



### 3. Content Area

In this area, the virtual Institution will have content creation tools, didactic guides, and a wide library of shared resources to be able to use them. Only users designated by the Educational Institution as teachers or content creators have access to it.

## EDUCAMAKER

Educational centers and teachers will have the EducaMaker tool, which they can use to create and distribute their courses. With Educamaker users will be able to:

- Create their own content, 3D rooms/classrooms and educational experiences without specific knowledge.
- Create complete experiential courses with access to the tool's own content that includes 3D models and environments, 360° videos, files, documents, images, videos, audio...

- Create experiences that would be automatically available on the web without the need for downloads, and that are compatible with most devices and VR.

Educamaker runs on the web, without the need for downloads. Its use is accessible and intuitive and allows the creation of 3D rooms/classrooms in an agile, comfortable, and simple way, having resources and content within the tool itself such as: images, videos and educational 3D models.

The projects conducted in Educamaker will be saved in the repository of the Institution. Educators will be able to use all the content to create educational experiences and 3D rooms/classrooms for their students.

Users with access to Educamaker will have a **resources library** at their disposal, where they will find a wide catalog of 3D educational resources optimized for use in the development of their own experiences or courses.





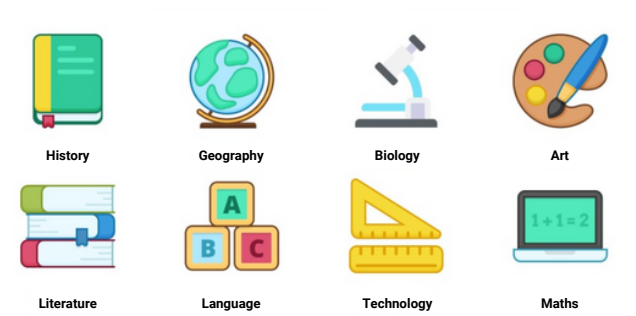
### 3. Content Area

#### Content Library

A wide repository in constant expansion, made up of immersive educational experiences, didactic guides, 3D models, themed rooms, classrooms, etc. Being elaborated and validated by Educaverse for its use in the different educational cycle stages.

Users will be able to share in this library the content developed by themselves, apart from being able to be listed in the marketplace and be sold to other users.

The available resources will be indexed and distributed to all Educaverse users. Each content can be distributed with a didactic guide. This guide provides detailed information on the educational content that it offers or promotes.



#### History contents

Selecciona el aula que deseas crear y recórrala... Enseña, aprende, construye. Y sobre todo, ¡diviértete!

<p>Contenido de Historia</p> <p><b>Senado Romano</b></p> <p>Experiencia inmersiva de la Oratoria en Grecia y Roma. La Oratoria es el arte de hablar bien en público según una serie de reglas, con la finalidad de convencer a un auditorio. En la antigua Grecia fue desarrollada por la democracia ateniense. Se aprendía a rebatir argumentaciones y a ganarse al auditorio.</p> <p>entrar en aula →</p> <p>guía didáctica</p>	<p>Contenido de Historia</p> <p><b>La Imprenta</b></p> <p>En 1450 el orfobre alemán Johannes Gutenberg perfeccionó un nuevo proceso de impresión. Durante años leer había sido un privilegio de nobles, escribas y sacerdotes, pero a medida que los libros fueron más asequibles para todas las partes de la sociedad, empezó a surgir una nueva clase educada.</p> <p>entrar en aula →</p> <p>guía didáctica</p>	<p>Contenido de Historia</p> <p><b>El primer Vuelo</b></p> <p>Los hermanos Wright, Wilbur y Orville, fueron dos aviaadores, ingenieros, inventores y pioneros de la aviación, generalmente nombrados en conjunto, y reconocidos mundialmente como los que inventaron, construyeron y volaron el primer aeroplano del mundo de forma exitosa.</p> <p>entrar en aula →</p> <p>guía didáctica</p>
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### Didactic guides creation

The didactic guides are aimed to facilitate teaching practice when teaching a virtual class. They organize aspects such as objectives, activities, content, and methodology, adapted to the student's curricular program.

Tools will be offered for the creation of pre-designed didactic guides on the platform, automatically, allowing greater ease of use and guarantees for educators. In the same way, a configuration panel for didactic guides is available, so that educators and Educational Institutions can create their own personalized guides. This makes it possible for those courses or classes designed by an Educational Institution to be replicated in other Institutions following the didactic guide, creating a reference for the content use, learning standards, and defining the teaching-learning methodology for each resource.





## 2.10 AXON Token Educaverse

AXON is the token for buying and selling within the Educational Metaverse. Just as axons enable the information transmission in the brain, allowing new learning, AXON enables the economy in Educaverse, allowing economic transactions between users.

AXON is the native currency of Educaverse. It is an ERC-20 token on the Ethereum network. From the Educaverse marketplace, it will be possible to acquire LAND using AXON, and for the rest of the items, aimed at a greater volume of transactions, a complete layer 2 solution for payments and transactions will be implemented, based on compatibility with the Polygon network.

This choice is based on achieving the best conditions for the use token, since it gives us a high speed of exchange and low commissions on transfers. To do this, AXON will be able to move between the Ethereum and Polygon networks, through the Polygon Bridge, to adapt in the most optimal way and at the same time add greater value to each use case.





AXON has been designed to facilitate and enhance the Educaverse use, streamlining the platform economy and allowing its constant improvement, offering a series of uses and advantages to its owners that will provide it with greater value. Among its functionalities, the following stand out:

- LANDS Acquisition from the platform.
- LAND Rental.
- Avatar customization.
- Rental of spaces for events.
- Fees Payment.
- Items acquisition for special teaching.
- Acquisition of advertising space.
- Acquisition of any item defined in the marketplace.
- Rewards for users.

## Use cases

Educaverse has considered how the expected high scalability would affect the use of the AXON token by different users. For this reason, in the payments of certain items with AXON within the platform's marketplace, we will apply the oracle function with the purpose of maintaining a financial balance so that the economy of the metaverse is sustainable in the long term.

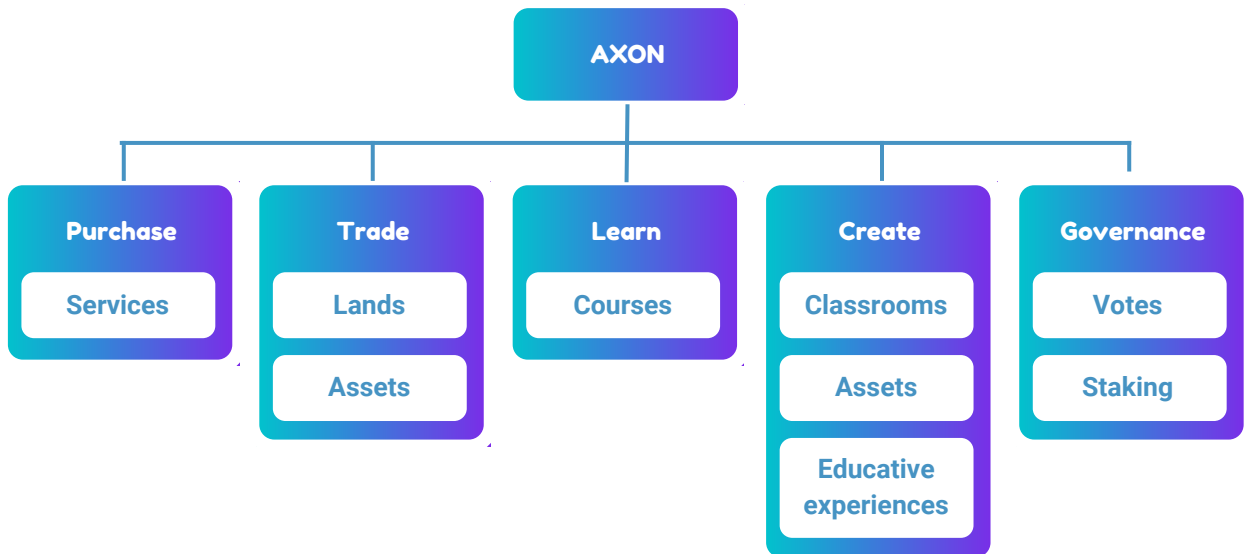
### Staking Learn to Earn

From Educaverse we offer a service dedicated to AXON users to stake. The profitability with AXON staking depends on the method of choice:

- Standard Stake: Between 2% and up to 7% APY for staking AXON in the standard mode.
- Learn to Earn: Between 7% and up to 15% APY for staking AXON in the Learn to Earn modality.

\*Annual Percentage Yield: Represents the actual financial gain as a percentage per year, which is what a user will receive by locking up their funds.





### Learn to Earn

With a view to enhancing the students motivation to pass the courses in which they are enrolled, we enable a Learn to Earn staking model, in which the student can obtain the benefit of staking the amount of their enrollment.

Each Educational Institution will be able to choose if it admits this modality as a payment method for its enrollment. If this modality is accepted, the center will not be able to withdraw the enrollment amount from the student's payment but will transfer the entire amount to a stake deposit that will last until the end of the course, generating an APY. This benefit will remain blocked until the end of the course by the student and its amount will vary depending on the student's performance.



For example: an Institution that accepts this modality with a course where a student enrolls. When the student pays the total registration cost, receives this same amount as a stake deposit with an APY, which accumulates benefits until the student completes the course. If the student passes the course within the specified time and the conditions agreed with the educational institution, this benefit will be unlocked as a reward: the student will earn the generated APY, assuming a reduction between 7% and 15% in the total paid enrollment price. This allows the student to be rewarded at AXON if they have the adequate performance indicated by the Educational Institution.

## 2.11 Marketplace

The marketplace will be web-based and will use smart contracts for item transactions. Users will be able to publish, auction and sell their items as NFT assets (Non-Fungible Token) allowing them to generate tangible value to the content they generate, through the AXON token.

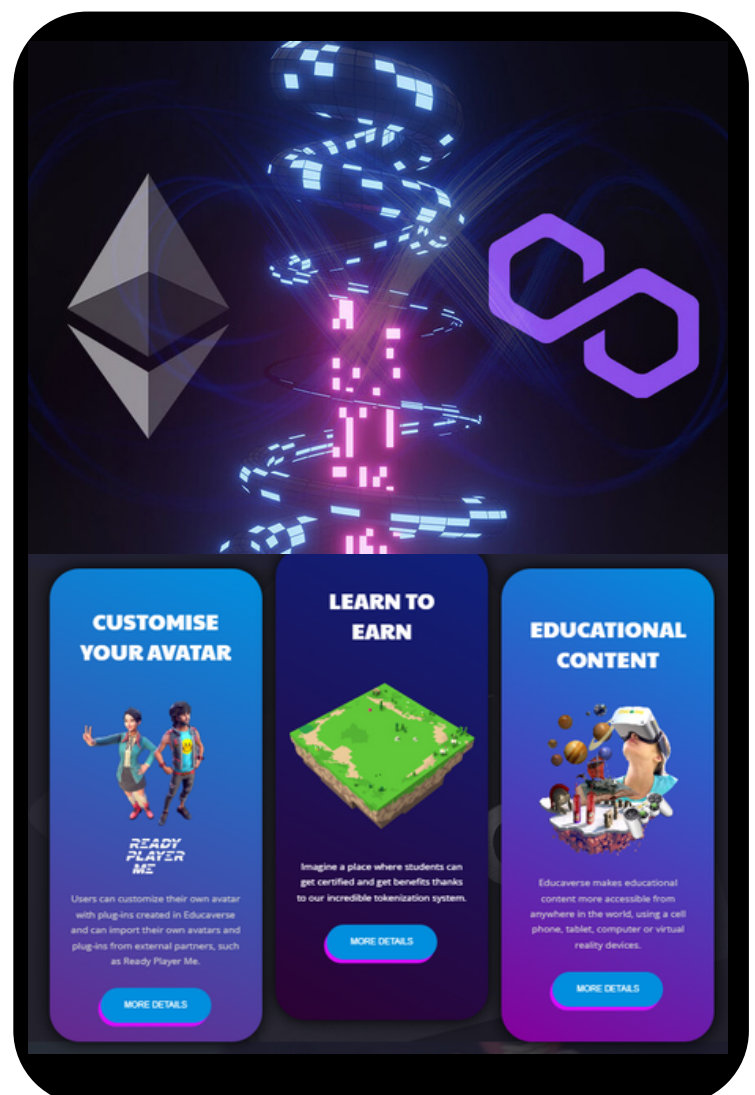
"AXON" will be the token used for buying and selling within Educaverse. In the marketplace we will implement the oracle function for some types of items, such as license plates, services, and essential assets, to maintain accessibility to these resources. The idea is to establish a link between the economy of the metaverse and a value currency whose reference is as stable as possible, which in our case is the dollar, so that, even if the AXON token greatly increased in value, the price of the license plates and some essential assets would be the same since it would be defined by said stable currency.

The marketplace will have two sections depending on the characteristics of the NFT items offered, being:

- **Lands:** will be created in the Ethereum network through a token, ERC-721. This network provides the asset with an extra confidence guarantee as an investment in the market.
- **Articles, experiences, and courses:** They will use the Polygon network, with the ERC-1155 standard. This network allows fast and low-cost transactions.

Apart from educational content, the marketplace may offer decorative or personalization items for avatars and items from educational institutions that identify their centers and students.

The Marketplace will be linked to the EducaMaker content creator so that the creator's community can upload their own creations and make them available to the community in a simple and direct way. Each creator will be able to create their space within the marketplace where they can monetize their products and services.



## 2.12 Benefits

Educaverse offers benefits to the educational community in a variety of areas, according to its users, the main benefits are:

### Students

- **Power and improve the learning experience:**

Different learning theories, which are widely accepted in the current educational community, such as the one described by Kolb (5\*), define learning as a process by which knowledge is created through experience and interaction with the environment.

In this sense, Educaverse offers an environment in which learning can be much more experiential and immersive than in a conventional classroom, allowing students to be in any place or date, and offering tools for interaction with the environment. This reinforces the memory of the contents with a sense of space, and at the same time enhances learning, by being able to experiment, explore and conduct simulations in real time together with other users, with the possibility of sharing online resources such as 3D models, videos, audios, texts, or images. In addition, it allows simulating recent problems in new contexts, thus expanding the learning capacity to latest content.

Through the methodologies proposed by Educaverse, which include classes taught in an immersive and interactive way, working memory is enhanced, including previous knowledge on which to base new ones.

In the same way, it is easier for the student to maintain the focus in the class, since through the immersive hardware use, external distractions are reduced or eliminated, being the possible distractions within Educaverse, always controlled by the educators themselves.

Thanks to its immersive capacity and its gamification, in addition to bringing educational content closer to students from anywhere in the world, a virtual international educational community is created where students have fun and learn together, generating more relevant and emotional experiences.

- **More accessible education:**

Educaverse makes educational content more accessible, because from anywhere in the world, using a mobile phone, tablet, computer or from a virtual reality HMD, students will be able to access the content offered and be part of the virtual educational community that, in this medium, is generated and connecting all the community actors around the world.

- **Improvement in the control of the academic record and credentials:**

The blockchain technology use gives students ownership of their personal records, allowing them to control their academic identity. This makes evaluating the accuracy of credentials on their resumes much easier for graduate job seekers, for example, and gives them more control over what an employer can access.

## Educational institutions

- **Improves and enables new business models:**

Educaverse offers numerous benefits to Educational Institutions, enabling the promotion, capitalization, development and replication of their products and services.

The platform presents course management and virtual educational content development tools, facilitating the creation of new courses or expansion of existing ones. Similarly, it allows curricular content developed by an Institution to be replicated at no added cost. In Educaverse, these products productivity and profits find a new means of expansion by combining it with the advantages of a social and immersive environment. For example, if an Educational Institution holds a conference with an avatar, this same conference can be reproduced with different avatars and in different situations and can even be offered within the Educaverse marketplace as an NFT article, expanding the possibilities of monetizing resources.

- **Relocation, internationalization, and growth:**

Educaverse allows you to expand the possibilities of attracting an audience, expanding internationally. Giving the opportunity to offer specific educational content for this new training model, also encouraging the employment of developers and creatives to build new teaching environments. Many educators may be self-employed, developing and providing personalized learning experiences for a variety of clients.

- **Cost reduction and security:**

The use of blockchain to issue certifications and diplomas streamlines the verification process for Educational Institutions, saving resources. Due to its prominent level of data security and traceability, blockchain-issued diplomas also make it much easier for the educational institution to verify a student's academic record.

In short, these and other benefits are what Educaverse users will find:

- Encourage active learning instead of passive. Learning becomes a process of active construction of knowledge and interaction through experience.
- It promotes creativity and curiosity, motivating learning through playful activities such as interactive lessons and experiential experiments, thus also continuously maintaining the students' attention.
- The experiences in Educaverse endure in the memory and make you feel that "I was there".
- Enable interaction and experimentation in real time between various educational institutions located in different geographical locations.
- Greater users' integration with physical or mobility disabilities, and from anywhere in the world by having a virtual presence through their avatar.
- It enables innovation in creative ideas according to this new medium, obtaining a user's rapid response to the proposed content with a lower cost in resources than in the physical world.
- It expands the monetization possibilities of the educational resources developed by an institution.



# 3. Market

## Edtech Market

The size of the Edtech market exceeded USD 200 billion in 2019 and is expected to grow more than 8% annually between 2020 and 2026, according to the E-Learning Market Trends 2020-2026 - Global Research Report - Industry Coverage.

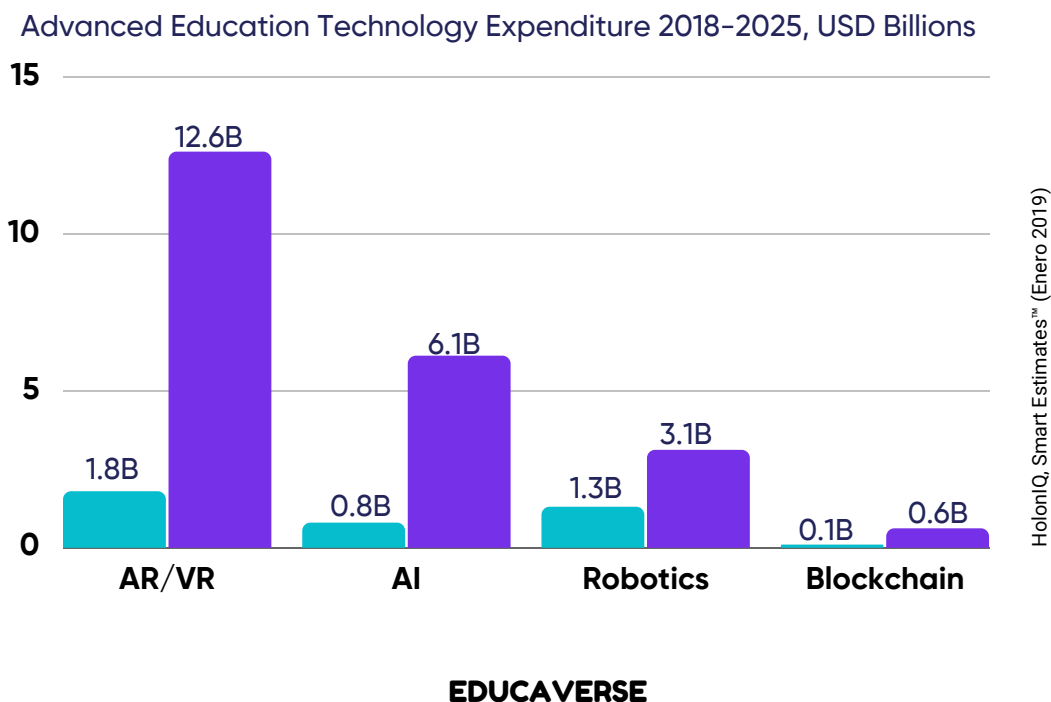
In 2019, Europe accounted for 35% of the market and will witness steady growth until 2026 due to the developed telecommunications infrastructure coupled with the latest technologies adoption in the business and education sectors.

In Edtech environments, Holon IQ studies are especially dependable. In their latest sector analysis, they state that Venture Capital investment in EdTech is going to triple in the next decade, since more than 87.000 million dollars of Global EdTech financing are foreseen until 2030, almost triple that, in the previous decade, even though it already had an extremely high investment.



Advanced technology will be integrated into delivery and learning processes: Applications of advanced technology in education and learning will begin to bear fruit by 2025, when AR/VR and artificial intelligence are increasingly integrated into processes basics of teaching and learning.

In the following graph we can see the investment increase in the last decade:





## Education sector

Validation with Educa360 conducted between 2019 and 2021 yielded valuable information on the perceived value and acquisition times of virtual solutions in the education sector.

In the first expansion phase, our strategy was to attract educational consultants for large accounts, which are accessed through public tender, always being aware of the pre-sale and support formula on our side for our associated distributors.

The product integration with our sales channels indicated an initial target of educators who are instructing students between 12 and 21 years of age, of any type of training and specialty. Also, students and professors at the general non-university system and students and professors of the general university system.

Apart from the consultants as the main client, we estimate that the academies of any non-regulated field and private teachers will be potential clients within the sales Educa360 business model funnel.

During the Lean process, the final client segmentation and characterization was worked on (between the channel of consultants and the funnel) validating in different Spanish educational centers of Elementary, Middle ESO, High School and Vocational Training Centers.

From the first 45 centers acquired through our channel agreements with large consultants, actions generated thanks to our conversion funnels and media actions, we conclude:

- **70%** of the centers acquired some Educa360 product.
- **40%** of the centers have acquired VR Implantation Kits.
- Of the **30%** of centers that have not purchased Educa360 services, **20%** have proposed studying it for the following school year.

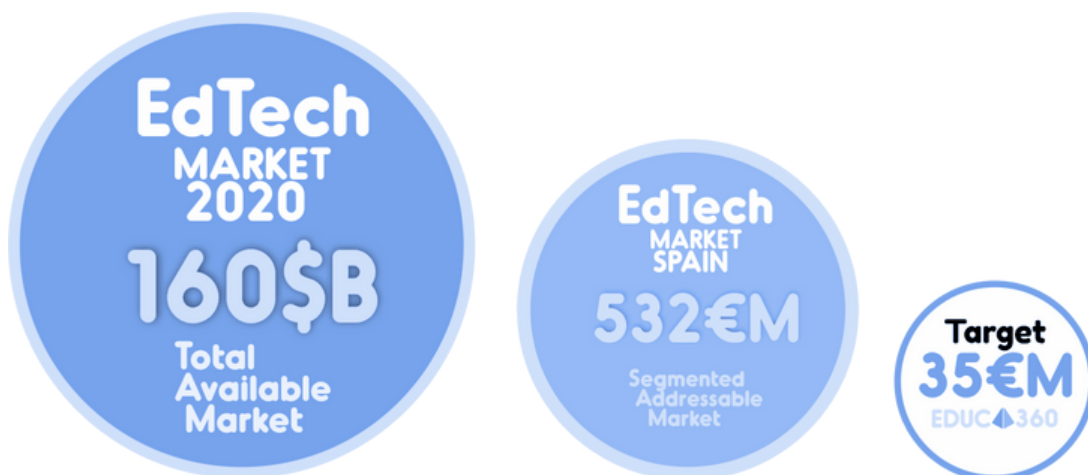
In the validating process the client studied profile, we managed to gain traction, and significant data has been obtained that supports the degree of acceptance of 3D virtual tools or solutions together with VR devices for the educational sector.

In addition to the target customer, we identify the actors involved in our purchase, service, and recommendation decision process. Among them we have detected a fantastic opportunity in expanding the technological means of public entities and their innovative device acquisition system.

To expand knowledge, we studied data from the OECD that correspond to the 36 richest countries in the world, in 2020 they are: Germany, Australia, Austria, Belgium, Canada, Czech Republic, Chile, Republic of Korea, Denmark, Slovak Republic, Slovenia, Spain United States, Estonia, Finland, France, Greece, Holland, Hungary, Ireland, Iceland, Israel, Italy, Japan, Latvia, Lithuania, Luxembourg, Mexico, Norway, New Zealand, Poland, Portugal, United Kingdom, Sweden, Switzerland and Turkey.

After this analysis, the conclusion was that 88% of the population in the 23 European Union countries between the ages of 15 and 19 are in school. And that 56,7% of the population in the 23 European Union countries between 18 and 24 years old are students. 40,5% of the OECD population have a higher education degree. The use of private and extracurricular classes throughout the world grows every year, with percentages reaching 80% of students in some countries. In Europe, the largest is Greece with 74%.

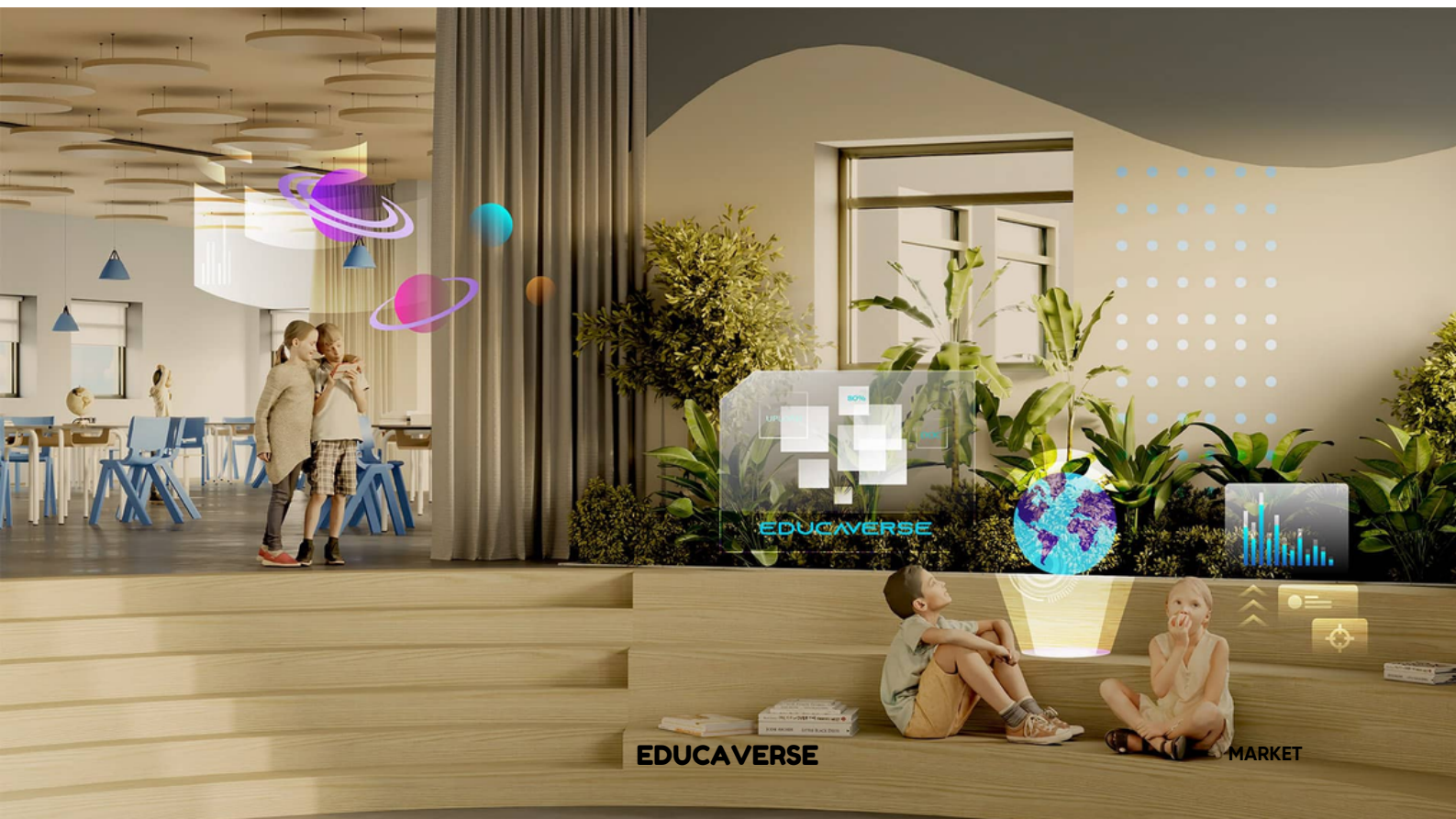
Within the identified market, we indicate our potential users' profiles. On the one hand, they would be the educational end users with an educator registration, the educational centers that acquire facilities within Educaverse and acquire Lands. On the other hand, the training products distributors, also known as educational consultants.



## Metaverse/VR Sector

Virtual Reality (VR) TAM is expected to grow from \$17.25 billion in 2021 to reach \$184.66 billion in 2026, with a CAGR of 48,7% over the forecast period 2021-2026. The recent global pandemic has accelerated the gaming market growth, as well as the metaverse and virtual reality market. The closure of Educational Institutions, offices and commercial areas has given rise to a growing wave of reactive uses of virtual tools.

Using these tools and virtual home entertainment was the only option for many people. Surveys indicate that the time that video gamers in the United States spend playing increased by 45% during the quarantine. Globe Newswire predicts that "the augmented reality (AR) and virtual reality (VR) market size will increase by USD 162.71 billion from 2020 to 2025 at a 46% CAGR according to the latest Technavio market report" (6 \*).



## 3.1 Competition and positioning

Our market is made up of our customers, and our competition. We have identified products/services that, although they do not directly compete with our business model, based on an Educational Metaverse, do offer similar characteristics in some sections:

- **Decentraland:** Decentraland (MANA) is a blockchain and metaverse platform, which allows you to acquire virtual land and participate in a unique virtual community, which seeks to create a unique virtual experience. An Initial Coin Offering (ICO) was held, raising initial funding of 86.206 ethers (about \$26 million USD at the time) in exchange for MANA tokens, Decentraland's main token. In the beginning, LANDs were priced at 1.000 MANA, since the development team sold them itself. Now, instead, they have prices ranging from 11.750 MANA to several million. In fact, the most expensive parcel in Decentraland was sold in March 2018 at 2 million MANA, more than \$175.000 USD. Current mana price \$2.62.
- **Co-Space:** Adaptable to any age or subject, CoSpaces Edu allows children to build their own 3D creations, animate them with code and explore them in Virtual or Augmented Reality.
- **Minecraft:** Property of Microsoft, in an online game with an "Education Edition" version. A game-based learning platform that promotes creativity, collaboration, and problem solving in an immersive digital environment.
- **Meta/Horizon Worlds:** As in the famous Spielberg movie: "Ready Player One", Facebook's metaverse seems to be geared towards the virtual reality use. Today, most metaverses, such as Decentraland or Roblox, do not have this built-in technology. The fact that Meta/Facebook has limited entry to Horizon Worlds only to users who have virtual glasses from their own company, suggests Zuckerberg's desire that his format be the dominant one in the metaverses' future. It is a much more immersive technology and aligned with the idealized vision we have of the metaverses.
- **Sandbox:** The Sandbox is a play-to-earn game that combines blockchain, DeFi and NFT technology in a 3D metaverse. Its virtual world allows gamers to create and customize their games and digital assets with free design tools. The virtual goods created can be monetized as NFTs and sold for SAND tokens on The Sandbox marketplace. In November 2021, The Sandbox raised \$93 million USD in funding from investors led by giant Japanese conglomerate SoftBank. The SAND token is the native token of The Sandbox. It is an ERC-20 token with a total supply of 3 billion SAND.

Unlike some of our competitors, Educaverse is a world built for a specific sector and with a noticeably clear mission. We start from a validated scenario thanks to the efforts of our parent company Educa360, with the security provided by finding a need for new tools and learning environments in the education sector. We advance in a less closed environment that democratizes technology, thanks to the fact that we are a WEBXR solution, and we work in the WEB3.0 standard. Our graphical environments and interaction in the metaverse will continue to improve in line with the latest innovations and trends in the VR and blockchain industry.



Metaverse Comparative Table

	Educaverse	Descentraland	Horizon Worlds	SandBox	Minecraft	Co-Space
Decentralized economy	✓	✓	✗	✓	✗	✗
Blockchain scalability	✓	✓	✗	✓	✗	✗
Full lands availability	✓	✓	✓	✓	✗	✗
Specialized and homogeneous sector in its content	✓	✗	✗	✗	✓	✓
Decentralized governance	✓	✗	✗	✓	✗	✗
Cloud content creator	✓	✓	✓	✓	✓	✓
Easy access and multi-device webxr technology	✓	✓	✗	✗	✗	✗
VR glasses client ready	✓	✗	✓	✗	✗	✓



Some of our main competitive advantages compared to the available options in the current market are:

**In its use:**

- Use without application download, 3D contents via streaming and easy access.
- Multiplatform valid for VR. With sound system that allows several groups without disturbing each other.
- Access from any device: computer, tablet, smartphone, or VR device, without software download.
- Configurable multi-user shared 3D rooms where you can import files, videos, photos, or animated 3D content.
- Freedom to create online classes at the moment instead of having them prefixed.
- Availability of specific tools for the education sector.
- Platform valid both remotely and in person, where the student is the experience protagonist and not just a simple listener.

**Derived from integration with blockchain:**

- Assets ownership with copyright protection.
- Safely and reliably financial transactions.
- Greater security against plagiarism thanks to the block chain records.
- Automated income system through its own decentralized economy that allows the payments and transfers automation based on a predetermined set of conditions.
- Save time and administration costs.



## 4. Economy

The virtual economies that Blockchain technology has made possible closely resemble real-world economies. At Educaverse we have designed an economy that allows the different actors in the educational community to buy educational products and services, sell them, rent them, earn them, etc. For this reason, we have implemented a virtual currency, AXON, for economic exchange in an efficient, transparent and secure way and we have developed a system of NFT-based properties, to allow our community to own a part of Educaverse and participate in the decision-making process.

We offer **new ways to build business models to the educational community**, with the ability to provide them with immediate liquidity, thanks to the following income streams:

- Sale of Company Assets: Educational resources developed by Educaverse and LANDS members.
- Subscription plans: We offer various subscription options for Educational Institutions or educators who want to expand their content on Educaverse, with the ability to host more rooms/virtual classrooms and make use of premium resource packages.
- Public areas Activity: Events, exhibitions, advertising spaces, etc. These will be some of the fundraising activities that will be conducted by the company in the public areas of Educaverse.
- Transaction commissions: 5% of the transactions volume conducted by the exchange of assets created by the company, will be distributed as follows:
  - 20% for user rewards, in a learn-to-earn model.
  - 30% for platform growth.
  - 50% for the company.





## Tokenomics

Our economy will be driven by our token use, AXON, so its value will depend on the transactions that occur between users in the platform.

As a platform usage token, its total supply has been distributed with the aim of providing organic and sustainable platform growth, distributed as follows:

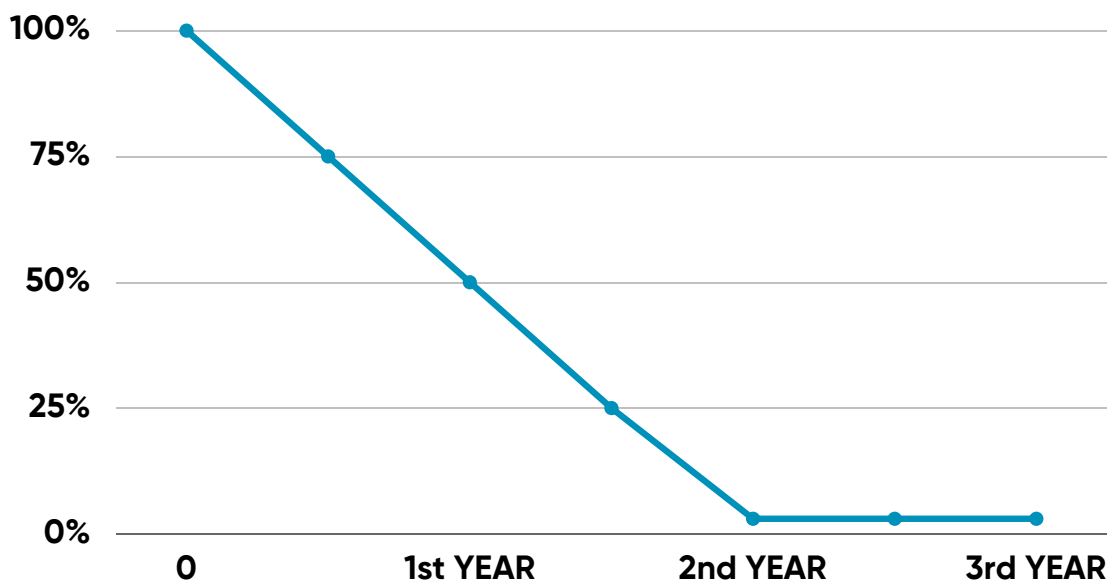
EDUCAVERSE supply	100%	1 000 000 000	Vesting Periods
Seed Sale, investors	14	140 000 000	Decreasing Fee from Smart Contract for 2 years
Strategy Sale	16	160 000 000	Decreasing Fee from Smart Contract for 2 years
Presale	20	200 000 000	Decreasing Fee from Smart Contract for 2 years
Public sale	20	200 000 000	
Community & Marketing	6	60 000 000	
Founder and Team	12	120 000 000	2 years CLIFF and monthly VESTING for 3 years
Company Reserve	18	180 000 000	Daily linear release for 4 years
Advisor	3	30 000 000	

We have established vesting periods to offer greater security to the Educaverse community. AXON will not be affected by high volatility as it will be released steadily throughout the project development and not mostly just after the public sale.

With the aim of not establishing blocking periods in AXON transactions for different investors during pre-sale sales and, at the same time, safely maintaining the token volatility, we have implemented a fee system in the smart contract that will operate during the first 2 years. This system will create a fee that will decrease linearly daily, starting from 100% at the initial moment and ending in the 2nd year at the fee that AXON will have during the rest of the time, 3%. The tokens volume of this fee (except for 3%) will be fully burned at the time of the transaction automatically to safeguard the remaining tokens value.

AXON will have a 3% fee during the public sale and in the rest of subsequent sales. This fee will be sent to a wallet that will be used exclusively for the community rewards system. In this way, of the 100% volume of fee tokens, 60% will be dedicated to learn-to-earn staking rewards, 20% to event rewards for users, such as Jams, contests, planned events, etc. and 20% for platform maintenance. In this way, the security of having the necessary tokens volume over time for community rewards is offered, allowing a scalable and organic growth of the tokens volume dedicated to rewards without affecting the AXON value.

AXON smart contract fee system over time.  
Fees for private sales users.



## Progress Indicators

As the community grows based on the number of students, teachers, creators, and assets, there will be an increased need for a utility token to reward the growing number of stakeholders participating in the platform.

## Growth model and KPIs

The success key factors for the ecosystem construction consist of guaranteeing an organic growth of the educational community in Educaverse, while guaranteeing the platform users satisfaction.

To guarantee a progressive community growth, we have identified key indicators that will be measured and incentivized through marketing, communication, and promotion tactics to ensure the ecosystem growth:

- Growth rate of affiliated educational centers.
- LANDS owner growth rate.
- Creators Growth rate.
- Teacher growth rate.
- Student growth rate.

- New assets created and uploaded by creators.
- New courses created and available in educational institutions.
- Assets sold per month, created by creators.
- Students enrolled in courses created and available in Educational Institutions.
- Assets Inflation rate in the market.
- Average price per asset developed by creators.
- Average enrollment courses price created and available in educational institutions.
- Asset price growth. AXON initial offer.
- AXON's initial offer in the Educational Institutions hands, content creators, teachers, and students.
- AXON price (in USD or ETH).
- % Commission on the market.

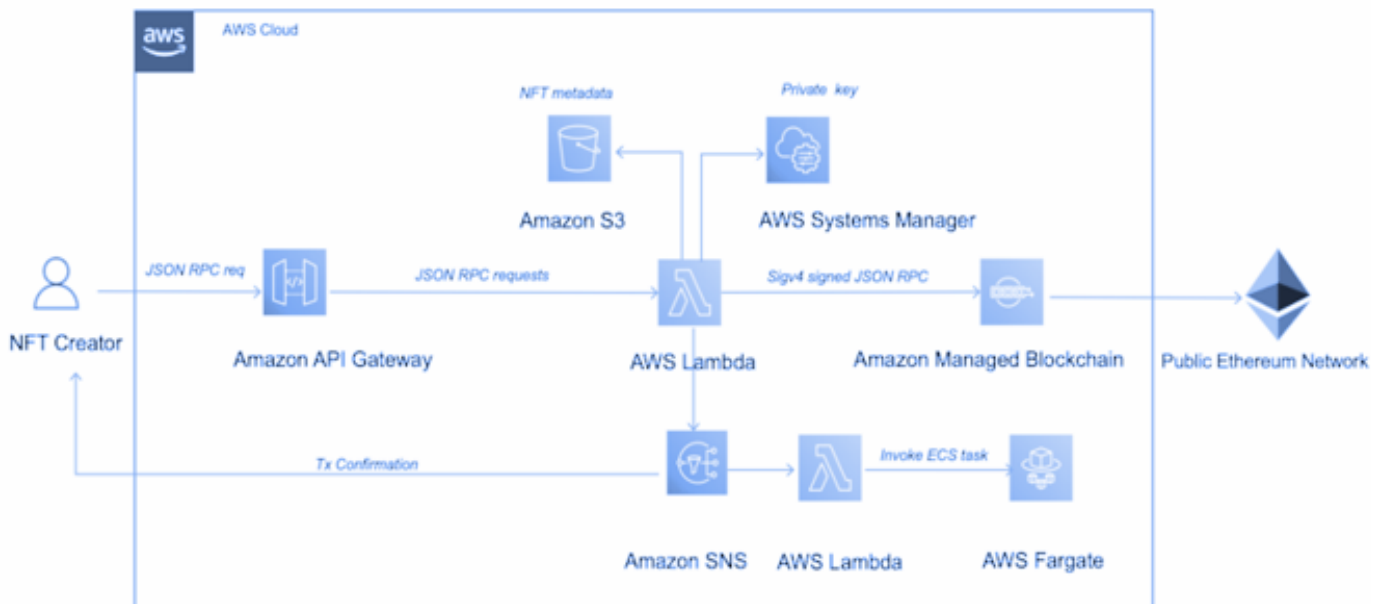


# 5. Technology

The Educaverse platform architecture performs the data management and backend cloud from the AWS services of Amazon, an Educaverse partner.

The Cloud architecture for the Token generation and storage in the cloud is distributed in the following way in AWS services:

NFT creators can transact on the Rinkeby testnet on Ethereum via the Ethereum Geth node running on a Managed Blockchain instance. To initiate the NFT creation, a JSON RPC request is sent to an Amazon API Gateway REST API endpoint, which forwards the request to AWS Lambda.





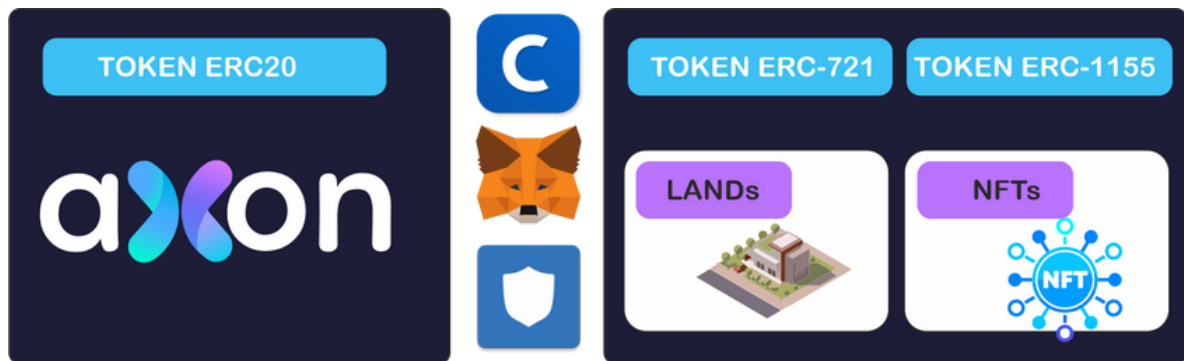
For the front layer, we implement different 3D processing technologies on the web to create shared and interconnected virtual environments that allow multi-user social interaction, with the use of libraries such as OpenGL, Three JS, A-frame, and Mozilla Hub.

We use Ethereum technology for the smart contract's operation. In our backend we have a distributed and secure database that is used to register the ownership of the tokens in Educaverse, allowing ownership tracking. To do this, we store temporary events and the different events of the smart contracts. In this way, owners can safely transfer, sell, or use their assets within the platform.

The interplanetary file system **IPFS** is a protocol and network designed to create a content-addressable p2p method of storing and sharing hypermedia in a distributed file system is used to store the actual digital asset and ensure that the asset cannot be changed without owner's permission.

Three different blockchain protocols will be integrated into Educaverse:

- **ERC-20**, a smart contract that has a pre-established data structure. This structure is intended to facilitate the implementation of various functionalities on the Ethereum blockchain, this token will be used to create the **Axon currency**.
- **ERC-721** for the storage and Lands **digital assets** trading.
- **ERC-1155**, ERC-1155 tokens are secure, exchangeable, and immune to hacking and future proof, in Educaverse all **NFT assets** will be written on this smart contract.



**The main network** where Educaverse will work is **Ethereum**, today it presents a scaleproblem because its main strength, security, decentralization prevail over scalability (throughput). In most public blockchains like Ethereum, this is one of the main concerns today, and a lot of effort is being made to solve those scaling issues, without sacrificing the strengths of the blockchain.

Educaverse will provide a transaction path for **NFT** provided in Ethereum layer 2, for this we will work with the **Polygon network**.

Ethereum is a network whose strength has been tested by thousands of Apps and developers, offering a great ecosystem, resources and support from an active and growing community.



**Polygon: Matic Network:** The main objective is to solve the existing scalability problems in Ethereum. To do this, matic network provides huge high-quality libraries that allow us to create web 3.0 applications That surpass current technology.

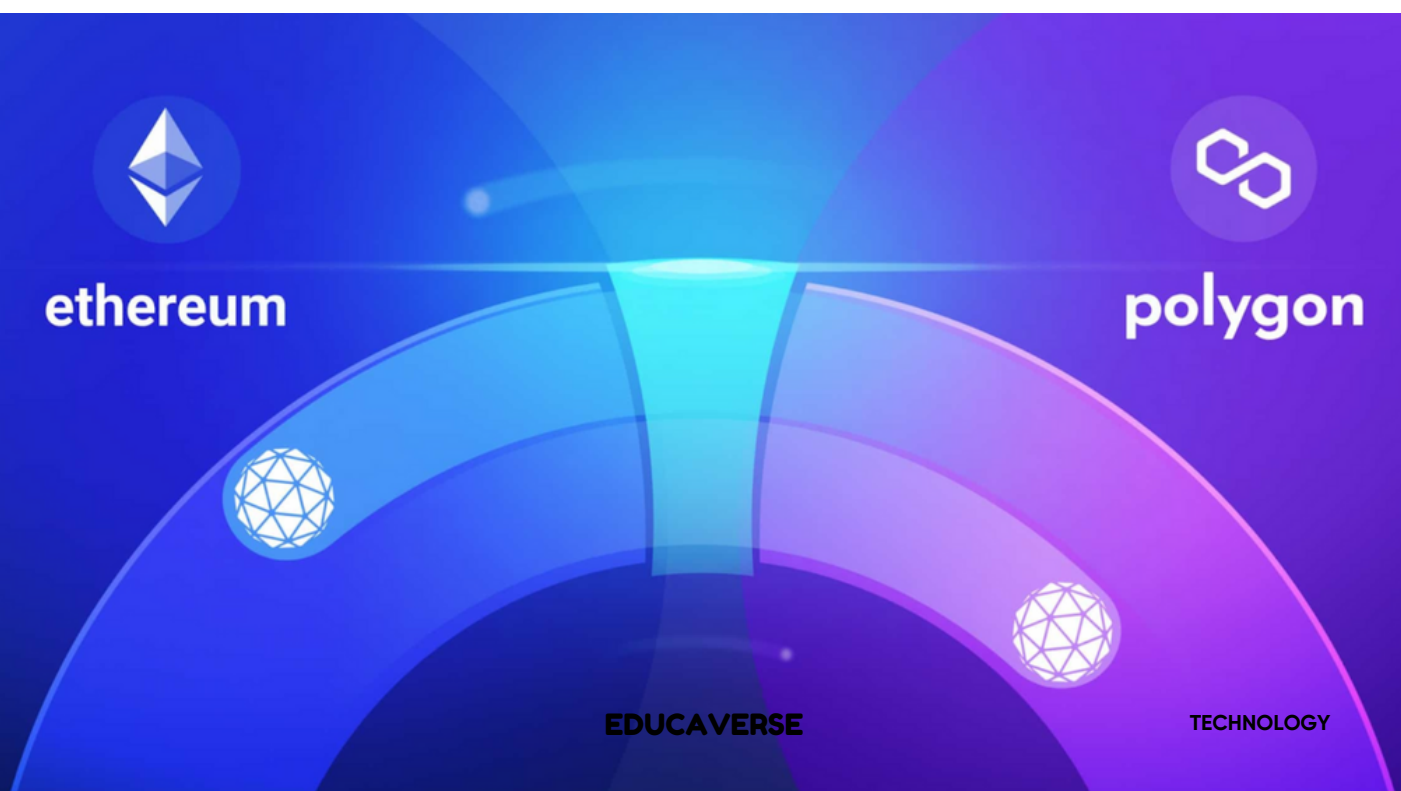
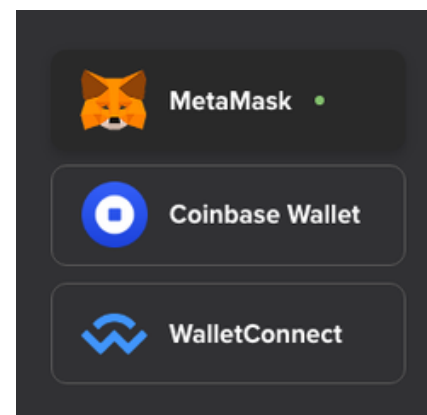
The Matic network main characteristics are:

- **Increased security** through the PoS consensus algorithm.
- Better user experience, creating a **more intuitive interface**, native mobile applications, and a software development kit with Wallet Connect support.
- Public network that does not require permissions and can support **multiple protocols**.
- **Greater scalability**, improving transactions speed, reducing costs, and increasing security.
- **Interoperability** Development between side chains.

**Polygon Bridge** is the technology we will use to transact the Axon coin between the Ethereum network and Polygon for NFT purchases.

Educaverse implements in its first phase the main standard transaction wallets such as:

- **Metamask**
- **Trust Wallet**
- **Coinbase Wallet**



# 6. Roadmap







# 7. Team

## Fernando Sierra

### CEO, VR/AR/MR Expert

Educa360 S-L. Co-founder, promoter of the Educa360 Ed-Tech platform and content, company CEO. Born in 1976, at the age of 21 he created his first technology company.

VR/AR/MR expert with more than 12 years of experience as projects director and major brands solutioner. He has been department director and CTO of innovation and immersive technologies in multinationals such as Sngular, where he founded several intrapreneurship initiatives. Currently, he is Professor of the 'master's in management: Digital Businesses' at Loyola University.

## Antonio Sierra

### VR / AR /MR Expert

Educa360 SL Partner, Businessman with an entrepreneur soul, more than 20 years of experience in the technology sector, currently with more than 5 years of experience in the multinational Sngular as Lead Project Manager, managing projects for large Virtual Reality clients, Reality Augmented, Mixed Reality and R+D+i. Lecturer, teacher and enthusiastic about the new Metaverse world.

## Fran M. Roncero

### COO Educa 360

Educa360 S-L. Co-founder, platform, and Educa360 Ed-Tech content promotor. Ccompany COO. Born in 1972, Computer scientist and trained programmer.

He has developed projects for museums and exhibitions in Spain and internationally. In 2001 he founded the company Azafrán Producciones, in which he conducted tasks of Creative Direction, Production and VFX Supervision. Also working on documentary co-productions for National Geographic, TVE and Canal Historia. Making digital effects for Sony Pictures and Columbia TriStar films promotion.

## Adriano Pérez Gil

### VR / AR /MR Expert.

### Blockchain

Educa360 SL Partner, Producer and developer specializing in virtual reality, augmented and mixed reality. More than 7 years of experience conducting projects with immersive technologies for major brands, as well as own productions. He has founded several companies related to VR and has obtained various international awards as a producer, director, and screenwriter of VR experiences. Creative Director of Immersive Technologies at Sngular. Blockchain expert and popularizer about metaverses and their applications.

## TECHNICAL TEAM

- **Manuel Luis Sierra Sánchez**: 3D developer at Educa360. Higher degree in Computer Science specialized in virtual environments. Advanced modeling and rendering specialization in 3D studio MAX. Master's degree in object modeling and texturing techniques as well as "scanline rendering or Mental ray rendering" completed at Bristol College.
- **Francisco José Carrasco Tenorio**: Head of Communication and Marketing at Educa360. Degree in Journalism from the University of Seville and master's in communication management from the Chamber of Commerce of Seville. Communication technician in the media, institutions, and private companies with more than 5 years of experience.

## TECHNOLOGICAL PARTNER - AURINEXT

- **José Ramón Oulego Erroz**: CEO and Aurinext founder (a company that develops blockchain projects). Director of Oulego Abogados y Consultores (firm focused on innovation and Blockchain business law, Fintech, Legal Tech, and Start Ups).
- **Alberto Lasa Saracíbar**: Senior Professional specializing in Blockchain technologies: Solidity (Smart Contracts), Dapps (Web3.js, Ethers.js), Ethereum, Polygon and Binance Smart Chain (BSC). He also develops SPAs with Angular and React, as well as other technological products in JavaScript and TypeScript (Express.js, Node.js, etc).
- **Marco Durán Cabobianco**: Senior Professional, specializing in Blockchain technologies: Solidity (Smart Contracts), Dapps (Web3.js, Ethers.js), Ethereum, Polygon and Binance Smart Chain (BSC). He also develops SPAs with Angular and React, as well as other technological products in JavaScript and TypeScript (Express.js, Node.js, etc).
- **Guillermo Luis Oliver**: Senior Professional specializing in Blockchain technologies, Fullstack developer in JavaScript, Frontend + backend + Web3, React, Angular, Node.Js, Next.JS, Smarts Contract developer and Web3 dapps Architect.

## PARTNER MARKETING

- **Rafael Benitez de Córdoba**: CEO and The Hotels Maker founder, specialist in Marketing, Digital Marketing, Sales, Revenue Management and Business Analytics with more than 20 years of experience. Master's in marketing, Communication and Revenue Management.
- **Elena Córdoba Rodríguez**: Partner at The Hotels Maker, specialist in SEO/SEM, Community Manager and Account Manager of digital clients with more than 5 years of experience.

## TEACHING PARTNERS

- **Sonia Díez Abad**: Degree in Education and Psychology. PhD in Economics and Business Administration from the Malaga University. Teacher with 35 years of experience. Writer and author of "EDUCATION!". President of the EducAcción International Scientific Council Congress. Member of CIFAL-UNITAR scientific council.
- **Jose A. García Ruiz**: trainer with more than 15 years of experience in steam methodologies. Founding partner of Techmakers consulting firm specialized in the Edtech sector with more than 7 years of experience. He has been working with VR products focused on the educational sector for years.
- **José Manuel Picó Linares**: Humanist and architect from the Madrid Polytechnic University. Social and creative driver. He advises companies on innovation processes, through Design Thinking and creative methodologies.

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# EDUCAVERSE

## **The educational metaverse**

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