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Abstract

While we live in a 3D world, our current internet limits us to 2D. We envision that our extended reality network, the XR Web will power the network that is location-aware and is connected to three-dimensional space.

Extended Reality (XR) is the digital layer of information that is overlaid on earth and connected with earth’s geolocation coordinates. As the possibilities are only limited by our imaginations, this new location-based layer of the internet presents new opportunities which are as big as the current internet itself.

XR Web is pioneering the development of this augmented reality layer of the internet and is building the core platform tools and infrastructure. The XR Web is built on a blockchain to have security and trust as core tenets of this new platform.

Currently, extended reality can be experienced with compatible smartphone XR Browsers including XR Web’s XR Browsers for iOS and Android phones. In the future, this Extended Reality platform will be an integral part of smart glasses and more.
Executive Summary

Extended Reality is a combination of several technologies built to create a rich and more engaging reality. It is birthed from its sister predecessors Virtual, Augmented and Mixed Realities. It is an industry expected to grow by a whopping 780% from 27 billion USD in 2018 to over 209 billion USD in market valuation by the year 2022. However promising this technology is, it is faced with the challenges of adoption in the everyday use for the value that can be derived through it.

The shortfall of the internet which stems from the limitations of dimensions where interactions whether business or social are limited by geo-spatial spread has grown to become significant. In the 2D Internet, the hardest problem stems from finding and organizing content. Hence aggregators such as Google, Facebook, Netflix continue to reap a big part of the value in solving these problems. Except for Youtube, the value is not shared. Advertising revenues are not usually shared with content producers, a major flaw in the system.

In ensuring a simple, low cost and easily affordable immersive experience for every member of the XR (AR/VR) world, we have created a new way to experience and touch the fabric of a new reality via the Extended Reality Web Network. XR Web is pioneering the development of this augmented reality layer of the internet and is building the core platform tools and infrastructure. The XR Web is built on the blockchain powered by XR Token, a virtual currency that is used to register real estate and also trade on the marketplace. XR Web is three-dimensional internet space where content and applications can be projected, displayed and transacted.

Our decentralized network protocol converts our physical space into a programmable space that can be interacted with our protocol & suite of XR apps. The XR Web establishes a decentralized ecosystem for participants to build and use applications which incorporate AR and VR technologies linked to geolocation information stored via blockchain technology.

The decentralized framework allows third parties to develop applications on the XR Web Platform, including Advertising, E-commerce, Social Media, Real Estate, Insurance, etc.
Extended Reality Industry Overview

Extended reality is the first technology to relocate people and objects through time and space. Immersive experiences could benefit numerous industries and we believe extended reality may change the fundamental importance of “location” to society.

Interactions at both the personal and business levels saw a radical shift at the ushering of the internet which has since been evolving since the fateful DARPA experiment of the 70s. The Internet as we well know came about by accident and has since been adapted to change how humans see, interact and perceive their immediate or virtual world. In a nutshell, it has and still continues to shape their worldview and perception of reality.

Waves model describe the evolution of the internet in quick transitions of the advances in human connectedness.

The first wave was started by desktop computers. The second wave of internet, which we’re currently experiencing, is dominated by mobile devices. Many predicts that extended reality is the next wave of the internet - and that means devices with augmented and extended reality capabilities. Most industries are extremely optimistic about the potential of extended reality - Goldman Sachs estimates that augmented reality will not only outgrow the virtual reality market but also flourish into an 80 billion dollar industry within the next few years.

In the 2018 VR AR survey produced by Perkins coie, collective participants favored gaming, education, medical devices, real estate, and marketing and advertisements, as the main sectors to see the most investment directed to the development of AR or VR technology in the coming year.

The survey also saw most investors to predict the augmented reality market to outpace virtual reality within the next 3 years.
What is Extended Reality (XR)

Just like the evolution of the Internet with each progression appearing more advanced in terms of features and interaction capabilities than the prior, Extended Reality is borne out of its early predecessors — Virtual Reality (VR), Augmented Reality (AR), Mixed Reality (MR), Augmented Virtuality (AV). It is a more robust and interactive version than its predecessors, as it combines the features of these technologies to create a richer and interactive world where both physical and virtual elements can interact, providing an unprecedented degree of immersion.
Extended Reality is a combination of several technologies built to create a rich and more engaging reality. As already established it is birth from AR, VR, MR.

Experiencing the visual world has always been desired and in 2012, this was made possible by the development of the Oculus Rift by Palmer Luckey after raising funds via Kickstarter. Though the experience was not as what is felt today it was great and it paved the way for a more realistic experience of today.

The advancement of Augmented Reality made it possible for newer levels of experience by overlaying virtual elements on the physical world. This new level of engagement resulted in the creation of several innovative products with rich interactive and immersive experiences.

As a technology which overlays or superimpose computer-generated imagery on a user’s view of the real world, thus providing a composite view, Augmented Reality is seeing more adoption ranging from Snapchat filters to Instagram. The combination of both features of AR and VR births Mixed Reality MR which involves the overlay of interactive digital contents over a physical space. This creates an immersive experience for consumers.

The explosive growth of these technologies and the need to experience a deeper, personal preference, consumer rich and engaging, interactive experience is the basis for extended reality by combining the various unique elements of the three technologies.

36% of CEOs as captured in Accenture’s report considers XR crucial in helping to eliminate distance barriers asides its many other industry use cases

An industry that has been touted to grow by a whopping 780% from 27 billion USD in 2018 to 209 billion USD in market valuation by the year 2022 is clearly revolutionary.
Industry experts and as much as 36% of CEOs as captured in Accenture’s report considers XR crucial in helping to eliminate distance barriers asides its many other industry use cases as will be outlined in the use case section of this paper.

Tokenized protocols on the blockchain are likely to capitalize even a bigger market share due to the recently realized fat-protocol thesis. While, the ‘protocol layer’ for the internet such as HTTP, FTP, SMTP, etc. captured little to no value - It has been predicted that Web 3.0 will be exactly the opposite. applications will be thin and protocols fat, this means the market cap of the protocol will outgrow the value of the applications built on top. While it is hard to estimate the potential market capitalization of XR Web, we expect the trend to be similar.
The Rise of Extended Reality as a New Way of Thinking in Business and Social Interactions

Extended Reality presents both Users and Developers the opportunity to tap into a never before the level of experiential interaction as well as by giving businesses the opportunity to significantly reduce cost, improve productivity and make life easier and better.

With the user experience in Oculus Rift VR Headset and the growth in Virtual Reality devices coupled with the success of Augmented Reality Applications, applications of these technologies have been seeing extensive uses. The need to experience First Person position in gaming (sports) giving users a never before the rich and engaging experience is one of the drivers of this new reality.

The need for shoppers to shop from the comfort of their homes, offices and while on the go exploring a wide range of products combined with different styles on themselves is imperative for further development of this technology. The concept of learning and training where in-depth care is taken such as life-threatening situations proves the need for this technology. Modeling and Design in 3D in virtual space interfacing physical space also proves true the necessity for this technology.

Extended Reality presents both Users and Developers the opportunity to tap into a never before the level of experiential interaction as well as by giving businesses the opportunity to significantly reduce cost, improve productivity and make life easier and better.
Problems Facing the Growth of this Technology

Lack of standardization and optimization still plays a crucial role in hindering the growth of the industry.

As with any technology, Extended Reality is burdened with challenges which hinder mass adoption. Virtual Reality, Augmented Reality and Mixed Reality are limited by factors which have not created the global appeal needed for wide-scale penetration. Although elements of Augmented Reality are applied in the everyday social media apps such as Instagram and one of the most successful AR - Pokemon Go! game, the following are the challenges facing these technologies:

- The lack of limited contents for consumers of this technology
- The high cost of acquiring the not so user-friendly gears needed to experience artificial realities are some of the challenges facing the business of artificial realities.
- The relative ease of using VR gadgets.
- Lack of standardization and optimization still plays a crucial role in hindering the growth of the industry.
- Usage of the technology has not expanded to other use cases that are immediately applicable, such as retail shopping and orientation of location
- Benefits of this technology to close geographical distances are not used to its full potential. For example, home buyers can use the technology for home viewing...
The Solution Statement

In ensuring a simple, low cost and easily affordable immersive experience for every member of the XR (AR/VR) world, we have created a new way to experience and touch the fabric of a new reality via the Extended Reality Web Network. XR Web is pioneering the development of this augmented reality layer of the internet and is building the core platform tools and infrastructure. The XR Web is built on the blockchain powered by XR Token, a virtual currency that is used to register real estate and also trade on the marketplace.

The goal is to allow users to create real economic value in a parallel world, with little or no difficulty in moving that value between XR Web and the real world, as they please.
The Product

How XR Web Works

*Developers build XR apps on XR network using our suite of development tools enabling them to publish either on web or mobile or both.*
XR Web works by allowing anyone to build XR Apps on the network exploiting the vast array of development tools available on XR Development Suite. Content Creators also develop contents for consumers to consume. The fees generated from the use of the platform/network is therefore distributed amongst network participants and XR stakers. XR Web allows users to purchase and lease lands on the XR digital space and command real economic benefits from it. Below is the detailed workings of the XR Web Network.

1. Developers build XR apps on XR network using our suite of development tools enabling them to publish either on web or mobile or both.
2. XR apps are communicated widely into the community for ready users
3. Transactions happen on XR Web using the XR token which is registered in XR Network by geolocation
4. Holders stake XR tokens on XR Web qualifying them to receive XR tokens from various sources based on their holdings and staked amounts.

How XR Web Interface With Current Hardware and Softwares

XR apps are fully compatible with current mobile smartphones and are future ready for smart glasses. Apps can be built for mobile, iOS or Android currently. We are collaborating with various new smart glass manufacturers making it possible to integrate into their core Operating System (OS) who are in the stage of development. Through partnerships with several firms who produce AR/VR/MR content already, adoption of the XR Web Network is set on a continuous growth pedestal.

We have also set aside certain XR tokens to fund startups helping to build XR projects including hardware and software after XR coins are listed on exchanges. More on this on the Tokenomics section of this paper.

What Can You Do With XR

The XR Token powers the digital economy of the XR Web Network and as such, all economics activities are executed via the token. Use cases are imperative for the sustainability of the digital economy, therefore, the XR Token can be used to:
1. Stake XR Web:
XR tokens are used to access the XR apps and used as internal currency on applications built on XR ecosystem. Inside XR apps, users can buy/sell various digital and physical goods and services based on applications built by developers. Further, XR stakers & content producers also receive their rewards automatically in XR directly on their wallet.

2. Holding the XR also earns rewards
Holders of XR tokens earn rewards from activities in the XR Web which gets auto deposited in the ETH wallet including XR and many other currencies.

Rewards tokens are pro-rated as per holding as follows;

< 5000 XR: within 25 miles radius
> 5000 XR: anywhere in the network

3. XR can also be traded on Crypto exchanges after IEO
We will be available for trading on multiple exchanges in various pairs XR?BTC, XR/ETH, XR/USDT, etc. Moreover applications built on XR will be directly connected to exchanges via APIs for the applications.

What Kind of Applications Can be Built on XR Web?

Location Aware
XR Web allow developers to build geolocation powered applications offering personalized experiences to users based on collected data on their location. Such apps includes but not limited to Games, Social Medias, Advertising network etc.

Using cryptocurrency
Applications using cryptocurrency to power their digital economy can also be built on the XR Web network. The cryptocurrency could be used for staking, purchase of digital assets with real world values, payment for services etc.
AR/VR (in theory XR apps can be used without AR/VR but we believe most future apps will be in AR/VR)
Virtual Reality/Augmented Reality can be built on top XR Web to offer ultra secure and rich engaging experience to users. Apps such as Games, Shopping/Retailing Apps, Real Estate apps can be built on XR Web.
Examples of XR Apps that can be built on XR Web Network

**XR Social Media**

Extended reality (XR) is already impacting social media – and its done so for years now. In fact, it seems like AR is taking over the most popular social networks in the world – Facebook, Instagram, Snapchat – and new AR technology is introduced all the time. Plus, these top social networks are very much encouraging people to not only use their AR features as much as possible, but even to create their own AR experiences by giving the tools they need to build AR camera lenses and effects. Brands, too, are starting to embrace this technology more and more, but the biggest changes will likely come when all XR experiences are available in one place.

**XR Real Estate**

Real Estate is ever in demand as people will love to get a property. However, the successes of any estate agent or developers lies in their innovation in developing products and attracting clients. With XR Web technology, Real Estate developers can allow potential customers and tenants to view properties without having to be physically present. They also have the ability to present realistic virtual designs of choice properties to potential clients to vet and choose from. This eliminates time wasted by both parties to a property deal and ensures that no stone is turned over in giving clients their preferred.

**Personal & Commercial Property Insurance / XR Micro - Insurance**

Insurance for high-mobility objects is difficult in tracking the objects especially for claims. Hence objects such as laptops cannot be trusted and locations not verifiable. XR Web’s decentralized location-based blockchain ledger in collaboration with tracking sensors enables its customers to have access...
to an verifiable location history in the event of a claim and the history of records are stored on the trustless blockchain so neither the claimer nor the insurance company can temper with the records.

**Personal Mobility / XR Ridesharing & Car-sharing**

XR Web technology offers the ability for users to enjoy unique and specific ride sharing experiences and car sharing experiences. Rides can be shared between the car owner, drive, rider, insurance companies and other stakeholders while maintaining a blockchain ledger of proof of location of all assets. Similarly dapps can be built for car owners to share their vehicles on a car-sharing network built on XR Web which can be either manual driven or completely autonomous.

Additional features that further lead to interesting experiences in the transportation field are

1. By designating specific areas of a mapped city or town as a pickup or drop off or no parking zone, Driver will be well informed to better offer better services.
2. Library of XR Web apps and games will sure keep riders entertained during their trips
3. XR also allows Drivers to get overlaid guidance to clients and personal identifying tags to easily spot clients even in the midst of a crowd. By overlaying projected augmented contents based on geolocation data onto a vehicle, users are presented with targeted contents to enjoy/purchase.

**XR Home Sharing**

Home owners can also put part or whole of their homes or other properties for rent. Rental period can be own any period home-owners want and the proceeds can again be shared with various stakeholders including property owner, operator, network operator, insurance, etc

**XR Deliveries - Food & Others**

XR Web network can be used to safely and securely transport food and other products from one point to the other
XR Games
Interactive and immersive gaming is changing how gamers play/consume entertainment contents. With XR Web, users can explore both visual, augmented or mixed reality contents playing, get pulled into a new reality and enjoying newer levels of interactive and entertaining engagements.

XR Location based Advertising network
By exploiting the XR Web technology, app developers can build apps that are personalized and user focused to deliver advertisement correctly while enjoying immersive and interactive on various location. Eg Users can get advertisements in Augmented Reality for events or sale promotions happening around the areas that are in.

XR Shopping
The ability to virtually project oneself into a virtual world with overlaid products on the physical spaces, browse through a wide catalogue of products, trying them out to see how they fit/ work out and purchase from anywhere is revolutionary game changing and it is poised to give a new meaning and experience to shopping.

These applications are just examples of potential applications. They could be built by various companies which can be associated or not associated with XR Web’s legal entity. The makers of the applications will have a choice on how much of the network fees and transaction fees.

For transaction fees, the makers of the app can decide how much they want to share with XR Web stakers, with a minimum of 0.5%. Higher sharing will help to build a higher following to XR Web users and such market dynamics should result in a sharing arrangement that works for both application builders and XR Web.
The XR WEB ECOSYSTEM

XR Browser
A camera-based mobile spatial browser that will enable users to view the XR web directly. This component will allow users to experience internet surfing in XR mode on the go on iOS and Android phones. Demo versions of this are already available. Ultimately the browser will transition for smart glasses as they become commonplace.

XR Web Blockchain
XR Web is the collection of the geolocations and associated assets and applications. XR Web Public Chain can be staked by users with XR tokens against geolocations. Public XR Web is a permission-less chain. Using the XR Web framework, permissioned chains can also be built. Permissioned XR Web chains may not share staking rewards with XR Web stakers. Apps with Permissioned chain that don’t share rewards with XR Web stakers will not be listed on XR Apps Library and will have no access to the community.

XR Token
XR Token is the cryptographic currency that is used in XR Web’s XR Land for leasing XR Land and various other transactions.

XR DNS
This is the standardized system of URLs pointing to exact locations in the XR Web from a remote location than the location in reference. It can be accessed by compatible XR browsers using the prefix ‘xtpps://’.

XR Apps Library
Apps built with XR SDK and XR APIs can be listed in XR Apps Library and will help app builders to promote and get their apps in the hands on users. XR apps need to share a minimum of 0.5% of transaction fees with the XR Web network. Some of the XR apps can be free and some can be paid. All internal transactions within XR apps should be in XR tokens only.
**XR SDK & API**

XR SDK will be available for Unity, Android, and iOS which will enable. XR SDK & APIs allow easy integration with exchanges and various service providers on building the XR apps. XR apps will buy XR tokens from exchanges and hence help to generate organic demand for the XR token.

**XR Ads Engine**

XR ads engine is a self-serve platform for marketers to place ads on the XR world and for developers and builders to get their share of the revenue. This XR component allows users to view ads in virtual reality as well as XR Web. The Ad engine will be open to serve ads in XR Land as well as in other AR applications outside the XR Land. Advertisers will be able to bid on ads based off of location, demographics, dates, and budget. Ads of the highest bidder are displayed until spend runs out followed by the next highest bid.
THE XR WEB TECHNOLOGY

Blockchain
The choice blockchain network is capable of executing the activities of autonomous agents popularly referred to as Smart Contracts with every transaction effected by the use of the network native digital currency. It offers the possibility of creating tokens on the Blockchain which could represent tangible physical quantities or abstract values. On this Blockchain will XR be built.

Side Chains
Since current Blockchain Networks suffer from latency issues, XR network works on its side chain enabling instant transactions most operations and a limited amount of fees for one to many transactions. We will always continue exploring our blockchain technologies and look for new partners for collaboration.

Augmented Reality Technology
Augmented Reality Technology allows the overlay of digitally created information on real world images or object which can been viewed via devices such as a Smartphone Camera.

Virtual Reality
The creation of a whole new world of virtual matter generated by a computer offering users a teleported full immersive experience to their place of choice where they can touch the fabric of their new reality.

Mixed Reality
Mixed Reality is a further concept of both AR and VR where the interesting features of both experiences are combined to present an interactive world where both the physical and the virtual operates as a single space. There is interaction with both the real world and the virtual world.
BUSINESS MODEL

Application Layer
A percentage of fees are shared between the network, content producers and application developers.

Network Layer
The fees received by the network are shared among the network users based on their holding. See below

Get Rewards tokens pro-rate as per holding -
< 5000 XR: within 25 miles radius of geolocation of transaction
> 5000 XR: anywhere in the network

Crypto rewards are generated by XR apps and shared between developers, content creators and network

XR Web Growth Sustainability
With better SDKs & hardware more apps will be built on XR Web. These will in turn increase demand for XR and increase its value
We will fund XRs with a currency that has a high value to boost the ecosystem.

Users will choose XR apps over others because they will be both users and network owners, and has incentives to promote XR apps that will incentivize more developers to build even more apps with XR.
What is the XR Web?

XR Web is a three-dimensional internet space where content and applications can be projected, displayed and transacted. Our decentralized network protocol converts our physical space into a programmable space that can be interacted with our protocol & suite of XR apps. The XR Web established a decentralized ecosystem for participants to build and use applications which incorporate AR and VR technologies linked to geolocation information stored via blockchain technology. The decentralized framework allows third parties to develop applications on the XR Web Platform, including Advertising, E-commerce, Social Media, Real Estate, Insurance, etc.

XR Unique Approach

Decentralized XR Web is built on the principles of sharing value and the blockchain enables a transparent means of value sharing between various stakeholders.

In the 2D Internet, the hardest problem was finding and organizing content. Hence aggregators such as Google, Facebook, Netflix continue to reap a big part of the value in solving these problems. Except for Youtube, the value is not shared.

Advertising revenues are not usually shared with content producers, a system we feel is not right. To read more about Aggregation theory, Ben Thompson's blog article on technology strategy - Stratechery will do.

As Extended Reality empowers businesses to grow by exploiting its unique immersive feature sets thus enabling cost savings, improved productivity, prevention of life-threatening situations by giving people the ability to experience these harsh
realities and experiences in a controlled environment to prepare them for real-life situations. By providing new and tailored user-focused rich experiences in daily living, our technology seeks to upturn the perceived and making it felt.

However, since technology like XR must not work in isolation considering the impactful nature of XR Web, we have therefore adopted a multi-technological approach to giving the global society a unique taste of technological innovations and breakthrough. With this in mind, XR Web implements the unique capabilities of the Blockchain Technology in providing

**Security**: With the blockchain, users have full control, ownership, and security over their assets. A server crash, or a rogue employee, cannot erase your XR Tokens, or your in-world asset and land ownership records.

**Currency dependence**: Using a blockchain token means trade can take place immediately between users around the world, who may use different local currencies otherwise.

**Value Sharing**: Finally the decentralized XR Web is built on the principles of sharing value and the blockchain enables a transparent means of value sharing between various stakeholders.

This new layer built by employing these varied unique technologies allows anyone to build Apps for physical spaces using the:

**XR Network** - A blockchain network for recording XR transactions. This is designed to have accommodation for both individual and corporate users which could be permitted or permissionless.

**XR Apps** - These are Applications built on XR Network

**XR Token** - The cryptographic currency used in the XR Web

**XR SDK, APIs, XR.JS** - A suite of development tools and REST APIs to help in developing XR herapps without the knowledge of blockchain which is being abstracted. XR.js is javascript based programming language for XR apps.
Security of the XR Web Ecosystem

There will be adequate measures put in place to combat threats at the network or application level

We are not oblivious of the fact that every new technology brings along with itself, accompanied risks. There will be adequate measures put in place to combat threats at the network or application level or both by

• Constant auditing of our network and application layer both internally and externally for security concerns.
• Evaluation of Applications to be launched on the XR Web Network.

Challenges in Various Industries the XR Technology is Applicable

The XR Web Solution (to the various industry challenges)

Commerce

A common problem in commerce is the display and preview of a product. Augmented reality can provide detailed computer-generated perceptual information to a customer regarding products that would otherwise be hard to visualize or hard to reach.

Furthermore, Extended reality can provide product previews such as allowing a customer to see what’s inside a product’s packaging without opening it.
Education
Extended reality can provide students with a much more engaging environment and interactive experience. It is easier for students to visualize complex architectures and geometries.

Navigation
Current navigation systems and maps are 2D while we live in a 3D world. A lot of maps only work on the surface and fail to engage with height. Currently, map users struggle with multi-floor parking spaces, malls, and so on. With XR Web, users can potentially put up 3D navigation signs to better inform and navigate users and customers to their designated locations.

Advertisement
Advertisements are limited by their dimension, augmented reality is better suited for the displaying of various content that would otherwise be restricted.

Slow mainstream adoption
In the 2018 survey of the augmented reality industry, one common concern is the slow rate of adoption extended reality has been experiencing. Because XR Web platform allows anyone to build on top of it, we predict that this ecosystem could build a developing community.
MARKETING

Market Size

XR Web Network intend to capture significant portion of the total XR market. Extended Reality XR which comprises of AR, VR and MR has seen significant growth over the years which were born out of the need for it and as well as what it has and can deliver in making life and business easier and better. Based on data from a report by Zion Market Research, the global augmented and virtual reality market was valued at around USD 26.7 billion in 2018 and is expected to reach approximately USD 814.7 billion by 2025, at a CAGR of 63.01% between 2019 and 2025.

Data from Statista also shows the Mixed Reality (MR) market size worldwide in 2017, 2018 and 2025. It is estimated that over this period the market will increase from roughly 47 million to about 3.7 billion U.S. dollars

Based on this, it is evident the market size of XR Web is quite wide and it experiences incredible growth of which by 2025, it will be estimated to have a combined (VR/AR/MR) market worth of up-to $900 billion.

$900 Billion by 2025

https://www.prnewswire.com

www.xrweb.network
**Marketing Strategies**

- Application Layer Marketing
- Developer conference once a year
- Developer Meetups every month in several cities
- Developer tools and forum
- Events
- Promoting developers apps
- XR Browser will also show the library of XR apps

**Network Layer Marketing**

- IEOs
- Conferences and Events
- Easy integration with exchanges on building the XR apps to generate the demand for XR apps
- XR Browser mobile app lets users how much tokens that received from what apps and show their value in network
The XR Web Network economy will be powered by the XR Token. This Token will facilitate the exchange of value between the various parties within the network. The goal is to create real economic value in a parallel world thus allowing anyone to move that value between XR Web and the real world as they deem fit.

- XR Token can be staked by XR token holders against a geolocation technology via our PoGS (Proof of Geo-Stake) technology built into the XR Web Network
- Commercial activities on the XR Network are effected through the XR Token. All parties to the network are rewarded via the XR Token.
- XR Web collects a network rewards of minimum 0.1% on all economic transactions on XR Apps via the XR Token. Developers can offer to increase the rewards to XR Web on their discretion to attract more users from the community.

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<td>Ticker:</td>
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| Purchase Methods Accepted: | 1) ICO Portal - https://ico.xrweb.network  
                          | 2) IEOs from Exchange       |
| Hard Cap:             | $25 MILLION                |
| Cost of 1 XR Token:   | $0.15                      |
| Total Supply:         | 1.3 Billion                |
| For Token Sale:       | 455 Million                |
| Bonus System:         | Yes                        |
| Presale of Private Sale: | Ongoing                   |
| Know Your Customer (KYC): | Yes                      |
| Min/Max Personal Cap: | 1 ETH / No limit           |
| Whitelist:            | Yes                        |
Use of Proceeds

- 32% Marketing
- 31% Product Development
- 17% Business Development
- 10% Legal Administration
- 10% Community Development

Distribution of Tokens

- 35% Token Sales
- 24% Developer VC Fund
- 10% Partnerships
- 15% Team
- 5% Advisors
- 10% Community
- 1% Legal & Compliance
Application Developers and Content Developers agree on pre-arranged inflow sharing formula which is distributed between both parties in the XR Token.

Network rewards collected by XR Web on economic events from Apps is apportioned based on 70% allocation to XR Stakers based on PoGS technology and 30% to XR Foundation.

Based on the need to ensure a self-sustaining digital economy within the XR Web Network, there will finite total supply of 1.3 billion XR Tokens.

35% of the Total Supply will be available for Token Sale.

15% of the total supply will be used to reward parties of the XR Web Network. This allocation will be utilized to jumpstart the network and will run until it is exhausted. Before it is exhausted, the 70% of XR Stakers pool will be accumulating thus ensuring a sustainable network.
15% of the Total supply will be reserved for the Expansion of XR Web Network and Acquisition/Securing of Partnerships towards the growth of the Network.

15% of the Total supply will be reserved for the XR Web Team and Advisors of which Advisors token are vested for a minimum 6 month period while team members’ tokens are vested for a period of 24 months.

15% of the Total supply will be reserved by the XR Web Foundation which will oversee the Administration and Management of the XR Web Network.

5% of the Total supply will be utilized for Community incentives and Pre-platform launch rewards. Rewards amounts are decided by the developer but a minimum of 0.1% of any fiat token flow has to be given back to XR Web.

70% of rewards distributed among the Stakers and 30% goes to XR Foundation

Out of 70%, 60% is distributed within 25 miles and 40% distributed among all Super Stakers Stakers in the network having greater than 5000 XR. So if the activity happened within 25 miles with and one has more than 5000XR, the rewards get distributed to him twice based on PoGS (Proof of Geo-Staking).

What is PoGS

PoGS stands for Proof of Geo Staking. It is the mechanism of how DAILY REWARDS* are awarded to holders of staked XR Tokens based on the locations of activities on XR Apps and amount of staked tokens owned by the individual wallet address.
There are 2 types of Stakers

XR Staker

Owning less than 5000 XR within the same wallet address and gets a prorate reward-share within 25 miles of activity.

Super XR Staker

Owns 5000 or more staked XR Token within a specific wallet address and gets rewarded from activities anywhere on the network on prorate of holding. For activities within 25 miles of geolocation, Super XR Stakers gets rewarded twice.

Distribution of Daily Rewards is subject that the rewards have been a minimum of 1 USD worth. Any network transmission fees from the distribution will be deducted from the rewards. We will strive to minimize network transmission fees. Intervals of Balance and time of rewards are subject to change if it turns out to be too expensive to do daily transfers.

XR Web Network Achievement of Self-Sustainability.

After Token Sale, while the platform is running with minimal developers (Apps and Content Devs) XR Foundation will utilize the token pool to incentivize App Developers to build on the Network, Content Developers to create engaging contents on the Network and to reward users as they congregate into the Network. This pool will be administered by the XR Web Foundation and will continue till when it is satisfied that there are enough Apps and content developers and users (stakers and non-stakers) to utilize to drive the engine of the XR Web Digital Economy.

Once the Network is on autopilot App developers, Content Developers, and Stakers/Users, activities will follow the routine;

With geo-locations A, B, C, and D.

Application Developer (Sammy) builds an App and monetizes it with XR.
Content Developer (Frank) creates contents which will make the App even more enjoyable.

XR Staker (Nelson) stakes his XR to Geolocation A.

User (Kimberly) based in Geo-location A comes and makes economic activity on the App by Sam worth $100.

The commercial agreement between Sammy and Frank comes into play once (for example 60% and 40% respectively).

XR Web collects its network rewards of 0.1% equating to $0.1 of which 70% goes to the Staker (Nelson) and 30% to XR Web Foundation for the administration, maintenance, growth, and marketing of the XR Web Network.

This leaves $99.9 available to be shared between App dev (Sammy) and Content Dev (Frank) based on agreed %. Sammy gets $59.94 while Frank gets $39.96.

XR Staker (Nelson) will receive a share $0.07 for this single transaction while depending on the number of Stakers in Geo-location A and according to the numbers of XR staked.

XR Web Foundation will receive $0.03 as its share of network rewards from the economic activity of Users (Kimberly) on the App of (Sammy) using the content of (Frank).

NOTE: Transactions on the network are made with the XR Token. The XR apps will be able to make transactions directly with exchanges in realtime for the apps to run smoothly. This is expected to drive the demand for the XR Token. As more Apps and contents are developed on the XR Web Network which will result in expansion of the network, demand for the XR will be on the ever increase.
XR WEB FOUNDATION

The entirety of the XR Web Project will be administered by XR Foundation. The foundation is responsible for developing the network growth strategy and sustainability plan. The Foundation will function as an overseer over the affairs of the project defining criteria for entering into partnership with other firms and the communication of XR Web’s corporate identity.

XR Web Foundation will be entitled to own a 15% of the total Supply of the XR Token which it will employ for administrative and managerial duties as well for ensuring onboarding of new developers.
THE XR WEB TEAM

Manindra Majumdar
Founder & CEO

Sanjay Chaudhuri
CTO

Haw Leng
Chief Growth Officer

Bogdan Sizov
Director of Blockchain

James Scholz
Chief Communications Officer

Ana Anbuselvan
Chief Innovation Officer
ADVISORS

Jeremy Khoo
Top ICO Expert in IcoBench, CEO-IFG

Hap Klopp
Ex-CEO of The North Face

Dmitry Pshenin
Advisor

Kyle White
Blockchain Community Advisor

Jeremy Wright
Blockchain Growth Advisor

Jonathan Dunsmoor
US Legal Advisor

Shalin Verma
Advisor

Erixco Pranoto
Advisor
Our roadmap is constantly evolving.

**2018**
- Idea conception
- Acceptance in DMZ Accelerator Zone in Toronto Canada
- Plug & Play Accelerator, Silicon Valley

**Q1 2019**
- Creation of XR Token
- XR Web Staking Web app
- MainNet 0.5

**Q2 2019**
- **XR Token Pre-Sales**

**Q3 2019**
- XR Token Main Sale Listing in Exchange#1
- API release for XR Web apps in Javascript

**Q4 2019**
- Listing in Exchange#2
- Unity SDK REST APIs
- Auction platform for XR tokens

**Q1 2020**
- Listing in Exchange #3
- Self - Serve Location based Advertising Engine

**Q2 2020**
- **XR Developer Fund kickstart**

**Q3 2020**
- XR Conference - Venue TBD

**Q4 2020**
- **Pilot with Smart Glasses Partner XR Spatial DNS (open source)**
- API in various languages for XR Web transactions and staking
- API in various languages for XR Advertising SDK for various platforms

**2021**
Summary

With our platform, we are also kickstarting an entirely new industry and ecosystem on Extended Reality. As smart glasses become commonplace, the XR Web economy is well positioned to overtake the mobile phone industry soon. Blockchain enables us to build business models where the value of this new XR Web is shared more broadly with more stakeholders. It will be an exciting journey to see what developers will build on how XR Web will change how we perceive the Internet and reality itself.

FAQ

How do I buy XR Tokens?

XR Tokens can be bought on Private and public token sales. We will also conduct IEOs in multiple crypto exchanges. Public sale investors can log on to https://ico.xrweb.network or our partner IEO platforms. Private accredited investors can contact us at ico@xrweb.network

How do I receive my XR tokens?

XR Tokens will be transferred to purchaser’s Ethereum account within 10 days of purchase or according to the policy of the exchange or platform where the token is bought whichever is later.

Does the crowdsale comply with all legal requirements? Is it a security token?

Yes, we strive to comply with all international regulations and building for a long term prosperous future. We are not a security token. We are a utility token and have a legal opinion from US Legal firms prepared.
Can I trade with XR tokens?
XR Tokens will be tradeable in several top crypto exchanges in 2019-2020 in various trading pairs including BTC, ETH, USDT, etc to ensure long term liquidity.

Can I use the XR tokens? Is the XR Mainnet Live?
Yes, XR MainNet 0.5 is live. Staking on XR Web us already live and geolocations can be staked on first come first serve basis. Many XR apps are on the pipeline which will usher in the new era of XR Web.
Disclaimer

• The purpose of this White Paper is to present XR Web and the Tokens to potential Token holders in connection with the proposed Token sale.
• The information set forth below may not be exhaustive and does not imply any elements of a contractual relationship. Its sole purpose is to provide relevant and reasonable information to potential Token holders in order for them to determine whether to undertake a thorough analysis of the company with the intent of purchasing XR Tokens.
• Nothing in this White Paper shall be deemed to constitute a prospectus of any sort or a solicitation for investment, nor does it in any way pertain to an or a solicitation of an er to buy any securities in any jurisdiction.
• This document is not composed in accordance with and is not subject to, laws or regulations of any jurisdiction, which are designed to protect investors.
• The XR Token is a utility Token. This product is not a digital currency, security, commodity, or any other kind of financial instrument and has not been registered under the Securities Act, the securities laws of any state of the United States, or the securities laws of any other country, including the securities laws of any jurisdiction in which a potential Token holder is a resident.
• The XR token is not intended for sale or use in any jurisdiction where the sale or use of digital Tokens may be prohibited.
• XR Token confers no other rights in any form, including but not limited to any ownership, distribution (including but not limited to profit), redemption, liquidation, proprietary (forms of intellectual property), or other financial or legal rights, other than those specifically described in the White Paper.
• All statements contained in this Whitepaper, statements made in press releases or in any place accessible by the public and oral statements that may be made by XR Web or their respective directors, executive employees or team’s representatives acting on behalf of XR Web (as the case may be), that are not statements of historical fact, constitute “forward-looking terms such as “aim”, “target”, “anticipate”, “believe”, “could”, “estimate”, “expect”, “if”, “intend”, “may”, “plan”, “possible”, “probable”, “project”, “should”, “would”, or “will”.

www.xrweb.network
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