DVISION
NETWORK

Dvision Network

The New Reality on the Blockchain

Content
White Paper 2020

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1 Preface

Dvision Network is totally new virtual reality[1] content that utilizes blockchain technology, which extracts the synergies of VR-Blockchain convergence. Dvision Network presents a new virtual reality world that can lead an affluent life at the very center of the ICT based fourth industrial revolution.

1) Virtual Reality (VR) refers to a specific environment or situation, or technology itself created by artificial technology, similar to the reality, yet the experience is fully virtual, not real.

The VR market, which is claimed to be one of the most pioneering and centric technologies, associated with the fourth industrial revolution, and it's also regarded to be highly potential and profitable. According to SuperData, a U.S. research firm, global VR market in 2018 was estimated to be worth $4.5 billion (approximately $5.04 trillion KRW), and estimation accounted for both software and hardware markets. In fact, 2018's market size has almost doubled , reaching $9.6 billion valuation by 2019 (approximately 10.75 trillion won) and almost tripled by 2020 and the current market worth is somewhere near $14.5 billion (approximately 16.5 trillion won). Furthermore, VR industry is currently facing huge positive changes given both domestic and foreign IT companies are expanding their investments in VR technologies following the trends in 5G and cloud era.

Besides, majority of experts in the VR industry mutually agree upon the fact that VR devices have been developing exponentially in recent years. Although, the VR hardware market is growing in fast pace, the supplementary and most crucial thing, per se VR content market is not developing in the same strain. Behind the spectacular growth of the VR market exists the shadow, that pinpoints to the lack of decent VR content, illegal content piracies and copyright infringements. Unfortunately, the VR content, which would combine the features, such as user convenience, necessity and immersability are currently not available, and due to that, the VR market is severely underperforming and not realizing its potential. The market is underperforming also due to the presence of unauthorized distribution and provision of content, infringing the copyrights of the content creators. In overall, these causes and actions are leading to a formation of a vicious cycle, that further reduces the investment inflow into the VR industry, that certainly complicates its further growth.

Dvision Network is a new VR content ecosystem that utilizes blockchain technology, and it aims to create an efficient VR world of a totally innovative and new concept, by addressing the omnipresent problems emerging in the VR industry. Dvision Network will develop and contribute to the VR industry in the following way:

01 High-Quality Content: VR-City

VR-City is a public space, where you can experience various VR content, such as gaming, shopping, education and you can even visit different exhibitions here.

High-Quality Content:

VR-City

VR-City is a public space, where you can experience various VR content, such as gaming, shopping, education and you can even visit different exhibitions here.

Customizing a VR Space

VR-Space

VR-Space is a feature, where business owners, designers, store owners, and other regular users can create a personalized virtual space according to their own preferences.

VR Ecosystem Expansion

VR-Market

VR-Market is a platform, where various VR items are traded. Those items are developed directly by the user or designed by the third-party designers, if requested.

02 Customizing a VR Space : VR-Space

VR-Space is a feature, where business owners, designers, store owners, and other regular users can create a personalized virtual space according to their own preferences.

03 VR Ecosystem Expansion: VR-Market

VR-Market is a platform, where various VR items are traded. Those items are developed directly by the user or designed by the third-party designers, if requested.

In regards to the aforementioned, Dvision Network proposes a system in which the platform's participants can receive rewards by simply performing their roles in the platform. The participants in the Dvision Network's new VR ecosystem can contribute to the expansion of this ecosystem by experiencing it through the content production & provision, thereby earning rewards for their activities in the platform.

In order to achieve the above mentioned goals, the Dvision team will engage in partnerships with companies that are providing existing VR services. NINE VR, a VR cafe that has franchises nationwide, will become a pioneering and core partner of Dvision Network, that will cooperate in all the stages. NINE VR will participate in Dvision Network based on its experience in VR business, that accounts for more than five years and experience in opening 153 franchises. NINE VR received two patent registrations for its original technology and directing method for space, and it has differentiated strengths by applying them to franchises. The implemented VR technology and various content infrastructure provided by NINE VR will play a key role in building a successful ecosystem for Dvision Network.

Moreover, Dvision Network is an open platform that encourages participation of all the other companies, that operate in VR industry. In overall, based on existing assets of NINE VR, Dvision Network will further encourage additional partner companies to participate in Dvision's Ecosystem. A lot of different participants will flow into the Dvision Network as partnering companies,thereby establishing a VR ecosystem where compensation can be fairly distributed based on the contribution of platform participants. Ultimately, Dvision Network will implement services that utilizes VR content using blockchain technology in order to contribute to the further development of VR industry through the contributing activities performed by all participants including partners.

2 Introduction

2.1 Virtual Reality (VR)

Virtual Reality (VR) refers to a specific environment or situation, or technology itself created by the artificial technology, which is a mere simulated and virtual experience that can be similar to or completely different from the real world. Here, the created virtual environment or situation stimulates the user's five senses, allowing them to have a real-life, spatial and temporal experience, freely moving in and out of the boundary between reality and imagination. In addition, users can not only immerse themselves in virtual reality, but also interact with elements implemented in VR, such as operating or issuing commands, using real devices. VR is distinct from unilaterally implemented simulations in that it allows interaction with other users and creates user experience. The core ideology of VR technology is to implement perfect imaginary reality in the eyes and minds of people and to give them a sense of immersion to that extent so that they feel almost no difference in virtual and actual reality. Thus, Dvision Network aims to provide them an unprecedented experience, making users feel like they are in a new world, where they can experience a variety of content.

Figure 1. Virtual Reality (VR)

2.2 Virtual Reality (VR) Market

2.1.1. Global Market Size

The VR industry is going through significant positive changes as domestic and foreign IT companies are expanding their investments in VR tech in response to the evolution of the 5G and arrival of the cloud era. According to a report by the ITP, the big IT enterprises like Facebook, Microsoft, Sony, and HTC commenced investing a lot in VR technologies. However, in the Korean market, the VR is mainly being developed by three primary telecommunication companies (SK, KT, LG U+).

Facebook acquired Oculus, a VR headset company, in 2014 and made its debut in the VR market

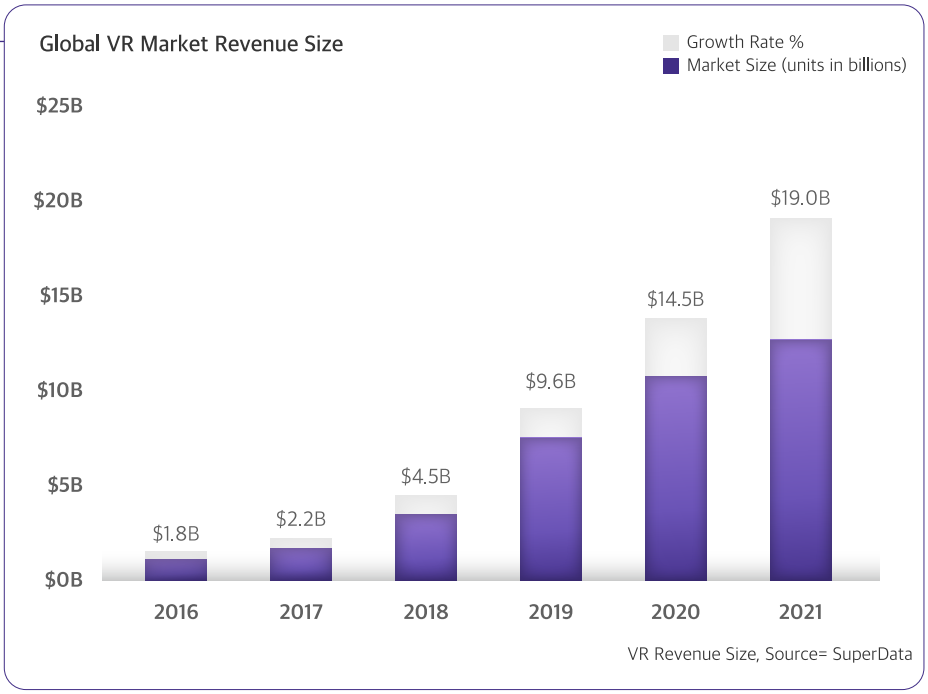
Sony is planning to strengthen its dominance in the VR market by utilizing its presence in the video game market by Q2 of 2020

HTC plans to reduce investment in its smartphone business in October 2019 and focus on both human resources and investment funds on VR

Republic of Korea is going to create VR market environment based on 5G infrastructure

Given the fact, that VR devices are continuously developing and progressing, VR-related content market is also exhibiting an upward sloping trend. Encompassing from mere small VR configured rooms up to the VR theme parks (large complex cultural spaces), the new VR pieces of content are continuously emerging, thus market research institutes are accordingly predicting that the size of VR industry will develop and increase exponentially. According to SuperData, a U.S. market research company, Global VR markets as of 2018 were estimated to be worth $4.5 billion (approximately 5.04 trillion KRW), both software and hardware markets, which by the next year has doubled in comparison to 2018, increasing up to $9.6 billion (approximately 10.75 trillion KRW) and reached $14.5 billion valuation (approximately $16.5 trillion KRW) by 2020.

Figure 2. Global VR Market Revenue Size



2.1.2. Issues

VR Content Copyright Protection

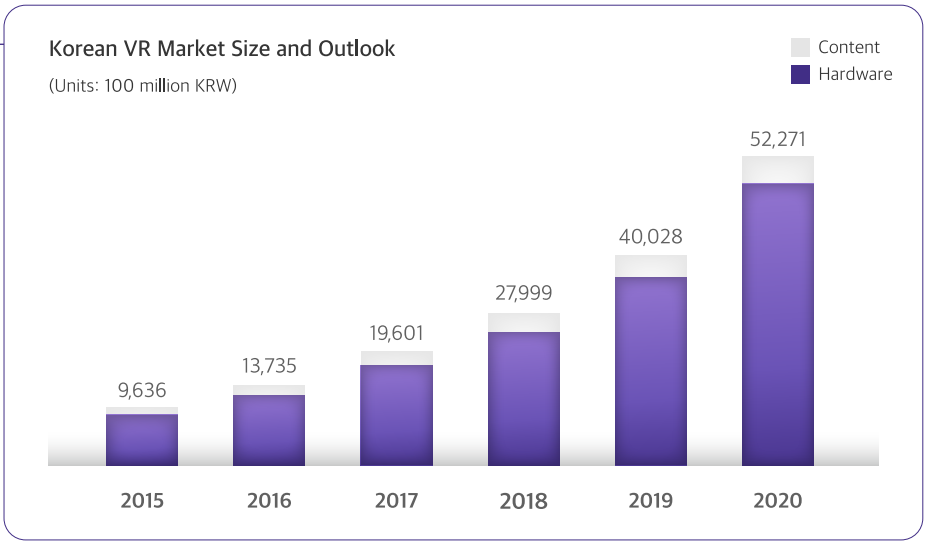
The VR content market, which is claimed to be one of the fundamentally driving technologies of the Fourth Industrial Revolution, is currently facing a crisis due to the lack of protection on content piracy and copyright issues. Given the fact, that Steam®, the largest VR content platform in existence, is located overseas, it is virtually impossible to get them under control of the Korean government agencies, making it impossible to investigate the legitimacy and exact figures of how commercially exposed the contents are. On the other hand, Google Play, Facebook, and App Store, which have branches in Korea, conduct self-rating operators through their own review system, whereas Steam does not operate in Korean Market and has no branch. Even the company that develops the game can hardly determine how legally their games are being used, thus they cannot confirm the cases of piracy. Under these circumstances, there are certainly multitude of cases copyright infringements. In order to create a self-sustaining content industry ecosystem, protection of content intellectual property rights is needed, and domestic and international monitoring is needed to protect IP rights of VR and AR content producers.

Figure 3.VR Market Discussion Analysis Result

Lack of Attractive Contents

Despite numerous companies continuously marketing their VR hardware, there still exists a lack of attractive supplementary VR pieces of content for the customers to enjoy. According to survey results from Ministry of Science, ICT & Future Planning and Korea VR Industry Association, the Korean VR market is expected to exhibit a CAGR of 42.9%, rising from 1.3735 trillion KRW in 2016 up to 5.7271 trillion KRW by 2020, yet the market for mobile-oriented hardware is deeply rooted due to Samsung and LG, which implies to the fact that the distribution of content is limited unlike the global trend. The absence of an appropriate amount of content makes it difficult for consumers to cultivate repetitive usage habits with a single VR device. This in turn leads to a vicious cycle, complicating the content development process, thereby reducing companies' investment in content development. In fact, Google inferred to discontinue its VR business operations in October of 2019. As it turned out, Google has withdrawn its VR business since they have come to a certain conclusion, that the VR market is not gonna be profitable due to lack of content and the absence of consumer's interest.

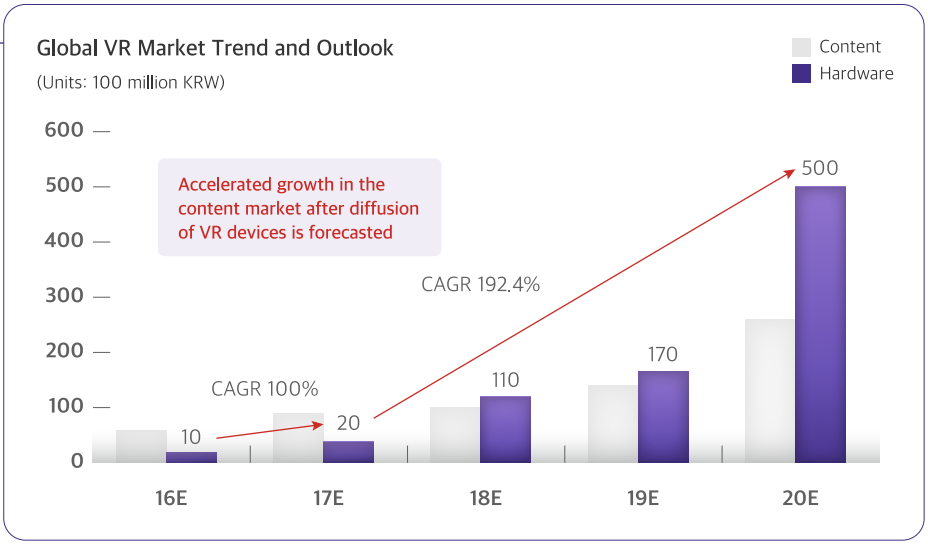
Figure 4. Korean VR Market Size and Outlook



Absence of VR Content Integration Platform

According to TrendForce, the VR market has changed its direction from the mere distribution of VR devices (hardware) to the distribution of content as of 2018. With global companies like Oculus, Sony, and HTC building their own content platforms and attracting users and content creators, there is no proper integration platform yet to bring together the growing number of VR consumers and content-makers in Korea. With most of the service apps sporadically provided by individual operators, Korean consumers are flocking to larger global platforms to experience more diverse VR content whereas content produced in Korea is being absorbed into these larger platforms. Given this trend, it is a very urgent task to establish a platform that would integrate Korean VR content so that Korea would not give up its odds against global companies in a highly opportunistic market.

Figure 5. Global VR Market Trend and Outlook



2.3. Dvision Team Mission

The Dvision team aims to bring innovation to the VR market by addressing the issues mentioned above, thereby creating a new VR content ecosystem utilizing blockchain technology.The Dvision team presents the following directions to develop and further cultivate the VR industry, by offering an ecosystem with three primary services, based on more than five years of experience in conducting VR business and 153 VR franchise opening experience:

01 High-Quality Content: VR-City

VR-City is a public space, where you can experience various VR content, such as gaming, shopping, education and you can even visit different exhibitions here.

02 Customizing a VR Space a: VR-Space

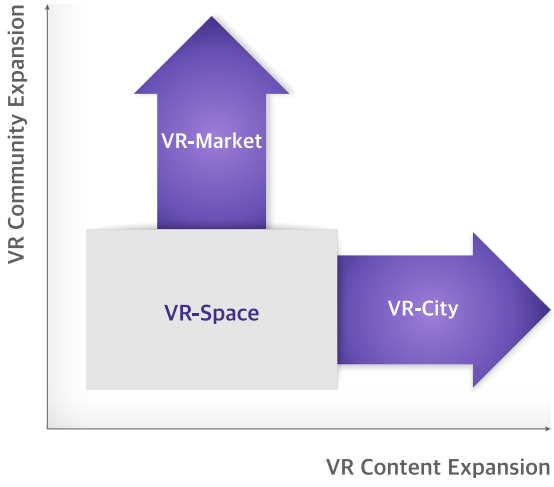
VR-Space is a feature, where business owners, designers, store owners, and other regular users can create a personalized virtual space according to their own preferences.

03 VR Ecosystem Expansion: VR-Market

VR-Market is a platform, where various VR items are traded. Those items are developed directly by the user or designed by the third-party designers, if requested.

In order to accomplish its mission, the Dvision Team proposes Dvision Network, a new VR content ecosystem that utilizes blockchain technology. The Dvision Team will establish Dvision Network and provide reliable VR content payment data through Dvision Network to ①Developers, ②Consumers, ③Advertisers, so that they will grasp and opportunity to build an efficient ecosystem to collaborate with each other. In fact, the blockchain network eliminates the risk of data tampering (forgery) due to the presence of smart contracts, thus Dvision Network participants are enabled to gain their rewards according to their contributions, without necessity of going through the complicated processes, which certainly lays out a solid foundation for the formation of a healthy ecosystem. By implementing this, Dvision Network forms an environment where each participant can focus on his or her purpose and build a new interconnected virtual reality world.

Figure 6. Dvision Network's Value Proposition



3 Dvision Network

3.1. Why Blockchain?

3.1.1. Global Payment System

Dvision Network is a new VR content ecosystem that utilizes blockchain technology. Dvision Network provides a global payment system for participants to engage in robust economic activities in the new VR world. Here, participants can participate in Dvision Network anywhere in the real world and receive nationwide services. In the Dvision ecosystem, crypto assets are issued through the usage of blockchain technology to mainly overcome shortcomings such as changes in exchange rates between key currencies of different countries, slow transmission speeds and burdensome commission fees paid to intermediaries. The crypto assets address the issues mentioned above, and reduce payment procedures for those developers and partners who will participate in the token ecosystem built on a single blockchain network. By utilizing blockchain technology, Dvision Network is expected to reduce entry barriers for potential global partners, which will result in corresponding outcomes.

3.1.2. Ecosystem Transparency

Dvision Network is the underlying network that creates the Dvision platform ecosystem entails a payment system that maintains safety and transparency of token transactions occurring in the virtual reality world of Dvision Network. Participants can use the system to register and create content, and set up the reward ratio and economy of tokens. In the VR world of Dvision Network, participants cannot forge or falsify the data, when content operations compensation is being paid, this in turn guarantees the safety and transparency of the system. Through a network utilizing blockchain, Dvision Network eliminates the risk data falsification, and utilizes smart contracts to enable Dvision Network participants to earn corresponding rewards for their contributions without complicated processes.

3.1.3. Copyright Protection

The ownership of content copyrights, created and used in Dvision Network's new VR content ecosystem, is protected by the smart contract protocols. In fact, the VR content is mainly distributed and dispersed through Steam®, which is a global distribution platform. It has numerously been reported, that content creators are suffering from illegal copyright piracies and unauthorized distribution issues due to a combination of personal and commercial businesses and due to the absence of separate licensing contract structure. In Dvision Network's ecosystem, any given participant can become a VR content producer, thereby having an opportunity to generate continuously safe profits through smart contracts. On the other hand, consumers can either temporarily rent or permanently buy that content. Dvision Network protects copyrights for content production in order to create a sound market ecosystem related to VR by utilizing blockchain, while encouraging content producers to produce more content, thus helping the entire VR industry initiate a virtuous cycle.

3.2. Dvision Platform

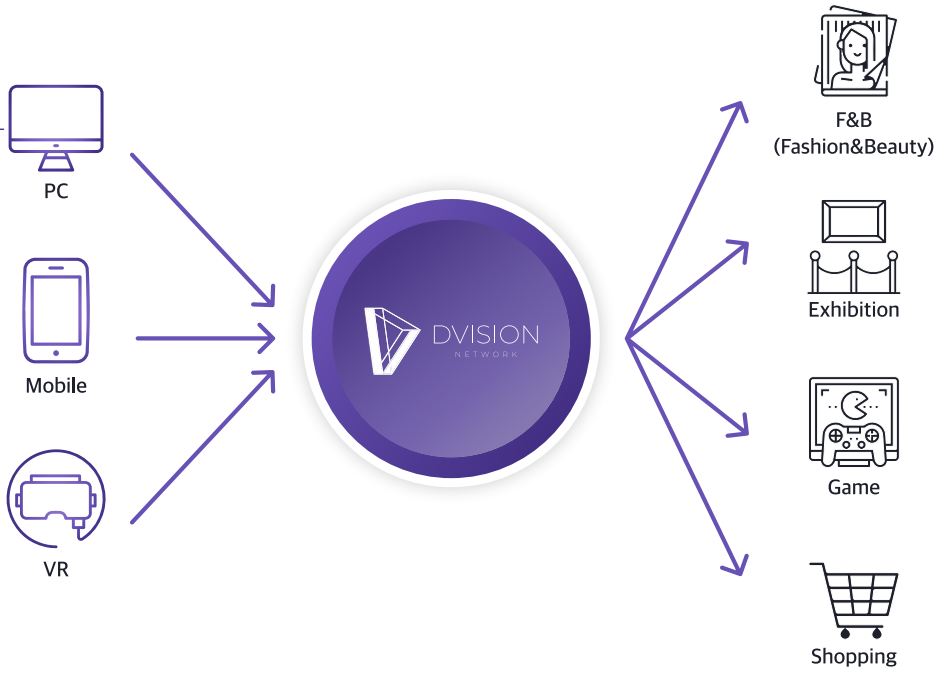
Dvision Network is a new VR content ecosystem that utilizes blockchain technology. Dvision Network extracts an established synergy as a result of VR/Blockchain convergence in order to enable O2O services in various industries. It serves as a catalyst in various industrial fields by allowing anyone to participate in F&B, exhibitions, fairs, games, and other content industries within the VR space.

Blockchain is a decentralized network that enables P2P value exchange. The recorded data on the blockchain will be decentralized and controlled, making it impossible for any given person to take operating possession, which in turn ensures the transparency and reliability of the platform. By utilizing the advantages of blockchains and VR technologies, Dvision Network is designed to lower entry barriers and protect the interests of participants so that users can easily experience the VR world.

Dvision Network consists of three main functions. 1) VR-Space, 2) VR-City, 3) VR-Market are the three key functions that make up the ecosystem of Dvision Network comprised of convenient UI technology and will be an essential element for establishing a VR ecosystem in which members, including users, various businesses and developers will form a virtuous cycle, collaborating with each other.

Dvision Network will be accessible through various devices. VR equipment must be used to experience VR, but as shown in the [Figure] below, it will be possible to connect to PCs and mobile devices so that users who are not supplied with VR equipment can also participate.

Figure 7. Dvision Platform



3.2.1. VR-Market

VR-Market is a platform where various VR items are traded. There are fundamental items that are provided by the Dvision Team, yet developers can also produce and sell unique 3D items. Users can also request developers to create items according to their own preferences. Here, Non-Fungible Tokens (NFT) are used in the VR-Market to protect the value and ownership of both basic and customized items.

ITEM Market

The ITEM Market is a space where basic items provided by the Dvision team are traded and P2P transactions are carried out between users. The Dvision team will provide basic items for free or at a low price so that users can freely use them on VR-Space. Since all of these items can be used by anyone, the number of items will be limited, and it will be developed in a way that further transactions will not be possible once they are purchased.

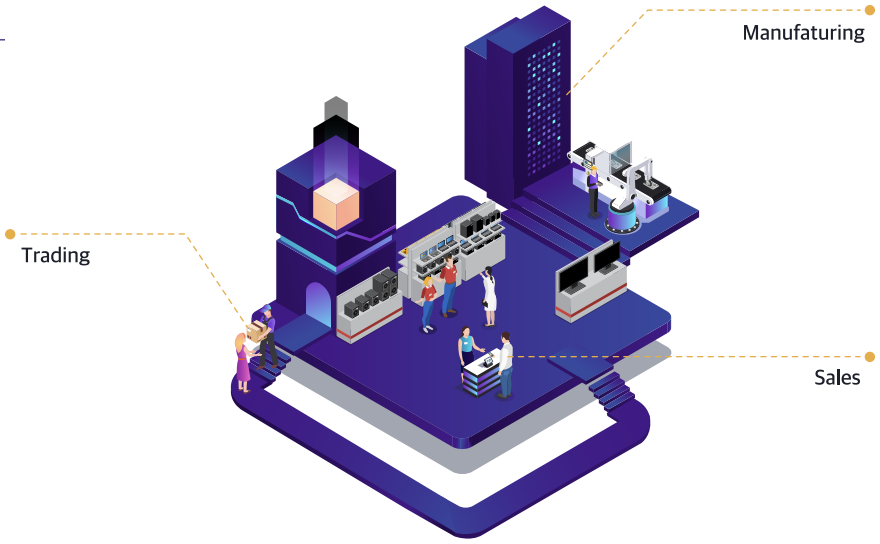
Custom-Made Item

As it has been mentioned, there are items that can be customized, produced and traded within the platform, which are different from the fundamental items provided by the Dvision team. Here developers, such as front-end developers or startup developers, can produce items used in Dvision Network, thus generate revenue and make stable income. Developers can either comprehend the users' needs, then produce necessary items in advance, register them as sales products in the market, or produce customized items upon user's custom-made request.

ITEM Ownership

NFT means that items are tokenized to protect the value and ownership of the developed items. Given the fact that all of the items have different attributes, which serves as a proof of the ownership and enables transaction, makes them irreplaceable tokens. The attributes of the items are all recorded in the blockchain, and the transaction history and the previous owners of the item are recorded in the blockchain. Dvision provides convenient UX/UI so that anyone can tokenize a developed item.

Figure 8. VR-Market imagery



3.2.2. VR-Space

VR-Space is an essential comprising element of VR-City, per se a virtual reality world of Dvision Network. Participants of Dvision Network can be allocated with a personalized VR space known as VR-Space. Only those that are provided with accessibility can have access to the VR-Space, and they can personalize the interior of the space according to their preferences.

Space Lease

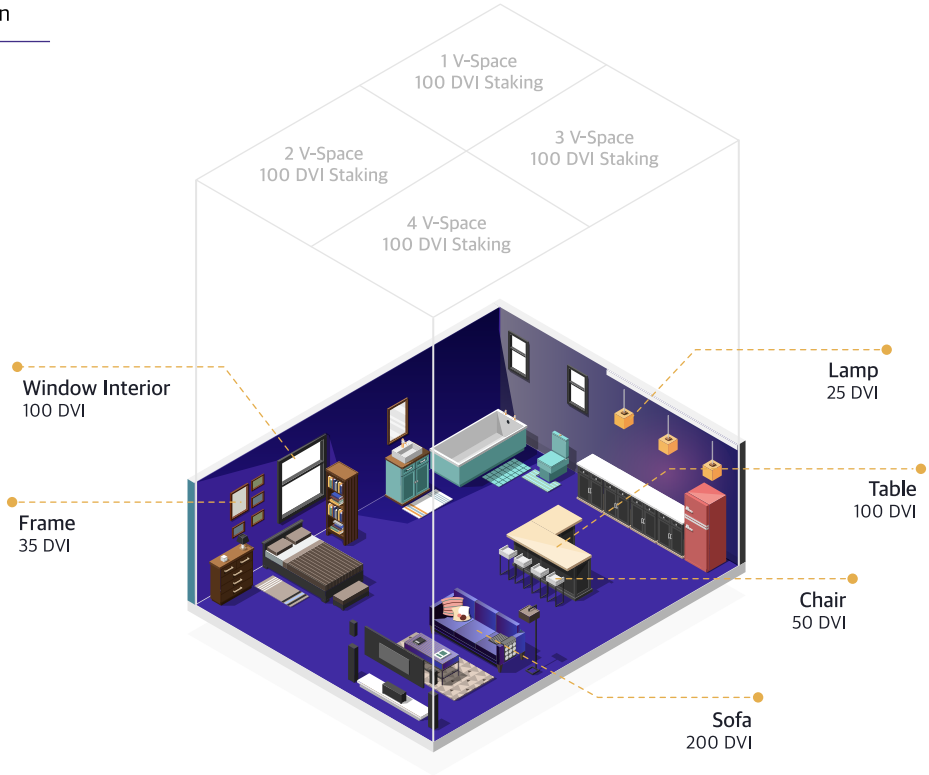
In order to be allocated with a personal space in VR-Space, a certain amount of tokens must be staked. Although the VR-Space has its spatial limitations, using tokens the area and range of the space can still be extended to a certain extent. Individuals can use VR-Space in small areas as a collection space like blogs. In the case of content providers, additional staking can be used to expand the area and provide various content for viewers. Content providers can add various functions to VR-Space and use it as shopping malls, exhibition halls, fairs and museums, which will be described later in VR-City.

Item Purchases and Utilization

To decorate and utilize VR-Space, the users must purchase various items for their tokens. The types of items include interior design, background music, furniture, and items can be purchased at VR-Market. Each item is priced by Dvision token according to type, design, color, size, attributes, etc.

Utilization of Content Providers

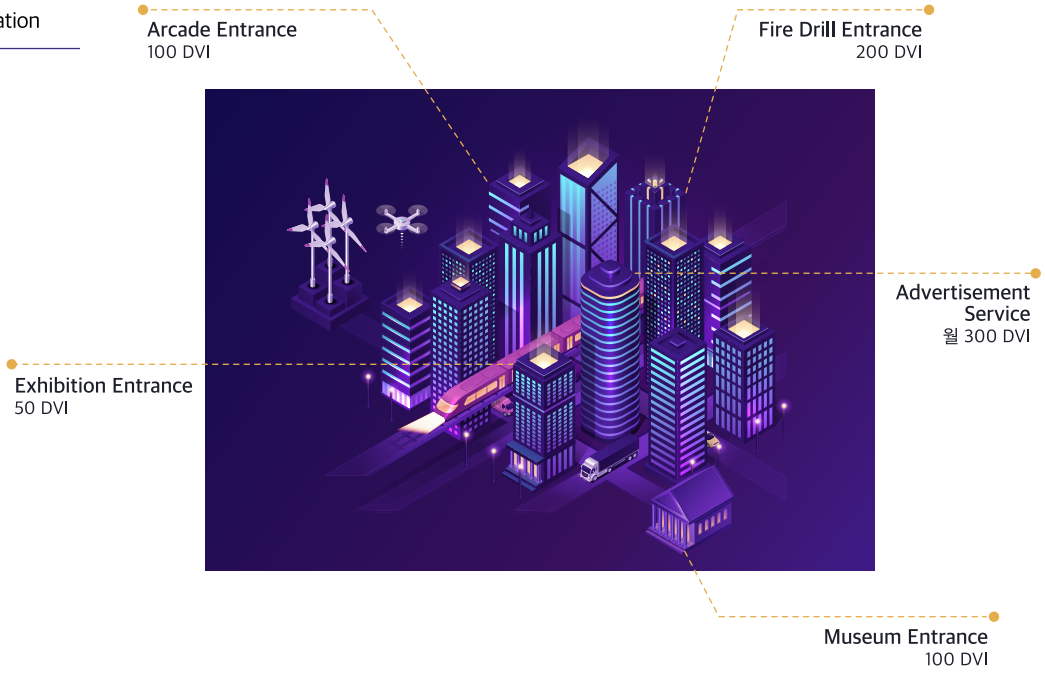
Figure 9. VR-Space Usage Illustration



3.2.3. VR-City

VR-City is a collection of numerous VR-Spaces. It is an open VR world where members of the ecosystem of Dvision Network can freely participate. Various VR content providers will participate in VR-City to provide content for the users. Many existing offline operators, including education, games, entertainment, F&B, medical care and cultural life, will become VR content providers to VR-City. Initially, the Dvision Network team will take the initiative in attracting and developing various pieces of content, and in the future, it will add several development tools and create an environment where developers can participate by creating various contents and services to be registered, thus contributing to the expansion of the entire ecosystem.

Figure 10. VR-City Usage Illustration



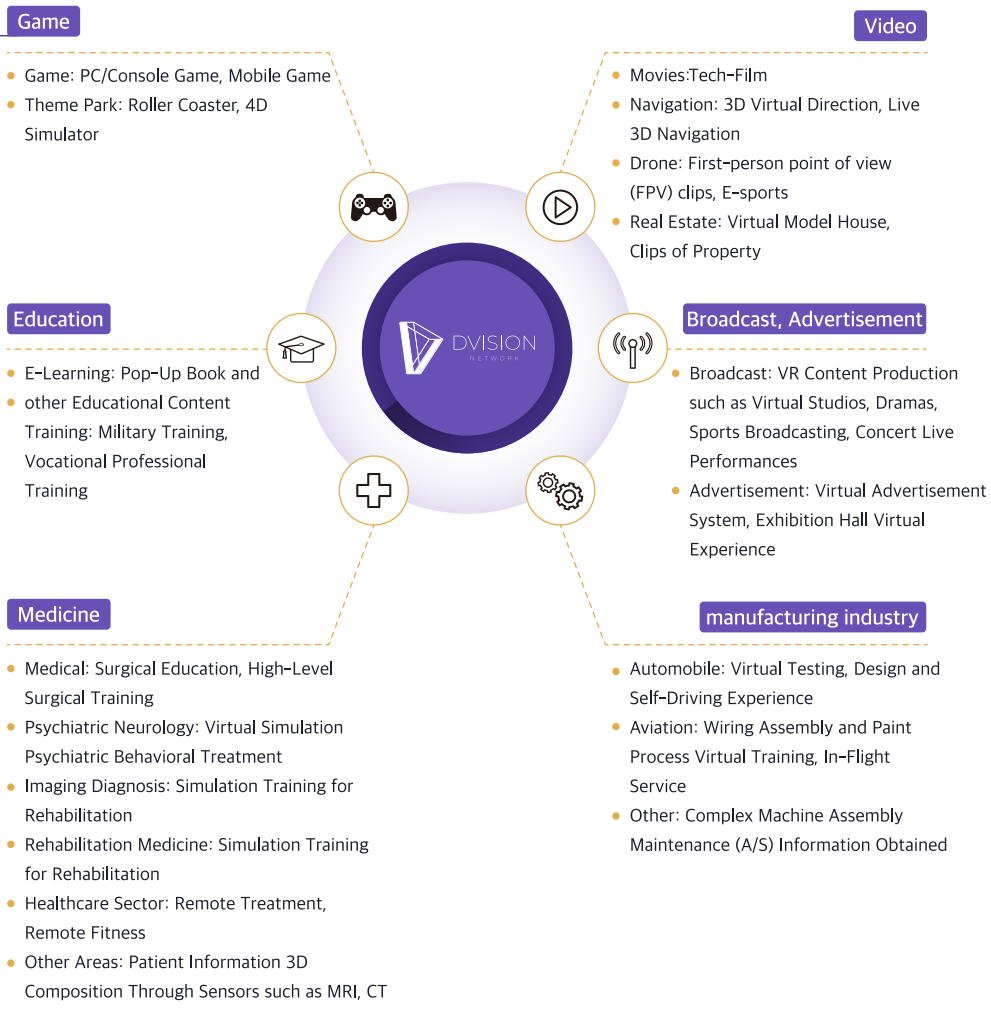
Space Lease

It is necessary to own a space in VR-City in order to provide content in VR-City. To own a specific zone, a certain amount of tokens must be deposited, and this function is known as “token staking”. Once a certain number of tokens are staked and ownership is determined, the owner of the zone will have the ability to install VR-City and provide content there. Each zone is assigned with certain coordinates, hence by creating the NFT from which the coordinate data is recorded and further stored in the block, the ownership of the zone is allocated to the user who has paid for it.

Content Delivery

VR technology can be applied to any field that can increase immersion, thus various operators can provide content in VR-City. VR-City allows participants to shift to content in any area of their choice. You can get various game education and create wealth in line with reality. VR-City can be largely applied to content in gaming, education, medical care, video, broadcasting,advertisement and manufacturing/industry sectors with details in the following way:

Figure 11.
Various applications of VR-City

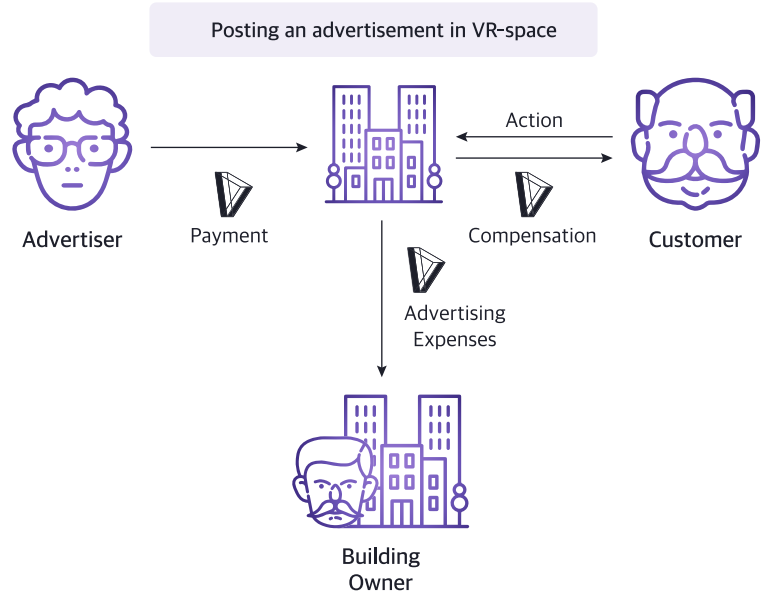


Furthermore, various fields such as exhibitions, museums, and shopping can be applied at VR-City. In fact, it will actually be implemented in the early stage of VR-City of the Dvision platform. Details will be provided later.

VR-Space Advertisements

In the Dvision Network VR world, advertisers can directly advertise through VR-Space. Anyone who owns his or her own VR-Space in VR-City can generate revenue by receiving advertisement requests. The advertiser must obtain approval from the owner before advertising. The advertisement on Dvision Network is priced based on consumer behavior, that advertisers are looking for and when the consumer performs it, and the payment is incurred according to CPA principle (Cost-Per-Acquisition). The pricing criteria could include factors like views, clicks, visits and purchases. Advertising fees are paid to VR-Space owners and to the participants of the ecosystem who have watched the ads, whereas some of the revenue portion is charged in the form of commission fees. Participants of the Dvision Network can earn advertising rewards simply by working in the VR world. The advertising structure in VR-City is shown below.

Figure 12.
Dvision Network
VR-Space Advertisements



3.3. DVI (Dvision Token)

3.3.1. Token Model

DVI (Dvision Token)

- ERC 20
- P2P Transfers between participants
- Staking per VR-space acquisition
- Item and content purchase
- Advertisement compensation

DVI is an Ethereum-based utility token and a crypto asset that can be utilized within Dvision Network's new VR content ecosystem. DVI tokens can be purchased on the cryptocurrency exchange and can also be obtained in a form of compensation within the Dvision Network.

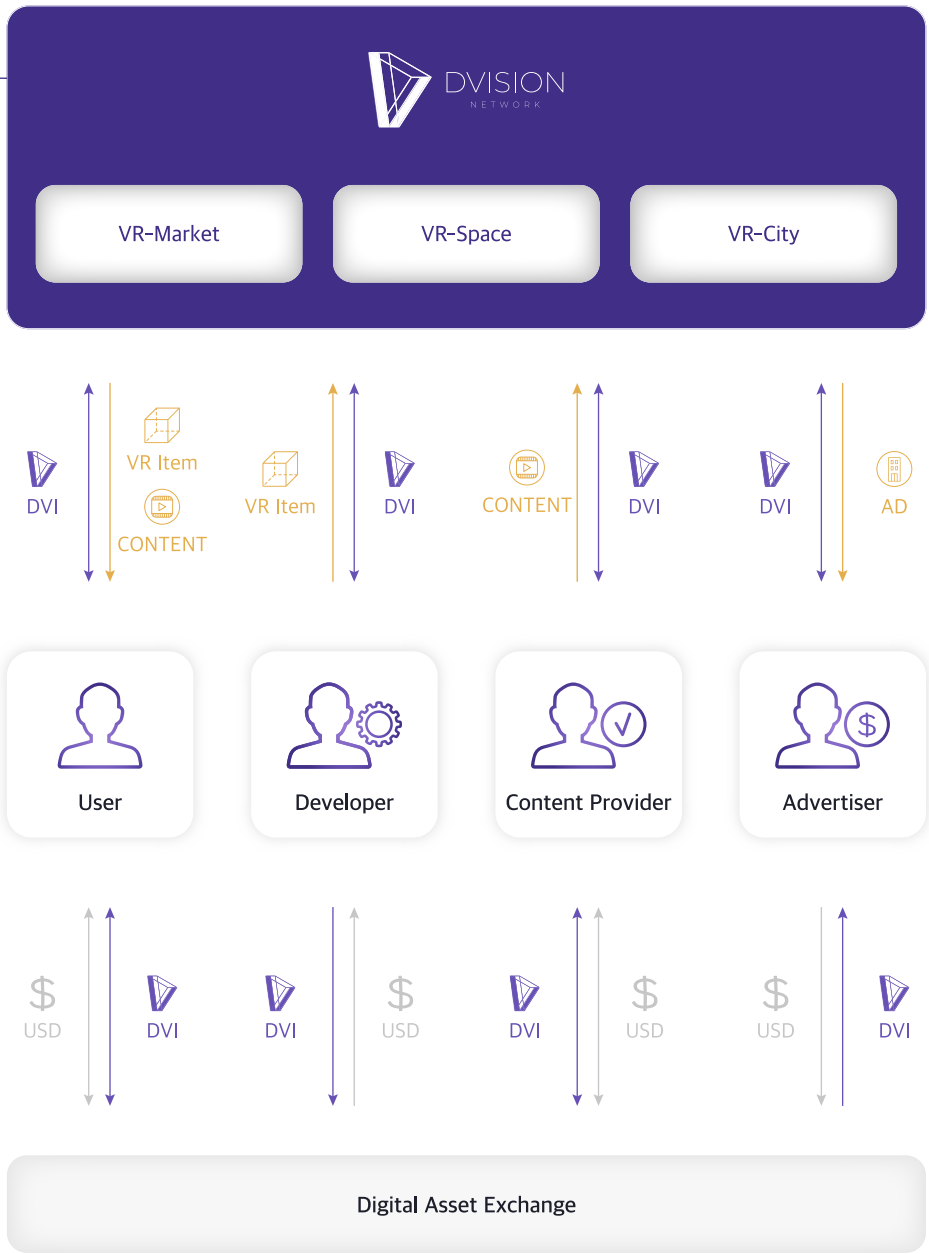
Participants of Dvision Network ecosystem must purchase and stake DVI tokens in order to secure a personal VR-Space in the VR world. The DVI tokens are used in order to incur payments for purchasing new pieces of content or per purchasing new items, that are exchanged between participants. Besides, participants can be rewarded with DVI tokens for their advertisement contributions. In addition, DVI tokens can be sent and received by P2P transfers between participants.

Participants of Dvision Network ecosystem can receive various benefits by holding DVI tokens. Content providers, consumers, advertisers and developers will contribute to the rise and maintenance of the value of DVI tokens and form a virtuous cycle structure through economic activities, such as content production, provision, advertisement and participation in advertising affairs within Dvision Network's VR ecosystem.

3.3.2. Token Economy

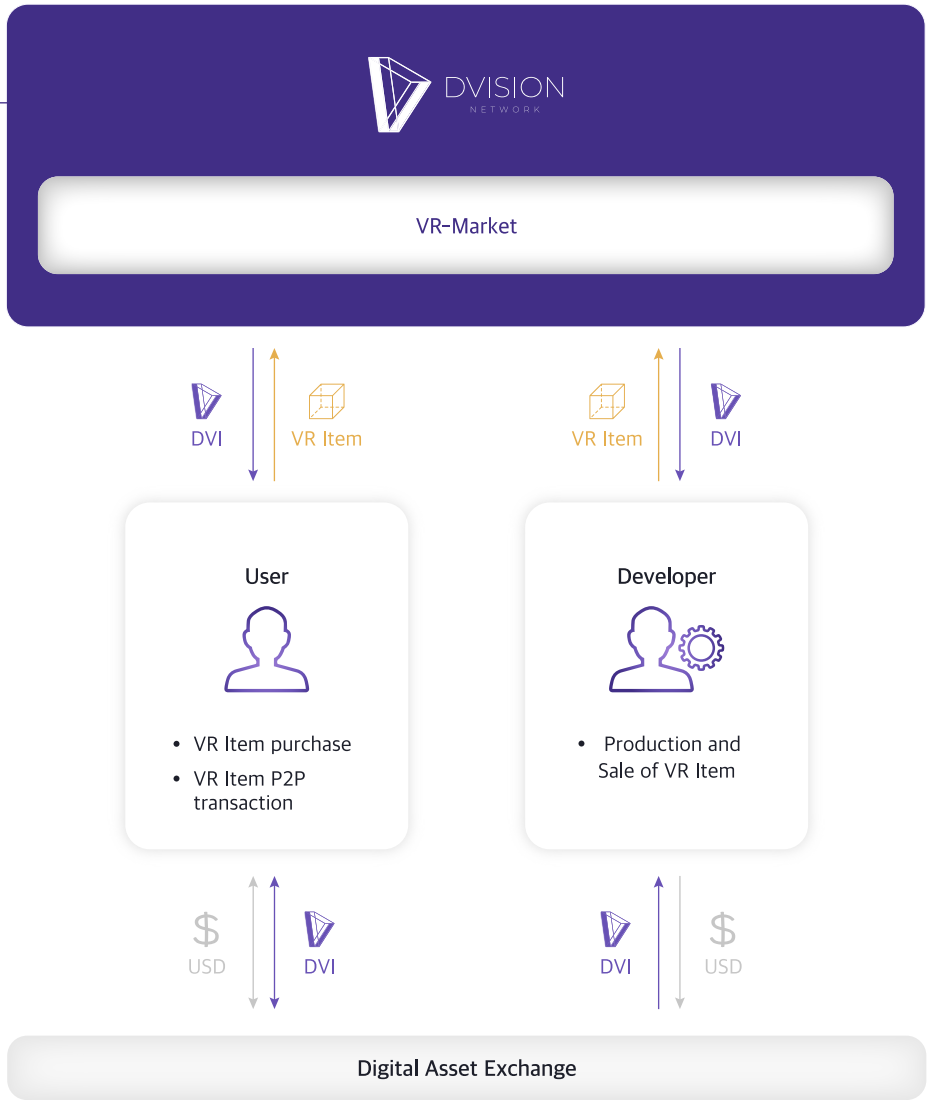
DVI is a utility token that is distributed and used for item purchases, staking, and content payments within the Dvision platform. Participants in the Dvision Network ecosystem must purchase DVI from the cryptocurrency exchange in order to make use of it. It can also be acquired in the form of compensation or revenue generation through ecosystem contributions and activities within the Dvision Network. In order to participate in the Dvision Network, the participant must hold a certain number of DVIs, and holders are given the opportunity to participate in various events. As ecosystems and platforms are expanded and various contents are consumed, a virtuous cycle of DVI will be formed.

Figure 13.
Dvision Token Economy



A. VR-Market

Figure 14.
VR-Market Economy

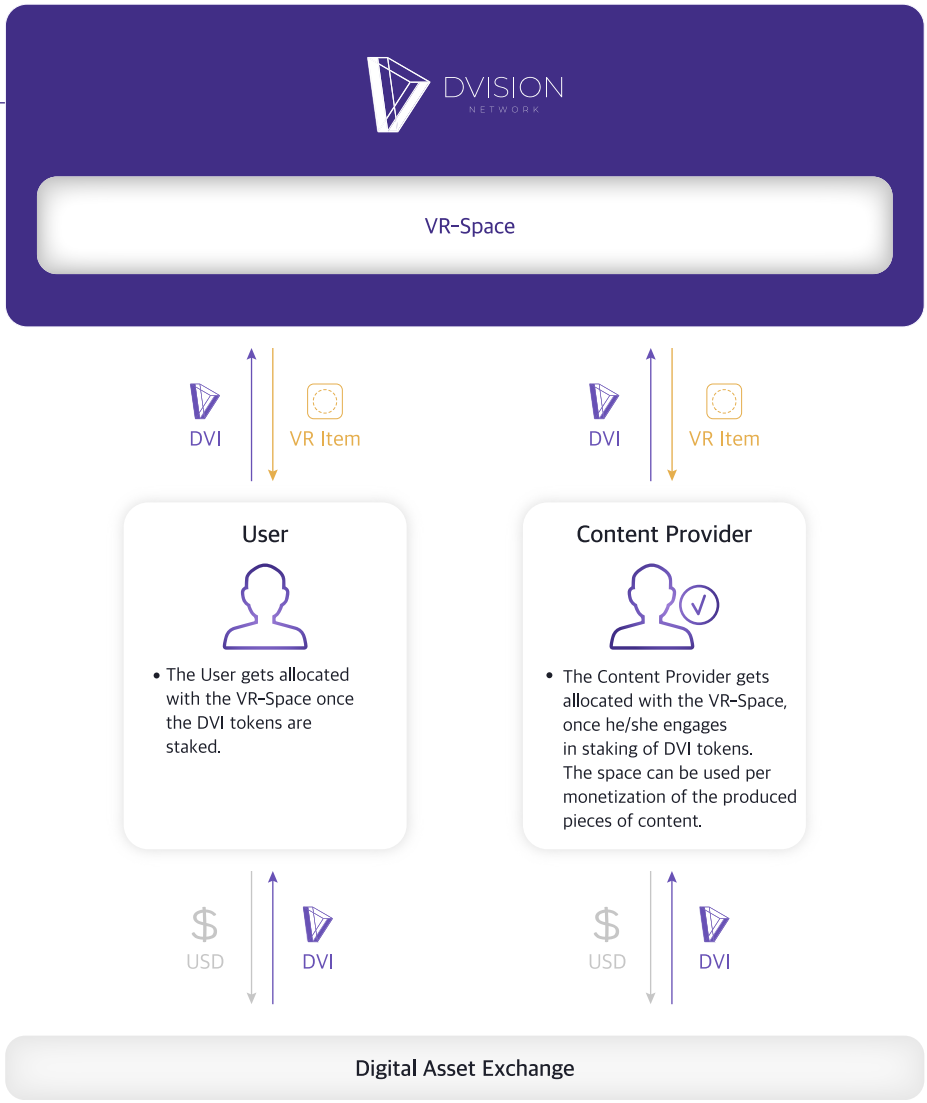


DVI Use in VR-Market

Token Usage Subjects	Token Recipients	Purpose of DVI Usage
User	Developer	The User has to incur a payment in DVI tokens in order to purchase VR Items either directly from the Developer or from the VR-Market.
	VR-Market	
	Other Users	Users buy and utilize DVI tokens in order to execute P2P transactions with other users.
Developer	VR-Market	The developer incurs a fee payment in DVI tokens in order to tokenize the VR-item into NFT (Non-Fungible-Token)

B. VR-Space

Figure 15.
VR-Space Economy

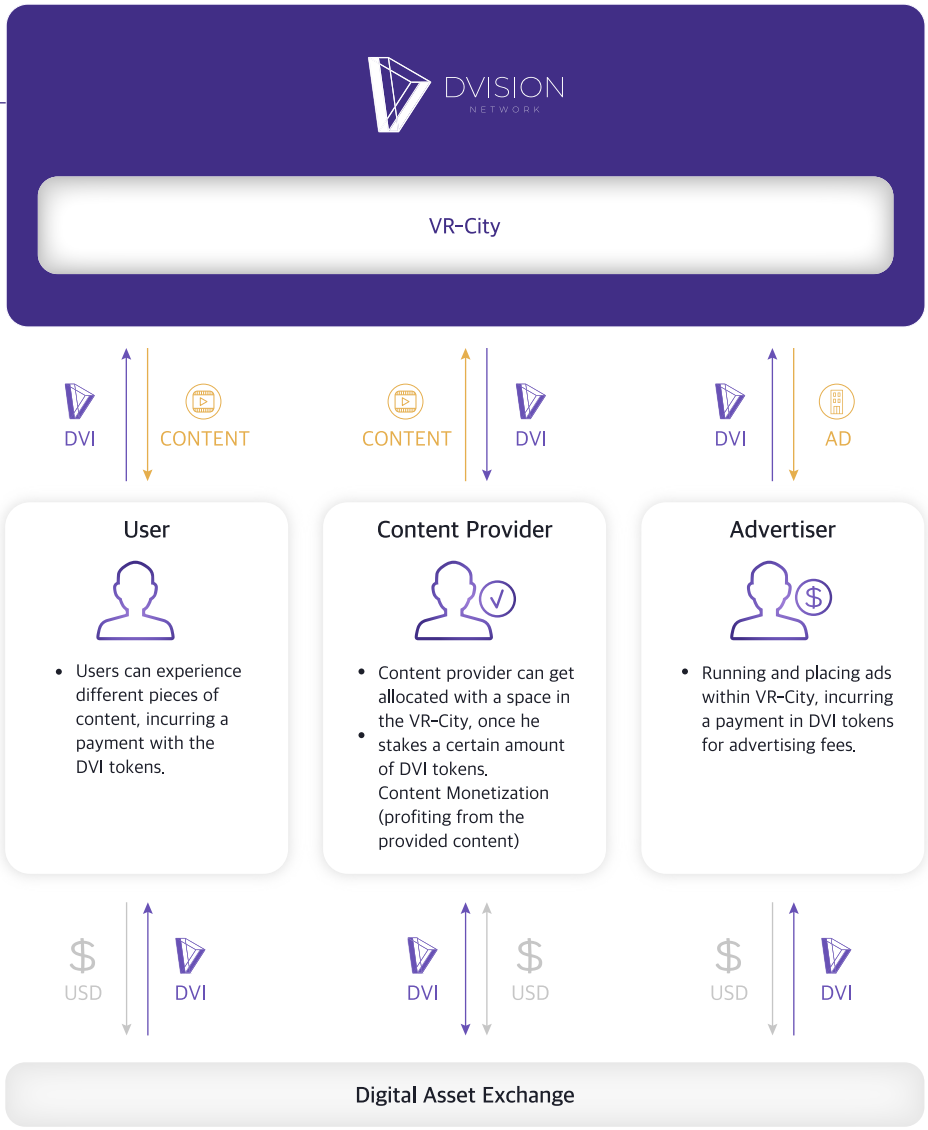


DVI Use in VR-Space

Token Usage Subjects	Token Recipients	Purpose of DVI Usage
User	VR-Space	In order to be allocated with the VR-space, users should engage in staking a certain amount of DVI tokens.
Content Provider	VR-Space	In order to be allocated with the VR-space, content providers should also engage in staking a certain amount of DVI tokens.

C. VR-City

Figure 16.
VR-City Economy



DVI Use in VR-City

Token Usage Subjects	Token Recipients	Purpose of DVI Usage
User	Content Provider	In order to use the content provided by the content providers, users should incur payment in DVI tokens.
Content Provider	VR-City	Advertisers should incur payment in DVI tokens in order to use the advertisement services within VR-City.
Advertiser	VR-City	In order to be allocated with the VR-space, content providers should also engage in staking a certain amount of DVI tokens.

3.3.3. Business Model

Space Lease Fee

In order to be allocated with a virtual space in VR-Space and VR-City, you must stake a certain amount of DVI tokens. Once you stake a certain amount of DVI tokens, you will be able to use the virtual space, and you can also unstake your tokens and a certain percentile will be charged as a commission fee. Fees incurred at this time are proportional to the space utilization period and can be charged up to 3% of the maximum staked token amount.

Item Sales Fee

The basic items offered by the Dvision team will be sold at VR-Market. This package of items consists of essential items that early users will need to use. The 80% of the items' sales revenue will be paid as commission to Divsion Network, with the remaining 20% to be used for the maintenance of the ecosystem.

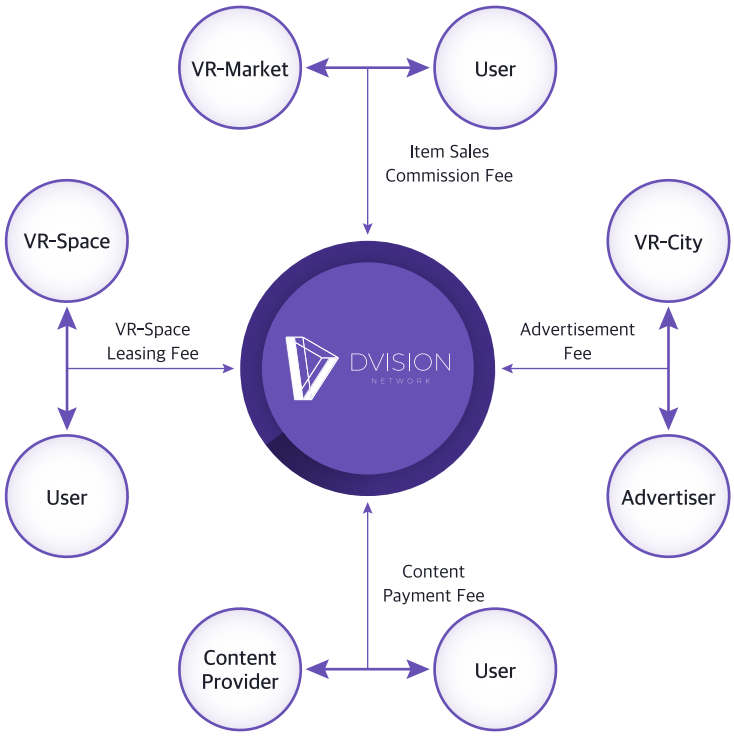
Content Payment Fee

Content providers will provide a variety of pieces of content on VR-City. In return, users will have to pay DVI tokens to gain access to the content, whereas a certain portion of the payment will be used as payment fee receivable by the Dvision Network.

Advertisement Fee

In order to conduct marketing campaigns in VR-City, advertisers must pay advertising fees in the form of DVI Tokens. Advertising fees vary depending on the number of advertising exposures, location of exposure, and number of views. Advertisers will pay advertising fees to VR-City's space owners, where advertising fees are paid to the consumers and VR-Space owners, excluding the separate Division Network fees.

Figure 17. Business Model



4 Dvision Partner

4.1. NINE VR

NINE VR established the BAD VR corporation, starting with Bad Dog with 120 franchises, and is currently continuing its VR franchise business nationwide through NINE VR rebranding. NINE VR received two patent registrations for their creative technology and directing method for space, and applied them to franchise businesses by formalizing them. Currently, It is actively engaged in business collaboration with many partnering companies that are currently producing content and research systems, and it also participates in VR and AR industries that are spreading in various forms throughout society.

The patented open-style space design and the two sided 270° curved screen are the signature of NINE VR and the point of uniqueness in comparison to other VR cafes. Through the world's first open-style VR Game, both the game user and user's guest can enjoy the game together with large curved screens on both sides allowing the user to be fully immersed in the game.

4.2. Product

Dvision Network presents the following use cases where VR can be applied with infinite virtual possibilities in different industries. This is actually being serviced by NINE VR and will play an important role in the initial stage of the VR content ecosystem of Dvision Network.

4.2.1. VR Game

Among VR games that have been developed by NINE VR, BAD TOWN is a first-person shooter (FPS) game that allows up to eight players to play together simultaneously both in PVE (Story Mode) or PVP (Battle Mode). In fact, NINE VR can provide diverse game contents to the Dvision Network ecosystem through direct game development, and that will allow anyone to enjoy it easily and interestingly in a very familiar space. Furthermore, leveraging the experience in hosting national competitions, using game contents, will hugely contribute to the growth of the VR contents market.

Figure 18. VR Game

4.2.2. VR Theme Park

VR theme park is a virtual space where you can enjoy VR-based contents such as adventure shooting games, aquariums, space or even Jurassic World themes, which are based on VR technology called Blockbuster VR. In addition, families can also enjoy informative and educational content such as Attraction or Kids Content.

Figure 19. VR Theme Park

VR Shooting Adventure

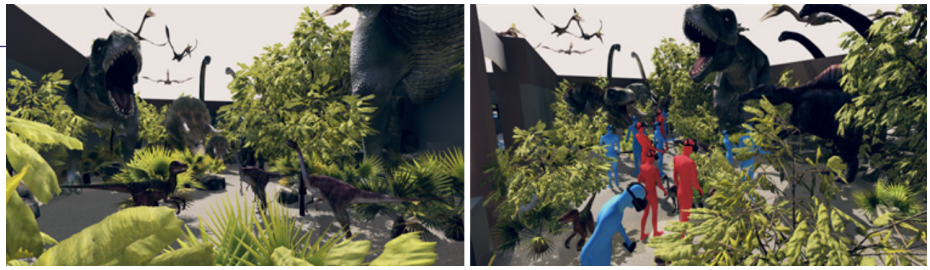
The use of wireless vibration PP GUN allows users to enjoy realistic FPS, with 0 limitations and restrictions, since it is easy to move through the lines. It consists of three episodes that allows you to experience various stories.

Figure 20. VR Shooting Adventure

VR Jurassic World

It is a content that allows visitors to enter the virtual space that dispatch the visitors to the times when dinosaurs lived. It allows them to walk around the theme park and feel like they are communicating with the artificial dinosaurs. It features a variety of thrilling contents that allow visitors to touch, feed, and pet dinosaurs, express affection, and even cross the single-wood bridge over lava cliffs. It is absolutely safe for users in the game to see and recognize each other. It is also equipped with educational programs that allow people of different demographics to enjoy games and learn the names and characteristics of dinosaurs.

Figure 21. VR Jurassic World



VR Aquarium

VR Aquarium is a VR experience content that allows visitors to feel as if they are experiencing the aquarium from the inner side, rather than just observing it from outside.

VR Space

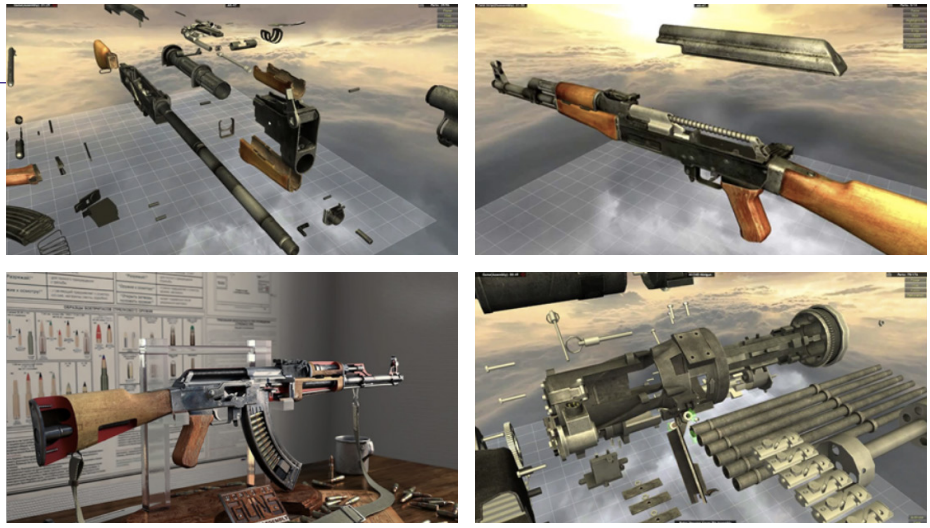
VR Space is a VR content that allows people to jump right into the space and feel the whole mysteriousness of our universe.

4.2.3. Military Education

Weapon Assembly/Disassembly

Wireless VR drilling system contents can increase overall competitiveness of the military system and contribute to a better understanding according to troop speciality. This will further bestow an access to efficient education by reduction of drill preparation time.

Figure 22. VR Military Education (Weapon Assembly/Disassembly)



Shooting Drill

Through various shooting drills, the users can improve their concentration skills and maximize training effect in preparation for actual combat.

Figure 23. VR Military Education (Shooting Drill)

Military Fire-Fighting & Rescue Simulation Drill

With VR technology, it will be possible to simulate situations that are limited to imple-mentation (fire accidents, etc.) and fire fighting equipment related to firefighting can be trained in close proximity to real situations without any direct experience, time, or space restrictions

Figure 24. VR Military Education (Simulated Battle Drill)

Military Fire-Fighting & Rescue Simulation Drill

With VR technology, it will be possible to simulate situations that are limited to imple-mentation (fire accidents, etc.) and fire fighting equipment related to firefighting can be trained in close proximity to real situations without any direct experience, time, or space restrictions

Figure 25. VR Military Education (Military Fire-Fighting & Rescue Simulation Drill)

Military Medical Treatment Simulation Drill

In fact, VR can produce a virtual scenario of the emergency cases, where the utilization of the medical treatment will be required. The medical institution develops expertise by applying it to the medical disease education system, such as developing the ability to deal with trauma given the anatomical data.

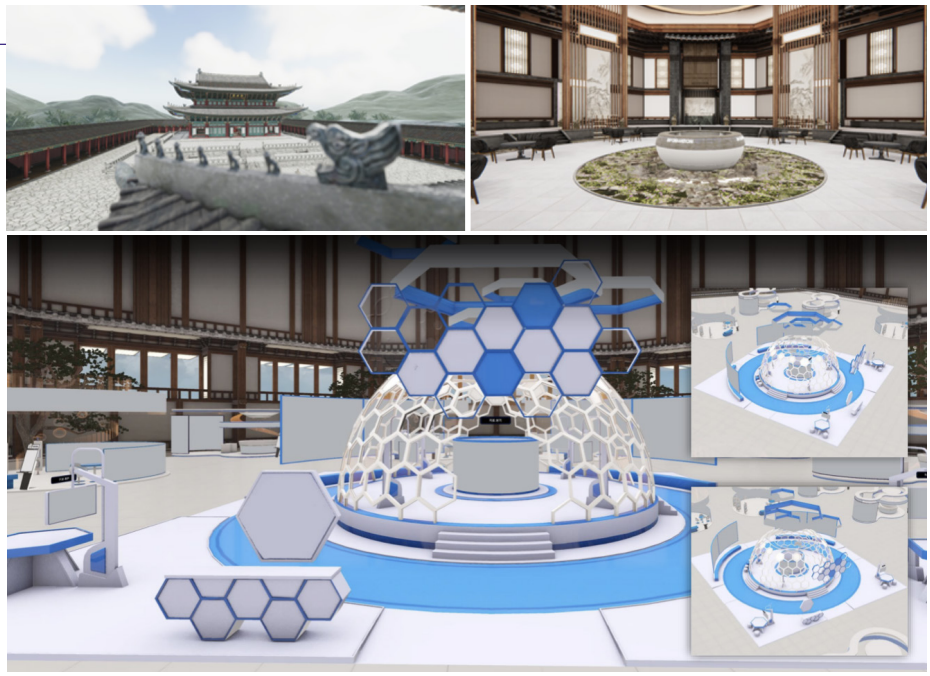
4.2.4. MICE Industry

POST COVID-19 Era, MICE Industry

The impact on the MICE industry is even greater after the World Health Organization (WHO) made the COVID-19 pandemic declaration. Recently, global IT companies such as IBM and Oracle have reduced large scale corporate meetings to non-face-to-face video conferences. Both Facebook and Google have cancelled online developer meetings that used to take place between January and March every year. Korea is going through the same situation. Not only public convention centers across the country such as COEX and KINTX, but also professional exhibition organizers and convention planners like PEOs are cancelling events. Except for some exhibitions and conventions run by private organizers, there are barely any exhibitions taking place. In addition, the entire industry is on the verge of collapsing as the "cancellation" situation continues with indefinite extension. It is time for the MICE industry to overcome the crisis and secure a sustainable growth with legitimate solutions in the current post COVID-19 era.

NINE VR proposes an online MICE industry that combines VR with the offline MICE industry at a time experiencing a vicious cycle not only in Korea, but also globally due to the aftermath of the COVID-19. NINE VR provides the construction and content of VR fair for the world's first virtual 3D modeling base in a new VR world built on Dvision Network. 360° due diligence scanning 3D modeling, advanced art and character implementation methods will show high quality in implementing corporate information and products. NINE VR's MICE online exhibition, which minimizes time and space constraints, will be implemented in the VR-City of the initial Dvision platform.

Figure 26. MICE Online Exhibition

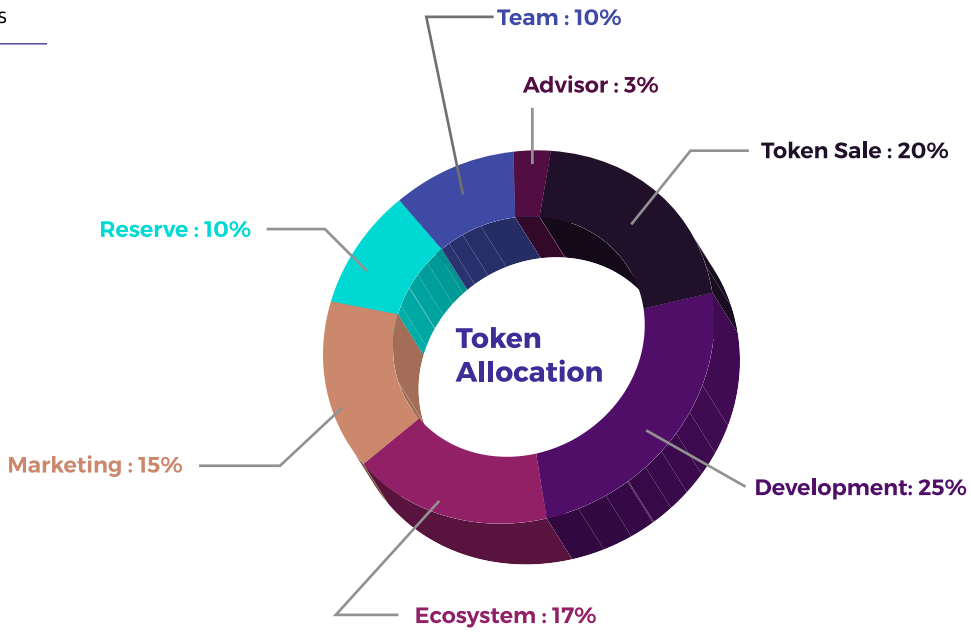


5 Token Distribution

Dvision Token Issuance Plan

A total amount of 1 billion of DVI tokens is planned to be issued. The issued DVI tokens will be allocated in the following way:

Figure 27. DVI Token Metrics



6 Team & Advisor

Eum Jung Hyun
CEO

- 17 years of experience in developing franchises Bad VR, Bad Dog as well as other franchises nationwide
- Holds a patent for the developed “VR curved”

Lee Won Gyun
CFO

- Hanyang Cyber University MBA
- CFO in BAD VR

Chun Yong Jin
COO

- Branch Manager of BAD VR
- Responsible for VR Space configuration and installation

Lee Dong Jae
CTO

- CTO in BAD VR
- Developed VR Square technology in Skonek Entertainment
- Participated in domestic and overseas space configuration installation
- Installing and configuring Full-body FULL TRACKING VR Based on OPTI TRAC

7 Roadmap

Q4 2019
- Dvision Idea & Business Feasibility Validation
- Investment Attraction
- Team Building

Q3 2020
- White Paper Release
- Partnership with Nine VR

Q4 2020
- Dvision Wallet Launching

Q1 2021
- VR-Market Development Completion

Q2 2021
- VR-Space Development Completion

Q3 2021
- VR-City Development Completion

Q4 2021
- Dvision Network PC-version Launching

Q1 2022
- Dvision Network Mobile Version Launching(Android, iOS)

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1. Blockchain Risk: Blockchain system congestion may cause transactions to be processed late or invalidate. In particular, smart contracts responsible for issuing and distributing Dvision tokens are based on the technology known as Ethereum Blockchain. The Ethereum protocol may have weaknesses and vulnerabilities, and also may cause various bugs, including bugs where Dvision tokens are lost. Also, monetary damage may occur to Dvision team and Dvision ICO participants due to those problems of the Ethereum Blockchain.

2. Transaction privacy leakage: Your personal information is required to distribute and control Dvision tokens in the purchasers' electronic wallet. Dvision token stored in the wallet may be changed or lost due to an internal or external factor such as attack from malicious code, software bugs, blockchain networks error, and more. Transaction privacy leakage can facilitate the leakage of confidential information, theft of cryptographic keys and therefore cause Dvision token leakage from the purchasers' e-wallet.

3. Security vulnerabilities: Like all other cryptocurrencies, Ethereum blockchain faces its security flaws as hackers can exploit these systems by 'Double spending' or '51% attack'. These vulnerabilities in Ethereum blockchain thus may lead hackers to attack Dvision team or Dvision and steal millions and billions of Dvision tokens in one go.

4. E-Wallet compatibility risk: Participants must use an electronic wallet that is technically compatible with the Dvision token to purchase or store a Dvision token. If a participant is using a different wallet, the participant may not be able to access the purchased Dvision token.

5. Force majeure: Dvision in now under development process, and Dvision team makes every attempt to ensure to develop and maintain the Dvision as it is described on this Whitepaper. However, the policy and regulatory framework around blockchain is in its infancy and therefore there is a risk that Dvision team either failed to adhere to regulatory requirements for the specific use case and technology, or new laws or regulation may conflict with current Dvision project functioning. Dvision team will be exempted from any liability for damages and losses of value and/or liquidity of Dvision token subject to force majeure factors such as changes in regulatory frames required licenses and taxation policies, the emergence of platforms or open source that adversely affect the Dvision team or Dvision, the lack of market interest, or others.