WHITE PAPER



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UERII

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The new era of learning

UERII was created to be the advanced platform capable of implementing the learning process with customized experiences, ready to enter the metaverse.

Capable of facilitating dialogue and interaction between those who want to learn and the teachers and professionals most qualified to satisfy the specific needs of the individual, UERII wants to go beyond time and space, in ways that have never been attempted before.

This innovative method works by placing individuals and their development at the center, shifting the attention from pure economic interest and differing in this way from most of the leading players in the tech sector.

With its decentralized structure, management through the community, and complete distance from the dynamics of the great lobbies, UERII identifies itself as an innovative protocol capable of adapting information and teaching, considering the emotional dimension and sensorial completeness of every individual.

UERII revolves around the individual development of the person, considering the characteristics and needs of that person and working on strengthening the learning capacity of the individual through a system that we could define as “custom made”. The metaverse will be the ideal environment to facilitate the attainment of this goal. UERII is thus the new “opportunity” to facilitate, both in the method and in the timing and costs, the system of acquisition of notions and skills.

Now you can finally learn what you never had the opportunity to learn, in order to grow professionally but also in order to understand those things that appear difficult and beyond your reach. UERII combines totality with particularity because it is designed to offer a universal training solution insofar as it can be reached from anywhere at any time, covering a wealth of subjects and themes never before available, but it is also a specific answer targeted on individuals in their uniqueness, with methods and an approach geared to their ability to respond, the time available, the goals and the difficulty of the process.

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List of abbreviations

UERII = Unconventional Experiences on the RII protocol

RII = Real Immersive Interface

AI = Artificial Intelligence

AR = Augmented Reality

VR = Virtual Reality

MR = Mixed Reality

XR = Extended Reality

DAPP = Decentralized Application

DEX = Decentralized Exchanges

POW = Proof of Work

POS = Proof of Stake

BTC = Bitcoin

ETH = Ethereum

USDC = USD Coin

ULP = UERII Learning Platform

NFT = Non-Fungible Token

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Abstract

UERII is a project that is part of an epochal change in the digital world, anticipating the reality that will come after the internet as we now know it.

Until now, businesses in the technological sector were limited to business projects, forgetting the real priorities of their clients: to be happy, to be satisfied, to socialize, to touch, breathe, eat, in short, to live life to the fullest.

This is where UERII comes in: not as a purely economic or financial tool, albeit gratifying even in that sense, but first and foremost as the development of the individual existence and its determination.

Knowledge is a very powerful tool that can bring social status, economic tranquility, and a sense of real fulfillment, modeling our self-perception in society.

Virtual credits can be acquired (in the form of Tokens), and expended to access the various services of the platform.

Everything is guaranteed by the blockchain, a recording system that is not subject to alteration in which transactions and assets (both tangible and intangible) are blocked and linked with one another in an irrevocable chain that does not need any third party to guarantee it.

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The philosophy of UERII

From communication to ACTION

We believe that technology allows us to create increasingly powerful tools for communication and social interaction. We asked ourselves whether we could use them to get out of the social desert, and we decided to act.

We go BEYOND

Our idea wants to go beyond the use that is normally made of technology, even the most advanced. We have chosen to put the essence of the human being at the center of the project, with its singularity, which becomes the key element in the learning stage, and can be accelerated with the use of a method that is as direct and tailored to the individual as it is attractive and engrossing.

A new OPPORTUNITY

We want technological developments like Augmented Reality, Virtual Reality, and the metaverse, associated with advanced AI, to build a world where people all have the same opportunities to learn, as if they were attending the best schools with the teachers most suited to their specific needs and not to everyone in general. We want there to be contexts specifically created for the individual's specific mode of understanding.

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Why UERII

Because your minds are amazingly unique

THE NUMBERS SAY IT ALL

Although the educational policies reflect an inclusive intent with respect to individual differences, in daily life the groupings in a class and the standard programs to be followed are common for all and take little or no account of possible differences in the capacity and speed of learning of different pupils.

Without going into the medical sector and the scientifically recognized learning disorders, any number of situations can and often do interfere with the educational and working experiences of every one of us.

All this does not remain relegated to the field of primary or higher education, but rather reflects on the entire world of work and the social environment in which we have to live, and at times even survive.

Accredited science, research, physicians, psychologists and the numbers themselves tell us this.

Some data:

- failure to acquire minimum skill levels affects almost 50% of students, also due to the drop in learning connected with discontinuity and fragmentation in the early stages of their education.
- 1 child in 5 in North America suffers from attention deficit. On the basis of the population reported in 2019, 20% (1 in 5) means that 65.6 million people have difficulty learning and maintaining attention.
- Also in the U.S., with 3.5 million jobs to be filled by 2025, manufacturers are encountering significant problems because they are losing about 11% of their annual earnings (EBITDA), due to the shortage of qualified personnel. Companies have to go beyond the limits of ordinary training programs and actually do it directly on the job.

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- Looking next at the Arab world, some global calculations estimate that over 15% of the student population in the Middle East suffers from learning difficulties. In 2012, the WHO reported that over 53 million Arabian citizens exhibited learning difficulties.
- In the UK, the latest statistics of Public Health England (PHE) reveal that 94.4% of working age adults with learning difficulties do not have a job that is paid at the national level.
- A study by the Council for Exceptional Children estimates that between 6% and 8% of school-age children exhibit common learning difficulties like dyslexia, dysgraphia, perceptive disability and developmental aphasia.
- The Mental Health Foundation tells us that people with learning difficulties are at a much greater risk of mental illness than the rest of the population in the UK. It has been estimated that 54% of individuals with learning difficulties have a serious mental health issue like depression.
- The American LDA association says that 80 - 90% of learning disorders are related to dyslexia.

So it is clear that what we are talking about here is a global problem involving shocking numbers of people.

The major world organizations have expressed their concerns with regard to the performance of the educational systems. Fernando M. Reimers, director of the Global Education Innovation Initiative at Harvard University, and former member of the UNESCO commission, says that the educational system in the United States is not currently able to meet the challenges of the future and adds that he is seriously worried about the disconnect between education in America and the important challenges facing that country. In his opinion, to help face crises like climate change, for example, the Universities engaged in research should collaborate with the primary, middle and high schools.

Periodicals in the fields of science and economics everywhere in the world keep telling us that the old teaching methods are no longer valid and it is a fact that large companies now have to manage the training of people who live at great distances, with different schedules and in different time zones, to make up for the work that was not done effectively by the schools.

The world recognizes the need to change this situation and believes that technology can come to its aid.

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An article in the World Journal of Education states that the impact of the use of technology on the teacher-student relations, with its consequences on communication and the possibility of interaction, could improve learning among the students.

THE ANSWER OFFERED BY UERII

UERII grew out of the desire to find a solution to the bleak picture painted by scientists, physicians and experts with regard to the current and future performance of both education and job training.

It was created to overcome the limitations of the current educational systems that are unfortunately linked to the physical locations in which people live, and to the standardized way in which things have to work for everyone. This has had the effect of generating barriers for some people, at an objective and often also emotional level, which UERII aims to remove, eliminating the differences that currently exist between real experience and a simple virtual experience.

The idea is to break through the inequalities that exist in the results achieved by different people forced into a standardized educational approach.

This becomes possible, as we have seen, thanks to artificial intelligence, which will find in the metaverse the ideal environment to implement its functions.

UERII wants to open a world of opportunity to everyone:

- the opportunity to meet outstanding personalities, teachers, professionals, trainers, who we cannot physically see for reasons of spatial or temporal distance;
- the opportunity to make dreams come true, to take courses that for whatever reason were never possible before;
- the opportunity for scientists, researchers, professors to convey their knowledge, for athletes and entrepreneurs to describe their successes and how they achieved them, for great artists to narrate their works in person;
- the opportunity to improve people's employment status by developing new skills;
- the opportunity to overcome learning disadvantages by finding a system literally tailored to each individual's precise needs;
- the opportunity to access advanced knowledge;

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- the opportunity to take advantage of high-level training at low cost;
- the opportunity to improve their social status on the basis of the skills acquired.

Vision

Our is a real vision.

We aim to create a world in which everyone can learn, going beyond the limits that we ourselves see as insuperable and beyond the limits that society attributes to us.

We think people should be given the opportunity to face their fears, especially their fear of failure, and to learn the things they want to know, one after another and then even more. At their own pace, on their own time.

Being able to ask writers personally how their work began, finding in their answers the same thrill we can read between the lines of their books, hearing the echo in ourselves of the rightness of a great master's lessons, training ourselves according to the methods used by great athletes: all this will be feasible, not secondhand, but actually living it ourselves.

We see a reality that was impossible until now.

Mission

Our mission is to create a "school" in which there is the right place for everyone, a place where people can find the tools they need to get where they want to be, overcoming the limitations imposed by the real as well as the virtual world as we have known them until now.

Could we improve if we had the right teacher? Could we have the career we want if we had the right skills? Could we overcome our physical limits with the right training? Could we change the world a little if we had the opportunity to work alongside an inventor? Could we contribute to science by sharing our experiences? Could we be remembered for an idea, an intuition?

With UERII the answer is yes.

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The real world limits us to meetings and knowledge circumscribed by contingencies, by the ability to travel, by the era in which we were born, by economic availability, by the vicissitudes and situations that life puts in our path.

The virtual world leaves us incomplete, making us feel like we are in an “artificial” space because it lacks the tools necessary to interact with our sensorial sphere.

We want to overcome this, making the digital world fully livable and eliminating the restrictions and restraints of everyday life by finding this balanced combination that is still unavailable and projecting it into the heart of UERII: facilitated learning.

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Overview

The social network world has appeared for years to be “the perfect tool” for interconnection of the entire world. Now we realize, however, just what these media can do and to just how many experiential and relational risks they expose entire generations. The result has been a regression both in interpersonal relations and in the very development of humankind.

If the internet reveals itself in the suggestive role of omniscient responder, more and more often we realize that this is actually a trap: with it, people have the illusion of possessing complete knowledge that is, instead, often only partial and even misleading.

The network often amplifies the isolation of the individual during the learning stage, and people find themselves forced once again, as in real life, to comply with fixed methods, imposed from without and the same for everyone.

We understand how the lack of a human guide creates a vacuum and how the search for a correct answer often takes us on paths with many branches requiring years of study.

The technologies available today convey images, sounds, videos, but forget that human beings are complex creatures in whom many different senses and perceptions collaborate.

The goal of UERII is to develop a platform with its own innovative, exclusive AI, capable, through advanced engineering procedures, of allowing people to live complete emotional experiences in the process of learning. The metaverse will be the ideal environment where every individual can exploit his or her potential to the utmost.

Emotional completeness will become, in the not too distant future, fundamental to the delivery of information linked to the senses. We feel certain that it will become necessary to introduce information related to touch, taste and smell, in addition to three-dimensional images and sound. It will be a true “full-immersion”.

UERII understands that to learn we need someone who can accompany us, someone who knows us well and can involve us completely.

We’re already imagining how it will be to work through immersive information, using highly evolved technology that takes account of all 5 senses in an environment where individual objects are present as sources of information/emotion. We know that all this

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will come about and that, thanks to this technological development and through the generation of an Avatar molded into the physical, emotional and identifying characteristics of each user, interactions heretofore unthinkable will become accessible.

Already, to develop the project, the UERII team is working on an innovative protocol called RII (Real Immersive Interface) that will deliver enormous progress in learning by adapting data to the emotional dimension and sensory completeness of the individual.

All users will be able to use the UERII Tokens to access the services that the platform will offer.

It will connect the users with influential personalities, giving them every opportunity to access information and receive custom training, making the experience unique for them.

Tools for content creators

UERII will allow:

- trainers to communicate their teachings:
    - asynchronously
    - personally (one-on-one)
    - with great empathy
- artists:
    - to exhibit their works
    - and soon...
        - to sing with their fans
        - to dance with them
        - to play musical instruments together
        - to paint simultaneously
- star athletes:
    - to describe how they achieved success
    - to teach the training methods that helped them in their career
    - to offer special courses
    - and soon...
        - to play sports with their fans
- actors and directors:
    - to teach the tricks of the trade
    - to issue statements with exclusive content
- doctor and research scientists:

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    - to perform an operation
    - to teach their methods
    - to assist in the diagnosis
    - to collaborate on research projects
- public personalities/influencers:
    - to cultivate their fan base personally (one-on-one)
    - to share stories and anecdotes
    - and soon...
        - to spend time with their fans in customized locations and settings
- successful entrepreneurs:
    - to convey their experience
    - to describe the difficulties they have overcome and the successes they have achieved
    - to share the values that brought them to their status
    - to reveal some secrets
- famous chefs:
    - to teach people how to cook
    - to show how unique dishes are created
    - and soon...
        - to let people taste their specialties
- designers and architects:
    - to explain their ideas and projects
    - to preview their latest creations
    - and soon...
        - to visit cities and places where they can find reciprocal inspiration

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UERII will allow all its users:

- to learn in a customized way, based on their own ability and talents;
- to absorb information, secrets, works and everything else that the influential personalities listed above decide to communicate;
- to learn how to cook from their own master chef or train with their own champion;
- to undertake a process of growth with their own favorite trainer;
- to share time with their own mentors/idols;

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- to spend unique and dedicated time with their own favorite influencers;
- to try and imitate the great entrepreneurs after learning their techniques and successful methods;
- to study with great teachers;
- to satisfy their curiosity about any sector.

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Technologies

As anticipated, our company was established on the basis of the most innovative technologies: blockchain, the Metaverse, artificial intelligence, virtual reality, mixed reality and extended reality.

Blockchain

The blockchain belongs to the family of systems that are based on a distributed registry, i.e. one that can be consulted and edited from several nodes of a network.

The first uses of this set of technologies are those connected to the world of Bitcoin and cryptocurrencies, but today their use has greatly expanded.

The blockchain is a shared data structure that functions as a digital register in which items are grouped in "blocks", as the name suggests, connected between them in chronological order, and guaranteed by the use of cryptography.

The elements contained in these blocks may be tangible (property, means of transportation, cash, land) or intangible (intellectual property, patents, copyrights, trademarks, formulas).

The success of the blockchain is due to its immediacy and transparency, but above all to its security.

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The content of each block, once it has been validated via shared cryptographic signature, is no longer subject to correction or deletion, i.e. the data in a block cannot be amended retroactively. No participant in the network can amend a transaction after it has been registered on the shared system. Every block added only strengthens confirmation of the previous block and consequently of the entire chain of blocks.

Characteristics of the blockchain:

DISTRIBUTION

The data registered are distributed among several nodes.

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TRACEABILITY, IMMUTABILITY AND TRANSPARENCY

Every asset listed in the register is always traceable back to the exact origin and visible, as well as fully verifiable, by the entire network, which is also the only entity that can consent to any editing of the data.

ABSENCE OF THIRD PARTY ORGANIZATIONS

There are no central external bodies and third parties to the participates in the network, as the transactions are managed without intermediaries.

PROGRAMMABILITY OF TRANSFERS

In addition to the advantage of rapidity of the operations, a set of rules can be saved on the blockchain and run automatically as long as they are programmed.

Virtual reality

Virtual reality has the ability to give emotions thanks to its multidisciplinary approach resulting from a decade of technological research. We are talking about the same emotions that, by causing alterations on different planes, from the physiological to the psychological, we know to be essential for the learning system, by virtue of an action at the involuntary level.

VR is the product of a highly complex system of technologies arising from the combination of hardware and software that collaborate with each other to generate a virtual 3D environment which the user can experience using special devices suitable for interaction within the world virtually recreated.

The models created by this technology are the faithful recreation of existing or only imaginary reality.

Since all we know of our reality is the result of the combination of two elements, i.e. the information we receive through our five senses and the processing of that information by our brain, which is able to let us perceive “virtual” information as real to our gray matter, we will achieve a total immersion in the parallel world created by technology.

A special software program will reassemble all the elements of the 3D environment, regulating the operation of physics, gravity, force, light and sounds. Once we have chosen the software program and provided the 3D models of spaces and objects, the scripts of animation, interactions and codes, it is possible to generate the VR

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environment according to the characteristics and functions required by the specific project.

The environment created is then published and the user can enjoy it through a special device like a PC, a tablet or a smartphone, and a browser or dedicated app.

Usually, to enter the virtual world, the user has an Avatar.

A virtual environment can be generated for the individual user or for interaction with a network, in which case you enter the network.

By integrating the VR environment with the network, you obtain a virtual environment online that can host several users at the same time and provide a shared experience.

Metaverse

Through the creation of a third dimension, internet has facilitated the creation of a single great VR ecosystem, shared and interconnected, with no owners and no managers. That is what is called the Metaverse, the future 3D Web.

Actually, the Metaverse is not a single entity, but the result of the composition of virtual worlds that are separate but interconnected by means of a digital network that, just from this intersection, draws its strength and richness. We find ourselves in a virtual space, face to face with other virtual presences, for a range of extremely varied and different experiences. This happens because the Metaverse consists of interwoven 3D spaces in which an infinite number of Avatars can move and live.

The Metaverse develops digitally with its formulas, but remains closely related to the real world, taking on the structure and concepts of space and time, just to permit us to have direct experiences, as similar to reality as possible.

In order to render the experience immersive to the utmost degree, researchers are working on the development of a system in which all five senses can be involved.

Obviously, as regards vision (sight), development is already extremely interesting and technological progress in this direction appears to be greatly advanced. With hearing, it becomes essential to be able to work on agile, light systems that make it possible to operate on the spatiality of the audio, which is already highly evolved and used in other environments. With regard to the sense of smell, there are already companies that are able to make virtual reality “smellable” thanks to sophisticated systems that can simulate

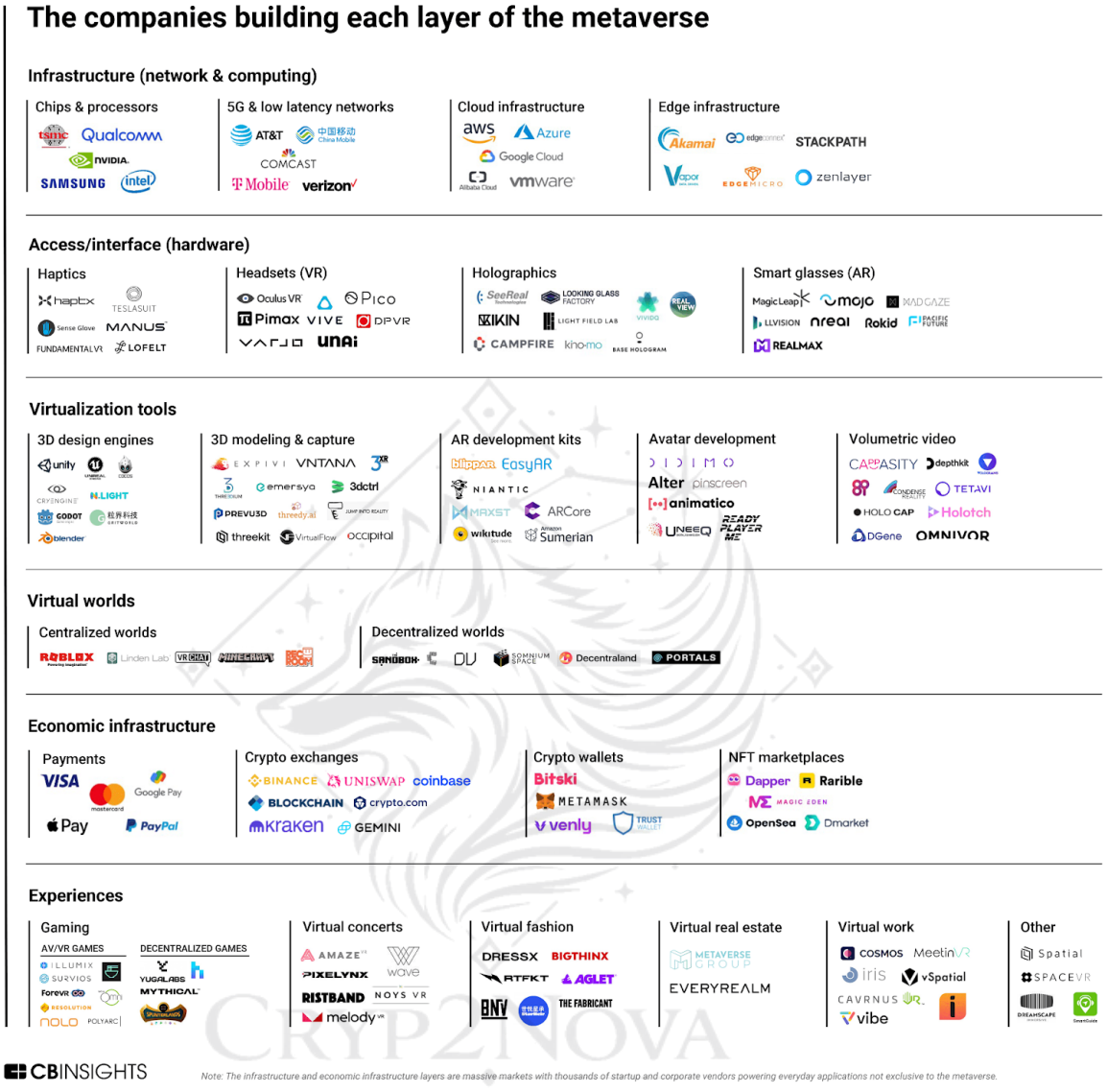
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hundreds of odors. The sense of smell is the most ancestral, the strongest and the most decisive, as it was the first to evolve in the human species at the anatomical level, in order to ensure our survival. For this reason, it plays a very important role. Experiments have been carried out for touch with devices capable of providing extremely realistic palpable feedback, while for taste the process is still affected by a certain invasiveness of the devices, but research is pushing hard in that direction.

The Metaverse has long attracted the attention of the most important companies worldwide, businesses characterized by the desire to grow in the world of technology, but that's not all. The Metaverse really seems to have a great many potential applications. This new frontier lies halfway between the real and the digital, and this hybrid characteristic can be used in any number of ways. Companies directly involved in the Metaverse are showing great interest, as well as others that operate in markets in some way connected to it, like the manufacturers of products for 3D scanning or printing, data analysts and cyber security firms, etc.

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Vendors are selected based on a wide range of criteria — including funding, business relationships, prominence in the market, and CB Insights proprietary Mosaic Scores. This market map is not intended to be exhaustive of the space. Categories are not mutually exclusive, and companies are sorted by primary use case.

This report focuses on private companies, but a few select subsidiaries, exited companies, and public company platforms are included to provide market context.

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Artificial Intelligence

Artificial Intelligence is a branch of information technology that makes it possible to develop hardware and software systems capable of equipping machines with features considered typically human such as visual, spatial-temporal and decisional perceptions.

From this, it is easy to understand how this discipline brings with it a whole set of assessments of a moral nature even more than a scientific one.

Considering that all countries will have to guarantee use of AI with the maximum respect for ethics, in April of 2019, the European Union elaborated its Ethics Code, which contains the guidelines on the use and development of systems of AI based on those inalienable rights that must be applied in the EU with regard to AI: respect for human dignity, individual freedom, respect for democracy, for justice, for equality and non-discrimination, the rights of citizens.

Thanks to AI, efforts have been made to ensure that machines are able to perform actions and arrive at complex conclusions, learning from their errors, and to perform functions that until now only human intelligence could achieve. They are trying to develop robots that have a sort of consciousness, sufficient to allow them to make decisions not only according to logic but deriving from the ability to solve problems with different solutions depending on the situations and contingent contexts.

In order to do this, research has tried to develop increasingly sophisticated algorithms, arriving at what we call machine learning. This type of learning was made possible by the development of artificial neural networks, which are a particular mathematical model inspired by human neurons and their systems of operation, capable to enabling machines to solve different problems based on the inputs and results obtained and also on choices made previously.

VR, AR, MR, XR

These acronyms refer to different types of reality.

Virtual reality (VR), augmented reality (AR), mixed reality (MR) and extended reality (XR) are different pieces of the same puzzle.

In addition to VR, which we have already discussed, we'd like to give a brief picture of the other varieties of new technologies.

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Augmented Reality (AR) is a technology that uses the displays of mobile devices, which could be wearable devices or even the windshield of your car or the windows of a store to add information to what we normally perceive with our own eyes. Augmented reality is a highly interactive visual system.

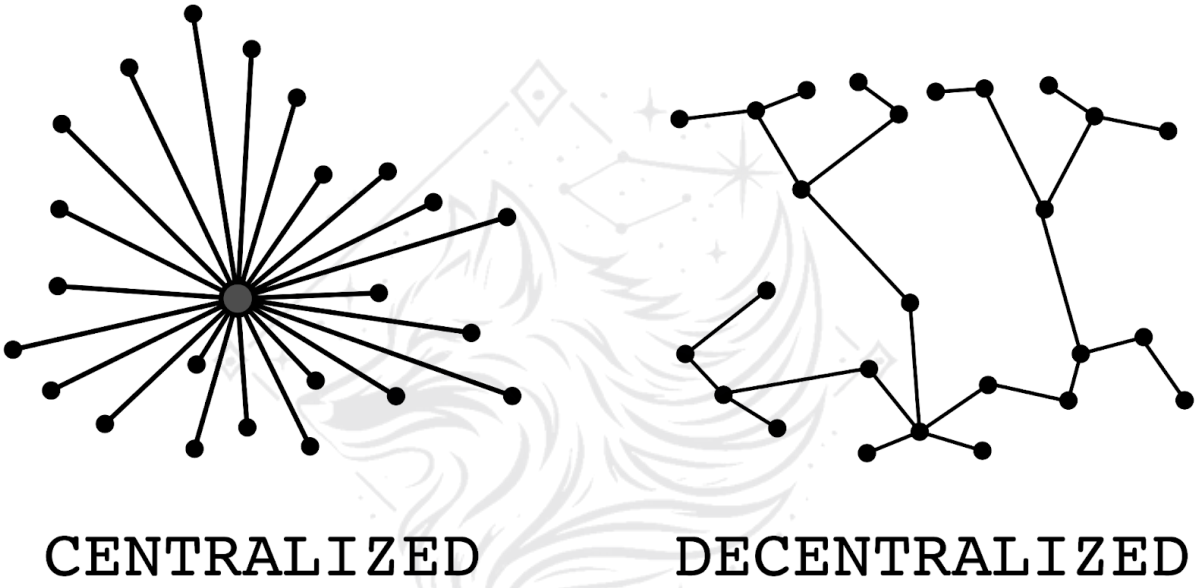
Mixed Reality (MR) is the merging of real and virtual worlds, capable of interacting in real time so as to generate new environments where physical and digital objects coexist.

The term Extended Reality (XR) basically includes all the forms we have already seen: Augmented Reality (AR), Virtual Reality (VR) and Mixed Reality (MR).

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Why Decentralization

In a world where history has shown that intermediaries slow development and the centralization of power is a danger, decentralization is the best answer.



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The main features of decentralization are as follows:

1. Openness and transparency

With a decentralized system, all participants, including traders, developers and third parties, creators and businesses, interact with one another without intermediaries.

This enhances transparency and consequently increases the level of confidence between the participants.

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2. Greater security

The high number of servers involved in the blockchain ensures a high level of security because a hacker attack, in order to succeed, has to involve over 50% of the network, and that is practically impossible.

3. Consent

All the market operators and members of the crypto-community make decisions by agreement among them unlike what happens in centralized systems where a few decide for the others and certain decisions are made, even without being shared by most of the community.

4. Speed and efficiency

The participants who negotiate on the markets in decentralized platforms can handle exchanges more rapidly and efficiently. Here there are no proceeds and intermediate protocols to slow trading.

For the reasons listed above, UERII makes decentralization its pivot point.

Users of our platform will have the certainty that trace they leave will be guaranteed by the blockchain, that will allow the information to reach only those who have a right to it, and no other unauthorized person will be able to have any notice of it whatsoever.

Thanks to this, all our users can interact and have the certainty of the information they find, of the date when it was left and that no organization or company can have edited the intentions expressed.

Decentralization is the best form of guarantee for a project that is initially created by a visionary team, and is then given to the community to be controlled, guaranteed and supported forever.

The specific technology underlying the blockchain guarantees the continuity of the services and their inviolability and confidentiality.

The technologies of encryption and the algorithms used make these systems secure.

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Community

The founders of UERII believe firmly in web 3.0, the new technology born with the ideal of preventing the concentration of power and wealth in the hands of a few and giving everyone new opportunities.

For this reason, the UERII project has been developed on web 3.0 and on the fully-developed concept of decentralization. Today, therefore, the 4 founders and 14 collaborators responsible for creating UERII are in the front line to guarantee the good success of the project through the implementation of the UERII ecosystem and its Tokenomics.

Their goal is to ensure that, within 5 years, governance is completely in the hands of the community.

If you belong to the UERII community you can be:

- a developer who assists in the implementation of ULP, the RII Protocol and other future projects as a member of the developers' community;
- a person who, responding to questions and participating in the MetaBrain project, will help in the role of beta tester to improve custom-made learning and supplying the AI of UERII;
- users who make their own hardware resources available as members of the community of the RII-Node;
- content creators who use ULP to create their own projects;
- UERII holders.

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The UERII Project

The UERII Universe

The goal of UERII is to develop a platform with its own innovative, exclusive AI, capable, through advanced engineering procedures, of allowing people to live complete emotional experiences in the process of learning. The metaverse will be the ideal environment where every individual can exploit his or her potential to the utmost.

To achieve all this, UERII has created a universe consisting of three pillars: MetaBrain, RII Protocol and ULP.

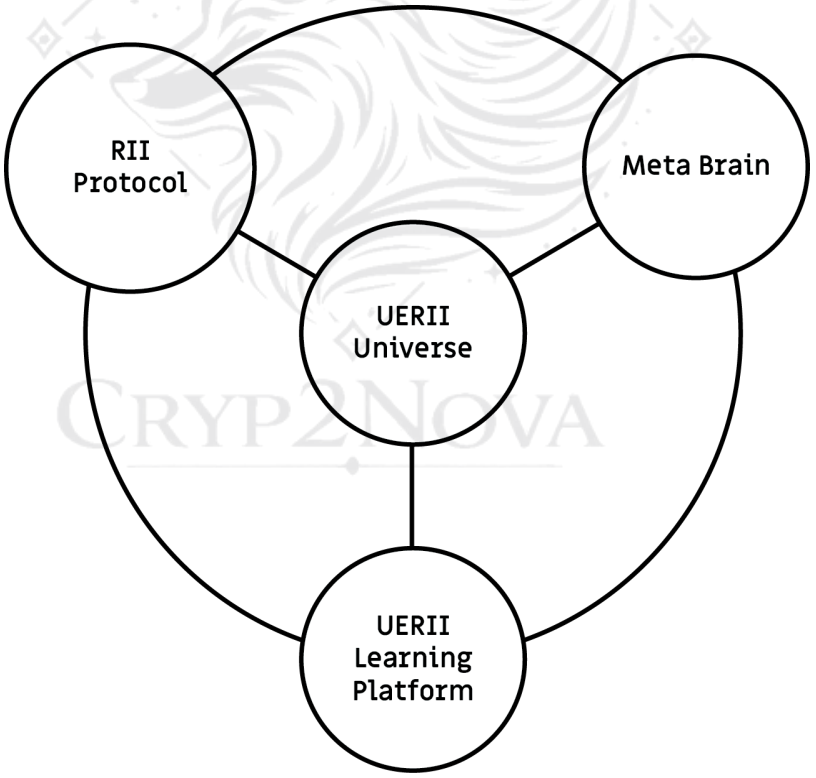


Diagram of the UERII Universe

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MetaBrain is a web app designed to feed the artificial intelligence of UERII, enabling the Community to grow and discover UERII.

ULP (UERII Learning Platform) is the platform where content creators can realize their projects and users can interact with them and use the content for an innovative learning experience.

RII Protocol is an innovative protocol that adapts information, customizing it and tailoring it to the people who interact with the UERII universe.

MetaBrain

MetaBrain is the free platform created to continuously increase and implement the AI of UERII, an intelligence that aims to improve and strengthen learning.

INTRODUCTION

We know for certain that the more our AI is able to analyze data and the psycho-emotional characteristics of human beings, the more efficient it will become.

For this reason, it is essential for UERII and for its growth to be able to count on the participation of the largest possible number of “minds”.

MetaBrain, with ULP (the UERII Learning Platform) and the RII (Real Immersive information) Protocol, is one of the three pillars of the UERII project that will find the ideal environment in the metaverse to express its potential.

Users will be able to participate in the evolution of the UERII artificial intelligence from the outset, in their role as beta testers, contributing directly by simply answering a set of questions.

With MetaBrain, those who wish to can contribute in a key role to the most innovative system for the improvement of the learning process and the development of human potential.

This is an opportunity to be part of a historical change.

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HOW IT WORKS

Every day you'll be asked to answer a series of questions that we want you to reply to with passion and sincerity. In exchange you'll be assigned UERII Tokens.

The questions to which you will respond will pertain to different subject categories. On completion of a specific set of question blocks, and for every category completed, you will receive, in addition to more UERII Tokens, a Badge that can be shared on the social networks to publicize the project to other people and involve them in the community.

Users will be given a customized MetaBrain-link to invite and associate other users to their account. In this way, you can obtain UERII Tokens for every friend who joins the community, participating in turn in the MetaBrain project.

Involving the largest possible number of friends will enable you to obtain even more UERII Tokens and to own up to 4 NFTs. In addition, users contribute to the growth of the community, a fundamental passage to be founding partners in the development of the UERII project and obviously the economic key to increasing the future value of your Tokens.

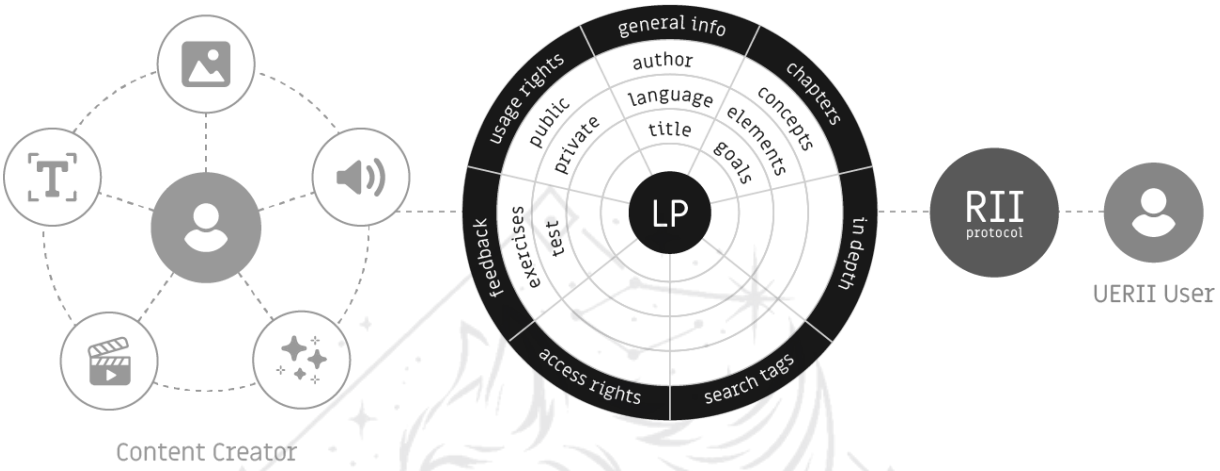
WHAT TO DO TO PARTICIPATE IN DEVELOPING THE METABRAIN PROJECT

- You must be over 18.
- You must be invited by a user who is already registered, via a reserved link.
- You can then register on the platform.
- You will be expected to provide the information requested with sincerity and passion.
- Share your link to invite your friends to join the MetaBrain project.

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ULP (UERII Learning Platform)

ULP is the platform for the realization of customized learning experiences developed on the decentralized network.



USE

The goal is to give the users the opportunity to create, on a platform, interactive books, unique, tailored courses, newspaper articles focused on real interests, courses of study, recipes, sports lessons and whatever else is desirable and really functional to implement the training system of the individual.

The UERII Learning Platform (ULP) makes available a complete series, never before seen, of tools for the creation of unique learning experiences.

The foundation pillar of the UERII universe, ULP takes learning and the capacity for improvement in study to a new level.

Whether you are a teacher, a writer, a blogger, an influencer, a training manager, or just someone who knows a lot about something, you can use ULP in quick and easy ways.

In a few minutes, you can create a course of instruction with easy access for interested users that will facilitate the use and interaction between the people involved.

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The RII protocol will make the learning experience exceptionally effective and, in the future, the metaverse will become the ideal environment to make it completely immersive.

Having the possibility to concentrate by entering the proper mental state, having the right attitude and applying certain specific learning operating strategies are fundamental to ensure that you absorb all the information imparted correctly.

International studies have shown that these are the key elements for improving your learning process.

Passion, the ability to concentrate, appropriate use of the language are not standard parameters but specific to each individual. For this reason, the RII team is performing important research to develop the most targeted training customization so that the instruction is really tailor-made.

Whatever paths or experiences content creators want to achieve on ULP for their students, employees, staff or readers, the innovative UERII technology will enable the users of their services to improve their learning in a customized manner.

The profiling and the countless opportunities offered by the RII protocol are, in fact, capable of making the experience enjoyable, interactive and unique.

ENTERTAINMENT

It is well known that people learn more effectively when they are enjoying themselves, a clear example of this is the way children learn through playing and interacting.

Our concept is based on the fact that enjoyable involvement, developed specifically in relation to the age, gender and personal interests of the individual, developed through targeted entertainment pathways, is the best way to enable the individual to achieve the ideal mental state, so essential for effective learning.

The goals of a pathway, when clearly and precisely communicated to the interested party, can arouse the maximum threshold of attention.

ULP was created to manage the areas of video entertainment and playfulness in a semiautomatic but never uniform manner, so that it intercepts the flagging attention and enables the students to recover, recreating the proper mindset to go on in the learning process, all thanks to the RII Protocol.

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CUSTOMIZATION OF THE TAILOR-MADE EXPERIENCE

In order to maximize the effectiveness of the learning process, the platform operates by exploiting different channels:

- knowledge about the user through their responses to key questions;
- knowledge about the user through tags;
- initial questionnaire with feedback;
- intermediate feedback that creates a unique path;
- activities of entertainment that generate feedback.

FEEDBACK AND TRAINING

To enable monitoring of the learning status, ULP has to function through feedback logics. This is the only way to understand whether a topic has been understood correctly or not.

It may happen that after ascertaining good understanding of a concept by a student, further customized exercises are necessary to fully absorb those concepts.

REUSE AND EXPANSION OF THE PROJECTS FOR CONTENT CREATORS

ULP wants to create a sort of ecosystem: a shared, intelligent system within which content creators can use projects or parts of projects already developed, thus expanding them and adding their own interpretation, to generate a virtuous cycle in this way for the entire community.

When a learning project is created, the platform leaves the possibility to indicate whether:

- a free license should permit complete reuse of the material produced;
- a license should require those who use the material to name the source;
- a license does not permit reuse of the material because it is protected;
- a license permits reuse with the payment of royalties to its creator.

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STRUCTURE OF THE LEARNING PROJECTS

The RII team has developed a model of learning project management that takes account of all the characteristics that arise in a training course, whatever they may be.

The main objective is to facilitate and simplify the process for content creators who want to generate learning experiences of excellent quality quickly.

CHAPTERS AND CONCEPTS

As normally occurs in a university study or a book, every learning process develops through a series of chapters that, in turn, are structured on the basis of concepts.

The powerful functions of the RII Protocol make it possible, first of all, to alter the very concepts, customizing them on the individual and then, through a process of feedback, to manage the information adequately in accordance with the level of learning capability of each ULP user.

COLLABORATION IN THE PROJECTS

The platform encourages collaboration.

Within the platform you can:

- create your project;
- search for collaborators willing to expand and improve it, comparing results with them via feedback mechanisms;
- offer to collaborate on a project launched by another content creator.

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COLLABORATION

The RII team provides a decentralized, distributed network to guarantee management and access to projects through a network of nodes called RII-Nodes.

Their support is fundamental, because they provide the hardware resources for the correct operation of the ecosystem.

There are two types of RII-Nodes: synchronous and asynchronous RII-Nodes.

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REWARD MECHANISMS

In order to support the ecosystem financially in the long term, the RII team has provided two reward mechanisms.

The first is called “RII Collaboration Rewards” and provides for a contribution in Tokens by the content creators if they want to use the more advanced functions of the RII Protocol in their projects. These Tokens will be distributed to the synchronous RII-Nodes (59%), to the community developers (40%), to charity (1%).

The second reward mechanism is called “UERII Rewards” and provides for the payment of Tokens in order for a user to access a specific project available on the platform.

The Tokens collected will be distributed as follows:

- 80% to the content creators of the project;
- 6% to the synchronous RII-Nodes;
- 6% to the asynchronous RII-Nodes;
- 8% to the community developers.

PLAYERS

At the base of the UERII project is the awareness that every person has a different and personal learning mechanism, that human beings may have specific and different difficulties in this process and that the cognitive characteristics of the individual differ widely from person to person but may also differ from one context to another for the same person.

The RII team will try to make high level players available for their users, but the community may also produce specific players and customize them on the basis of the specific characteristics of each, for the best possible and most perfectly tailored use of the content.

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RII protocol

INTRODUCTION

As long as the internet has existed, passing from its intensive use with the advent of the smartphone to the early years of the new millennium, until the present time, the great Tech organizations have tried to supply solutions to human needs, though the results achieved thus far still have severe limitations. The solutions offered appear rather threadbare in terms of experiential content and mediocre from an emotional standpoint.

The social networks which, in the last decade, have managed to link the entire world, have revealed how their excessive use and experiential and relational blocks have brought about an actual regression from the standpoint of human development.

Although the internet at this point offers every possible sort of knowledge, people acquire it improperly and often in a cursory, incomplete manner.

Indeed, there is too much uncontrolled information, lacking human guidance, and the pathways are complex and would require years of study. Above all, there is still a standardization that does not take account of individual difficulties.

The technologies available today convey images, sounds and video without conveying taste, smell and touch, while it appears that the experiential dimension is entirely neglected.

We can say that there are two major malfunctions in the current system:

- partial sensory engagement, implying a sort of "alienation" of the human body, as certain senses are not considered in the current model of communication;
- deficient sentimental communication due to the use of standardized information that is not adapted to the emotional and cognitive characteristics of the person receiving the information.

The shortcomings indicated reveal how, in the last 20 years of technological development, thousands of years of human evolution have been completely overlooked.

The companies simply did what was good for their business, capturing all the attention possible on the part of as many people as possible, without considering the real priorities of their customers: to be happy, to be satisfied, to socialize, to feel successful, to improve their social status, to live.

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For us, it was fundamental:

- to take account of aspects that have been ignored until now;
- to understand the true priorities of the human race;
- to become a useful tool for the correct evolution of the human race, seeing people not as objects of lucre but as subjects to be valued;
- to enable individuals to achieve their goals, to learn a subject, a job, a sport, even when there are conditions of attention deficit or apparent slowness in the stages of study.

EVOLUTION

The RII team, consisting of people who for years have dealt with the most important issues in the fields of psychology, technology and neuroscience, works to develop something truly extraordinary.

We are talking about a group of people whose goal is to develop a system of business with a profound and sincere vision of human evolution, and not merely bound to economic concepts.

THE ADAPTER

One of the laws of human nature is: ***Information + Emotion = Long-Term Memory***

Any information that focuses on conveying experiences from those who have lived them to those who are learning about them has to take account of this fundamental law of learning.

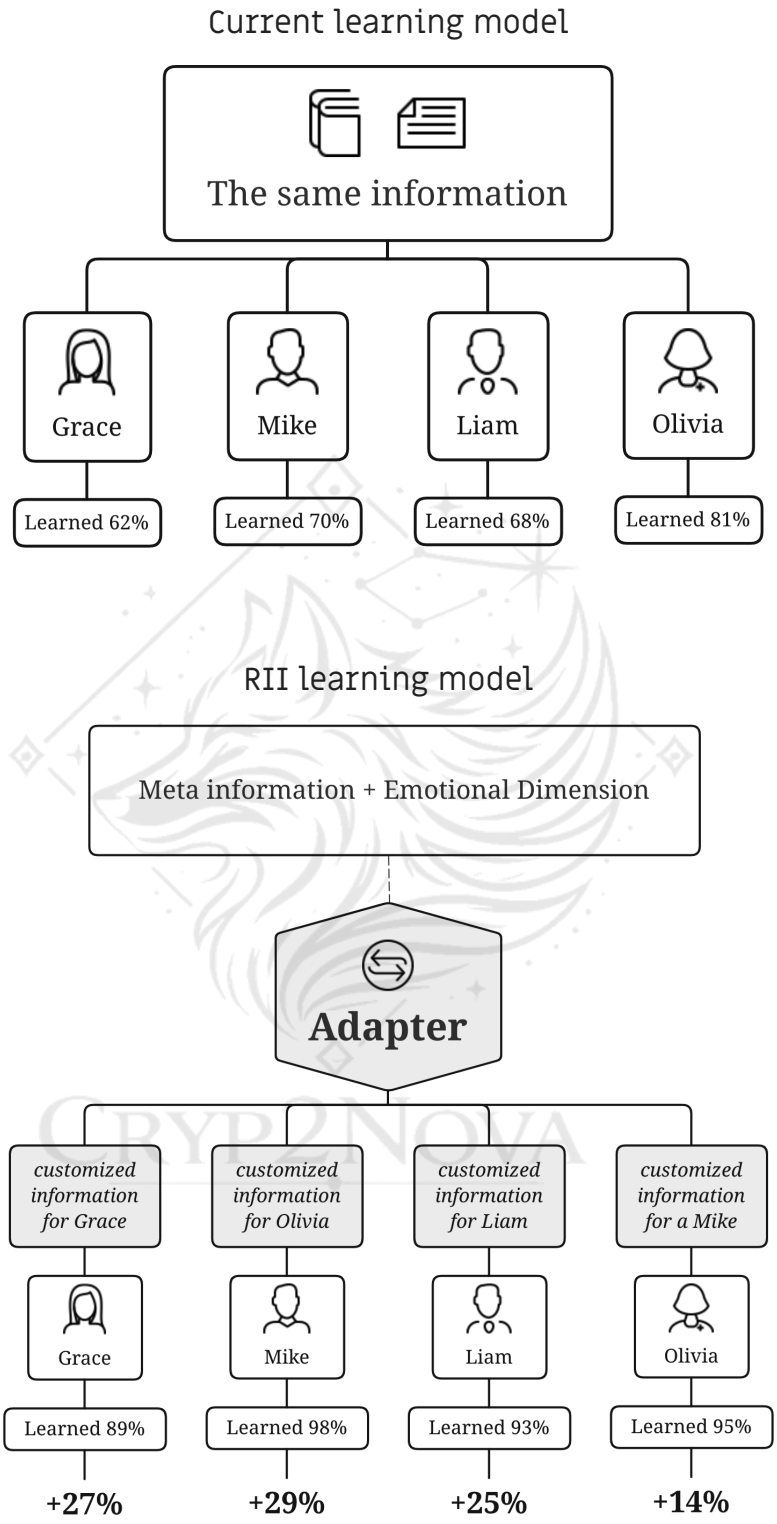
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It then becomes clear that the network of information existing today needs to be enhanced to create a new system for its communication.

Since every person is different when it comes to learning mechanisms and empathy, the RII team has developed a “diversity adapter” that takes the information created, combines it in relation to the emotions dimension of the recipient, and delivers it in that form.

This means we cannot really talk about information any longer, but about meta information, transformed into different information pathways depending on who will receive it.

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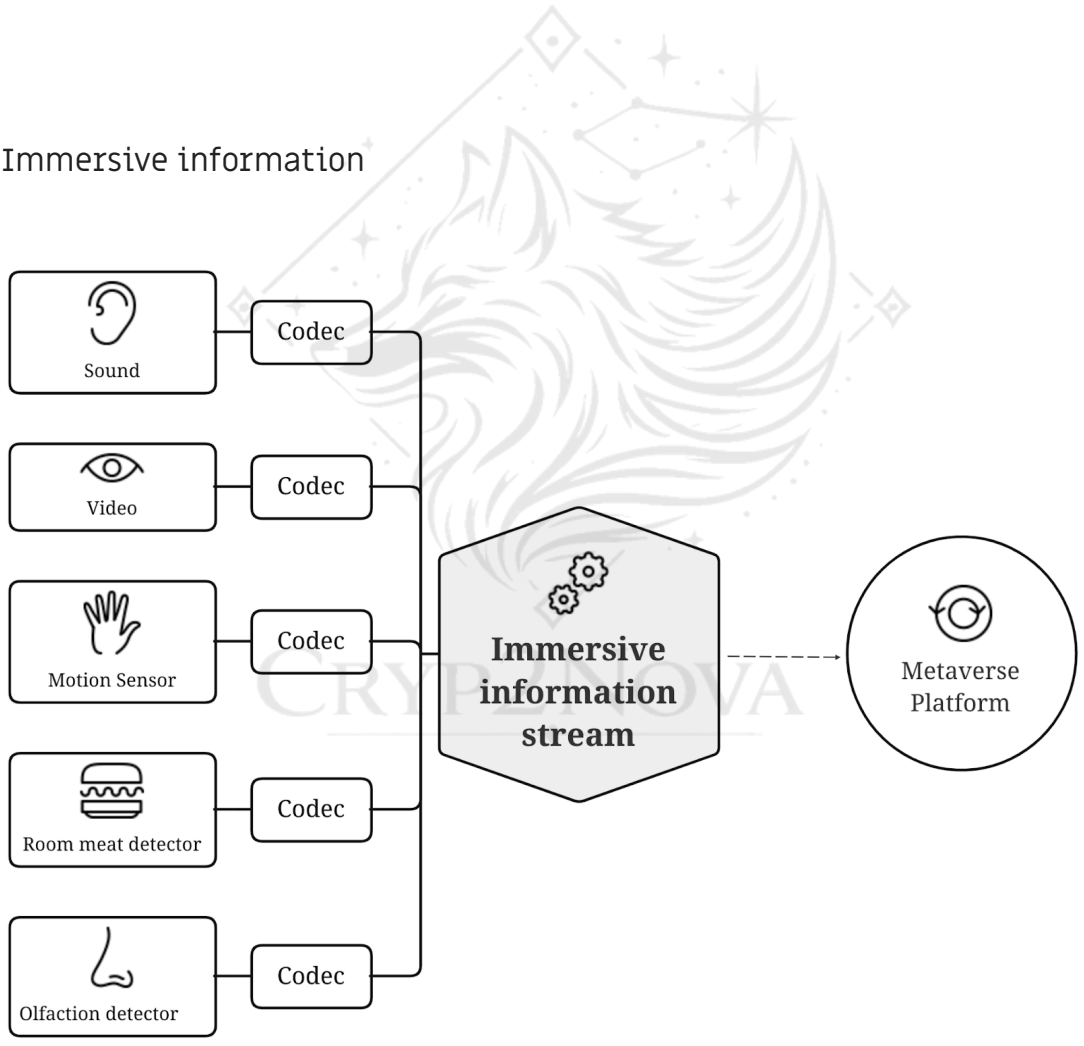
The comparison between the current model of data transmission and the model developed by the UERII Team, where the data are adapted to the recipient, raising learning to levels never achieved before.

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The RII team considers the metaverse the ideal environment where people can correctly live the experiences that allow the learning system to achieve new levels.

Emotional completeness consists basically of the delivery of information linked to the senses. We feel certain that it will become necessary to introduce information related to touch, taste and smell, in addition to three-dimensional images and sound.

This will produce immersive information for the environment in the metaverse, using highly evolved technology that takes account of the 5 senses of the person within an environment containing objects identified as sources of information/emotional content.



New coding of information defined as immersive, involving all five senses.

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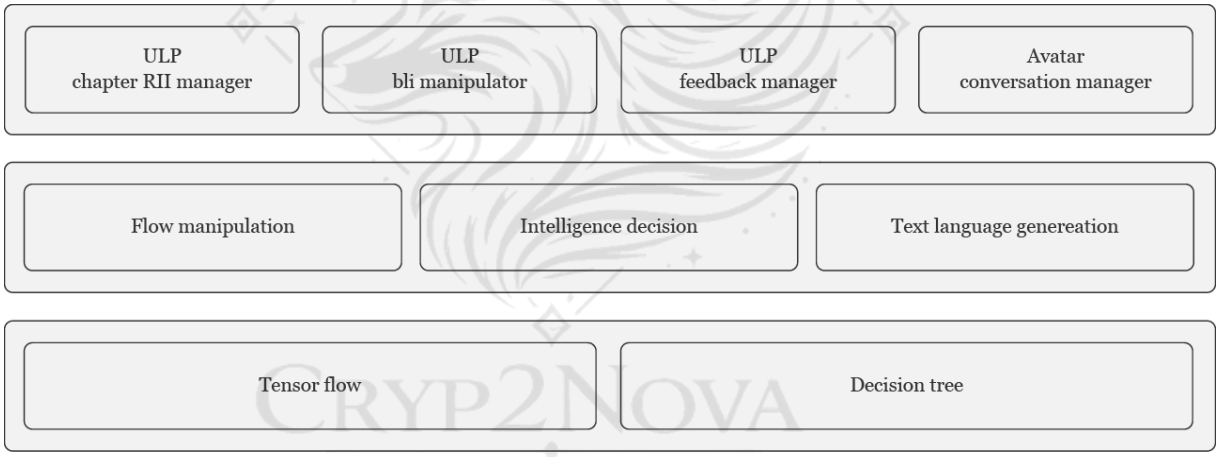
RII CORE - SOFTWARE ARCHITECTURE

The RII team is developing a versatile, flexible protocol to realize the adapter function.

The main functions of the protocol are:

- manipulation of flows;
- intelligent decisions;
- synthesis of conversations;
- generation of natural language;
- recognition of emotions.

Block scheme



Conceptual diagram of the RII protocol. The AI algorithms used, the main functions and the high level functions that govern integration of the RII protocol into the ULP platform.

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The Token

UERII is the ERC20 utility Token of the UERII platform and can be used on it. Its name, which is an acronym of Unconventional Experiences on the RII protocol, summarizes the key values of the project.

With the development of the MetaBrain project, the Token has also been extended to the Polygon blockchain, however the maximum total number of Tokens remains unchanged.

The total number of UERII Tokens initially issued amounts to 31 billion and they can be transferred and negotiated on several different exchanges.

The total number of UERII Tokens in circulation will follow the logic indicated in the tokenomics and will be mintable for a maximum supply of 100 billion.

The UERII utility Token is fundamental in the UERII ecosystem, and for this reason its price is not anchored to any fiat or crypto currency in circulation.

The value of the UERII Token will depend on the development of the ecosystem and the market demand.

Why Ethereum and Polygon

Mentioned for the first time by Vitalik Buterin in the Bitcoin Magazine early in 2013 and released in the first “live” version in July 2015, over the years its enormous success has enabled it to exceed 500 billion dollars of capitalization in 2021.

Ethereum is the ultimate open source digital platform for construction of a wide range of decentralized applications (DApps).

Its blockchain is the best solution for its size, importance and development capability, on which to develop a decentralized platform, also because it guarantees the maximum security.

For all these reasons, UERII has decided to develop its platform on the Ethereum blockchain.

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With the development of the MetaBrain project, the Token has also been extended to the Polygon blockchain in order to make future micro-transactions sustainable.

Smart contract

The ERC20 type main smart contract of the UERII Token published on the Ethereum network is the following: **0xc1ABb8c93be6811aFfC70675b0432926c4BFBb5D**

The smart contract is visible on the Etherscan blockchain explorer.
https://etherscan.io/token/0xc1ABb8c93be6811aFfC70675b0432926c4BFBb5D

The smart contract related to the extension of the UERII Token on the Polygon blockchain is the following: **0xd566c529b33ecf15170f600d4b1ab12468c8efc6**

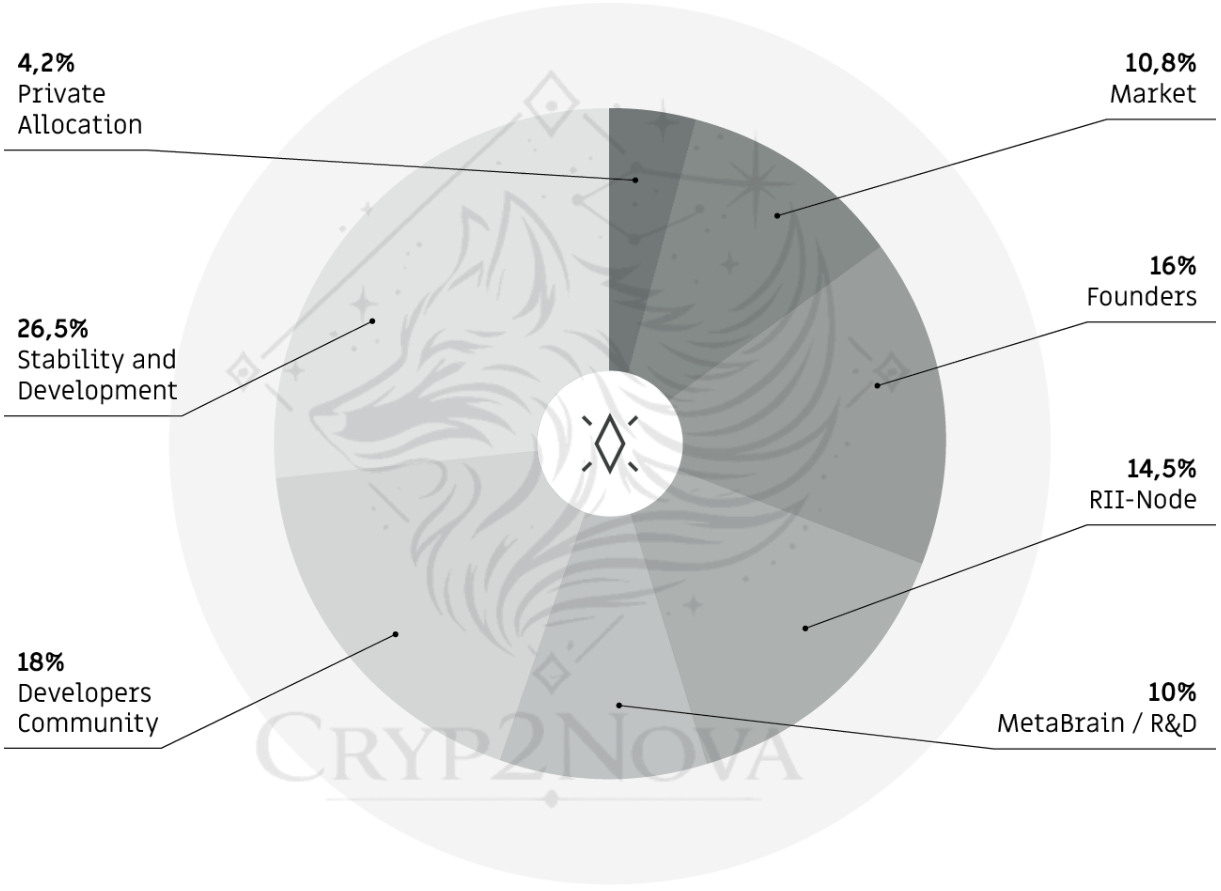
The smart contract is visible on the Polygonscan blockchain explorer.
https://polygonscan.com/token/0xd566c529b33ecf15170f600d4b1ab12468c8efc6

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Tokenomics

Tokenomics is essential in a cryptographic project. The Tokens issued are fundamental to give value to the project, encourage its development and build growth and sustainability in time.



Tokenomics provides for a maximum supply of 100 billion Tokens, divided as follows:

- **4,2%: intended for private placement.**
- **10,8%: intended to be placed on the Token market.**

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- **16%: reserved for the founders.**
  The founders have blocked their Tokens in a smart contract. Their vision is to keep them entirely blocked until August 2024, by which time, if the project respects the roadmap, they could start to place them on the market for an amount not exceeding 0,1% per month of the total held.

- **18%: reserved for the community developers.**
  The technological development of UERII and consequent appreciation of the Token will be the vehicle that guarantees contribution to the project of the best programmers, information engineers, system engineers, experts in neuroscience and other qualified elements. The incentive programs will be assessed and agreed with the community based on the development of the UERII ecosystem.

- **10%: reserved for MetaBrain and Research & Development.**
  UERII allocates this percentage of Tokens to a community of beta testers and users who will use MetaBrain, ULP and other future initiatives designed to improve the UERII ecosystem.

- **14,5%: reserved for the RII Collaboration nodes.**
  The UERII ecosystem needs a significant hardware infrastructure. Following the principle of decentralization, a logic has been created whereby a dedicated community makes the hardware available, creating synchronous and asynchronous nodes.

- **26,5%: reserved for the stability and development of the ecosystem.**
  UERII will be able to use this percentage of Tokens for later placement on the market, for staking and/or burn initiatives to guarantee the stability and development of the ecosystem.

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Governance

The team that originated UERII consists of 4 founders and 14 developers, including IT engineers, system engineers and experts in neuroscience, working together to develop this project.

We have brought together professionals with many different linguistic and cultural backgrounds, in search of an ambitious ecosystem able to exploit all the potential of the existing and future technology.

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The governance of UERII guarantees the application of Tokenomics, respect of the values behind the idea, and is strongly committed to creating a community of developers with the maximum skills at the international level to enable UERII to become a player of reference.

The governance of UERII guarantees the correct operation, respect and evolution of ULP (the UERII Learning Platform), of MetaBrain and the RII protocol, which are the pillars of the project.

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Conclusions

UERII will be the platform for contact and learning, capable of exceeding the limitations of the digital and real world, overlapping the peculiarities of both and at the same time eliminating the drawbacks of each.

Translating human beings while maintaining their emotional completeness, taking them from the offline to the online world, will enable the users, through Avatars protected by the blockchain system, to expand their learning opportunities.

Applying the effectiveness of direct experience to the training method, the result in terms of memorization and assimilation of information will exceed the barriers imposed until now by the internet, but also by classic teaching methods.

We have to bear in mind that is it not only with logical discernment and reason that we achieve success.

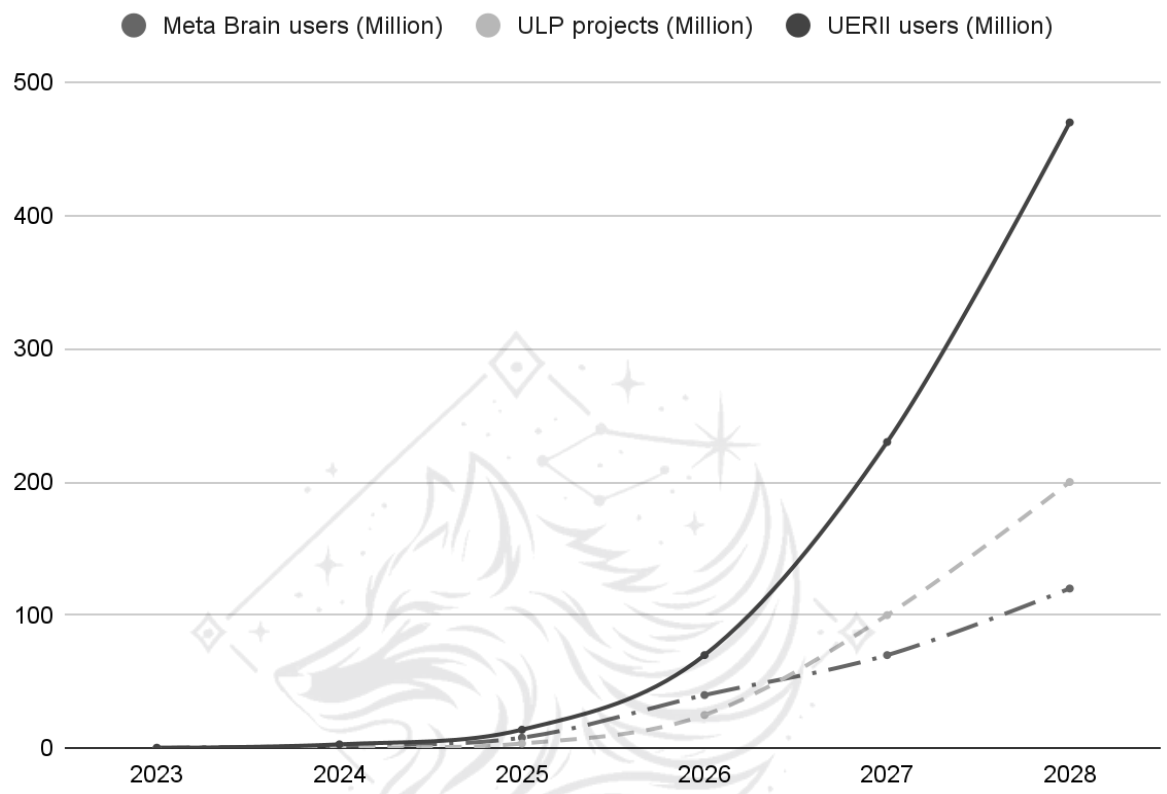
Involving the 5 sensorial dimensions and thereby adding total immersion of the user to the digital world, in the ways that will be fully developed in the future with the landing in the metaverse, the UERII platform will guarantee an emotional learning approach with positive effects on the intellectual and cultural development of the individual, as well as on the neurophysiological, affective, cognitive and motivational spheres involved, heretofore overlooked by a training system increasingly based on the network, lacking the role of teacher and the stimuli of the emotions.

UERII will bring everyone the opportunity to learn from the greats in every sector, with the best method known: the emotional method.

The barriers to traditional training will be overcome and people will finally have keys to learning that were unthinkable before. We are entering a new era.

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The development of UERII



The graph indicates the development of the projects that govern the entire UERII ecosystem in terms of millions of users.

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Charity

We believe that every project should be based on values of ethics and solidarity, and for this reason we have decided to give our utmost support, in a totally transparent way, to those associations that help people with learning difficulties, trying every day to improve their lives.

We think these organizations and their actions can effectively make the world a better place for all.

We have created a specific wallet allocated to Charity projects to which UERII Tokens will be assigned.

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Glossary

Metaverse = https://en.wikipedia.org/wiki/Metaverse

Blockchain = https://en.wikipedia.org/wiki/Blockchain

Decentralization = https://en.wikipedia.org/wiki/Decentralization

Ethereum = https://en.wikipedia.org/wiki/Ethereum

AI = https://en.wikipedia.org/wiki/Artificial_intelligence

AR = https://en.wikipedia.org/wiki/Augmented_reality

VR = https://en.wikipedia.org/wiki/Virtual_reality

MR = https://en.wikipedia.org/wiki/Mixed_reality

XR = https://en.wikipedia.org/wiki/Extended_reality

Avatar = https://en.wikipedia.org/wiki/Avatar_(computing)

Cryptocurrency wallet = https://en.wikipedia.org/wiki/Cryptocurrency_wallet

Proof of work = https://en.wikipedia.org/wiki/Proof_of_work

Proof of stake = https://en.wikipedia.org/wiki/Proof_of_stake

C Language = https://en.wikipedia.org/wiki/C_(programming_language)

Python Language = https://en.wikipedia.org/wiki/Python_(programming_language)

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UERII

Unconventional Experiences on the RII protocol

The UERII team is not responsible for any losses you may incur. Remember to only invest what you can afford to lose.
With that said, the UERII team works hard every day to make sure that you get the best possible return on your investment.
Do not forget the golden rule of crypto—do your own research!

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