

White Paper



Famous

EXECUTIVE SUMMARY

” Just participate And Earn!”

The fast-growing educational sector is one of the largest Learning Sector in the world that has flourished into a billion-dollar business. With the advent of Block-chain technology and Crypto currencies, the educational sector has advanced in data handling and securing quick payment. The block-chain industry will turn this FAMOUS Learning sent into a more powerful, trustworthy, and robust platform for its users. To generate revenue from this growing industry, education developers are constantly looking for secured ways such as standard online payment solutions that include Multiple payment aggressors, wallet providers, banks, etc. FAMOUS is one such block-chain platform based on the Ethereum block-chain that facilitates the educational sector. FAMOUS COINS tokens (FAMOUS) are an exclusive cryptocurrency that can be used for E-learning purchases as well as earn real-world currencies while educating. Our platform is an added benefit to both the learner and the educational developers. Moreover, there is no Middleman involved in any transaction. FAMOUS COINS is here to take the educating sector to an incredible stage.

OVERVIEW

The educational sector is always evolving but it is also the most controversial sector because of the various issues it has faced over the years. The major issues include unprotected data, high cost, and fraudulent activities that can be solved using block-chain technology. The value of the video education sector in the United States was estimated to be 17.69 billion U.S dollars in 2016 while the global video educational Market was valued at 75 billion U.S dollars that same year. Over the last decade, the decline in physical video education sales has been accompanied by the growth in the share of the digital format. In 2009, 80 percent of the video learn sold were physical copies and 20 percent were digital copies. The global educating Market was valued at USD 151.55 billion in 2019 and is expected to reach a value of USD 256.97 billion by 2025, registering a CAGR of 9.17% over the forecast period (2020 - 2025). Educational sector developers across emerging economies are continually striving to enhance an education experience by rewriting codes of diverse console/platforms such as PlayStation, Xbox, and Windows PC.

The education sector market will continue to grow in the upcoming years, exceeding USD 200 billion at the end of 2025. By then, the forecast suggests that the education Sector will grow with +8.3% CAGR to USD 200.8 billion.

Total Market CAGR 2021-2024

PROBLEMS STATEMENTS

Problems arise everywhere so as in the educational sectors. Consumer credential

abuse is one of the Major threats to the educational sectors. Other threats include targeting learning clients with vulnerable software to gain educating credentials, credit card access and other cyber-crimes. These can lead to a loss of reputation and business. Due to increasing fraudulent activities, gamers lose trust even though it is a billion-dollar industry. The credentials of the learner as well as the educational developers are at high risk. Hence, it is important to establish a secure platform that protects the customer and the game developer. Another problem in the educational sector would be the cost. Distribution related costs could be as high as 30%. The learner developers require a distributor to launch their game in the Market and the price fixed by the distribution company is usually unaffordable. The Educational developers are not paid well because of the third-party intervention which is precisely the distribution company. For upcoming developers.

INTRODUCING FAMOUS COIN

To overcome all the obstacles in the present educational sector we have come up with a concept of making everything transparent and decentralized. The technology that has been used in the educational sector in the past has benefited only the big development learning sectors and not the other educational developers. Here comes a solution to all the problems under a single platform "FAMOUS COINS". In our platform, both the educational sector will be benefited greatly.

FAMOUS is a block-chain platform that offers a suite of smart contracts and Restful APIs providing the educational developers an experience better than the traditional learning experience. Built on the Ethereum block-chain, the FAMOUS platform Creates an education environment that is completely transparent, and it also has the capability of integrating with any educational regardless of it being implemented in block-chain or not. The platform is powered by a native ERC 20 token "FAMOUS COIN Token (FAMOUS) "which serves as a foundation for in-education purchases and enables the Student to earn FAMOUS COINS token while learning. FAMOUS block-chain platform is a distributed ledger and the transactions made in this platform are completely decentralized which allows the student to pay the transaction fee in a fraction of a second without any difficulty directly to the educational developer. This could save a lot of money by way of subscription charges in the payment gateway. The intelligent implementation of block-chain technology in the gaming industry and the security feature that it holds allow for the growth of the industry and thus making it profitable for the student as well as the game developers. The facility offered by this technology builds immense trust in the customer.

Vision Statement

In our platform the Educational developers have the chance of publishing their Learning independently without the need for a publisher and all the credits of success for a particular Education will be directly received by the Educational developer. The learners will get benefits in terms of low subscription cost or e-learning payments Made through purchases OR upgrades in the schools.

Unlike other Educational platforms, FAMOUS COINS supports every user of its platform to earn More COINS. In addition to that, the environment is very user-friendly for anyone to access. The

prime goal of our company is that by introducing blockchain in the Educational Sector we can Make every transaction More transparent and bring the data to a decentralized network. The chances of doing fraudulent activities can be completely ignored as it is completely impossible to tamper any data that is added in the blockchain.

Coin Information

Coin Name: FAMOUS COIN

Symbol: FAMOUS

Total Supply: 23,000,000

Decimal: 18

Price: \$0.04

Soft Cap 1 Million USD

Hard Cap 3 Million

Referral System

Each time you refer a new person then receives direct 3% Bonus.

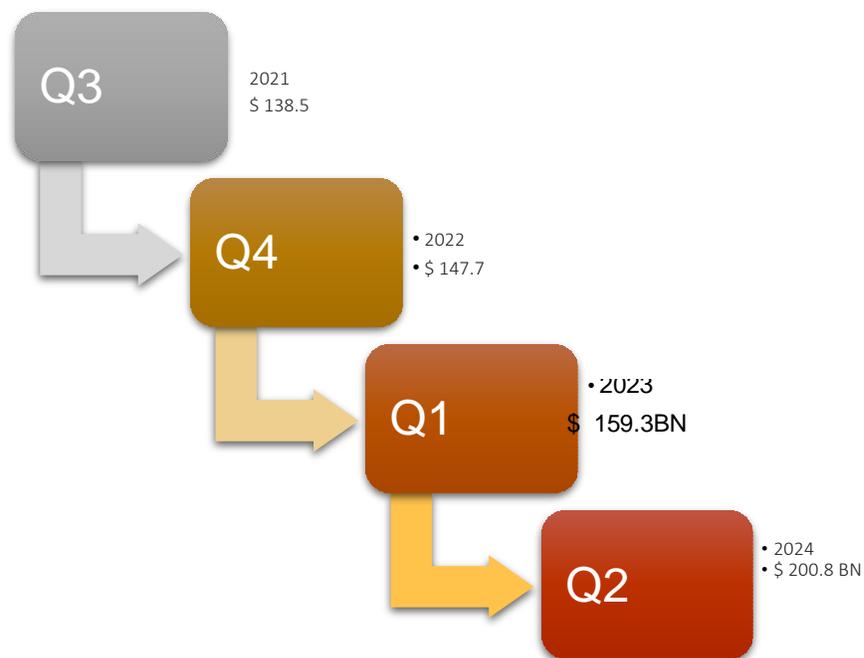
Bonus

We have a Bonus for large Investors.

Purchase more FAMOUS Coins and we will credit extra bonus coins as described below: -

1. Purchase from 62,500 FAMOUS (2,500 USD) then get 100% extra FAMOUS Coins
2. Purchase 30,000 FAMOUS (1,200 USD) then get 70% extra FAMOUS Coins.

This upper is limit



Why choose us 1

FAMOUS COIN blockchain platform is a unique, decentralized, robust, and secure platform for Education. It aims to provide a completely secure database which cannot be hacked or misused by anyone around the world. There are many advantages to people by using our platform.

Why choose us 2

With this feature, both the Education developer and the Learner will have great utility with their E-Learning Journey. Anyone in the platform can safely buy, sell, and trade the items according to their wish.

We are also intending to develop our own Educational sector and list them on our platform. It could be an added advantage for our customers. If the Learners Learn, especially the Education developed by us, then there is a great possibility of gaining more FAMOUS coins while in their Learning Journey.

Features

FAMOUS COIN platform has its features and functionalities that make them stand above all the other E-Learning platforms.

The main advantages of the project ahead of competitors is that the other Education based on the blockchain technology, are characterized by an unattractive Learning Journey.

The unique use of advanced technologies E-learning effectively enriches the Learning process. The game will be interesting and useful for people who want to understand the principles of blockchain and cryptocurrencies in a risk-free environment. Equally, people who do not want to sit still and want to immerse themselves in an alternative reality creating powerful infrastructures that they will be able to view with a mobile device.

The ability to transform all the acquired Learning experience (in the Educational Sector.) into cryptocurrencies.

FAMOUS Blockchain platform has impenetrable encryption and Learning cryptography which is quite hard to hack. This way, virtual items in the Educational Sector will stay safe in the Learning pocket.

How Blockchain Enables FAMOUS

Unite the Stakeholders:

FAMOUS COIN platform is a completely decentralized blockchain platform that has redesigned the E-Learning Sector. Only a few stakeholders are involved in the Educational Sector such as Educational developers, Learners, sponsors, advertising companies. With the FAMOUS blockchain platform, all the stakeholders will come under a single roof. Thus, all the stakeholders are

connected all the time and they can communicate with each other. The stakeholders can also use this platform to manage the game flow whenever they want.

Data Protection:

In the FAMOUS COIN platform, all the data is stored in a distributed ledger. The digital assets and cash will also be stored safely and securely in the blocks permanently. The encryptions made in the blockchain will secure the data from tampering or other fraudulent activities. Thus, making the platform more trustable by all the users around the world.

Secured Purchase:

Every E-learning Fee can be made using FAMOUS token and the transaction will be done in a fraction of seconds. There will be no middleman involved in any transaction made. The Blockchain Consensus Algorithm ensures that all the payments made are correct and immutable. So, there will be less tension for the players who had paid money for subscriptions or whatever in the game. Hence there will be secured in-app purchases.

Transparency

Transparency is greatly improved in the gaming industry supported by blockchain technology. All the agreements made are visible to everyone involved. So, it is not possible to do any unwanted activities in the game. And this could also lead to great investment opportunities by huge companies having an interest in the gaming industry.

Flexibility for The Learners

The game developers can also use the blockchain ledger to alter the digital items to make them rarer. They can also customize the game as needed. This brings opportunities to potential Learners who want to use their skills to give other gamers an opportunity for E-Learners. This way of bringing more complexity in the Learning flow is called the merchandising of rare digital items

Proof for Asset Scarcity:

The FAMOUS blockchain platform will provide proof for asset scarcity. Hence, developing the interest of Learners for the users. The blockchain ledgers will allow the Education developers to build rare digital assets and items in the 3D virtual reality E-Learning. Moreover, Education developers can also create web pages through which they can track the availability of the most coveted digital asset in a Learning platform.

Facilitate the creation and trading of rarer E-Learning:

FAMOUS COIN platform is an Ethereum based blockchain platform that has its own cryptocurrency called FAMOUS token. E-Learning Journey with the same valuation as other E-learning can have their corresponding crypto tokens. At a given point in time, all such assets will have the same value. So, we can facilitate the trading of these tokenized E-learning assets. Buyers of these assets can

also trade them in crypto exchanges. Every in-E-Learning asset will have its own characteristics; therefore, the value will be different from other in-game assets. To represent these unique assets using crypto tokens, we use “Non-Fungible Tokens”

Technology and infrastructure

FAMOUS COIN platform is based on advanced technologies that benefit all the stakeholders involved. Our platform is the first decentralized blockchain platform that enables all the game developers to list their games at free of cost. Like the google play store, anyone can list the game for free based on some basic criteria. If the game satisfies all the basic criteria, then the developer can issue the game under their name itself. There will be no subscription cost to learn. But there will be a cost for E-Learning purchases. FAMOUS also aims at creating their own Learn and listing them on the platform.

There are three profiles for developers on our platform. If the developer has entered our platform for the first time, then they will be in the “Beginner Profile” and the subscription cost for the game developed by the beginner level game developer will be high compared with other profiles. And the complexity of winning each level will also be less. After the beginner level developer has published a minimum of 10 to 15 courses within one year, they will be promoted to

“Experienced Profile”. The education developed by the experienced developer has a subscription cost less than that of the beginner’s subscription cost. To enter the “Top-Rated” profile the education developer in the experienced profile has to list another 10 to 15 courses within the next two years’ time. And the education should be of high quality and the levels in the world should be difficult to compete.

Future of E-Learning

The future of the famous coin E-learning is going to make all the people raise their eyebrows. Because the growth of these industries has been enormous in the past decades. The introduction of blockchain technology in the Education Sector has shifted everyone’s attention towards it including the non-Education. There are a lot of advancements that can be made in the traditional Education Sector by implementing blockchain technology. There are many technologies out there that can also be integrated with the education sector but the most effective techniques that will probably be the future of the E-learning is the blockchain technology.

Every E-learning in this world wants a secure and safe platform for learning. As there will be many transactions happening in the E-learning environment. Many E-learning purchases will be done, and real money will be involved in all the transactions. Blockchain integrated E-learning platforms will offer secured and safe transactions without the help of another middleman like banks and other payment platforms.

This will drive the people to use E-learning platforms having blockchain facilities.

Improved communication will be enabled in future E-learning platforms. So that the E-learning can also suggest the E-learner developers improve the learning and this could be productive for both the E-learner developers and the learner. This kind of facility is available for all the learning

platforms which adopt blockchain technology. And this is also having an advantage that the stakeholders on this kind of platform can generate huge revenue

In the future learning sector, fraudulent activities can be completely controlled. Which probably means that there will be no illegal actions happening in the learning. This could increase trust among the learner inside the E-learning sector. Blockchain is completely transparent and every learner in the learning sector can see the full history of the E-learning. There will be no hiding of data. Everything in the block will be visible to everyone and the contents or data in the block added will be completely true. Once correct data is added then it can never be changed. So, the E-learning platform becomes more trustable and secure.

There will be a huge revolution taking place in the E-learning sector in near future. So, we can stand together and get adapted to the new technology and generate huge profits from the E-learning sector.

Benefit

For Famous E-learning sector:

FAMOUS COIN platform is developed by the developers with a motive of paving way for the famous developers to earn money through the decentralized platform.

The developers in our platform have access to all the tools included in our FAMOUS platform. They can also earn more money through E-learning advert, second-hand sales, item trading, and referrals. The developers can also build powerful courses and list them on the platform. If the courses are powerful and the learners are fond of the courses, then it could lead the developer to earn more through that courses.

In addition to the above-said benefits, the developer does not pay any cost to list their courses on our platform. It is completely free. This will probably reduce the burden for the small developers, as they are not in the need of a big publisher who will charge more to publish the E-learning in the market. Moreover, the FAMOUS COIN platform is easy to handle for the learner developers and to implement the E-learning. The E-learning developers own the full rights of the learner and the E-learning materials even after listing the courses on the platform.

The E-learner developer also has the freedom to remove any subject from the courses at any time even without the knowledge of the learner if they had been involved in any of the suspicious activities that disturb the other learner' harmony in the course and the reputation of the courses.

For E-learner

The E-learner can learn the course within a few minutes after subscribing to the famous. There is no need to wait for a long time to learn the course on our decentralized platform.

The E-learners can earn passive money even while learning the courses. FAMOUS platform allows the implementation of an E-learning reward system like trophies/achievements on certain

platforms when a particular task is completed by the learner within the given amount of time. FAMOUS COIN platform has been designed from the ground up to encourage viral uptake.

All the subject on our platform is encouraged to be designed for easy invites and sharing so that users can create virtual groups and learn with their friends. Additionally, functionality will be integrated which allows developers to grant affiliate revenue sharing to social E-learner. The possibility for passive income generation for developers also will lead to higher quality education, something learners will greatly benefit from. So, the learner can also earn money by learning on our platform.

Conclusion

Traditional learning technologies and platforms are outdated, and people started to look for new technological advancement in the educational sector. This leads all the learner developers around the world to shift to a new platform which is technologically sound, secure, and trustable by all the people. Not all technologies will fit well in the education sector. Then, the golden platform called “blockchain technology” was integrated with the learning sector and it fitted well with the environment.

Moreover, all the learners in traditional learning technologies were set right by introducing blockchain technology in the E-learning sector. The revenue for all the stakeholders will also be increased by many folds. So, all the investors of the famous coin started to focus more on integrating blockchain technology with the learning sector. This idea was taken by our team to implement the FAMOUS COIN platform with a thought of giving a solution to all the coin lovers and learner developers to evolve to the next level coins environment.

And hence we have proposed a solution for a decentralized E-learning platform that establishes trust through cryptographic proof and regulatory oversight. Our technical design is implemented on the Ethereum network.

It includes an upgrade feature, an offline approval mechanism for high-risk actions, and a hybrid online-offline approval mechanism for token issuance that provides the desired level of security and flexibility. Our trust implementation involves all the stakeholders like E-learning developers and the plates to form a network of trust. Together, these implementations form the FAMOUS COIN platform, a regulated learning platform that can serve as a viable medium for all the video coins lovers around the world.

Because of the implementation of blockchain in the educational sector, many changes will be faced by the traditional method of learning. Finally, this Famous Education sector will grow until the last day of the Earth.