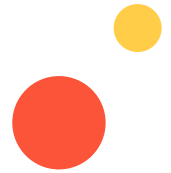


PICKVIBE.NETWORK WHITEPAPER

Decentralized Social Network: Pioneering the Future of Social Interaction

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INTRODUCTION

In recent years, social media platforms have become integral to our daily lives, serving as hubs for communication, networking, and information dissemination.

However, the centralized nature of these platforms has raised significant concerns regarding user privacy, data ownership, and freedom of expression. Centralized platforms are vulnerable to data breaches, manipulation, and censorship, undermining trust and perpetuating a cycle of disinformation.

Decentralized social networks offer a promising alternative by leveraging blockchain technology to distribute control and ownership among network participants.

By removing intermediaries and implementing transparent, consensus-driven governance mechanisms, decentralized social networks seek to empower users, protect their privacy, and promote open dialogue.

Pickvibe's project seeks to create a new market segment, providing a completely new approach to a person's time, seeing that time and the cultural (and other quality) content as unity.

PART 1 : INTRODUCTION

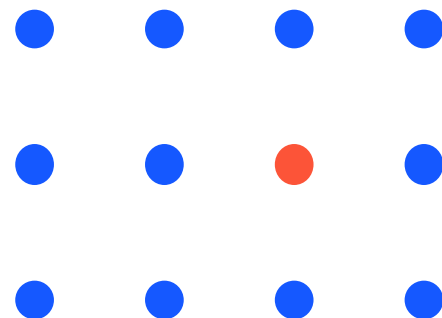
Pickvibe's project seeks to create a new market segment, providing a completely new approach to a person's time, seeing that time and the cultural (and other quality) content as unity. Both the leisure time of culture consumers and the professional time and effort of culture creators are valued and optimized.

That can be compared with the implementation of business management systems for the organization activities, employee's tasks and time management: not the new activities by themselves but the different level of their harmonization.

Therefore, the project doesn't compete with existing products (except for the personal time wasted on some social media), services and business models, instead it provides the connecting platform for them.

The earlier attempts to create such time-unifiers have had limited success because either of direct transfer of business sphere methods to the sphere of personal activities, or of too narrow specialization on some sorts of activities.

The actual vision of the project shall solve those contradictions and significantly transform the market of personal time.



PART 1 : INTRODUCTION

Another innovation aspect is the idea of user's constant self-development through learning, publishing of creation works, community activities etc. The personal progress shall be measured and motivated via gamification and employing AI, like professional and social honor names, “wind rose” of a person's abilities etc.

Such an approach shall create the new structured community of positively competing personal accounts, fitting the nascent market of metaverses and significantly stimulating it.

The rise of social media has revolutionized how we communicate, but it has also highlighted critical issues such as centralized control, data privacy breaches, and censorship. To address these concerns, we propose a decentralized social network (DSN) powered by blockchain technology.

By decentralizing data storage, governance, and content moderation, our platform aims to foster a more secure, transparent, and inclusive online social experience.

In this white paper, we outline the architecture, features, and benefits of our DSN, highlighting its potential to reshape the landscape of digital social interaction.

TIMING

Is the timing right for this innovation in terms of market, user, societal or scientific or technological trends and developments?

Timing for this innovation seems to be perfect. Privacy issues, fake news issues, issues related to time consumption of social media with low quality content are the major problems that present social media carry.

On the other hand the way today's social media have been created – makes it impossible to transform them to tackle those problems (it would disrupt their revenue generating model, which is impossible given the fact, that they are listed on stock exchanges – the stockholders wouldn't agree on that, despite the fact, that those problems may make those companies cease to exist in the future).

Therefore launching a new social media project, which has data ownership under user control, promotion of the quality content instead of the quantity as its cornerstones seems a perfect idea today.

The market demand for quality content (and especially culture content) is still not fully covered by the existing market supply.

PART 2 : TIMING

The growing tiredness on mainstream social media is also observed (e.g., the recent weakening of Facebook on stock market due to the leaving customers).

The trust in the news media in the world differs notably (in EU, it differs from 65% of citizens in Finland to 30% in France), however social media is seen as a less reliable source of news, and in the EU radio and television are viewed as more dependable.

In the current climate of fake news and polarizing political events, young people are having a tough time relying on the mass media, although this attitude is also seen among older generations.

Technologically, the Artificial Intelligence and blockchain technologies have matured recently. They are necessary for the project; therefore, it couldn't start previously.

The global blockchain AI market size is projected to grow from USD 228 million in 2020 to USD 703 million by 2025, at a Compound Annual Growth Rate (CAGR) of 25.3% during the forecast period. Asia Pacific (APAC) has witnessed an advanced and dynamic adoption of new technologies and is expected to record the highest CAGR in the global Blockchain AI market during the forecast period.



PART 2 : TIMING

APAC constitutes major economies, such as China, Japan, and Singapore, which are expected to register high growth rates in the Blockchain AI market. On the other hand, almost all major Blockchain AI vendors are USA-based, except European vendors Neurochain Tech (France) and SingularityNET (The Netherlands).

Thus, the European market of media and entertainment vertical industry would be left unattended for a time, but with time it will fall prey to the solutions developed elsewhere.

The project has the relatively small risk of direct competition due to the inflexible nature of the mainstream social media. Decentralization and data control to obstruct the violation of privacy is the natural advantage of smaller or new companies, as the large ones would cannibalize their existing market.

And the possible new competing projects have no better start position than ours: even if overfunded by some large companies, they would face the same challenges of growth and of vision clarity.

Also, the supply of Blockchain AI specialists is short in the whole world, and having them in our team is a significant advantage.

SCALE UP POTENTIAL

The current team is sufficient for the test market (Lithuania) and for the creation of viable products. The project is started as bilingual (English and Lithuanian) and expands to the growing and most automatized multilingualism.

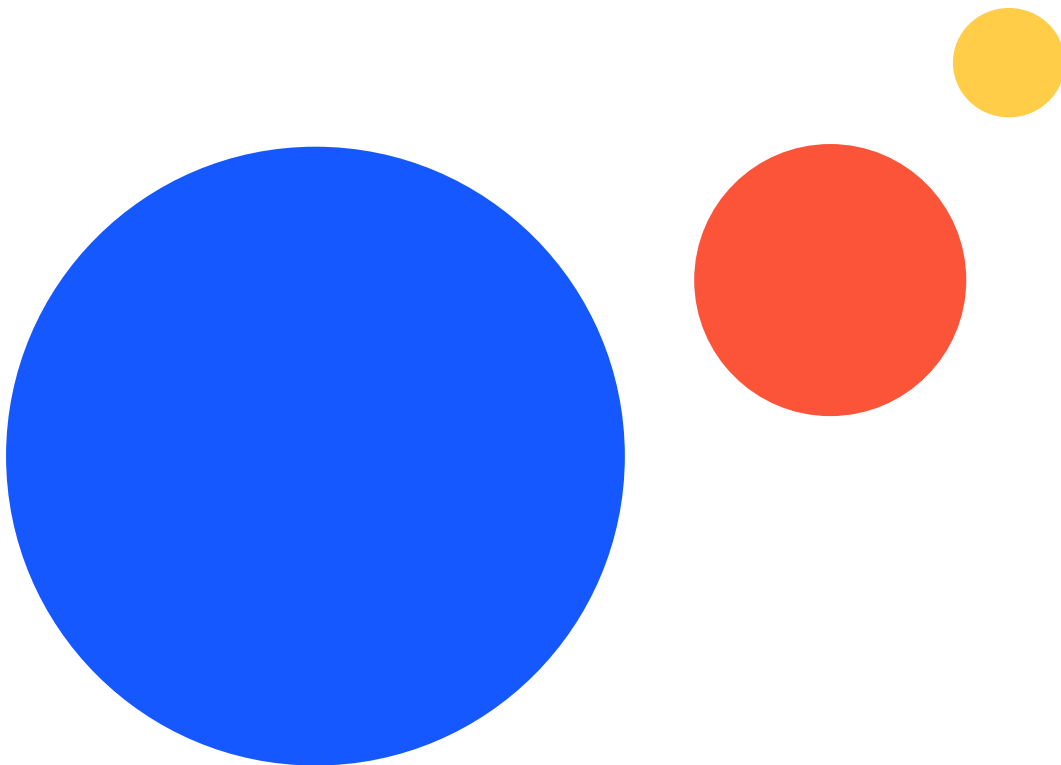
The scale up in each new cultural-linguistic region shall be performed by the formation of local affiliate teams, primarily oriented to the informational administration of local cultural artifacts and events, and to the support of local customers.

The product itself is multicultural and multilingual. It shall allow the cultural internationalism and the healthy cooperation of cultures: the input of each culture shall be accounted for and evaluated by users on the most detailed (personal) level. So, the positive input of each culture would be measured, promoting healthy (sport-type) patriotism and avoiding the negative sides of international competition.

PART 3 : SCALE UP

The financial model of the project is oriented to the rapid growth in several countries. With the growing amount of information on the platform, the process of its accumulation will show the “snowball effect”, stimulating the further participation and improving the revenue.

The team also has the long-term vision for the further development of the project, covering both the culture in a wider sense (e.g., the culture of food, shopping etc.) and the new channels of media (virtually any device having a screen).



SOLUTION

The aim of the project is to create a Pickvibe system designed to significantly increase the personal freedom of a social network participant (target customer) and at the same time help him to achieve internal growth.

This is ensured through the convergence of two technologies, the blockchain and artificial intelligence, by implementing the principles of the semantic web.

The world of the internet is currently facing the problem of using personal data without personal consent. Various technical and legal measures are being taken to address it, but a key weakness of the solutions already in place remains the centralized collection and storage of personal data with social network providers.

This project will radically eliminate this vulnerability - all user personal data (including service usage data) and uploaded content will remain the property of the user, and the user will control their submission to the social network (or networks) and analysis systems.



THE LEVEL OF INNOVATION

Pickvibe seeks to build a socio-economic platform for the promotion of cultural consumption, with the main objective of promoting the consumption of cultural products (theater, music, cinema, etc.) in society, improving the conditions for the protection of intellectual property rights, and improving the economic situation of the creators (authors) and the communicators (performers, actors, teachers, etc.).

The aim of the project is to develop a Pickvibe sub-system designed to significantly increase the personal freedom of the social network participant (the target customer) and at the same time to help him/her to achieve internal growth.

This is achieved through the convergence of two technologies, blockchain and artificial intelligence, realizing the principles of the semantic web.

Currently, the online world is facing the problem of the use of personal data without consent. Various technical and legal measures are being attempted to address this problem, but the central weakness of the existing solutions is the centralized collection and storage of personal data with social network providers.

PART 5 : INNOVATION

In this project, this weakness will be radically addressed by ensuring that all the user's personal data (including service usage data) and the content uploaded by the user will remain the user's property, and that the user will control the provision of this data to the social network(s) and analytics systems.

Although the project is built on the pickVibe open platform, the storage of data on the blockchain does not in principle 'tie' it to a specific service provider and will allow many social networks and other interested systems to adapt and use the same user data, without necessarily using even the same open platform, i.e. a universal format is being developed. This will ensure fair competition between systems in terms of the scope and quality of the services they offer, and thus the primacy of the individual over the system provider.

In other words, the social network user will be transformed from a 'serf' (who can only go to another gentleman after leaving all his farm and possessions) into a 'farmer' (who manages his farm and sells his produce on the market).

Another aspect of personal freedom is the placing of web-based services in the personal space of the user. Different service providers are currently performing very differently - some are able to successfully analyze consumption data and provide the consumer with offers that are relevant to him or her, but unfortunately the majority of providers' offers remain annoying and unhelpful noise, i.e. spam that limits the consumer's personal time (= freedom).



PART 5 : INNOVATION

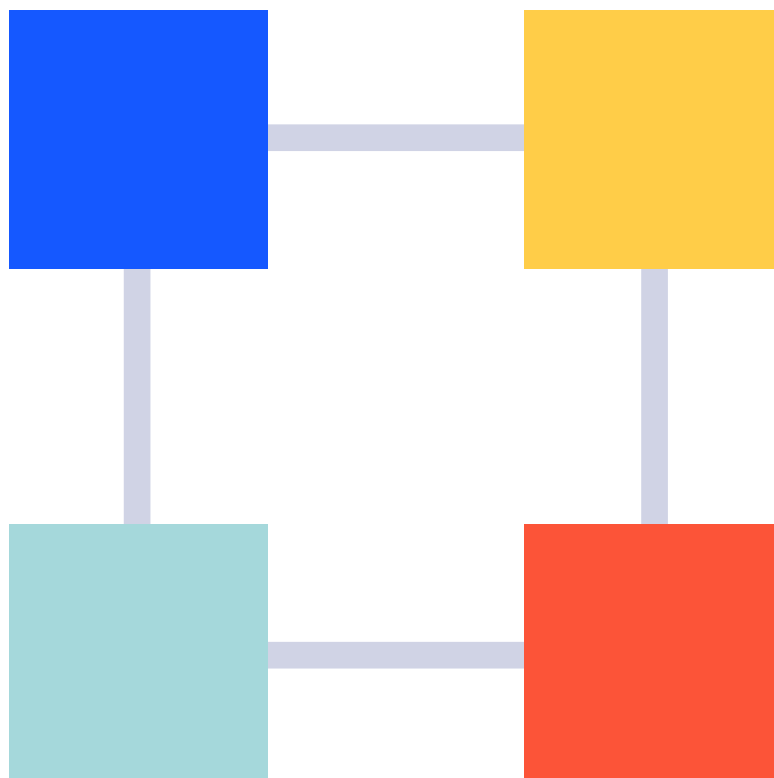
This project will move away from the currently prevailing analysis of direct search and consumption data towards a two-step analysis: the identification of the user as a certain group (type) and the selection and gradation of the services most relevant to that group. The analysis of both steps will be isolated and not necessarily carried out by the same service provider. It should be stressed that the consumer will be able to control the parameters of his digital twin, i.e. to make a conscious choice of his typology.

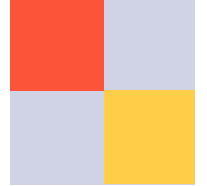
In this project, the pickVibe platform's user clustering functionality and karma scoring system will support user typing, the tagging and general (user) rating functionality will support content selection, and the social scoring and professional rating systems will support the grading of content based on relevance to users. This will significantly increase the commercial attractiveness of the pickVibe platform for service providers, as there are currently no social networks that have successfully realized the idea of a 3rd generation internet.

PART 5 : INNOVATION

The key objectives of this project are:

1. To investigate and test the set of parameters of a user's "digital twin" required for the functioning of a representative user type in the environment of social networking and service analytics systems.
2. To develop a data storage structure based on blockchain technology that ensures and protects the ownership of individual data by the user.
3. To develop an artificial intelligence subsystem on the pickVibe platform to compile and present the most appropriate offer of creative services to the user.





WHAT ARE THE EXISTING SOLUTIONS AND WHAT ARE THEIR LIMITS

The number of existing partially comparable solutions is great. The closest of them are Facebook, LinkedIn, Wikipedia, WhatsApp and Lineup. However, all those solutions have their hardly-breakable limits. Speaking about multiculturalism, only Wikipedia has more or less implemented information of multiple cultures, though it is impossible to get information sliced by two or more attributes (e.g., like style and culture).

Wikipedia is not a social network. Facebook and LinkedIn lack the structured geographical information. Speaking about brands, they are properly covered only in Wikipedia, and about products, services and payments – only in WhatsApp and Lineup. Only Wikipedia partially sees the real-world object as unity, although with limitations too. All four mentioned social networks use AI in the completely promotional way, not oriented to the value of information (though Facebook started to use AI against hate speech recently), and Wikipedia uses AI just as the protection measure for its information. Only Wikipedia takes serious measures against fake news and propaganda. None of the mentioned solutions have: orientation to culture, proper timeline finder, user data owned and managed by user himself, verified user network, proactive coaching, proactive health information, environmental care.

THE PROBLEM WE'RE TRYING TO SOLVE

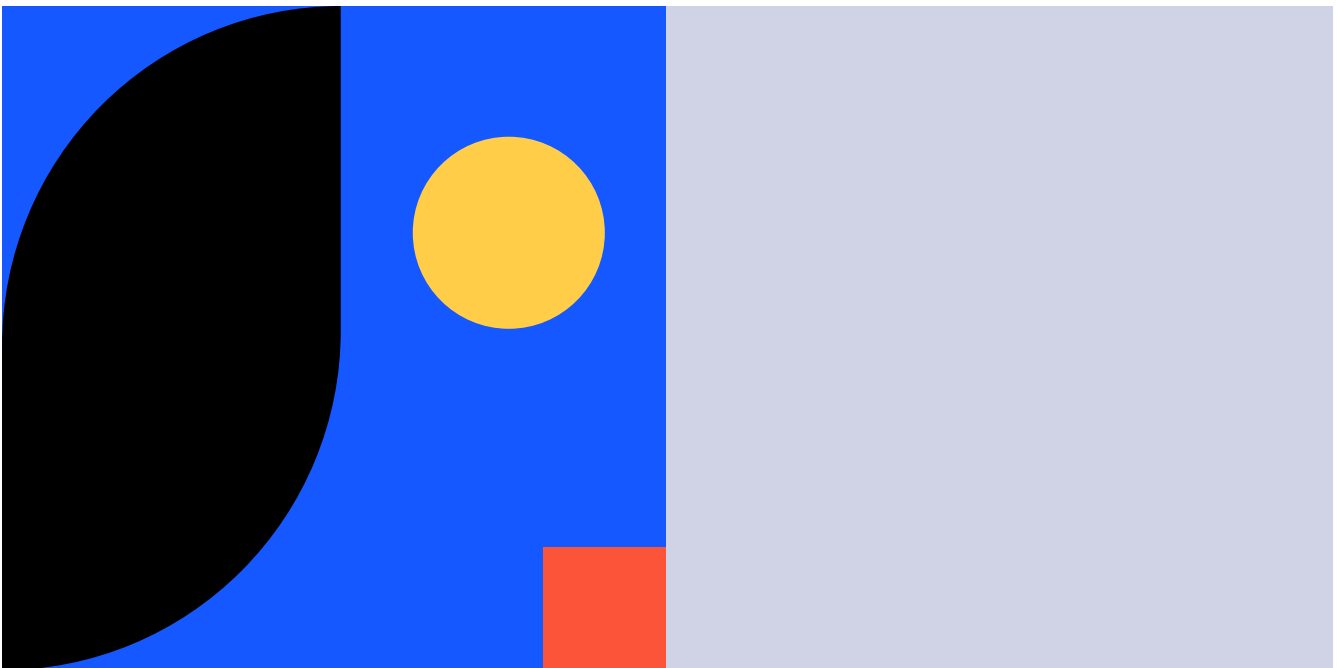
The mission statement of the project is “Increase the value of remaining lifetime”. The value is understood in the widest and most personal way. That means providing to the user the best-fitting choices to enrich his time, according to his social and psychological profile (consciously managed by himself), and aiming the first-rank quality (as decided by the “collective expert” of participating professionals) of the personalized content to coach and develop the user's personality.



WHY IS IT NEW COMPARED TO THE EXISTING SOLUTIONS

The key innovations are the professional's concept, the verified users' network and the personal data management in the hands of the user.

However, there is a number of other innovations too: multiculturalism with culture attribution, the dependency of content and geographical location, the structured coverage of available brands, products and services, unity of object's information, the use of AI for estimating of information personal value, the rid-off system for fake news and propaganda, proactive coaching, environmental and health care.

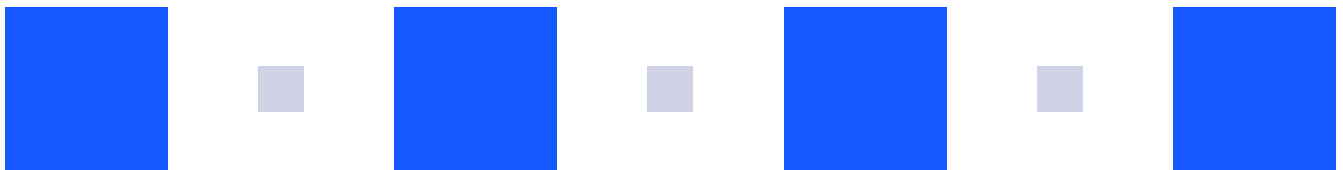


WHY PICKVIBE'S DECENTRALIZED NETWORK WILL BE SUCCESSFUL

The professional expertise of content quality shall be attractive for the quite large segment of society. The ensured trust for information shall fuel users' interest, and the ability to publish their creative work safely (including the ensured copyright) and get the direct reward shall attract professionals.

The project ensures the complete, circular lifecycle of information: from initial search/feed of information, through finding of object/service, acquisition, up to evaluation and providing for improved search/feed of information. That shall make the providing and usage of content comfortable and meaningful.

Also, the gamification of platforms allows providing the serious content in playful form (e.g., the “wind rose” of a person's abilities shall motivate the user to develop his/her social network and its quality, IQ, EQ etc.).

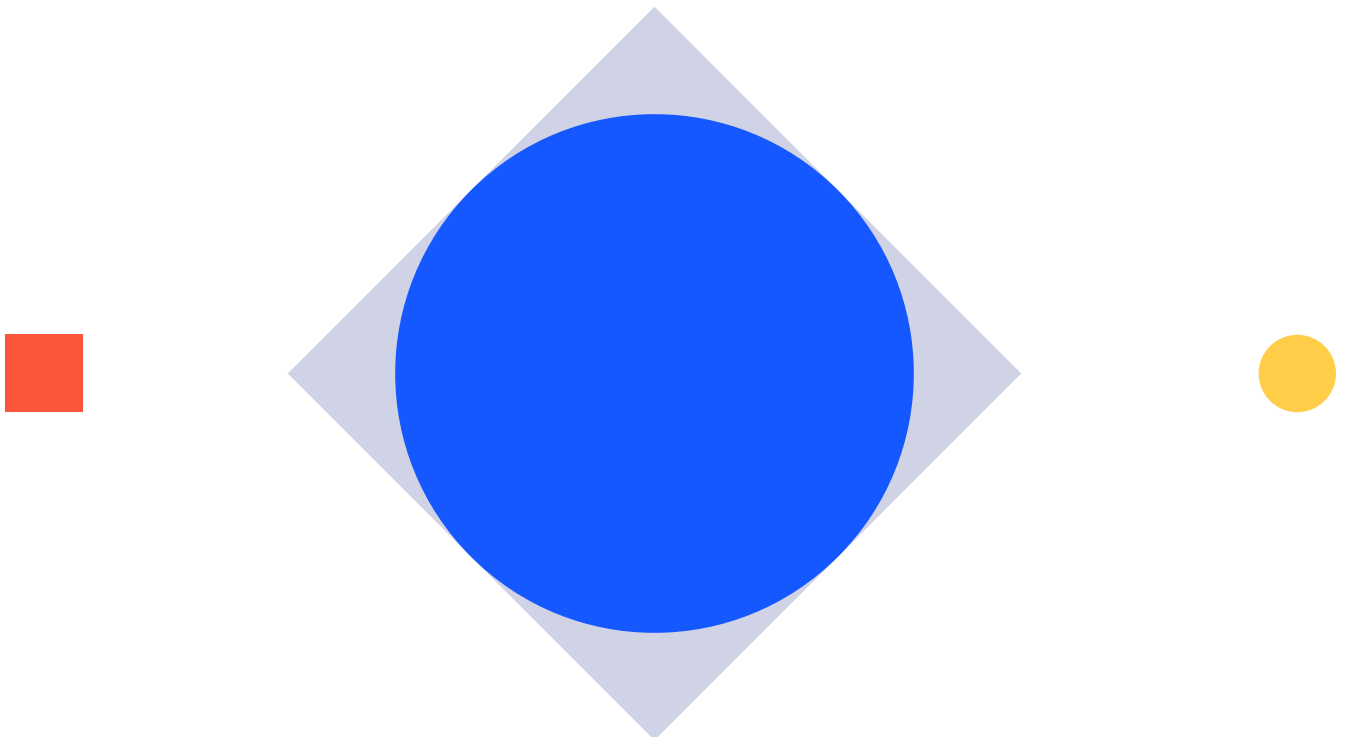


WHY NOW

The recent maturity of AI and blockchain technologies made the key features of the project technically available.

Also, the emerging market of metaverses requires “inhabitants” for those “new worlds”, and the new, structured and self-regulating society (in the terms of WEB 3.0: decentralized autonomous organization) of this project shall have such potential.

The concept of WEB 3.0 assumes that every user decides what data he/she shares with the network, and the return from the network is led by that data, so the ability to provide the user with precise information, having significantly reduced amounts of spam and scam (let’s be realistic: we cannot promise to completely wipe them off) is finally available.

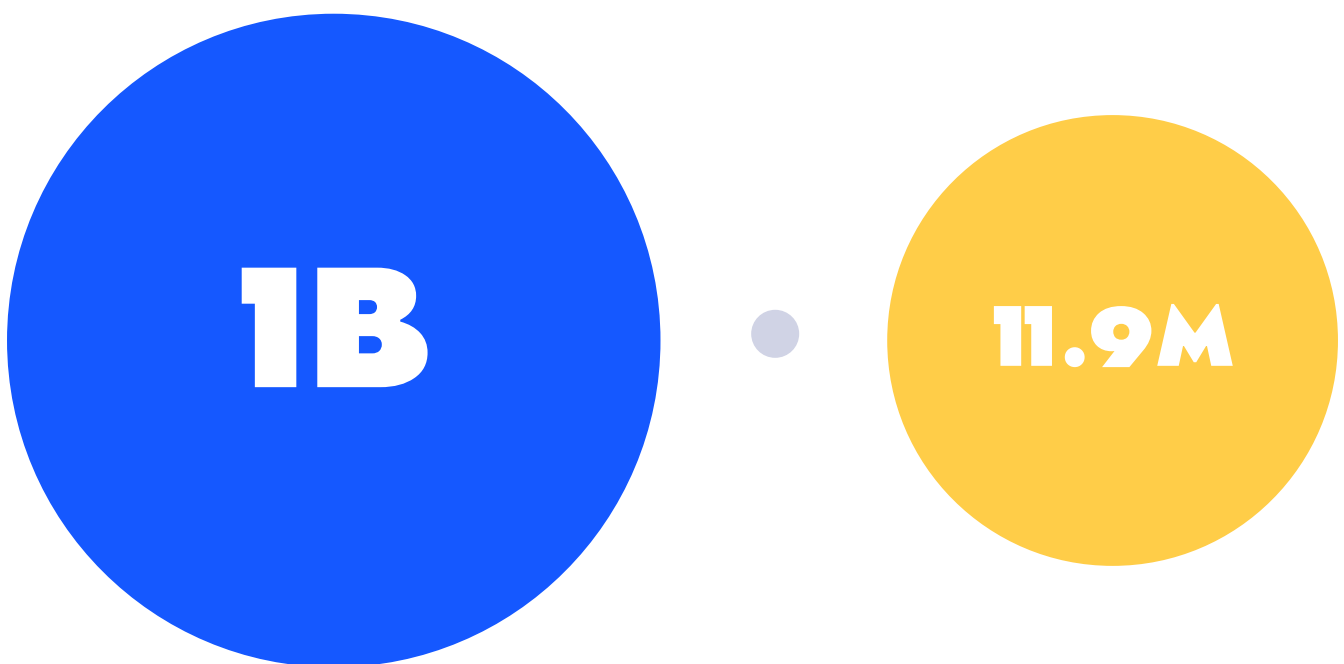


WHO WILL USE THE INNOVATION

This project will create and commercialize a global innovation - a technology that addresses the protection of consumer personal data and privacy in the digital space, while enabling the user to analyze that data in an AI model and provide customized services on the pickVibe platform.

The innovation is new on a global scale, as the company will be the first to implement this innovation in all markets and industrial sectors.

In the next 18 months, the goal is to reach 11.9M registered users and 1B content views on Pickvibe's platform.



WHAT IS PICKVIBE'S TARGETED MARKET

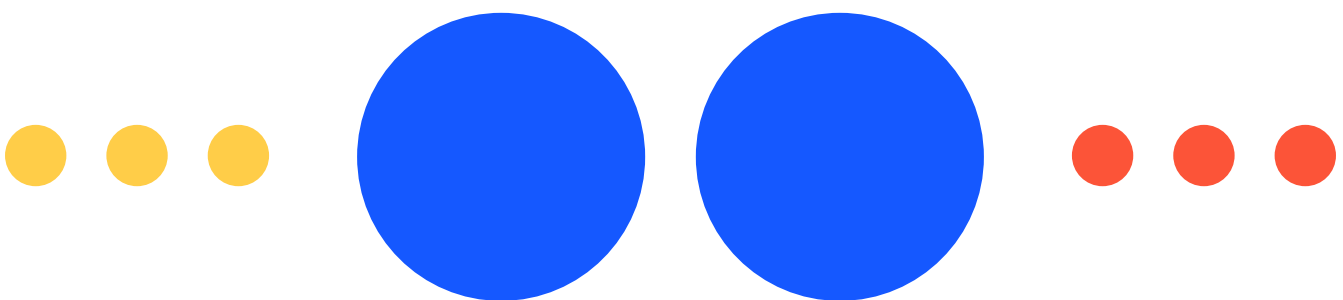
There are several groups of participants and users in this type of infrastructure:

Users of cultural services - the subsystem being developed ensures:

- High level of security of personal (user) data, data storage and management in a decentralized way with the help of block chain technology.
- Customized content and services - provision of services based on semantics (analysis and understanding of user needs) (tickets, discounts, promotions, etc.)

Developers and providers of cultural services - the subsystem being developed ensures:

- The protection of creators' copyrights and the possibility of charging third parties for their use, storage and management of data in a decentralized way through blockchain technology;



HOW WILL INNOVATION BE EXPLOITED

This project will move from the current analysis of direct search and consumption data to a two-step analysis - assigning a user to a specific user group (type) and selecting and grading the services offered that are most relevant to that group.

The analysis of both steps will be isolated and not necessarily performed by the same service provider. It should be noted that the user will be able to control his / her digital twin settings, i. consciously choose your type.

The digital twin is a technology most commonly used in the automotive or aviation industries, but has recently been increasingly used by companies in other sectors.

These include small and medium-sized businesses looking for solutions that can increase operational efficiency. Digital twins in virtual space can reproduce not only individual devices, but also ultra-large-scale systems such as factories or even entire cities.

WHY WE CARE ABOUT INNOVATION

We are now on the cusp of Web 3.0: in this new world of information exchange, the internet will be the place for smart transactions. Personal data will become one of the most important resources. However, in the Web 3.0 space, personal data will not be the object of transactions per se, but will become one of the means to exchange information and resources.

The aim of Web 3.0 generation web systems is to create artificial intelligence robots that can navigate through the web of information on the modern internet to find the answers to all possible questions, and, if necessary, to be able to share this information flexibly and to tailor it to the user's needs, which is only possible through the analysis of users' personal data.

Personal data: name, home address, telephone number, email address, bank accounts and demographic data (gender, age, marital status, religious and political beliefs, social status, etc.). Most importantly, personal data as a user, such as personal interests and payment card payment history. Photos uploaded to social networks and a catalog of films watched, concerts and events attended. This is all personal information.

PART 15 : WHY WE CARE

The right of technology-enabled service companies to hold data about their users (and beyond) is justified by the fact that these companies have invested millions of dollars in developing and implementing their business models.

However, there is no legal basis for such data ownership. On the contrary, from an economic and legal point of view, the granting of such exclusive rights to certain market players may lead to market distortions, where one or more market players may restrict the freedom of competition on the market, limiting the ability of other market players to market or develop new products or services for consumers.

Three factors can be identified which mark the significant changes currently taking place in the use of personal data:

1. The legal framework for the collection and processing of personal data is changing, with a greater focus on information systems and on curbing data aggressors (such as Google, Facebook, LinkedIn, Amazon, Youtube, Alibaba etc.). Legal developments are taking place both in the European Union, with the General Data Protection Regulation, and in the US, with the California Consumer Privacy Protection Act, which comes into force on 1 January 2020.

PART 15 : WHY WE CARE

2. Changing attitudes of companies and businesses towards the collection and use of personal data. Technology companies are facing increasing costs in terms of storing consumer information and implementing new legal requirements. In addition, companies are forced to find alternative ways to obtain consumer information as the three data giants (Google, Facebook and Amazon) are increasingly reluctant to share or sell the personal consumer data they hold. As a result, the competitive battle is in favor of the big personal data aggregators.
3. Perhaps the most important change is technological. Technological advances, which are now accelerating, have reached a level of maturity where decentralized models of data management are now possible. One of the key assumptions behind the development of such decentralized data management models is that the most authentic source of information is the individual (only a specific user knows what was on his breakfast table). From a technological point of view, data processing has become possible not in certain centralized databases, but 'closer' to individuals (e.g. on each person's own device or personal account in the cloud). This technological leap is significantly supported by the rapid development of blockchain technologies and semantic artificial intelligence models, which are able to adapt (personalize) content to the user's needs.

PART 15 : WHY WE CARE

The project plans to develop a subsystem of the pickVibe social networking platform, which aims to significantly increase the personal freedom of the social network participant (the target customer) and at the same time help him/her to achieve internal growth.

The main objective of the project is to create a digital profile of the cultural consumer, analyzed by artificial intelligence, in order to enable the platform to provide interactive and personalized offers and discounts reflecting the consumer's preferences and interests (Semantic Web).

This is achieved through the convergence of two technologies, blockchain and artificial intelligence, realizing the principles of the Semantic Web.

This subsystem will have an AI-based indexing engine that will not only collect individual words and keywords, but also link them together according to their meaning.

The subsystem being developed will allow the pickVibe platform to analyze user data in the same way our brains work, by associating each word with another word or its meaning - what scientists call a semantic link.

PART 15 : WHY WE CARE

Another important component of the subsystem is the decentralized pickVibe user data management model based on blockchain technology, which will ensure the authenticity, quality and full control of the data by the data owner - the user - without limiting the ability of the AI model to analyze it.

This decentralized data processing model creates important prerequisites for the exchange of information: in the case of the pickVibe platform, for cultural service providers, this possibility of having access to information held by a specific individual means the possibility of getting to know their consumer - the target group - better and offering them a better quality of service.

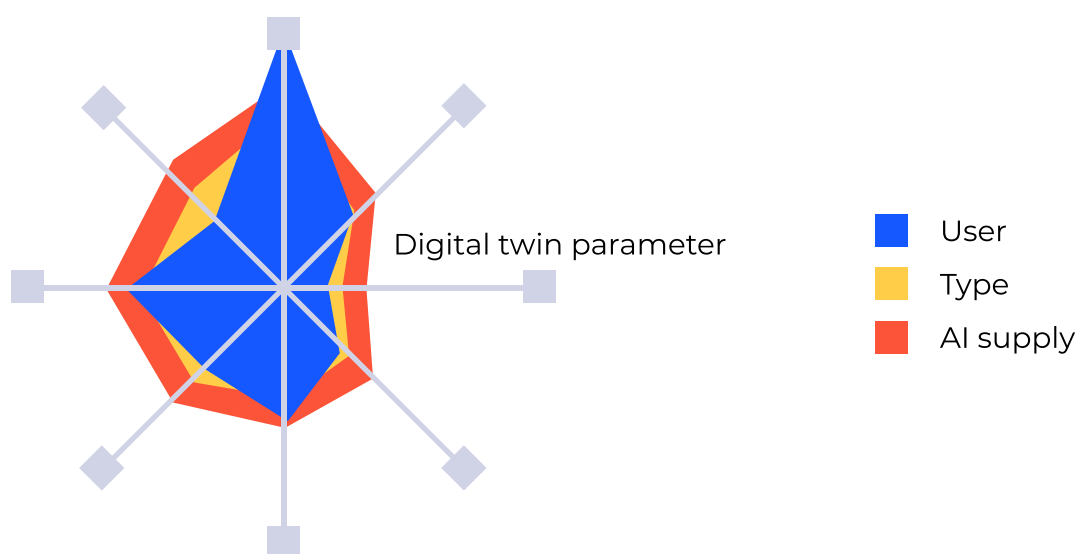
For the Pickvibe platform, this creates a unique and innovative way to intelligently market (through AI and semantic analytics) the services of their customers (cultural providers) (tickets, discounts, promotions, etc.).

The project will move from the current dominant analysis of direct search and consumption data to a two-step analysis: the identification of a consumer as a certain group (typology) and the selection and gradation of the services most relevant to that group. The analysis of both steps will be isolated and not necessarily carried out by the same service provider. It should be stressed that the consumer will be able to control the parameters of his digital twin, i.e. to make a conscious choice of his typology.

PART 15 : WHY WE CARE

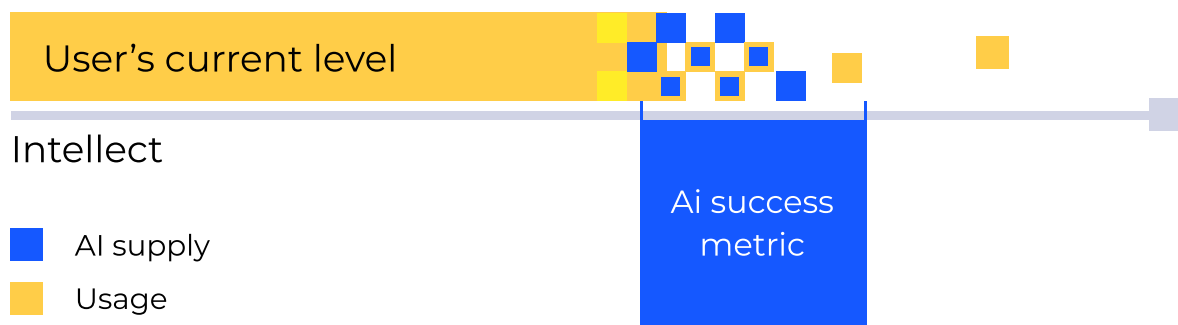
Digital twin is a technology most commonly used in the automotive and aviation industries, but has recently been increasingly used by companies in other sectors. This includes small and medium-sized businesses looking for solutions that can improve operational efficiency. Digital twins can recreate not only individual devices in virtual space, but also very large-scale systems such as factories or even entire cities.

Digital twin technology is used to represent and simulate the actions of a physical object in a digital space, analyze them and monitor certain changes by changing parameters. The application of the digital twin technology in the pickVibe subsystem will allow to represent the user (his habits, moods, consumption patterns, etc.) in digital space - it is like a mirror image of the individual as a cultural user, allowing the semantic AI model to "understand" the user and to offer him the content-services that meet his needs.

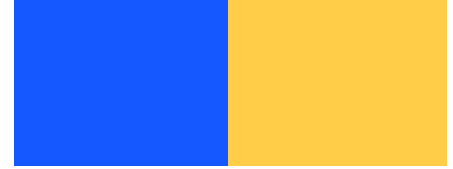


PART 15 : WHY WE CARE

In this project, the Pickvibe platform's user clustering functionality and karma scoring system will help with user typing, the tagging and general (user) rating functionality will help with content selection, and the social scoring and professional scoring systems will help with the ranking of the content according to the users' relevance.



For example, in the case of creative services offered in the pickVibe environment, assigning a user to a particular group of creative service users will allow the selection of those creative services offered whose types are popular in that group. The user's performance on the karma point axes will determine the level of services that are most worth offering - those that are at the user's current level, and those that are slightly higher in order to promote the user's progress. The general and professional scores will allow an assessment of the levels of creative services offered by different providers. This will finally make it possible to move from reacting to the user's actions (Web 2.0 concept) to artificial intelligence that anticipates and meets the user's needs and collaborates with the user (Web 3.0 concept).



The subsystem to be developed in the project addresses the following key market issues:

- Protecting the user's personal data and privacy in the digital space through decentralized data management models;
- Transferring the parameters of the user as a physical object into the digital space by creating a mirror image of the "digital twin";
- Analyzing user data using semantic artificial intelligence models without violating the user's personal space, analyzing not the original data but clustered arrays of data - user types;
- Lack of tailored content and services for the user - the use of semantic-based artificial intelligence models to meet user expectations and needs.

The project aims to develop a public access service - a subsystem of the pickVibe platform - based on blockchain and AI technologies, enabling the pickVibe platform to provide personalized offers reflecting the user's interests and preferences and thus promote the consumption of cultural services.

PART 15 : WHY WE CARE

In this type of infrastructure, several groups of participants and users can be identified:

- Consumers of cultural services - the subsystem under development ensures:
 - A high level of security of personal (user) data by storing and managing data in a decentralized way using blockchain technology.
 - The subsystem enables the user to fully manage his/her data and access to it, to sell the data and/or to provide access to the data analysis mechanism and semantic services. All the user's personal data (including service consumption data) and the content uploaded by the user will remain the user's property and the user will control the presentation of the data to the social network(s) and the analysis systems.
- User-tailored content and services - provision of services based on semantics (analysis and understanding of the user's needs) (tickets, discounts, promotions, etc.)

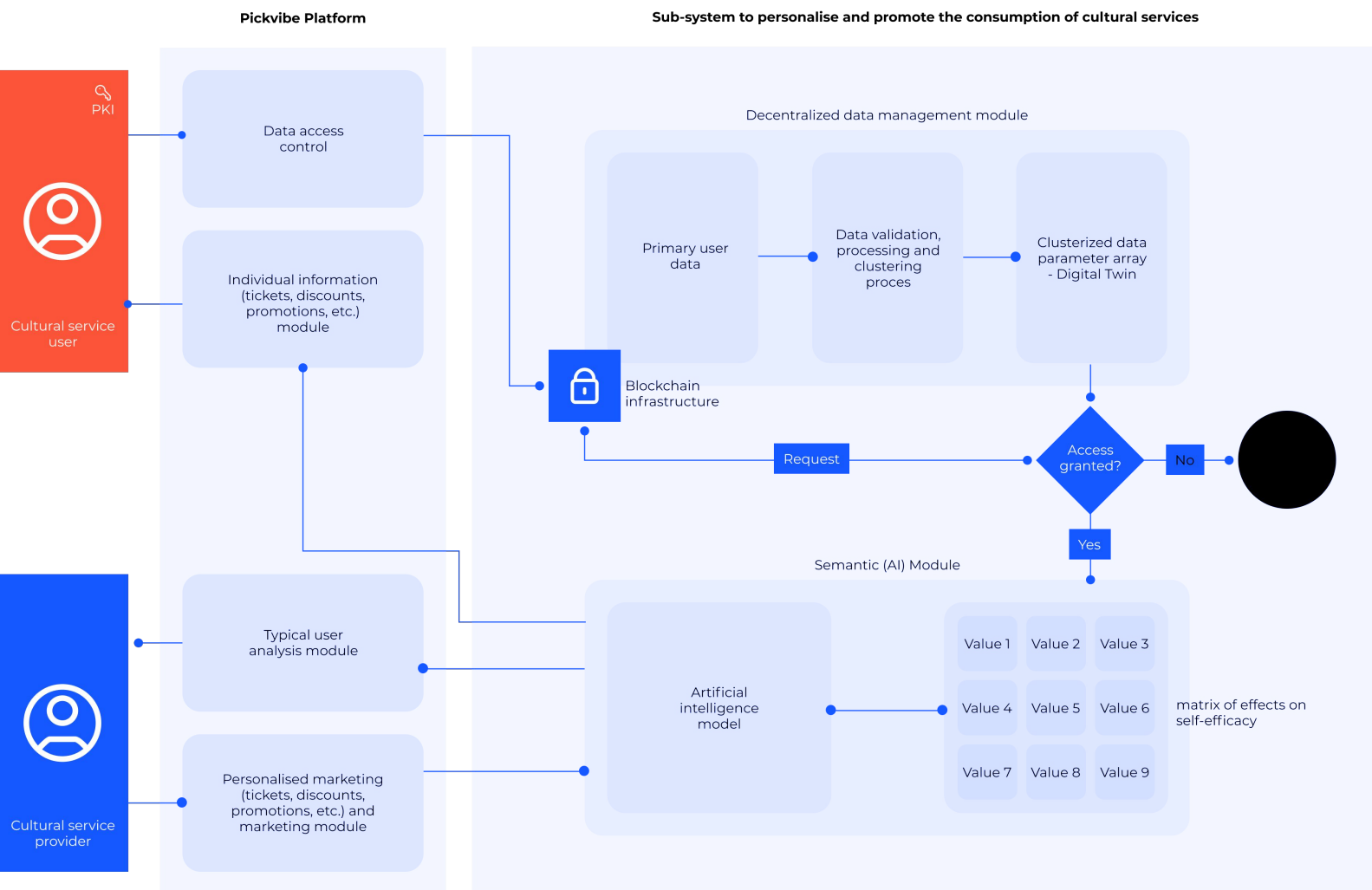
PART 15 : WHY WE CARE

- Cultural service developers and providers - the subsystem being developed ensures:
 - Copyright protection for creators and the possibility of charging third parties for their use, by storing and managing data in a decentralized way using blockchain technology;
 - The ability to analyze your typical customer/audience by analyzing their digital twin, better understanding their expectations and needs and thus improving the quality of your services;
 - "Intelligent" - AI-driven sales of cultural services to the target customer/audience;



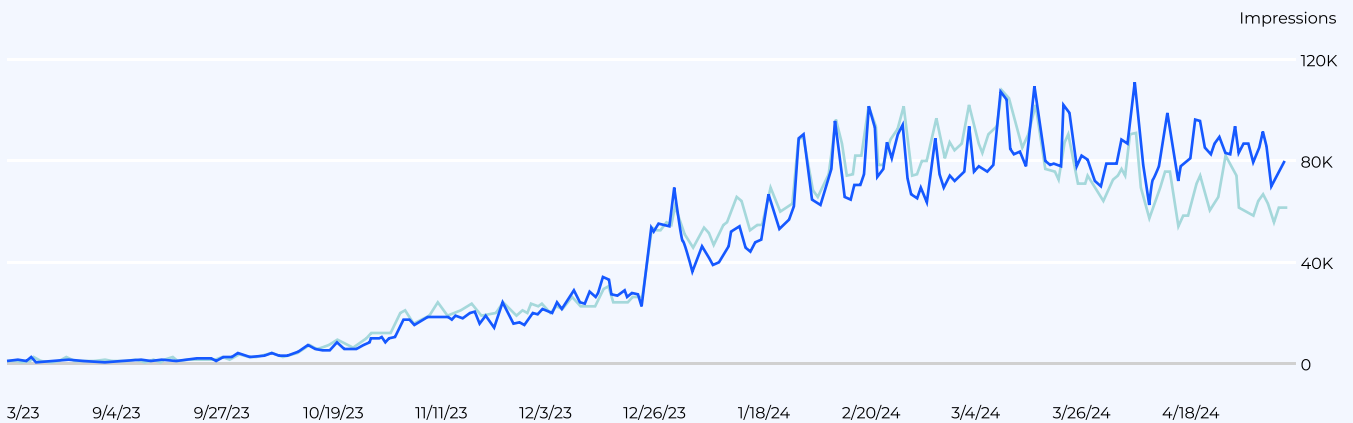
PART 15 : WHY WE CARE

Below is a conceptual model of the subsystem under development:



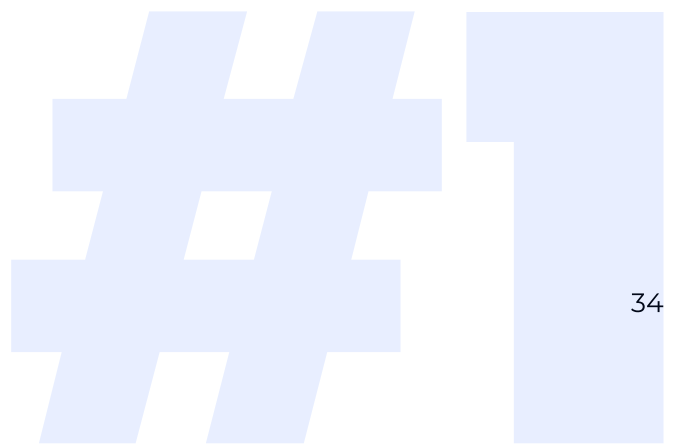
WHAT HAS PICKVIBE REACHED SO FAR

1. Pickvibe has more than 15M content views at <https://pickvibe.it/en> and www.pickvibe.pl



And close to 300K eur ARR in 2023.

Pickvibe is the number 1 solution for cultural content search in Lithuania.



PART 16 : CURRENT RESULTS

2. Architecture:

Our decentralized social network will be built on a blockchain infrastructure, utilizing smart contracts to automate key processes and ensure trustless interactions. The architecture consists of the following components:

- Blockchain Layer: The foundation of the network, where transactions are recorded and consensus is reached through a distributed ledger.
- Protocol Layer: Defines the rules and standards governing interactions within the network, including content sharing, user authentication, and data encryption.
- Application Layer: The user-facing interface where individuals interact with the network through various features such as profiles, feeds, messaging, and groups.



3. Features:

Our decentralized social network will offer several innovative features designed to enhance user experience while prioritizing privacy, security, and freedom of expression:

- **Decentralized Identity:** Users maintain control over their identity and personal data through cryptographic keys, eliminating the need for centralized authentication systems.
- **Immutable Content:** Posts, comments, and other user-generated content are stored on the blockchain, ensuring transparency and preventing tampering or censorship.
- **Incentive Mechanisms:** Users are rewarded for contributing valuable content and engaging with the network through token incentives, fostering a vibrant and self-sustaining ecosystem.
- **Community Governance:** Decisions regarding platform governance, content moderation, and feature development are made through decentralized voting mechanisms, giving users a direct say in the network's evolution.
- **Interoperability:** Our DSN is designed to integrate with existing social media platforms and decentralized applications (DApps), enabling seamless cross-platform interactions and data portability.

4. Benefits:

The adoption of a decentralized social network offers numerous benefits for both users and society as a whole:

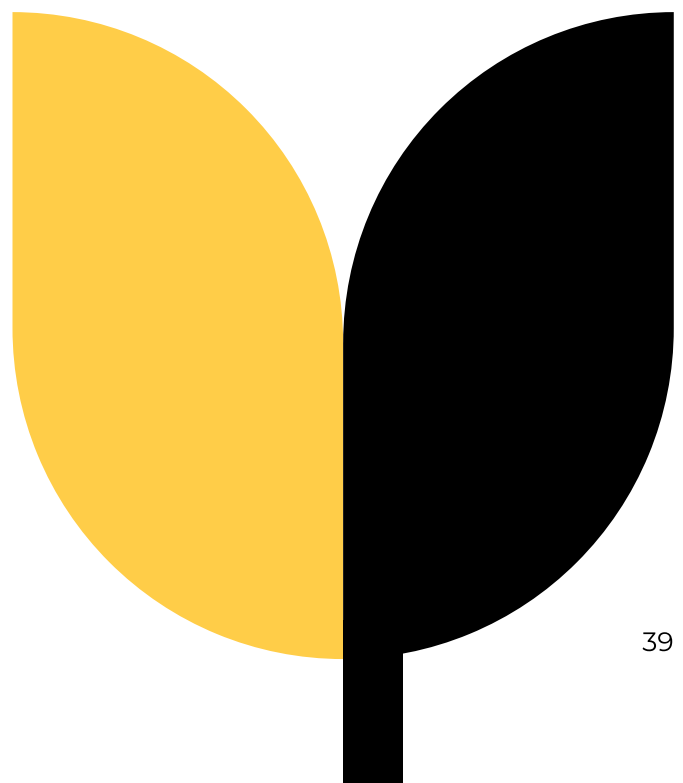
- **Enhanced Privacy:** Users have greater control over their personal data and interactions, reducing the risk of surveillance and data exploitation.
- **Censorship Resistance:** By distributing content storage and moderation responsibilities, the network mitigates the risk of censorship and promotes freedom of expression.
- **Trust and Transparency:** The transparent nature of blockchain technology enhances trust among users, fostering a more collaborative and accountable community.
- **Inclusive Participation:** Decentralized governance mechanisms ensure that all stakeholders have a voice in platform decisions, fostering a more inclusive and democratic social environment.
- **Innovation and Sustainability:** By incentivizing user participation and content creation, the network stimulates innovation and ensures its long-term viability and resilience.

PICKVIBE'S TOKEN USE CASES ON PICKVIBE'S PLATFORM

1. **Token Rewards for Content Creation:** Pickvibe will offer tokens to users who contribute cultural content such as articles, artwork, music playlists, or videos. The number of tokens awarded could be based on factors like the quality, originality, and engagement of the content
2. **Quality Content Bounties:** Pickvibe will organize bounties or contests where users compete to create the best cultural content within specific categories. Winners could receive a significant amount of tokens as a reward, encouraging the creation of exceptional content.
3. **Content Staking and Rewards:** Users will be able to stake tokens against the quality or popularity of their content. If their content receives positive feedback and engagement, they earn additional tokens as rewards. This incentivizes users to create content they believe will resonate with the community.

PART 17 : TOKEN USE CASES

4. Tokenized Patronage: Pickvibe will introduce a feature where users can pledge a certain amount of tokens as patronage to their favorite creators. This creates a direct financial incentive for creators to produce more content and fosters a supportive relationship between creators and their audience
5. Exclusive Content Access: Users who hold a certain amount of tokens will be able to unlock access to exclusive content, features, or events on the platform. This encourages users to acquire and hold tokens to gain access to premium cultural experiences.
6. Referral and Affiliate Programs: Pickvibe will implement referral programs where users are rewarded with tokens for inviting new users to join the platform. Additionally, affiliate programs will enable users to earn tokens by promoting Pickvibe-related products or services.



PICKVIBE'S TOKEN

Token Name: Pickvibe Coin (PCK)

Blockchain: BNB

Max supply 1.786.000.000 PCK

1PCK price: according to sales stage(BNB)

Minimum amount to buy: 0.1 BNB

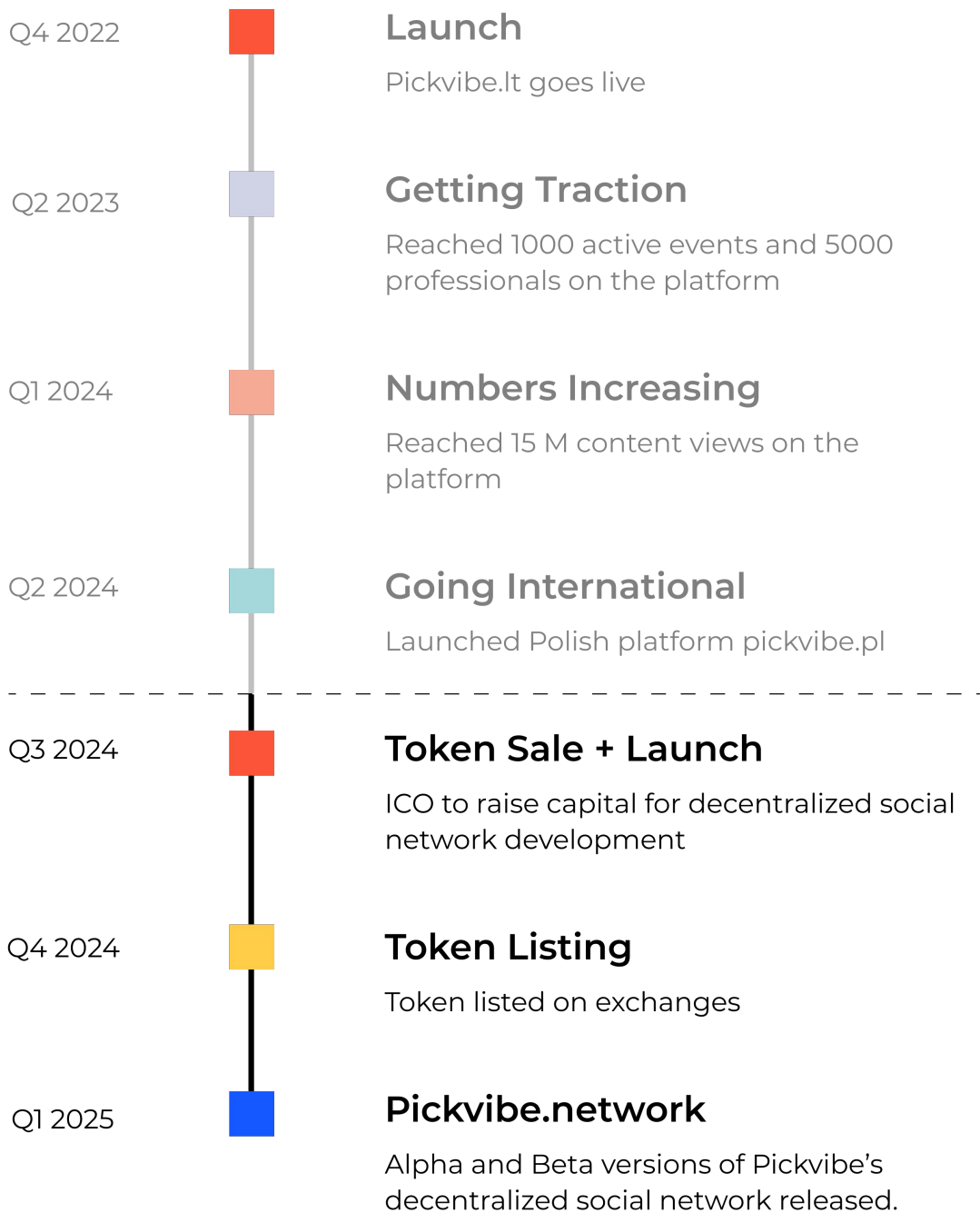


TOKENOMICS



Token sale	Supply %	Tokens	Price	Fiat	Vesting period
Pre-Seed	10.00%	178,600,000	0.0025	€446,500.00	5% unlock at TGE, 5 months cliff, linear unlock by over 18 months
Seed	10.00%	178,600,000	0.0035	€625,100.00	5% unlock at TGE, 4 months cliff, linear unlock by over 16 months
Private	10.00%	178,600,000	0.0045	€803,700.00	5% unlock at TGE, 5 months cliff, linear unlock by over 16 months
Public Sale	5.00%	89,300,000	0.00625	€558,125.00	10% unlock at TGE, linear unlock over 2 months
Business development	10.00%	178,600,000	0.00625	€1,116,250.00	Locked and vesting: 1 month cliff, linear unlock by over 12 months
Software Development	10.00%	178,600,000	0.00625	€1,116,250.00	Locked and vesting: 1 month cliff, linear unlock by over 12 months
Marketing	5.00%	89,300,000	0.00625	€558,125.00	Locked and Vesting: 1month cliff linear unlock by over 12 months
Airdrop & Community	6.50%	116,090,000	0.00625	€725,562.50	Locked and vesting: 1 month cliff, linear unlock by over 15 months
Team & Advisors	10.00%	178,600,000	0.00625	€1,116,250.00	Locked and vesting: 6 months cliff, linear unlock over 12 months
Pickvibe ecosystem	15.00%	267,900,000	0.00625	€1,674,375.00	Locked and vesting: 6 months cliff, linear unlock over 12 months
Liquidity	8.50%	151,810,000	0.00625	€948,812.50	10% unlocked at TGE, linear unlock over 15 months
Total Token Supply	100.00%	1,786,000,000		€9,689,050.00	

ROADMAP



10K ACTIVE PROFESSIONALS, 4000 ACTIVE EVENTS

pickvibe Events Professionals Places Media

Back to professionals

Rowan Atkinson Follow Share

All Professionals Actor Pro Comedian Pro Writer Pro

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Oct 2022 - May 2023
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AI-backed suggestions

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Actor
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Biography

Rowan Sebastian Atkinson [CBE](#) (born 6 January 1955) is an English actor, comedian and writer. He played the title roles in the sitcoms [Blackadder](#) (1983-1989) and [Mr. Bean](#) (1990-1995), and in the film series [Johnny English](#) (2003-2018). Atkinson won the [BAFTA](#) [TV Award for Best Actor](#) for his role in the [BBC](#) sketch comedy show [Not the Nine O'Clock News](#) and the [Academy Television Award for Best Entertainment Personality](#) for his role in [The IT Crowd](#).

Atkinson has appeared in various films, including the films [The Italian Job](#) (1969), [The Witches](#) (1990), [Four Weddings and a Funeral](#) (1994), [Rat Race](#) (2002), [Scooby-Doo](#) (2002), [Love Actually](#) (2003), and [Wonka](#) (2023). He played the voice role of Zazu in the Disney animated film [The Lion King](#) (1994).

Data interconnected with other pages

One KYC & e-wallet

Professional can manage different roles

Rowan Atkinson

Man vs. Bee landing on Netflix on 24 June
Who's ready for battle?

124 11 32

Netflix 2022 Sep 29
Are you ready for the new Netflix tv-series, Man vs. Bee starring @Rowan Atkinson?

Professional can manage events he participates in

Rowan Atkinson

Discussion with actor Rowan Atkinson
National Theatre
14 Dec 2023
Free

Screen Talk Rowan Atkinson
BFI London Film Festival

Professional can sell his products or services

Rowan Atkinson

Johnny English
Peter Howitt
2020
Movie

Johnny English Reborn
Oliver Parker
2011
Movie

The Lion King
Rob Minkoff, Roger Allers
1994
Movie

Bean
Mel Smith
1997
Movie

Professional can manage news aggregated from various TOP media channels

Rowan Atkinson

Netflix Junkie 2022 Oct 9
Rowan Atkinson Went a full 180 for Royal Family, as He attended Meghan and Harry's Wedding after Calling the Family a Joke in 2011.

World of reel 2022 Oct 9
"Wonka" Test-Screening Went Very Well, Positive Notices All Around.

TEAM



CEO - Co-Founder

Povilas Šidlauskas

The founder of Enerigus Group (Annual income >15M€, 170 employees).



CPO - Co-Founder

Tomas Medeckis

12 Years of experience in building online marketplaces



CCO - Co-Founder

Robertas Aleksaitis

Actor, Pickvibe's concept author. The creator of the biggest telecommunications brand (bite.lt) in Lithuania.



CRO - Co-Founder

Virginijus Misiūnas

26 years of experience in system analysis, IS Design & development.



Advisor

Artūras Svirskis

Managing Partner at Cryptexus, professional in Blockchain/Crypto and Fintech since 2013.



+ 15 more great people from Pickvibe

DISCLAIMER

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