Dvision Network

Create, Trade and Play in the blockchain-based NFT Metaverse owned by players.
1. Preface ................................................................................. 2
2. Introduction .......................................................................... 4
   2.1. Metaverse & Virtual Reality .............................................. 4
   2.2. Market Size .................................................................... 6
      2.2.1. Metaverse Market .................................................. 6
      2.2.2. Virtual Reality Market ........................................... 6
   2.3. Market Issues ................................................................... 8
      2.3.1. Proof of Ownership ................................................ 8
      2.3.2. Absence of the Content Integration Platform .......... 8
      2.3.3. Unfair Profit Allocation Structure ......................... 8
   2.4. Division Team Mission .................................................. 10
3. Division Network ............................................................... 11
   3.1. Why Blockchain? ........................................................ 11
      3.1.1. Global Payment System ....................................... 11
      3.1.2. Ecosystem Transparency ....................................... 11
      3.1.3. Ownership Protection .......................................... 11
   3.2. Division Platform ........................................................ 12
      3.2.1. NFT Market .......................................................... 13
      3.2.2. Meta-Space ........................................................... 16
      3.2.3. Meta-City .............................................................. 17
      3.2.4. Architecture ......................................................... 20
   3.3. DVI (Division Token) ................................................... 22
      3.3.1. Token Model ......................................................... 22
      3.3.2. Token Economy .................................................... 24
      3.3.3. Business Model .................................................... 26
4. Product ................................................................................. 27
   4.1. VR Game ..................................................................... 27
   4.2. VR Theme Park .......................................................... 27
   4.3. Military Education ........................................................ 30
   4.4. Metaverse-based MICE Industry ................................. 32
5. Token Distribution .............................................................. 35
6. Team & Advisor ................................................................. 36
   6.1. Team ......................................................................... 36
   6.2. Advisor ...................................................................... 39
7. Roadmap .............................................................................. 41
8. Disclaimer ............................................................................. 42
Preface

Dvision Network is an ultimate blockchain-based NFT metaverse platform. Dvision Network establishes a cutting-edge metaverse ecosystem, by utilizing its own VR technology, that helps to lower the entry barriers for all types of users across the globe. Therefore, it allows designers, enterprises and general users to dive into the most advanced metaverse experience.

It is predicted that the Metaverse Industry is bound to expand further provided the growth in the NFT and VR sectors in the aftermath of the COVID-19 and the acceleration of the blockchain adoption across the globe. According to Strategy Analytics, (Global Market Research Company), the Global Metaverse market is projected to reach a $280 billion valuation by 2025. To further support this observation, the South Korean Kyobo Securities stated that the Global Metaverse & VR Market are expected to witness a tenfold surge from the valuation of 33 billion USD in 2020 to a whopping 338.1 billion USD by 2025 and eventually becoming a 2 trillion USD worth industry by 2030.

Metaverse is now essentially becoming an innovative tool and platform, where users tend to conduct most of their social activities through the usage of deep and diverse virtual worlds. In fact, Metaverse is a more advanced concept than simple Virtual Reality (VR), as it goes beyond the fundamental concept of the VR. Metaverse is not just seeing virtual reality on screen, but directly participating in the virtual world, enabling value creation and exchange in the real world. In particular, it is adopted as a space where the MZ generation (born between the early 1980s and early 2000s) can express the diversity and inclusiveness that they consider important.

However, behind the spectacular growth of the Metaverse & VR markets exists the shadow that pinpoints to the lack of solid proof of ownership practices, the absence of an integrated platform for VR & Metaverse and also the unfair profit allocation structure in the content side of the industry. The Proof of Ownership becomes a vital component in order to capture the value increase of the item in the period of liquidating it in the relevant Metaverse Marketplace. On top of that, there is still a lack of a proper integrated platform that can bring Virtual Reality & Metaverse pieces of content together to allow users to enjoy it to the full extent. Last but not least, the content creators (developers) should be able to receive a fair portion of their legitimate profits from the content sale process, which they produce inside of the Metaverse ecosystem.

To address the above mentioned issues, the Dvision Network team proposes a blockchain-based NFT metaverse platform. The Dvision Network team aims to solve the problems that arise in the Metaverse & VR industries, creating an efficient Virtual World of a new concept. The development direction of the blockchain-based Metaverse industry presented by Dvision Network is as follows.
--- **01 High-Quality Content : Meta-City**

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

--- **02 Tailored Virtual Space : Meta-Space**

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

--- **03 EcosystemExpansion : NFT Market**

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

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

Dvision team will leverage the 4 years of experience gained throughout the Metaverse Business Franchise operations, where they managed to become a No. 1 VR franchise in South Korea. Upon the establishment of the Dvision Network, the Division team has received two patent registrations for its original VR technology and space production methodologies. The team is dedicated to the expansion of partnerships with companies offering existing VR and Metaverse services, as well as blockchain project teams to achieve the above mentioned objectives. In order to build up a favorable and progressive ecosystem, the Division team will provide a sustainable infrastructure in order to integrate a diversified portfolio of content and will also present VR and Metaverse implementation technologies.
Introduction

2.1. Metaverse and Virtual Reality

Metaverse

Metaverse is the combination of the words “Meta”, which is a prefix meaning more comprehensive or abstract, and Universe, which basically implies going beyond the realities of our real world, and diving into a new life in a virtual space, which may or may not be different from reality. In the Metaverse, users can interact with each other, earn and spend digital currency, play, work, and perform real-life activities in the online 3D Virtual World through the usage of their avatars. Currently, the metaverse concept is widely used in games, entertainment, and business environments by some companies that are trying to somehow replicate daily activities in a virtual space.

The Metaverse concept is gradually expanding because of the non-face-to-face environment in the aftermath of the COVID-19 and the accelerated development of 5G mobile communication technologies across the globe. As ultra-low delay, ultra-wide bandwidth, and ultra-connectivity are realized through 5G, services such as real-time streaming, autonomous driving, and IoT (Internet of Things) are becoming more relevant nowadays. On top of that, the development of Artificial Intelligence (AI) and Big Data further help to materialize the Metaverse Worlds. In addition, Blockchain Technology is also utilized as a primary tool that creates the connection between the real and the virtual world in a more strong manner.

Virtual Reality

In the background of bringing the metaverse to reality, there is a rapid development of virtual reality (VR) technology occurring across the globe. In fact, for the Metaverse Market to grow further, VR is an essential tool that needs to grow as well, as it is the primary technology to minimize the confusion gap between Virtual and Reality. Users can experience a deeper dive in the metaverse similar to reality by combining with advanced VR technology.

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

Figure 1.
Dvision Network Metaverse
2.2 Market Size

2.2.1. Metaverse Market

It is predicted that the Metaverse Industry is bound to expand further provided the growth in the NFT and VR sectors in the aftermath of the COVID-19 and the acceleration of the blockchain adoption across the globe. According to Strategy Analytics, (Global Market Research Company), the Global Metaverse market is projected to reach a $280 billion valuation by 2025. To further support this observation, the South Korean Kyobo Securities stated that the Global Metaverse & VR Market are expected to witness a tenfold surge from the valuation of 33 billion USD in 2020 to a whooping 338.1 billion USD by 2025 and eventually becoming a 2 trillion USD worth industry by 2030.

Major tech companies are simultaneously defining Metaverse as a land of future opportunities and launching various platforms and products in this area. As of January 2021, MS (Microsoft) recently acquired ZeniMax Media and launched a virtual reality-related device ‘Holo Lens 2’. NVIDIA has launched a collaboration platform called “Omniverse,” where people can work together in a virtual office. Facebook also announced ‘Facebook Space’ and ‘Horizon’, which are virtual space social communities. In South Korea, Naver recently introduced a platform called “ZEPETO,” which not only creates avatars and virtual worlds using facial recognition and augmented reality, but also creates and trades items such as clothing.

Among them, the most representative metaverse platform is Roblox, an American online game company. Roblox is a virtual world game platform. Lego-shaped personal avatars allow users to chat and make calls as well as create games. As of the end of last year, Roblox has gained great popularity among students and children under the age of 16 in the United States, with 32.6 million active users per day and 50 million games created within Roblox. Roblox debuted on the New York Stock Exchange in March 2021. With the listing, Roblox became a company with a market capitalization of $44.5 billion (about 51.32 trillion won).

2.2.2. Virtual Reality Market

The VR industry is going through significant positive changes as domestic and foreign IT companies are expanding their investments in VR tech in response to the evolution of the 5G and arrival of the cloud era. According to a report by the ITP, the big IT enterprises like Facebook, Microsoft, Sony, and HTC commenced investing a lot in VR technologies. However, in the Korean market, the VR is mainly being developed by three primary telecommunication companies (SK, KT, LG U+).
Facebook acquired Oculus, a VR headset company, in 2014 and made its debut in the VR market. Sony is planning to strengthen its dominance in the VR market by utilizing its presence in the video game market by Q2 of 2020. HTC plans to reduce investment in its smartphone business in October 2019 and focus on both human resources and investment funds on VR. Republic of Korea is going to create VR market environment based on 5G infrastructure.

Given the fact that VR devices are continuously developing and progressing, the VR-related content market is also exhibiting an upward sloping trend. Encompassing from mere small VR configured rooms up to the VR theme parks (large complex cultural spaces), the new VR pieces of content are continuously emerging, thus market research institutes are accordingly predicting that the size of VR industry will develop and increase exponentially. According to TrendForce, a global market research company, in 2018, the Global VR market was estimated to be approximately 20 billion USD (24 trillion KRW) based on the software and hardware market valuation, and last year’s market size was expected to illustrate 1.5x growth pattern, raising from 20 billion roughly to 30 billion USD (36 trillion KRW) and eventually reach 70 billion USD (84 trillion won) by 2020. Furthermore, the VR industry is currently facing huge positive changes given both domestic and foreign IT companies are expanding their investments in VR technologies following the trends in 5G and cloud era.

**Figure 2.**

Global VR Market Size

(Global VR Market Size Outlook
(Uits: 100 mln USD)

CAGR 77.8%)

[Graph showing global VR market size outlook with years 2016 to 2020, each year showing an increase with a CAGR of 77.8%.]
2.3. Market Issues

2.3.1. Proof of Ownership

In fact, there are very robust game economies in the Metaverses. For instance, US Metaverse Game platform Roblox sells their own virtual currency ‘Robux’ to the users. Users can buy various items, express emotions, and purchase different pieces of content with Robux and make profits while working as creators who produce content in Roblox. However, when the value of the goods being traded increases, it is essential to prove the ownership of the item. The Proof of Ownership becomes a vital component in order to capture the value increase of the item in the period of liquidating it in the relevant Metaverse Marketplace. For example, let’s assume that you need to buy a building or land of great value inside of a virtual world. In the virtual world, the building was purchased for real currency, but there is no way to prove that someone holds that building or land. Users must trust the centralized platform. Proof of ownership of the goods purchased by oneself emerges as an important issue as the actual transaction amount increases across the virtual realities.

2.3.2. Absence of Content Integration Platform

Since 2018, VR markets have changed from VR device (hardware) distribution to content distribution. In the case of South Korea, with global companies such as Oculus, Sony, and HTC building their own content platforms to attract users and content, there is still a lack of a proper integration platform to bring together a growing number of virtual reality users and metaverse content applied to virtual reality. In addition, in the reality that most service apps are provided by individual operators sporadically, Korean consumers are flocking to large global platforms to experience more diverse virtual reality metaverse contents. In view of this trend, it is urgent to establish a metaverse content integration platform that can be applied with virtual reality in order not to lose the virtual reality market and the metaverse market, which are called next-generation media, to global companies.

![Figure 3. Global VR Market Current Status and Future Prospect](image-url)

**Global VR Market Actual & Expected Outlook**

(Units: 100 million KRW)

- **CAGR 100%**
- **CAGR 192.4%**
- **Forecast of Accelerated Content Market Growth After the introduction of VR Devices**

- **2016**: 10
- **2017**: 20
- **2018**: 110
- **2019**: 170
- **2020**: 500

*Graphics showing expected growth in VR market*
2.3.3. Unfair Profit Allocation Structure

Existing content distribution platforms have proven to possess an unfair profit allocation structure that sets a high margin rate and fails to provide actual added value to the content developers. For instance, representative game distribution platforms, such as Steam, Epic Games, and Xbox are also making revenue through those thick fees. In 2019, when global game distributors were fiercely competitive, Steam maintained 30% of its distribution fees. Whereas, the developers have to take care of both development and operation with the remaining 70%. These problems in the distribution market can lead to difficulties in content development and may shrink the entire Metaverse Content Market from a macro perspective. In order to solve this problem, developers should be able to utilize economic profits using the robust economic ecosystem within the metaverse in order to claim the larger portion of their content sales revenue. Therefore, in order to create a virtuous cycle in the market in which attractive contents for users to enjoy are abundantly supplied and new users are introduced, the Metaverse platform must establish a network that allows content creators to own and control their creations as much as possible.
2.4. Division Team Mission

The Division team aims to inspire innovation in the Metaverse Market by providing an ultimate blockchain-based NFT metaverse platform, thereby addressing the problems mentioned above. The Division team has more than 4 years of experience in metaverse business and software & hardware development side, and presents the following directions based on the previous experience of launching the No. 1 VR franchise business in South Korea.

--- 01 High-Quality Content : Meta-City
Meta-City is a public space, where you can experience various metaverse content, such as gaming, shopping, education and you can even visit different exhibitions here.

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

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

To achieve its mission, Division team proposes Division Network platform, a new Virtual Reality Metaverse Content Ecosystem that is based on the blockchain technology. The Division Team will establish Division Network and provide reliable VR Metaverse content payment data through Division Network to ①Developers, ②Consumers, ③Advertisers, so that they will grasp and opportunity to build an efficient ecosystem to collaborate with each other. In fact, the blockchain network eliminates the risk of data tampering (forgery) due to the presence of smart contracts, thus Division Network participants are enabled to gain their rewards according to their contributions, without necessity of going through the complicated processes, which certainly lays out a solid foundation for the formation of a healthy ecosystem. By implementing this, Division Network forms an environment where each participant can focus on his or her purpose and build a new interconnected virtual reality world.
Figure 4: Division Network Value proposition

Metaverse Community Expansion

NFT Market

Meta-Space

Meta-City

Metaverse Content Expansion
3

Division Network

3.1. Why Blockchain?

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

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

3.1.3. Ownership Protection
The ownership of content and item copyrights, created and used in Division Network’s new Virtual Reality Metaverse ecosystem, is protected by the utilization of smart contract protocols. Division Network allows anyone to become a content developer inside of its metaverse, thereby allowing them to monetize their creations freely settling the profits through the smart contracts. On top of that, consumers can rent or purchase the piece of any content permanently for DVI tokens. The Division Network uses blockchain mainly to protect the ownership copyrights related to content creation for the sound creation of a market ecosystem related to virtual reality, while encouraging content producers to produce more vibrant content, leading to a virtuous cycle throughout the entire metaverse industry.
3.2. Dvision Platform

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

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

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

Dvision Network will be accessible through various devices. In order to experience the Metaverse to the fullest extent, the VR equipment must be used, but as shown in the [Figure] below, it will be possible to connect to PCs and mobile devices so that users who are not supplied with VR equipment can also participate without any restrictions.
3.2.1. NFT Market

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

NFT ITEM Market

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

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

NFT (Non-Fungible Token) means that certain unique items are tokenized to protect the value and ownership rights of the items attributable to its developers. Each item has different attributes, making it an unchangeable (non-fungible) token, proving ownership and enabling its further trading on primary and secondary marketplaces. If you refer to Figure 8, you may notice the customized NFT Avatar that has been auctioned on other platforms (OpenSea). All the attributes of the item are recorded in the blockchain, and the transaction history of the item and its owner are recorded in the blockchain, respectively. Dvision provides convenient UI/UX for tokenizing items developed by the users.

**Figure 8.**
OpenSea Dvision Network Store
3.2.2. Meta-Space

Meta-Space is a unit component of Meta-City, which is the open public virtual reality world of the Division Network, in which participants of the Division Network are assigned with a virtual space called Meta-Space acquired for the DVI tokens. This Virtual Space (Meta-Space) can be accessed only by the individuals or others who have obtained access to it, and they can personalize the interior of the space according to their preferences.

Space Acquisition

In order to be allocated with the personal virtual space in the Meta-Space, a certain number of tokens should be expended to acquire it. Although the Meta-Space has its spatial limitations, by further using DVI token, the area and range of the space can still be extended to a certain extent. The Meta-Space utility cases are limitless, as it can be used for lots of different activities to be conducted inside of the metaverse. Content providers can further utilize it in order to drive sales and use it as a space for providing various unique pieces of content. Thus, content providers can add various functions to their Meta-Spaces and use them as shopping malls, exhibition halls, fairs and museums, which will be applied later in the Meta-City.

Item Purchases and Utilization

In order to decorate and utilize the Meta-Space, the users must purchase various items for their DVI tokens. The types of customizable items include interior design, background music, furniture, and items that can be purchased at the NFT Market. Each item is traded and priced in DVI token according to type, design, color, size, attributes and other factors.

Utilization of Content Providers

![Figure 9. Meta-Space Usage Illustration](image-url)
3.2.3. Meta-City

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

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

- **Game**
  - Game: PC/Console Game, Mobile Game
  - Theme Park: Roller Coaster, 4D Simulator

- **Movie/TV/Film**
  - Navigation: 3D Virtual Direction, Live 3D Navigation
  - Drone: First-person point of view (FPV) clips, E-sports
  - Real Estate: Virtual Model House, Clips of Property

- **Education**
  - E-Learning: Pop-Up Book and other Educational Content
  - Training: Military Training, Vocational Professional Training

- **Broadcast, Advertisement**
  - Broadcast: VR Content Production such as Virtual Studios, Dramas, Sports Broadcasting, Concert Live Performances
  - Advertisement: Virtual Advertisement System, Exhibition Hall Virtual Experience

- **Manufacturing Industry**
  - Automobile: Virtual Testing, Design and Self-Driving Experience
  - Aviation: Wiring Assembly and Paint Process Virtual Training, In-Flight Service
  - Other: Complex Machine Assembly Maintenance (A/S) Information Obtained

- **Medicine**
  - Medical: Surgical Education, High-Level Surgical Training
  - Psychiatric Neurology: Virtual Simulation Psychiatric Behavioral Treatment
  - Imaging Diagnosis: Simulation Training for Rehabilitation
  - Rehabilitation Medicine: Simulation Training for Rehabilitation
  - Healthcare Sector: Remote Treatment, Remote Fitness
  - Other Areas: Patient Information 3D Composition Through Sensors such as MRI, CT

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

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

![Diagram of Posting an advertisement in Meta-Space](image)

**Figure 12.**
Meta-City Advertising Structure
3.2.4. Architecture

Client Presentation Layer

Client Presentation Layer is the module, which is responsible for the actual visual functions illustrated to the users. It obtains the Object List & Object Data within the Dvision Network directly from the server on the time of initial access. The objects collected for the purpose of smooth Dvision exploration are then stored in the Local Cache repository. Here, the Device Adapter module performs Display Quality Control (3D/2D, VR Supply/Unsupport, Video Resolution) depending on the user’s device to provide a favorable user experience, where users can explore the Division Network without any limitations and high performing device requirements.

Network Transaction Layer

Asset Layer

Blockchain Layer
Network Transaction Layer
The servers inside of the Dvision Network can be classified into three main categories. The Client Server is a server that processes requests to acquire objects from the Client and collects actions, occurring when users perform certain actions in the Client. And there is also a Real Time Processing Server, which is a server dedicated per handling the interaction of users connected within the Dvision platform, consisting of a group of servers with the highest Processing Power, and there is finally a DB Server that manages CRUDs of all Object Data within the Dvision platform and delivers this Object Data to the Real Time Processing Server consistently.

The communication between the Servers was constructed using the technologies mentioned below.
- REST API : To reduce the Communication Cost
- SHA256 Hashing algorithm : Data Encryption
- https protocol : Secure Communication Protocol
- OAuth 2.0 : Bi-directional Authentication Key

Asset Layer
The objects within the Dvision platform are all managed and treated as independent assets. Each object has a Design Asset, represented within the platform, and a Price Value used for trading within the platform, and all of the objects are marked with its owners, including NPC and Base Object. NPC, Base Objects are marked by its primary owner, which is the Dvision, which in theory can also be negotiable and the switch of ownership is possible. Finally, the NFT concept is applicable in the Dvision platform, and Uniqueness for this is described within the Object.

Blockchain Layer
In fact, all objects within the Division platform are eligible for trading. All transactions are managed inside of the Smart Contract, thus in the blockchain, in order to ensure reliability of owner transfers and transactions. Due to the nature of Smart Contract, all transactions incur gas fees, and all transactions within the platform are created using Private Blockchain Side Token to avoid incurring high fees for frequent transactions. Main Token for reliability of Side Token is linked to the Public Blockchain and provides solutions that secure both reliability and transaction fee savings to help users perform safe and affordable transactions within the platform.
3.3. DVI (Division Token)

3.3.1. Token Model

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

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

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

Avatars are the user-owned representative personal avatars, that help them to excel from the crowd inside of the Dvision Metaverse.

Items are the non-fungible tokens created by the users themselves, that are purported to be deployed inside of the Meta-Space.
3.3.2. Token Economy

DVI is a utility token that is distributed and used for NFT ITEM purchases, Avatar creation, Virtual Space acquisition and Content payments within the Dvision platform. Participants in the Dvision Network ecosystem must purchase DVI from the cryptocurrency exchange in order to make use of it. It can also be acquired in the form of compensation or revenue generation through ecosystem contributions and activities within the Dvision Network. In order to participate in the Dvision Network, the participant must hold a certain number of DVIs, and holders are given the opportunity to participate in various events. As ecosystems and platforms are expanded and various contents are consumed, a virtuous cycle of DVI will be formed.
Figure 16.
Token Economy
3.3.3. Business Model

Space Acquisition Fee
In order to be allocated with a virtual space in the Meta-Space and Meta-City, you must sunk a certain amount of DVI tokens to acquire it. Once you spend a certain amount of DVI tokens and officially acquire the space, you will be able to use the virtual space, and you can further resell the space for DVI tokens and a certain percentile will be charged as a commission fee.

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

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

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

![Business Model Diagram]

Figure 17.
Business Model
Product

Division Network presents the following use cases where VR can be applied with infinite virtual possibilities in the Metaverse Industry. These pieces of content are actually being utilized and will play an important role in the initial stage of the VR Metaverse content ecosystem of Division Network.

4.1. VR Game

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

Figure 18.
VR Game
4.2. VR Theme Park

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

The use of wireless vibration PP GUN allows users to enjoy realistic FPS, with no limitations and restrictions, since it is easy to move through the lines. It consists of three episodes that allows you to experience various stories.

Figure 20.
VR Shooting Adventure

VR Jurassic World

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

Figure 21.
VR Jurassic World

VR Aquarium

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

VR Space

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

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

Figure 22.
VR Military Education
- Weapon Assembly/Disassembly

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

Figure 23.
VR Military Training Education
- Shooting Drill
Simulated Battle Drill (Virtual Field Training)
It is a virtual training that can maximize the military troop’s adaptability to the actual battlefield, through pre-training drills such as weapon assembly/disassembly, shooting drills, and individual combat drills. Although there is a high monetary and timely expenditure associated with the space creation process, facility investments and military movement issues, the existing simulated combat drills and street battles are considered to be quite expensive practices. On the opposite, VR technology that enables various tactical and spatial training with relatively lower CAPEX, will contribute to the establishment of a unique system.

![Simulated Battle Drill](image)

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

![Military Fire-Fighting & Rescue Simulation](image)

Military Medical Treatment Simulation Drill
In fact, VR can produce a virtual scenario of the emergency cases, where the utilization of the medical treatment will be required. The medical institution develops expertise by applying it to the medical disease education system, such as developing the ability to deal with trauma given the anatomical data.
4.4. Metaverse-based MICE Industry

POST COVID-19 Era, MICE Industry

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

In order to revolutionize the offline MICE Industry, the Dvision Network team proposes an online version, to be precise a Metaverse-based MICE industry that combines the VR and Metaverse technologies with the offline MICE industry, in order to provide the best experience for the end users, at a time experiencing a vicious cycle not only in South Korea, but also globally in the aftermath of the COVID-19. Dvision Network provides the construction and content of VR fair for the world’s first virtual 3D modeling base in a new VR world built on Dvision Network. 360° due diligence scanning 3D modeling, advanced art and character implementation methods will show high quality in implementing corporate information and products. Dvision Network’s MICE online exhibition, which minimizes time and space constraints, will be implemented in the Meta-City of the initial Dvision platform.
Figure 26.
Online Metaverse-based (MICE) Conference
Figure 27.
Due Diligence Scanning
3D Modeling
Token Distribution

Division Token Issuance Plan
A total amount of 1 billion of DVI tokens is planned to be issued. The issued DVI tokens will be allocated in the following way:
6

Team & Advisor

6.1. Team

JungHyun Eom
CEO

JaeSuk Jang
CTO

SeongChan Hong
CLO
JungHwan Kim
VR Developer

SeHoon Bong
VR Developer
6.2. Advisor

YongHee Kang  
Tech Advisor

JaeHwan Kim  
Tech Advisor

WoongGi Park  
Tech Advisor

DaeWon Ko  
Tech Advisor

YoungBae Ju  
Business Advisor

SeoWoo Lee  
Business Advisor
Roadmap

2019 Q4 ~ 2020 Q3
- Division Division Idea & Business Feasibility Validation
- Seed Round Token Sale
- Team building
- Whitepaper 1.0 ver Release
- Private Round Token Sale
- ERC-20 base system establishment & testing in the NFT Market
- Configuration of the Architecture inside Meta-Space & NFT Market Designing

2020 Q4
- White Paper 1.1 Ver Release
- Transaction Structure Development
- Side-Chain System Development
- Contract Structure Development & Visual Interaction Beta-test
- Division Wallet Release
- NFT Market BT Phase Completion
- Application & Launch of the ERC-20
- Base System inside of the NFT Market

2021 Q1
- Market Purchasing and Selling
- BT Completion and Commercialization
- Expansion to Chinese Market & Cooperation with ZMVR
- Meta-City PC Version Development Completion
- In Market – Item & NFT Exchange System Planning & Designing
- User Item Inventory & Management System
- UI/UX Development Commencement
- Meta-Space #1 DVI-Exhibition venue Official Version Launching
- 2021 Division Conference Planning
- Interoperability with External Platforms of NFT Transaction System Planning

2021 Q2
- 2021 Division Conference Hosting
- First Open Division City Lobby Development Completion
- China ZMVR Service Launch & User Attraction
- Business Cooperation with Municipality of cordova in cebu Philippines
- Meta-Space #2 DVI-Gallery Official Version Release

2021 Q3
- Application of External Link technology in Meta City
- 1st Development Completion and Beta-test
- User Item Inventory and Management System UI/UX
- In Market-Item & NFT Exchange System First Development Completed
- Meta space #3. Released the Official Version of DVI- lease Building
- Completed the Construction of Meta City Advertisement System
- Commercialization-test / Business Partner Recruitment
2021 Q4

Meta space #4. DVI-Book cafe Construction •
/ E-Book System development
User Item Inventory & Management System Official Release •
In Market - Item & NFT Exchange System Official Release •
Character Customizing ITEM Installation Function System Planning •
& Development Commencement
Meta space #4. DVI-Book cafe Official Version Release •
Interoperability with External Platforms of •
NFT Transaction System Development Completion
Meta space #5. DVI-pet System Development Commencement •
Meta space #5. DVI-pet System Beta Testing Phase •
Attraction of app. 10 million users from Chinese Service Industry •

2022 Q1

• Meta Space #5. DVI-pet System
1-Round Market Application •
• DVI-pet type & evolution_function
Development Completion •
• Meta Space #5. DVI-pet System
2-Round Market Application •
• DVI-pet type & compose_function
Development Completion •
• Meta space #6. DVI-flea market Development
(P2P-trading Application) •
• Meta space #6. DVI-flea market 1-Round Open

2022 Q2

Meta Space #7. DVI-Department Store Development •
Meta Space #7. DVI-Department Store 1-Round Open •
Meta Space #6. DVI-Flea Market Official Version Release •
Meta Space #8. DVI Landmark-DVI Park Planning •
& Development Commencement
Meta Space #7. DVI-Department Store Official Version Open •

2022 Q3

• Meta Space #8. DVI Landmark
-DVI Park Beta Service Release •
• Meta Space #9. DVI-Academy Development
/ Sales System Construction •
• Meta Space #8. DVI Landmark
-DVI Park Official Version Open

2022 Q4

Meta Space #9. DVI-Academy Official Version Open •
Character customizing ITEM Installation Function Release •
Meta City Mobile Version Development Completion •
Meta City VR Version Development Completion •
Attraction of app. 30 million users from Chinese Service Industry •
Disclaimer

Please, read the following content carefully before participating in the Dvision ICO. The following applies to anyone who reads the Dvision WHITE PAPER (hereinafter referred as the "Whitepaper"). This Whitepaper is provided by Dvision team on an "as is" and "as available" basis, and at any time at its sole discretion, and does not guarantee that any content in this Whitepaper will remain unchanged until the future.

If there is any doubt about the content of this white paper, you should consult with an accountant, attorney, or other specialists before purchasing.

1. The White Paper is written to provide information on the Dvision project which Dvision team intends to launch, and it is descriptive and not legally binding. Therefore, any content in the Whitepaper should not be considered as an invitation or an incentive to attract participation in any investment.

2. Dvision team does not provide investment or financial advice, and this Whitepaper does not constitute any relations between the buyer and the seller. The statements and information contained herein are not about the present but the future prediction. Please be informed that the statements and information based on the future forecasts in this Whitepaper are uncertain as including known and unknown risks, and the actual outcome may differ from the one predicted by participants based on the statements and information herein, or the one that this Whitepaper implies and presents.

3. To the maximum extent permitted by applicable law, Dvision team itself and any director, agent, employee, distribution partner and any representative of Dvision team is unconditionally waived for claims of all and any direct, indirect, incidental, punitive, or consequential damages as following: (1) the accuracy and completeness of any contracts according to the White Paper; (2) any error or omission of the Whitepaper; (3) inability to peruse the Whitepaper due to undefined causes; (4) or other whether arising in contract, tort or otherwise, which may occur as a result of your use of(or inability to use) this Whitepaper or from your use of (or failure to use) the information on this Whitepaper.

Dvision team shall not be liable for any loss or damage which may arise as a result of your use of(or inability to use) this Whitepaper or from your use of (or failure to use) the information on this Whitepaper regardless of prior notice being given or any predictable loss of: (1) profit, revenue, debt and all other forms of monetary damages; (2) Income, sales, capital loss, liability and other losses incurred during business transactions, business activities, and operating profit-related activities; (3) data loss or corruption; (4) incidental or special damages; (5) wasted or lost administrative time; (6) whatever nature, direct, indirect, consequential, punitive, or other whether arising in contract, tort or otherwise.
4. The contents of the White Paper may change depending on the Division developing process, market changes, technological advances, and changes in ICO or token regulations. However, Division team is not obligated to inform or report to readers about events, platforms, plans, changes in estimates, or changes in tolerance in this Whitepaper.

5. This Whitepaper is aimed to provide the information, for reference only, of the business being contemplated by Division team, not to offer any advice or recommendation on law, tax, finance, accounting, regulations, or others. Please be aware that there may be possible financial risks during irregular periods as a result of the purchase and sale of coins and tokens. Participants should seek appropriate counsel for their situations. Please consult professional financial, investment, and tax advisers before making any investment in Division ICO. In purchasing and selling coins or tokens, participants shall make a decision, considering potential profits and other possible disadvantages from such transactions after consultation with each expert in the law, tax, finance, accounting, regulations, and others.

6. It is the sole responsibility of Division ICO purchasers and potential participants to check legal dispositions such as income tax that may arise with regard to the acquisition and disposition of Division tokens, and the possibility of foreign currency exchange. Division team highly encourages participants to find and understand the obligations regarding disclosure.

7. The publication and distribution of this Whitepaper are prohibited in countries where publication and distribution of white papers are forbidden. The information contained in this Whitepaper has not been validated or approved by any regulatory agency, and any action that violates the law is not valid for Division team. We do not guarantee that the publication or distribution of this Whitepaper complies with all regulatory requirements of the country in which it is issued.

8. The given English Whitepaper is the only official source of information regarding the Division project and the launch of Division. The information contained in the Whitepaper may be translated into other languages or used to communicate with potential partners and project participants. As a result of the translation of White Paper, some of the information contained in the Whitepaper may be missing, damaged, or misrepresented. If there is a conflict between the translation and English version of the official Whitepaper, contents of the English version of the official White Paper will prevail. However, this fact does not imply that Division team, affiliate, and its directors, employees, or representatives are legally liable for the content of Whitepaper.
9. Dvision White Paper is copyrighted. You may download or print individual sections of the White Paper only for personal use or other proprietary notices. No part of this Whitepaper may be reproduced in whole or in part, reproduced electronically or otherwise, or modified, linked, or used for public or commercial purposes without the prior written consent of Dvision team.

Risks

Dvision team is aware of various kinds of risks, including a loss of purchase price. No warranties, promises and/or representations of any kind, expressed or implied, are given as to the nature, standard, accuracy or otherwise of the information provided in this Whitepaper nor to the suitability or otherwise of the information to your particular circumstances. Dvision team does not accept any responsibility or liability for the accuracy, content, completeness, legality, or reliability of the information contained on this Whitepaper.

Purchasers are deemed to have consented to the purchase and sale of a Dvision token to be aware of and purchasing a Dvision token as is, without any warranties of any kind whatsoever.

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

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

3. Security vulnerabilities: Like all other cryptocurrencies, Ethereum blockchain faces its security flaws as hackers can exploit these systems by ‘Double spending’ or ‘51% attack’. These vulnerabilities in Ethereum blockchain thus may lead hackers to attack Dvision team or Dvision and steal millions and billions of Dvision tokens in one go.
4. E-Wallet compatibility risk: Participants must use an electronic wallet that is technically compatible with the Dvission token to purchase or store a Dvission token. If a participant is using a different wallet, the participant may not be able to access the purchased Dvission token.

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