XDGX Project Whitepaper Summary

1. Project Overview

XDGX is a Web3 community project aiming to build a socio-cultural and economic ecosystem that unites Web3.0 creators and fans. Derived from the Latin "Licere" (meaning "to set free"), the project redefines all online/offline creative activities—beyond traditional work boundaries—as a new form of labor.

1.1 Core Concepts

Web3.0 Creator: A new profession enabling anyone to become a creator, build a fandom, and gain economic freedom and creative autonomy. Blockchain technology guarantees creators' ownership of content/data and their right to added value.

XDGX Oil Tank Culture Park: A hybrid hub integrating physical and digital spaces. It serves as an offline venue for creators and fans to interact directly, while connecting with the virtual Metaverse City to realize bidirectional exchange between online and offline activities.

Web3.0 Enabler: Provides core infrastructure for a rights-guaranteed digital economy, fostering a "New Normal" community based on human respect and freedom of will.

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2. XDGX Ecosystem

The ecosystem organically connects blockchain, DApps, DAO governance, XDGX Tokens, commerce (MD), and the XDGX Oil Tank Culture Park, forming a circular system where creators and fans grow together.

2.1 Ecosystem Overview

Trust & Transparency: Backed by blockchain technology.

Autonomous Governance: Enabled through DApps and DAO.

Interaction Hub: XDGX Tokens facilitate creator-fan interactions, exhibitions, performances, and workshops.

Online-Offline Link: Commerce (MD) and the XDGX Oil Tank Culture Park bridge the digital and real economies, supporting transactions and sponsorships.

2.2 DAO Governance Structure

A transparent, decentralized system where all members can participate in decision-making and execution.

Voting rights are granted based on XDGX Token holdings and activity participation.

Creators and fandoms can propose agendas (e.g., ecosystem expansion, DApp operations) voted on via blockchain, with results executed automatically through smart contracts.

Validators (initially appointed by the team) are later elected by the community; governance is gradually transferred from the team to the DAO.

2.3 Token Economy

XDGX Token acts as the core medium linking ecosystem participation, activities ,and data-driven decisions.

The platform evaluates creators' activities using content views/purchases data to forecast the scale of offline events (performances, exhibitions, festivals).

Fandom data drives customized MD product planning and production, creating a virtuous cycle of data accumulation, content creation, and economic activity.

2.4 Key DApps & Services

I LIKE XDGX : A community platform connecting Web3.
0 creators and fandoms.Users can create/share digital content, form fandoms,
and participate as "prosumers"(producer-consumers).

DAO Participation: Members can establish their own DAOs or join existing ones, engaging in governance, setting rules, and proposing services (e.g., digital art, event tickets, product vouchers).

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3. Business Objectives & Model

3.1 Target Market: K-POP Fandom Market

The global K-POP fandom market is robust, with 225 million fan club members as of 2023.

2023 data: Top 4 K-POP teams generated KRW 448.1 billion in album sales and KRW 684.3 billion (USD 506.8 million) in tour revenue; overseas sales of K-POP (streaming, albums, performances) continue to grow.

3.2 Business Objectives

Establish the XDGX
Oil Tank Culture Park as an offline hub for cultural events(performances,
Exhibitions and festivals leverage fan platforms to support data-driven demand
forecasting and content production for fan communities.

Promote fandom-led governance, shifting the ecosystem from passive consumption to active participation/creation.

Drive customized MD products, limited-edition merchandise, and digital IP sales, reinvesting profits into content creation to complete a virtuous cycle.

3.3 Business Model & Revenue Structure

Core Business Model

Centered on domestic/global festivals, performances, and exhibitions.

Uses fandom and network data to pre-forecast event demand and scale, securing stable cash flow and minimizing risk.

Collaborates with promoters, agencies, and local partners for global expansion.

Revenue Streams

Primary Revenue:

Promoter fees and commissions.

Ticket sales for events (performances, exhibitions, festivals).

MD product sales (customized merchandise, limited editions).

Supplementary services and data-driven consulting.

ME Business:

In-house operations covering planning, design, marketing, logistics, production, and customer support (CS).

Sales through online (I LIKE XDGX) and offline (XDGX Oil Tank Culture Park)channels.

3.4 Roadmap

Key Milestones

Develop XDGX Chain

Develop XDGX Chain Wallet

Develop and apply NFT features

Organize NFT marketplace playNomm

Beta launch of playNomm; implement multi-key management system;launch Season 1 NFT; deploy Ethereum Bridge

Launch creator fandom community XDGX NOVA; reach 100K XDGX NOVA users ; official launch of XDGX Wallet; complete 3 NFT seasons on playNomm

Develop and test XDGX NOVA DAO governance system

Launch Gaudi Challenge; upgrade voting system; integrate K-POP broadcasting with I LIKE XDGX ; expand to Japanese market; grand open XDGX Oil Tank Culture Park

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4. Technical Details

4.1 Technological Background

XDGX Chain was developed to address limitations of early public blockchains(e.g., Ethereum PoW): high transaction fees, low processing speed (~15 TPS), poor multimedia data support, and complex UX. Its core goals are low fees, high speed, multimedia compatibility, and user-friendliness.

Category	Ethereum (PoW)	XDGX Blockchain

Category	Ethereum (PoW)	XDGX
Transaction Fee	~$5	Blockchain
Processing Speed	~15 TPS	Very Low
Block Generation Time	15–30 Sec	1,200+ TPS
Block Finality	Probabilistic	~1 Sec
		Immediate

4.2 Core Technologies of XDGX Chain

Technology	Description
Consensus Algorithm	Tendermint + HotStuff Hybrid (balances speed and decentralization)
Data Structure	UTXO + Account Hybrid (enhances efficiency)
Data Transmission	CRDT + Bloom Filter (improves node synchronization and data propagation speed)
Security / Usability	Device-Specific Private Key Pairing (Patent Pending; simplifies key management)

4.3 Performance & Operational Achievements

Indicator	Value
Block Generation Time	Within 1 second
Processing Performance	1,200 TPS+
Cumulative Number of Blocks	13 million+
Number of Users	500,000+
NFT Issuance	35,000+

4.4 Strategic Transition: EVM Ecosystem Integration

Rationale: The maturity of the EVM ecosystem (Layer 2 solutions, ERC standards) and user preference for EVM-based services led to the decision to discontinue the proprietary chain.

Target Integration: Polygon (ZK-Rollup) – inherits Ethereum’s security, offers high speed and low fees, and supports seamless migration of DAOs, NFTs, and DApps.

Benefit: Shifts focus from infrastructure management to enhancing user experience for creators and fans.

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5. Token Issuance & Distribution

5.1 Token Basic Information

Item	Details
Project Name	LeisureMeta
Ticker	XDGX
Standard	ERC-20
Total Issuance	5,000,000,000 XDGX

5.2 Token Allocation & Circulation Plan

98% of tokens are initially locked (except 2% for PR), with unlocking tied to exchange listing dates. Schedules may change based on business progress or market conditions.

Category	Percentage	Amount	Unlocking Schedule
DAO	60%	3,000M	1.67% (1/60) unlocked every 30 days, starting 31 days post-listing
Ecosystem	13%	650M	5% unlocked every 30 days, starting 181 days post-listing
Sale	10%	500M	1% unlocked on listing date; 9% unlocked 31 days post-listing; 10% unlocked every 30 days thereafter
Team & Advisor	10%	500M	5% unlocked every 30 days, starting 181 days post-listing
Biz Partner	5%	250M	5% unlocked every 30 days, starting 181

Category	Percentage	Amount	Unlocking Schedule
			days post-listing
PR	2%	100M	Fully unlocked at token issuance

6. Team & Advisors

6.1 Core Team Members

Sung Uk Moon

Dong Cherl Han (Former Director of Security at major firm)

Sung Sik Park (Former Woowa Brothers team member; developed Finger Candy, AR-based products)

Won ONa

Kii Chang Jang (Creative Director)

Steven Kim

6.2 Advisors

Former CEO of Dubai Media City

Former Founder of Depthowl Group (ex-Financial Advisor for Private Equity investors)

Former Director of Video Production at Korean Broadcasting System (KBS)

6.3 Technical Advisors

Experts in MaxScript Language and blockchain infrastructure

6.4 Creative Advisors

Industry professionals specializing in cultural content and creative design

6.5 Legal Advisors

Certified legal professionals, including Deputy Representative at Samil PwC

7. Strategic Partnerships

Key partners span entertainment, media, technology, and cultural sectors, including:SUPERCHIEF, THE MOON ENTERTAINMENT, SKonec, BURRITO, META OASIS, DTC GROUP, M.C.Partners, prom, KBCCA, Seoul Arts Management, TL MEDIEUS, META AIRLINE, FAUNUS, OcO, mixmag, NATUS ALIEN CLUB, MOONTREX, kiga, NRINE BLUES, IAANART, SouXDGX ate SNC

8. Legal & Risk Factors

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