

DECENTRALIZED ASSET SOLUTIONS

Utilize blockchain technology to build virtual ecosystem
and digital asset for organizations & personal branding

REAL-WORLD ASSET

Real world assets have real value and are physically tangible for the owners. However, under a centralized system, the rights of ownership can be easily modified by certain people. Examples of real-world assets are:



LAND



VEHICLES

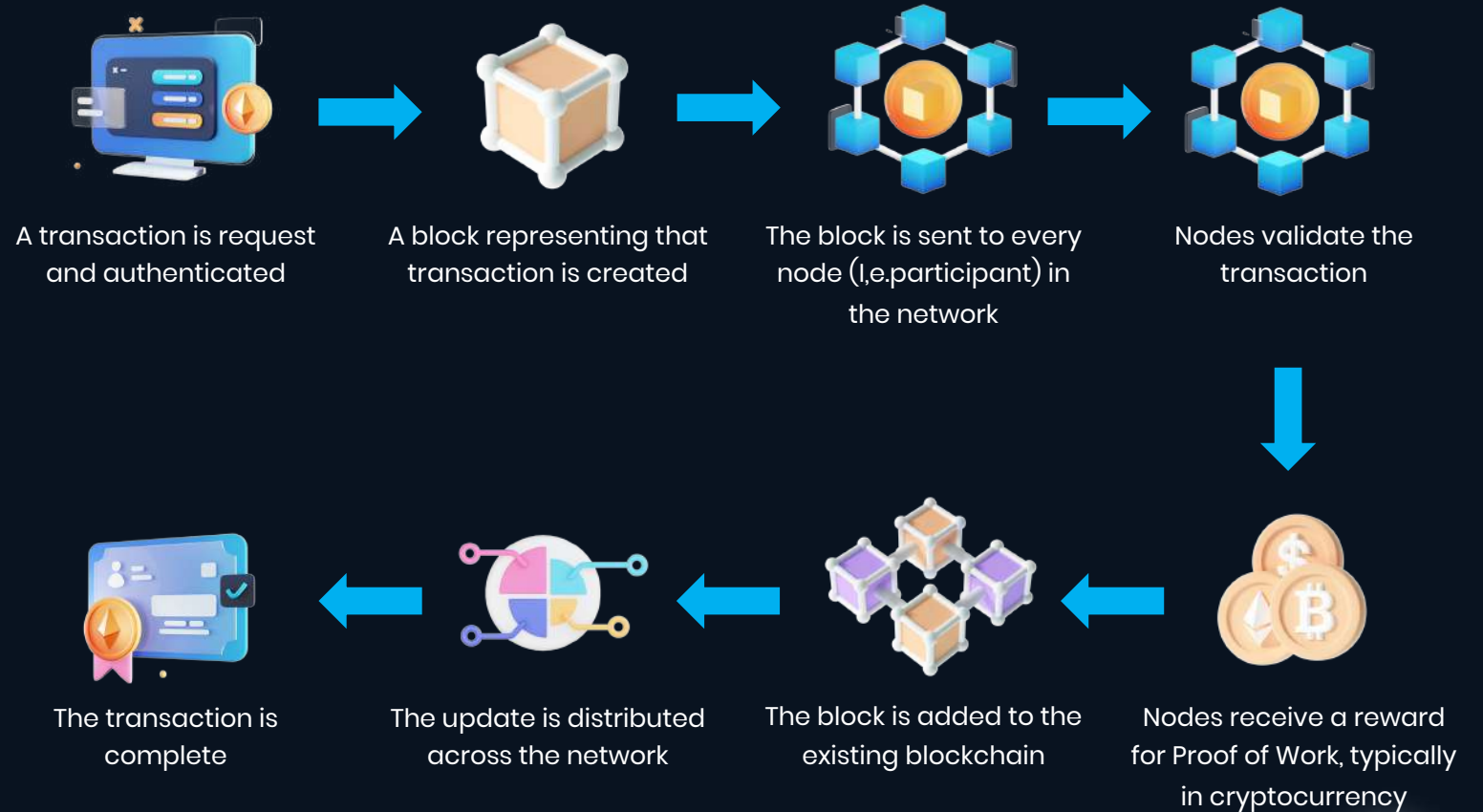


**INTELLECTUAL
PROPERTY**

BLOCKCHAIN

TECHNOLOGY

Thanks to blockchain, the storage system is connected through cryptographic network and is decentralized. With this technology, it would be extremely difficult to change any data.





ASSETS IN BLOCKCHAIN

Thanks to the development of blockchain technology, more applications use decentralization concept (dApp), particularly after Ethereum came up with “Smart Contract” concept. Currently, there are Ethereum smart contract protocols that combine DeFi (Decentralized Finance) and DeAs (Decentralized Asset) in place.



Fungible Token



Non-Fungible Token



Multi Token

ERC-20



Fungible Token

Fungible token is tradeable and exchangeable with similar valued asset such as fiat money. Fungible token can also be used as digital currency. An ERC-20 token usually has certain features that makes it distinguishable with any other token.



ERC-721



Non-Fungible Token

Non-Fungible Token (usually called NFT), is a token that can only be owned by a single owner and is inherently unique. This token is usually used for art collection or asset ownership.



1:1 UNIQUE



Immutable



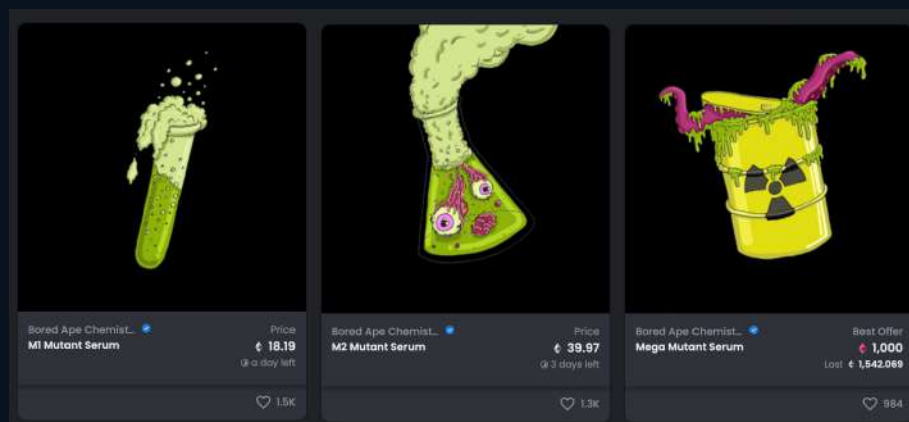
Tradables

ERC-1155



Multi Token

For multi-tokens, each token is limited in number but can be owned by a single owner. For example, a voucher is issued for 1,000 copies, and the vouchers are then distributed to the public. A person can also have more than one copy.



1:M
Hybrid



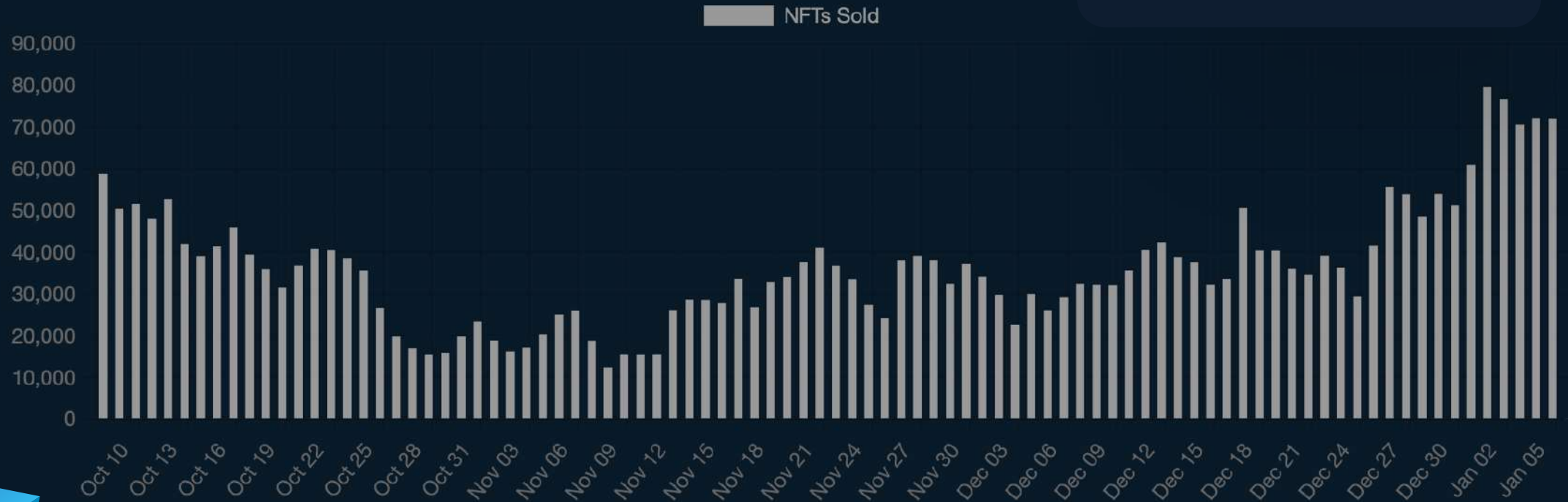
Immutable



Changable

STATISTICAL DATA

NFT Sales Statistics
10 Oct 2021 – 5 Jan 2022



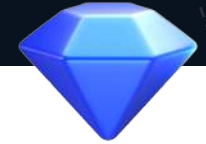
INNOVATION CYCLE



TOKEN FOR PERSONAL BRAND

Benefits of token for personal brand

Tokens can also be used for personal branding, which can provide benefits for the figure (as personal interest) and also for their fans in terms of financial and investment. Each and every token can also be resold in the secondary market.



Exclusivity



Utilities



Community



Gross Revenue
\$ 324.000 (1 BUSD / 0.9 USD)

Success Story

On 14th December 2021, Syahrini, a singer, launched her NFT Metaverse Tour. The utility value of this NFT gives its owners exclusive access to Syahrini's home and they can also join the Syahrini's online metaverse concert.



18,000 Items



20 BUSD

TOKEN FOR BUSINESS PURPOSES

Benefits of token for **business** **purposes**

Token in business sphere can be categorized as alternative investment because a company can hold an IPO in the crypto ecosystem. The company's vision and mission can determine the price of the token when they launched the token, just like a share would.



Utilities



Initial Coin Offering



Staking



Community



Token application in **business**

To apply the token into a business, the business must have an ecosystem that allows maximum benefits for using the token.

- ✓ The ecosystem should fully support the token economy
- ✓ The token can be used as a royalty system to the client / customer
- ✓ The token can also provide privilege access rights for its owners
- ✓ The token can also be used for staking, where the token can be used within the business ecosystem



Success Story

NEO token is one of the success stories in the blockchain sphere. By using **Proof-of-Stake**, the token can be used for staking (mutual funds). From 100 million available tokens, 50% were sold at the ICO or during its launch. This makes NEO as one of the level-1 tokens with most excellent performance.



Token Circulation

70,538,831 / 100,000,000



Token Price

\$26.46 / Token

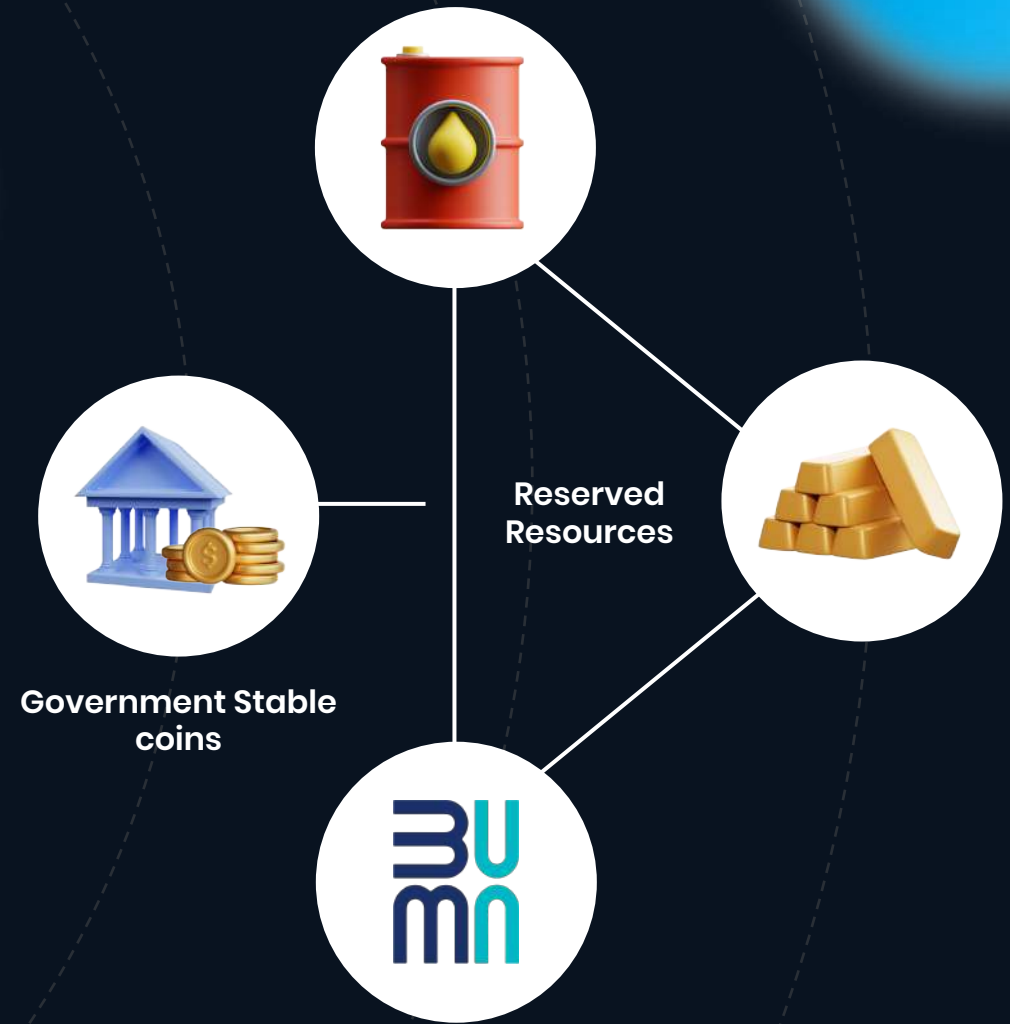


TOKEN FOR GOVERNANCE

Token use in government

Token use in government may be required as a guarantee for a cryptocurrency of a state. The token can be used for a collateral of the asset value owned by the state. With the token, the state can:

- ✓ circulates the tokens globally for investment purposes
- ✓ distributes the tokens as an exchange rate for the assets owned by the state
- ✓ creates alternative assets for *Sovereign Wealth Fund* program which will allow the token as collateral





Token Cluster for State-Owned and Village-Owned Enterprises

Token cluster or token parts are parts of Stable Coin owned by the state as an exchange rate for the Village-Owned (BUMD) or State-Owned Enterprises (BUMN). Each business entity can issue their own token for:

ICO

Fund raising as reserved assets for the business entity, can later be used as CAPEX and OPEX

DAO

Automated decision-making system by the *stakeholders* for the operational activities of a business entity

Utilization

The token may also be used within the ecosystem of a business entity, such as the exchange rate for the employee wages or as a form of reward



Token in **NFT** form

Currently, various artworks are represented by a token on the blockchain. This is because many people find it more interesting and similar to collecting unique art pieces that are limited in number (collectibles). This means there is a possibility of making local art piece as an NFT where it can be resold and provides benefits for the owner of the said NFT.



Local Culture



Limited Number



Providing Benefits



Secure in the
Blockchain

Token utilization for the public

Decentralized Autonomous Organization

Providing the rights to make a decision of an organization to the public, where the decision will be noted in the blockchain network in the form of programming code



Special Access

The owner of token can receive special access to the public facilities such as public transportation, museum, or even regional art theater.



Staking Reward

The staking process will benefit the token owner because it will produce more token everyday which would then be returned to the owner. However, each token would also have value in the fiat money currency.

Examples of Adaptation



El Salvador allows Bitcoin to be used by its citizens for transaction. Since El Salvador is a sovereign country, it is allowed to sell bonds to anyone. El Salvador's President **Nayib Bukele** uses the opportunity to create a Bitcoin city, where Bitcoin Mining facilities powered by geothermal energy are available. He also injected the capital by issuing bonds worth \$1B.



\$500M
Bitcoin City
Infrastructure



\$500M
Purchasing Bitcoin
Assets



El Salvador

One of the countries that has adapted crypto token is El Salvador.

Currency : Bitcoin Bond
Population : 6,830,000
Country Area Size : 21,041 km²



Examples of Adaptation (El Salvador)



Bitcoin Bond Specifications

Total notional:	US\$1,000,000,000
Coupon:	6.50%
Use of funds:	\$500M infrastructure build, \$500M Bitcoin purchase
Duration:	10 years
Maturity:	2032
Interest on the notes:	Payable annually in January
Bitcoin lock-up:	5 years
Bitcoin investment distribution:	50% of Bitcoin investment proceeds returned to investors once initial \$500M Bitcoin investment is recovered
Interest on Bitcoin investment Proceeds:	Payable in January, post achievement of \$500M threshold
Bookrunner / trading venue:	Bitflox Securities
Issuance protocol:	Liquid Network
Issuer:	The Republic of El Salvador
Funding currencies:	USD, USDT, BTC
Minimum subscription amount:	\$100
Nominal value:	\$100 (one unit of EBB1 is \$100)
Citizenship by investment qualification:	Investments >= \$100,000 will qualify investors for citizenship-by-investment applications after a five year term

01



02

Virtual World



METaverse

Metaverse was started in 2003 by a company named Second Life, which created a new living world in the internet realm. Various aspects of the real-world situation was created in the virtual world, such as:



Economy



Culture



Society



Technology



Metaverse Ecosystem

In the metaverse, an ecosystem is required to accommodate the virtual world with the following supporting elements:



Token (Currency)



User Generated Content



Ownership



Governance (DAO)

Token

Game tokens that are now popular are:

Volume

TOKEN



\$SAND
Sandbox

\$2,843,239,920



\$MANA
Decentraland

\$ 3,758,173,679



\$AXIE
Axie Infinity

\$ 3,322,711,929

Gamification token can be used for in-game asset purchase within the metaverse ecosystem itself. Purchasable assets include lands, vehicles, clothes, characters, and any other assets.

User Generated Content



To support addition of assets within the metaverse, certain tools to allow user-generated content is preferable, where the contents can be used within the metaverse ecosystem to be resold. The generated assets can be:



Accessories



Land



Vehicles



Characters



Goods

Ownership

Smart Contract

Currently, blockchain is mostly used for locking an asset owned by someone on the internet using Smart Contract. The contract can be programmed and will continue to exist on the internet.

Web 3.0

Entering the new phase of the internet, the Web 3.0. With the development of decentralization technology, the web technology will also progress forward to facilitate the users to communicate through the Blockchain.



Asset

Smart
Contract

Web 3.0



Governance

Decentralize Autonomous Organization

Shifting the politics from the real world to the digital world is dreamed by many, especially by those who are not interested in real-world politics.

- Virtual world without governance and authorities
- Be based on collective agreement
- Collective regulations that are programmed within smart contract

Building a Metaverse



Legality

Smart Contract

Game Development

3D Artist

Sandbox Tools

Audio Engineering



Example of Metaverse

S A N D B O X

SANDBOX





Example of Metaverse

DECENTRALAND

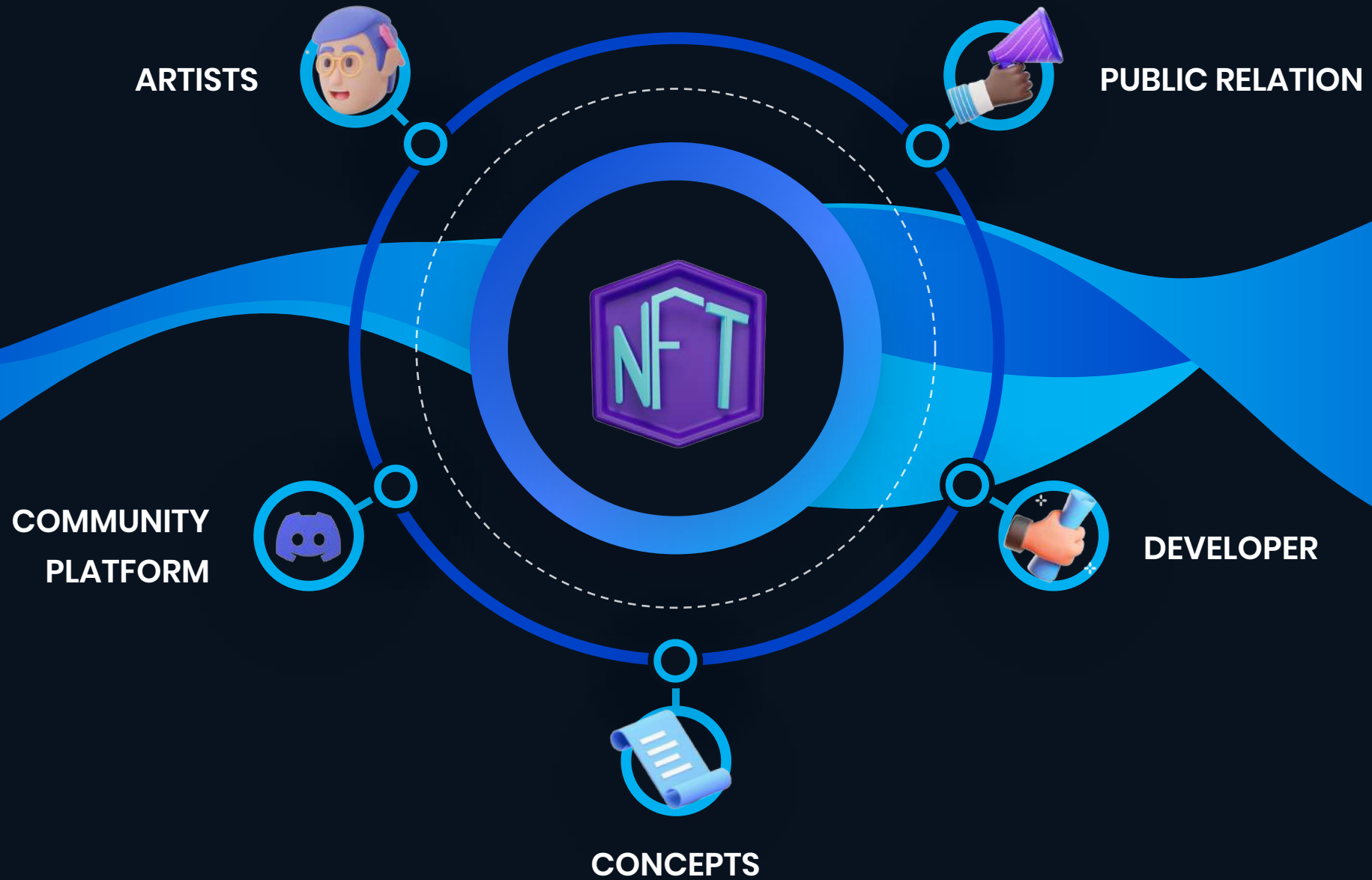
DECENTRALAND



EXECUTION PLAN



REQUIREMENTS





WHY UNZYP

About Us

- Tech Expert Digital Business Solution Provider
- 9 Years of Technological Experience
- Research on Blockchain since 2015
- Experienced in SaaS business



Solutions And Services



Digital Business Workspace

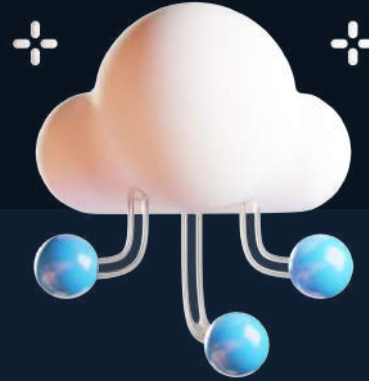
- Enterprise Resources Planning
- Customer Relation Management
- Warehouse Management System
- Business Intelligence



Business Application

- E-commerce
- Learning Management System
- Point Of Sales
- Accounting System
- Financial Management
- Other Customized System
- System Maintenance

Solutions And Services



Big Data

- Managed Database Server
- Migration and Integration
- Analytics



Operation and Management

- Manpower Outsourcing
- Verification/ Data Validation
- Data Entry
- Data Management

Clients



BOSCH
Invented for life

Telkom
Indonesia

Sweetly
DENSO

WASKITA

KEMKOMINFO



Microsoft

Huxley

SKF®

**UMARA
GROUP**
Food Industries



**KEMENTERIAN PENDIDIKAN DAN KEBUDAYAAN
REPUBLIK INDONESIA**



FAKULTAS
**EKONOMI
DAN BISNIS**

**UNIVERSITAS
MERCU BUANA**

P&G



**UNIVERSITAS KATOLIK INDONESIA
ATMA JAYA**
Tepercaya Kualitas Lulusannya

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