LOLTOKEN BY EIU.AC

EIU Paris

LOLTOKEN Whitepaper | V 1.0

Learn Online Token

Dr Edward Roy Krishnan
info@loleiu.io
Decentralizing Education through Blockchain Technologies

TABLE OF CONTENTS

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LOL COIN

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🎓 SUMMARY

The conventional centralized higher education system is mundane and takes 4-6 years to educate a person and there is no guarantee of employment afterwards. We believe that the digital industry today lacks workforce because higher education institutions are not responding to the needs of actual labor market. Most of the skills needed by the digital industry don't even require a degree in higher education. Workforce that has practical digital economy skills and willingness to learn is needed. That is why today more and more tech-savvy teens get freelancing jobs and earn more than their parents do.

Some of the biggest problems with existing Massive Open Online Courses (MOOC) are Low Completion and High Dropout Rates due to lack of active participant engagement and personalization of learning experiences.

The LOL, Learn OnLine Platform on the other hand, will closely replicate what happens in real-life classroom or learning scenarios to ensure that learners are experience the highest level of engagement and feel actively connected to each and every learning experience undergone on the platform.

This would be achieved through the integration of gamification and learning analytics. Learners would find that contents delivered via the LOL platform are highly personalized, interactive, and engaging, closely resembling that of a real-life classroom scenario. This is further boosted by integration of blockchain powered smart designs such as smart incentives and proof of study efforts. Further to augment accurate representation of the realities of learning, Artificial Intelligence and Machine learning would be utilized on the LOL platform.

The LOL platform will offer students online courses with a clear and transparent blockchain-based reward system and achievement tracking. Our use case for blockchain is not sensitive to prolonged waiting periods before transactions are committed, thus, overall platform overhead (as in expenses) of using Ethereum network for transactional and immutable data storage needs, will be low. To make the learning process as exciting as playing Minecraft we will use Octalysis framework of gamification design

We see LOL as a unique tool for business to recruit tech talent and shape global education to its needs through smart-incentives. National government Job centers will be able to track the demand of skills without having to involve scrupulous report gatherings from businesses and also help jobless citizens by subsidizing studies for skills on high demand. Think about it as Coursera and HackerRank merged together, powered by blockchain technology.

The main benefit of LOL platform to incentive providers is the possibility to initiate and maintain dialogue with upcoming talent and reward them for achievements through smart-incentives. Smart-incentives on the LOL platform will range from small to large and be location and topic targeted. From the student's perspective, it means getting paid to learn new skills based on local demand, which not only incentivizes but can actually be a viable escape from unskilled work.

Building quality, interactive

and engaging learning experience is essential to every successful education platform. There are attempts to solve the problem: i.e. Coursera and CodeCademy. Despite the fact that these frontrunners face abysmal course completion results, similar to the entire MOOCs industry – just 5%, these two companies together are worth more than $1 billion today. Our proposed incentive alignment approach has not been attempted on any of educational platforms of which we are aware. A merit-based reward, currently practiced on existing platforms, does not provide the income needed to support a student while studying.

We will pursue our vision to develop the LOL platform regardless of the ico's outcome. We anticipate a closed-test, involving incentive providers, and an open launch of LOL in 2019. The capital available to the development of the platform will determine its initial functionality and choice of the course material made available. The anticipated capital raised during the offering will enable us to directly compete with existing education platforms, even before realizing the benefits of a very popular LOL platform. Companies creating technologies used in the digital economy should consider contributing to the development of the platform, if only to ensure that technologies they create are represented in the course material available to millions of students

ABSTRACT

The Education System is outdated. Universities, individuals, & employers are facing many challenges that include frauds, certification verification, and problems in translations and comparison of similar degrees across different learning organisations.

Lolcoin differs from other blockchain education projects because we are not another content-centric blockchain. Instead, we employ a more comprehensive approach that targets B2B for the sake of all educational stakeholders, such as academic institutions, e-learning platforms, independent education advisors, corporate learning & talent managers, and their subsidiaries such as students, users, universities, schools, employers, and employees.

Increasing globalisation and increased use of internet and high bandwidth many online e-learning platforms for self learning are rising and students are taking more courses, learning new skills, and thus bringing advancement in their skills. The trillion dollar education industry is in great need of the expertise of the experienced educators who needs solutions that make the education system of the present world more decentralised and cut the bottlenecks in the industry

Learn online platform ecosystem will bring THE WORLD's FIRST EDUCATORS-CREATED-AND-OPERATED, MOST ENHANCED BLOCKCHAIN-BASED MASSIVE OPEN ONLINE COURSES (MOOC++), called the LOL, LEARN ONLINE PLATFORM, with the use of our own native coin called the LOL COIN. The platform takes into account principles of learning from COGNITIVE PSYCHOLOGY, EMPHASIZES ACADEMIC HONESTY & INTEGRITY through its PROOF OF STUDY PROTOCOL, and ensures OPTIMIZATION of UX (User Experience) through the implementation of SMART CONTRACTS AND SMART INCENTIVES to enable learners to earn PRIVATELY SECURED, VERIFIABLE Nationally Recognized and Internationally Accredited CERTIFICATION & CREDENTIALS - we hope everyone will be part of this massive project

Lolcoin is building the missing piece to finally hack education and completely disrupt the academic work like the internet changed our daily lives in the last two decades.

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LOLTOKEN ECOSYSTEM BLUEPRINT

CRYPTO EXCHANGES

BUY/SELL LOL COINS TO BTC/ETHER/FIAT

STUDENTS

PROFESSORS/TRAINERS CONTRIBUTE LESSONS & GRADE STUDENT LEARNING

CONVERT LOLCOINS TO BTC ETHER OR FIAT

REWARDS FOR STUDYING

Subscription

REWARDS FOR CREATING

COURSE PROVIDERS PROFESSORS API DEVELOPERS

CREATE COURSE, APPS & CONTENT FOR STUDENTS

EDUCATION ECOSYSTEM

Reward for projects

PROFESSORS/ TEACHERS

REWARDS FOR ACTIVITIES

Report bugs, streaming issues and moderate user comments

EIU VALIDATES & ACCREDIATES COURSE & CONTENT CONTRIBUTORS

QUALITY ASSURANCE & COMMUNITY MODERATORS

Moderate project content & ensure quality content

OUR EXISTING EDUCATION ESTABLISHMENTS

EUROPEAN INTERNATIONAL UNIVERSITY (EIU)

The European International University (EIU – Paris) is incorporated as an international private independent higher education / university education / post-secondary education provider with registered address at -66 Avenue des Champs Elysées 75008 Paris.

The university focuses on delivering executive education to professionals across the globe, through its distance and blended learning modes of delivery and assessment for learning, while ensuring the development of highest quality of specific industry-related competencies in the fields of Business Management and Professional Teacher Education, through its international accreditation, candidacy status by the Accreditation Service for International Schools, Colleges and Universities, ASIC, U.K., which is a U.K. government recognized accreditation body.

EIU-Paris delivers and awards international (Anglo-Saxon) type programmes rather than the National French Curriculum leading to French Government accredited university qualifications, which falls under the French Public Higher Education sector. It offers qualifications such as Bachelor, Master, and Doctorate for professionals working inside and outside of France who seek to acquire and develop internationally marketable competencies and professional industry-specific qualifications for career advancement and personal satisfaction.

"The European International University (EIU-Paris) is a MULTI-CAMPUS, BLENDED- LEARNING professional training and higher education provider!"
– President, EIU –

Taking professional training and higher education to where they are most needed is the main motto of the European International University (EIU-Paris). As such, we do not believe in being location- or campus-bound, though we recognize the importance of providing face-to-face interactive sessions to students for more enriching learning experiences.

While students from all over the world would be able to access courses and programmes via our online learning platform, known as the EIU-LMS (Learning Management System), they are also able to obtain face-to-face academic support globally, from the many official Learning Support Centres of EIU-Paris. EIU-Learning Support Centres are EIU's partner campuses situated in strategic locations worldwide, enabling students from any corner of the earth to access actual (physical) learning environment and experiences with other students undertaking similar courses and/or programmes. It is the plan of EIU-Paris to have partner campuses in such countries as Bangladesh, Democratic Republic of the Congo, Guinea, India, Ireland, Malaysia, Mali, Myanmar, Pakistan, Singapore, Thailand, etc., by the end of 2018. Obviously, the number of partner campuses would increase with time.

This is the primary reason why the European International University (EIU-Paris) did not establish a physical campus in Paris, France itself. It should be noted that the address, 66 Avenue des Champs Elysées 75008 Paris, is EIU's incorporation or registration address. This is NOT EIU's Campus address.

Due to strategic reasons, we have decided to only operate the EIU Seminar & Resource Centre in Paris, France, at the address: Avenue Hoche 75008 Paris, France. Events such as seminars, workshops, conferences, academic support sessions and international student meetings would take place at this location as per published pre-determined schedules. These events will be announced ahead of time so that students and visitors could meet with EIU administrators, faculty or staff during the scheduled sessions.

Programmes

In keeping with the spirit of EIU to innovate new paradigms in personal and professional development, and for the first time ever in the history of mankind, we are proud to launch our unique vocation-focused, job skills specific programmes and qualifications, such as Practical English for Professional Success, Professional Certification in Specialized Job Skills & Competencies, Master Trainer Certification (Train-the-Trainer), Executive Diploma, Graduate Diploma, Post Graduate Diploma, Executive Bachelor's, Professional Master's and Professional Doctorate, in wide range of board areas, including:

Business
Career Development
Digital Transformation
Education / Teacher Training
Finance
Graphic Design
Information Communication & Technology
Management Sciences
Marketing including Digital & Social Media Marketing
Personal Development
Psychology
Sales / Selling
Technological Integration

EIU's initiative to focus primarily on vocation-centric programmes and qualifications, that count job skills as primary pre-occupation in the learning experiences provided, is in strategic response to the worldwide shift from traditional academic to a nontraditional vocational paradigm.

"EIU vocational programmes and qualifications are based on the recognition of one's learning, competency and mastery of industry-specific job skills." – President, EIU – eiu.ac

The vocation-focused, job skills-oriented programmes and qualifications provided at EIU place greater emphasis on career-specific advancement opportunities for executives and professionals who often perceive academic studies as something out-of-reach and beyond their intellectual capacity.

These programmes and qualifications allow working adults to pursue such high-level scholarly activities by leveraging on their existing job-related expertise and experience, hence removing the fear of dropping out without successful completion.

Needless to say, pursuing vocational education and training programmes are both costeffective as well as time-saving. Since all learning activities and assessment of such learning are directly situated within the context of the adult-student's own job role and functions, it is no surprise that the level of motivation throughout the study duration is optimal.

EIU Accreditation
ASIC, U.K. is an independent, government-approved accreditation body specializing in the accreditation of schools, colleges, universities, training organizations and online and distance education providers, both in the UK and overseas. ASIC is recognized by UKVI in the UK, is a member of the CHEA International Quality Group (CIQG) in USA and is listed in their International Directory, is a member of the BQF (British Quality Foundation), an affiliate of ENQA (European Network for Quality Assurance) and is an institutional member of EDEN (European Distance and E-Learning Network).
As such, EIU – Paris focuses on delivering executive level initial and continuing education to professionals across the globe, through its distance and blended learning modes of delivery and assessment for learning, while ensuring the development of highest quality of specific industry-related competencies in the fields of Business Management and Professional Teacher Education, through its international accreditation, candidacy status by the Accreditation Service for International Schools, Colleges and Universities, ASIC, U.K., which is a U.K. government recognized accreditation body.

BANGKOK SCHOOL OF MANAGEMENT (BSM)

Bangkok School of Management (BSM) is an educational institution in Thailand, established in 1998, which offers courses in business and management. It is located on the 16th floor of the Amarin Plaza in the Ratchaprasong area of Bangkok.

The school operated initially as an American Degree programme provider in partnership with Southern New Hampshire University, USA. Due to natural evolution and academic demand, the institution had gradually evolved to be focusing more on UK and European curriculum based education, and to fill a void within this academic space. As of current, BSM is the Official Learning Support Centre for Northumbria University, Newcastle UK, for the undergraduate programme, European Global School-Paris (France) and IPE Management School Paris for the post graduate Master of Business Administration (MBA programme).

Student and faculty profile

Approximately 80% of the students and 70% of the faculty members come from an international background, positioning BSM as one of the only educational institutions in the region with an international approach to education. The students and staff come from a range of different countries, representing the continents of Europe, Asia, Australasia. All of the classes at BSM are conducted in English.

Undergraduate programme

BSM offers a "2+1" undergraduate programme, providing students the possibility of completing their first two years of undergraduate study in Bangkok, and the final year of their bachelor's degree either in Thailand itself, or directly in the UK at Northumbria University's main campus in Newcastle. There are two bachelor's degree programmes offered to students through this pathway:

1) BA (Hons) Leadership and Management
2) BSc (Hons) Business and Management

Adult Pathway Programme

Exists under the undergraduate programme, Adult Pathway programme is created to help professionals who missed the boat in education. Only 5 years of working experience in business is needed to enroll to this programme. The duration of the study would be two years, instead of the normal duration of three years. The degree is awarded by Northumbria University, Newcastle.

1 Year Top-Up Programme

This programme is suitable for those who have completed higher diploma in BSM or other respectable institutions all over the world. They can achieve a bachelor degree in business in 12 months. The degree is awarded by Northumbria University, Newcastle.

Post Graduate programme

As the Official Support Centre for IPE Management School, BSM launched the only internationally accredited European MBA programme in Thailand, in July 2015. This is a blended learning system, giving the students the option to attend two classes per module, complimented by private online study. There are a total of 8 modules to be completed + 1 dissertation (study period of between 12–18 months). Upon graduation, students will receive a MBA degree from IPE Management School of Paris, a "Grande Ecole" within the Reseau des Grandes Ecoles Specialisees (GES), a level 1 accreditation in France.

BSM Tutor

BSM provides university preparedness tutorials, focused on areas such as business and academic English (IELTS, TOEFL, TOIEC), mathematics, and general one on hour tutorial support which can be customized to the needs of the student

Training

Apart from the academic and student support programmes provided, BSM also offers training in the area of corporate development and personal development, with over 1000 people trained from a variety of different companies and fields within the ASEAN region

https://www.bsm.ac.th/

WELLS INTERNATIONAL SCHOOL (WELLS)

A branch of EverClever Education Group, Ltd., Wells offers an American and IB university-preparatory curriculum to children from kindergarten to high school. Comprising three campuses in central Bangkok, it has expanded rapidly since its founding in 1999 and now serves approx. 1000 students who represent over two dozen nationalities. Wells is licensed by the Thai Ministry of Education, has been accredited by the Western Association of Schools and Colleges (WASC) since 2009, and is a member of the International Schools Association of Thailand (ISAT) and East Asia Regional Council of Schools (EARCOS). Please peruse our school profile, seen below, and feel free to contact us with any inquiries.

Wells International School, a member of the International Schools Association of Thailand, is an international school with multiple campuses in Bangkok, Thailand. It consists of three campuses. On Nut (G1–G12) in Phra Khanong District serves elementary and secondary students. Wells International Kindergarten has operations in two campuses: Thong Lor (Nursery–G2) in Watthana District, serving students from preschool to Grade 2; and Bang Na in Prawet District, composed solely of kindergarten students. Together, the three campuses serve approximately 750 students as of the 20122013 school year. Nationalities represented include American, Brazilian, Canadian, Chinese, Filipino, Finnish, German, Indian, Indonesian, Japanese, Kenyan, Korean, Malaysian, Myanmar, Portuguese, Russian, Singaporean, Spanish, Sri Lankan, Taiwanese and Thai. Wells offers an American curriculum, modified in recognition of cultural and regional distinctions, and the IB Diploma Programme. It is accredited by the Western Association of Schools and Colleges (WASC), and The Office for National Education Standards and Quality Assessment (ONESQA), and is licensed by the Thai Ministry of Education. Wells has also been a member of the Thailand International Schools Activity Conference (TISAC) since 2008.

Wells International Kindergarten and Wells International School are divisions of EverClever Education Group, Ltd., a conglomerate of institutions that also includes Bangkok School of Management and EverClever Language School. Headed by the Chairman of the Board, Dr. Chang Yao-Lang, the EverClever corporation offers various education programs for young children to adults. Additionally, it maintains an affiliation with Framingham State University, the first public normal school in the United States. Wells International School's On Nut campus serves as the permanent host of Framingham's graduate programs in Thailand, offered in tandem with International Education Programs, Inc. Programs offered include a Master of Arts in Educational Leadership, a Master of Education in International Teaching, a Master of Education in Special Education and a Master of Education in Teaching English as a Second Language.

After-school activities, clubs and academic support at Wells International School include badminton, ballet, basketball, chess, computer game programming, debate, football (soccer), guitar, Homework Club, jazz, kung fu, Mandarin Chinese, Mandarin Taiwanese, photography, piano, school publications, Science Club, sport stacking, squash, swimming, table tennis, taekwondo, Thai dance, Thai musical instruments, video production, visual art and volleyball. The official mascot of the school is the seahawk, and its sports teams are referred to as the Wells Seahawks. Community service projects through Habitat for Humanity, the Bangkok ServICE Conference and other organizations also take place outside of regular school hours, and are a required element of the curriculum at the high school level.

Wells International School's chief campus is located in On Nut on Sukhumvit Road between soi 85 and soi 87, accessible by both car and BTS. 35 classrooms exist on the three floors of the school, each equipped with a computer connected to a widescreen, wall-mounted television or projector. Interactive SMART Boards are placed in several of the classrooms as well, and wireless hubs placed around the school ensure internet access anywhere on the campus

In addition to the standard classrooms, the campus also houses a primary and middle school science laboratory, and AP-equipped biology and chemistry laboratories. Five computer labs, including three that can be expanded into one large multimedia facility, contain approximately 150 computer and laptop stations available for student use. The fine arts center on the third floor comprises fully furnished dance and music studios, and an auditorium with a seating capacity of 130. The school library contains over 8000 fiction and non-fiction titles that are tracked through the use of the OpenBiblio library system, and an addition 1500 novels are available in sets for language arts courses.
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The campus employs a full-time, certified nurse to operate the school's clinic, as well as four full-time school counselors. The first-floor cafeteria can accommodate 250 students, and additional seating is provided in various locations around the campus. A central field contains playground equipment for primary students, and a second field houses a sports complex featuring a hard rubber surface, bleachers, a full-size basketball court, a volleyball court and badminton courts. A second full-size basketball court is contained in the school's gymnasium, and a pool is located on the first floor.
https://wells.ac.th/

Wells International School
Changing the world, one student at a time...

CORE ESSENCE OF THE LOL, LEARN ONLINE ECOSYSTEM

AFFORDABLE

Fee will be in the form of annual subscription (vs. programmatic fee) + certification - the most affordable in the world - i.e., once you pay the subscription fee, you get on to the lol Learn OnLine platform and have full access to all of its services and innovations in education

EMPLOYABILITY

Education is meaningless if it does not lead to useful careers and jobs - the lol Learn Online platform focuses on providing "learning experiences" that are directly tied to, and constructively lead to promising careers that match the learners' personality traits, including their strengths and weaknesses through the awareness of latest trending jobs and opportunities.

TECHNOLOGICALLY DRIVEN

Why let humans execute educational practices in a sub-standard manner, leading to devaluation the overall education essence and outcomes, when technological integration could significantly improve how learners learn and achieve their goals?

UX - USER EXPERIENCE

The lol Learn OnLine ecosystem will utilize only the best, throughly researched tools and applications to enhance learner experiences in the virtual learning space.

EMPOWERING LEARNERS

Non-prescriptive model | provides full and accurate information to learners and allowing them to plan and choose for their own future and careers

FUNDAMENTAL REASONS FOR DOING THIS

Education is the backbone of any nation. Education development has proven to be one of the most important determinants of a nation's economic fortification and growth. This is the reason why more and more countries around the globe invest huge amounts of energy, time, and financial resources into developing its human capital. Human capital development is akin to developing the nation itself. After all, what make a country great would be its people.

LOL Coin is not being launched because we are driven by get-rich-quick propaganda, nor because everyone else is doing something similar. Having been in international education industry for more than 20 years, we feel that we have the passion and the sound technical know-how (expertise) to reinvent education via the use of blockchain technology to increase quality of learning experiences and resources, at affordable fees, and providing greater education access to larger communities of learners via the decentralization protocols.

Using the concept of 'economy of scale' LOL will be able to give access to state-of-the-art Harvard and MIT type learning experiences and resources to learner communities from all segments of worldwide societies, at significantly reduced fees and completely open system of learning. The reach for such protocol is amazingly large and limitless. This will change the current system of education whereby only the wealthy 5% or less are able to access best learning experiences and resources, while the 95% or more continue to experience sub-standard learning experiences and resources.

LOL decentralized blockchain platform will create access to more equitable education experiences for learners worldwide and empower everyone equally, as education should do! Teachers, Instructors, Professors, Trainers and Authors from all over the world will contribute to the creation of decentralized learning experiences and resources that could be accessed by anyone, anytime, from anywhere in the world, in four different languages at initial phase, and more languages in the years to come. This is the truest value of the LOL ICO - money is not our primary aim, even though there is a lot of money to be made from this project.

Its the legacy we want to create by doing this project

In summary, solving the problem of *INEQUALITIES & INACCESSIBILITY OF HIGH QUALITY LEARNING EXPERIENCES & RESOURCES* is the main reason for LOL decentralized blockchain learning platform project.

The Current Education Model Faces Many Problems:

Education Is Expensive- Each year the price of education is growing. Students have to distribute their time between the studies and low-level jobs, still ending up with huge debts for their education. The high price combined with the lack of incentives result in a decline of motivation to continue studies. Students need an extra push in the right direction. Recent years have seen the rise of fintech startups dedicated to student loan financing, but it is unavailable to the majority of the world. We think that the loan approach is morally wrong, and that everyone should have the opportunity to educate him/herself without the risk of defaulting on a huge debt.

Educational system so far offers mostly long-time incentives- The unspecified promise of future employment. However, educational institutions rarely analyze and link business needs to their curricula. The gap between the needs of employers and student knowledge already exists and is widening. This results in the need for business to provide the post-graduates with long term and expensive training. We are building LOL to enable a direct and mutually beneficial communication between businesses and future employees.

Students lose motivation- One way to increase students' motivation is to use gamification in the educational process. A lot of small incentives make learning interesting. The uses of games in the educational process attract the student at the beginning and retain attention throughout the game.

Gamification can reduce problems caused by low concentration and it can also help more effective learning. Research has shown that no more than 20% of information is processed while reading compared to 90% by using gamification.

According to study, conducted by Pew Research Center and Elon University, the majority (53% of respondents) were confident that gamification will be very common in all areas of life by 2020. Other research has shown that 75% of teachers believe that digital learning content will totally replace printed textbooks within the next 10 years.

The constant and growing need for continuous learning- Thomas Picketty, the economist and author of "Capital in the 21st Century" concludes that across more than 300 years of history, the only predictable factor that drives individual earnings potential are "skills and knowledge". Today learning is a part of economic survival. However, education is not enough if we don't stay current, up to date, and continuously re-skilled in our professions (regardless of what they are). We fall behind. Our belief is that our smart incentives provide necessary, life-long learning possibilities.

The Reasons

Raise funds to execute Learn OnLine Blockchain Platform where
1) learning experiences (i.e., decentralized personalized video based lessons + assessment), and
 2) learning resources (i.e., decentralized virtual library / learning materials / publications) from two groups of professionals around the world are brought together and put on to the blockchain platform to be consumed by international learning communities.

 Professionals who contribute the learning experiences and learning resources to the platform would be rewarded with the LOL Coins. Similarly, learners who wish to access these learning experiences + learning resources would do the same using the LOL Coins. Phase one of the project targets launching the learning experiences and learning resources in 5 languages, i.e., English, Thai, Myanmar, French, and Chinese (Mandarin)

The decentralized learning on the ERC20 blockchain enables the removal of intermediaries and unnecessary administrative redundancies in the process of education. Furthermore, the LOL platform enables the delivery of learning experiences and resources in the most personalised, timely, and efficient manner. Fundamental to the decentralized learning on ERC20 blockchain is the bringing together of communities of educators and content developers (authors) as well as learners, who are all driven by their pursuit and desire for professional growth.

Some of the biggest problems with existing Massive Open Online Courses (MOOC) are Low Completion and High Dropout Rates due to lack of active participant engagement and personalization of learning experiences.

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The ERC20 BLOCKCHAIN-AI combination makes the education provided on the LOL decentralized online learning platform highly interactive, transparent, and one of the most affordable basic and tertiary international education solution ever available and accessible to humankind. On the technological front, the decentralized network efficiencies enable the addition of groundbreaking levels of automation and focused clarity in all the functionalities of education management.
– President, EIU –eiu.ac

LOLTOKEN LAUNCH
LEARN ONLINE

SUMMARISING THE MOST IMPORTANT REASONS WHY THE WORLD URGENTLY NEEDS THE LOL, LEARN ONLINE DECENTRALIZED LEARNING PLATFORM !?

1.   *DISHONESTY DUE TO SOCIAL PRESSURE LEADING TO DESPERATE UNETHICAL PRACTICES IN EDUCATION* - Huge problem with people, even at top level, buying and using fake degrees – they are desperate because a) they are too busy with work and/or family (not enough time), yet they have the money (successful in career), they have the desire (they know that education is their ticket to further personal and professional success), hence desperate for certification and resort to illegal / unethical means of obtaining qualifications b) traditional models of education are not able to accommodate such learners – they are often inflexible, and too structures, hence pose difficulty to such busy professionals

2.   *COMMERCIALIZATION OF EDUCATION HAS RUINED YOUNG PEOPLE WITH HEAVY LOANS BEFORE LIFE EVEN STARTS FOR THEM* - Traditional education comes at very high cost – which even successful working professional may find it difficult to cope with due to having so many existing expenses, majority of which would often be the family. Blockchain based learning platform could level the playing field and allow more people learn and earn qualifications at very highly affordable pricings.

3.   *TRADITIONAL EDUCATION IS OVERLY RIGID, HENCE IT'S DIFFICULT TO PERSONALIZE LEARNING AT MASS SCALE AND REACH MILLIONS WHO ARE STILL MISSING OUT ON GOOD EDUCATION* - There are so many others physical and social-psychological barriers in accessing traditional education that are confined to specific infrastructure (geographical limitations), as well as confinements in terms of heavy reliance on rigid structures that are often not conducive for learning and/or the running of the business of education

4.   *TRADITIONAL EDUCATION DOES NOT EMPOWER LEARNERS – INSTEAD IT CONTROLS, IF NOT SHAPE LEARNERS INTO A PRE-DETERMINED MOLD (AND WE WONDER WHY IT'S HARD TO FIND CREATIVE INDIVIDUALS FROM THE SCHOOLING SYSTEMS WORLDWIDE)* - Traditional education has been predominantly PRESCRIPTIVE – people are told what to learn, why to learn, and how to learn – on complete contrast – lol Learn Online platform places full responsibility and power in the hands of learners – learners will make informed decisions about courses to be selected and studied either to upgrade themselves, prepare for a career, or change from one career to another. There is no PRESCRIPTION, only GUIDANCE provided by lol dedicated team of educators and counselors.

lol, Learn OnLine Decentralized Education Platform
Revolutionizing Education through Blockchain and Artificial Intelligence

Powered by EIU TECH (THAILAND)

CORE CONTRIBUTORS TO THE LOL, LEARN ONLINE ECOSYSTEM

1. LEARNING EXPERIENCE CONTRIBUTORS

These are, the professors, teachers, instructors, trainers, lecturers - COMPETENCY BASED, EMPLOYMENT-CENTRIC structure and format of delivery and assessment to be utilized across the board | Realistic / Authentic Learning and Assessment of Learning | LX contributed will be screened and controlled to meet the highest standards - the best in the world, even better than studying in traditional physical classroom / school; those who do not have the expertise in delivering authentic, realistic and meaningful learning experiences on the ecosystem will not be allowed to contribute lessons on the platform in the first place.

2. LEARNING RESOURCE CONTRIBUTORS

These are authors and content writers - to complement and enhance the "learning experience" aspects of the lol ecosystem.

3. . AWARDING BODY

The European International University - Paris

KEY SERVICES TO BE PROVIDED ON THE LOL, LEARN ONLINE DECENTRALIZED LEARNING PLATFORM

Key Service / Product accessible via use of lol tokens i

ONLINE Courses,Professional training courses– e.g., Strategic Management, Effective leadership, etc.. Later,adding vocational / technical courses & high school courses

How does it work?

Integration of Digital Learning platform (LMS) - Creating an education Marketplace which will be known as lol platform, we bring together professors, teachers, instructors, and trainers to provide their services to interested learners.

Professors do not get paid during on-boarding stage – they are screened, selected, and allowed to set up their courses on lol platform with assurance that millions of potential learners are going to make up registrations on the lol platform– hence they have future earnings potential and secured income.

To ensure professors earn good income when learners start using the lol platform, we will limit number of courses to 1,000 for at least 3 years – delivered in 5 different languages for specific target markets – i.e,, English, French, Mandarin, Myanmar, and Thai

Professors get paid in lol tokens or fiat when students upgrade from FREE non-credit courses to credit courses by taking the assessments administered by specific course professor – percentage of learners fees goes to professors and another goes back to the ecosystem, learners & lol token holders.

- Working Adults
- Professionals
- Executives
- Busy individuals who require upgrade in competency yet do not have time and opportunity to go attend live classes

Payment Status

FREE courses – All courses re non-credit courses

However, if and when a learner decides to convert the FREE non-credit course into a credit course – then he/she pays lol tokens to access the final assessment, which is also marked by the respective course owner.

Payment in lol tokens to unlock assessment and obtain grades, to convert courses from non-credit to credit courses

Only completing credit courses will lead to certification by the *European International University – Paris (www.eiu.ac)*

Rationale / Problem being Solved (what is unique?)

Unlike Udemy and other online learning platforms – the course contributors are screened and properly selected. Unlike Bitdegree, where anyone and everyone could be easily on-boarded to become course contributor, the lol digital learning platform imposes strict adherence to high-level quality assurance practices. When someone uploads courses on the Digital Learning Platform, the academic team at the European International University (www.eiu.ac) would evaluate the same and approve / disapprove – and accordingly, course contributors are on-boarded purely based on actual competency and expertise in courses delivered.

No Youtuber kind of course contributors who blabber away in monologue sessions

Most other online learning platforms are not able to figure out whether the learner actually studied and completed assignments by him / herself – lol digital learning platform would ensure that each learner takes no short cuts to complete courses hastily without actual learning and most importantly, application (transfer) of such learning in real life situations and work

Key Service / Product accessible via use of lol tokens II

Decentralized Digital LEARNING MATERIALS marketplace

How does it work?

lol platform will call for Authors of academic, vocational and professional training learning materials to upload their own work on lol platform and accessed by learners for specified nominal payment in the form of lol tokens or fiat.

Target Market

All learners on studying on lol platform in various courses
Any others who wish to access only learning materials without studying any of lol platform courses
Any educator who require such learning materials for their own use

Payment Status

Nominal payment on "pay-per-access" basis
Lol platform professors and learners would get special promotional price for this service

Rationale / Problem being Solved (what is unique?)

Create library of learning materials containing resources that are contributed by educators and trainers of the highest practical expertise, experience and standards
These are not typical textbooks that are published at ridiculously high prices by big publishing companies. These are highly personalized, contextual, subject matter specific materials developed by professionals worldwide

Key Service / Product accessible via use of lol tokens III

DIGITAL Personality Test

How does it work?

Before any learner chooses to sign up for any courses on the lol platform, whether to merely to take courses and learn for the sake of learning, or to actually work toward earning nationally recognized and internationally accredited university vocational, professional and academic qualifications – we will strongly urge them to take our revolutionary DPT – where their complete personality profiling is done via finger print scanning and running the finger print scan through Artificial-Intelligence (AI) powered personality interpretation algorithms.

The key purpose is to let learners thoroughly understand who they are in terms of their strengths and weaknesses, become aware of the type of courses that would further boost their personal and professional endeavors – hence lol platform EMPOWERS learners via giving them this very important information about themselves (self-awareness) which no other education institution in the whole wide world does. Students use this information to then select course(s) the RIGHT set of courses to make up whatever certification level they wish to pursue. *This is how lol platform EMPOWERS LEARNERS, and NOT PRESCRIBE TO THEM what to learn, how to learn, and why to learn. The full responsibility for learning is the learner's and lol platform will make sure highly professional and timely support to learners is provided the platform itself*

Target Market

All lol learners

Any professionals who may not want to study lol platform courses, but wish to take the DPT to know themselves better (self-awareness increases mindfulness)

This product could be sold to a wide range of target markets/groups as it is undeniably world's first and the most revolutionary personality test

Note: This product will be developed after getting and allocating some funds after the completion – we need to capture finger prints (all 10 fingers) using mobile touch technology and then run the finger prints through AI algorithms to output full and almost 99% accurate personality profile of individuals undertaking the test – finger prints will be destroyed as soon as output is shared and saved on the blockchain

People could come back later to access the test result (their personality profile information) – which all will be kept safely on the blockchain and accessed through smart contracts using lol tokens

Payment Status

Nominal payment on pay per test administration basis
Nominal payment for recalling and reacquiring personality profile at a later time

EIU.AC
GRADUATION
DAY EVENT
DEC 2019

Why Finger Print Digital Personality Test?

1. Self-report type of tests are heavily biased and subjective
2. Clinical assessments are expensive and not practical for large scale implementation

Using blockchain and AI - The lol platform would enable every learner undergo finger print testing and then be given full interpretation and understanding of their own personality characteristics and traits, and hence learners could match this powerful information about themselves with what jobs would match them and be most relevant for the future

Hence decisions about what courses to choose to study on the lol Learn OnLine platform will be made after careful thinking about a wide range of factors and parameters, *BY THE LEARNER HIM/HERSELF*

This is completely opposite to the traditional education approach which is highly prescriptive and undertaken without any awareness one's inner self, including knowledge of what field(s) one would really excel in terms of career choices

The lol Learn OnLine platform, through technological integration, allows for more authentic analysis and understanding of learners and enables learners to make responsible decisions for themselves and for their future careers

This will be the first platform / education ecosystem, that is non-prescriptive and is truly EMPOWERING, demanding learners to take active role in their learning process.

Information is power, thus the lol Learn OnLine platform provides this advantageous niche to its learners, compared to all traditional and non-traditional learning ecosystems that exist worldwide. The lol Learn OnLine platform is truly EMPOWERING learning platform.

Live RSS Feed – Latest Updated News About Trending Jobs and Future outlook of job markets

How does it work?

Another very important aid in decision making when selecting courses on the lol platform will be the live RSS Feed containing on Jobs trending and future outlook of job markets, internationally, as well as country-specific (selected countries to start off with)

This is part of the EMPOWERING LEARNER approach – with more information, learners are able to make the right choices of the most useful & relevant courses to choose and study – this is highly recommend instead of blindly choosing courses based on what others have told them or because they do not know what else to study, etc. Choosing courses with full awareness of their future usefulness and applicability for one's career and/or life is indeed transformational.

Target Market

Lol platform learners

Anyone from the public (open for anyone and everyone)

Payment Status

FREE

Rationale / Problem being Solved (what is unique?)

Making Decisions with one's eyes fully opened (meaning) having full information about past, present and future of the job market, will mean that lol platform learners are making intelligent decisions regarding their personal and professional growth. This is also one of the biggest weakness of traditional education systems around the world

Key Service / Product accessible via use of lol tokens V

24/7 Academic, Guidance, and Psychological Counselors – AI as well as Real Counselors – around the clock

How does it work?

Lol platform will also support and on-board counselors from all over the world – providing services in different languages. Marketplace for online counselors and counselees – where we match people needing personalized confidential services in academic, guidance, and psychological counseling with professionals who are able to provide the required services – either by chat, or telephonically, or Skype or all modalities.

Lol platform learners

Anyone from the public (open for anyone and everyone)

Payment Status

Nominal payment on pay per counseling session basis

Lol platform professors and learners would get special promotional price for this service

Rationale / Problem being Solved (what is unique?)

As societies get more and more sophisticated and modernized, there are more and more personal / psychological problems and issues

People are getting more and more alienated – and people are not as comfortable approaching counselors face-to-face (physically) – however, providing counseling through the medium of technology such as chats, telephonic and skype may work better and prove to be more effective.

Key Service / Product accessible via use of lol tokens VI

European International University Certification

How does it work?

Nationally recognized and internationally accredited Certification if students choose to complete and/or accumulate specified number of courses (based on their personal choices) – for example, learners who completed and obtained grades (converted the FREE courses to credit courses) at least 8 courses could request to earn an EXECUTIVE DIPLOMA from the European International University (EIU)

Target Market

All learners lol platform

Payment Status

Differential nominal payment on pay per certification basis – prices vary based on level of certification

All certification are to be conferred by EIU-Paris

Rationale / Problem being Solved (what is unique?)

Udemy, Coursera, etc... most learning platforms do not have their own certification granting authorization – hence they only give a paper that has no real value – at the most they could offer their students "certificate of completion"... but "certificate of completion" is not an official certification that is counted as a qualification (COC is only an acknowledgement).Lol platform on the other hand, provides its learners nationally recognized and internationally accredited qualifications

WHY BLOCKCHAIN & WHY LOLTOKEN TO POWER THE LOL LEARN ONLINE ECOSYSTEM?

It is the future and we are already prepared for the future from now - instead of starting a traditionally modelled business and then having to restructuring to change later - which is not productive - we want to BE THE FUTURE !

To enable the use of smart designs - such as smart incentives, smart contracts, proof of study, etc., which could only be done on the blockchain, which is the next step in the digital revolution.

More efficient, secure, transparent and robust integration, execution and protection of learner database and records - that are nevertheless public via decentralized infrastructure; with highest level of security for data protection and preservation

Integration of Artificial Intelligence (AI) and machine learning especially in the creation and execution of our most innovative first ever Finger Print Digital Personality Testing

Integration of secure recording, storing, using and sharing of learner and client data through our unique LOL digital communication systems on the blockchain (such as for finger prints / private and confidential counseling sessions / certification and verification of qualifications earned)

NEW GRADUATES WITH PROF. DR EDWARD ROY KRISHNAN
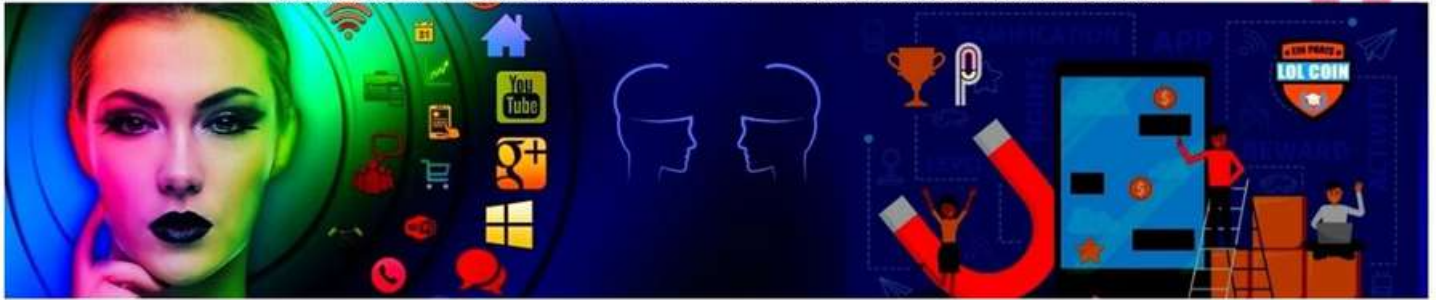
WHAT WOULD THE BLOCKCHAIN ECOSYSTEM LOOK LIKE

Learning Experiences Aspect (includes formative assessment of learning to measure, track and record student learning and quality of that learning - also serves as grading purpose to justify certification)

Teachers (K-12), instructors (vocational schools), lecturers and professors (college / university) and trainers (corporate training sector) would be invited to develop specific type of video based lessons in exchange for LOLTOKEN - this is how they are incentivized - these video lessons contributors MUST have been teaching / lecturing / training for a specific duration of time and possess specified qualifications, etc.

Learners will subscribe to access hundreds and thousands of our video based lessons at all levels - from Kindergarten to Doctorate as well as Corporate Training space - they will opt to Learn Online using the LOLTOKEN.

Learning Resources Aspect
Similarly, for the library part of the service, credible authors will contribute their work / books / publications and get paid in LOLTOKEN
Learners would access these learning resources on subscription basis using the LOLTOKEN

HOW WOULD THE PLATFORM BENEFIT THE DIFFERENT TARGET USERS?

1. Teachers, instructors, lecturers and trainers - would use the platform to submit their video based lessons and get paid by LOL Coin

2. Learners would subscribe to the platform to access and learn either few selected courses / lessons - for example - someone needing to understand calculus better, may watch a video posted by a brilliant math teacher on the topic - so, this function is similar to a "tutor" function. Similarly, working adults seeking professional development experience may subscribe to learn one lesson on "anger management" as it relates to his/her job role demands

3 Learners may also opt to study series of courses / lessons and cluster them meaningfully to consequently lead to obtainment of terminal awards, such as High School Diploma, Executive Diploma, Professional Certification, etc.

4.Learners may also opt to subscribe to the Learning Resources on the same platform, to enhance their learning experience further
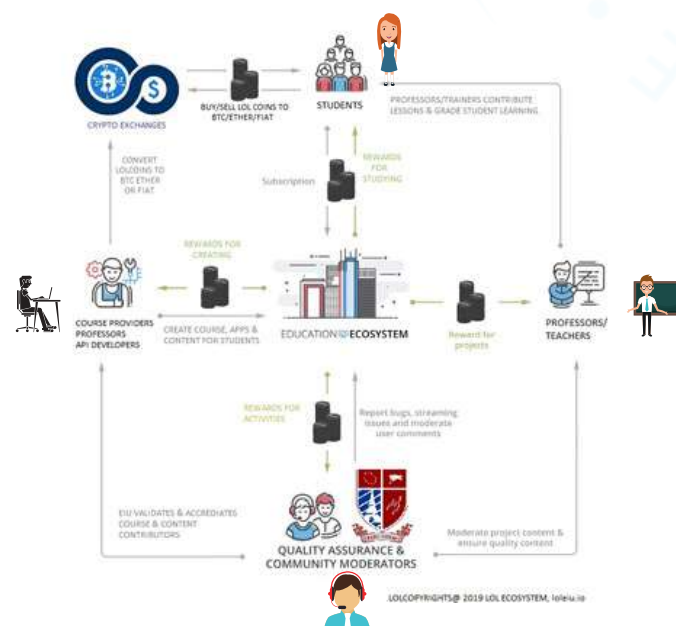
DOESN'T THIS SOUND LIKE JUST ANOTHER UDEMY, OR LYNDA, OR COURSERA ? HOW IS LOL COIN DIFFERENT

1. Our video based lesson contributors are not just any random people trying to create haphazard videos just for the sake of selling contents and making money. We will invite / hire / select only qualified, experienced teachers, instructors, lecturers and trainers who are actually very familiar with a particular lesson they intend to teach.

2. Our courses and programmes lead to terminal awards - nationally recognized and internationally accredited qualification which could be granted by Wells International School (High School Diploma), or Bangkok School of Management (Professional Certification), or European International University (university degrees).

3. The "standardized" video based lessons will be strictly quality assured; specific format will be required from video lesson contributors so that the videos are impactful for learning

4. Inclusion of learning assessment to track, record and report learner progress

5. LOL platform provides a well integrated decentralized blockchain solution for Learning Online - someone could literally learn from Kindergarten level right up to the Doctorate Level using our platform as we provide very comprehensive and all encompassing gamut of courses and programmes (under-one-roof learning solution).

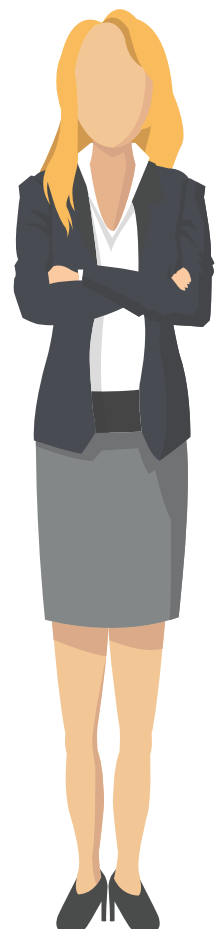L O L T O K E N - L E A R N O N L I N E T O K E N

PURPOSE & AIM

AFFORDABLY GAIN EDUCATION & EDUCATION QUALIFICATION THROUGH BLOCKCHAIN BASED SMART INCENTIVES

EMPOWERING LEARNERS TO CHOOSE COURSES WISELY WITH THE ASSISTANCE OF AI AND MACHINE LEARNING TECHNOLOGIES

ENGAGING & PERSONALIZED LEARNING EXPERIENCES TO RETAIN HIGH LEVEL OF MOTIVATION THROUGH GAMIFICATION & LEARNING ANALYTICS

PROVIDE UTMOST TOKENHOLDERS & STAKEHOLDERS INVESTMENT VALUE BY EXCHANGE TRADINGS AND VALUE ADDITION THROUGH MULTIPLE USE CASES

LOL - LOLTOKEN BY EIU.AC

Name of Token
Learn Online Token
Ticker code – LOL
Exchanges -TBA
TGE- Coming soon

European International University plans to launch its own Blockchain based Decentralised digital learning ecosystem by starting their native LOLtoken

Funds allocation

45% lol education Ecosystem development
20% marketing
20% operational remuneration costs
10% legal and admin
5% reserves/life time education fund

Token distribution

55% ICO
6% Advisors
4% bounty/community
15% team
20% University Reserve fund

Price of token

$0.07

More information about dates: visit https://loleiu.io

PRIVATE SALE IS ON

$1 million plus funding already secured

STABLE

REGULATORY FRAMEWORK

Loltokens will have a lot of use cases. The first of its most important use case is for it being used to study at the esteemed European University

$1 MILLION PLUS FUNDING SECURED

EIU PARIS
LOL COIN

LOL ECOSYSTEM

TOKENOMICS

A state-Of-the-Art
LOL Security Token

$10 Trillion
Global Education
Market
in
2030

"Most Attractive
opportunity to
invest in our
success now"

BLOCKCHAIN

MULTIPLE USE CASES OF
LOLTOKEN ECOSYSTEM

Professors, teachers,
trainers, authors &
counsellors will be
rewarded in loltokens
for providing their
services

LEARN ONLINE
EBJAC

TAX

Loltokens will be
used for operations
cost, Staff, IT
maintainence &
running costs

BENEFITS

Students get quality
education from
reputed &
accrediated
university

Loltokens to be traded
on top exchanges and
at the same time used
on our ecosystem for
variuos services

Number of use cases
will increase Loltokens
demand & its
exchange price
along with
future growth &
expansion

LOL COIN

GLOBAL

ONLINE EDUCATION MARKET

The Global online education market Market is to Reach $286.62 Billion Growing and is growing by 10.26% annually and the total global education market is expected to reach $10 Trillion by 2030. The next decade will see an additional 350 million post secondary graduates and nearly 800 million more K12 graduates than today. Asia and Africa are the driving force behind the expansion.

Total Global Education Market in Trillions
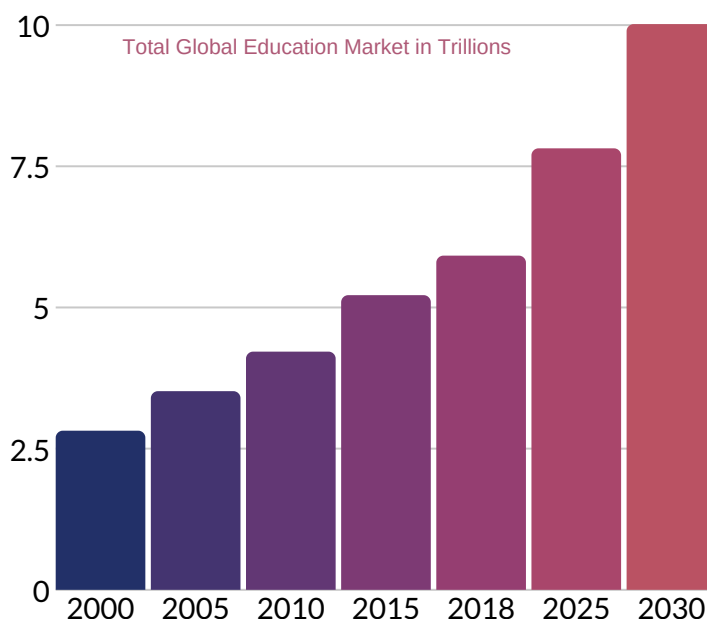
FINANCIAL REVIEW

The Graphs and the Education market forecast suggest that the Education industry is only headed for massive growth in the years to come. Hence is one of the best industries for investment.
The LOL Ecosystem on the other hand will not just grow in this ever growing industry but also change the whole monotonous education system which will cut down the costs of education to a very large extent and at the same time improve

quality of education provided with more students enrolling to study and thus increasing economies of scale.
*Some of the uses of loltokens are registration & enrolment into competency-based skills development courses, digital personality testing, 24/7 education, career and psychological counselling, university certification, and finally, qualification verification.*

The Learn Online Ecosystem is in beta & will release the first version shortly Loltokens will be accepted for studying university degrees

LOLTOKEN USE CASES

- Student Registration
- Digital Learning Marketplace
- Digital Fingerprint Testing
- Counselling Marketplace
- University EIU Certifications
- Qualification Verification
- 24/7 education

LOLTOKEN MULTIPLE USES

Digital Personality Testing 10%

Digitized Learning Marketplace 10%

Student Registrations 30%

Recruitments 10%

University Certifications 20%

Counselling 20%
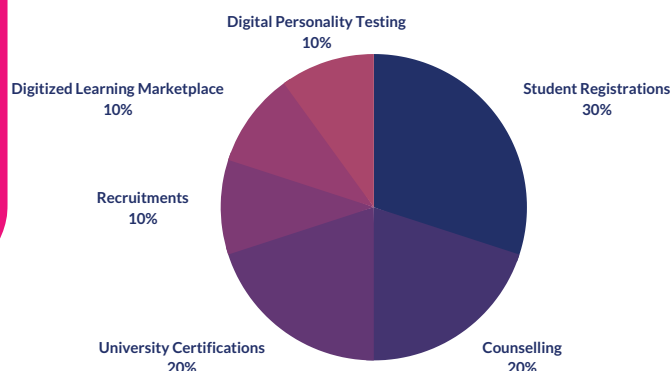
The overall uses of Loltokens could increase than above estimated percentages in our ecosystem
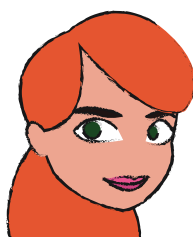
COMPANY ROAD MAP
WE HAVE COME A LONG WAY

1998 - Everclever Company Limited establishes its very first international education entity, named, Wells International Kindergarten (formerly Everclever Kindergarten) which welcomed its first students on Sukhumvit Soi 47 campus.

2003 - Wells International School - Thong Lor Campus (Sukhumvit 51) was opened for Grades 1 to 5 students, and expanding to Grade 6 in the following year.

2005 - Construction began on a secondary school about 5 km down Sukhumvit Road, and in 2006, the Wells Int School, On Nut Campus (Sukhumvit 85) was opened to Grades 1-12.

2010 - Wells International School's first ever senior class, graduate in June of 2010 and move on to prestigious universities in the United States, Europe, Asia, and Australia.

2011 - Third Wells International School campus was opened for Kindergarten and Primary students, located on Srinakarin 62 (Bangna Campus).

2012 - The Everclever Company Limited acquires Bangkok School of Management an Int. vocational college & training institute in management and business education.

2018 - The European International University, Paris, France is incorporated and obtains its vocational education and training license from the French Ministry of Labor, allowing EIU-Paris to provide hundreds of online professional training and executive education programmes and qualifications such as professional certification, executive diploma, graduate diploma, post graduate diploma, executive bachelor's, professional master's, and professional doctorate.

LOLTOKEN ROAD MAP

Q2/2018 Token planning inception and discussions for finding problem to the current education system by utilising blockchain technologies for the benefit to global society in education

Q3/2018) The First phase is the beginning of the Lolcoin. Preparation of timelines for learn online project, The first working products, valuable partnerships, an immense growth of the team and the further development of Lolcoin takes place. After the initial fundraiser partnerships with various institutions such as e-learning platforms, schools, universities/ professors ae made. Ecosystem planning with technologists about the development and integration of services such as storing confidential data like degrees, certificates and personal skills. As this is the very beginning of Lolcoin we were open to changes and open to adapt to the ever-changing surroundings.

Q4/2018
Bringing Lolcoin to a wider audience outside of the Blockchain community by strengthening our partnerships. Go-live free public service planned to be built on smart contracts. Building partnerships with educational Institution, schools and universities all around the globe and signing MoUs. We saw the first use cases in real life. Lolcoin real MVPs at schools and universities. Lol whitepaper V 1.0 released for private investors and Venture Capitalists, Webinars and conventions held in Paris, Bangkok & Hongkong

Q1/2019
Expanding Lolcoin and its education technologies to more ecosystems and smart governance solutions besides Ethereum. Building up team & infrastructure to meet customer service. Lolcoin on hardware devices. Planning token production & token economics with senior economists and consultants to fund the development of learn on line ecosystem. Conducted technical Analysis of use of proceeds post and during ico, Development of Lol Token smart contract using Ethereum blockchain gets go ahead. Develop beta smart contract library. $1 million funding secured by VC's bringing in confidence among the key community. Private sale and stages planned during this period. Launch of loleiu.io

Q2/2019
Private sale starts followed by presale with offers during early period and continued by stage 1 and main ico

Q3/2019

ICO concludes with acceptance of LOLTOKEN on major exchanges only. Product development based on use cases to start. lolcoin MVPs and funds allocation according to the planned stages to be allocated for the development of platform. Prepare strategic partners for early adoption. Direct communication system and Creation of APi for easy use of the system. Complete tests for the platform. Alpha testing of MVP

Q1/2020

Beta testing of the platform, rolling out beta to more partners. Big Data analytics and further improvements in technology to be adopted. Digital fingerprint scanning of candidates acceptance for personality profiling to be certified.

Q2/2020

Full version of platform planned to be launched in Paris, Improvements in reporting and allocation. Train AI to recognise patterns in individual education and course testing. Continuous Improvement and development.

Q3/2020

Launching live Loltoken online global education platform revolutionising the education industry, Note that the development of the Ecosystem platform is already in beta and will be shown to the public very shortly.

DELEGATE DIRECTORS HONOURING AN
AWARDEE AT EIU CAMPUS ON
15 NOV 2019 IN PARIS

ABOUT EVERCLEVER EDUCATION GROUP

Innovative International Education for a Progressive Future!"

Since its inception in 1998, the *EVERCLEVER COMPANY LIMITED* has played a key role in the preparation and development of young people and professionals from around the world delivered by
WELLS INTERNATIONAL SCHOOL
(www.wells.ac.th)
BANGKOK SCHOOL OF MANAGEMENT (www.bsm.ac.th).

The company has steadily expanded from a mere 4-student classroom way back in 1998, to a staggering 1,500 students studying in 4 different campuses at present. . This explains why Wells International School has achieved the Top-3 ranking among approximately 180 International Schools. *(https://www.thetoptens.com/international-schools-thailand/)* in fairly short duration of time.

All the education establishments operating under Everclever Company Limited are nationally recognized by their respective country's Ministry of Education, as well as internationally accredited by well known quality assurance bodies such as the *WESTERN ASSOCIATION OF SCHOOLS AND COLLEGES (WASC) - https://www.acswasc.org/,United States (U.S.); the ACCREDITATION SERVICE FOR INTERNATIONAL SCHOOLS, COLLEGES & UNIVERSITIES (ASIC) - https://www.asic.org.uk/, located in the United Kingdom (U.K.), and INTERNATIONAL BACCALAUREATE ORGANIZATION (IBO) - https://www.ibo.org/, located in Switzerland.*

Because of its unique positioning in the global 'international education' market, the company has been requested to open its first overseas campus in Yangon, Myanmar, which is scheduled to commence in early 2020; with a larger, second campus, subsequently opening in 2023 (www.wis.ac).

In line with its continuous initiatives to becoming the world's first one-stop international education service provider, the Everclever Company Limited has successfully incorporated an institution of higher learning by the name the **EUROPEAN INTERNATIONAL UNIVERSITY - Paris, France (www.eiu.ac),** in May 2018, with the aim of providing a wide range of nationally recognized and internationally accredited vocational as well as academic degree programmes and qualifications.

In a more recent development, the company is pondering the idea of creating the world's first decentralized learning platform on ERC20 Blockchain, which serves as the powerhouse that connects global communities of international educators, content developers and learners in a seamless, highly interactive and responsive manner. This initiative will be launched by EIU TECH (THAILAND) COMPANY LIMITED (registration under Board of Investment, BOI of Thailand currently under progress), whose primary role is to provide technologically driven supportive services to all the international education establishments operated under Everclever Company Limited.

Read more about Ever Clever group on Wikipedia
https://en.wikipedia.org/wiki/Wells_International_School
Our Videos :
https://www.youtube.com/watch?v=TJ_pgmuCaAU
https://www.youtube.com/watch?v=BNAS6nr9VaU
https://www.youtube.com/watch?v=o7U5j30IKao

AIndeed, the Everclever Company Limited is firmly dedicated to ensuring the provision of high quality international education experiences to its students, both inside and outside of the classroom. The leaders of the company are futuristic in their approach to where they wish to see the company headed.

Delivering cutting edge curricula and extra-curricular experiences to learners worldwide through the ingenious integration and application of technological advancements such as Artificial Intelligence and Blockchain into existing international education infrastructures will continue to define who we are and what we stand for!

For more information, please visit:
www.wells.ac.th
www.bsm.ac.th
www.eiu.ac
www.wis.ac

STRATEGIC TEAM

LOLTOKEN Founder & Chairman

DR. CHANG YAO-LANG (Taiwan)
Chairman of The Board of Directors, Everclever Co. Ltd. (A.K.A. Everclever Education Group)
 Wells International School – 3 Campuses in Thailand (www.wells.ac.th)
 Bangkok School of Management – www.bsm.ac.th
 Wells International School – Yangon Campus – (www.wis.ac)
Founder & Chairman of the Board of Executive Directors, European International University, Paris

Dr. Chang Yao-Lang has been in international education / school business for over two decades. His own children were educated in the very school he owns and manages in the capacity of the Chairman of the Board of Director of Everclever Co. Ltd. (Thailand) which owns and operates Wells International School, Wells International Kindergartens, Bangkok School of Management and the European International University. His passion for education is reflective in his direct and active involvement in the schools he owns in Thailand

The schools have produced such positive outcomes that parents and students now rank the Wells International School system as Top-3 in Thailand (https://www.thetoptens.com/international-schools-thailand/), which is an outstanding accomplishment in a country that houses little over 180 international schools, in its capital city alone.

Dr. Chang got his early education and first degree in Taiwan, before he pursued his MBA in the U.S. Due to his excellent leadership qualities and management style in operating and expanding the international education business in Thailand, he was honored by the University of Business and International Studies, UBIS, Switzerland, with a honorary Doctorate in Business Administration (D.B.A.).

He intends to expand the Wells International School system and its core motto: "offering world class international education at affordable price" to other countries WORLDWIDE.

LOLTOKEN Concept Originator & CEO
PROF. DR. EDWARD ROY KRISHNAN
B.L.A. PSYCH.
M.A.ED. - CURR. & INSTRUC. (MICHIGAN),
M.S. COUNSELING & PSYCHOTHERAPY (MUMBAI), MPHIL IN EDUCATION (NAGALAND),
M.B.A. GENERAL MANAGEMENT (PARIS),
ED.D., PH.D. PSYCH. (PARIS)

Co-Founder & President, European International University (EIU) – Paris (www.eiu.ac)
Managing Director, Bangkok School of Management (BSM) - Bangkok (www.bsm.ac.th)
Vice president for Academic Affairs, Wells International School, Yangon Campus (www.wis.ac)

Having Been Involved In Training For More Than 15 Years As A Certified Trainer (Wea, Australia), Dr. Krishnan Incorporates And Applies His Unique Passion In Psychology To A Wide Range Of Managerial Practices. He Has Lectured And Trained Hundreds Of Professionals Around The World, In The Field Of Industrial Psychology, Organizational Behavior And Culture, Group Dynamics And Team Building, Effective Communication And Conflict Resolution, Effective Decision-Making And Problem Solving, As Well As Leadership Development

Dr. Krishnan's Experience Includes Managing And Positively Influencing Professionals At Large Progressive Education Entities Such As Wells International School, Wells International Kindergarten, Bangkok School Of Management, Myanmar Metropolitan College, University Of Business & International Studies, Asia Pacific International University, Assumption University, And The University Of Winnipeg, Where He Handled More Than 500 International Colleagues And/Or Employees With Wide Range Of Background, Abilities And Preferences

– Using His Balanced Approach Integrating Psychology Into Important Management Ethos, He Is Able To Create And Share Innovative And Highly Effective Solutions To Counter Sophisticated Interpersonal Issues And Successfully Resolve Human Interaction Problems In All Its Complexities And Dynamics.

Currently, He Serves As The Managing Director Of One Of The Most Employment-Relevant International Training Institutions In Thailand, The First And Only U.K. Accredited For All Of Its Programmes And Certification. He Also Serves At The Board Of Executive Professional Training Centre, Malaysia, As Its Vice-Chairman, As Well As Consulting Director Of Academics And Business Development. He Has Published 4 Books And Hundreds Of Articles In The Bangkok Post – One Of The Only Two English Language News Daily In Thailand, For Four Consecutive Years In A Row. He Was Recently Acknowledged And Recognized For His Outstanding Management, Leadership And Entrepreneurship Skills – Having Received The Outstanding Achievement Award From The Accreditation Service For International Schools, Colleges, And Universities, Asic, Uk. To Date, He Has Trained More Than 5,000 Professionals Worldwide, In The Area Of People Development, And Creation Of Winning Teams.

Ms. Lee Mei Chuan (Taiwan)
LOLTOKEN VICE-CHAIRPERSON
Bachelors of Business Administration –
Pacific Western
University, USA
Wells International School – Vice
Chairperson
Bangkok School of Management – Vice
Chairperson
Thai Orient Spa Co., Ltd. – Managing
Director

Ms. Lee Mei Chuan is currently the Vice
Chairperson of Wells International
School
(system-wide), Bangkok School of
Management and the Managing
Director of Thai
Orient Spa Co., Ltd. Thailand.

Ms. Lee Mei Chuan became involved in international
education sector by joining the Everclever Education group, as its Vice Chairperson.
Everclever Education Group owns and operates Wells International School and
Bangkok School of Management. As the Vice Chairperson of the Everclever
Education Group, Ms. Lee has been playing key role in improving the quality of
education at Wells. She has also been actively involved in all the expansion initiatives of the company for the past 15 years .

LOLTOKEN SPECIAL ADVISORS

MR. RAY D. DE LA PEÑA
HEAD OF SCHOOL
WELLS INTERNATIONAL SCHOOL (SYSTEM-WIDE)
RAY@WELLS-SCHOOL.COM
HTTPS://WWW.LINKEDIN.COM/
IN/RAY-DE-LA-PE%C3%B1A-96034260/

MS. PRANEE SRISAI
THAI DIRECTOR
WELLS INTERNATIONAL SCHOOL- (SYSTEM-WIDE)
PRANEE@WELLS-SCHOOL.COM
HTTPS://WWW.LINKEDIN.COM/
IN/PRANEE-SRISAI-37846423/
HTTPS://WWW.OPEC.GO.TH/INDEX.PHP/2019/01/29/B-97/

MS. GONA NARULA
EARLY CHILDHOOD DIRECTOR
WELLS INTERNATIONAL SCHOOL – THONG LO CAMPUS
GONA@WELLS-SCHOOL.COM
HTTPS://WWW.LINKEDIN.COM/
IN/GONA-NARULA-8563078B/

MS. KRISTIN HALIGAN
EARLY YEARS & PRIMARY PRINCIPAL
WELLS INTERNATIONAL SCHOOL – BANG NA
KRISTIN.H@WELLS-SCHOOL.COM
HTTPS://WWW.LINKEDIN.COM/
IN/KRISTIN-HALLIGAN-5388A942/

MR. RAVIN MAHARJAN
DIRECTOR OF OPERATIONS AND GENERAL AFFAIRS
WELLS INTERNATIONAL SCHOOL (SYSTEM-WIDE)
RAVIN@WELLS-SCHOOL.COM
HTTPS://WWW.LINKEDIN.COM/
IN/RAVINMAHARJAN/

MR. WILLIAM JONES
HIGH SCHOOL PRINCIPAL
WELLS INTERNATIONAL SCHOOL – ON NUT CAMPUS
WILLIAM@WELLS-SCHOOL.COM
HTTPS://WWW.LINKEDIN.COM/
IN/WILLIAM-JONES-460140180/

LOLTOKEN EXECUTIVE TEAM MEMBERS

LEGAL ADVISOR - DR. OLIVER MASSMANN (GERMANY)
https://eiu.ac/our_team/dr-oliver-massman/
https://www.duanemorris.com/attorneys/
olivermassmann.html#tab_Biography
https://www.linkedin.com/in/dr-oliver-massmann-153a405/

INDUSTRY EXPERTISE – DR. DIDIER DELAVAL (FRANCE)
https://eiu.ac/our_team/dr-didier-delaval/
https://strategicnetworkdev.com/our-executive-director/
https://www.linkedin.com/in/ddelaval/

LEARNING & DEVELOPMENT – MR. JOEL FARNWORTH (UNITED KINGDOM)
https://eiu.ac/our_team/mr-joel-farnworth/
https://www.bsm.ac.th/member/mr-joel-farnworth/
https://www.linkedin.com/in/joel-farnworth-21423891/
https://members.bccthai.com/BCCT/asp/corpdetail.asp?CorpID=9519

PROGRAMMES DEVELOPMENT – MR. ROBERT BRAND (CANADA)
https://eiu.ac/our_team/mr-robert-brand/
https://www.bsm.ac.th/member/robert-brand/
https://www.linkedin.com/in/robert-brand-85b183a/

EXECUTIVE EDUCATION – DR. ALEXANDER PULTE (UNITED STATES)
https://www.ubis-geneva.ch/about/staff/alexander-pulte/
https://www.linkedin.com/in/apulte/
https://web.facebook.com/alexander.pulte

PUBLIC RELATIONS & COMMUNICATION – PAUL CHARLES (SOUTH AFRICA)

https://www.linkedin.com/in/paul-charles-009b256b/
https://www.youtube.com/channel/UCgYxfsXFB_2lilLz1KrhUag
https://www.youtube.com/channel/UCgYxfsXFB_2lilLz1KrhUag
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https://disrupthr.co/vimeo-video/keep-the-apple-just-give-me-the-seed-dr-paul-charles-disrupthr-talks/

QUALITY ASSURANCE – DR. JOHAN VAN ROOYEN (SOUTH AFRICA)

https://eiu.ac/our_team/dr-johan-van-rooyen/
https://web.facebook.com/johan.vanrooyen.1042
https://www.linkedin.com/in/johan-%E7%80%9A%E9%BE%99-8a871428/

TECHNOLOGY SUPPORT & INTEGRATION – MR. CHRISTIAN MANAOT (THE PHILIPPINES)

https://www.linkedin.com/in/christian-manaoat-63948a142/
https://eiu.ac/our_team/mr-christian-manaoat/

PASTORAL CARE & LEARNING SUPPORT – MS. TINA YANG (CHINA)

https://eiu.ac/our_team/ms-tianna-yang/
https://www.bsm.ac.th/member/ms-tina-yang/
https://www.linkedin.com/in/tina-yang-42542220/

CONTENTS DEVELOPMENT – MR. ROBERT PARK (UNITED KINGDOM)

https://www.bsm.ac.th/member/mr-robert-park/
https://eiu.ac/our_team/mr-robert-park/
https://www.linkedin.com/in/robert-park-8b6610a0/

COMMUNITY ENGAGEMENT – MS. DANISH BATOOL

https://www.linkedin.com/in/danish-batool-441558159/

BLOCKCHAIN CONSULTING & ARCHITECTURE PLANNING

Techspeedy, London, United Kingdom
https://t.me/techspeedy
https://www.facebook.com/techspeedyofficial

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LOLTOKEN RELATIONS / WAYS TO CONTACT US

For inquiries please contact our CEO Dr. Edward Roy Krishnan or any member of the main strategic team

Learn more about us, join & follow us here:

info@loleiu.io
Telegram https://t.me/joinchat/G1P6Ag0hh6lVrk0pvRx1mA
Twitter: https://twitter.com/coin_lol
https://bitcointalk.org/index.php?topic=5134930.msg50728278#msg50728278
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https://www.quora.com/profile/Lol-Contact

LOL EIU.AC HEADQUARTER
66 AVENUE DES CHAMPS ELYSÉES 75008 PARIS
+33188320435