



DEXART TOKENOMICS

Building the economy of a metaverse



What is happening on the internet today



Generation Alpha

Born in 2008-2010, digital-natives, they will become the main buying force on the Internet in 5 years.



Brands and companies

Businesses that want to interact with the current audience more effectively and reach new customers.



Opinion leaders

Content creators whose main value is their fan base, followers, subscribers.

Problems of these audiences



Generation Alpha

They spend most of their time in 3D worlds — in video games. They don't need "flat feed" social networks. For them, involvement, the effect of presence, and interactivity are important.



Brands and companies

Traditional advertising is losing effectiveness, the audience is aging and losing purchasing power, and getting the attention of potential customers is becoming increasingly difficult.



Opinion leaders

The fight for the audience is getting tougher, it is difficult to monetize the audience, the audience belongs to the platform, not the opinion leader.

DEXART solves these problems

DEXART Metaverse — a new
generation social network

Users

enjoy spending time in this 3D world, explore it, play games, communicate with each other and opinion leaders.

Brands and companies

get maximum attention from their audience and find new customers.

Opinion leaders

truly own their audience, it is impossible to take it away from them. Here it is much easier to monetize the audience and content.



A man and a woman are standing in a futuristic, neon-lit metaverse environment. The man is wearing a blue shirt and jeans, and the woman is wearing an orange top and a grey skirt. They are looking up at a large, glowing 'DEXART' logo that is part of a larger digital structure. The background features a modern building with large windows and a sleek, dark car parked nearby. The overall atmosphere is vibrant and high-tech.

DEXART

DEXART generates attention

In the DEXART metaverse, the attention of users does not dissipate

- ✦ It can be measured
- ✦ It can be controlled
- ✦ It can be monetized



DXA token

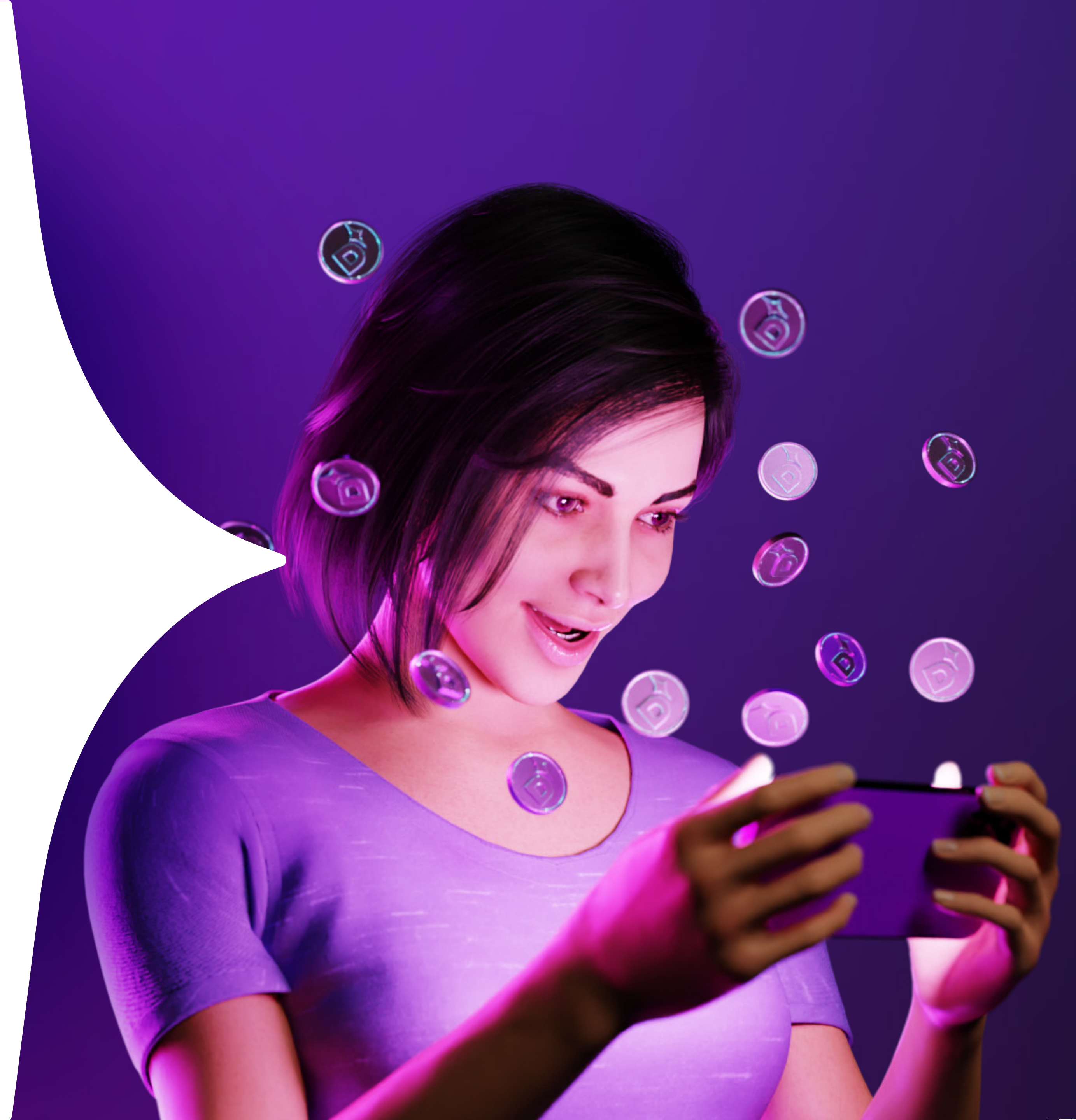
The DXA token is a cryptocurrency backed by the attention of users of the DEXART metaverse.

The issue of tokens is conditional. It occurs when the user spends time in the metaverse, interacts with it and performs active actions.



DXA token

Brands buy attention of users (DXA token) in order to get high-quality interaction with the audience. Liquidity from brands is distributed among users as a reward for their attention.





Minting of the token

DEXART is a unique metaverse that operates according to its own laws and mechanics. The emission of DXA tokens here occurs only when users pay attention to the metaverse. Therefore, the production and staking of tokens are associated with special mechanics.

Users create the tokenomics of the metaverse with their own actions.





Minting of the token

DEXART has a TPF — Token Production Factory.

Here you can produce tokens by activate energy units. Users purchase energy units. Units are sold in blocks.

By purchasing a unit, the user has the opportunity to produce DXA tokens. The user also receives an NFT gift — a symbol of participation in the creation and maintenance of DEXART tokenomics

Minting of the token



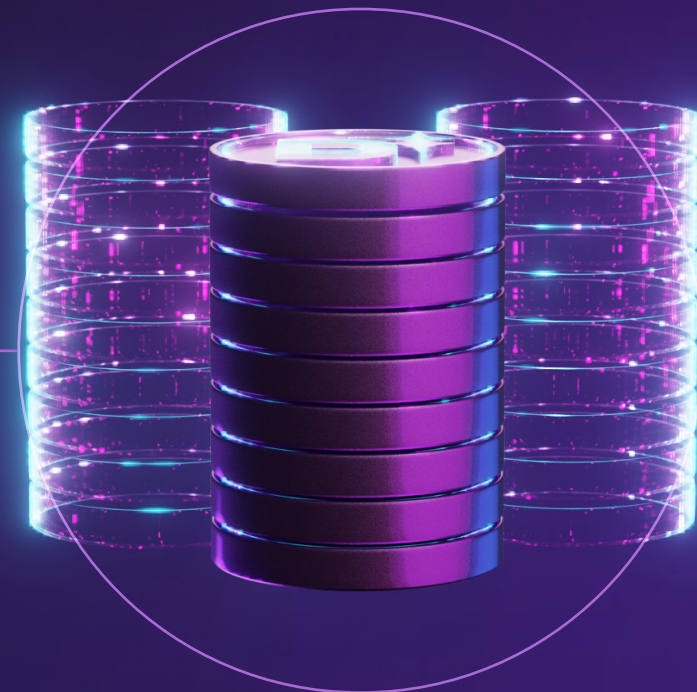
Users load energy units into TPF



TFP starts to produce DXA tokens



Tokens are accumulated in the user's warehouse



The warehouse has a finite capacity



If the warehouse is full, no tokens are produced



The user collects tokens from the warehouse

Spending your tokens



Increasing storage
capacity



Spending them in DEXART
(buying/renting land, NFT,



Selling them on
the exchange



Buying new energy
units — restaking



Economy

Users participate in the creation of the world DEXART economics:

- ✦ **With their attention**
spending time on game mechanics
- ✦ **With their liquidity**
buying energy units
- ✦ **By their community**
attracting new users

In return, users receive DXA tokens. They return most of the tokens into circulation; buy parcels, playing games, buy game items.

The emission of tokens occurs gradually. This guarantees the smooth and stable development of the world economy.





Tokenomics

Brands purchase the tokens of the of DEXART audience's attention.

Brands use tokens to pay for placing branded content into DEXART.

Content is created by authors, creators and teams. They sell it for DXA.

Attention tokens are used to reward users for interacting with branded content, for example, completing quests.

This way DEXART users explore the world and earn tokens.

Roadmap



Q4 2022

- Token production launch
- Staking launch



Q1 2023

- Lootboxes mechanics
- Launch of quests on DEXART world map
- Launch of DEX Farm - plant&earn game
- Launch of marketplace
- DXA Listing



Q2 2023

- Launch of rent feature for parcels and spaces



Q3 2023

- Payouts of copyright rewards
- Holding world events
- Placing ads in the world



2023-2024

- Opening of DEXART 3D world



Let's build
Dexart
tokenomics together!

Join our community
and follow the updates and announcements

