KN WLEDGE PROCESS

LITEPAPER



Presentation 2025



Esplanade de Pont-Rouge 9a 1212 Grand-Lancy, Geneva Switzerland



Knowlegde Process and its \$KNO token

A Hybrid and Decentralized Learning Ecosystem

Knowledge Process is a certified hybrid learning and teaching ecosystem, based on a Learn-to-Earn model, offering a tokenized environment dedicated to autonomous, decentralized, and personalized training. This document will outline the various aspects of the project, including our mission, the product, the tokenomics, and our roadmap.

Mission Statement

Knowledge Process is revolutionizing education by creating a decentralized and adaptive learning ecosystem where every student and teacher can thrive. Through our tokenized Learn-to-Earn model and Al-driven personalization, we make quality education accessible and rewarding for everyone, while fostering a community of continuous growth and knowledge sharing.







Product





Our platform will be accessible via web, iOS, Mac, and PC. Each registered user, after identity verification (KYC), will have access to a wide range of training content across all disciplines, all levels, and all languages.





Decentralized and Autonomous Learning

Thanks to an integrated application suite, learning goes beyond the boundaries of our platform. Autonomous agents will quantify, report, and reward acquired knowledge while navigating the web, allocating students a corresponding amount of tokens based on the knowledge they have integrated.





Al-Driven Personalization

In partnership with a Machine Learning research program with CNRS (Al Search / Sequencia), our platform will adapt in real time to each user based on their individual characteristics (language, disabilities, pedagogical learning preferences, etc.). speed, The autonomous agent will also be able to track the content the student consumes outside of the Knowledge Process platform and evaluate the knowledge gained. Test questions and rewards may also be unlocked in the student's profile through this monitoring by our Al agent.



Product





\$KNO Tokenized Model

The \$KNO token is fundamental to our ecosystem. It is not only an investment vehicle for participants in the TGE, but also the cornerstone of our ambition for a "Decentralized Universal School". Through the tokenomics of Knowledge Process, students, trainers, sponsors, and investors all find value. A virtuous circle of mutual support, sponsorship, learning, and personal enrichment is the vision we propose for the school of tomorrow.





Learn-to-Earn Rewards

Learning with our platform rewards students at every stage of their educational journey. Courses, training, and Al-generated content create \$KNO tokens that are distributed in real time to the user. These tokens can be used to invest in their education, sponsor other students, or participate in the governance of partner programs through integrated staking and DAO mechanisms.





Rewards for Trainers

Trainers and training organizations earn \$KNO tokens by offering partner courses and content, thanks to an Al model that quantifies student engagement in real time. They receive a portion of the course sale price, as well as a share based on student progression and the time spent on the content.



Product





Sponsorship and Student Tracking

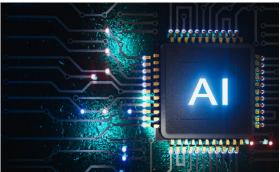
Sponsors can fund programs or students and earn \$KNO tokens when their students reach milestones or obtain certifications. Ultimately, sponsoring a student for a full course will allow sponsors to recover the initial sponsorship cost in tokens.





Early investors earn through staking their tokens and can influence the strategic direction of the project via decentralized governance.









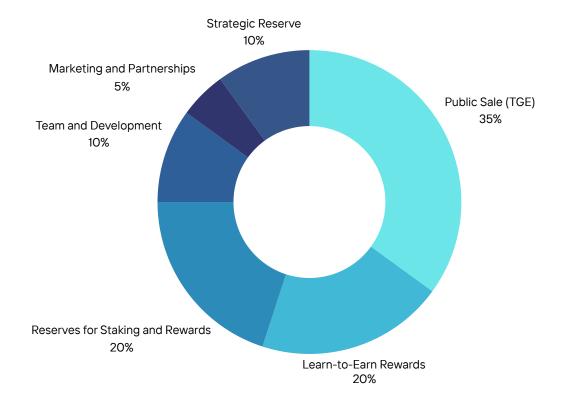
Tokens quantity

To support our project, we have allocated a total supply of 2.5 billion (2,500,000,000) \$KNO tokens.

Emission Mechanism

The \$KNO tokens will be issued on the Polygon blockchain (Ethereum Layer 2) as ERC-20 tokens. Here are the key steps of the issuance:

- 1. Public Sale (TGE): 35% of the total supply (875 million \$KNO)
- 2. Learn-to-Earn Rewards: 20% of the total supply (500 million \$KNO)
- 3. Reserves for Staking and Rewards: 20% of the total supply (500 million \$KNO)
- 4. Team and Development: 10% of the total supply (250 million \$KNO)
- 5. Marketing and Partnerships: 5% of the total supply (125 million \$KNO)
- 6. Strategic Reserve: 10% of the total supply (250 million \$KNO)





Token Allocation

- Public Sale (TGE): 35% (875 million \$KNO
 - o **Goal**: Raise funds for the development of the platform and the growth of the ecosystem.
 - o **Use**: Allocation to TGE participants at a predetermined price.
- Learn-to-Earn Rewards: 20% (500 million \$KNO)
 - o Goal: Reward users for their learning activities and engagement.
 - o **Use**: Automatic distribution to students based on their progression, course completions, and milestones reached within the platform.
- Reserves for Staking and Rewards: 20% (500 million \$KNO)
 - o **Goal**: Encourage staking and reward active participants in the governance of the project.
 - o **Use**: Automatic distribution to participants based on their staking activities, governance involvement, and contributions to the ecosystem.
- Team and Development: 10% (250 millions de \$KNO)
 - o Goal: Fund the development team, researchers, and operations.
 - o **Use:** Distribution to team members with vesting periodes to ensure long-term commitment and alignment with the platform's growth and success.
- Marketing and Partnerships: 5% (125 million \$KNO)
 - o Goal: Fund marketing initiatives and strategic partnerships.
 - o **Use:** Marketing campaigns, collaborations with other platforms, and partnerships with educational organizations to expand the Knowledge Process ecosystem and attract new users.
- Strategic Reserve: 10% (250 million \$KNO)
 - o Goal: Create a lever for stabilization and growth.
 - o **Use**: Sponsoring projects, token buybacks, expansion, and strategic partnerships to ensure the long-term stability and scalability of the Knowledge Process ecosystem.



Tokenomics Principles

Learn-to-Earn Model

- o **Quantification of Knowledge Acquired**: The integrated Al quantifies students' progress in real time. Every learning activity generates \$KNO tokens, which are redistributed to participants based on their achievement and engagement.
- o **Automatic Distribution**: Tokens are issued and automatically distributed through smart contracts connected to the AI system, ensuring seamless and transparent rewards.

Staking and Governance

- o **Staking**: \$KNO token holders can stake their tokens to earn interest and help stabilize the token's price.
- o **Decentralized Governance (DAO)**: Stakers participate in governance through a DAO, where they can propose and vote on key platform decisions, shaping the future of the ecosystem.

Rewards for Trainers

- o **Revenue Distribution**: Trainers earn \$KNO tokens based on the amount of time students spend engaging with their content.
- o **Incentive for Quality**: Trainers are motivated to produce high-quality content to attract and retain students.

Sponsorship and Student Tracking

- o **Sponsorship Program**: Sponsors can fund students or programs and earn \$KNO tokens when students reach key milestones or earn certifications.
- o **Cost Recovery**: Sponsors can recover their initial investment in tokens based on student performance.

Use of Tokens

- o **Course Payment:** Students can use their \$KNO tokens to pay for additional courses, access premium content, or sponsor other students.
- o **Market Exchange**: \$KNO tokens can be traded on exchange platforms, providing liquidity and allowing users to convert their earnings into other assets.



Token Stabilization and Appreciation Mechanisms

Knowledge Process Performance Index (KPPI)

- o **Description**: The KPPI includes factors such as the project's growth, the price of \$KNO, student performance, and the number of active students.
- o **How it works**: Calculated regularly on-chain, the KPPI influences the amount of \$KNO distributed as rewards.

Burn Mechanism

- o **Description**: A fixed percentage of transactions on the platform is burned, reducing the circulating supply of tokens.
- o **How it works**: 0.1% of each transaction is burned, creating a gradual scarcity of tokens.

Staking with Progressive Rewards

- o **Description**: Staking offers rewards that gradually decrease over time to encourage long-term commitment.
- o **How it Works**: The initial staking periods provide high rewards, which decrease progressively as time goes on, incentivizing continuous participation while promoting long-term engagement.

Performance-Based Rewards

- o **Description**: Rewards are adjusted based on the performance of students and trainers.
- o **How it works**: Students who reach milestones or achieve high grades receive bonus \$KNO tokens as rewards for their accomplishments.



Token Stabilization and Appreciation Mechanisms

Token Buyback Program

- o **Description**: A portion of the revenue generated by the platform is used to buy back tokens from the market.
- o **How it works**: The tokens purchased can either be burned to reduce supply or held for future distributions.

Partnerships and Use of Tokens

- o **Description**: Expanding Token Use Beyond the Platform.
- o **How it works**: \$KNO tokens can be used to pay for services on partner platforms, increasing their utility and demand.





Roadmap

January 2025: Launch of the TGE (Token Generation Event)

Q1 2025

Launch of the AI agent and interface alpha version (alpha testers = early investors) TGE: start of round 2

Submission of MICA file

Q3 2025

Launch of V1 Knowledge Academy in partnership with Octagy (French certified training organization Qualiopi) for the release of version 1 of the gamified learning platform Knowledge Academy (iOS, Mac, PC). Release of Cliff Round 2 Vesting for 3 months





Q2 2025

End of TGE
Listing of \$KNO on a CEX voted by
the community
Listing of \$KNO on multiple DEXs
voted by the community

Q4 2025

Release of V1 of the "Knowledge Interfacing Autonomous Agent" enabling full customization and adaptation of each individual's learning mode based on their unique characteristics.
Release of Cliff Round 3
Vesting for 3 months



Q1 2026

Commercial rollout in Europe, addition of training partners. Launch of sidequests and start of the "KNOwards" reward ceremonies.



Q2 2026

Partnerships with educational institutions and governments, participation in conferences.

Q3 2026

Release of V2 Knowledge Academy with one year of data, continuous improvements, and feedback.



Release of V2 of the autonomous agent with one year of data, continuous improvements, and feedback. Knowledge Process (\$KNO) positions itself as an innovative and sustainable solution for education, combining blockchain technology, artificial intelligence, and a fair economic model for all participants.





Team



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Time is Knowledge



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