

**ALI**

**Facial and Voice (NLP) Interactive Response**

**based**

**Brain Power Agent**

**Qualitative Brain Power**

**for**

**The Pursuit of Happiness**

**from**

**The Children Multiverse**

**using**

**The Native Eden Metaverse**

**on**

**The Planet Earth**

**by**

***MurtazAI Foundation***

**July 1, 2024**

**Our next generations must do it in real-time augmented reality in the sovereign multiverse.**

**Chill White Alert**

Power is for the kind only.

**Agenda**

We Qualitatively tokenize brainpower metrics and energize the brain (the folded sheet originating through stem cells) power in children between the ages of two and six, when their nature is borne as a unique identity.

**Vision: Spark of Life - From the Black to a White Mirror**

- Electrify the impulses to the maximum throttle of neurotransmitters
- A negative charge keeps the creatures alive
- Electrons always revolve around protons trying to escape from the orbit
- **Savior of net energy and impulsive transformation of negative net energy into positive charge**
- Time travels from a black-frozen universe toward the white heat
- **Control** of the **alternatives** with **robotic shifts**

**Initiative**

Charity begins with yourself.

**Mission**

- The switch from black to white
- Open stairways to harmony
- Life exists beyond imagination
- Autonomous futures metaverse

**Achievements**

The commitment with contentment.

**INTENT**

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## 1. Value Proposition

### *Value Add-ons*

- 1) Proof-of-Health consensus algorithm

### *Beneficiaries*

- 1) **Kids of new age**
- 2) **Kindergarten educators**
- 3) **Educational institutions**
- 4) **Universities and colleges**

## 2. Vertical Limit

- 1) Metal development including
  - a) Personality trait attributes (for kids aged two to six years)
  - b) Intelligence Quotient (IQ) (for kids aged two to six years)
  - c) Cognitive behavior (for kids aged two to six years)
  - d) Criteria (for kids aged six to eight years)
  - e) Subjective (for kids aged eight to fourteen years)

## 3. Background

Over time, human brain power has been recognized as the most precious asset in the world. We quantify humane metrics as the behavior of a human. These metrics are further refined to get a vertically narrowed value, ultimately retrieving a single value of brainpower. We feel sorry for the facts of the current world like beauty favors the beast in infinite nature. Still, mankind believes in conservative thoughts like axes and sledgehammers.

## 4. Introduction

### **4.1. The Gap**

Talent is built with nature and environmental stimuli. Nature is born between the ages of two and six, and the environment around them trains humans. Adaptability is a huge research gap yet to be filled. We merge Metaverse gaming with Natural Language Processing (NLP) to devise reinforcement learning to elevate kids' brain power. We introduce an interactive agent bot tutor for subjective education.

## 5. Brainpower-driven Economics on Blockchain

### **5.1. Brainpower Metrics**

Brainpower and focus are measured through digital psychometric platforms, which quantitatively represent psychometric analysis. Brainpower Metric represents the quantifiable scale of a kid's behavior. Our ledger system is based on the assessment streams, integrated with the quantification engine. The values on the quantified scales are used to identify gaps towards the desired goals. Metaverse gaming is used for human data training using reinforcement learning.

## **5.2. Brainpower Agent (ALI)**

A Brainpower Agent (ALI) represents a single value derived from the brainpower metrics. The dictionary meaning of ALI is rise. The value keeps on changing with the live feed. Currently, ALI represents the level of focus in the desired/subject vertical. The value of ALI increases with the removal of the conservation of thoughts and the preservation of directed energy.

## **5.3. Roadmap**

- 1) January 2025
- 2) July 2025
- 3) January 2026
- 4) July 2026

# **6. Business Portrait**

## **6.1. Competition**

Slow and steady without competition. Currently, there are zero competitors in the market.

## **6.2. Key Team Members**

- 1) To Be Announced (TBA).

# **7. Token Launch**

## **7.1. Token Distribution**

TBA.

## **7.2. User Growth Pool**

## **8. Future Work**

In the future, we will work on integrating psychometric assessment tools using talent-based metrics. The data will be mined and fine-tuned metrics of specialized specific values for competency analysis will be recognized as cryptocurrencies. Future currencies will include Brainwave (BRV), PersonALity traits (PLT), Subject Matters (SMX), and more concrete currencies with live data coming from the live feed. These currencies will concretely address specific verticals.