Key Info Disclosure **Profile** On-chain Blog

Report Date **2020-10-26**

EN

Singapore
CrossAngle Pte. Ltd.

Profile Report (Public)

Dvision Network

Cayman Islands
(Country or jurisdiction of incorporation)

355840171365
(Entity Registration Number)

Seoul, South Korea
(Address, including zip code, including area code, of principal executive offices)

TABLE OF CONTENTS

WHERE YOU CAN FIND MORE INFORMATION

Readers and others should note that the company announces material information to the public using the company website, press releases, public conference calls, and webcasts. They may also use the following social media channels as a means of disclosing information about the company, products, planned financial and other announcements and attendance at upcoming investor and industry conferences, and other matters.

Channels	Address
Company Website	http://dvision.network/
Main communication channel	kakaotalk
Twitter	https://twitter.com/dvision_network
Company Blog	https://blog.naver.com/dvision_network
Facebook	https://www.facebook.com/Dvision-Network-119255129870212

Linkedin	https://www.linkedin.com/company/dvision-network
Github	
Reddit	
Telegram	https://t.me/dvision_network
WeChat	
KaKaoTalk	https://open.kakao.com/o/gBOQAQlc
Custom Link	

The information posted through these social media channels may be deemed valid. Accordingly, the public should monitor these accounts and the blog, in addition to following company press releases, conference calls, and webcasts. This list may be updated from time to time and these channels may be updated without notice.

PART I. Corporate Profile

ITEM 1. Basic Corporate Profile

Official Company Name	Dvision Network
Establishment Date	2019-12
Jurisdiction of Incorporation	Cayman Islands
Principal Office Location	Seoul, South Korea
Address of Official Company Registration	10 Market Street, Suite 140, Camana Bay, Grand Cayman KY1-9006
Company Name for Website Display	Dvision Network
Description of Company	Dvision Network is totally new virtual reality content that utilizes blockchain technology, which extracts the synergies of VR-Blockchain convergence. Dvision Network presents a new virtual reality world that can lead an affluent life at the very center of the ICT based fourth industrial revolution.
Company Website	http://dvision.network/
Whitepaper Link	http://dvision.network/paper/dvision_Whitepaper_eng_ver.1.0.pdf
Mission and Vision	The Dvision team aims to bring innovation to the VR market by addressing the issues mentioned above, thereby creating a new VR content ecosystem utilizing blockchain technology.The Dvision team presents the following directions to develop and further cultivate the VR industry, by offering an ecosystem with three primary services, based on more than five years of experience in conducting VR business and 153 VR franchise opening experience: High-Quality Content: VR-City VR-City is a public space, where you can experience various VR content, such as gaming, shopping, education and you can even visit different exhibitions here. Customizing a VR Space : VR-Space VR-Space is a feature, where business owners, designers, store owners, and other regular users can create a personalized virtual space according to their own preferences. VR Ecosystem Expansion: VR-Market VR-Market is a platform, where various VR items are traded. Those items are developed directly by the user or designed by the third-party designers, if requested.

ITEM 2. Team

2.1 Executives & Founders

The following sets forth certain information regarding the company's executive officers and founders, their details and positions as of 2020-10-26

Um Jeong Hyeon

Position Title	CEO
Short Bio	- An expert in conducting multiple franchises, such BAD VR, Bad Dog with 17 years of experience - Experience in development /ownership of VR curved rooms
Experience	
Education	
Company e-mail	ceo@dvision.network
Social	

Jang JaeSuk

Position Title	CTO
Short Bio	KAIST (Bachelor of Electrical Engineering) KAIST (Master of Digital Image Processing) Professor of Electrical Engineering at the Naval Academy Samsung Electronics VD Division
Experience	
Education	
Company e-mail	cto@dvision.network
Social	

Hong SeongChan

Position Title	CLO
Short Bio	Seoul National University Alumni (Department of Law) EzLawFirm (Managing Partner) (Passed the 43rd Bar Exam)
Experience	
Education	
Company e-mail	clo@dvision.network
Social	

2.2 Engineering Team Leaders

The following sets forth certain information regarding the company's development and engineering leaders, their details and positions as of 2020-10-26

JaeSuk Jang

Position Title	CTO
Short Bio	KAIST (Bachelor of Electrical Engineering) KAIST (Master of Digital Image Processing) Professor of Electrical Engineering at the Naval Academy Samsung Electronics VD Division
Experience	
Education	
Social	

2.3 Advisory

The following sets forth certain information regarding the company's advisories, their details and positions as of 2020-10-26

YongHee Kang

Company	
Role of Advisor	Seoul National University (Electrical Engineering) Cowon System Co., Ltd (Deputy Director) Pirline Technology Research Institute, Inc. (Director) BFlySoft Co., Ltd (Service Development Officer) Baelleobseu Co., Ltd (Senior Researcher) BluBird Co., Ltd (Senior Researcher)

JaeHwan Kim

Company	
Role of Advisor	KAIST (Bachelor of Electronic Engineering) KAIS (Master of Wireless Communication) Electronics and Telecommunications Research Institute (ETRI)

WoongGi Park

Company	

Role of Advisor	Seoul National University (Landscape Architecture) D-Square Co., Ltd Samsung C&T Resort Division (Lanspace Project) Korea Land & Housing Corporation (LH)

DaeWon Ko

Company	
Role of Advisor	KAIST (IT Business Management) Seoul National University (Engineering Education) Hyundai Motor Company (HRM)

YoungBae Ju

Company	
Role of Advisor	Yonsei University (Bachelor of Computer Science) JoyMTech (CEO) MediVenture (CTO) XCE (CTO) Mappers Map (Data Business Director) Sejong University (Professor) NineVR (Advisor)

SeoWoo Lee

Company	
Role of Advisor	The online distribution company, Woo (CEO) First President of the National VR Union

2.4 Organization Structure

The following sets forth certain information regarding the structure of the company as of 2020-10-26

Name of Department/Group/Office/etc.	Number of Full-Time Staff	Number of Part-Time Staff	Head of Department (Maybe left blank)
Dvision Network	10	3	
Total	10	3	

PART II. Business Information

ITEM 1. Industry Classification

	Not Applicable
Sector	Technology
Industry	Software and Services
Sub-industry	IT and Blockchain Services
Categories	1. Interoperability

ITEM 2. Industry Description

2.1 Industry Overview

Virtual Reality (VR) refers to a specific environment or situation, or technology itself created by the artificial technology, which is a mere simulated and virtual experience that can be similar to or completely different from the real world. Here, the created virtual environment or situation stimulates the user's five senses, allowing them to have a real-life, spatial and temporal experience, freely moving in and out of the boundary between reality and imagination. In addition, users can not only immerse themselves in virtual reality, but also interact with elements implemented in VR, such as operating or issuing commands, using real devices. VR is distinct from unilaterally implemented simulations in that it allows interaction with other users and creates user experience.

The core ideology of VR technology is to implement perfect imaginary reality in the eyes and minds of people and to give them a sense of immersion to that extent so that they feel almost no difference in virtual and actual reality. Thus, Dvision Network aims to provide them an unprecedented experience, making users feel like they are in a new world, where they can experience a variety of content.

2.2 Recent Trends

(1) Global VR Market

The VR industry is going through significant positive changes as domestic and foreign IT companies are expanding their investments in VR tech in response to the evolution of the 5G and arrival of the cloud era. According to a report by the ITP, the big IT enterprises like Facebook, Microsoft, Sony, and HTC commenced investing a lot in VR technologies. However, in the Korean market, the VR is mainly being developed by three primary telecommunication companies (SK, KT, LG U+).

Facebook acquired Oculus, a VR headset company, in 2014 and made its debut in the VR market

Sony is planning to strengthen its dominance in the VR market by utilizing its presence in the video game market by Q2 of 2020

HTC plans to reduce investment in its smartphone business in October 2019 and focus on both human resources and investment funds on VR

Republic of Korea is going to create VR market environment based on 5G infrastructure

2.3 Target Market Size

Given the fact, that VR devices are continuously developing and progressing, VR-related content market is also exhibiting an upward sloping trend. Encompassing from mere small VR configured rooms up to the VR theme parks (large complex cultural spaces), the new VR pieces of content are continuously emerging, thus market research institutes are accordingly predicting that the size of VR industry will develop and increase exponentially. According to SuperData, a U.S. market research company, Global VR markets as of 2018 were estimated to be worth $4.5 billion (approximately 5.04 trillion KRW), both software and hardware markets, which by the next year has doubled in comparison to 2018, increasing up to $9.6 billion (approximately 10.75 trillion KRW) and reached $14.5 billion valuation (approximately $16.5 trillion KRW) by 2020.

2.4 Target Customers

The Dvision Team will establish Dvision Network and provide reliable VR content payment data through Dvision Network to ①VR Content Developers, ②VR Content Consumers, ③Advertisers, so that they will grasp and opportunity to build an efficient ecosystem to collaborate with each other. In fact, the blockchain network eliminates the risk of data tampering (forgery) due to the presence of smart contracts, thus Dvision Network participants are enabled to gain their rewards according to their contributions, without necessity of going through the complicated processes, which certainly lays out a solid foundation for the formation of a healthy ecosystem. By implementing this, Dvision Network forms an environment where each participant can focus on his or her purpose and build a new interconnected virtual reality world.

2.5 Competitors

2.5.1 Existing Industry Competitors

The following sets forth certain information regarding the company's conventional competitors already established within the industry as of 2020-10-26:

MARK.SPACE

Description	3D, VR, and AR-compatible alternative reality. Available in any browser, without pre-installation or registration.

2.5.2 Token Project Competitors

The following sets forth certain information regarding the company's competitors that have implemented Token economics as of 2020-10-26:

Decentraland

Token Symbol	MANA
Network Type	ETH
Description	Decentraland is a virtual reality platform powered by the Ethereum blockchain. Users can create, experience, and monetize content and applications. Land in Decentraland is permanently owned by the community, giving them full control over their creations. Users claim ownership of virtual land on a blockchain-based ledger of parcels. Landowners control what content is published to their portion of land, which is identified by a set of cartesian coordinates (x,y). Contents can range from static 3D scenes to interactive systems such as games.

ITEM 3. Project's Business Model

3.1 Business Description

3.1.1 Revenue Model

Dvision Network generates revenue from the following fees for using platform services:

Content Payment Fee
Content providers will provide a variety of pieces of content on VR-City. In return, users will have to pay DVI tokens to gain access to the content, whereas a certain portion of the payment will be used as payment fee receivable by the Dvision Network.

Space Lease Fee
In order to be allocated with a virtual space in VR-Space and VR-City, you must stake a certain amount of DVI tokens. Once you stake a certain amount of DVI tokens, you will be able to use the virtual space, and you can also unstake your tokens and a certain percentile will be charged as a commission fee. Fees incurred at this time are proportional to the space utilization period and can be charged up to 3% of the maximum staked token amount.

Item Sales Fee
The basic items offered by the Dvision team will be sold at VR-Market. This package of items consists of essential items that early users will need to use. The 80% of the items' sales revenue will be paid as commission to Divsion Network, with the remaining 20% to be used for the maintenance of the ecosystem.

Advertisement Fee
In order to conduct marketing campaigns in VR-City, advertisers must pay advertising fees in the form of DVI Tokens. Advertising fees vary depending on the number of advertising exposures, location of exposure, and number of views. Advertisers will pay advertising fees to VR-City's space owners, where advertising fees are paid to the consumers and VR-Space owners, excluding the separate Division Network fees.

3.1.2 Platform or Application Overview

General platform description

Dvision Network is totally new virtual reality content that utilizes blockchain technology, which extracts the synergies of VR-Blockchain convergence. Dvision Network presents a new virtual reality world that can lead an affluent life at the very center of the ICT based fourth industrial revolution.

Functions of the solution

Dvision Network is a new VR content ecosystem that utilizes blockchain technology, and it aims to create an efficient VR world of a totally innovative and new concept, by addressing the omnipresent problems emerging in the VR industry. Dvision Network will develop and contribute to the VR industry in the following way:

High-Quality Content: VR-City
VR-City is a public space, where you can experience various VR content, such as gaming, shopping, education and you can even visit different exhibitions here.

Customizing a VR Space: VR-Space
VR-Space is a feature, where business owners, designers, store owners, and other regular users can create a personalized virtual space according to their own preferences.

VR Ecosystem Expansion: VR-Market
VR-Market is a platform, where various VR items are traded. Those items are developed directly by the user or designed by the third-party designers, if requested.

In regards to the aforementioned, Dvision Network proposes a system in which the platform's participants can receive rewards by simply performing their roles in the platform. The participants in the Dvision Network's new VR ecosystem can contribute to the expansion of this ecosystem by experiencing it through the content production & provision, thereby earning rewards for their activities in the platform.

User pain points

Besides, the majority of experts in the VR industry mutually agree upon the fact that VR devices have been developing exponentially in recent years. Although the VR hardware market is growing in fast pace, the supplementary and most crucial thing, per se VR content market is not developing in the same strain. Behind the spectacular growth of the VR market exists the shadow that pinpoints the lack of decent VR content, illegal content piracies and copyright infringements. Unfortunately, the VR content, which would combine the features, such as user convenience, necessity and immersability are currently not available, and due to that, the VR market is severely underperforming and not realizing its potential. The market is underperforming also due to the presence of unauthorized distribution and provision of content, infringing the copyrights of the content creators. In overall, these causes and actions are leading to a formation of a vicious cycle, that further reduces the investment inflow into the VR industry, that certainly complicates its further growth.

3.1.3 Product/Service Line Description

· VR-City

VR-City is a collection of numerous VR-Spaces. It is an open VR world where members of the ecosystem of Dvision Network can freely participate. Various VR content providers will participate in VR-City to provide content for the users. Many existing offline operators, including education, games, entertainment, F&B, medical care and cultural life, will become VR content providers to VR-City. Initially, the Dvision Network team will take the initiative in attracting and developing various pieces of content, and in the future, it will add several development tools and create an environment where developers can participate by creating various contents and services to be registered, thus contributing to the expansion of the entire ecosystem.

· VR-Space

VR-Space is an essential comprising element of VR-City, per se a virtual reality world of Dvision Network. Participants of Dvision Network can be allocated with a personalized VR space known as VR-Space. Only those that are provided with accessibility can have access to the VR-Space, and they can personalize the interior of the space according to their preferences.

· VR-Market

VR-Market is a platform where various VR items are traded. There are fundamental items that are provided by the Dvision Team, yet developers can also produce and sell unique 3D items. Users can also request developers to create items according to their own preferences. Here, Non-Fungible Tokens (NFT) are used in the VR-Market to protect the value and ownership of both basic and customized items.

3.1.4 Competitive Advantage

The Dvision team will engage in partnerships with companies that are providing existing VR services. NINE VR, a VR cafe that has franchises nationwide, will become a pioneering and core partner of Dvision Network, that will cooperate in all the stages. NINE VR will participate in Dvision Network based on its experience in VR business, that accounts for more than five years and experience in opening 153 franchises. NINE VR received two patent registrations for its original technology and directing method for space, and it has differentiated strengths by applying them to franchises. The implemented VR technology and various content infrastructure provided by NINE VR will play a key role in building a successful ecosystem for Dvision Network.

3.1.5 Intellectual Property

No Input

3.2 Partnerships

▸ NINE VR

Counterparty Website	http://ninevr.com/
Counterparty Description	NINE VR established the BAD VR corporation, starting with Bad Dog with 120 franchises, and is currently continuing its VR franchise business nationwide through NINE VR rebranding. NINE VR received two patent registrations for their creative technology and directing method for space, and applied them to franchise businesses by formalizing them. Currently, It is actively engaged in business collaboration with many partnering companies that are currently producing content and research systems, and it also participates in VR and AR industries that are spreading in various forms throughout society. The patented open-style space design and the two sided 270° curved screen are the signature of NINE VR and the point of uniqueness in comparison to other VR cafes. Through the world's first open-style VR Game, both the game user and user's guest can enjoy the game together with large curved screens on both sides allowing the user to be fully immersed in the game.
Applicable Dates	
Does this partnership has an expiration date?	No
Revenue Generation	No
Expected Revenue (USD)	N/A
Partnership Description	Dvision Network presents the following use cases where VR can be applied with infinite virtual possibilities in different industries. This is actually being serviced by NINE VR and will play an important role in the initial stage of the VR content ecosystem of Dvision Network. - VR Game - VR Theme Park - Military Education - MICE Industry
Expected Benefits to Project Team	
Expected Benefits to Counterparty	

▸ IOST

Counterparty Website	https://iost.io/
Counterparty Description	IOST is an ultra-fast, decentralized blockchain network based on the next-generation consensus algorithm "Proof of Believability" (PoB). Led by a team of proven founders and backed by world-class investors, IOST strives to become the underlying architecture for online services that meet the security and scalability needs of a decentralized economy. IOST aims to develop a blockchain platform that improves efficiency and scalability issues by building an infrastructure that enables high-speed transactions. Since the launch of the mainnet last year, IOST has set up an ecosystem with more than 400 node partners around the world, and has more than 70 DApps in the platform, that are

currently active. The company is also showing a speed of over 8000 TPS (per second) even after the mainnet.

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Applicable Dates	2020-09-04 ~ 2020-09-05
Does this partnership has an expiration date?	No
Revenue Generation	No
Expected Revenue (USD)	N/A
Partnership Description	

The blockchain-based VR content platform, Dvision Network officially announced an establishment of a strategic partnership with IOST. The partnership between Dvision Network and IOST will bear a strategic bilateral cooperative manner in terms of further development of blockchain technology, and the Dvision Network will join the IOST node to further contribute to the expansion of the decentralized ecosystem. Throughout this strategic partnership, both parties will further accelerate the growth of the decentralized systems and will gain synergies from the employment of mutual assets and bilateral cooperation in the business and technological areas. The partnership between Dvision Network & IOST will be extended into the following areas:

Technological Assistance

The Dvision Network will integrate the IOST assets in its platform, enabling IOST users to access the payment system within the Dvision Network with their existing IOST coins (P2P transactions enabled with the usage of IOST coins). Through this collaboration, existing IOST users and new users will be able to store and manage their IOST-based assets in the platform of the Dvision Network in order to access its functions, such as VR-Space & VR-City & VR-Market.

Business Development & Marketing

The Dvision Network offers an unparalleled VR ecosystem, which has 3 primary pillars: VR-City, VR-Space, and VR-Market. The Dvision Network will provide unique advertisement campaign opportunities for the IOST during the huge blockchain-related events, such as Deconomy & Consensus, which will be conducted in the realms of virtual reality, solving the issue of social distancing, that has brought a high relevance to the invigoration of the VR industry. During the event, IOST will be introduced to the audience as one of the main strategic partners of Dvision and will have a customized and target-oriented IOST booth & access to ad banners.

Expected Benefits to Project Team	
Expected Benefits to Counterparty	

Matic Network

Counterparty Website	https://matic.network/
Counterparty Description	Matic Network is a Layer 2 scaling solution that achieves scale by utilizing sidechains for off-chain computation while ensuring asset security using the Plasma framework and a decentralized network of Proof-of-Stake (PoS) validators. Matic strives to solve the scalability and usability issues while not

compromising on decentralization and leveraging the existing developer community and ecosystem. Matic Network is an off/side chain scaling solution for existing platforms to provide scalability and superior user experience to DApps/user functionalities.

Applicable Dates	2020-09-10 ~ 2020-09-10
Does this partnership has an expiration date?	No
Revenue Generation	No
Expected Revenue (USD)	N/A

Partnership Description

_ **Dvision Network**_ is announcing a partnership establishment with _**Matic Network**_ , the world's leading 2nd-layer off-chain solution backed by Coinbase and Binance Labs, to support the Dvision Network with the technical aspect and potential integration of the Matic Sidechain upon the development completion of the Dvision's platform. This step is necessary in order to ensure users within the Dvision Network's ecosystem, that they will be able to experience low-cost, near-instant transactions, given the multifaceted token economy of the Dvision. Through this partnership, Dvision Network will acquire a crucial mechanism to achieve faster transactions, scale faster, and aid in creating a better UI/UX experience for the users. In fact, the partnership will be extended into the following areas:

Technological Assistance:

1. _Potential integration of the Dvision Network on the Matic Sidechain _
2. _Integration of MATIC assets in the Dvision Network's Platform, enabling MATIC users to access the payment system within the Dvision Network with their existing coins (P2P transactions enabled with the usage of MATIC coins)._
3. _Bilateral provision of the TA in the development of blockchain technology_

_ _

Business Development & Marketing:

1. _The Dvision Network will provide unique advertisement campaign opportunities for the MATIC Netowork during the upcoming EXPO event, which will be conducted in the realms of virtual reality._
2. _ During the event, MATIC Network will be introduced to the audience as one of the main strategic partners of Dvision and will have a customized and target-oriented MATC booth & access to ad banners. _

Throughout this strategic partnership, both parties will further accelerate the growth of the decentralized systems and will gain synergies from the employment of mutual assets and bilateral cooperation in the business and technological areas.

Expected Benefits to Project Team

Expected Benefits to

Counterparty

3.3 Project Progress

History

2019 Q4
- Dvision Idea & Business Feasibility Validation
- Investment Attraction
- Team Building

2020 Q3
- White Paper Release
- Partnership with Nine VR

Um Jeong Hyeon / CEO
- An expert in conducting
multiple franchises, such
BAD VR, Bad Dog
with 17 years of experience
- Experience in development
/ownership of VR curved rooms

Project Status

Development Stage

Development of the platform and business operations have been or will be funded through the following sources

Initial token sale(Public and Private)

Plan or Strategy to expand platform or token

the Dvision team will engage in partnerships with companies that are providing existing VR services. NINE VR, a VR cafe that has franchises nationwide, will become a pioneering and core partner of Dvision Network, that will cooperate in all the stages. NINE VR will participate in Dvision Network based on its experience in VR business, that accounts for more than five years and experience in opening 153 franchises. NINE VR received two patent registrations for its original technology and directing method for space, and it has differentiated strengths by applying them to franchises. The implemented VR technology and various content infrastructure provided by NINE VR will play a key role in building a successful ecosystem for Dvision Network.

Moreover, Dvision Network is an open platform that encourages participation of all the other companies that operate in the VR industry. Overall, based on existing assets of NINE VR, Dvision Network will further encourage additional partner companies to participate in Dvision's Ecosystem. A lot of different participants will flow into the Dvision Network as partnering companies,thereby establishing a VR ecosystem where compensation can be fairly distributed based on the contribution of platform participants. Ultimately, Dvision Network will implement services that utilizes VR content using blockchain technology in order to contribute to the further development of the VR industry through the contributing activities performed by all participants including partners.

3.4 Milestones

Target

Title	Date	Status	Description
White Paper Release	2020-07-01	Completed	KR&EN White Paper Ver. 1.0 Release

3.5 Use Case

No Input

3.6 Legal Concerns

No data available

PART III. Financial Information

This section is only accessible by our Partners. Please contact us at direct@crossangle.io to inquire about access.

PART IV. Token Information

ITEM 1. Token Profile

Token Name	Dvision Network
Symbol	DVI
Token Economy	
Token Usage	
Short Token Description	DVI is an Ethereum-based utility token and a crypto asset that can be utilized within Dvision Network's new VR content ecosystem. Participants of Dvision Network ecosystem can receive various benefits by holding DVI tokens.
Token Contract Address	
Base Platform	EThereum
Mainnet Explorer Url	
Network	No Input
Project Type	D-App
Tokens were initially available and currently obtainable in the following method(s)	1. Private offering 2. Public offering 3. Exchange offering
Additional Token issuance or minting conditions, including implemented natural inflation.	
Trading practices after the Token Sale by Company	1. Company founders and promoters have not purchased or sold Tokens after the Token Sale
Method of allocating tokens during Token Sale	Manual

Token allocation percentage based on Total Supply immediately after Token Generation Event

Token Holder Rights

a) Receive payments or other consideration under the following circumstances

The User has to incur a payment in DVI tokens in order to purchase VR Items either directly from the Developer or from the VR-Market.
Users buy and utilize DVI tokens in order to execute P2P transactions with other users.
The developer incurs a fee payment in DVI tokens in order to tokenize the VR-item into NET.
In order to use the content provided by the content providers, users should incur payment in DVI tokens.
Advertisers should incur payment in DVI tokens in order to use the advertisement services within VR-City.
In order to be allocated with the VR-Space, content providers should also engage in staking a certain amount of DVI tokens.

b) Tokens give holders ownership or contractual interest or rights in the following circumstances

In order to be allocated with the VR-Space, users should engage in staking a certain amount of DVI tokens. In order to be allocated with the VR-Space, Content providers should engage in staking a certain amount of DVI tokens.

c) Token holders may vote on the following matters

d) Other information that may be relevant to the Tokens or their sale

DVI is an Ethereum-based utility token and a crypto asset that can be utilized within Dvision Network's new VR content ecosystem. DVI tokens can be purchased on the cryptocurrency exchange and can also be obtained in a form of compensation within the Dvision Network.
Participants of Dvision Network ecosystem must purchase and stake DVI tokens in order to secure a personal VR-Space in the VR world. The DVI tokens are used in order to incur payments for purchasing new pieces of content or per purchasing new items, that are exchanged between participants. Besides, participants can be rewarded with DVI tokens for their advertisement contributions. In addition, DVI tokens can be sent and received by P2P transfers between participants.
Participants of Dvision Network ecosystem can receive various benefits by holding DVI tokens. Content providers, consumers, advertisers and developers will contribute to the rise and maintenance of the value of DVI tokens and form a virtuous cycle structure through economic activities, such as content production, provision, advertisement and participation in advertising affairs within Dvision Network's VR ecosystem.

ITEM 2. Token Sales

2.1 Token Sales details

No Input

Percentage of individual investors at initial offering

Terms and conditions for top backers

No Input

2.2 Initial Offering Rounds

No data available

*: Proposed calculation, but not necessarily mandatory, is based on USD equivalent of cryptocurrency received between the start and end date of the Token sale duration calculated by ((High+Low)/2) of market price

ITEM 3. Token Supply History

The following is a manual record Token supply history as of 2020-10-26. Corresponding transactions hashes have not been provided within this report.

Purpose	Date	Amount	Value (USD)	Post Total Supply	Post Circulating Supply
Token issue	2020-06-25	1,000,000,000	N/A	1,000,000,000	N/A

ITEM 4. Listed Exchanges

Exchange	Pair	Price	Volume	Percentage

No data available

ITEM 5. Token Ownership

The following is an automatic query result of wallet addresses based on balance holdings with meta data application as of 2020-10-26.

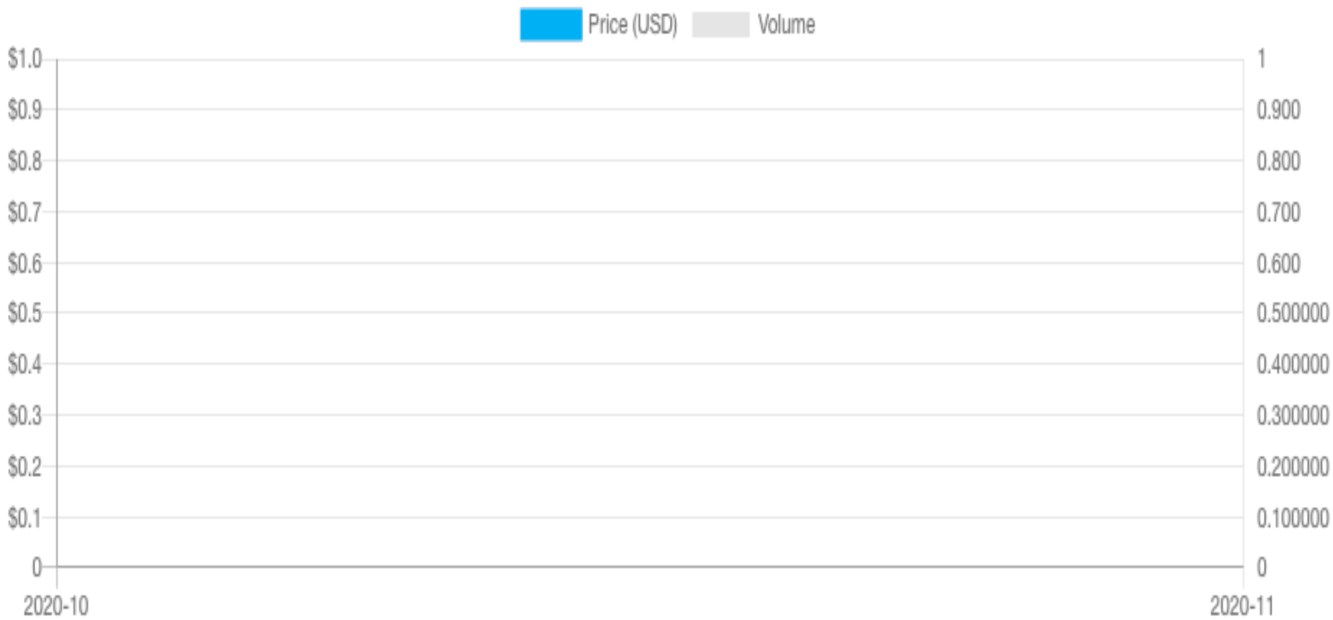
Rank	Address	Balance	Percentage

ITEM 6. Token Price and Market Cap

The following are market data present as of 2020-10-26.

Market Cap Rank

Price Performance



▸ **USD**

Current Price :

Change (7d/24h/1h) : % | % | %

Market Cap : -

Initial Offering Price : $-

Return since Initial Offering :

▸ **ETH**

Current Price :

Change (7d/24h/1h) : % | % | %

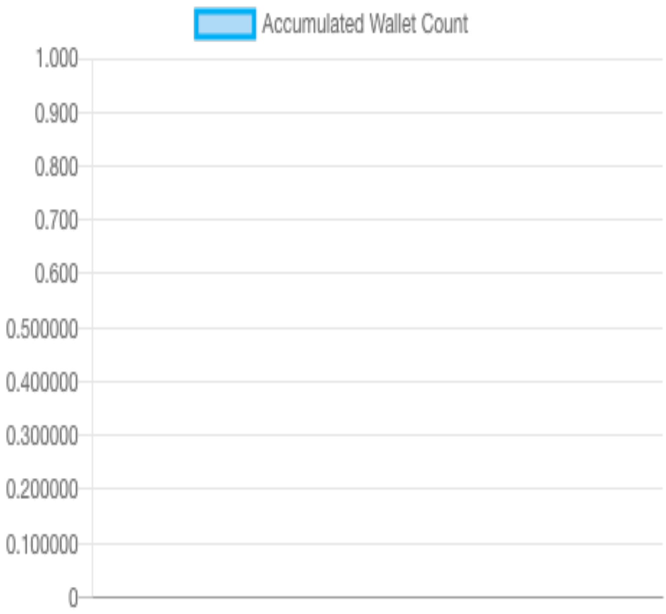
Market Cap : -

Initial Offering Price : - ETH

Return since Initial Offering :

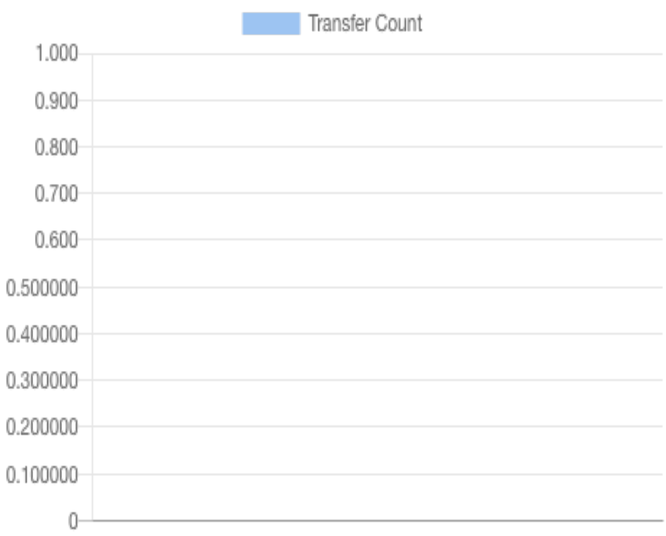
ITEM 7. On-chain Performance

Accumulated Wallet Count



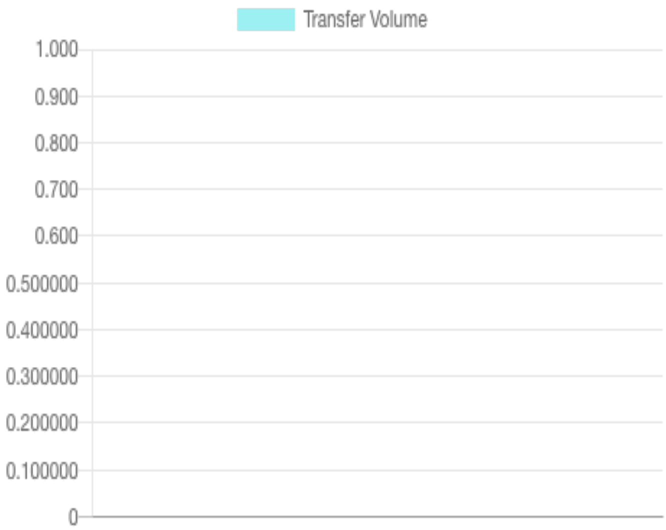
Date	Accumulated Wallet Count	New Wallet Count
	No data available	

Transfer Count



Date	Token Transfer Count
	No data available

Transfer Volume



Date	Token Transfer Volume

No data available

PART V. Compliance

This section is only accessible by our Partners. Please contact us at direct@crossangle.io to inquire about access.