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# VOICE OF HUMANITY

Whitepaper  
July 2019

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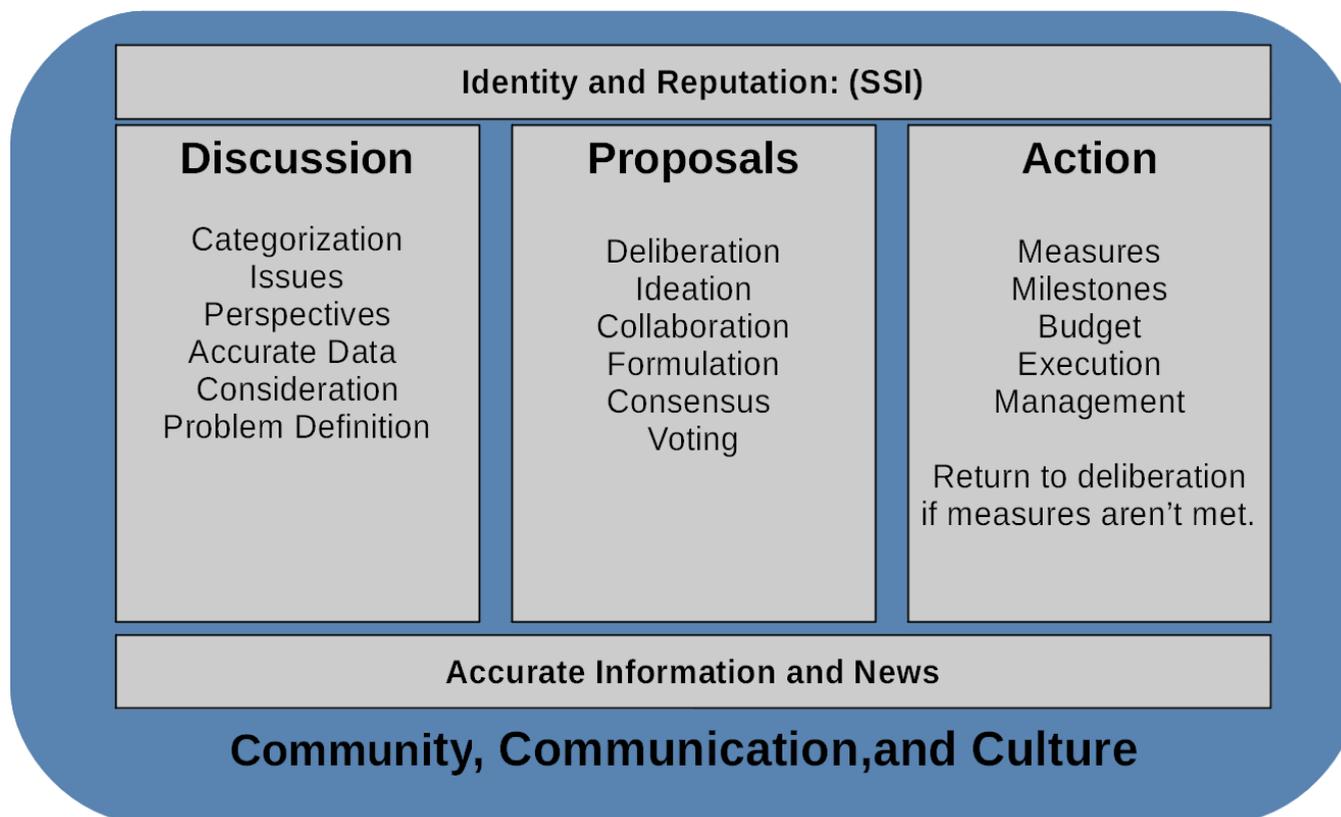
# Executive Summary

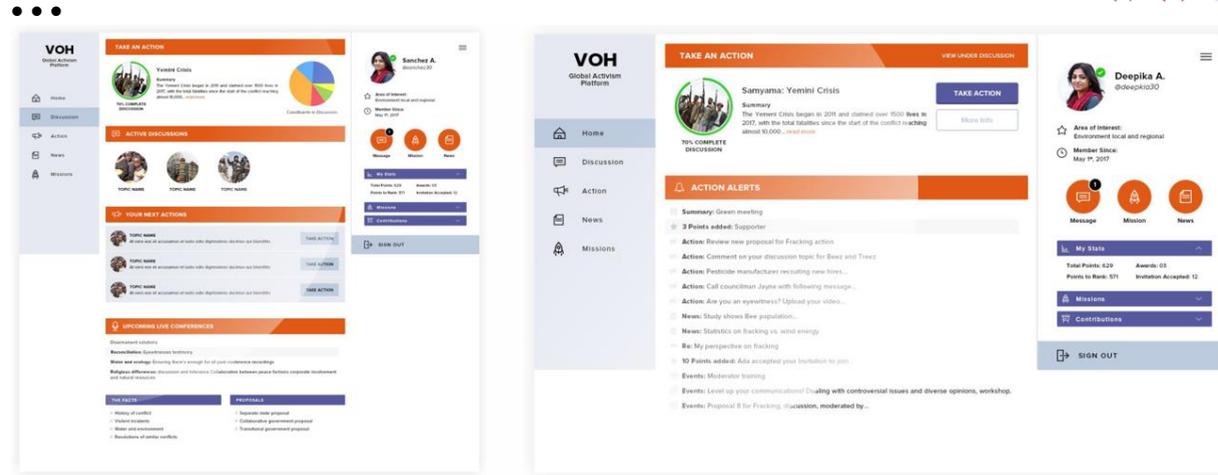
The Voice of Humanity is creating an effective, replicable process for solving any problem: global or local, big or small. Using a proven methodology for collaboration, we are creating a fun, easy and effective way for anyone to influence matters that impact their lives.

Voice of Humanity is creating a cohesive system that encompasses all the elements of governance and decision-making. The following diagram conceptualizes what we mean by a full system of governance.

We envision a set of interoperating dApps that are as user friendly and gamified as social networks, competing with the social networks. Instead of spending time on Facebook or Reddit, participants on Voice of Humanity will be exerting real influence on the issues they care about through the platform interface.

While the roadmap for Voice of Humanity starts with the proposal-making module (as the module most missing in DAO technology today), we believe that it's necessary to envision and work towards a systems-level solution that can integrate all of these components.





## The problem

Current systems of government are hopelessly broken and fundamentally incapable of serving their citizenry, yet it's been centuries since any new forms of governance have been proposed. With the advent of blockchain technology and digital cash, we have an opportunity to redefine how we deliberate, decide and act as communities.

Said simply:

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**We cannot solve a system-level problem with isolated point solutions. System-level problems require system-level solutions.**

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Inside of this system of thinking and acting, we have already witnessed 2 years of the cryptocurrency industry attempting to make changes, yet because they have not changed the basic assumptions of competition, scarcity, and value, they are plagued with the same problems as the previous system.

Only a fresh attempt can possibly succeed. Voice of Humanity is leveraging blockchain technology and the ability for humans to reinvent money, as well as huge societal and cultural shifts to create a new foundation for decision-making and human collaboration.

Our work is to establish a replicable structure under which multiple interests can reach a specific, measurable outcome that is foundational to life's flourishing on earth for all mankind.



# The System Is F\*ed

Pardon our French, but the current system warrants strong language. The fundamental basis on which we have based our society is one of scarcity, and for good reason. Thousands, hundreds, or even tens of years ago, the “free rider” problem was a reality. If you lived in a hunting or agricultural village, everyone needed to do their part for survival. Humans developed competitive societies and economy founded on the need for everyone to work. We created societies where people needed to work for wages, to pay for their food and shelter.

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**We no longer live in a world of scarcity. There is enough food, shelter, clothing, education and healthcare for everyone.**

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Times have changed.

We no longer live in a world of scarcity. There is enough food, shelter, clothing, education and healthcare for everyone. Yet our monetary systems, societies and cultures are founded on the idea that you **must work** to survive. Why? If robots and AI are producing most of what we need, why would we insist that people choose death or poverty when they can't work? Even worse, why is it that the people who are working hardest are the ones struggling the most? Why is anyone struggling at all when there's enough of everything for everyone?

It's because the basic foundations of our financial and societal systems are outdated.

- Money is not a store of value.
- People are not incentivized primarily by money.
- Money is created by debt but it doesn't have to be.
- Competition is not the route to optimal results.
- Today's educational system is intentionally forcing people into struggle and debt.
- Hard work is not the key to success.
- “Externalities” such as environmental harm and labor abuses are not external.
- Free countries are not free.
- Digital cash systems have failed to decouple wealth from power.
- Accurate news and data matter more than advertising dollars.
- War and violence are not inevitably intrinsic to human societies.
- Donating more to non-profits does nothing more than temporarily heal symptoms of the intrinsic oppression built into today's systems of societal and financial organization.

The Voice of Humanity is creating a system of human governance that aligns with the realities of abundance, deterioration of the environment, and the need for rapid decision-making and action. While we don't have all the answers, we do know that together, through collaboration and rapid iteration, we can create a better foundation for human organization. More importantly, we must.

## Industry background: what hasn't worked

The cryptocurrency industry has been addressing the issue of governance since its inception. While many attempts have been made to decentralize governance, fundamental flaws have



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emerged, creating confusing informal structures in some cases (Ethereum),<sup>1</sup> new forms of centralization in others (Bitcoin mining, NEO foundation)<sup>2</sup>, and politicized proposal-making processes that favor those who can invest time and money in campaigning (DASH, DAOstack). Low voter participation in decisions is another major failing, as is the one-token-one-vote system. Aragon seems to have the most successful system to date, but with 7% voter turnout and a \$20mm market cap, it doesn't take much financial clout to capture the entire system.

Underneath it, the failure has been that decentralized governance solutions have focused on one small aspect of governance: voting. But voting is only one aspect of the system, and it's an aspect that assumes there is no way to reach agreement. Ironically, the industry that touts consensus as the key to its existence has created governance that assumes consensus is impossible. Even worse, every single governance mechanism in the industry has failed to create a thoughtful procedure for bringing proposals to a vote. While lip service is given to the idea that people need better communications skills and a "post-competitive economy", absolutely no investment has been made into systems that create this type of communication and collaboration.

Magic is not going to happen. A governance system needs to design the processes by which people participate, by which they make proposals, and the culture in which everyone operates.

## Challenge: Can Blockchains Solve 10 Years of Standardization Failure?

The MVP for self-governance is inspired by [Harry Halpin's 2018 talk at the Web 3 Summit](#). Decentralization has held the promise of freeing humans from control of corporations and governments since the advent of the web. Halpin points out three main reasons why corporations ended up even more powerful, and warns against making the same mistakes, namely:

1. Bickering over minutiae and technical details rather than creating standards for the areas most critical for interoperability.
2. Forfeiting (intentionally or unintentionally) power to corporations with money.
3. Failure to create a standard for identity.

The current situation in the blockchain space, in light of these three pitfalls, is ominous.

The cryptocurrency industry has been addressing the issue of governance since its inception. While many attempts have been made to decentralize governance, fundamental flaws have emerged, creating confusing informal structures in some cases (Ethereum),<sup>3</sup> new forms of centralization in others (Bitcoin mining, NEO foundation)<sup>4</sup>, and politicized proposal-making

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<sup>11</sup> Lane Rettig, State of Ethereum Governance

<https://www.youtube.com/watch?v=3fF0Ex7qalQ&feature=youtu.be>

<sup>2</sup> Meltem Demirors, The Case for Crypto Cartels from 2:27

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<sup>33</sup> Lane Rettig, State of Ethereum Governance

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processes that favor those who can invest time and money in campaigning (DASH, DAOstack). Governance solutions (DAOstack, Colony, Aragon, GovBlocks, DemocracyEarth) operate independently, with very little dialogue, and they refer to one another as competitors. With the exception of Aragon, they also function as private, profit-seeking entities, run by a traditional CEO, which does not bode well for decentralization.

In the area of self-sovereign identity, unfortunately, SSI solutions are overlooked when it comes to utilization of cryptocurrency. Instead, the industry has opted for wallets with separate identifications codes. Anyone active in the industry, or even trading in cryptocurrency, is likely to have a pad of paper with somewhere between 3 and 20 seed mnemonic patterns keeping their various logins.



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# Addressing Systemic Challenges

<i>The challenge</i>	<i>The alternative paradigm</i>
<p><b>Money is not a store of value.</b> What is most valuable to people? It isn't something you can buy with money. Maybe you think it's love, family, a sense of belonging. Maybe it's air, which is most obviously accurate. Whatever you think is most valuable to humans, it probably can't be measured by money. So why do we say "money is a store of value."? Money is measuring something, but it's not measuring what humans truly value. We say time is money, yet different people value their time differently. What if that were no longer the case?</p>	<p>Today's technology allows us to redefine money. Cryptocurrencies can be whatever we define them to be. We can create a currency that rewards people for picking up litter, for making someone else happy, for giving a hug, and for turning out the light when they leave the room. We can create a currency that fines people for driving energy-inefficient vehicles, for cutting down trees, even for not returning calls to their mother. We don't necessarily want such a highly-controlled society, but Google and Siri already know those details about our lives.</p>
<p><b>People are not incentivized primarily by money.</b> The crypto world talks about micro incentives for our behaviors (as we imply above), but incentives don't account for most of human activity. Most human activity is motivated by people's need for love, connection and happiness.</p>	<p>We don't need financial rewards to motivate people to do the right thing, we just need to eliminate the negative incentives our society has today. Today, it pays to disseminate misinformation, to pollute the environment, and to patent and overprice life-saving treatments. In a world of abundance, we could eliminate these incentives to behave cruelly.</p>
<p><b>Money is created by debt but it doesn't have to be.</b> We say "time is money" but in today's world, capital creates more money, but time does not. Those who work the hardest are often the ones who struggle the most financially. If money is purely an invention, why is it so hard to acquire? Our banking system 95% of the money through issuance of loans based on capital they don't have. It's an absurd invention that has led to mass bankruptcy not just of individuals, but of entire economies.</p>	<p>Money should be created by valuable activity by human beings. Non-profits shouldn't be. Every hour spent contributing the community should be rewarded. Every hour spent learning information that can help the person be a higher contribution to society should be rewarded. Creating our own digital cash will allow us to reward everyone on the platform for any time they spend on the platform contributing to others. We recognize the risks of inflation, so monetary policy will need to be appropriately managed. However, we do not believe that a currency based on real people's real value should create an inflationary environment.</p>
<p><b>Competition is not the route to optimal results.</b> Evolutionary biology recognizes that as organisms evolve, there is a time where highly competitive behavior results in rapid growth. At some point, however, aggressive competitive behavior will result in the dying</p>	<p>A collaborative economy doesn't mean that companies can't be profitable and guard their intellectual property. It does mean that inventors can be fairly compensated whenever their technology is used by others,</p>



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<p>out of the species. Humanity is at that point in its evolution, and we now require a collaborative environment. Nobody can make the best possible medicine or telephone because competition requires companies to patent and protect their best technology instead of sharing. This behavior is detrimental to the greater good.</p>	<p>without having to spend ridiculous amounts of time on lawyers and patents.</p> <p>It also means that voting is no longer the way to settle disputes. The way to settle disagreements is to create a better system of handling a variety of perspectives on any given problem. Collaborative discussion and shared proposal-making can lead to better decisions for everyone.</p>
<p><b>Today's educational system is intentionally forcing people into struggle and debt.</b> Most educational systems were designed for the industrial age, by people in power, to create masses of people who would be good workers. It was designed for individual achievement and competition rather than collaboration. As a result, we have masses of people who cannot see their way out of the current system, although they recognize they are not able to provide a life for themselves and their children. Compounding the problem is a generation raised with mobile internet. Today's young people are emotionally underdeveloped due to the substitution of devices, social networks, and gaming for their human needs. As a result we have a generation that is ill-prepared for collaborative forms of problem-solving. Rising populism and societal rifts are a result of this system.</p>	<p>Acculturation is an essential part of any transition to a new paradigm for governance. The blockchain industry has found out the hard way that without an acculturation process, people rapidly revert to competitive behaviors. Despite discussions of a post-competitive society, most people simply do not have the mindset and communications skills to operate maturely in such an environment.</p> <p>A systemic approach must include an acculturation system in which the platform works. We have inadvertently created "acculturation" that has created a "selfie generation". In other words, we know it is possible to change people's cultural habits, but we need to do so intentionally, and with careful consideration of the skills we need for collaboration. By including an acculturation module in the Voice of Humanity platform, we gamify and inculcate the behaviors that will allow people to succeed in creating working systems together.</p>
<p><b>Hard work is not the key to success and we don't live in a free market society.</b> The ostensibly capitalist system is severely skewed towards those with wealth. While it is possible to work one's way up the ladder, it's not common. The system is structured so that capital reaps more capital. Working people have less and less of a chance to live or retire comfortably. With the reduction in jobs, there will be fewer and fewer opportunities for people to work towards success.</p>	<p>With so much unneeded labor, we can have people devote their time to happiness. Voice of Humanity will offer a variety of ways people can contribute to one another and to society. In a world of abundance, people can move their focus to the activities that truly make them happy. People can have time for contribution, leisure, and creation. Within those realms, people create true value for themselves and society.</p>
<p><b>"Externalities" such as environmental harm and labor abuses are not external.</b> Every child knows you can't hurt someone without making yourself feel bad. Every adult knows</p>	<p>Our current decision-making systems consider a very narrow set of perspectives. Few people can afford the spare time or the lobbying cash to have their voices heard in their</p>



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<p>you can't pollute the earth without harming yourself. Our current forms of industrialism have labeled pollution and labor abuses as "externalities", providing financial rewards to those who exploit others and the environment. Human and planetary survival depends on the appropriate accounting for these types of damage.</p>	<p>governments. Representative democracy is so corrupted by graft that it's impossible for the average person to have her voice heard. In Voice of Humanity, people are rewarded for their contributions. Conservationists, indigenous people, sustenance farmers, mothers and even children are incentivized to be part of the community voice. The consideration, discussion and proposal-making processes are designed to maximize the perspectives considered, to provide solutions with the maximum benefit to humanity and the planet as a whole.</p>
<p><b>Free countries are not free.</b> Your identity has already been assimilated into machine learning algorithms that are designed, primarily, to make you purchase more. This information is also mined, if not owned, by governments. In China, people's every movement is monitored by the government. As people casually give away their personal information, they are increasingly controlled by corporate and government interests.</p>	<p>Self-sovereign identity is an essential pillar to the Voice of Humanity. Everything a citizen does on the platform can be completely anonymized. Individuals can act anonymously without losing their reputation and clout on an issue, and information about each individual is stored in an identity wallet under the control of the person. A person's reputation goes with them, just like any other wallet. Distributed Ledger Technology allows people to own themselves and their identities.</p>
<p><b>Digital cash systems have failed to decouple wealth from power.</b> People should be allowed to attain and retain wealth, based on their abilities. However, cryptocurrencies that are solely designed as digital cash will simply continue to concentrate power among those who are wealthy. The obvious lack of diversity in these communities is only speeding the concentration of power into the hands of a small number of techno-savvy (mostly) white males.</p>	<p>Every individual should have an equal voice, regardless of their financial wealth. When it comes to decision-making, the system should be designed to account for people's wisdom, reputation, and their stake in the decision. However, we redefine "stake" to indicate how much a decision affects someone's life, not how much it affects their finances. An equitable system allows anyone to contribute to the discussion, proposal-making and decision-making in any area that will affect that person. An equitable system recognizes the intrinsic equality of every human.</p>
<p><b>Accurate news and data matter more than advertising dollars.</b> Media has been incorrigibly corrupted by monetary interests. Advertising and marketing are driven by the need to earn money through skewed information. In a world where information is freely available on any topic, advertising and marketing no longer serve any purpose. Accurate information is essential for accurate decision-making. People's health and happiness is impacted negatively on a daily basis by this onslaught of needless information.</p>	<p>It's essential to have good information in order to make good decisions. The VoH platform will reward people for contributing and viewing different perspectives on the issues it addresses. Information takes two forms: data and perspectives. Data must be validated information based on studies or measurements. Data could include whether a particular chemical does or doesn't harm the environment, the success rate of a medical procedure, etc. Perspectives are people's views and opinions of a particular situation.</p>



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<p>While “Attention Tokens” at least compensate people for watching advertising, one has to wonder: why are we paying people to consume skewed, inaccurate or useless information? Wouldn't it be better for society to have people consume intelligent and accurate information?</p>	<p>Perspectives include reports from eyewitnesses, views of people affected by a change, or educated opinions. Attention tokens will be rewarded to people based on their consumption of helpful, informative resources on the issues they care about. People can gain reputation as experts through their actual knowledge and contribution on the issues.</p>
<p><b>War and violence are not inevitably intrinsic to human societies.</b> In fact, most societies are peaceful most of the time. Violence is a symptom caused by specific systems and incentives. It is not natural for humans to harm other humans, but certain nations have developed methodologies for brainwashing people and placing them into situations that exacerbate their tendencies towards violence. This benefits no one.</p>	<p>Creating systems where people are well-resourced for survival and where they can express themselves creatively will reduce both physical and emotional violence. The acculturation systems in the Voice of Humanity will be designed to have people fully heard in ways that will eliminate the need for them to resort to violence. Special AI chatbots will be developed to turn the passion and energy of trolls into a positive contribution to society.</p>
<p><b>Donating more to non-profits does nothing more than temporarily heal symptoms of</b> the intrinsic oppression built into today's systems of societal and financial organization. While philanthropy is important and helps people worldwide, most causes do nothing to repair the underlying inequalities in the world. As long as we live in a debt-based monetary system dependent on artificial scarcity, charity will only provide temporary relief.</p>	<p>It's essential that we create a new system of monetary value—one that accounts for what humans truly value. It is essential to redefine the basis of what money means, how money is earned and how we make collaborative decisions. While Voice of Humanity's framework is naively ambitious, a complete reworking of the system is the only way forward. Systemic change is the only way to overcome the foundational issues facing our society today.</p>

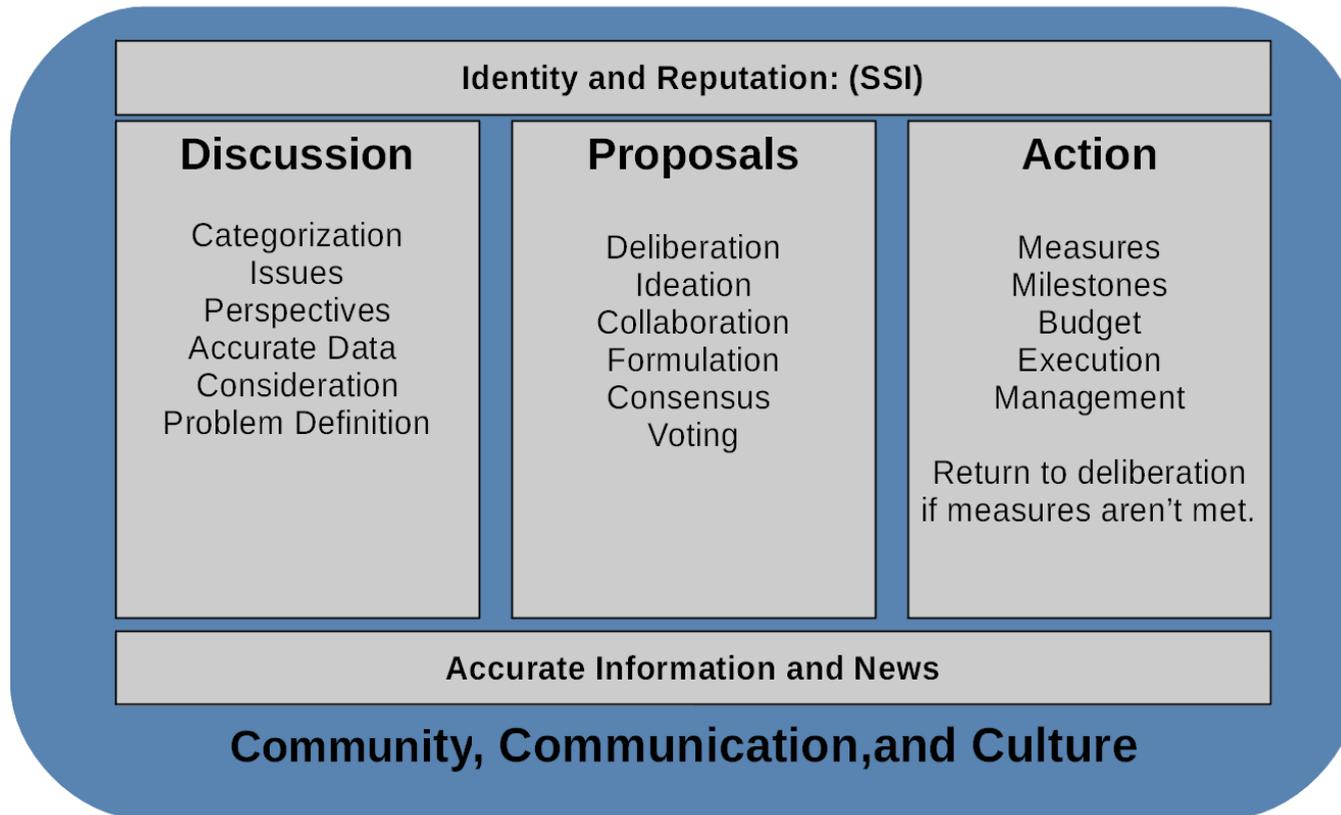


# The platform: Voice of Humanity

Voice of Humanity is creating a cohesive system that encompasses all the elements of governance and decision-making.

While we want to work with others in the ecosystem, our experience to date shows that we need to start with a cohesive idea of how the system works together, and then add the appropriate elements, rather than creating each element independently and then looking at interfaces. Many interesting concepts are being developed in the blockchain industry, however they quickly seem to devolve into competitiveness, because the acculturation element is missing. It is our intention to work with other technologies, either through interfaces or through technology mergers.

The Voice of Humanity platform includes modules that work seamlessly together for effective governance. Interactions in the platform are rewarded through a dedicated cryptocurrency that is used throughout the platform.



Voice of Humanity is designed as a Distributed Autonomous Organization (DAO), and the platform is designed for DAOs. Any group can create their own membership group for specific areas of deliberation, and they can use the tool for any size of problem or any size of organization. A bowling league can use it to decide on how to organize their league championships, and an entire region could use it to decide how to govern a waterway that runs through multiple countries. The thought behind Voice of Humanity is that it creates a standardized format for



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effective decision-making and execution, with enough flexibility for different groups and different cultures to collaborate in ways that make sense for each of them.

Unlike other governance systems, we consider the most important part of fair governance to be the creation of intelligent solutions, rather than the voting on the solution. Anyone who has ever lived in a democracy has been faced with a ballot filled with bad options. Furthermore, because of the way the technology has developed to date, the Proposal module is the most sorely missing, and we believe this module can be integrated and used by DAOs in tangent with voting and dispute resolution solutions as we are developing the rest of the full solution.

### Modules:

- Identity and reputation: Voice of Humanity will work with qualifying DLT-based self-sovereign identity solutions (PeerMountain, Uport, Identi3, etc.). Identity solutions need to have the ability for citizens to maintain full ownership and control of a rich set of identity. Reputation on the platform will be designed such that people earn reputation for their behaviors and opinions, and highly secure methods will be used to ensure everyone is a real and unique human being.
- Acculturation: The Voice of Humanity acculturation module provides an onboarding process designed to develop people's communications, listening and collaboration skills. Different levels of permissions are allowed to users as they develop their reputations within the codes of conduct. For highly divisive issues, trolls, and tragic experiences, the onboarding process will include specific modules designed to onboard people in those situations.
- Discussion: Discussions will revolve around specific issues, and be moderated by people who have earned reputations as sage moderators. The discussion modules will include a variety of formats from live video conferences through threaded chatrooms. The results of a discussion process will include clear definition of the problem to be addressed, standards and formats for proposals, and measures that proposals should include to be considered as full proposals.
- Proposals: Proposal-making will be a formalized process initiated when signaling indicates that there is a specific realm of challenge the group wants to address. Proposal-making includes problem definition, scope and urgency, and deciding on which of the proposal-development processes is best for that particular challenge. The proposal-making process will reward people for collaboration, elegant solutions, and solutions that are optimal for the largest number of people impacted. Proposals will include budgeting and financial implications, measures of success and milestones that will be measured such that if the proposal is not reaching its outcome, it will go back to the discussion and proposal stages. **Proposal making is the first module that we will be (Openly) developing. By openly, what we mean is that many of the cultural behaviors will be built into the proposal module, without explicitly being called onboarding or acculturation.**
- Voting: Voting structure will be determined during the proposal-making process. In highly effective working groups, it may be that the proposal reaches such a broad consensus that there is no need for a vote. In other considerations, it may be that at least 3 or 4 alternatives must be offered, and different types of voting systems can be implemented. Initially, VoH may use one of the existing apps, such as DAOstack or Democracy Earth.



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- Action: Voice of Humanity asserts that each proposal should come along with specific milestones, budgets, and measures that are taken on a regular basis, to ensure the project is having the effect desired. The Action module will consist of interfaces (APIs) that develop accountability of the solutions being implemented, and bring the topic back to discussion if the desired outcomes are not being reached despite action.
- News and data: The discussion module requires the input of good information in order to facilitate good decisions. Data and perspectives are both considered. Data is neutral, proven information, while perspectives represent the variety of opinions about what to optimize. Data can tell people how to optimize for monetary gain or for health, but human perspective provides the judgment about which is more important in any given situation.
- Cryptocurrency: Voice of Humanity's underlying system is based on a form of digital cash that represents people's contribution to society as a whole. Value is not scarce: anyone can produce value for another human by listening, smiling, or giving advice. Those forms of value are no more or less valuable than serving someone a meal, sewing a garment, or sweeping the streets. By creating a digital cash that represents work and time, rather than debt, VoH creates a fundamental economy that is more logical as well as more representative of human values, creating abundance for all rather than scarcity for the vast majority.
- Security: Security of the VoH platform extends beyond the security of the cryptocurrency, code, and hosting to the security of the individuals participating. Creating a new monetary system, or using a new system outside of the fiat system, can be dangerous in and of itself in certain cultures and nations. VoH will create the appropriate protocols to protect its network and the individuals who participate and lead in the network.

The Voice of Humanity platform will start from the proposal-making modules, as this is one of the most lacking areas currently in the decentralized governance arena. The additional modules will be added incrementally and developed together with the communities who are using the system.

## The MVP: Addressing governance needs of standards

This document proposes a Minimum Viable Governance product, targeting standards bodies within the blockchain industry, and most immediately and urgently, standards for self-sovereign identity. The cofounders of VoH believe that this is the most urgent issue facing us as an industry, and if we don't stand together to create interoperable identity solutions, we leave ourselves vulnerable to absorption and attack by the forces that currently threaten people's independence, health and wealth on the planet.

Voice of Humanity is offering an alternative, and we are addressing what we see as the most urgent problem in the industry first for several reasons:

- Identity is at the core of everything we do, and it's at the core of who each person is.
- As an industry, if we solve the problem of how to operate as a DAO, we can serve all of our interests, and we can provide governance systems that serve all DLT-based systems that are looking for a governance system for themselves.
- This target audience is easy for us to relate to, and already has onboarded to some type of digital cash, so we won't have to re-educate them on the system.

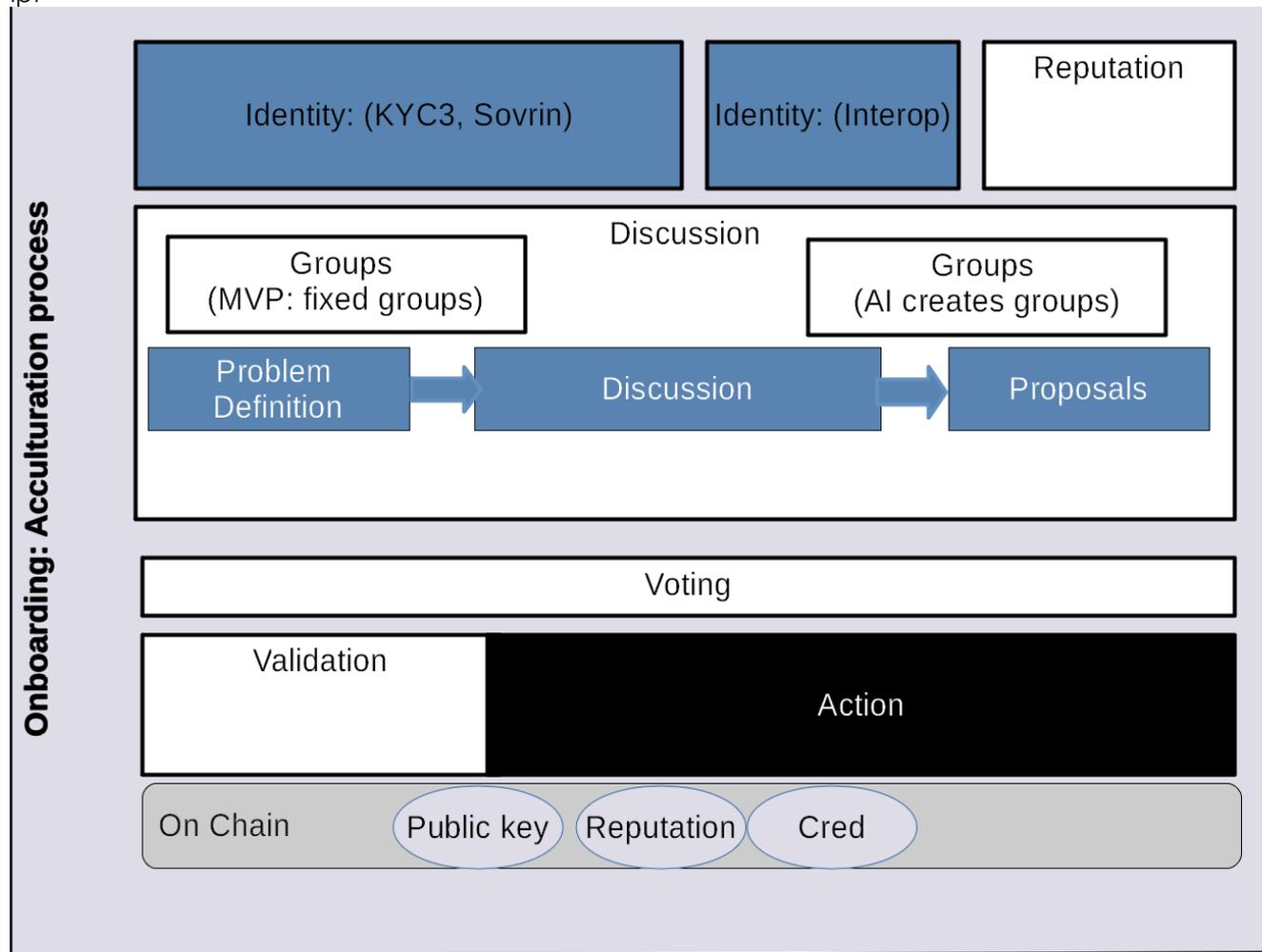


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- It's current, and the systems are in place for getting this community together, as they already have regular conferences and know one another.
- Win-win potential: the SSI Solutions want to become the standards in the dGov and crypto industry, and this project can provide a bridge.

### Initial target market: Platform for standards bodies (SSI first)

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The initial platform will include the following modules:

- Identity: Basic identity will follow the standards by the SSID foundations.
- Reputation module. The reputation of each individual will be stored on chain, and we will initially maintain reputation in 5 areas. We envision a platform where additional reputation areas can be added.
- Onboarding / Acculturation module. Onboarding familiarizes people with the reputation system, which is designed to encourage collaboration. The module will include ways for people to improve their skills in communication and collaboration.



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- Discussion. The initial modules will include specific groups. The Groups module will use NLP to understand the areas of discussions, the divisiveness and diversity of opinion, and assess how to group people according to interest and opinion.
- Voting. Voting will always be among 3 proposals. Voting will include 2 types of votes. Each person will get 10 points per vote, and can distribute the 10 points among the 3 proposals. Each person will also have a vote with “veto power”, which means they can indicate if there are any proposals that they absolutely cannot live with. Proposals that are vetoed by more than 20% of the population, cannot pass even if they have the most votes. If all proposals have 20% or more opposition, the proposals must go back to discussion to handle the objections.
- Validation. The initial product will include a validation process whereby some of the participants will validate that the proposals are carried out.
- Action. The action is currently a black box. Action on different proposals is dramatically different. For now, we will rely on a validation process. Over time, action modules will be implemented.

The dApp runs off-chain and saves only the essential information on-chain.

On-chain information includes all keys that link the individual to their account, the reputation scores of each individual (unlocked only through that individual's private key), and a “cred” score which represents all activity over time of the individual. While reputation scores may go up and down, the cred score represents the person's contribution to the system. The Cred score is calculated as the amount of time that a person spends on particular activities, multiplied by that person's reputation in the category they are spending time. The Cred is designed to become the in-app currency. “Proof of work” is the work of the individual, who “mines” in-app currency by participating in the democratic process of the DAO. The MVP will use the cred as a gamification mechanism.

## Identity and reputation

Voice of Humanity will collaborate with SSID companies who are interested, or if built on Holochain, will use the default Holochain identity solution. Identity solutions need to have the ability for citizens to maintain full ownership and control of a rich set of identity. Reputation on the platform will be designed such that people earn reputation for their behaviors and opinions, and highly secure methods will be used to ensure everyone is a real and unique human being. SSI interaction with reputation will be one of the deliberations of the standards body.

Once the first iteration of the platform goes through the SSI standards body, the next step will be to create an interface so that any SSI that conforms to the standard will be able to interface with the VoH platform.

If we want to create decentralized governance, we need to realize that voting comes after most of the democratic process – not first. Democracies today suffer because all of the proposals on the table tend to be bad. Who decided *Brexit yes-or-no*? Weren't there some better solutions than all-or-nothing? Nobody put them up for a vote. Gerrymandering is the American terminology for “your vote doesn't matter because the proposal process is broken.” The point is we need a process that comes BEFORE VOTING if we want real democracy for decentralized solutions. DAO tech to date is missing this piece.



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## Reputation for initial implementation

To date, DAOs tend to think of reputation as a single number. In the VoH platform, we want to represent different areas of expertise. If someone is an expert in self-sovereign identity, it doesn't mean they are an expert in finance, for example. For the MVP designed for the SSI community, the solution will include reputation for SSI specifically, as well as 4 areas that are relevant to the platform, regardless of topic.



Rankings are from -3 to +3 for all areas (except for validators. To be a validator, you must have a positive score.).

The areas of contribution are:

- SSI Knowledge: Domain knowledge for the MVP. If the MVP is used for other communities, the domain knowledge column will be appropriate for that domain.
- Collaboration: The capacity of an individual to contribute positively to the conversation, express themselves without attacking others, listen to opinions, and ultimately to be able to moderate between diverse opinions.
- Contribution to VoH Platform: The team members themselves (authors of this plan) contribute to the platform in a specific way, and their reputations are tracked as well. Others can contribute to the opensource, provide feedback and user requirements, and otherwise contribute to the platform and develop their reputation in that way.
- Helpfulness / Friendliness: This indicates people's general openness to requests from others. It's an indicator of how open people are to helping strangers, or just helping those who help them (or not helpful at all). This is distinct from collaboration. Someone may be extremely willing to help and very responsive to anyone who reaches out, but not able to moderate their language very well.
- Validators are those who take on validating that actions are taken by action committee members once proposals are approved.

	SSI Knowledge	Collaborator / Moderator	Contribution to the VoH Platform	Helpfulness / friendliness	Validator
-3	Faker / malicious	Troll	Griper	Self-interested	
-2	Misinformed	Individualist	n00b	Selective	
-1	n00b	Listener	Basic user	Reciprocal	
0	Basic	Contributor	Frequent user	Common courtesy	n00b / observer
1	Multi perspective	Thinker / entertainer	Contributor	Responsive	On trial
2	Expert	Moderator	Teammate	High integrity	Reliable
3	Genius / specialist	Wisdom / creative	Expert teamster	Giver	Impeccable



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Different ranks allow different privileges in the system, and provide a way to weight people's collaboration. New users on the system start as listeners, which means they can read and listen to conversations, but they can't contribute their opinions until they pass basic acculturation processes. When reaching the rank of moderator, someone can be nominated to be the moderator or coordinator of a group conversation. Creative/wise people can propose new topics or make changes to the conditions for a valid proposal. One of our ideas for the future is to create specific acculturation processes for Trolls that will help them acculturate to become active users.

The system will implement a points-based system that will be transparent to the users of the system. In some areas (domain knowledge), ranking will fade faster with time. That is, if you are considered a domain expert, after a few months of non-use, you may lose points. As a good collaborator and moderator, your expertise will have a longer half-life.

## Acculturation

The Voice of Humanity acculturation module provides an onboarding process designed to develop people's communications, listening and collaboration skills. Different levels of permissions are allowed to users as they develop their reputations within the codes of conduct. For highly divisive issues, trolls, and tragic experiences, the onboarding process will include specific modules designed to onboard people in those situations.

Onboarding and acculturation is one of the key elements of creating a collaborative environment. While people are no more prone to competition than collaboration, the economic system in which we have been acculturated has been primarily a competitive culture, where large rewards go to winners and much smaller rewards, if any, go to contributors and collaborators. Re-programming our ways of thinking and communicating can't be left to chance. Fortunately, there are a variety of ways to incentivize behavior, and in a digital world, we have seen people adopt new behaviors fairly rapidly.

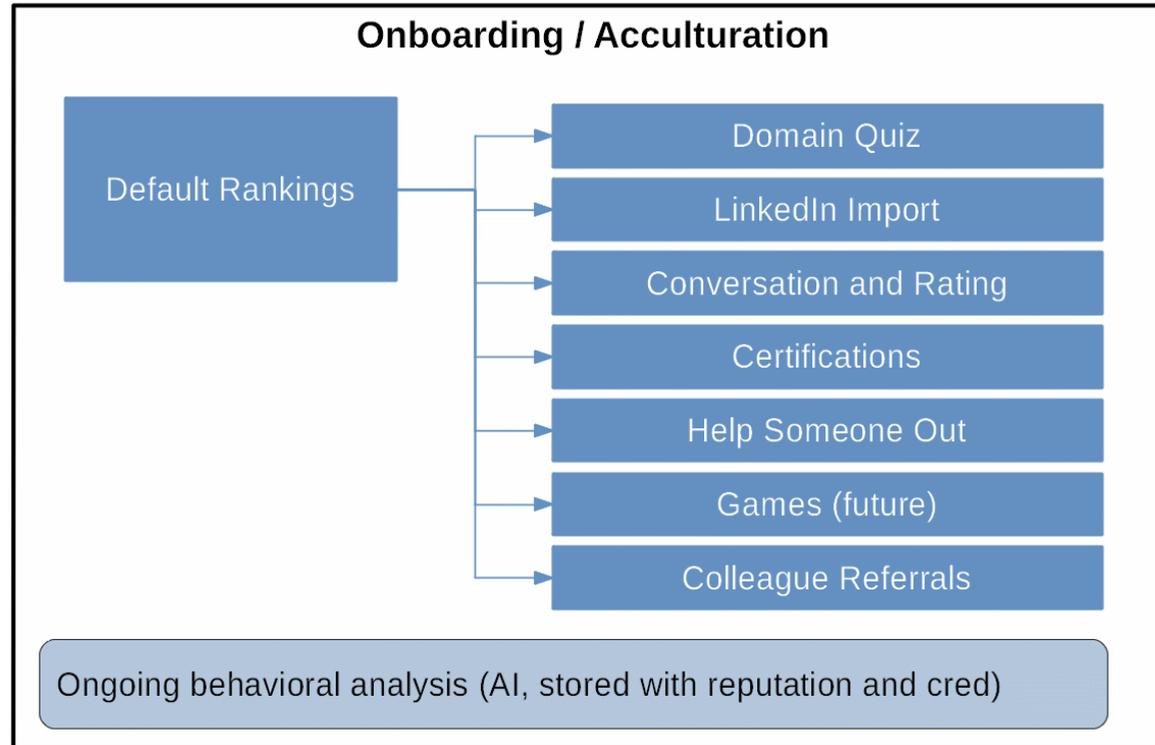
Making the transition from a competitive to a collaborative model of decision-making is one of the most challenging transitions for most people today. The current financial system and global economy rewards competition, and voting has allowed people to settle for shallow conversations and partial solutions, because they can stop at any time and vote.

While people are no more prone to competition than collaboration, the economic system in which we have been acculturated has been primarily a competitive culture, where large rewards go to winners and much smaller rewards, if any, go to contributors and collaborators. Re-programming our ways of thinking and communicating can't be left to chance.

The initial vision of the MVP will include a number of ways someone can earn reputation as a contributor upon joining VoH. Individuals will have the option to start out with the default reputation, or to perform actions such as taking a quiz, participating in a conversation in which the participants rate one another, importing data from LinkedIn, etc.



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VoH envisions a number of collaborative games to shift people's mindsets. The team includes some of the leaders in the industry in establishing training programs and publish a book on the topic of mindset for collaboration in DAOs. The intention is to create many forms of gamification and incorporate the knowledge of the team into on-platform behavioral games that incentivize and train collaborative behaviors.

Development of the acculturation module will be based on the internal utility token for the VoH platform, where people are incentivized for specific behaviors in ways that contribute to the society as a whole.

- Anyone can join and observe any discussion. During onboarding, people indicate their interests or browse to find topics of interest.
- Users must prove they have a general level of positive conversational competence to participate in chats, post opinions, and voice their opinions in live conference calls.
  - Using self-sovereign identity solutions, people take their reputation onto the platform. If people have a positive reputation in specific areas of discussion, they are allowed to participate in the discussions. We expect that people will be able to come onto the platform with some verifiable history of how divisive or collaborative their conversations have been on other social media platforms, and we may be able to leverage that or we may need to develop our reputation system from zero.
  - If people do not have reputation, they can earn it by viewing reliable data on the topics of their interest, listening to different viewpoints, and taking quizzes that indicate their level of knowledge, communications style and skill, etc.
  - If people are identified as having abrasive or trolling behaviors, we will develop a track with AI chatbots to acculturate people to be able to participate positively.



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Humanity includes everyone, and people with trolling behaviors are people with a high level of energy and passion about something, but until now they have not been able to be heard or express themselves in a way that influences the topics they care about. We believe it is possible to acculturate and channel that energy to become a positive contribution with the right kinds of acculturation processes. Our goal is to have a system that allows everyone to impact the issues that affect their lives, regardless of their previous education or communications skills.

- Over time, people's reputations grow based on their positive contributions in the platform, and based on reputation, people can become leaders and moderators of their topics of interest. Because we keep a reputation system on everyone, leadership roles rotate between people who have earned the reputation to have leadership or moderation role.
- Time is money. Spending time on the platform is the basic format of mining currency on the Voice of Humanity platform. Different types of activities have different values. For example, viewing alternative opinions on a topic would have higher value than viewing homogenous opinions on the topic. Similar to attention tokens, people are paid for attention, but unlike attention tokens, they are not paid to see advertising, but to see truthful and reliable information as well as varied perspectives. Similarly, any type of contribution, such as adding a video of your perspective, sharing someone else's information, commenting, or proposing ideas. The quality of people's ideas and perspectives or the reputation of the person can be used as a multiplier. We will experiment with different values of time for different actions and individuals, but given that there is no scarcity of currency, there is no need to be concerned about paying people for repeated opinions, unoriginal ideas, etc. Everyone's time is valued and there is enough abundance for everyone to have a UBI based on their time spent contributing to the community.

## Discussion

Discussions will revolve around specific issues, and be moderated by people who have earned reputations as sage moderators. The discussion modules will include a variety of formats from live video conferences through threaded chatrooms. The results of a discussion process will include clear definition of the problem to be addressed, standards and formats for proposals, and measures that proposals should include to be considered as full proposals.

## Proposals

The proposal module will be one of the first modules built for Voice of Humanity, because of the difficulties so many DAOs and DAO governance systems are already facing in the area of proposal deliberation and optimization of proposals. We believe that we can create a dApp module that can be integrated into today's DAOs, whether they are running on DASH, Aragon, DAOstack, Democracy Earth, or EOS. We believe that the blockchain based systems in development today will serve as an excellent initial user network for implementation of the VoH system, and that by creating this module we can resolve the politicization of some of these networks, and serve as an alternative to Holographic Consensus (which is yet to be proven). The process we are creating mimics the best practices in successful businesses today.



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Proposal-making is initiated after the discussion has gathered a wide range of perspectives and data, and when participants have been fully heard. The proposal-making process will reward people for collaboration, elegant solutions, and solutions that are optimal for the largest number of people impacted. Proposals will include budgeting and financial implications, measures of success and milestones that will be measured such that if the proposal is not reaching its outcome, it will go back to the discussion and proposal stages.

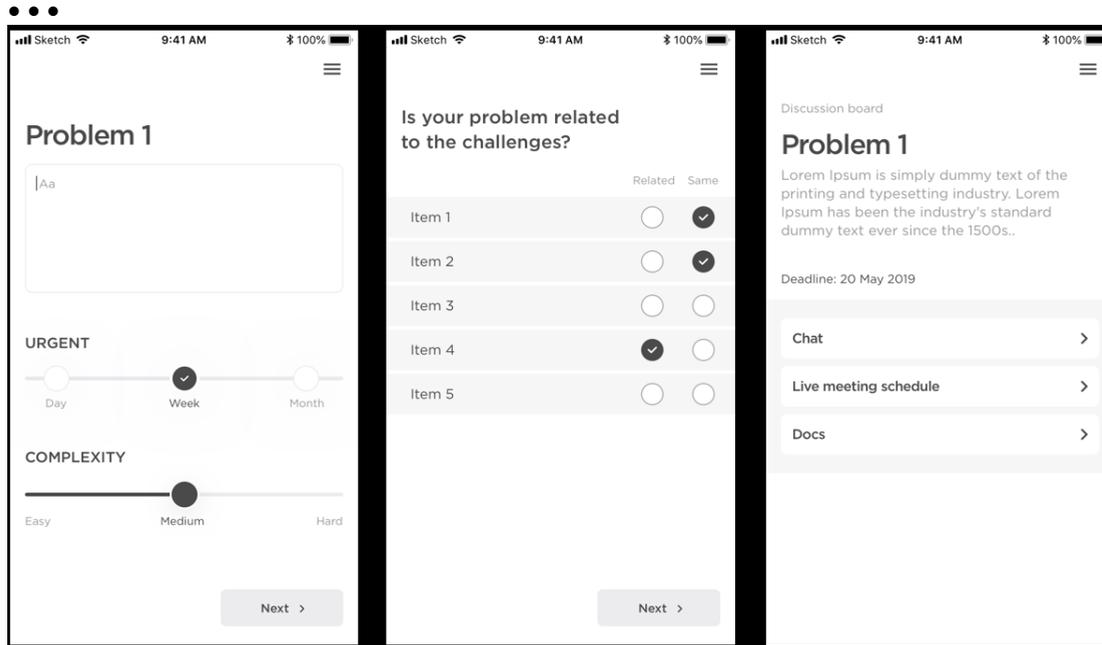
We envision a proposal-making module that encourages ideation and collaboration, rewarding people for adding problem statements, discussing options, adding perspectives and collaborating to create optimal proposals. Rather than today's competitive models where people compete for funds, everyone's contribution and time is rewarded, and a higher level of compensation is awarded to those who collaborate to make better solutions together. Implementation of the solutions is a separate module (Action), rewarded accordingly.



Initial implementation of a proposal-making dApp will include the following stages:

- Community member is concerned about a particular issue. The citizen writes her concern and the system uses natural language processing to group that concern into one of the working groups. (Alternately, the person can choose a working group without voicing a concern.)
- Community member is directed to the discussion group most appropriate to the problem or concern, and broken into up to 7 working groups. We will have some groups that are homogenous in their approaches to the problem and others that represent mixed approaches, to see what works best.
- The discussion groups include a variety of information types: chat, live calls, data and news on the problem, working proposals. Every group is moderated by people with higher "reputation" as moderators. (Initially we will delegate this, but over time people will develop their reputation as good moderators/facilitators).
- On the set deadline, each working group presents its proposal to the other working groups. A short cycle of improving and combining proposals then takes the best from each proposal and outputs 3-4 alternative proposals that are submitted to the DAO.

Some sample screens wireframes are below.



- Left: anyone proposes a problem and says how fast they think it needs to be solved. Obviously, for complex problems, you want to have a longer deliberation process than for something that needs to be solved urgently.
- Middle: The AI detects the keywords and tries to fit the person into a group that is either discussing or executing a proposal in that domain. If it seems like a new problem and the group is not yet formed, the user is notified that they will be informed as soon as there is a group discussing their problem.
- Right: The discussion group dashboard will include a newsfeed and different ways to interact with the other participants, the working proposals, etc.

## Discussion and Proposals

The discussion and proposal module is the core module for the MVP of the VoH platform.

- Current dGov tech is focused on voting, but not on how proposals get to the table. While some systems are addressing the prioritization of “better” proposals, none of them address how the proposal came to be in the first place.
- It strikes the founders as odd that proposals in all these systems come before there is any type of problem statement or opportunity to address. It just doesn't seem to be an appropriate way to run any kind of effective organization.
- The current proposal processes in the industry are all competition and winner-takes-all based. VoH believes that this mode of decision-making intrinsically has winners and losers (called externalities or collateral damage in the current economy). Our fundamental belief is that externalities are not external (air pollution is in our lungs—we can't imagine anything more internal than that), and that fragmentation and forking are fundamentally harmful to the health of our communities.

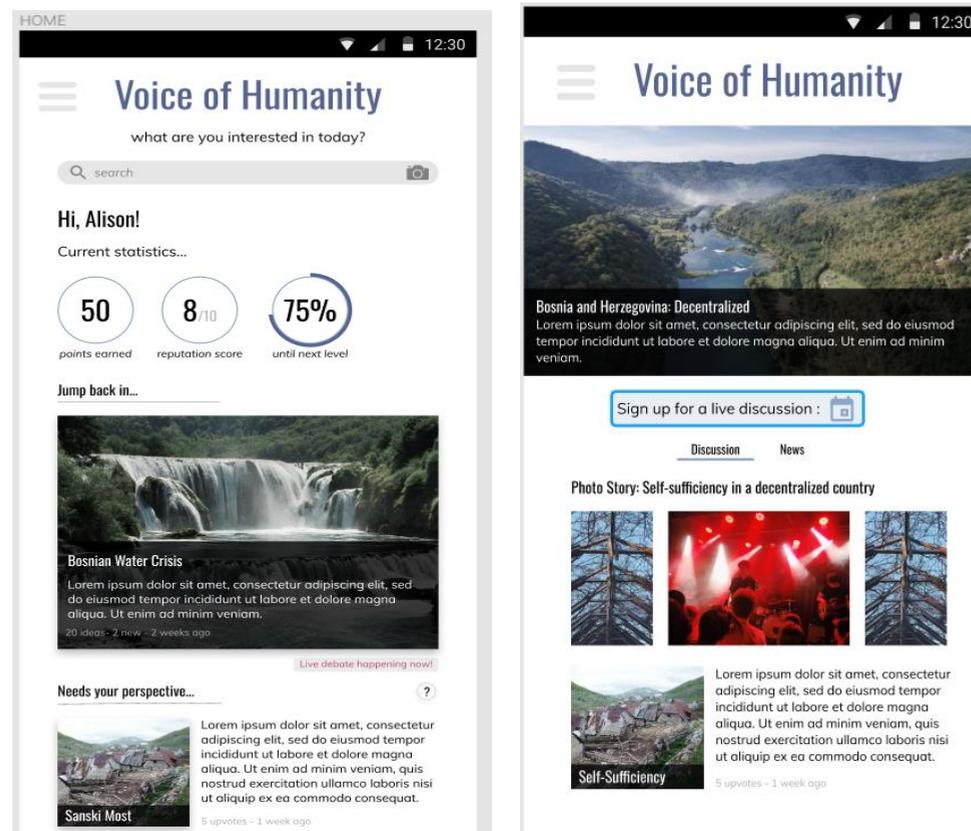


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- Many DAO tech solutions are already dealing with problems in the optimization of proposals. This module is to be designed such that it could be integrated for use with voting systems such as Aragon, DAOstack, Democracy Earth, GovBlocks, etc.

Discussions will revolve around specific issues, and be moderated by people who have earned reputations as sage moderators. The discussion modules will include a variety of formats from live video conferences through threaded chatrooms. The results of a discussion process will include clear definition of the problem to be addressed, standards and formats for proposals, and measures that proposals should include to be considered as full proposals.

The full product will allow the creation of new topics, and use natural language processing to categorize people into groups. Unlike other social platforms, VoH does not let people just open any group. The design is such that everyone discussing a particular topic is put into the same group. While some parts of the discussion may take place in sub-groups, ultimately the idea is to create inclusive solutions that include as many perspectives as possible.

Following are some mock-ups of screens we have been working through in an ideation stage of how to allow people to collaborate and create proposals together.



## Action

One of the shortcomings of current lawmaking and government institutions is that, unlike corporate structures, there is no connection between the decision-making and the



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consequences. Governments lack the feedback mechanisms that would allow them to recognize the consequences and rapidly modify their decisions based on real results in the field. For that reason, we have a “war on drugs” and “anti-money laundering” regulation in place for 20-30 years with no visible reduction in drug addiction, drug trafficking, or money laundering. For that reason, Voice of Humanity considers the action module as an essential part of the platform as a whole. At the same time, we recognize that “action” for building an energy plant isn’t in any way similar to “action” for ensuring all children get an education.

Voice of Humanity asserts that each proposal should come along with specific milestones, budgets, and measures that are taken on a regular basis, to ensure the project is having the effect desired. The action module will allow the input of those measures in a variety of ways (manually, through sensors, etc.). Action modules and interfaces will be developed with the actions that are appropriate for the communities we work with initially. (See the Roadmap.)

Action module will include specific milestones at which the topic returns to the discussion phase. If all the actions are being taken, yet the problem is not being solved, the community is able to stop the ineffective action and return to consider new approaches, or modifications to the current approach.

### *Action MVP Implementation: Validators*

One of the shortcomings of current lawmaking and government institutions is that, unlike corporate structures, there is no connection between the decision-making and the consequences. Governments lack the feedback mechanisms that would allow them to recognize the consequences and rapidly modify their decisions based on real results in the field. For that reason, we have a “war on drugs” and “anti-money laundering” regulation in place for 20-30 years with no visible reduction in drug addiction, drug trafficking, or money laundering. For that reason, Voice of Humanity considers the action module as an essential part of the platform as a whole. At the same time, we recognize that “action” for building an energy plant isn’t in any way similar to “action” for ensuring all children get an education.

Voice of Humanity asserts that each proposal should come along with specific milestones, budgets, and measures that are taken on a regular basis, to ensure the project is having the effect desired. The action module will allow the input of those measures in a variety of ways (manually, through sensors, etc.)

At the MVP stage, we will deliver a system of Validators who will oversee the delivery of the proposals that are decided upon. Over time, we expect to implement Action modules that include objective measures and ways to check the progress of proposals.

Action module will include specific milestones at which the topic **returns to the discussion phase**. If all the actions are being taken, yet the problem is not being solved, the community is able to stop the ineffective action and return to consider new approaches, or modifications to the current approach.

### **News and data**

Accurate information is essential for good decision-making. In the category of news and data, we put information into two different categories: **data** and **perspectives**.

- **Data** reflect studies, authoritative information, and validated facts that give information about the topic. For example, studies and real-time measurements of soil quality when



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exposed to certain chemicals can be used to make decision about farming or ecosystem regeneration.

- **Perspectives** reflect views of different people and communities on the decisions being made. For example, a farmer might have a different perspective than a shopkeeper who makes money from eco-tourism regarding the development of a particular property in their town.

Initially the discussion and proposal modules will include the basic components for perspectives, using language parsing to understand different perspectives. It is our assertion that it's useful for people to understand multiple perspectives before making proposals or decisions on proposals.

We are hoping to integrate platforms under development such as dnn.media for intelligent and validated news.

We are actively looking for platforms to plug into for news and data that is accurate and reflects different perspectives. Numerous groups in the blockchain community are attempting to tackle the issues of reliable news, scientific research. It is likely that in 2020, the industry will see viable prototypes that can be interfaced with the Voice of Humanity platform to allow people to get reliable information as input to the decisions being made.

## Security

Security and safety are fundamental for VoH. Ultimately, the organization is strong only as long as the software systems and networks are up and running reliably at all times. In today's environment of government surveillance, having a secure, independent and reliable system is even more complex.

Further security considerations are for the staff and members of the Voice of Humanity.

For the entire history of humanity, some humans have had more power than other human. Voice of Humanity becomes the first platform to give each human equal power in all matters that affect that human. While the VoH platform may replace some forms of government in some locations, in much of the world, VoH will exist alongside nation-state, corporate, and other types of governments an governing organizations. In other instances, governments may adopt parts or all of the platform for development of new forms of democracy.

It is not our goal to abolish heads of state, police forces, CEOs or rich people. Power structures are a necessary part of society. Our intention is to hold powers to account on behalf of all humanity, and to ensure those powers are acting in the interests of all humans involved. In this capacity we will create secure systems and procedures that will protect the people involved.

### *Design: no single point of failure*

The organization and all internal structures must be designed with no single point-of-failure.

### *Encrypted communications*

Communications from the outset need to be secured and encrypted for all VoH materials, correspondence, and calls.



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### *Operations in humanity-hostile environments*

The Voice of Humanity rarely operates in humanity-friendly environments. First of all, a very large proportion of today's organizations have developed into humanity-hostile environments. It's worth investigating why this happens as organizations grow, and building in systems to prevent this from happening in VoH.

Secondly, VoH will be called into situations that are humanity-hostile more often than not. If a Samyama is humanity-friendly, it probably has resolved itself and doesn't require VoH interference. Therefore, the organization needs to look systematically at the different types of humanity-hostile situations, and create its operations and processes such that as individuals and as an organization, VoH remains secure.

### *Secure sources of funding and resources*

Sources of funding need to come with no strings attached. In addition to the regular channels of donation and funding, VoH should secure some sources of funding that are untraceable to the authorities and can be used as a source of backup funding in case of emergency.

### *Defensive response*

Voice of Humanity needs to be impervious to existential threats to institution, such as targeted cyber-attack, targeting decision-makers, and targeting of bank accounts. Defensive response needs to be rapid and effective.



# Cryptocurrency

## Redefining money

Voice of Humanity rethinks what money is. Distributed Ledger Technology allows us to create our own independent form of cash with no centralized ownership.

The system will work alongside existing financial systems, and allow exchange in and out of the system, however, it will be completely independent in its operation.

In the past century, more than 90% of money has been produced by debt, and money has been used to measure things that, ultimately, are not the things people truly value. In this system of scarcity, debt, and consumerism, people have not gotten happier, and we assert that is systemic, built into the way societies create and control money, and the things that the money represents.

Educators about money define it as “a store of value” or a “unit of accounting”. Looking one step deeper, though, ask yourself: What do they mean by “value”? What are we accounting for? If you ask yourself “what do you value most?”, very few of those answers will include something that you can buy with today’s money. Air is clearly the most valued thing for human beings, yet the current “value” system of money has been destructive to air, and values it at zero cost. How bizarre.

We are living at a time of abundance. While we are getting very close to a world where we produce enough food, shelter, healthcare and education for all—where increasingly those items are produced by robots and artificial intelligence. Yet we worry how people will find jobs in order to “earn” their sustenance. If it costs almost no money to produce food, why would anyone need to earn it? Our economy is fundamentally flawed, and a large part of the flaw is the underlying assumptions about what money is, how it should be produced, controlled and distributed. In a society of scarcity, these assumptions were appropriate, but today we need to rethink these assumptions and start from what is true today: We would have enough of everything, even if 90% of the population stopped working. Money is not of limited supply. Yes, we do need monetary policy to avoid hyperinflation... maybe. We’ve never tried a new system, so we will need to find out what the new monetary policies will need to be. However, our past may not be a reliable indicator of how that needs to be done in the future.

Voice of Humanity’s underlying system is based on a form of digital cash that represents people’s time and contribution to society as a whole. Value is not scarce: anyone can produce value for another human by listening, smiling, or giving advice. Those forms of value are no more or less valuable than serving someone a meal, sewing a garment, or sweeping the streets. By creating a digital cash that represents work and time, rather than debt, VoH creates a fundamental economy that is more logical as well as more representative of human values, creating abundance for all rather than scarcity for most.

## Mining

“Mining” is simple on the VoH platform.

- Time spent on the platform is rewarded by tokens.



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- The only way to mine tradable tokens is with a person's time. The individual must verify his or her identity using the appropriate biometrics protocol. There is no automated mining of any kind available on the platform.
- Initially the system will value everyone's time equally. As it develops, people's time will be valued according to their contribution.
- The amount a person gets compensated is a function of their time, multiplied by their reputation. The reputation of a person will have different vectors of reputation, so when an expert is contributing an opinion in their area of expertise, their time is more valuable, but if they are just consuming content in an area of interest, their reputation will not be a factor.
- Activities on the platform will be valued according to the community's assessment of specific activities (with initial defaults and experimentation). For example, one of our initial defaults will be to compensate more highly for someone to view a variety of perspectives than to view only one perspective on a topic.
- Reputation tokens are separate from tradable (currency) tokens and reputation is earned in a variety of ways based on the value of a person's contribution. Initially, everyone will have equal reputation and everyone's time will be valued equally.
- The community itself will be able to develop the monetary compensation system for different activities.
- People can trade services and goods with one another in exchange for VoH tokens.

## Monetary policy

In a system where money is not of "limited supply", there are no models of reliable monetary policy to follow. The monetary policy of Voice of Humanity will be developed from scratch, through the observation of the looseness and tightness of monetary supply, rather than through numerous predictive algorithms. Our monetary policy will develop over time using the actual models we discover through use of the currency in the communities that adopt it.

The following are design principles of the VoH monetary policy:

- Human time is the fundamental value that is being represented, and people's contribution of time is always recognized.
- Because there is no shortage of money, there is no need to have a limited supply. Money can always be harvested through human's time and work. In this sense, there is an upper limit, because there cannot be more currency harvested than the amount of time people are awake and using the platform.
- People's time is a better representation of "value" than the amount of debt artificially produced by a banking system.
- Inflation and deflation are perceived as neutral, neither good nor bad, by the system architects.
  - Hyperinflation and wild fluctuations are considered bad and should be prevented by monetary policy.
  - The system is not designed to allow people to profit just from holding the currency. In other words, it is not a currency designed to increase in value.



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Value is produced by work, not by holding of capital. Capital investment, in a world with unlimited capital, is not intrinsically rewarded with interest.

- As long as everyone's basic needs are met by the currency or society, inflation and deflation are irrelevant. The trading value of a currency is simply a number and as long as it doesn't wildly fluctuate relative to goods people purchase, it is fundamentally unimportant to the users of the currency.
- The purpose of the system is to increase happiness and to increase people's ability to have influence on matters they care about. For that reason, how wealthy people become is of little significance to the system architects.
- Gaming of the system will be prevented through bounties awarded to those who catch others gaming the system.
- It may be that specific sub-communities, and the community as a whole will change the fundamentals and purpose of the system, which will be permissible. Forking and mods are appropriate ways to customize a community's use of the currency.
- This new model is unknown, and we will employ the best economic policy experts and mathematicians to constantly test and develop the models.
- The system will scale up slowly to verify that the models are working well.
- As the number of users expands, the Voice of Humanity will implement its own system of decision-making, reputation and voting into the monetary policy element of the platform, such that all users are able to have a say in how monetary policy is designed, to what degree it is managed by a committee, who will be on that committee, and to what extent they will influence monetary policy. Ultimately, all decision-making should become "on-chain" such that it is fully decentralized.

Even in the current monetary system, economic models have, at best, shown themselves to describe only some behaviors of the economic system. We recognize the risk involved in this model, but the perils of continuing in the current system justify the development of a new system. Our implementation strategy is gradual, so that these models will be tried over time.

## Cred: Initial Implementation

Time is money. The intention is to translate people's time into earned crypto points that can be used as the underpinned currency. The MVP will keep track of people's activity using a basic calculation of time on the platform as the initial basis for cred, with a bonus multiplier for high-reputation individuals. Cred is based on proof-of-work, but work performed by humans. Work performed by hardware is not valued on the VoH platform.

Everyone's time is valued, even that of trolls, when the troll is using it to improve their communications score (tools will be built in that are transparent to the troll. The vision is to create chatbots which are able to teach acculturation skills and offer training programs to handle issues where people need to deal with internal issues.)

Over time the system will develop different ways of rewarding people for their time. Different types of activities have different values. For example, viewing alternative opinions on a topic would have higher value than viewing homogenous opinions on the topic. Similar to attention tokens, people are paid for attention, but unlike attention tokens, they are not paid to see advertising,



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but to see truthful and reliable information as well as varied perspectives. Similarly, any type of contribution, such as adding a video of your perspective, sharing someone else's information, commenting, or proposing ideas. The quality of people's ideas and perspectives or the reputation of the person can be used as a multiplier.

The MVP might not be underpinned by a cryptocurrency, depending on the technological platform we use to build the MVP. No matter how it is done, the recording and saving of cred will allow anyone who is an early user to retain their proof of work. The platform will experiment with different values of time for different actions and individuals, but given that there is no scarcity of currency, there is no need to be concerned about paying people for repeated opinions, unoriginal ideas, etc. Everyone's time is valued and there is enough abundance for everyone to have a UBI based on their time spent contributing to the community.



# Core values

## Mission

The Voice of Humanity's mission is to provide a system by which every human may participate meaningfully in global and human affairs; a system of intelligent reflection and effective action, by which every power structure is regulated and global issues effectively addressed. We expect, as a result to create and maintain a world in which every human being has their basic needs met, and their basic human rights, including the rights to a decent home, food, water, clean air, justice, education, healthcare, personal safety, freedom of movement and expression, and representation in the communities and governance bodies affecting them.

## Principles of Consideration and Action

- **Oneness:** All beings on earth are connected. While we each may have our individual characters and characteristics, our destinies are bound together. What we do, think and feel has an impact on others. Within this paradigm, we are always seeking win-win solutions.
- **Listening:** Everyone's voice is legitimate and everyone has the right to be heard. Every human can speak up in the platform and anyone can voice any opinion on anything.
- **Equality.** All humans are equal. No humans may be treated differentially on any basis.
- **Effectiveness.** The purpose of the organization is to create and implement solutions. Voice of humanity is not a think-tank or cultural framework: it is designed to solve problems and implement solutions in a world that changes rapidly. Effectiveness and action are building blocks of the platform.
- **Non-destruction.** Harming or destruction of humans, other living beings, or nature cannot be considered under any circumstance. While it is legitimate to express an opinion that someone or something should be destroyed, the Voice of Humanity will never accept such an option as a solution for any problem.
  - It is our obligation as humanity to consider the needs of nature and animals, who do not have voices of their own. Our principle of non-destruction applies to nature, habitats, plants and animals.
  - The non-destruction principle, in general, does apply to man-made physical objects, art, and architecture, but it is not an absolute mandate.
- **Institutions are not humans.** An institution does not have representation in the Voice of Humanity. Institutions have input only as the combination of the voices of humans at all levels of activity within that institution. Institutions, as entities, have no rights or privileges. The non-destruction principle does not apply to human-created institutions.



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## Self-Governance

VoH will use an iterative process to govern itself. In other words, the same procedures that are discussed above will manage the organization itself. At the same time there will be a group of “Elders” or council members that ensure that the system is self-healing and that isn’t going off track. The council members will serve for terms of 3 years, and cannot serve an additional term consecutively. The council members will need to have a minimum level of reputation and expertise to be eligible to run for the council. Preferably, the system will choose the council members based on participation and reputation, though in the first few years a voting system will be needed. Terms are overlapping so that there is no loss of knowledge.

Almost all of the functions of the Voice of Humanity will be managed through the built-in governance process that the VoH represents. The Council of Elders will consist of 25 people and have the following responsibilities:

- Ensuring that the decisions made are not completely ridiculous and do not cause harm to human beings. Veto power on decisions will be used in extreme cases and must be decided by a 70% vote of the Elders. Requests for a veto vote can be made in any group decision, and brought to the attention of the Elders by any member of the VoH.
- Management of security of the overall system and handling of matters that require confidentiality.
- Overseeing the health of the system itself and the health of the operational technology to ensure resilience and robustness.
- Representation of Voice of Humanity to outside bodies, provision of services and integration to outside bodies that want to adopt the VoH platform for their own use. This may be done through the assignment of budget or agencies.
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## Roadmap and Milestones

The Voice of Humanity project aims to create an alternative to current structures of governance, one that can be adopted by different communities and used worldwide. This won't happen all at once, so we are building based on our core module, the Proposal module.

Phase 1: Months 1-6	Proposal module and identification of communities	Creation of the proposal module and identification of communities that are developing independently and can be test cases for VoH. Development of working prototype for proposal and testing with small communities in the dGov arena.
Phase 2: Months 6-12	Beta Proposal Module Alpha community development	Proposal module will work in tangent with up to 3 voting technologies, to improve the quality of the proposals implemented on these platforms.  Simultaneously, the proposal module with cryptocurrency plus community onboarding (probably in meat space) will be developed in communities of less than 1000 people to validate its use and begin to create independent communities which can develop the processes to integrate into the scalable module.
Phase 3: Months 12-24	Proposal module as a service Community development, Onboarding and Voting	The proposal module will be fully developed as a product that can be implemented in DAOs and other organizations, and organizations will pay for the software and process. The communities using VoH will be able to cross-pollinate and form larger and umbrella organizations. The acculturation processes will be integrated into online formats, and become an integral part of the discussion and proposal-making system. Groups who want to adopt the platform will have tools for onboarding the entire community for decision-making. Voting and news integrations will be available at this point. During this year it is our intention to adopt specific causes/problems to the platform, and use the platform to effectively end armed conflict in 1-3 zones of conflict to prove the platform's effectiveness.
Phase 4: Months 24+	Full platform development, Governance-as-a-service	Voice of Humanity will provide governance-as a service to organizations large and small. Our vision is to be able to accommodate a variety of forms of self-governance in communities where



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		<p>government is unable to provide adequate services, and locations where fiat currency is impractical, unavailable, or in freefall. Unlike other cryptocurrencies, VoH provides a full substitute for other forms of societal management. Modules will be available to help societies transition into the platform as needed.</p>
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## FAQ

### Nice idea, but how is this all going to happen?

We aren't sure. The advent of new forms of money is enabling people to free themselves from sovereign governments, and we are seeing experimentation with a wide variety of self-governance. The initial deployments will be in small communities for proof-of-concept and for development of the system. The VoH platform will be designed both for scalability and for fragmentation. Today, people belong to many communities, and we expect different communities to want different modifications.

In some countries, the shift from fiat currencies and centralized governments may happen in pockets that are remote from capital cities, and where they are underserved. In some countries, the shift will be sudden, through revolution or failure of the local currency. In some countries, fiat currency will continue as the norm and the governments will prevail, either through evolution to a better form of governance, or by force.

Voice of Humanity is designed to work side-by-side with existing governments or to become a substitute for a government when needed. We are a non-political, non-governmental decision-making system. Our goal is to scale to a system that could replace a government, particularly in areas where the failure of government has led to mass suffering, war, starvation, and refugee problems.

### How is this related to blockchain governance?

We don't care, actually. The shortcoming of blockchains and blockchain governance is that it is fundamentally trying to govern digital cash. Digital cash is no different than other forms of cash, and most of the issues around its governance are of no interest to people, even to the people who use that form of cash. Governing code is simply of no interest to most of humanity.

Voice of Humanity is about how people govern things they care about. Governance of digital cash is of great interest to very few people. The rest of humanity is concerned with things like breathing clean air, educating their children and enjoying their lives.

We are using blockchain technology where it's appropriate, and other technology where appropriate. We aren't interested in governance of blockchains per se. We are creating usable governance systems. We'll use our own systems of collaboration to govern the backend, but we do not expect most of the people on the platform to care how it's built. We do expect Distributed Ledger Technology to be an important part of Voice of Humanity, because governing the commons requires a common database, a form of immutable digital cash, and transparency. However, the way the backend works will mostly be invisible to users of the platform.

### Why UBI won't work

Universal Basic Income (UBI) is a great idea, and Voice of Humanity believes that in a world of abundance, everyone has the right to a UBI. The problem with UBI today is that it's run by central



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governments. Finland proved how quickly even a small experiment can be botched.<sup>5</sup> Politicians can't promise anything Universal, because governments can change, withdraw or reverse laws at any time.

Voice of Humanity is run by the community. Money is available to anyone in the community who contributes in any way, whether that's sending their children to school, recycling their litter, or installing antivirus on their phone. Today, we make people pay to send children to school and to install antivirus, but those activities make society better for anyone. We reward people for plastering our streets with ugly billboards and fracking, though those activities harm society. We never question the fundamental value of money itself, but if we did, UBI might be unnecessary. People's contributions to society would be rewarded appropriately, and we'd find there were very few people with nothing to give.

A community could literally turn value into whatever it wants, creating a safer and more fair environment for everyone. Money is not a scarce resource, so people can always be provided a basic income, either based on their contribution or based on a sense of fairness to people who are weaker.

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<sup>5</sup> <https://medium.com/basic-income/what-is-there-to-learn-from-finlands-basic-income-experiment-did-it-succeed-or-fail-54b8e5051f60>



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