IEB White Paper



Preface

Game content, as a strategic resource, plays an increasingly central role in the digital economy. As the need for secure circulation and added value of game content has grown, new technological requirements and innovative platforms have emerged to meet these challenges. This context has accelerated the modernization of traditional industries and stimulated advances in social governance.

The IEB platform is a video game creation and publishing platform based on blockchain technology and artificial intelligence, designed to guarantee secure storage of game content, transparent exchange of game resources and efficient circulation.

This platform goes beyond a simple game content service tool: it acts as a collaborative bridge, linking game content owners, game content users and artificial intelligence applications, while promoting cooperation between stakeholders and the prosperity of the ecosystem.

At present, the video game creation and publishing market is facing three major issues:

- 1. How can we guarantee the security and privacy of game content?
- 2. How can we improve the transparency and reliability of game resource exchange processes?
- 3. How to ensure interoperability and coordination between different platforms?

The IEB platform responds to these challenges by leveraging blockchain's unforgeable distributed ledger technology and artificial intelligence to analyze and recommend gaming content. It offers an integrated solution to these issues and supports cross-industry use cases. It opens up prospects for the creation and publication of video games, and for value creation in fields such as game development, healthcare and education.

We anticipate that the game creation and publishing market will face new challenges and opportunities in the coming years:

Security requirements will drive the continued evolution of game content resource exchange technologies.

- Cross-platform application scenarios will expand the boundaries of game creation and publishing.
- Transparency and interoperability will become fundamental values for the development of the game creation and publishing ecosystem.
 - The in-depth combination of game content and artificial intelligence will give rise to new business models and unprecedented economic opportunities.

This is why, through the launch of the IEB platform, we are committed to building a secure, transparent and scalable game content ecosystem, to enable the efficient circulation and value release of game content. We are convinced that the IEB platform will become an essential part of the global game content economy, providing powerful support for industrial evolution and social progress in the game content era.

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Declaration

This white paper has been written under the direction of the IEB platform team. Its purpose is to describe in detail the products, application plans, technical architecture, token business model, collaboration ecosystem and network framework of the IEB platform. Although blockchain technology is still relatively young and complex, its potential and use cases have attracted increasing attention. In the overall business model, it is crucial to explain in detail game content flows, the implementation of key technologies, the token business model, sector applications, the content distribution ecosystem and stakeholder relationships. To help readers of this white paper better understand these concepts, necessary explanations of technical terms and implementation mechanisms will be provided.

The IEB platform is not limited to a theoretical concept or a framework of limited feasibility. On the contrary, the IEB platform is based on extensive business requirements, game content security solutions and innovative game content resource exchange technologies. In phase 1.0, we have already finalized the design of the complete business logic, the validation of the application scenarios and the actual deployment of the fundamental technological products. Whether for the founding team, developers or operational managers, we deeply understand that promoting innovation in the game content resource exchange ecosystem is an ongoing and challenging process. However, our mission remains unchanged: we will continue to work towards building a more efficient game content economic system.

This white paper is intended solely to introduce the technical and commercial framework, and does not constitute an invitation to invest or a recommendation to buy. Nor does it include legal, tax or commercial advice. Any unauthorized reproduction or redistribution of this document is strictly prohibited. If a quotation is necessary, please clearly indicate the source. Furthermore, all design ideas, technical architectures and solutions proposed in this white paper are the intellectual property of the IEB platform team. Any infringement of these rights will be prosecuted by the team.

-By IEB platform technical team

Chapter 1: Background to the birth of the IEB

platform

1.1 Analysis of current pain points in the game creation and publishing industry

Blockchain, as a major technological innovation in game content science, is seen as a key technology for building the Internet ecosystem of the future, transforming the Internet from a simple information connection into a value connection. Relying on decentralized consensus mechanisms and a distributed registry or base of gaming content, blockchain guarantees the integrity of this online registry through cryptographic technologies, ensuring its transparency and consistency.

The network's decentralized structure, combined with the irreversibility and inalterability of encrypted information, guarantees the security, speed and confidentiality of game content exchanges, while adopting a peer-to-peer transmission mode. Although blockchain technology is still at an early stage, it is already seen as having widespread application potential in fields such as video game creation and publishing, artificial intelligence, the Internet of Things, education, healthcare and economic commerce.

"Transformation is urgent: all game content has value, but setting up an effective exchange mechanism remains elusive."

The new market environment and technological advances bring unique challenges to the game content exchange industry. Relying solely on traditional game content circulation models often results in low efficiency, an obvious game content island phenomenon, and users lack a thorough understanding of the value of game content, preventing the market from fully exploiting the potential of game content assets.

1) From the point of view of the creators/managers of game products :

First of all, game content sourcing faces problems of efficiency in game content exchanges and a lack of direct return on value. Traditional channels for exchanging game content assets are limited and lack transparency. Over-reliance on centralized platforms for game content management leads to high exchange costs and may even lead to unfair distribution of game content revenues. At the same time, game content providers find it difficult to establish direct contact with end-users, which prevents game content from being fully exploited.

- Secondly, there are obvious barriers to the creation and publication of video games between different industries. Due to the sensitivity of game content and industry differences, suppliers are generally unable to establish a sufficiently broad network for exchanging game content resources. This limitation seriously affects the sharing and circulation of game content resources.
- 2) From the point of view of those seeking gaming content:

Firstly, fraud in gaming services is on the increase.

The use of biometrics to verify the veracity of user information, in order to prevent fraud linked to identity theft and embezzlement, is becoming indispensable. Furthermore, the use of machine learning makes it possible to identify abnormal gaming resource exchanges in complex gaming content environments by analyzing similar behaviors via deep learning algorithms.

Secondly, channels of access to gaming and investment services are scarce, and choice is severely lacking.

For the majority of people, real estate and the stock market are the most accessible and easiest investment channels. When a person has an available sum of money, he or she will naturally invest in real estate, buy shares or funds. This demand exists and is massive. However, there is still not enough quality content on the Internet to satisfy the specific needs of these target groups.

The gaming content exchange sector is a key area for the application of blockchain technology. Essentially, blockchain is a decentralized distributed ledger, which amounts to a participatory method of accounting. In the current era, where technology is driving the development of platforms for creating and publishing video games, blockchain has become an essential technological driver. It offers fundamental technological support for solving problems of trust in the exchange of game content. Its features, such as high reliability, simplified processes, traceability of game resource exchanges, reduced costs, fewer errors and improved game content quality, make blockchain a potential tool for reshaping the foundations of game creation and publishing platforms, in particular the mechanism for trust exchange and information transmission. It can accelerate innovation in the field of game resource exchange.

1.2 The emergence of 5G + the maturity of blockchain / Big Data technologies

1) 5G - High speed, low latency, high security, bringing new opportunities to the gaming sector

IEB provides an infrastructure for the creation, publication and distribution of video games powered by artificial intelligence, while facilitating integration between different entertainment content blockchains.

Ubiquitous network. This includes replacing one high-power base station with multiple low-power base stations, enabling fast Internet connection even in areas where network coverage was previously inadequate. "While the 4G signal currently covers 60% of areas, which represents an area of intense competition for entertainment services, the remaining 40% will be considered the battleground for 5G."

Low power consumption. Many current 4G devices have high power, high energy consumption and are expensive, making large-scale deployment difficult. On the other hand, 5G enables low-energy transmission, extending battery life. What was once impossible becomes possible in a 5G environment. Rich, multi-dimensional monitoring game content helps to improve playful risk management.

Low latency. 5G offers millisecond latency, dramatically improving the immediacy of game content transmission. In the field of entertainment, applications such as virtual assistants in holographic projection will appear. Bank branches will be truly unattended thanks to this technology.

High security. With the introduction of 5G, information security standards will be strengthened, offering greater protection for gaming content. 5G will also bring major improvements in blockchain and cloud technologies.

Internet of Things (IoT). If 3G and 4G networks enabled people to connect with each other, 5G will connect all objects. In the 5G era, objects such as smart watches, smart home light bulbs and connected cars will be equipped with sensors to enable the creation and publishing of video games via 5G.

2) Blockchain + AI + Big Data - The three levers of efficient game content exchange.

IEB provides an infrastructure for the creation, publication and distribution of video games powered by artificial intelligence, while facilitating integration between different game content blockchains.

Big Data for precise user localization: thanks to Big Data technologies, game creation and publishing platforms can analyze users from different angles, understand their specific needs and optimize the supply of game content. This approach provides a better understanding of users' behaviors and expectations,

making it possible to offer game content that is more relevant and adapted to the specific needs of game content buyers and suppliers.

Artificial Intelligence for game content exchange optimization strategies: AI in the field of game content exchange plays a key role, notably in analyzing user preferences, detecting anomalies in game content flows, automating game content sharing decisions, and optimizing exchange validation processes. AI algorithms used include supervised learning, machine learning, natural language processing and image recognition. Representative examples include platforms such as Ocean Protocol or Filecoin, which use these technologies to improve the efficiency of game content exchanges, while guaranteeing intelligent and secure information management.

1.3 Industrial application development prospects for a game creation and publishing platform

As mentioned above, with the fusion of 5G, Big Data and Blockchain technologies, exceptional performance will be achieved in commercial applications related to game content exchanges, while resolving industry pain points and disrupting the status quo to shape the future. This is one of the key objectives for the development of the IEB game creation and publishing platform.

Currently, in the ecosystem of game content exchanges, "decentralization" is not yet truly widespread. In modern blockchain-based game creation and publishing platforms, thanks to the decentralization, distributed ledger and irreversibility features offered by blockchain, the game content exchange sector is beginning to build itself around a sound, open, transparent and fair system. However, many aspects have yet to be fully implemented, and the issue of "centralization" remains a major challenge to be resolved.

In fact, many game creation and publishing platforms still operate on a centralized model. In these platforms, game resources are exchanged, but game content is not really transferred seamlessly. The platforms themselves keep a record of each game resource exchange, and users have no direct control over the location of their game content. This has led to serious concerns about the security and confidentiality of game content. Platform users are exposed not only to the risk of cyber-attacks, but also to risks of internal fraud. In addition, to create competitive barriers, these platforms exchange information in a closed manner, preventing cross-platform sharing of game content.

A decentralized game content exchange sector, operating with centralized methods, closed barriers and low liquidity, results in high game resource exchange costs and a poor user experience. This is a major problem requiring an urgent solution to improve the efficiency of game content exchanges and boost user confidence.

Cross-chain" technology breaks down the existing barriers of blockchain systems, enabling true decentralization of game content exchanges. This decentralized model opens up new prospects for optimizing the exchange and transparency of gaming content. The rise of the decentralized game development model (DeFi) has breathed new life into the gaming sector, and this dynamic can now be applied to the video game creation and publication platform.

The DeFi (Decentralized Game Development) model, sometimes referred to as the "Open Data Exchange", refers to decentralized protocols for creating an open and accessible game creation and publishing system, where any user in the world can exchange game content anytime, anywhere, without the need to rely on a centralized intermediary.

Compared to traditional game creation and publishing models, DeFi offers three major advantages: - Users don't need to trust centralized entities to exchange game content; trust is rebuilt in the blockchain and code. - Access to gaming content is open to all, without central control, promoting greater inclusivity. - Protocols are open source, enabling worldwide collaboration to develop new game creation and publication products and accelerate innovation in this field.

Examples of projects that illustrate this evolution in decentralized game creation and publishing include solutions that enable the transparent management of game content through smart contracts, the creation of pools of game content accessible to users, and the automation of validation processes and the sharing of game content between parties. These examples demonstrate the enormous potential of decentralized models to transform the exchange of game content.

In addition, a revolution in game content sharing systems is underway, and social technologies such as short videos and streaming, supported by 5G and Big Data, are increasingly integrating with blockchain. This development is making the exchange of gaming content safer, more transparent and more efficient. These factors open up new development opportunities for the IEB platform, facilitating the creation of a decentralized and secure ecosystem for the creation and publication of video games on a global scale.

1.4 Development opportunities for the IEB platform

Faced with the challenges of industry development and the opportunities offered by technological evolution, the IEB platform is positioned to play a key role in the evolution of game content ecosystems. Leveraging advanced technologies such as 5G, blockchain, artificial intelligence (AI), and Big Data, IEB offers tailored solutions to address critical industry issues, particularly in the areas of gaming content exchange and management.

IEB provides an infrastructure for the creation, publication and distribution of AI-powered video games, while facilitating integration between different game content blockchains.

IEB's decentralized data exchange and multimedia content platform combines short video and livestreaming services with data infrastructure, allowing businesses to reach their audience securely. 5G supports this vision by enabling smooth data streaming and enhanced customer experience.

IEB builds a decentralized data ecosystem to meet the growing demand for open, transparent solutions with secure information management. IEB's platform aims to create a value chain where users can exchange data and services securely, ensuring legal compliance and security best practices.

IEB's platform enhances marketing and customer acquisition strategies by leveraging Big Data and AI for advanced user preference and market trend analysis. Short video and livestreaming services offer new ways to engage customers, allowing businesses to create real-time content, interact with their audience, and collect relevant data for offer adjustments.

IEB supports financial service providers by facilitating data and exchange of game management resources. Using blockchain and AI tools, IEB enhances game resource exchange security, optimizes digital asset management, and develops customized financial products. The decentralized platform improves financial service efficiency while addressing security, transparency, and risk management challenges.

Looking ahead, IEB aims to be a key player in global data management improvement by leveraging 5G, Big Data, blockchain, and AI. The platform's potential for transformation is vast, spanning gaming development and other sectors like healthcare, logistics, and energy. IEB offers secure, transparent, and intelligent data management solutions to meet the increasing demand for data utilization while ensuring user protection and regulatory compliance.

Chapter 2: System overview of the IEB game creation and publishing platform

2.1 Project background and strengths

The IEB game creation and publishing platform is an initiative backed by leading investors and strategic partners in the field of game technology and services. These partners include major players such as JPMorgan Chase & Co, Fidelity Management and Research Company, Marshall Wace, Digital Currency Group, FTX, Breyer

Capital, and many others.

JPMorgan Chase, one of the world's largest financial institutions, with total assets in excess of \$2.5 trillion and asset management in excess of \$1.5 trillion, is playing a key role in providing play services expertise and reinforcing the platform's credibility.

Robust technological and financial strength

IEB provides an infrastructure for the creation, publication and distribution of video games powered by artificial intelligence, while facilitating integration between different entertainment content blockchains.

By combining proven expertise in game content management, blockchain, AI, and Big Data, the IEB platform is able to solve complex problems related to the secure and efficient exchange of information, while providing a secure, fast and reliable environment for global users.

This strategic and playful support provides a solid foundation for the continued development and expansion of the IEB platform, ideally positioning it to meet the growing needs of the global market for secure game content exchange.

2.2 Overview of the IEB game creation and publishing platform

IEB provides an infrastructure for the creation, publication and distribution of video games powered by artificial intelligence, while facilitating integration between different game content blockchains.

Objectives of the IEB platform:

Creation of a decentralized, secure infrastructure: The platform seeks to provide users and institutions with a distributed gaming content infrastructure based on blockchain protocols. This infrastructure will serve as a foundation

for secure game content sharing on a global scale, with the vision of creating a fluid, interoperable game content sharing network.

Interoperability and standardization: By reconfiguring the underlying protocols, the platform will be compatible with all existing game content management systems. This will facilitate standardization and the creation of global protocols for secure, seamless sharing of game content between global players, regardless of the systems used.

Expanding value chains: The gaming content network will be strengthened by connecting more key players in different economic sectors, creating a value highway for secure information sharing. The greater the number of nodes and the more diversified they are, the greater the value generated by the network.

Application ecosystem of the IEB platform:

The main objective of the IEB platform is to solve current problems related to the exchange and management of gaming content by exploiting cutting-edge technologies such as blockchain and 5G. By focusing on the creation and publication of video games, the platform creates a fluid, interconnected ecosystem where different sectors can share and access game content securely and transparently. This exchange model aims to optimize collaboration between companies, institutions and users, while guaranteeing high efficiency in the cross-border exchange of game content. The integration of modern platforms such as short videos and livestreaming also enhances user interaction and engagement, delivering dynamic, interactive experiences.

Integration and global service strategies:

Integration with online content distribution systems: Partnerships with platforms such as PayPal and Western Union will facilitate cross-border game content exchanges, particularly for users in regions such as China.

Launch of live streaming services: A live streaming service based on short-form video will be launched, enabling users and businesses to create live content for commerce, news and other applications, enriching the platform's ecosystem.

Tokenization of game content and assets: The game creation and publishing platform will introduce IEB tokens, enabling the circulation of game content and the activation of asset digitization and tokenization solutions, while facilitating secure and transparent exchanges.

Vision of the Future:

IEB provides an infrastructure for the creation, publication and distribution of video games powered by artificial intelligence, while facilitating integration between different gaming content blockchains.

2.3 Innovations and benefits of the IEB game creation and publishing platform

The IEB game creation and publishing platform has introduced a series of technological innovations based on advanced blockchain principles, to create a comprehensive and robust ecosystem for the secure and transparent exchange of game content on a global scale. These innovations enable the seamless circulation of game content and the tokenization of assets across various sectors, facilitating the exchange of game content in a borderless global environment.

Unrestricted exchange of cross-border game content resources

Thanks to advanced underlying technologies, the IEB platform not only enables real-time exchange of game content with global systems, but also integrates easily with online and offline applications. As a result, users can seamlessly exchange game content on a global scale, without any geographical restrictions. This system enables seamless, convenient sharing of game content for all users, whether corporate or private, anywhere in the world.

Smooth, efficient global circulation

The IEB platform system is designed to support large numbers of users without compromising the speed or efficiency of game resource exchange. Whether for low-volume game content or large quantities, the system handles the exchange of jeus resources quickly and efficiently. The platform has the capacity to handle large volumes of gaming content while maintaining low latency and low cost, enabling a smooth global flow of information.

Censorship-resistant platform

By combining the best security technologies, the IEB platform offers high resistance to censorship. It uses a combination of decentralized transmission protocols, peer-to-peer networks, decentralized nodes and other circumvention technologies, ensuring that game content exchanged on the platform remains inaccessible to blocking or restrictions. This guarantees seamless connectivity and the freedom to create and publish games worldwide, even in environments where access to the Internet or traditional networks may be limited.

Easier tokenization and sharing of game content

- IEB enables users to digitize and tokenize assets seamlessly, providing a way to connect traditional systems to blockchain technologies. This opens up new opportunities for creating and publishing video games and creating value from decentralized game content. Thanks to this integration, the platform fosters a frictionless game creation and publishing ecosystem, while ensuring that users have total control over their information and game resource exchange.

Expanding the global ecosystem

In the future, the IEB platform plans to open up development interfaces (KPIs) and make open-source community resources available on a global scale. These resources will enable institutions and developers to create their own applications and ecosystems based on IEB technology. Through reward mechanisms and active participation, the platform will encourage the growth of the global ecosystem, facilitating the fluid circulation of game content across various sectors, such as game development, education, commerce and technology.

In this way, the IEB platform positions itself as a leader in the secure, transparent and globally accessible creation and publication of video games, offering innovative solutions tailored to the needs of users and businesses in various sectors.

Chapter 3: The IEB game creation and publishing

platform ecosystem

3.1 Integrated "Data Exchange-based" service platform

The IEB game creation and publishing platform will be centered on blockchain technology, offering solutions for game content sharing, game content resource exchange and game content governance on a global scale, for users, enterprises, governments and other institutions. Thanks to blockchain features such as

decentralization, immutability, high transparency and traceability, the game creation and publishing platform can guarantee information transparency, reduce friction costs for game content circulation and become the cornerstone of game content circulation in the age of the digital economy. The IEB game creation and publishing platform aims to resolve issues such as game content islands, game content ownership rights, and game content privacy, while facilitating the efficient circulation and value release of game content.

IEB Data Sharing

Game content sharing is one of the key functions of the game creation and publishing platform. Using the immutability and transparency of blockchain, IEB builds a decentralized network for sharing game content. Thanks to smart contracts and P2P collaboration, the IEB game content sharing platform enables the automatic authorization and exchange of game content resources, guaranteeing a relationship of trust between the game content provider and the game content user. Game content providers can use the platform to transform their game content into assets, and define rules for the use and exchange of game content resources through smart contracts, enabling the monetization of game content value. What's more, game content users can quickly access the game content they need via the platform, reducing the cost of acquiring game content and improving the efficiency of its use.

Traditional modes of game content sharing are often limited by game content islands and privacy issues, resulting in low efficiency of game content circulation. The IEB game content sharing platform, thanks to blockchain technology, ensures that every exchange of game content resources is transparently recorded and protects the confidentiality of game content using encryption techniques, thus preventing game content leaks. In addition, the IEB platform enables multi-dimensional evaluation and pricing of game content, helping suppliers to better manage their game content assets and improve the flexibility and efficiency of their traffic.

IEB provides an infrastructure for the creation, publication and distribution of video games powered by artificial intelligence, while facilitating integration between different game content blockchains.

Game content resource exchange is another key feature of the game creation and publishing platform. The IEB game content resource exchange platform, thanks to blockchain technology, builds a decentralized marketplace for the exchange of game content resources, enabling point-to-point game resource exchanges. The game content provider can place its game content assets on the blockchain and define game resource exchange rules via smart contracts, while the game content user can directly purchase the necessary game content via the platform. The transparency and immutability of the blockchain guarantee the fairness and security of game content resource exchanges, avoiding the problems of information symmetry and fraud in traditional game content resource exchanges.

The IEB game content jeus resource exchange platform supports several modes of jeus resource exchange, including game content subscription, game content auction and game content rental, to meet the needs of different users. Thanks to this platform, game content providers can better realize the monetization of their assets, while users can quickly obtain high-quality game content resources, promoting the efficient circulation of game content and the release of its value.

IEB Data Governance

Game content governance is an important function of the game creation and publishing platform. The IEB game content governance platform, thanks to blockchain technology, builds a decentralized game content governance system, supporting the management of the complete game content lifecycle. From the collection of game content, its storage and processing, to its exchange of game resources, the IEB platform ensures that every stage of game content is transparently recorded and automatically managed via smart contracts.

Traditional modes of game content governance are often limited by centralized management, resulting in low management efficiency and vulnerability to game content abuse and private game content leaks. The blockchain-enabled IEB game content governance platform ensures transparency and traceability of game content, helping companies and governments to better manage their game content assets and improve the efficiency of game content governance. In addition, the platform supports the sharing and collaboration of game content between different institutions, facilitating the circulation and release of game content value.

3.2 Universal Data - a borderless, frictionless Data Circulation Ecosystem

With the rapid development of technologies such as 5G, artificial intelligence and the Internet of Things, demand for the circulation of gaming content is growing rapidly. The IEB game creation and publishing platform, by integrating today's cutting-edge technologies, is building a borderless, frictionless ecosystem for the circulation of game content. In this ecosystem, game content can circulate ubiquitously, offering high-quality game content services anytime, anywhere.

The integration of 5G technology with the IEB game creation and publishing platform will unlock greater potential, enhancing the interaction and experience of game content circulation. Thanks to the low-latency and high-bandwidth characteristics of 5G, the IEB platform will be capable of real-time game content transmission and processing, meeting the requirements of efficient game content circulation. In addition, the platform will support different content distribution methods for gaming content, including content distribution in IEB tokens and fiat currencies, offering a convenient gaming content resource exchange experience for users.

In addition, 5G technology will enhance game content security, risk management and instant detection of game content abuse. The IEB game creation and publishing platform, thanks to blockchain, guarantees the security and transparency of game content circulation, preventing game content abuse and private game content leaks. By combining 5G and blockchain, the IEB platform will give rise to new models for the circulation of gaming content, opening up new markets and promoting the efficient circulation and value release of gaming content.

3.3 IEB Consumption and Circulation Cycle - The IEB Data Marketplace

The IEB Data Marketplace is an essential part of the IEB game creation and publishing platform, aimed at providing users with a convenient experience for the consumption and circulation of game content. The IEB Data Marketplace, thanks to an intelligent recommendation algorithm, helps users to quickly select and obtain the game content they need, improving the efficiency of game content consumption. Users can purchase game content resources via the IEB Data Marketplace and use IEB tokens to pay for them, guaranteeing a smooth exchange of game content resources.

In addition, the IEB Data Marketplace develops a rating and feedback mechanism, where users can receive rewards in IEB tokens by rating game content resources. These tokens can be used to purchase game content resources or to access other applications on the IEB platform, thereby increasing user engagement and loyalty.

3.4 Source of Life for the IEB Ecosystem - The Data Mining Pool

The Data Mining Pool is a key component of the IEB game creation and publishing platform. It acts not only as a producer of game content, but also as a bridge for the circulation of game content between game content providers, game content users, project developers and game resource exchange platforms. Thanks to blockchain, the IEB Data Mining Pool connects the four stakeholders in the ecosystem to create an efficient system for the circulation of game content.

Improve user loyalty: The IEB Data Mining Pool enables all users in the ecosystem to benefit from shares in the profits from the circulation of gaming content, thereby increasing their loyalty and participation. Building a user base: The Data Mining Pool offers game content providers and users an efficient circulation service, creating a solid user base and increasing platform traffic. Supporting SMEs: The Data Mining Pool helps small and medium-sized enterprises to expand their audience and integrate into the vast world of the game content economy.

3.5 Outlook and future - Bourse Écologique

1. global strategic plan

The IEB game creation and publishing platform, with its international certifications and blockchain game content circulation licenses in several countries, will continue to expand globally, focusing on two main areas: expansion to more countries and regions, and the addition of exchangeable game content asset types.

IEB provides an infrastructure for the creation, publication and distribution of AI-powered video games, while facilitating integration between different game content blockchains.

2 Enhancing the ecosystem

In addition to the existing projects for game content mining pools, game content jeus resource exchange and game content governance, the IEB platform will extend its ecosystem to include areas such as game content education, game content investment funds and game content technical support. The IEB token, as the platform's core asset, will circulate in various ecosystem scenarios and serve as a means of content distribution, making IEB the currency of value for game content on a global scale.

Thanks to these features and future strategic direction, the IEB game creation and publishing platform will build an efficient, secure and transparent game content circulation ecosystem, promoting the circulation of game content and the release of its value, thus becoming the cornerstone of game content circulation in the age of the digital economy.

Chapter 4: Ecological Model of the IEB Token

Economy

4.1 Issuing and distributing IEBs Project name: IEB platform Token name: IEB

Total quantity issued: 1000 million Consensus mechanism: POW + POS Distribution rules :

ICO: 25

Foundation: 15

Technical team: 10%.

Management team: 10

Community mining: 40%.



4.2 Liquidity and value

As the central value vector of the IEB video game creation and publishing platform, the IEB token performs a variety of functions, including, but not limited to, the following:

Investment and Purchase of Data Products

Users can use IEB tokens to purchase or invest in game content products available on the platform, such as game content packages, game content analysis tools or game content services.

IEB provides an infrastructure for the creation, publication and distribution of video games powered by artificial intelligence, while facilitating integration between different game content blockchains.

Users can exchange game content resources, subscribe to services or perform other content distribution within the IEB game creation and publishing platform ecosystem using IEB tokens.

Guarantee for companies

Companies wishing to join the IEB game creation and publishing platform must deposit a certain amount of IEB tokens as a guarantee, to ensure their compliance and stability in the ecosystem.

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Companies integrated into the IEB platform ecosystem can access technical support, commercial networking and operational support services by paying in IEB tokens.

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Data mining rewards

IEB tokens are used as a reward tool in the platform's gaming content mining pool. Users can earn IEB tokens by participating in game content mining activities. In addition, they can help build the ecosystem and generate revenue through gamified or consumption-based mining models.

Worldwide partnerships

As the IEB game creation and publishing platform accelerates its internationalization, it will establish strategic partnerships on a global scale. Potential partners will be required to deposit a set quantity of IEB tokens as collateral to guarantee the long-term stability of the collaboration.

4.3 Value Return Mechanism

During the first ten months following the launch of the IEB platform's game content mining pool, regular buybacks of IEB tokens in circulation on the market will be carried out to stabilize their price and promote their long-term appreciation.

4.4 Destruction mechanism

In order to maintain the stability of the value of IEB tokens and encourage their gradual increase, the IEB video game creation and publishing platform has designed a unique destruction mechanism, comprising two types: destruction by circulation and destruction by consensus.

Destruction by Circulation

Each exchange of IEB token game resources will trigger destruction equivalent to 0.1% to 0.3% of the value in circulation. In addition, spending IEB tokens on the platform's online marketplace will also activate this destruction mechanism.

Consensus destruction

The nodes of the IEB game creation and publishing platform will vote to determine the quantity of IEB tokens to be destroyed by consensus. The total number of tokens destroyed each year will be limited to 5% - 10% of tokens in circulation, with the ultimate aim of reducing the quantity to 21 million tokens, thus guaranteeing their rarity and long-term value.

Thanks to these mechanisms, the IEB game creation and publishing platform will build an efficient, transparent and sustainable token economic system, promoting the worldwide circulation of IEB tokens and their growth in value.

Chapter 5: Technical implementation of the IEB

platform

5.1 FPGA acceleration engine algorithm

The IEB game creation and publishing platform uses complex, refined technology to achieve efficient game content processing and real-time interaction, covering the entire process of collecting, transmitting, processing, storing and distributing game content. The platform uses the most advanced FPGA acceleration engine algorithm to guarantee efficient game content processing and low-latency response.

One of the platform's key components is the TF2 algorithm engine, which is divided into two parts:

Model conversion and optimization tool: TF2 Transform Kit

This tool supports deep optimization of network models exported from popular frameworks such as PyTorch, TensorFlow and Caffe.

Thanks to model compression techniques (such as 4-bit quantization) and channel slicing, model size is significantly reduced. For example, after optimization, the ResNet50 model can reduce storage requirements by 93.75% without significantly affecting accuracy.

Intelligent FPGA runtime engine: TF2 Runtime Engine

This engine transforms optimized models into FPGA-specific runtime files.

Using innovative DNN-shift computing technology, it dramatically improves FPGA inference computation performance while reducing power consumption, enabling the platform to maintain outstanding performance under massive concurrent loads.

Thanks to the FPGA Acceleration Engine algorithm, the IEB platform achieves higher computational efficiency, providing solid technical support for the creation and publication of real-time video games.



IEB provides an infrastructure for the creation, publication and distribution of video games powered by artificial intelligence, while facilitating integration between different blockchains for entertainment content.

As a game creation and publishing platform, IEB supports the integration of multiple content distribution gateways and user authentication technologies, meeting the complex requirements of game resource exchange and game content security.

Integrating the game resource exchange platform

The IEB platform features a flexible modular design that integrates seamlessly with traditional game resource exchange systems.

Modules support the transmission of live game content, synchronization of game resource exchange records and real-time interaction with users, ensuring system stability and consistency.

Content distribution system integration

The IEB platform connects to major content distribution channels such as PayPal and Western Union, enabling users worldwide to exchange jeus resources efficiently.

By integrating IEB and third-party content distribution gateways, the platform offers secure, low-cost, high-performance content distribution solutions.

- IEB provides an infrastructure for the creation, publication and distribution of AI-powered video games, while facilitating integration between different entertainment content blockchains.

5.3 Dynamic Cloud Expansion technology

To meet cutting-edge game content needs, the IEB game creation and publishing platform uses dynamic cloud expansion technology, achieving intelligent resource management and efficient allocation.

Architecture design

Web application layer:

Users send requests for game content via an API gateway, which forwards the requests to the function calculation module for processing.

After game content processing, indexes are updated and sent to the search engine to support fast responses and dynamic queries.

Smart device layer:

The platform collects device status via IoT gateways and transmits it in real time.

The system sends alerts or management instructions to mobile devices via push notification services, ensuring efficient management of device status.

Thanks to dynamic extension technology, the IEB platform maintains stable performance in high-traffic scenarios, such as new product launches or peak activities.

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Benefits and applications

Inclusive entertainment services:

Thanks to the IEB platform, users can easily access ludic services without identity verification or geographical restrictions.

This enables fair trade on a global scale, reducing barriers to entry.

IEB provides an infrastructure for the creation, publication and distribution of video games powered by artificial intelligence, while facilitating integration between different entertainment content blockchains.

The elimination of traditional intermediary fees significantly reduces the costs of international content sharing of funds.

Autonomous asset management:

User funds are stored in a decentralized network, without central verification, reducing the risk of gaming content leaks.

Resistance to censorship of game resource exchange:

Decentralized technology ensures that jeus resource exchange records cannot be altered, offering asset protection to users in politically or economically unstable regions.

Technological implementation

The IEB platform defines standardized DeFi modules and a layered architecture, guaranteeing compatibility and efficiency.

Thanks to best practices and open-source tools, it provides developers with a robust starting point for rapidly deploying innovative applications.

5.5 Cloud computing system support

In the IEB platform ecosystem, the need for massive game content and complex calculations places very high demands on the infrastructure. The platform uses advanced cloud computing technologies to create a global computing network.

Cloud computing technology features

Powerful computing :

IEB integrates global computing resources, creating a highly efficient network resembling a supercomputer.

General and accessible:

The flexible compute capacity rental model gives businesses and individuals access to leading compute resources at low cost.

Containerization support:

Integration of Docker and Kubernetes technologies simplifies container lifecycle management and supports microservices architectures.

Container services offer high performance, scalability and security, providing developers with a stable cloud environment.

Future prospects

The IEB game creation and publishing platform plans to continuously optimize the cloud computing architecture to further improve resource utilization and computational efficiency, providing even more powerful technical support for IoT, big data and artificial intelligence applications.

Chapter 6: Leading teams and development roadmap

6.1 Leading global teams

Michael Johnson - CEO Michael Johnson, who holds an undergraduate degree from the University of

California at Berkeley, a Master's degree in Enterprise Software Systems from the University of San Francisco and a Master's degree in Game Development from Harvard University, has 12 years' experience in game content systems and information technology. His areas of expertise include game content infrastructures, workflow software, distributed networks and telecommunications. He also has extensive experience in the design and optimization of game content processing platforms.

In 2015, he identified the potential of emerging technologies such as the Internet of Things (IoT) and decentralized networks to transform the management and exchange of gaming content. Passionate about innovative solutions for real-time game content processing, he explored ways of integrating technologies like blockchain and artificial intelligence into game creation and publishing platforms. He then founded, with his partners, the IEB project, a pioneer in advanced game content solutions, and led its rapid development, leading to the evolution to version 2.0 of the IEB platform.

Pierre Dupont - COO

Marketing Director for the Swiss banking group, Pierre Dupont has over 10 years' experience in digital operations management and strategic marketing. She is an expert in interactive marketing, brand management and project planning for gaming content platforms. Currently, she oversees the marketing strategy of the IEB project, focusing on the promotion of innovative solutions for the exchange and processing of game content. She is particularly interested in the integration of intelligent technologies and user interaction in game content systems, supporting their adoption in various sectors, including game services.

Étienne Lefevre - Artificial Intelligence Architect

James Anderson, PhD in Computer Science from the University of Sherbrooke (Canada), has 10 years' experience in research and development combining artificial intelligence and game content management systems. An expert in game content mining and distributed networks, he has published several leading articles in international journals. He is currently focusing on the integration of AI into game authoring and publishing systems, optimizing game content flows and developing innovative solutions for secure game resource exchange and real-time interaction.

6.2 Simplified roadmap for the IEB platform

2025

- Quarter 1: Finalization of IEB platform testing, establishment of global community and publication of user rules.
- 2nd quarter: Official launch of the IEB token, activation of main functionalities for secure exchange of game content and content distribution.
- 3rd quarter: Optimization of platform performance and integration of the first strategic partners in the gaming and logistics sectors.

- **4th quarter**: Multi-chain integration, optimization of smart contracts and launch of the first sector applications.
- 2026
- Q1: Development and launch of decentralized game content marketplace, addition of AI-based analysis services.
- **2nd quarter**: Expansion of use cases, particularly in the medical and industrial fields.
- 3rd quarter: Launch of partnerships for international content distribution solutions.Development of new game content visualization and reporting tools.
- **4th quarter**: Introduction of multilingual versions to support globalization, and expansion of user base.

2027

- 1st quarter: Deployment of game content solutions for smart cities and cross-sector projects.
- **2nd quarter**: Strengthening of the ecosystem with the creation of a fund to support innovative projects.
- **3rd quarter**: Launch of new cross-channel functionalities to ensure greater interoperability.
- 4th quarter: Introduction of advanced security technologies, such as quantum cryptography, to improve the reliability of video game creation and publication.

2028 and beyond

- Continued improvement of the platform, exploration of new technologies and adaptation to the growing needs of the global game content economy.
- Establishment of IEB as the key infrastructure for globalized game creation and publishing.

Chapter 7: Risk warnings and disclaimer

7.1 Risk warnings

Security In the world of game content exchange and management platforms, many structures have ceased operations due to security problems. At IEB, the security of game content and the exchange of game resources is at the heart of our concerns. We have established strategic collaborations with leading security teams and companies to ensure the safe management, creation and publication of video games. However, it's crucial to stress that no system can offer absolute security. Risks remain, particularly in the face of sophisticated cyber-attacks or unpredictable force majeure events. We are committed to adopting the best practices and technologies available to protect your gaming content and ensure the reliability of our services, while encouraging you to take additional measures to secure your own information.

Competition The market for game content exchange and management platforms is experiencing rapid growth and strong competition. Every year, numerous innovative projects and companies try to position themselves in this constantly evolving sector. At IEB, we see this competitive dynamic as a valuable opportunity to innovate and continually enrich our services. We remain resolutely committed to exploiting the latest technological advances and anticipating the changing needs of our users. For us, competition is a driving force for development, reinforcing our determination to offer high-performance solutions, adapted to today's challenges and capable of meeting the most demanding expectations.

7.2 Disclaimer

This document is provided for information purposes only and should in no way be construed as playful advice, an investment recommendation or an inducement to invest. It does not constitute an offer or solicitation to buy or sell securities, or a contract or legal commitment of any kind. The information contained in this document is intended solely to present the characteristics and objectives of the IEB project.

The IEB platform emphasizes that all interested users should be aware of the risks inherent in participating in the project. By taking part in this project, users and investors accept these risks and assume full responsibility for any consequences or losses associated with their involvement.

The IEB platform expressly disclaims all liability for any loss, damage or injury, whether direct or indirect, arising from the use of its services or participation in the IEB project, in particular:

- Financial losses resulting from trading decisions or operations carried out by users;
- Errors of interpretation, omissions or inaccurate information arising from the use of the game content presented;
- Losses related to the volatility of crypto-currencies and blockchain-based digital assets, as well as actions associated with these assets ;
- Any non-compliance with local or international regulations, including those relating to the fight against money laundering, the development of games of terrorism or other legal requirements;
- Any breach of the undertakings, representations or warranties expressed in this document or in connection with the use of the IEB platform.

The IEB platform strongly recommends that its users consult entertainment, legal or technical advisors prior to any participation or use of its services. Participants must also take their own measures to secure their investments and comply with the regulations applicable in their respective jurisdictions.

7.3 Nature and use of the IEB

The IEB is a utility token essential to the IEB platform ecosystem, serving to optimize and activate various functionalities and services within this infrastructure.

Users are responsible for the proper use of their IEB tokens. Any negligence or misuse could result in the loss of associated access rights or, in some cases, the permanent loss of the tokens themselves.

The IEB does not represent a share of ownership, a right of control or a recreational title. The holding of IEB tokens does not confer any right of ownership, influence or management over the IEB platform or its applications. Unless expressly indicated otherwise by the IEB platform, IEB tokens do not enable their holders to participate in the platform's strategic or operational decision-making.

The IEB platform retains the exclusive right to define the rules for the allocation and use of IEB tokens, and to update or adapt their functionalities to meet regulatory, technical or market requirements.

IEB is an artificial intelligence-based platform for creating and publishing video games. It aims to transform the user experience, optimize functionalities, increase the value of games, build an ecosystem and provide tools to improve creation, engagement and technological integration between different blockchains.