



QBASE

QBASE Light paper & Roadmap V1.1  
Brought to you by the QBASE Team.

Revision History:  
V1.1 – 2019-4-25 – Second Version



## WHAT IS QBASE?

QBASE is a community based blockchain project with the goal of providing media & content verification and rating services.

Using the QBASE blockchain as an immutable decentralized store of data, our goal is to provide a service to both creators and consumers of content to allow solve a number of challenges that we see in today's world of digital content.

Additionally, with a use case fueled by our own cryptocurrency (QBS), the doors are open to an unlimited number of possibilities where QBS investors, miners & masternode holders can utilize their rewards – the first of which being the QBASE Shop; currently released in its first stage on our website.

## THE CHALLENGES

In today's digital world, we are creating more content than can possibly be consumed, and as such there are a number of challenges that face both the creators and consumers of this content.

Our goal is to allow the QBASE platform to aid in solving some of the following challenges that we see facing both content creators and consumers today.

### Proof of Creation

As a content creator, it is very easy for somebody to pass off your content as their own. This can be very difficult to track and or prevent.

Although Blockchain in itself cannot be used to prove anybody created content, it can be used to provide a secure method of timestamping the existence of digital content. A person can show that they had access to a file at a given time. The information is in the public domain, verifiable on the blockchain and secured by cryptographic mining.

Simple SHA/MD5 hashes allow for proof of existence of a file based on its digital content. Although this can be very useful for binary data, perceptual data such as imaging, audio, video can be more of a challenge because a single pixel change, or addition of metadata, will alter a cryptographic hash significantly. Through the use of technology analogous to image searching or song recognition, hashes for digital media can be created to recognize similarities between various media types to increase the breadth of the digital record and allow for detection of similar content.

### Recognition for Content

As a content creator, recognition can be a challenge. You spend time and effort (and maybe financial input) to create content. Recognition for this content, whether monetary or just reputation/kudos can be important.

By registering content (this does not necessarily mean providing access to said content, just hashes can suffice), a content creator can begin to build a library of their work, whether this be photography, music, video, memes, blogs, etc. When this content is used, a creator can use the record to dispute copyright, or prove ownership and gain recognition.

## **Authenticity**

In today's world of misleading articles, and 'Fake News', it can be difficult to understand if media they are presented with is real, fake, current, old, etc.

Using blockchain technology to record information about content, it becomes possible to build a record of authenticity, relevance, and much more. This record is secured, and immutable. Once written to the blockchain, that data remains for public audit/consumption.

By looking at the time of the proof of existence of a document, it's possible to recognize regurgitated content.

## **Relevance**

Whether content is real, fake, old or new, it can still be relevant. The question becomes is it relevant to you? By allowing users to rate content, and record their ratings to a blockchain, it becomes possible to provide a scoring system to allow users to find and consume content relevant to them.

By having this information stored on the blockchain, and certified, it is possible to overcome some of the challenges that have been present in recent times with manipulation of displayed content (e.g. in social media). Through the use of a public record, rather than a closed database, a user can audit their history and understand reasoning for decisions.

## **Reputation**

A public record of ratings and content allows for building of reputation. This reputation applies for both creators and consumers of content.

If a content creator provides regular current, accurate information, then a rating would show that this creator may be trusted more than somebody who creates fake content. However, creation of fake content isn't necessarily a bad thing – there are instance where people enjoy reading 'Fake News', and so this doesn't mean it is bad content.

Different consumers may rate content in different ways. In allowing for reputation of a consumer to be measured, different weight can be applied to their ratings for different styles of content.

## **PROVISIONAL ROADMAP**

This roadmap is provisional, but, is designed to indicate the proposed direction of development effort for the project. As we are a community of individuals attempting to deliver this project in our spare time, rather than provide dates, we have chosen to use 'phases' to show the indicated path.

Our first step is to bring up the QBASE TestNet to allow us to assess any code changes that may be required to deliver our goals. Although we don't anticipate any issues, we would rather undertake any testing that could harm the blockchain in a sandbox environment.

Once we validate this is working, the first 'Phase' is a proof of concept to show we are able to store and retrieve bespoke data on the blockchain.

From the proof of concept, we will move on to the 'Phased' approach. The goal will be to flesh out these phases as we approach them. We are very much open to suggestions, so please be sure to get involved!

**Phase 1:**

A service to allow proof of existence of digital documents.

**Phase 2:**

Allow for tagging and rating of content and users.

**Phase 3:**

Ability to add additional hashes for specific media types. These will allow for detection of similar content in the case of, for example, audio/video/imagery.

**Future:**

The future is open, we have a number of ideas as to how the project should utilize the data users are submitting to the blockchain. For example, we may include services for uploading/storage of content, allowing users to be paid for creation. The options are limitless, and as we develop we hope to come up with great use cases.

As the data will be fully open, we will be encouraging 3<sup>rd</sup> party services to utilize the data and hope to become a widely used, open platform, for content rating and verification.

## PLEASE GET INVOLVED!

We do not expect to achieve this overnight. As we have stated, we are a community of individuals with fulltime jobs, families, and other commitments. We are however committed to this project.

We encourage and request that if you have suggestions and or ideas, that you get involved. We would love to expand the team and accelerate the timeline wherever possible!

### Come join us on social media:

Discord: <https://discord.qbase.me>  
Telegram: <https://telegram.qbase.me>  
Twitter: <https://twitter.qbase.me>