useWeb3 x PoC - Learn

This document describes integrating 2 projects, useWeb3 and Proof of Competence into a generic Web3 education platform.

1. **useWeb3** is a learning platform for developers to explore and learn about Web3. Whether you're a new dev getting your hands dirty for the first time, or a seasoned developer making the transition into the Web3 space.

   Explore the latest resources, tutorials, challenges, tools, courses and boilerplates and start learning. Once you're ready, browse the job board to land a job at some of the leading companies that work on core, open-source infrastructure, products, tools, frameworks, DAO's, etc.

   https://www.useweb3.xyz/
   https://github.com/wslyvh/useWeb3

2. **Proof of Competence** (PoC) started as a hackathon project at ETHLisbon (2021). It's an open, modular framework to create on-chain quests and on-boarding journeys into Web3. It uses a pluggable task system which can verify that on-chain actions have occurred. This allows to build up reputation or social (DAO) scores that prove an address is familiar with the specified technologies or protocols.

   This allows to:

   ● Create on-boarding quests for developers to learn about a protocol
   ● Proof an address is competent enough to have a basic understanding of a protocol
   ● Novel ways to use the social (DAO) scores instead of token-weights for governance

   https://www.poc.quest/
   https://github.com/wslyvh/proof-of-competence

Both projects have shown good traction, reaching hundreds of thousands of devs each month and were a great PoC (no pun intended) that provided tons of valuable insights to take this to the next level.

Description

An open education platform for communities to design their own, unique learning experiences using on-chain and verifiable data, where members can learn and level up their skills and reputation.

The platform will be a free, fun and engaging way to learn more about Web3, its projects and their communities.

Learn by doing and level up your skills with fresh challenges.

Integrating with existing identity solutions so people can build up their reputation on the profiles they already have.

Learning Module

Communities need to be able to provide more context, their own content, resources and learning materials in a structured manner. Similarly as the PoC verification system, this will be an open-source and modular system that allows communities to design their custom learning experiences using common building blocks. This can be any combination of:

- Learning (content) modules
- On-chain verifications
- Signing messages or other type of transactions
- Quizzes

These modules can be followed linearly or in any preferred order to maximize an individual's personal learning experience. Completing these modules would allow members to gain experience, level up and receive a 'community-score'.

Storage

The quests are currently read from simple JSON files configured in the Github repository. To become a more decentralized, permissionless education system, these should be served from decentralized storage solutions, such as IPFS. Using similar JSON metadata files and markdown the modules can include rich text, learning materials and any other additional resources. As long as it's using the same, standardized structure anyone can upload their materials on IPFS so that it can get served from the platform.

Since it is such an open, permissionless system it would require some cryptography to ensure the answers of the quizzes can't be retrieved from browsing the code or looking at other people's answers

Rewards Module

Completing the learning modules could result in configurable rewards. Communities can configure the type of rewards and when these will be rewarded. Which can be for completing the entire quest or different levels and scores. Multiple rewards (e.g. bronze, silver, gold) could allow a member to level up their knowledge. Reward mechanism could be any combination

- Adding badge/attestations to their profile

- Automated POAP distributions
- Minting NFTs

Note that configuring rewards will be fully optional. Using incentives might bring in more people to learn, but are often not values-aligned. Rewards diminish the intrinsic motivation to learn. Members might come in to pick up the rewards instead of meaning to learn anything.

Profiles

Even without configured rewards, any completed modules can be linked to a profile / logged in address. It'll integrate with existing identity solutions (Self.ID and Ceramic) so people can build up reputation on the profiles they already have.

Integrations

The PoC platform allows integrations using an API. Integrating with a member's community score would give new, novel ways to on-board them into the community. Some examples:

- Gated-access on community websites, wiki and forums
- Gradually unlocking new channels on Discord
- Governance power to provide an alternative to token-weighted
- Recurring airdrops based on merit

* Developing such integrations is currently not in scope, but open to ideate/discuss possible collaborations.