



THE FUTURE IS HERE

AN AI-POWERED IMMERSIVE WORLD

DaMeta1 | Utility Token Whitepaper
September 2026 Edition





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INTRODUCTION

DaMeta1 is an AI-powered immersive world designed to bring learning, business, collaboration and creativity into one connected experience. Across five interconnected continents, people will be able to explore virtual campuses, learn with AI teachers, experience properties, meet and collaborate, and participate in gaming and entertainment. By combining intelligent assistance with immersive environments, DaMeta1's vision is to make digital interactions more engaging, accessible and useful in everyday life.

GLOBAL XR MARKET OPPORTUNITY

2026 ESTIMATE

\$346.09

USD billion

2034 FORECAST

\$2.13

USD trillion

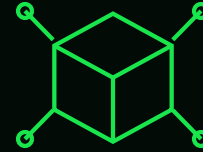
25.5% projected CAGR | 2026-2034

KEY ENABLERS

AI-assisted interaction and content | Evolving immersive hardware
Cloud and connectivity | Practical learning and business applications

CORE CAPABILITIES

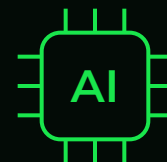
A CONNECTED CREATOR AND COMMERCIAL ECONOMY



DaMeta1 is designed to connect people, creators and organizations through shared virtual spaces. Digital content, experiences and virtual-space commerce form an ecosystem where users can create, exchange value and access services through DMU.

INTELLIGENT INTERACTION

AI brings responsive assistance and personalization into the immersive world. Conversational guidance, visual explanations and intelligent content creation are designed to make learning, exploration and collaboration more intuitive and engaging.



EXPLAIN / GENERATE / EXPLORE

AI-POWERED IMMERSIVE ENVIRONMENTS

Shared three-dimensional environments bring a sense of presence to digital interaction. DaMeta1's vision spans learning, property exploration, business collaboration and creative experiences, connecting people through spaces built around meaningful activities.

ONE WORLD. MANY POSSIBILITIES.

Learn through experience
Meet and collaborate
Explore, create and connect



MARKET OUTLOOK

Global Extended Reality (XR)

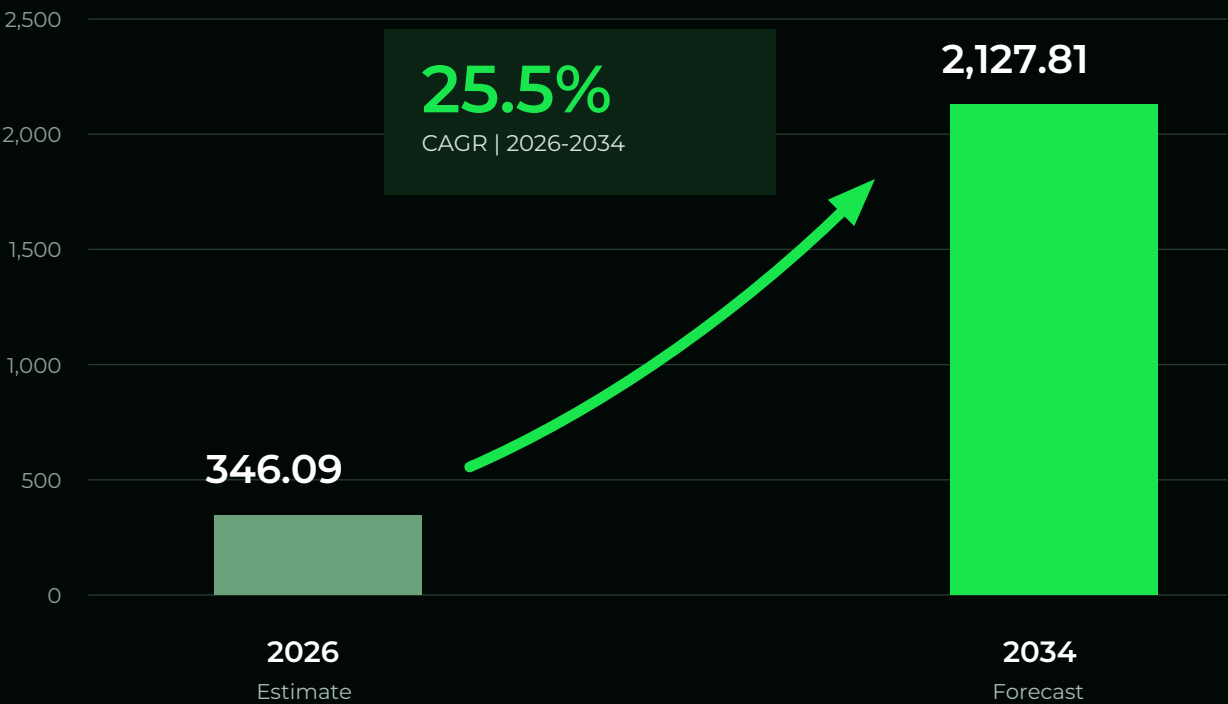
A growing landscape for immersive experiences

AI-powered learning, immersive collaboration and property exploration connect DaMeta1's vision with practical applications of extended reality.

Related opportunities in AI-powered education and property technology (PropTech) are explored on page 8.

GLOBAL XR MARKET

USD billion | Estimate and forecast



Source: Fortune Business Insights, Extended Reality Market. Estimates and forecasts; arrow indicates growth direction.

XR includes VR, AR and MR. Market forecasts are not projections of DaMeta1 or DMU performance.



ABSTRACT

DaMeta1's vision is a connected, AI-powered immersive world where learning, business, collaboration and creativity share a common digital setting. Five interconnected continents organize these experiences around the needs of individuals, institutions and enterprises.

The platform combines intelligent assistance with interactive three-dimensional environments. AI supports guidance, personalization and content creation, while immersive spaces bring people together through shared activities. Supported device interfaces are intended to broaden access alongside VR.

DMU is designed to connect the ecosystem through payments and access to supported services. Together, these elements establish a framework for an expanding world of experiences, digital commerce and participation.



PLATFORM DIFFERENTIATORS

DaMeta1's vision brings together five interconnected continents, each with a distinct purpose within one immersive world.

Da1lImverse	AI-powered education and virtual campuses.
Business Bay	Property exploration, collaboration and commerce.
Gameaholic	Immersive gaming and interactive experiences.
Dope	Entertainment, virtual events and social experiences.
Eureka	Creative tools and virtual experience creation.

TECHNICAL ARCHITECTURE

AI	Intelligent assistance, personalization and content generation.
Immersive	Interactive 3D spaces, shared presence and supported device interfaces.
Web3	DMU-enabled payments, access and digital-asset interactions.

SECTOR-WIDE ADOPTION

Immersive technology and AI open new ways to learn, collaborate, explore and participate across industries.

SECTOR	IMMERSIVE APPLICATION OPPORTUNITIES
Education	Virtual classrooms, AI tutors and immersive learning laboratories.
Enterprise	Digital twins, remote collaboration and interactive 3D presentations.
Retail & Commerce	Virtual storefronts, property walkthroughs and try-before-you-buy experiences.
Entertainment	Gaming, concerts, live events and shared social experiences.

AI IN EDUCATION

\$11.4bn

2026 estimate | USD



\$57.2bn

2033 forecast | USD

25.9% CAGR | 2026-2033

Source: Grand View Research

PROPTech

~\$50.0bn

2026 estimate | USD



\$115.0bn

2033 forecast | USD

12.6% CAGR | 2026-2033

Source: Grand View Research

Market categories can overlap and are not a combined DaMeta1 addressable-market total.
Applications describe industry opportunities and the platform vision, rather than a current feature inventory.

MIXED REALITY (MR) INTEGRATION

DaMeta1's mixed-reality vision connects physical surroundings with contextual information and interactive digital content. Learning overlays, shared model review and property visualization extend immersive interaction into practical settings.

CORE FUNCTIONALITIES

CONTEXTUAL EXPERIENCES

Bring relevant explanations and digital models into supported spaces.

HYBRID PARTICIPATION

Connect people around shared learning, meetings and spatial review.

PURPOSEFUL INTEGRATION

Link external systems where they add value, with support defined for each product and device.





STRATEGIC IMPACT

LEARNING THROUGH EXPERIENCE

AI-guided explanations, virtual classrooms and interactive simulations bring concepts to life across subjects and professional training.

WORKING TOGETHER

Shared virtual spaces bring people together for discussion, presentations and collaboration, regardless of location.

EXPLORING PROPERTY REMOTELY

Immersive replicas and guided walkthroughs help people understand spaces and evaluate properties from a distance.

DaMeta1

CONTINENTS

DaMeta1's world is envisioned as five interconnected continents, each shaped around a distinct purpose: education, business, gaming, entertainment and creation. Together, they form a shared destination for learning, discovery and participation.

DaMeta1

ACCESSION

Accession is envisioned as the central arrival and navigation hub. Maps, guidance and entry points connect users with the world's continents, experiences and services, creating a clear starting point for exploration.

DaMeta1



A CONNECTED WORLD

CONTINENT	FUNCTION
DaIlmverse	Immersive education through AI-powered virtual campuses and classrooms.
Business Bay	Virtual property exploration, corporate meetings, commerce and digital expos.
Gameaholic	Immersive gaming, user-created games and interactive tournaments.
Dope	Entertainment, concerts, sports arenas, streaming events and cinema experiences.
Eureka	A creator hub for building, sharing and monetizing community-generated content.

EPITOMES

Epitomes are the avatars that represent users within shared experiences. The vision combines personal expression with AI-enabled personalization and adaptive behavior, helping users shape their presence in the world.

TERMINALS

Terminals are envisioned as navigation points connecting the world's zones and continents. They provide a consistent way to move between experiences and discover new destinations.

ZONAL

Travel within a continent

CONTINENTAL

Travel across continents

CONTINENT 1 / EDUCATION

DaIImverse

DaIImverse connects established education operations with AI-powered tools and immersive learning. Ilmversity has served institutions commercially for several years, while DaTimeTable launched commercially in 2026.

Its released immersive beta brings together learning environments, a virtual campus, shared classes and an AI virtual teacher, with community access and school pilots.

400+

Institutions

300K+

Registered users

EDUCATION ECOSYSTEM RECOGNITION



Ilmversity GrowthX
recognition & award



EdTech Social Impact
Accelerator participation



For Startups
participation



DaIImverse
coverage

IMMERSIVE LEARNING & VIRTUAL CAMPUS

Multi-subject learning environments and experiences come together in a shared virtual campus. Learners explore concepts, attend online classes with a teacher and interact socially.

The released beta is available to the community, with school pilots supporting continued refinement.

CURRICULUM-LED AI ENVIRONMENTS

The next stage will let schools provide their curriculum so AI can generate aligned immersive learning environments for educator review and student use.

Deeper integration with Ilmiversity and DaITimeTable will connect administration, scheduling and immersive learning.

AI VIRTUAL TEACHER

EXPLAINING THROUGH WORDS AND IMAGES

The AI virtual teacher makes learning conversational and visual, explaining concepts through answers, virtual-whiteboard descriptions and supporting images.

NEXT STAGE: INTERACTIVE 3D TEACHING

The vision is to generate models that learners can explore from every angle. An engine could reveal its internal layers and demonstrate fuel injection, combustion and piston movement.



A beta version is released, with question answering, whiteboard explanations and image generation.

Illustrative learning environment and future eyewear concept



CONTINENT 2

BUSINESS BAY

Business Bay brings business, property and professional collaboration into one immersive destination. People can explore developments, meet across borders and engage with businesses in shared virtual spaces.

Meeting and conference rooms combine real-time interaction with screen sharing, presentations and video.

The experience will expand to bookable meeting rooms and virtual spaces for business, commercial and vocational activities, with options to acquire or rent eligible spaces.

Beta access is open for Expo, the Zanzibar Resort replica and multi-user meeting rooms; initial pilots are complete.



BUSINESS BAY

EXPO & PROPERTY EXPERIENCES

DaMeta1 Expo brings property discovery into an immersive setting. Buyers can explore virtual replicas, experience spaces and evaluate developments from anywhere, including projects not yet built.

AI-GUIDED EXPLORATION

The next stage will pair 3D property replicas with AI agents trained on each listing, answering questions and guiding buyers through immersive walkthroughs.

CONNECTED TRANSACTIONS

Planned integrations will support eligible whole-property or fractional purchases using DMU, with appropriate ownership arrangements. Virtual-space purchases and rentals form a separate digital economy.

Expo and the Zanzibar Resort virtual replica are already available to beta users.

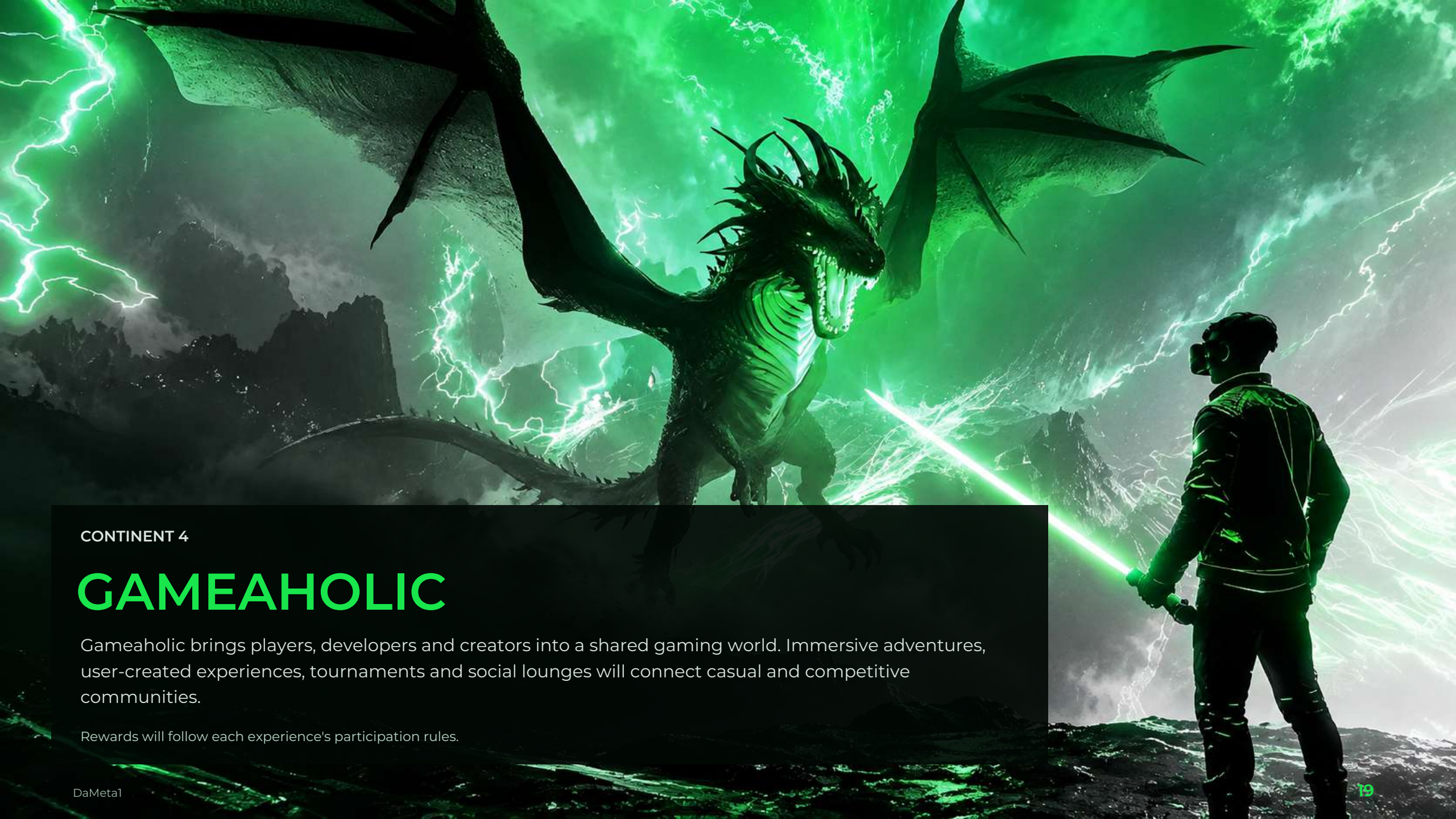


CONTINENT 3

EUREKA

Eureka brings creators and developers together around a shared purpose: turning ideas into immersive experiences. Creation tools, collaborative spaces and a marketplace will help participants build, share and monetize their work.

AI-assisted creation will support this connected creator economy across DaMeta1.



CONTINENT 4

GAMEAHOLIC

Gameaholic brings players, developers and creators into a shared gaming world. Immersive adventures, user-created experiences, tournaments and social lounges will connect casual and competitive communities.

Rewards will follow each experience's participation rules.



CONTINENT 5

DOPE

Dope brings entertainment into a shared immersive setting, connecting audiences through virtual concerts, sports experiences, cinema and live events.

Fan interaction, ticketing and access services will grow alongside content partnerships and shared media experiences.

DaMeta1

EXPERIENCE

AI-POWERED IMMERSIVE EXPERIENCE

DaMeta1 combines shared presence with intelligent assistance, making learning, collaboration and exploration more interactive and personal. AI helps people ask, understand and engage within the world around them.

THE NEXT STAGE

CURRICULUM-LED CREATION

Learning environments generated around school curricula.

INTERACTIVE 3D EXPLANATIONS

Models learners can explore from different angles.

PROPERTY-SPECIFIC GUIDANCE

AI agents trained to explain listings and guide walkthroughs.

Released AI teacher beta: answers, whiteboard explanations and images.



ACCESS ACROSS DEVICES

A connected ecosystem should remain within reach. VR provides immersive presence; conventional interfaces extend access to selected services.

Planned companion interface

COMPANION CONCEPT

- Account
- Communication
- Services
- Previews

EXISTING DIGITAL ACCESS

Imiversity and DaTimeTable provide conventional access, including web and mobile channels to varying extents.

SELECTED IMMERSIVE FEATURES

Desktop, web and mobile access is planned for selected features. The depth of immersion will vary by interface.

CONNECTED COMPANION

A planned companion experience will link supported account, communication, service and preview functions.

KEY ADVANTAGES OF DaMeta1

A connected immersive world gives people new ways to learn, work, discover and create value. DaMeta1 brings these opportunities together through shared spaces, intelligent assistance and an expanding digital economy.

01

INDUSTRIAL LEARNING

Simulation and guided practice will help people understand workflows and build practical skills.

02

COLLABORATIVE WORK

Shared meetings connect teams today; collaborative model review will extend this experience.

03

IMMERSIVE COMMERCE

Interactive discovery, product showcases and events will connect businesses with their audiences.

04

PROPERTY EXPERIENCES

Virtual replicas enable remote exploration, with AI-guided property walkthroughs on the roadmap.

05

VIRTUAL-SPACE ECONOMY

Purchases, rentals and creator marketplaces will expand through eligible DMU integrations.

Released foundations include beta meetings, Expo and property replicas. Wider capabilities expand through the roadmap.

WHY NOW

AI + IMMERSIVE TECHNOLOGY

MORE USEFUL EXPERIENCES

Natural-language interaction and generated spatial content make immersive experiences easier to explore. On-device AI supports responsive assistance and richer workflows. [1-3]

HARDWARE IS MOVING FORWARD

Meta announced approximately 100-gram VR glasses with a separate compute and battery puck, expected in spring 2027. Google Android XR and Apple Vision Pro show broader investment across different device formats. [1-3]

AI AND HARDWARE ADVANCE TOGETHER

AI supports perception, assistance and content, alongside progress in processors, optics, displays and power management. Together, these advances can make immersive technology more practical.

READY FOR WIDER PARTICIPATION

DaMeta1 combines established education products, released immersive betas and practical use cases. Selected conventional-device access will extend participation as technology advances.

[1] Meta Newsroom, Sep 2026

[2] Google Android XR, May 2026

[3] Apple Newsroom, Oct 2025



Concept illustration:
future immersive eyewear

PLATFORM-LEVEL BENEFITS

ADVANTAGE	DESCRIPTION
Digital ownership	Selected digital assets may use blockchain records as the relevant functions launch. Institutional data and personal profiles are not assumed to be on-chain.
Token-enabled transactions	DMU will support eligible payments, credits and access as integrations activate.
Community participation	Shared experiences connect users through learning, business and future creator activities.
Access and utility	Supported services will publish the applicable DMU access, benefit and participation rules.

UTILITY TOKEN

DMU powers payments, access and participation across DaMeta1's AI-powered immersive ecosystem.

Initial utility activates after launch, with phased integrations for AI credits, courses, subscriptions and business services.



FUNCTIONAL USE CASES OF DMU

UTILITY ROADMAP

Integrations expand in phases. The categories below describe the utility roadmap, rather than simultaneous availability at launch.

Early Access Card	Access to eligible releases and experiences.
Short Course Enrollments	Payment or access options for eligible courses.
NFT Minting & Certification	Digital credentials or collectibles where implemented.
In-App Purchases	Eligible digital items and services.
Subscription Payments	Payment options for supported plans.
AI Credit System	DMU-based access to supported AI credits.
Event Ticketing & Entertainment	Eligible event access as experiences launch.
Marketplace Transactions	Transactions within supported marketplaces.
Rewards & Loyalty	Participation incentives under program rules.
Voting on Creator Projects	Participation as governance features launch.



DMU token contract audit: CertiK

[View audit and security profile](#)

ECOSYSTEM COVERAGE



One utility layer across five connected continents.

UTILITY ACROSS THE WORLD

DalilMverse

Course access, AI credits and education subscriptions.

Business Bay

Meeting spaces, property experiences and business services.

Eureka

Creation tools, digital assets and creator marketplaces.

Gameaholic

In-game purchases, tournaments and participation rewards.

Dope

Event tickets, fan experiences and media access.

TOKEN CIRCULATION

DMU utility will expand as products and integrations launch. Users will be able to use DMU for supported access, credits, subscriptions and transactions.

FUTURE EXPANSION

Community governance, marketplace services and interoperability extend the roadmap. The proposed equity token is separate from DMU.

Utility adoption does not guarantee token-price appreciation.

DMU TOKEN FACTS



TICKER

\$DMU



TOTAL SUPPLY

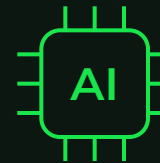
5,000,000,000



NETWORK

Ethereum

ERC-20



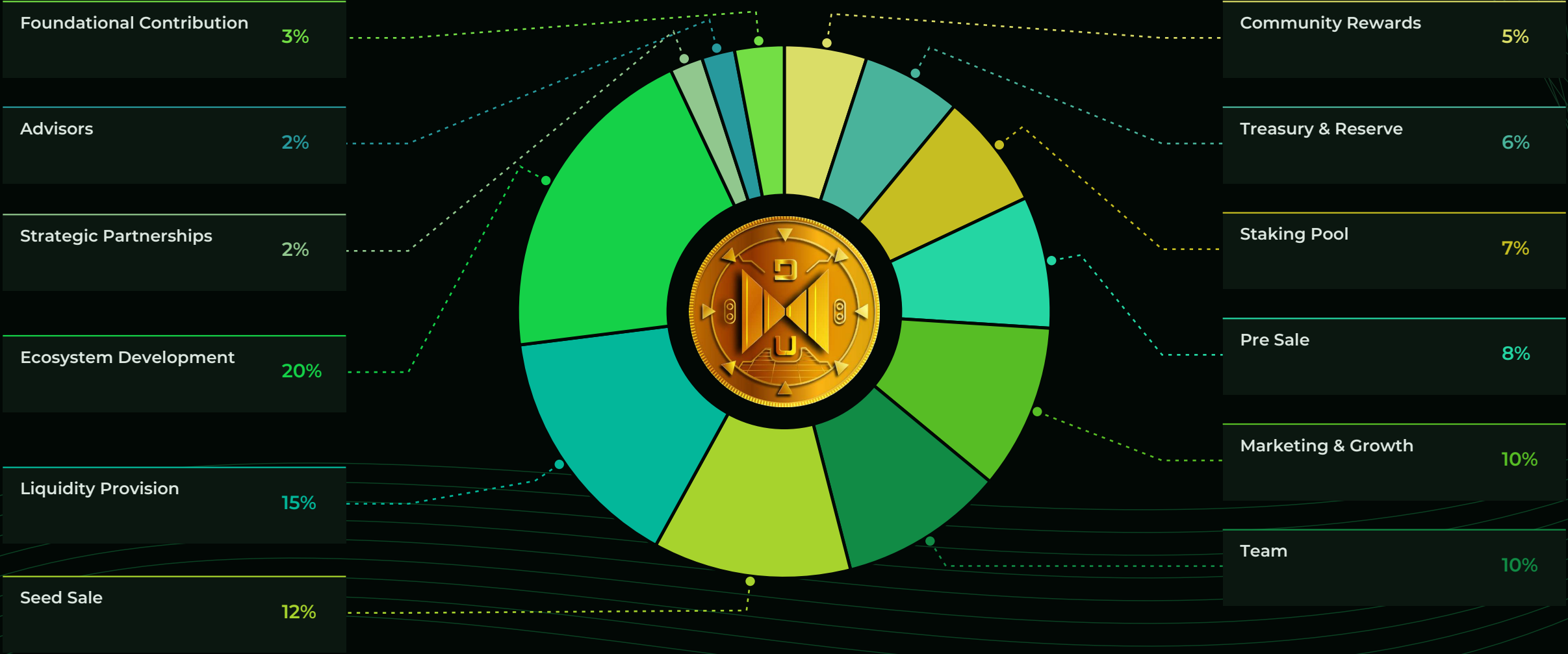
TOKEN TYPE

Utility

AI-powered immersive ecosystem

TOKEN ALLOCATION

Total supply: 5,000,000,000 DMU



TOKENOMICS MAPPING

Category	Supply %	% TGE unlock	Cliff (m)	Vesting (m)
Seed Sale	12%	10%	0	24
Pre Sale	8%	10%	0	18
Liquidity Provision	15%	20%	0	12
Treasury & Reserve	6%	0%	9	36
Team	10%	2%	12	48
Advisors	2%	2%	9	24
Foundational Contribution	3%	1%	6	36
Ecosystem Development	20%	3%	0	60
Marketing & Growth	10%	3%	0	60
Community Rewards	5%	5%	9	48
Staking Pool*	7%	0%	3	24
Strategic Partnerships	2%	2%	3	24

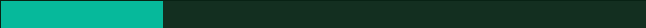
*The staking pool vesting schedule represents the tentative planned unlock capacity. Actual reward distribution will be dynamic and self-adjusting based on user staking participation and lock durations.

DMU STAKING

STAKE. EARN. GROW.

A tier-based staking model rewards commitment and participation across the DaMeta1 ecosystem.

3 months 10%



6 months 20%



12 months 40%



Annualized reward tiers (APR)

STAKING MECHANISM

DMU staking is scheduled to activate with the Q1 2027 launch. Calculations and withdrawal treatment follow the published program terms.

Tier	Lock period	Annual reward (APR)	Early withdrawal penalty	Referral bonus	Highlights
1	3 months	10%	8% burn + reward adjustment	10% of staker's reward (on maturity)	Flexible short-term staking
2	6 months	20%	8% burn + reward adjustment	15% of staker's reward (on maturity)	Balanced reward and lock period
3	12 months	40%	8% burn + reward adjustment	20% of staker's reward (on maturity)	Highest reward for long-term holders

APR is annualized; it is not the total return for the lock period. Rewards are denominated in DMU and do not guarantee a fiat-value return.

ADDITIONAL HIGHLIGHTS

LAUNCH BOOSTER

+20% extra monthly reward until product utility goes live. Initial DMU utility activates in Q1 2027 immediately after launch, with supported uses expanding progressively.

CLAIM CYCLE

Claims mature in 24 hours. Unclaimed tokens will be burned after 3 months.

REFERRAL REWARDS

Sponsors receive a share of the reward earned by their referred staker, based on the staking tier. The referral bonus is paid at maturity.

WITHDRAWALS

No transfer fee after maturity; standard blockchain network fees (gas) apply.

POOL CAP

350,000,000 DMU

MINIMUM STAKE

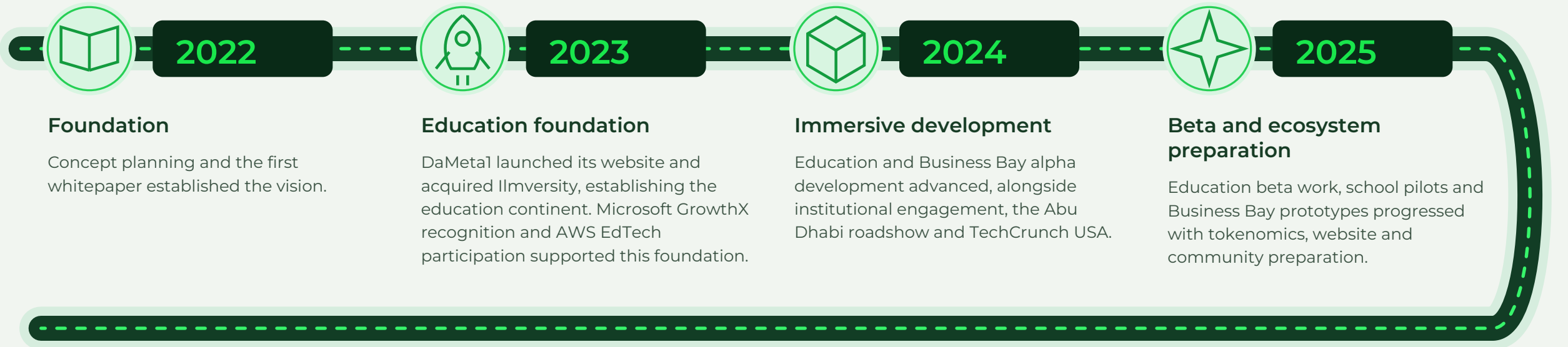
No limit

Pool participation: first-come, first-served.



OUR JOURNEY

PROGRESS TO SEPTEMBER 2026



Foundation

Concept planning and the first
whitepaper established the vision.

Education foundation

DaMeta1 launched its website and
acquired Ilmversity, establishing the
education continent. Microsoft GrowthX
recognition and AWS EdTech
participation supported this foundation.

Immersive development

Education and Business Bay alpha
development advanced, alongside
institutional engagement, the Abu
Dhabi roadshow and TechCrunch USA.

Beta and ecosystem preparation

Education beta work, school pilots and
Business Bay prototypes progressed
with tokenomics, website and
community preparation.

2026



400+ institutes

300,000+ users

Registered Ilmversity users.
Company-reported, Sep 2026.

Commercial products

Ilmversity continues its established
operations; Da1TimeTable launched
commercially in 2026.

Released immersive betas

Da1ilmverse: multi-subject learning,
virtual campus, shared classes and AI
teacher. Business Bay: Expo, Zanzibar
Resort replica and meeting rooms.

DMU readiness

Token developed and deployed on
Ethereum; CertiK token-contract audit
completed, multisig custody established
and seed round started.

THE ROAD AHEAD

ROADMAP TARGETS | 2026-2030



Q4 2026

Launch preparation

Exchange engagement and applications; technical and security checks; liquidity, staking and initial DMU integration readiness.



Q1 2027

DMU launch & utility

DMU launch targeted for January-February. DEX and CEX listings within Q1. Staking starts at launch. Initial utility activates immediately after launch within Q1, followed by phased AI-credit, course, subscription and business-service integrations.



Q2-Q4 2027

Commercial expansion

Scale education and Business Bay rollout; deepen integrations, curriculum-led environments, 3D teaching and AI property tours. Extend selected non-VR access and develop DAO governance.

1M registered ecosystem users



2030

Creator ecosystem & scale

Launch Eureka. Expand the creator economy, virtual-space commerce and connected experiences across all five continents.



2029

Entertainment & adoption

Launch Dope. Expand commercial adoption, marketplaces and creator capabilities, alongside cross-chain and hybrid utility planning.



2028

Gaming & infrastructure

Launch Gameaholic and the separate equity token. Activate DAO/community governance. Develop and deploy the native chain/L2 by year-end.

3M registered ecosystem users

10M registered ecosystem users

Milestones and user figures are targets, subject to execution, resources, security readiness and applicable requirements. Exchange listings require exchange approval. User targets refer to unique registered ecosystem users.

DISCLAIMER

Legal and regulatory caution

Availability may be affected by applicable requirements and jurisdiction-specific restrictions. DaMeta1 may update aspects of the token design to comply with applicable laws and evolving regulatory frameworks. Future changes will be reflected in an updated whitepaper made publicly available through official channels.

Participation may be impacted by regulatory actions, including restrictions on ownership, use or transfer of digital tokens. DaMeta1 reserves the right to revise token mechanics to align with applicable regulatory requirements or market conditions.

Forward-looking statements

This whitepaper reflects current expectations about product features, market expansion, token utility and user adoption. Words such as “anticipate”, “aim”, “believe”, “estimate”, “expect”, “intend”, “may”, “plan”, “project”, “seek” and “will” identify forward-looking statements. These are subject to risks, uncertainties and assumptions, many beyond DaMeta1’s control.

Actual results may differ materially due to technology, regulation, competition, market acceptance and economic conditions. Do not place undue reliance on these statements; they are not guarantees of future performance. Market projections, product plans, adoption targets and token integrations are forward-looking or externally sourced statements and do not establish completed delivery, future token value or guaranteed commercial results.

Risk disclosure

- This whitepaper is informational and does not constitute legal, financial, tax or investment advice.
- It is not a solicitation to purchase DMU or participate in a token sale. No token performance or value is guaranteed.
- DMU is not intended for speculation or investment returns. Acquisition and use should be driven by platform utility, not an expectation of profit.
- Participation in token-related activities is at the user’s sole risk. DMU is intended exclusively for use within the DaMeta1 ecosystem.

USE OF INFORMATION

Cautionary note

- DMU is a utility token for access and transactions within the DaMeta1 ecosystem. It does not represent equity, shares or securities of DaMeta1 or its affiliates.
- Token holders should not expect profits or returns from holding DMU. Participation involves risks, including potential loss of value, market volatility, regulatory uncertainty and technology adoption challenges.
- DaMeta1 and its affiliates assume no liability for losses incurred. By acquiring or using DMU, you acknowledge and accept these risks.

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DaMeta1 makes no representations or warranties regarding the suitability, legality or functionality of DMU outside its intended platform use cases. Token-related activities should be approached with caution and thorough understanding.

External market estimates refer to the publishers' defined sectors and forecast periods. They are not forecasts of DaMeta1 revenue, market share or DMU performance. Product availability is described as of this edition. The proposed equity token is separate from DMU.



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