



district0x

Quarterly Report Q4 2022

January 1st, 2023

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Mission, Vision, and Values

In our first quarterly report we shared our mission, vision, and values statement to serve as a guiding light throughout our growth and development as an organization. We will continue to highlight these at the beginning of every report to keep our ultimate goals fresh in mind.

Our Mission

Decentralize the ownership structures of the world's marketplaces.

Our Vision

Deploy a platform for the creation and operation of communal marketplaces as decentralized entities, build network effects around the platform via a suite of ancillary services and by fostering a third-party developer ecosystem, and leverage these network effects to supplant privately controlled marketplaces with districts that allow for open participation in the governance of markets.

Our Values

1. **Transparency** - Open and honest communication provides each person the opportunity to contribute in the most meaningful way.
2. **Autonomy** - We supply the tools and information to do the job, but trust one another to get that job done.
3. **Inclusion** - We welcome participation from all colors and creeds, across all borders and nationalities. We are empowered by the diversity of our ideas because competition breeds strength.
4. **Decentralization** - We seek the path of broadest consensus, and work to align motivations through incentives, not instigation.

Product

The district0x team has been working on upgrading all of our districts, including the launch of a new version of Meme Factory on Polygon, beta testing of Streamtide, and nearing completion of the relaunch of Ethlance and Name Bazaar. We have also been attending more conferences and have continued publishing articles on web3 developments. Meme Factory's new version is running smoothly and they are planning to integrate Push Protocol for user notifications in early 2023. Ethlance and Name Bazaar are also nearing completion and will be ready to launch in early 2023. StreamTide's beta testing environment is working smoothly and we are preparing for a full launch. We will be porting many resources towards the launch of StreamTide as it nears.



Community

For this quarter, our community made strides toward shaping [StreamTide](#). Most of the community activity was focused on patronage for the arts and creator outreach in anticipation of the launch of the upcoming district. The community also voted on key decisions utilizing the TIDE token. These votes will shape the development of our multi-channel streaming network, Stream Tide, and beyond. This vision for a "Twitch Based DAO" is a guiding light for the upcoming Stream Tide district launch.

Live Events

The team and community members have attended numerous events and hackathons throughout the year. Reach out in discord to see where the community has been and get directly involved! We welcome the community to meet up from every corner of the globe. Some events we have attended are Art Basel, Ethdenver, Consensus, and more!

Live stream

The community had the chance to participate in some of the first votes involving the TIDE token and helped decide the direction of the live stream. This activity paves the way for a community lead "Multi-Channel Network." We outline some of the steps being taken to accomplish this vision.

The stream is now broadcasting over IPFS using [Bonfire](#) as a "backbone" and removes a single point of failure for our broadcasts. This allows the community to use their TIDE tokens to watch the ad-free version of the stream and watch the stream on our IPFS backbone thanks to our collaboration with Bonfire: <https://www.bonfire.xyz/streamtide>

Additionally, governance over the stream has commenced in the form of real-time decision-making features built into Twitch. This includes polls and airdrops that trigger when people donate and engage with the channel.

This creates a dynamic where the community can donate and direct the funding towards a specific purpose all in one stream achieving a live stream-based DAO and governance. The donated funds are allocated to those community-chosen purposes publicly on the chain so the community can see this activity and verify it on chain.

This community lead activity allows for a publicly auditable "[MCN](#)". Our community lead, [Brady McKenna](#), coined the term "Twitch-based DAO" to describe what is being built and the episodes this quarter highlight this vision in a tangible way others can easily replicate if they choose. We

can't wait to move forward with more of these experiments and encourage others to build other experiments with the community models we're designing.

To help clarify what a decentralized MCN should look like, it required us to accomplish the following:

- "Export" Twitch Channel Points with an ERC20 token redeemable for Twitch channel points
- Link Discord and stream chat to a Matrix backbone tied to the Twitch IRC chat
- Migrate to TryRoll.com so we can replace Twitch patronage with Roll Memberships

We are in the process of migrating to Roll for memberships, so be on the lookout for a launch in the first quarter of 2023.

Stream Tide

District0x recently made significant strides in developing StreamTide, an ambitious platform for musicians and other creative professionals. In addition to the current developer Dan, we brought on Gines, the developer of Meme Factory Polygon, to help us push forward with the launch. We can't wait to show off the latest addition to the district0x network and show the community what it takes to build your own district from start to finish. If you want to watch us document this process, be sure to subscribe on [Twitch](#).

Community lead initiatives

The community helped shape the [mission, vision, and values](#) of Stream Tide during a live broadcast. We encourage everyone to get involved and provide feedback on [the notion doc](#) or in the Stream Tide [Discord](#). For a sneak peek at the user interface for Stream Tide, be sure to check out the stream recap: <https://www.twitch.tv/videos/1684338463>.

Our community steward GraspOnCrypto has continued their amazing POAP campaign for the live stream, and we are amazed at the turnout and participation. If you want to earn POAPs, you can keep an eye on our community-written blog series, watch streams, or participate in special Discord events.

Stream Clip Series:

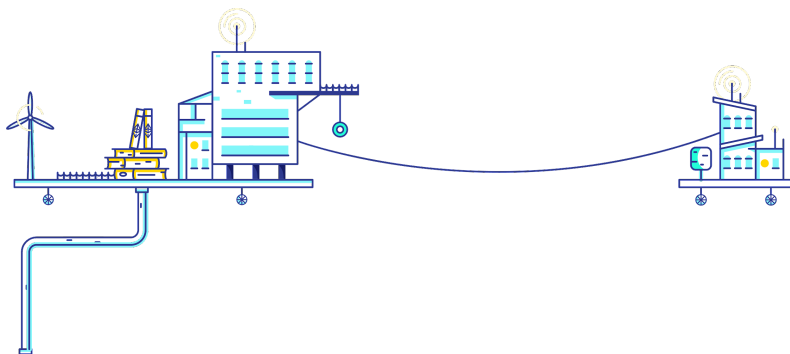
We published a number of community-curated clips for people to get more acquainted with the type of content on our stream, Stream Tide, and to help your friends and family understand the higher-level vision of Web3 and Crypto.

Let us know what you think about this clip series, and tag us on social media using our Twitter handle @StreamTide and the hashtag #StreamTide:

- Public audits or GTFO:
<https://youtube.com/clip/UgkxLkNTEYyqZ9RWdP0zqNjTqmgQdO0NoqOG>
- A new lease on life:
https://youtube.com/clip/UgkxPs3VRRqTPlcmPm-o_Q1raCARrvkOLsch
- Crypto is stupid with hope:
https://youtube.com/clip/UgkxyjhY9bq-_ghoqETsq-uupXhS3GSOol7q
- Trust building layer for the internet:
https://youtube.com/clip/UgkxGiTdtTt_tDjXxxS7eBU3zneH9iUZzivX
- Institutional failure is the defining issue of our era:
https://youtube.com/clip/UgkxN1GD4LxAJ-wwawCShHj_hMEgF1iBAwM
- Why I'm excited about Stream Tide:
<https://youtube.com/clip/UgkxkDohRT7n6PnTX4j3MP-vr9xLXCYSrflG>
- "Irrefutable truth" is your foundation in crypto:
<https://youtube.com/clip/Ugkx59vSQ7YJ3V8jmR9wpipilDr5GC-z0-ZQ>
- Reputation building on Web3:
https://youtube.com/clip/UgkxIhU1Dh_ZwKNNI8ePqqzqXYYetOixPc3M
- Web3 redefines what it means to work in the "public sector":
<https://youtube.com/clip/Ugkxjl6KUfda9f4r5EzpxiPG0QeVHv4KAq6r>

Lastly, the community has continued to bring artists and creators into our community in preparation for the Stream Tide launch; if you have friends or family that create, be sure to send them our way!

We're excited to see where 2023 takes us and can't wait to kick off 2023!



Marketing

Most of 2022 has undoubtedly been dominated by the ongoing bear market, making for the most chaotic year in crypto so far. But although the climate was challenging, we managed to learn, grow and most importantly, build. After all, that's what bear markets are for!

Looking back on 2022, our editorial team has published countless articles spotlighting the year's most important developments in web3. Q4 was no exception, with Spotlight articles highlighting "[Social Tokens](#)" and "[Digital Art in 2022](#)" among other topics. In 2022 our marketing team also attended numerous Ethereum conferences around the globe, and our flagship DappStream aired over 60 times, bringing you the latest crypto updates and interviews with our industry's thought leaders and game changers.

Most of the marketing efforts in Q4 were focused on creator outreach in anticipation of the public launch of StreamTide, as well as continuous content production to keep our community engaged while we prepare for the relaunch of our other districts. Additionally, governance over the stream has commenced in the form of real-time decision-making features built into Twitch. This included polls and airdrops that trigger when people donate and engage with the channel, creating a dynamic where the community can donate and direct the funding towards a specific purpose all in one stream, achieving a live stream-based DAO and governance.

With the help of our community steward GraspOnCrypto, we have been able to continue their amazing POAP campaign for the live stream, and we are amazed at the turnout and participation. If you want to earn POAPs, you can keep an eye on our community-written blog series, watch streams, or participate in special Discord events.

StreamTide also got some more media attention this quarter, as Roll featured \$TIDE and our Spotlight Article on Roll's [Social Token Times #34](#). Additionally, we published a number of community-curated clips for people to get more acquainted with the type of content on our stream, StreamTide, and to help your friends and family understand the higher-level vision of Web3 and Crypto.

Lastly, the community has continued to bring artists and creators into our community in preparation for the Stream Tide launch. While in 2022 the relaunch of some of our applications has taken longer than anticipated, the work delivered by our developers has been steady, our smart contracts and libraries have continuously been upgraded, and we can say with confidence that we are only moments away from going live, with the latest versions launching full steam ahead in 2023. On the marketing side of things, we have been gearing up for this moment and are looking forward to a highly productive year ahead!

Financials

Balance Sheet

Assets

CURRENT ASSETS*	Q3 2021	Q4 2021	Q1 2022	Q2 2022	Q3 2022	Q3 2022	Q4 2022
BTC	\$8,616,798	\$5,249,401	\$7,569,958	\$7,569,958	\$3,121,106	\$3,121,106	\$2,672,180
ETH	\$18,828,977	\$21,536,215	\$10,441,495	\$10,441,495	\$3,296,337	\$3,296,337	\$3,702,943
DNT	\$27,864,000	\$24,174,000	\$15,030,000	\$15,030,000	\$8,190,000	\$8,190,000	\$3,330,000
GRT	\$47,166,667	\$44,460,000	\$31,306,667	\$31,306,667	\$6,153,333	\$6,153,333	\$3,780,000
KEEP	\$340,733	\$630,115	\$630,115	\$630,115	\$157,952	\$157,952	\$64,486
Stable Coin	\$1,964,296	\$1,964,296	\$4,551,702	\$4,551,702	\$5,217,109	\$5,217,109	\$5,217,109
Prepaid Expenses	\$108,000	\$0	\$432,000	\$324,000	\$0	\$0	\$0
TOTAL CURRENT ASSETS	\$84,171,409	\$104,889,471	\$98,014,026	\$69,961,937	\$69,853,937	\$26,135,838	\$18,766,719

LIABILITIES

CURRENT LIABILITIES	Q2 2021	Q3 2021	Q4 2021	Q1 2022	Q2 2022	Q3 2022	Q4 2022
Short-Term Debt	\$0	\$0	\$0	\$0	\$0	\$0	\$0
TOTAL CURRENT LIABILITIES	\$0	\$0	\$0	\$0	\$0	\$0	\$0

*Based on USD values taken from Etherscan or Coinbase on the first day of the following quarter.

Income Statement

INCOME	Q2 2021	Q3 2021	Q4 2021	Q1 2022	Q2 2022	Q3 2022	Q4 2022
Revenues	\$0	\$0	\$0	\$0	\$0	\$0	\$0
Cost of Goods Sold	\$0	\$0	\$0	\$0	\$0	\$0	\$0
GROSS PROFIT	\$0	\$0	\$0	\$0	\$0	\$0	\$0

EXPENSES	Q2 2021	Q3 2021	Q4 2021	Q1 2022	Q2 2022	Q3 2022	Q4 2022
Contractor Wage	\$140,250	\$119,582	\$578,445	\$286,075	\$345,500	\$374,300	\$374,300
Technology and Development	\$572	\$5,823	\$31,691	\$4,843	\$1,647	\$3,122	\$17,687
Marketing and Sales	\$0	\$2,125	\$86,128	\$0	\$0	\$0	\$0
General and Administrative	\$28,981	\$30,254	\$69,767	\$24,388	\$21,861	\$47,345	\$22,648
Other	\$0	\$0	\$0	\$0	\$0	\$0	\$0
TOTAL EXPENSES	\$169,804	\$157,785	\$766,031	\$315,306	\$369,008	\$424,767	\$414,635
OPERATING PROFIT	-\$169,804	-\$157,785	-\$766,031	-\$315,306	-\$369,008	-\$424,767	-\$414,635

Summary

This last quarter resolved slow but steady pushes on all our products. We are looking forward to StreamTide's launch next year as a great example of what district0x is able to incubate. Beyond these products we have already announced, we are working behind the scenes to determine what the next district is that we will prepare for launch. It has been a tough year with many highs and lows in the industry but we continue to build as we always have.

Joe Urgo

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Learn More

For more information about the district0x network,

- Head to our [Onboarding Terminal](#) for all links at a glance
- Check out our [Education Portal](#) for all things #web3
- Join the official [Discord server](#) or [Telegram](#) channel
- Watch our [YouTube intro video](#) and [live stream](#) on Twitch.tv
- Subscribe to [email updates](#) or to our [Subreddit](#) forum
- Follow us on [Twitter](#), [Facebook](#) and [Instagram](#)