



# **Supported Self-Driven Learning Operating System**

[selfdriven.foundation](http://selfdriven.foundation)

# **Whitepaper**

Version 1.11

An operating system  
(framework & cloud service)  
to support self-driven learning within an existing learning  
environment.

# Intro

In our view there is an opportunity for a learning operating system that:

- Captures all of a learner's activity and growth
- Supports self-driven learning
- Connects learners with their learning partners.
- Recognises creativity and collaborative problem solving ability above rote learning

A community/society is a function of us and we need to give young people opportunities to authentically facilitate a community. A learning community is a great place to put this into practice, i.e. governance, improving the environment, provision of food, clothing, caring for others etc.

We believe that people (learners) with the following attributes, are good members of a modern society / community:

- Self-driven (can initiate and act on a decision to improve)
- Self-aware (as it relates to self and others)
- Importance of the collective (community)

# Problems

**The selfdriven operating system seeks to solve the following problems:**

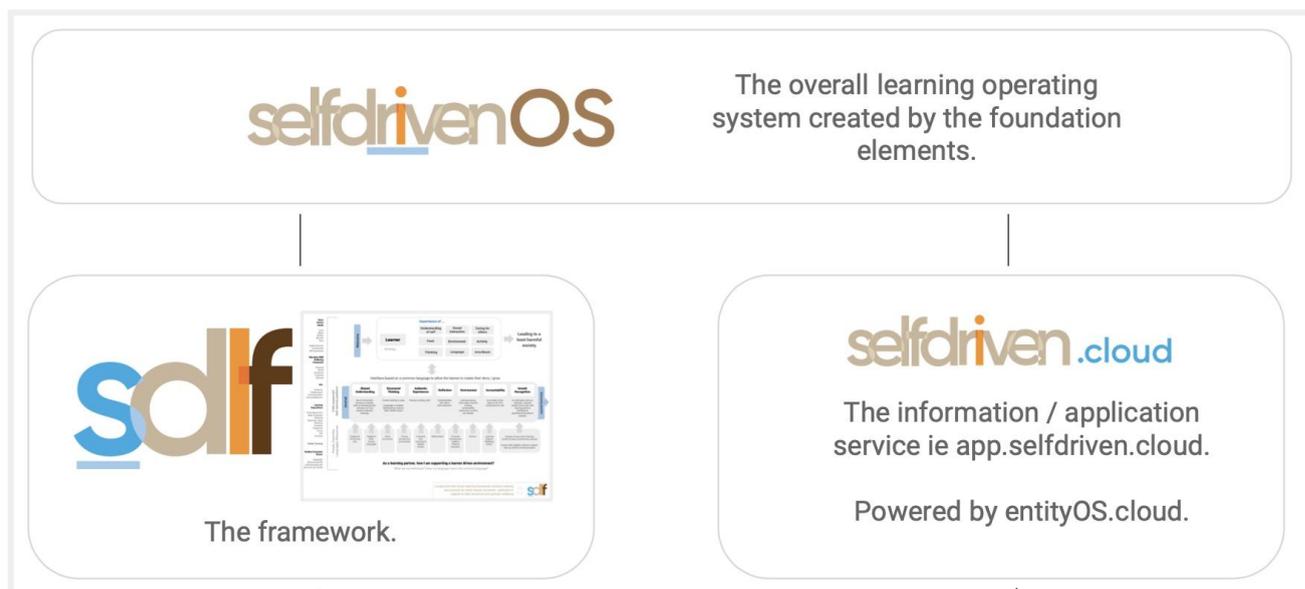
- Current learning operating systems do not adequately capture experience-based learning / all of learning activity
- The needs of the learner do not always align with what the learning environment needs to measure / is measuring
- There is no trusted source of information for learning partners (including high schools, universities, TAFE etc) to ensure learners make the best decisions about their future learning pathway

# The learning operating system

The learning operating system is made up of a framework and a cloud service.

The framework encompasses the values, structures and language used to support the self-driven learner.

The cloud service is based on an open architecture enabling interoperability with new standards and services as they develop globally.

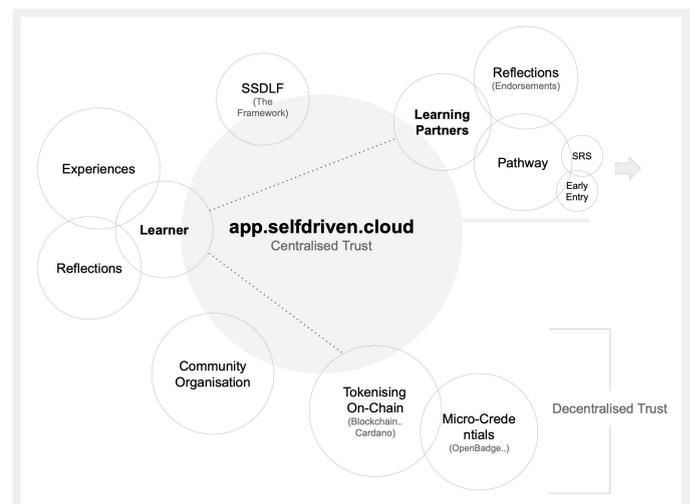


## Design Basis

The operating system is based on the first principle of why learning environments exist; to meet basic human needs, leading to a least-harmful/most-caring society. The operating system is designed to augment an existing learning environment, not replace it - as much as it can operate independently.

## Trust & Pathways

The learning operating system establishes trust (*centralised & decentralised*) in regards to learner growth (*achievements, endorsements etc*) between the key stakeholders in a learning pathway.



# The learning framework

The framework starts with basic human needs as its first principle.

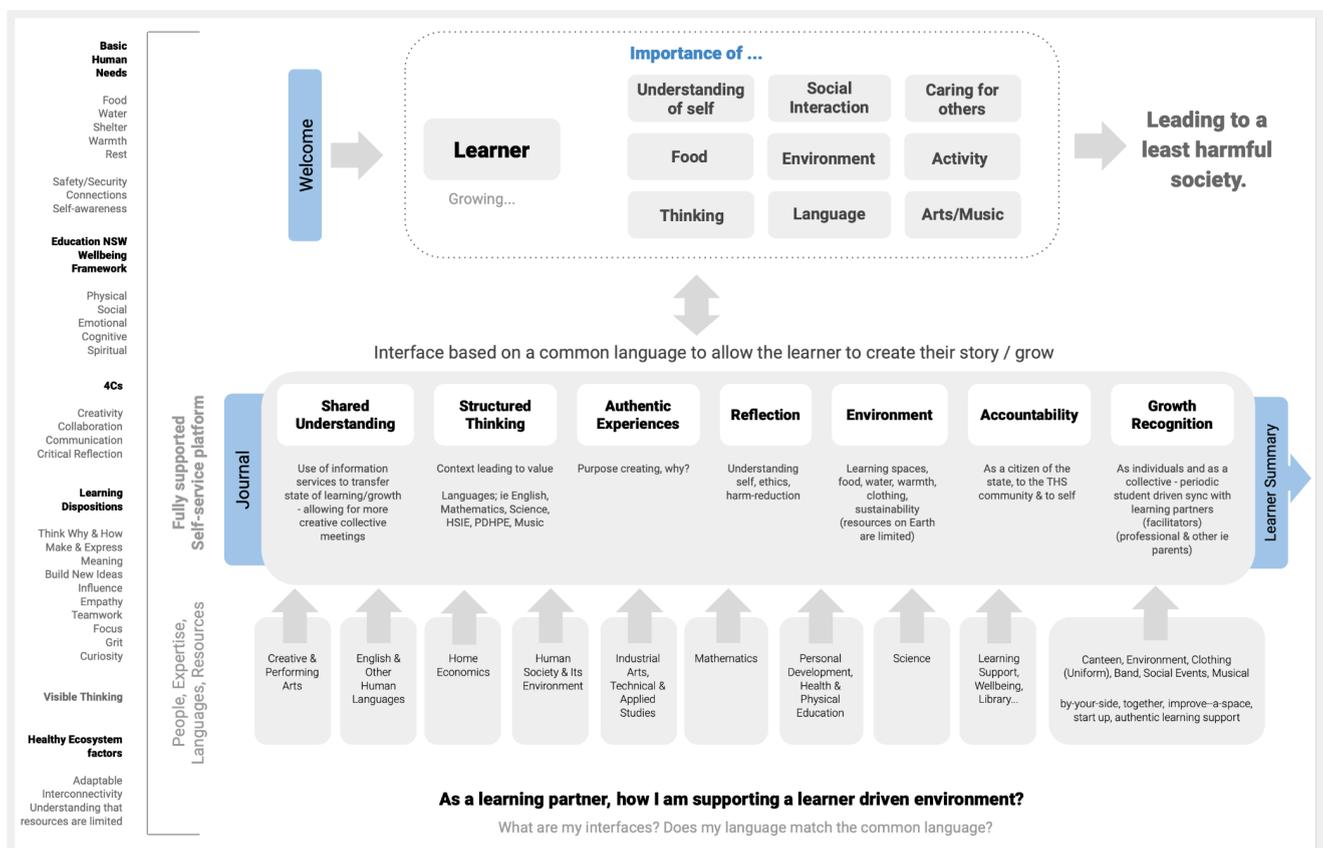
The learning framework is learner first; everything within the selfdriven operating system is contextualised to the learner. As a unifying framework, it works with other existing frameworks.

It augments existing learning environments and supports their local values and structures.

The framework's value is realised in the *selfdriven.cloud* information service and associated app.

The framework has three key layers:

- Layer 1 - Importance of**  
 Why does the learning environment exist? What is its value to the learner and our society?
- Layer 2 - Common Components**  
 The key structural components that the services are built on, the language from which the framework is derived.
- Layer 3 - The Existing Learning Environments**  
 State or independent based.



## Layer 1 - Importance of

<b>Understanding / sense of self</b>	The ability to understand yourself and your impact on others.
<b>Social interaction</b>	Social connections and the importance of the collective/community.
<b>Caring for others</b>	And what that means to us.
<b>Food</b>	What you eat (nutrition) and what you listen to can have a dramatic impact on your well-being, on your brain and on your brain's ability to learn.  <i>* Food as an input.</i>
<b>Environment</b>	How our environment impacts us and our ability to impact our environment.
<b>Activity</b>	Movement, teams, play.
<b>Thinking</b>	Thinking as a tool to reflect, rationalise, reason - know our own mind.
<b>Language</b>	We understand the world through language, and the ability to improve our lives and our society depends on our ability to use languages (English, Maths, Science, Music etc) to support our thinking.
<b>Arts/Music</b>	How we see and interpret the world and how we feel. Both as creators and consumers.

## Layer 2 - Common Components

<b>Shared Understanding</b>	The more we share and understand, the greater the potential for less harm.
<b>Structured Thinking</b>	How the world occurs to you using a broad set of languages; english, maths, science, music, HSIE etc.
<b>Authentic Experiences</b>	Purpose and context. Establish the why and find passion.
<b>Reflection</b>	How do I learn? Are my actions causing harm? This is me. Reflections can be unstructured or structured.
<b>Environment</b>	How you impact it and how it impacts you. Learning spaces.
<b>Accountability</b>	As a citizen of the state. To the learning framework. To the learning community (others) To self
<b>Growth Recognition</b>	Reflections. Endorsements by self or learning partners. Basis for collaborative meetings with learning partners.

## Layer 3 - Existing Learning Environments

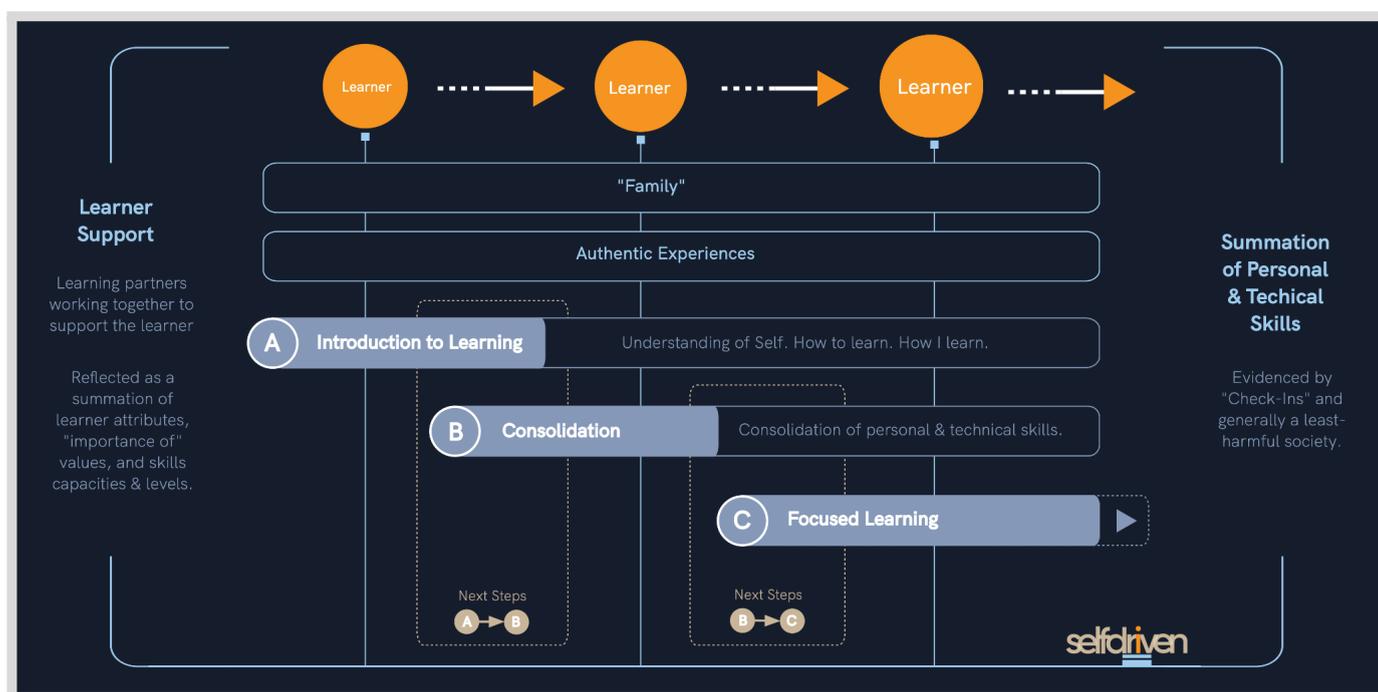
State or independent based learning environments with well established structures and values eg Primary & Secondary Schools, Universities, TAFE, Apprenticeship Programs, Other Programs etc

# The learning ecosystem / "tribe".

Learning communities, services & people working together to support the learner, using the *selfdrivenOS* and existing well-proven learning frameworks and resources.

With the three key core stages of learning:

- A. Introduction to Learning ("Primary School")
- B. Consolidating ("High School")
- C. Focused (Technical)



# Well-being

The well-being section of the operating system works directly and indirectly to positively impact well-being - via recognition or positive behaviour and mechanisms to directly communicate when the young person is not *Going OK* i.e. "How Going?".

## Indirectly;

- Self-awareness via values in the Supported Self Driven Learning Framework
- Recognition of growth and positive behaviour (endorsements, achievement and reflections by learning partners)

## Directly;

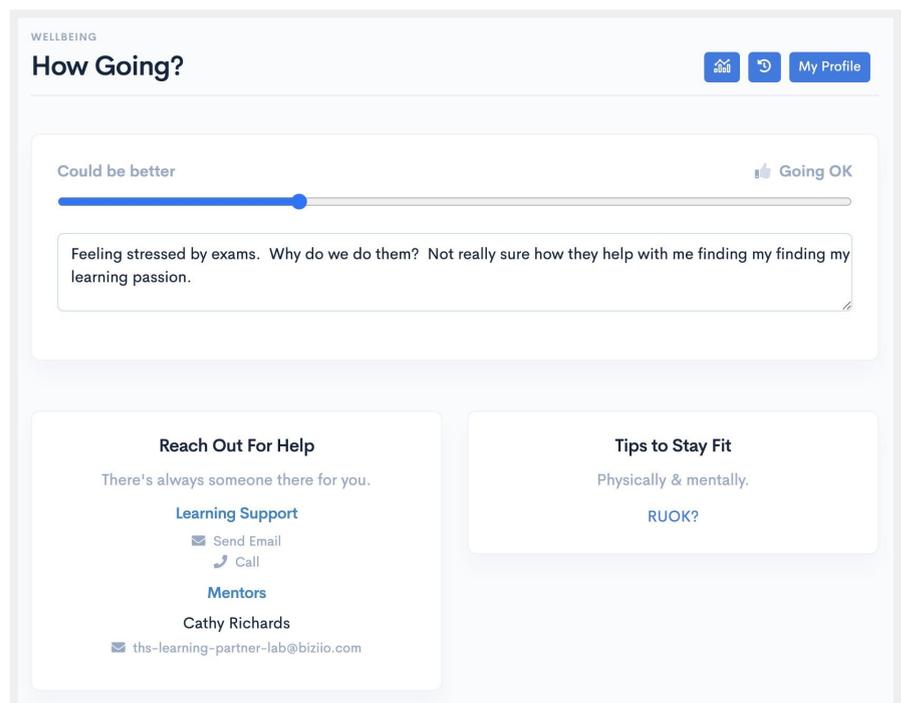
- Record via *How Going?* anxiety level and source of anxiety (if anxiety exists)
- Share *How Going?* with professional well-being specialists and mentors
- Check reflections by learner for language that suggests may be an anxiety issue (opt-in or community based opt-in to manage the risk)
- Summarised dashboard for professional learning facilitators to manage community level anxiety or sources of anxiety - i.e. *Community How Going?*

See associated document on the selfdrivenOS well-being for more details.

# How Going?

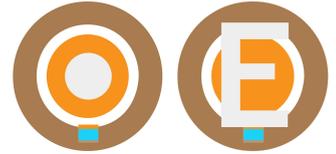
A simple sliding scale between "Could be better" (0) and "Going OK" (100) with direction to:

- Reach out for Help -  
*less than 50*
- Tips To Stay Fit  
(Physically & Mentally) -  
*more than 50*



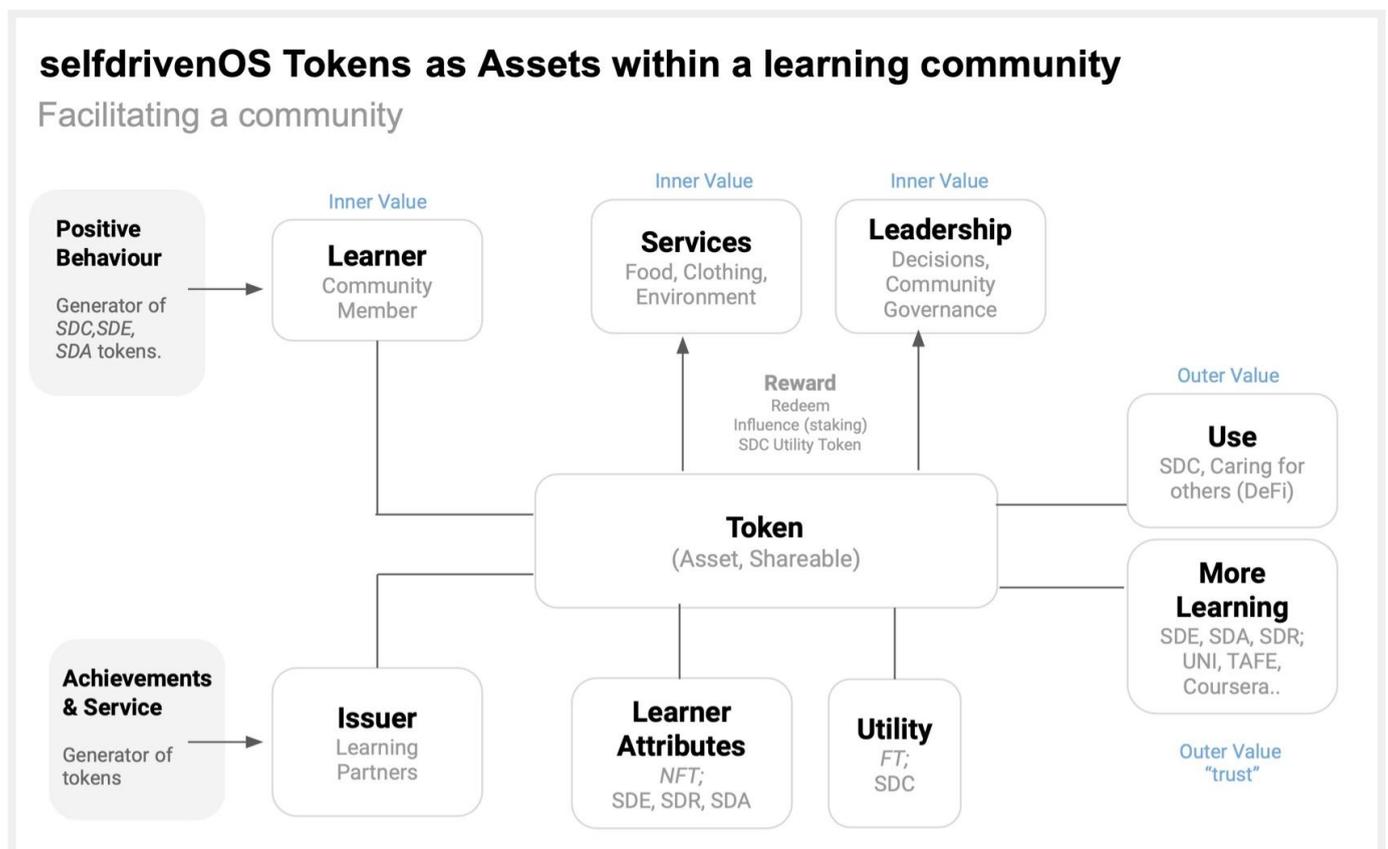
## Positive behaviour

In addition to growth recognition of learning outcomes, positive behaviour, in the form of endorsements, is also recognised in the form of “tokens / learner-shareable-assets” (SDC & SDE token).



Tokens are blockchain based, SDC can be used for inner value & *outer value* and SDE can be used for outer value (refer following diagram). They can also be used in governance decisions based on stake *i.e.* community leadership

Tokens are issued by learning partners for positive behaviour but also for service to the community (eg working in the canteen). Issuing tokens is based on activity within selfdriven.cloud.



Token totals can be used as quantifiable summarised representation of key self-driven learning objectives; selfdriven (check-ins), self-aware (reflections/endorsements) & sense of community (service) - for use within community and next steps in learning.

MY

# Tokens

[My On-Chain Profile](#)

## Community



12

Total Earned Tokens

3

Total Used Tokens

You can spend, invest or vote with your tokens.

[Use Tokens](#)

You can request tokens from a learning partner.

[Request Tokens](#)

\*Can be or has been used for community services, i.e. buying food from the canteen.

FOR	TYPE	DATE ↕	AMOUNT ↕
Endorsement; Work on RUOK Day Cathy Richards	Earned	29 Dec 2021	1
Check-In; 1 Jan 2022 Kate Smith	Earned	28 Dec 2021	1
Gardening Cathy Richards	Earned	15 Dec 2021	2
Canteen Buy Food* Cathy Richards	Used	14 Dec 2021	3
Canteen Work* Cathy Richards	Earned	8 Dec 2021	8

TOKENS

## Use

[My Tokens](#)

Use your community tokens to spend on community services or move to on-chain. You can also use them to vote on projects.

### Spend

0

Tokens earned by doing community service that are available for moving to your spend account / spendable.

You have 8 tokens in your spend account for spending on

Food / Clothing

### Use On-Chain

4

Tokens that can be moved on-chain for use with other projects.

Featured Projects

empowa.io  
ito.veritree.com  
worldmobile.io

### Vote

12

Tokens earned by recognition within this community or recognition of accountability via check-ins. These tokens are available for voting on a community decisions.

improve.community  
Applications Open For Voting

## Improvement Cycle

The *Support Self Driven Learning Framework (SSDLF)* includes an improvement cycle for continuous incremental improvement.

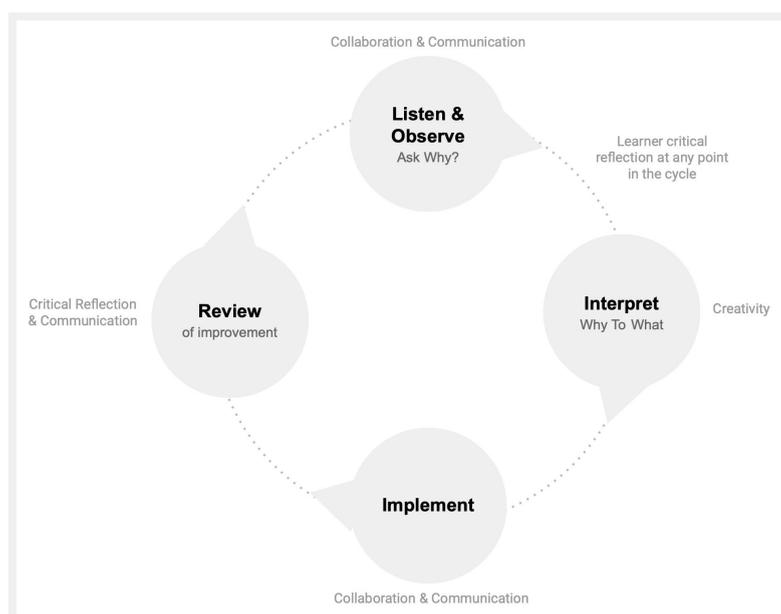
The improvement-cycle includes learner reflection at any point within the cycle.

The improvement cycle and associated project/task/action management components within the selfdrivenOS (app.selfdriven.cloud) can support project-based-learning.

See associated document on the selfdrivenOS improvement cycle for more details.

### Points in the Cycle

<b>Listen &amp; Observe</b>	Who & Why	Collaboration & Communication
<b>Interpret</b>	Why to What	Creativity
<b>Implement</b>	What to How	Collaboration & Communication
<b>Review</b>	Reflect back to Why, What, How on the improvement	Critical Reflection & Communication



## Learner Activity

Learner activity can be recorded by the learner or their learning partners.

The three core activity types are:

<b>Achievements</b>	These are achievements that can be linked to known skills. Achievements are issued by learning partners.
<b>Reflections</b>	These are reflections on the learner, by the learner (self) or learning partners. They can also be linked to unknown attributes and rated (0 to 100) i.e. Focus.
<b>Endorsements</b>	Endorsements are issued by learning partners based on their observations or response to a learner request e.g. "Can you endorse this application for next steps of learning".

## Skills

selfdriven has a set of known skills that can be linked to achievements and thus learners. e.g. a knowledge of *English Year 11 Level 1* is *English 11-1-K*. Skills are broken into parts with corresponding codes to make a unique skill identifier for use as a common reference by learners and their learning partners:

Part Name	Length	Example	
Source	2	Federal Governance	01
Domain	2	English	22
Skill	6	English Year 7	000007
Level	2	Level 1	01
Capacity	2	Capable	01
<b>TOTAL</b>	14		<b># 01220000070101</b>

## Skill Capacities

Type	Code	Description
Gets It	G	Has an understanding of the skill
Knowledgeable	K	Is knowledgeable about the skill based on effort (Cognitive).
Natural	N	Is natural at this skill with little cognitive effort. (Limbic)

<https://www.selfdriven.foundation/skills>

## Templates

Templates are used to:

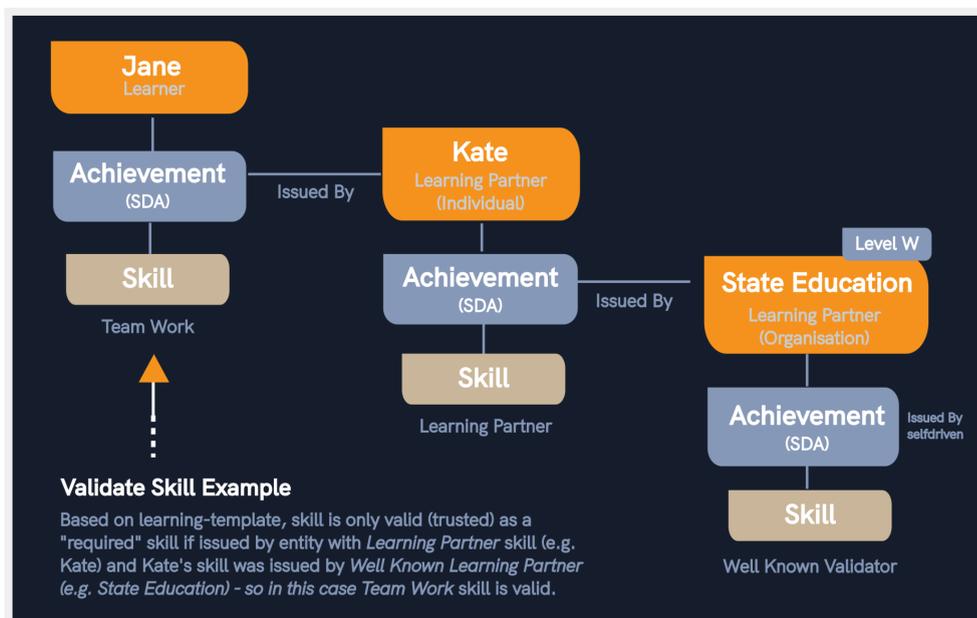
- **Support Self-Driven Learning**  
Policy & learning structures for project based self-driven learning; tasks, skills required, skills gained, learning-partner validation guides.
- **Make Learning Local**  
Enabling local identity and culture; skills identity, supporting economic identity.
- **Build Trusted Collaboration**  
Learning partners can see how the skills were achieved; the learning method, and who verified them etc.

There are three types of templates:

- **Learning**  
Learning tasks, skills required, skills gained, local terminology, validation policies.
- **Project**  
Supporting project based learning; project outcomes, tasks etc.
- **Next Steps**  
For learning pathway assistance based on achievements/skills, activities.

## Skill Validation

Learning templates include validation logic that can be used when determining if a learner has a required skill and also when a skill is being issued as "gained" i.e who can issue the achievement/skill.



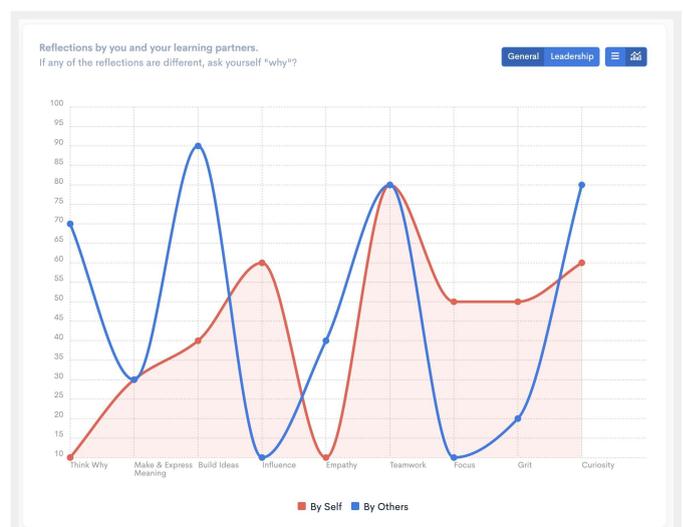
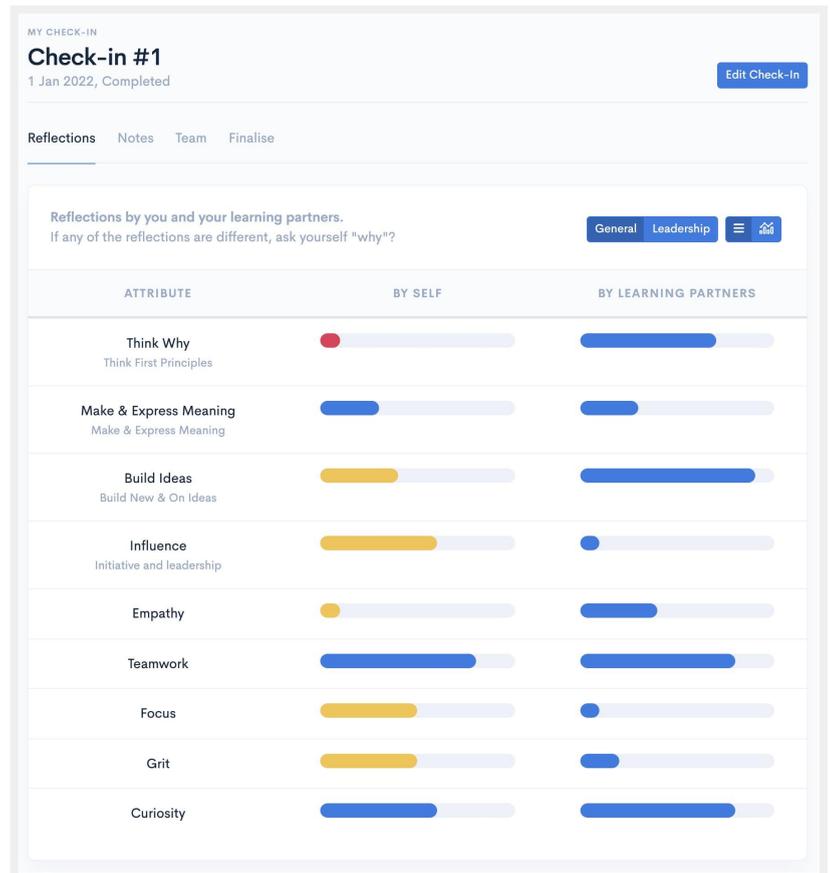
<https://www.selfdriven.foundation/templates>

# Learner Check-Ins

To help with tracking learner growth and accountability to themselves and their learning community a learner can create a periodic check-in.

The check-in:

- Is at a particular date
- Has a team i.e. the learner and their learning partners - all or a select group.
- Collates reflections by the learner and their learning partners based on the learning community attributes, i.e. focus, grit
- Highlights differences between the learner's reflections and their learning partners and invites them to ask "why"?
- Allows for notes on next learning i.e. plan for learning
- Can be finalised so it is a snapshot for that moment in time.
- Can be downloaded as a PDF.
- The check-ins are a key input into the next steps to show growth and evidence of self-driven learning.
- Community tokens can be created based on check-ins



## Learner Next Steps

The *selfdrivenOS* helps learners with their next steps in learning - within their current community and also as a path to their next learning community.

The collection of activity (“check-ins”), including reflection by self and learning partners, forms a key part of helping learners with their understanding-of-self and next step/pathway decisions - including learning recommendations. Learning partners can summarise learner activity and attributes as an selfdriven Next-Steps (SDN) token based on their specific needs.

### Learner activity can be shared as:

- Summarised PDF (for downloading and sharing), including check-ins.
- Sharing within *selfdriven.cloud*
- Sharing with learning partners via the selfdriven API (<https://api.selfdriven.cloud>) or via exports to CSV or JSON.
- Via the Cardano Blockchain (*selfdrivenOS* initiated or other)

The *selfdrivenOS* includes blockchain based tokens for sharing:

	<b>Identity</b> <small>SDi</small> i.e. Learner, community, skills, attributes
	<b>Endorsements</b> <small>SDE</small>
	<b>Reflections</b> <small>SDR</small>
	<b>Achievements</b> <small>SDA</small> i.e. skills, course completions, credentials etc

The blockchain (token-transaction-data/payload) is **compatible with open standards** e.g. *OpenBadge*.

Each user (learner/learning-partner) of *selfdriven.cloud* can **opt-in to have an identity on the blockchain** (SDi) in the form of a shareable public address. All their SD\_ based transactions are linked to this identity.

Learners can add **thoughts on their next steps**; helping learning partners facilitate appropriate support, resources & recommendations.

MY

## Next Steps

### Skills

Based on achievements

- Canteen Supervisor  
Canteen Supervisor
- Canteen Trainer

### Check-Ins

- Check-in #1  
01 Jan 2022, Completed

### Learning Partners

- Cathy Richards  
Mentor  
ths-learning-partner-lab@bizio.com

### Thoughts On Your Next Steps

If you have some thoughts on what you would like to focus on next i.e based on your reflections of self, then add them for sharing with your learning partners.

Thinking about doing .... and ...

### Your Next Learning Opportunity

Apply for a learning opportunity based on your check-ins, learning thoughts, achievements, skills, attributes, endorsements and reflections.  
e.g. an apprenticeship, TAFE course, University Early Entry, School Recommendation Scheme etc.

Apply Now

### Share On-Chain

Share your reflections, skills, attributes and endorsements on the selfdriven blockchain.

Share Now

### Need Help?

Get help from your learning partners & dedicated pathway adviser.

Get Help

NEXT STEPS

## Apply For Your Next Learning Opportunity

Apply for a learning opportunity based on your check-ins, learning thoughts, achievements, skills, attributes, endorsements and reflections.

Application **Information** Files Comments Team Finalise

1530

selfdriven Next Steps (SDN) Tokens Total

### Teamwork

Collaboration & Teamwork

110

SDN Tokens

Collaboration



Teamwork



### Consultation

Collaboration & Communication

140

SDN Tokens

Collaboration



Teamwork



SDN tokens are a way of representing your activity and attributes within your current learning community.

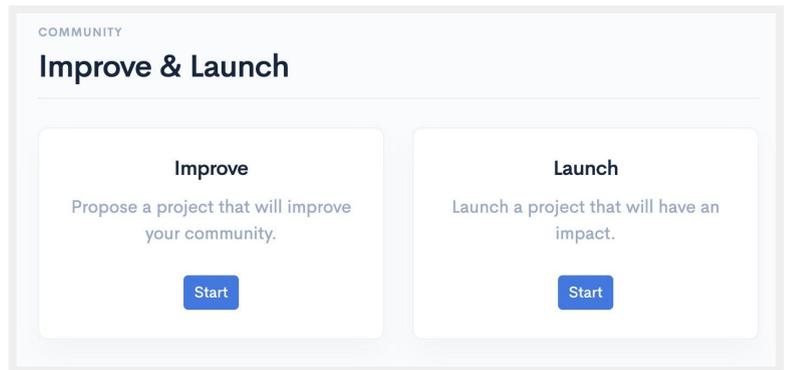
Each learning partner assigns their own value to each of your activities and attributes recorded within selfdriven to assist them work out how suited you are to; their learning community and any particular area of learning you want to focus on.

Information about the Early Entry Program...

## Improve & Launch

A place for a community to:

- Propose projects that improve the members community (Improve)
- Launch a project to help another community (Launchpad)



*selfdriven Launch* allows a community member to build a team, raise awareness, funding & have it voted on.

It also includes integration with Cardano blockchain launchpads for startup assistance and funding like [cardashift.com](https://cardashift.com).

## Showcase

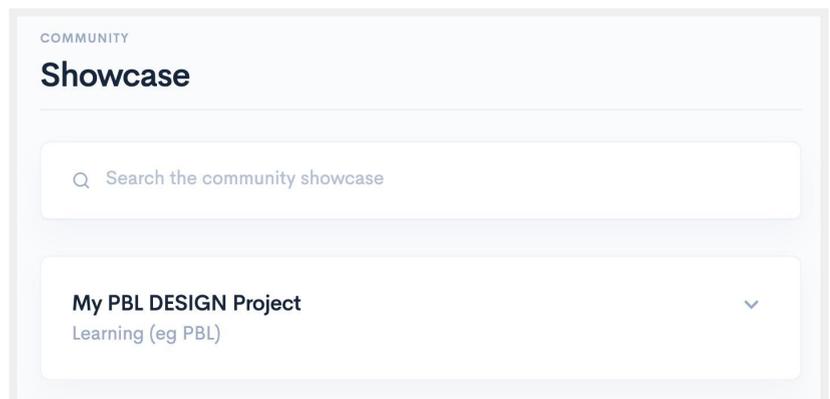
The sense of a community comes from sharing community member outcomes e.g. art works, industrial art projects etc

The showcase also creates a learner focal point. e.g. preparing an artwork for the annual community showcase - adding to a sense of community and purpose.

The integrated community showcase allows a community member to request to have their project shown.

It also includes integration into the *selfdriven Exchange* to allow learners to:

- exchange outcomes i.e. an industrial arts work or an artwork as an NFT for community tokens,
- Sell to the community
- Trade on open NFT marketplaces like [CNFT.io](https://CNFT.io) or [jpg.store](https://jpg.store).



If the outcome is an NFT artwork then it can be staked to the *selfdriven Exchange* for use as a *selfdriven Reward* for community recognition.

## The language

Definitions within the *selfdriven learning framework*.

<b>Learner</b>	Most commonly students, but can be anyone at any time.
<b>Learning Partner</b>	<p>Most commonly professional learning facilitators (teachers etc), but can be anyone who supports a learner, for example the school principal or other learner;</p> <p>Types:</p> <ul style="list-style-type: none"> <li>● Specialist facilitators</li> <li>● Carers</li> <li>● Learning Support</li> <li>● Accountability</li> </ul>
<b>Learning Sessions</b>	Most commonly a time-tabled learning event (class), but may also be an authentic activity that the learner is authorised to participate in - eg a community improvement project).
<b>Learning Spaces</b>	<p>Most commonly a "classroom", but can be any space where learning occurs i.e. at a community learning hub ("School"), home, local park ... Spaces can be general, specialist, active or facilitator spaces. (See definitions below);</p> <p>Types:</p> <ul style="list-style-type: none"> <li>● General - used for any type of learning.</li> <li>● Specialist</li> <li>● Active</li> <li>● Facilitator</li> </ul> <p>General Space Sizes:</p> <ul style="list-style-type: none"> <li>● Micro ("Personal") - approx 1 to 2 people (i.e. at home)</li> <li>● Small - approx 10 people</li> <li>● Medium - 30 people</li> <li>● Large - 50 to 100 people (eg a common room)</li> <li>● Very Large - 800 people (eg a hall/MPC)</li> </ul>
<b>Professional Learning Facilitator</b>	Qualified teacher etc.
<b>Framework</b>	The structure for supporting activities within the learning collective/community.
<b>Growth Recognition</b>	Process of acknowledging and communicating learner growth (eg learner-led conferences, journals, assessments etc)

<b>Learning Celebrations</b>	Learner-focused events such as "Presentation Night" and "Year 12 Graduation" that celebrate learning in the community and recognise the support of learning partners
<b>Member of the Community</b>	Learners (students), learning partners (professional learning facilitators/teachers, parents), support (staff, P&C, contractors), THS Community facilitators (principals, directors).
<b>Shared Understanding</b>	Use of information services to transfer state of learning/growth - allowing for more creative collective meetings
<b>Structured Thinking</b>	Context leading to value and the use of languages to make sense of ourselves and the world around us; i.e. English, Mathematics, Science, HSIE, PDHPE, Music ...
<b>Authentic Experiences</b>	Purpose creating, why?
<b>Reflection</b>	Understanding self and way of thinking (critical reflection), ethics, harm-reduction, growth ...
<b>Environment</b>	Learning spaces, food, water, warmth, clothing, sustainability (resources on Earth are limited)
<b>Accountability</b>	As a citizen of the state, to the THS community & to self.
<b>Growth Recognition</b>	As individuals and as a collective - periodic student driven sync with learning partners (facilitators) (professional & other i.e. parents).
<b>App</b>	Online (and offline) secure space to reflect, communicate and share.

# The cloud service

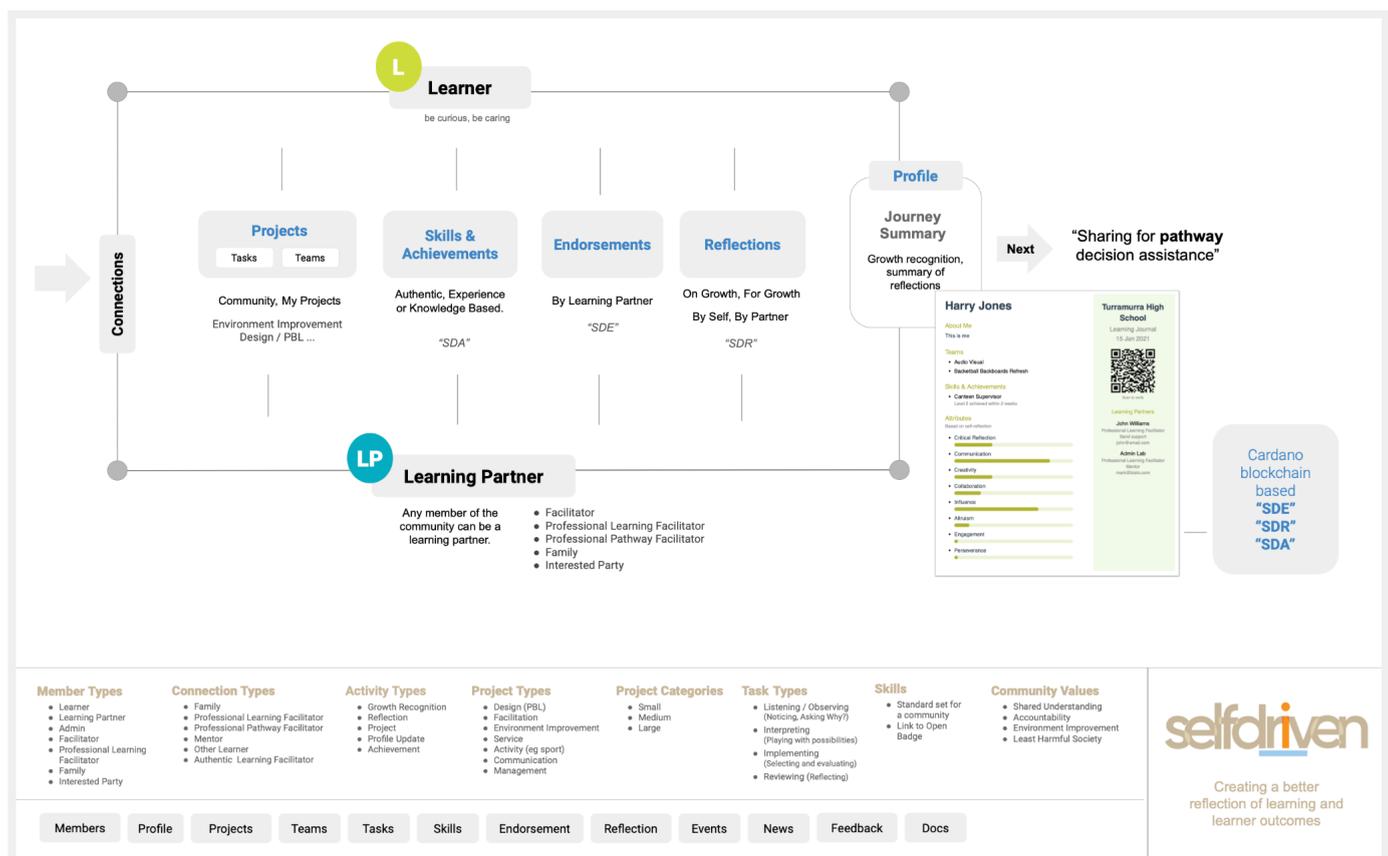


The cloud service, [selfdriven.cloud](https://selfdriven.cloud), supports the learning framework and operating system. It is based on [entityOS.cloud](https://entityOS.cloud).

The cloud service includes integration with the *Cardano* blockchain for tokenising of learner achievements as shareable assets.

The *selfdriven.cloud* app is centred around the learner to:

- Capture their learning activity, endorsements, achievements, reflections etc.
- Help them with project-based activities and working in teams, sharing tasks etc.
- Collaborate with learning partners including professional learning facilitators, parents etc.
- Make decisions about their next learning steps; within their current learning environment or as a pathway to other learning environments.



# User Experience

The screenshot displays the 'selfdriven' user interface. On the left is a navigation sidebar with 'Dashboard' and 'My' (expanded) sections. The 'My' section includes Profile, Projects, Teams, Tasks, Connections, Endorsements, Reflections, Achievements, and Next Steps. The 'Community' section is also visible. The main content area is titled 'You, as you and as a part of the community.' and features a grid of eight metric cards: Projects (4), Teams (1), Tasks (7), Connections (1), Tasks Due Soon (0), Tasks Overdue (4), Achievements (0), and Reflections (0). Each card shows a large number and the word 'Count'. At the top right, there are tabs for 'My' and 'Community'. Below the metrics is a 'How Going?' section with a progress slider between 'Could be better' and 'Going OK', and a 'Reach Out For Help' button. Further down are two help prompts: 'Need help with something?' with a 'Find a Facilitator' button, and 'Need help with learning decisions in your next steps' with a 'Next Steps' button. At the bottom right, there is a prompt to 'Get support for your community improvement project using improve.ths!' with an 'improve.ths' button. The user's name 'Kate Smith' is shown at the bottom left of the main area, along with notification, profile, and share icons.

Metric	Count
Projects	4
Teams	1
Tasks	7
Connections	1
Tasks Due Soon	0
Tasks Overdue	4
Achievements	0
Reflections	0

- Dashboard
- My
  - Profile
  - Projects
  - Teams
  - Tasks
  - Connections
  - Endorsements
  - Reflections
  - Achievements
  - Next Steps
- Community



About Me

1 Teams      0 Facilitation Teams

Edit Profile

How Going?

Teams

- Audio Visual

Security

21 Nov 2021

Last Logon

Change Password

2nd Factor

To protect your account you

Attributes

General Leadership

Think Why

Think First Principles

Make & Express Meaning

Make & Express Meaning

Build Ideas

Build New & On Ideas

Influence

Initiative and leadership

Empathy

Empathy

Teamwork

Teamwork

Focus

Focus

Grit

Grit

Curiosity

Curiosity

Learning Partners

- Cathy Richards  
Mentor  
ths-learning-partner-lab@biziiio.com

Kate Smith



- Dashboard
- My Profile
- Projects
- Teams
- Tasks
- Connections
- Endorsements
- Reflections
- Achievements
- Next Steps
- Community

Kate Smith

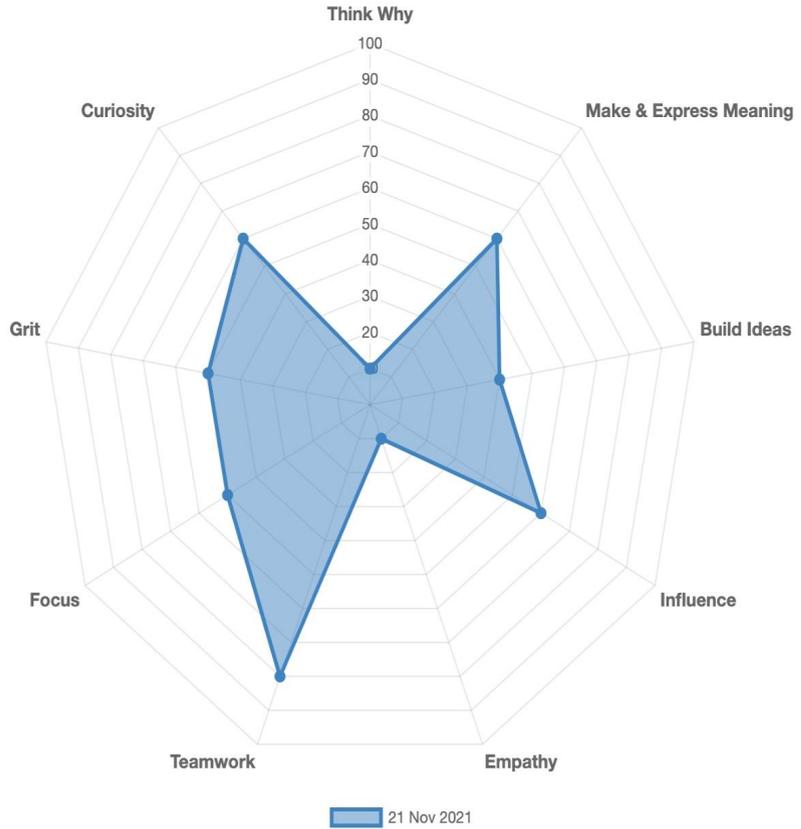


The ups and downs, and how I have changed / grown. Useful for collaboratively reviewing your growth and next areas of focus.

General Leadership

Growth Balance Balance (Radar) Balance & Growth

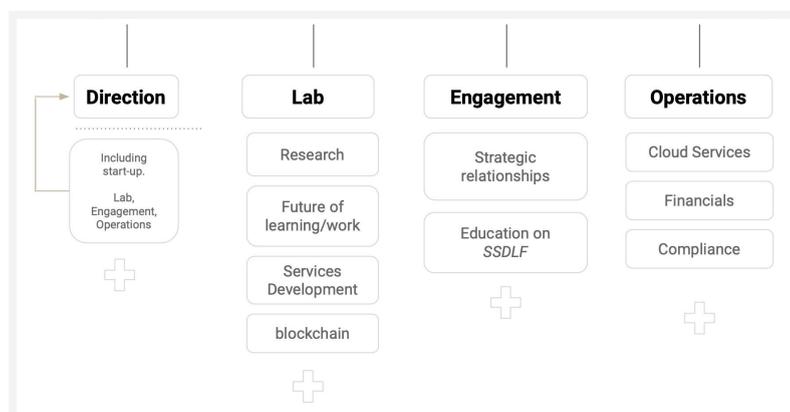
For the most balanced self, you are looking for the roundest "now" line - with upwards growth as you become more self-aware of each of your attributes.



# The Organisation

The Operating System (*selfdrivenOS*) is supported by an organisation that includes:

- **Direction;**  
Organisation directing setting; short & long term areas of focus
- **Engagement;**  
With learning environments
- **Lab;**  
Research and development, based on work by engagement and direction teams
- **Operations;**  
Monitoring and caring for the cloud service (based on *entityOS.cloud*)



# Risks

Standard start up and operational risks exist.

Specific risks to selfdriven;

<b>Organisational Source</b> Direction, lab, engagement & operations	<b>Operating System Component</b> Cloud service, framework	<b>Risk</b> The risk that needs treatment	<b>Treatment i.e. control</b>
<b>Direction</b>	Framework	Not enough experienced people	Work to find people with a broad set of experiences and build into the organisational equity / tokenisation.
<b>Lab</b>	Cloud Service	Development	Focus on User Experience as “backend” is by entityOS.cloud - minimising resource requirements.
<b>Operations</b>	Cloud Service	Hosting	Use entityOS - 21+ years of service.
<b>All</b>	Cloud Service	Information Security	ISMS - based on entityOS - use ISO27001/17.  Privacy.  Handling of welfare of learners / users.

# Funding

Funding of *selfdrivenOS* during startup and ongoing.

<b>Organisational Phase</b> Startup, ongoing	<b>Type</b> Equity/Utility	<b>Funding</b>	<b>Value</b>
<b>Startup</b>	Utility	Self-funding	By founding members
<b>Startup</b>	Equity	Tokenisation	Mint 200,000 <i>SDF</i> tokens initial; <ul style="list-style-type: none"> <li>- Dropped to the founding members; 100,000</li> <li>- 100,000 available for earning &amp; purchase</li> </ul> <a href="https://selfdriven.foundation/team">https://selfdriven.foundation/team</a>
<b>Startup</b>	Utility	Cloud service - entityOS	ibCom (owner of entityOS) to support the use of entityOS.cloud for development at no charge and piloting.
<b>Ongoing</b>	Utility	Operations (Incoming)	Based on subscription to cloud service and professional support services.
<b>Ongoing</b>	Utility	People (Outgoing)	Based on available funding from Operations (Incoming) funds and purchases of tokens.

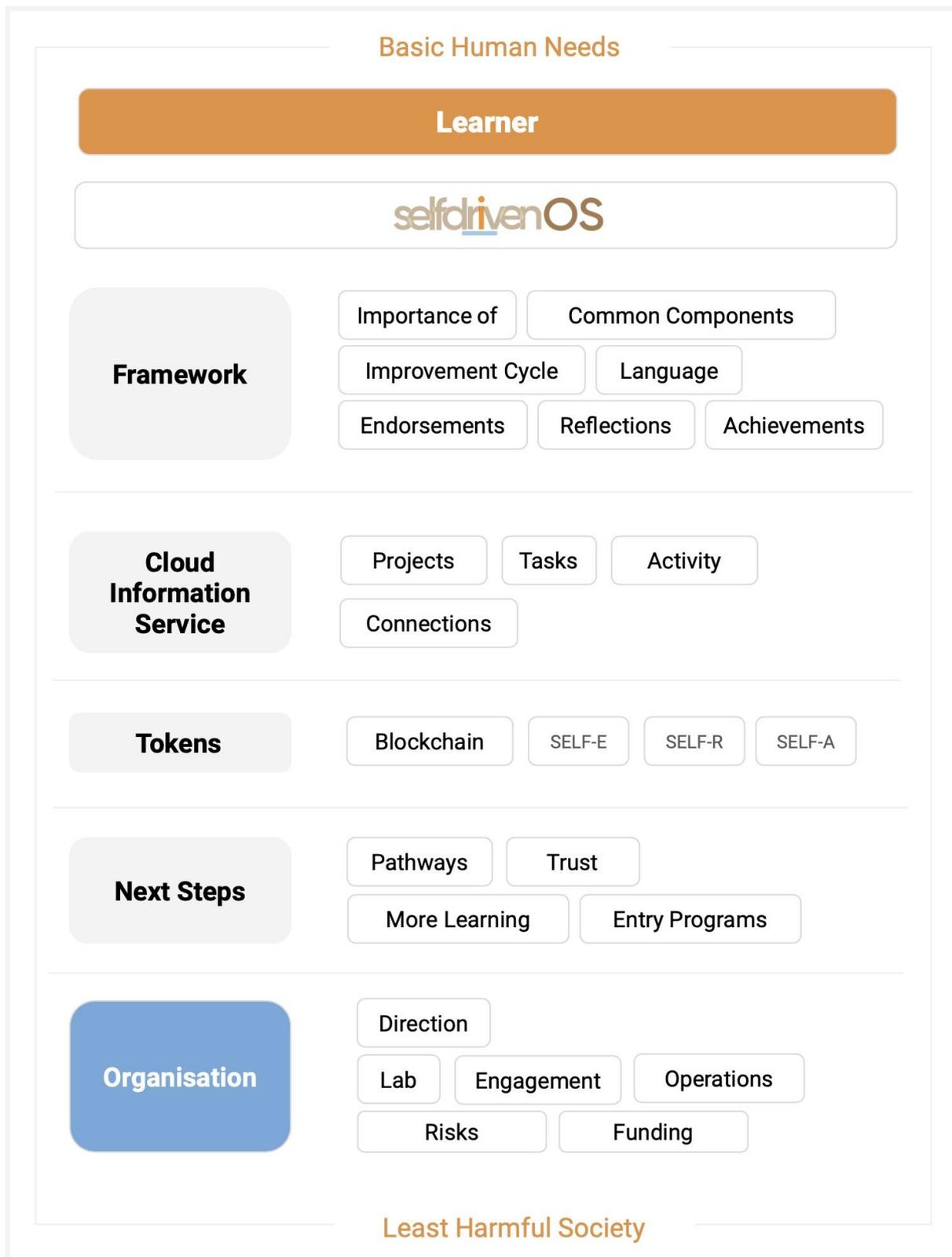
# Ownership

Unless otherwise stated related intellectual property is owned by *selfdriven Pty Ltd*.

# Appendix

- Overview
- Tokens
- Cloud Service; Common Attributes

# Overview



# Tokens

selfdrivenOS Tokens	Token Name	Use Case	Policy	
	<b>Foundation</b>	<b>SDF</b> 	For the <b>SSDLF Foundation</b> , governance, utility to power development and platform. [On chain interactions / fees / rewards*]	Fungible Token (FT)
	<b>Community</b>	<b>SDI</b> 	Community member <b>identity</b> token for SDE, SDR & SDA.	Non-Fungible Token (NFT*)
		<b>SDC</b> 	Community utility token for governance, reward for effort, caring for self/others.	Fungible Token (FT)
		<b>SDE</b> 	For <b>Endorsements</b> , for positive behaviour, use as utility for services, stake for governance.	Non-Fungible Token (NFT*)
		<b>SDR</b> 	For <b>Reflections</b> , Learning reflections in the form of public endorsements etc.	Non-Fungible Token (NFT*)
		<b>SDA</b> 	For <b>Achievements</b> , skills, course completions / credentials etc.	Non-Fungible Token (NFT*)

\* Non-fungible as the token transaction ("asset") is linked a person (learner) - so unique.

Cardano Blockchain, using multi-asset functionality for tokens

## Metadata

Token transactions include metadata that links the transaction back to the selfdrivenOS data i.e. achievement linked to skills.

selfdriven has a number of meta-data formats based on the token type, with each being uniquely identified by a *Metadata ID (ASCII representation of the token name)*.

Token Name	Metadata ID	Notes
SDF	115100102	Foundation
SDC	11510099	Community
SDI	115100105	Identity (Community Members, Community Organisation, Skill)
SDA	11510097	Achievement
SDR	115100114	Reflection
SDE	115100101	Endorsement

## Examples

Token Name	Policy ID	Metadata
<p><b>SDI (lab)</b></p> <p>92be578d1c063b70edf9b2ca0b53c7a58142b65eba43a5b55bdd6cb7</p> <p><a href="#">View on cardanoscan</a></p>		<pre data-bbox="539 365 1442 1037"> {   "115100105": {     "92be578d1c063b70edf9b2ca0b53c7a58142b65eba43a5b55bdd6cb7": {       "SDI-skill": {         "e4e4a9501a4648f48a71c37685c32e02": {           "zone": "lab",           "type": {             "sdi": "707599e9-bf08-4881-a25a-061142b33ee2",             "name": "skill"           },           "sdi": "e4e4a950-1a46-48f4-8a71-c37685c32e02",           "name": "Canteen Supervisor-1-G",           "reference": {             "number": "301000111",             "domain": "301",             "source": "00",             "level": "011",             "capacity": "1"           },           "notes": "Canteen [301] Supervisor [1] Level 1 [1], Gets It [1]",           "url": [             "https://",             "identity.selfdriven.cloud/",             "#skill/",             "e4e4a950-1a46-48f4-8a71-c37685c32e02"           ],           "image": ["ipfs://", "bafkreigz7afau3e5xz5fdrllgbc6ohp6wazvzbizy4t4pgtf3owgrngtl4"]         }       }     }   } } </pre> <p data-bbox="539 1077 1398 1104"><a href="https://www.selfdriven.foundation/selfdriven-metadata-example-sdi.json">https://www.selfdriven.foundation/selfdriven-metadata-example-sdi.json</a></p>
<p><b>SDA (lab)</b></p> <p>96dd4df64ec0857af3a90ebdb5d3318fbef6774fe8c4b50e090af1c6</p> <p><a href="#">View on cardanoscan</a></p>		<pre data-bbox="539 1142 1442 1926"> {   "11510097": {     "96dd4df64ec0857af3a90ebdb5d3318fbef6774fe8c4b50e090af1c6": {       "SDA": {         "535591d747b44af88fbf549d62d22983": {           "zone": "lab",           "sda": "535591d7-47b4-4af8-8fbf-549d62d22983",           "issued": {             "to": {               "sdi": "61fa1431-ca95-48be-beec-6a91c5a5f1bb"             },             "by": {               "sdi": "3a22327d-eff6-4875-88ba-bd024709c295"             },             "date": "08 Dec 2021"           },           "skills": [             {               "sdi": "707599e9-bf08-4881-a25a-061142b33ee2"             },             {               "sdi": "df711d36-d2af-46f9-8e96-3084f1ac913c"             }           ],           "url": [             "https://",             "verify.selfdriven.cloud/",             "#sda/",             "535591d7-47b4-4af8-8fbf-549d62d22983"           ],           "image": ["ipfs://", "bafkreifrbyef576hpl2ef2nosvig5vwkyxfsciov64ncaxp2hjkltiqoi"]         }       }     }   } } </pre> <p data-bbox="539 1966 1398 1993"><a href="https://www.selfdriven.foundation/selfdriven-metadata-example-sda.json">https://www.selfdriven.foundation/selfdriven-metadata-example-sda.json</a></p>

## Cloud Service; Common Attributes

<b>Member Types</b>	<p>Community member types:</p> <ul style="list-style-type: none"> <li>● Learner</li> <li>● Learning Partner</li> <li>● Admin</li> <li>● Facilitator</li> <li>● Professional Learning Facilitator</li> <li>● Family</li> <li>● Interested Other</li> </ul>
<b>Connection Types</b>	<ul style="list-style-type: none"> <li>● Family</li> <li>● Professional Learning Facilitator</li> <li>● Professional Next Steps (Pathway) Facilitator</li> <li>● Mentor</li> <li>● Other Learner</li> <li>● Authentic Learning Facilitator</li> </ul>
<b>Activity Types</b>	<ul style="list-style-type: none"> <li>● Growth Recognition</li> <li>● Reflection</li> <li>● Project</li> <li>● Profile Update</li> <li>● Achievement</li> </ul>
<b>Project Types</b>	<ul style="list-style-type: none"> <li>● Design (Project Based Learning) / My Project)</li> <li>● Facilitation</li> <li>● Environment Improvement</li> <li>● Service</li> <li>● Activity (i.e. Sport, Dance)</li> <li>● Communication</li> <li>● Management</li> </ul>
<b>Project Categories</b>	<ul style="list-style-type: none"> <li>● Small</li> <li>● Medium</li> <li>● Large</li> </ul>
<b>Task Types</b>	<p>Relating to the improvement cycle:</p> <ul style="list-style-type: none"> <li>● Listening / Observing</li> <li>● Interpreting</li> <li>● Implementing</li> <li>● Reviewing</li> </ul>

<b>Skills</b>	Type of achievement: <ul style="list-style-type: none"><li>● Standard set for a community</li><li>● Linked to tokens</li></ul>
<b>Community Values</b>	<ul style="list-style-type: none"><li>● Shared Understanding</li><li>● Accountability</li><li>● Environment</li><li>● Least Harmful Society</li><li>● Sense of self / Caring for others</li></ul>