



## What is CrowdOS?

**CrowdOS is the world's first decentralized bounty management platform that self-verifies hacks.**

The platform is a self-service DApp that benefits both companies and the developer community. While companies create and manage bounties, hackers review code and get rewarded for their time, even if no bugs are found. As a result, an embeddable widget is generated empowering companies to promote trust on their own site or code repository.

## What problems does CrowdOS solve?

The term “bounties” comes from the days of the Wild West and to date that is how they have operated. They are messy to setup, plagued by informal processes and no guarantee they will be paid out. The extreme implications are companies held to their knees with threats and blackmail.

Cybersecurity is an aspect in today's world that no organization can afford to ignore. Yet research shows data breaches involving sensitive customer or business information have doubled in the past two years costing companies between \$40 million and \$350 million as a result of lost business, negative impact on reputation and employee time. With figures showing 83% of all data center traffic will be based in the cloud and new data privacy rules imposing penalties of up to 4% of corporate global revenues, companies must stand up and take data privacy and security seriously.

CrowdOS is a new model for bounties which solves these problems. First, the traditional bounty “winner takes all” approach is replaced with winnings not only for the hacker that finds a vulnerability but also incentives for those that contribute their time in failed attempts. Second, CrowdOS recognises the value of those failed attempts in terms of social proof and validation to viewers. Third, the final outcome of whether a hack is a real threat or not can be ultimately autonomous, whereby a submitted hack can be voted on by members to reach a consensus decision.

## Tokenization

**We believe our decentralized model for bounties, crowdsourcing bounty hunters, improved bounty rewards and visibility with a large and active community will effectively solve these issues. For this reason, one of the main objectives of tokenization is to provide built-in incentives to attract new users to our system. This will allow us to quickly create a new and massive player in the cybersecurity and software quality markets.**

CrowdOS is currently exploring a number of business models. One business model is the launch of the CrowdOS utility token (CRWD). CRWD powers the platform's payment system with a trustless escrow service on the blockchain and serve as a mechanism for internal currency between companies, coders and arbitrators in the CrowdOS community. The CRWD tokens are backed by the value of the cybersecurity and greater software economy with an estimated value of \$1T globally. The CRWD token serves as a unit of exchange, security over bounty payments and reward for work performed.