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Introduction
Introduction

On September 26, 2017 Kin went live. Our digital lives were becoming increasingly central to daily life, yet the power of Big Tech was making it increasingly difficult for developers to monetize their creations.

That is why Kin was created. The world needed a new business model that gave developers an effective way to monetize and work together. It was called Kin because it represents family, a collective of developers all working together.

Fast forward and the need for Kin has only grown. While we are now more globally connected than ever, the power of Big Tech has continued to grow. The five largest technology companies now represent ~20% of the S&P 500, making it even harder for developers to build, grow, and monetize their creations. More than ever before, the world needs Kin.

While it is early, Kin has made a lot of progress. In September 2017 more than 10,000 people from 117 countries joined the ecosystem when they purchased Kin. Since then, over 28 million people have acquired Kin across more than 50 apps, each built by independent developers working together and monetizing with Kin.

But this progress has not come without challenges.

Shortly after Kin went live, the SEC launched an investigation into the way that Kin was initially sold, and how it was being used. The SEC ultimately did not have a problem with how Kin was being used, but disagreed with how Kin was first sold and brought a lawsuit against Kik for its role in the initial sale of Kin. This left the ecosystem free to push forward but did cast a shadow over Kin.

There have been technology challenges as well. Kin was initially launched on Ethereum but immediately ran into scalability issues. The ecosystem adapted, ultimately forking Stellar to launch the Kin Blockchain. This unlocked Kin to go from a few thousand monthly active spenders to four million today. Three million of those were from March 1 - April 31, 2020.

Despite these challenges, the ecosystem has continued to adapt and push forward. Today Kin is used by more mainstream consumers than any other cryptocurrency and developers are seeing the benefit, monetizing their creations with Kin. The contributions to the ecosystem extend beyond just app developers. There is a growing community of developers building tools like the Kin Ad Network, the Kin Explorer, and the Kin Visualizer. There are groups and individuals making governance proposals like the Kin Rewards Engine (KRE) Spend Guidelines and KRE Policy Fixes. And there is a growing community of passionate Kin holders pushing the narrative forward with weekly reporting, infographics, and localized community development.

Kin is a global movement of people from all over the world contributing their unique talents to grow the reach and impact of the ecosystem. The Kin Foundation is leaning into that by enacting more ways for more people to get involved and be compensated for their contributions. The purpose of this report is to unpack the ways in which the Kin Foundation has done this to-date and how it plans to evolve going forward.

This report shares an open and transparent view of the activities of the Kin Foundation so that it can be assessed on its effectiveness in pushing the ecosystem forward through its allocation of the Kin Reserves. Everything the Kin Foundation does is in service of the Kin Ecosystem. Going forward our intent is to continue sharing progress through regular reports and open dialogue. Our goal is to continue to broaden participation over time and that starts with transparency.

2. https://www.slickcharts.com/sp500
Foundation Overview
Foundation Mandate

The Kin Foundation’s mandate is to grow the reach and impact of the Kin Ecosystem, an open network of developers unified through the Kin currency.

The principal function of the Kin Foundation is the transparent governance and allocation of the Kin Reserves, which are intended to align incentives of ecosystem participants to grow the adoption of Kin and support the infrastructure that underpins it.

To fulfill its mandate, the Kin Foundation has dedicated resources to specific goals related to developer and user adoption, infrastructure support, research and development, and governance. This is done through a step-by-step process to create the space for iterative development and to test concepts and proposals, with the intent to further decentralize over time.

Governance Structure

BOARD OF DIRECTORS
The Board of Directors has the overall responsibility to define the Kin Foundation’s strategy, manage and administer its assets, and to expand its capacity over time. The Board of Directors is appointed annually by the members and currently consists of two members: Ted Livingston, CEO of Kik Interactive Inc. and Founder of Kin, and William Mougayar, entrepreneur, startup investor, and author of The Business Blockchain. Mr. Livingston and Mr. Mougayar serve as the sole corporate officers of the Foundation, since 2018.

KIN REPRESENTATIVES
In keeping with the Kin Foundation’s goal to facilitate the ecosystem’s transition to a decentralized and autonomous network, the Board created the Kin Representatives in March 2020. The purpose of the Kin Representatives is to be a conduit between the Kin Foundation and the community of developers and holders.

Representatives actively participate in non-executive portions of monthly Board meetings, where the Board of Directors considers and votes on proposals that will impact the Ecosystem. Although Representatives are not voting members of the Board, they have the opportunity to participate in discussions and provide strategic, non-binding advice, assistance and support to the Board to influence outcomes. Representatives are also considered to fill Board positions that may become available.

In April 2020, Matt Hannam became the first appointed Kin Representative. The Foundation currently has an open call for applications to join the Kin Representatives, and it is anticipated that 2-3 new members will be added to the Representatives in the coming year. You can read the original announcement to learn more about the Kin Representatives and how to get involved.

KIN COMMUNITY COUNCIL
The Kin Community Council was established in January 2020 to facilitate healthy and productive participation within the Kin Community and provide feedback in order to contribute to the development of the Kin Ecosystem. The Community Council is composed of 10 delegates selected from more than 30 applicants. More information can be found in the Kin Community section of this report.
Allocation of Kin Reserves

The Kin Foundation was allocated 60% of the total supply of Kin to drive the productive growth of the ecosystem. To date, the Kin Foundation has distributed Kin in five ways: (1) The Kin Rewards Engine, (2) Developer Grants, (3) User Grants, (4) Node Incentives, and (5) Marketing and Operations.

KIN REWARDS ENGINE

The Kin Rewards Engine is an algorithmic distribution of Kin to app developers driving growth of the Kin Economy. The logic of the Kin Rewards Engine is found in the public Kin Ecosystem GitHub Repository. Anyone interested can submit, review, and comment on design proposals and iterations through the Kin Rewards Engine Repo on Github. Proposals are reviewed and accepted, denied, or modified by the Kin Foundation Board based on community feedback.

DEVELOPER GRANTS

The Kin Foundation allocates Kin grants to strategic initiatives that bring meaningful contributions to the Kin Ecosystem. The Kin Foundation has enacted a grant program to incentivize broad participation and compensate contributors in an open, fair, and transparent way.

Each grant is assessed on its merits of driving the growth of the Kin Ecosystem and is tied to measurable outcomes with specific milestones. Grant seekers are invited to submit a proposal through the Kin Grant Application form. If the application passes an initial review, applicants will then have an opportunity to pitch before the Board and Kin Representatives.

USER GRANTS

The Kin Foundation offers grants to subsidize initial earning for the first cohort of users in qualified apps. The purpose of a user grant is to make it easy for users to get their first Kin and experience the Kin Ecosystem with as little friction as possible. These grants are capped at a nominal amount and developers are incentivized through the Kin Rewards Engine to transition these users to generating real, sustainable demand. Any developer can submit an application for user grants through the User Earn Subsidy form.

KIN BLOCKCHAIN NODE INCENTIVES

The Kin Ecosystem currently runs on the Kin Blockchain, a fork of the Stellar protocol. Today there are 11 nodes operated by 10 independent companies that validate transactions and secure the network. The Kin Foundation compensates these node operators in Kin for their services. These payments are static amounts and are distributed on a quarterly basis.

MARKETING AND OPERATIONS

One fourth (25%) of the Foundation’s Kin is available for marketing and operations. These activities include co-marketing initiatives and services that support the Kin Ecosystem.

The Foundation has entered into a Service Agreement with Kik Interactive Inc. whereby Kik provides certain managerial, accounting, and administrative services to the Foundation.

The continued growth of the Kin ecosystem is a testament to the vibrancy of the Kin economy. It has been gratifying to see the use case diversity develop so quickly and become a strong base for the future.

- William Mougayar, Kin Foundation Board Member
Allocation of Kin Reserves
There are 10 trillion total Kin. Kik distributed 1 trillion Kin through a pre-sale and then a public token sale in 2017, 3 trillion Kin was allocated to Kik Interactive Inc., and 6 trillion Kin was allocated to the Kin Foundation. The circulating supply as of March 31, 2020 was 1.45 trillion Kin.
**KIN FOUNDATION VESTING**

In the Kin Whitepaper it was stated that the Kin Foundation’s allocation of Kin would vest at a rate of 20 percent of the remaining supply per year in perpetuity. After launch it was determined that this rate of vesting should be recalibrated to eliminate any carryover year to year. This means that each year, any Reserves that were available for distribution but not allocated are added back to the total Reserve supply. The Kin available for distribution in the following year is then limited to 20% of the current Reserves.

\[
\text{Annual Allocation} = (\text{Opening Kin Reserves Balance for } 20XX) \times (20\%)
\]

The following table outlines how this has manifested to date.

<table>
<thead>
<tr>
<th>Year</th>
<th>Opening Reserve</th>
<th>Annual Reserve (20%)</th>
<th>Kin Allocated</th>
<th>Closing Reserve</th>
</tr>
</thead>
<tbody>
<tr>
<td>2017</td>
<td>6.00T</td>
<td>1.20T</td>
<td>0.00T</td>
<td>6.00T</td>
</tr>
<tr>
<td>2018</td>
<td>6.00T</td>
<td>1.20T</td>
<td>0.20T</td>
<td>5.80T</td>
</tr>
<tr>
<td>2019</td>
<td>5.80T</td>
<td>1.16T</td>
<td>0.21T</td>
<td>5.59T</td>
</tr>
<tr>
<td>2020</td>
<td>5.59T</td>
<td>1.12T</td>
<td>TBD</td>
<td>TBD</td>
</tr>
</tbody>
</table>

**Note 1:** 2017 represents a partial year (September 26, 2017 - December 31, 2017).

**Note 2:** Kin allocated includes Kin spent, Kin committed, and Kin returned to the reserves from unfulfilled commitments.

To date this has been done via internal controls so that the Kin Foundation’s Kin could be migrated, however, the Kin Foundation is committed to implementing an explicit constraint by locking up vested tokens. The Kin Foundation is evaluating options for implementation that are both effective and efficient.

**BUDGET PROCESS**

On an annual basis, the Kin Foundation develops a 12 month budget for allocation of the Kin Reserves. The budget is derived from the available Kin Reserves under the revised vesting policy. This available Kin is then allocated across the five buckets of distribution based on the strategic objectives of the ecosystem. The budget is revisited at each of the intervening quarters to recalibrate if necessary.

This budget process has worked effectively by aligning annually on parameters for the allocation of the Kin Reserves that result in predictable, conservative distribution while maintaining flexibility between quarters to adjust if new opportunities emerge. This flexibility is maintained by including a “contingency” line item in the annual budget so that if an adjustment is made, it still aligns to the annual budget for a given year.
ALLOCATION TO-DATE

<table>
<thead>
<tr>
<th>Number of Tokens (in billions)</th>
<th>Percentage of 2018 Budget</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>2018 Budget</strong></td>
<td></td>
</tr>
<tr>
<td>Developer Incentives:</td>
<td></td>
</tr>
<tr>
<td>Kin Developer Program 1</td>
<td>1.45</td>
</tr>
<tr>
<td>Kin Rewards Engine</td>
<td>0.00</td>
</tr>
<tr>
<td>Developer Grants</td>
<td>4.25</td>
</tr>
<tr>
<td>User Grants</td>
<td>0.07</td>
</tr>
<tr>
<td>Node Validation Incentives</td>
<td>3.02</td>
</tr>
<tr>
<td>Marketing &amp; Operations</td>
<td>0.74</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td>9.53</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Number of Tokens (in billions)</th>
<th>Percentage of 2019 Budget</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>2019 Budget</strong></td>
<td></td>
</tr>
<tr>
<td>Developer Incentives:</td>
<td></td>
</tr>
<tr>
<td>Kin Developer Program 1</td>
<td>0.85</td>
</tr>
<tr>
<td>Kin Developer Program 2</td>
<td>2.24</td>
</tr>
<tr>
<td>Unity Developer Program</td>
<td>0.49</td>
</tr>
<tr>
<td>Kin Crypto Challenge</td>
<td>5.52</td>
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<tr>
<td>Kin Rewards Engine*</td>
<td>100.95</td>
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<td>Developer Grants</td>
<td>36.46</td>
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<tr>
<td>User Grants</td>
<td>1.63</td>
</tr>
<tr>
<td>Node Validation Incentives</td>
<td>47.68</td>
</tr>
<tr>
<td>Marketing &amp; Operations</td>
<td>155.01</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td>350.83</td>
</tr>
</tbody>
</table>

*Note: this figure includes 19.56b Kin that was distributed in January 2020 pertaining to 2019 KRE commitments.
KIN DEVELOPER PROGRAMS

Before the algorithmic Kin Rewards Engine could go live there first needed to be sufficient breadth in the ecosystem. To overcome this, the Kin Foundation implemented a Developer Program to bring a cohort of apps into the ecosystem at the same time.

**Kin Developer Program 1**

In August 2018, the Kin Foundation launched the first Kin Developer Program. The Kin Developer Program had an open process where developers were invited to submit an application to participate and if selected, were awarded Kin for reaching specific milestones. 29 apps came out of that first Developer Program including Rave, the top app in the ecosystem for Monthly Active Spenders as of May 1, 2020.

**Kin Developer Program 2**

Based on the success of the first developer program the Kin Foundation launched a second Developer Program in January 2019. 24 additional apps came out of the second developer program. One of these apps, Peerbet, was the first app in the Kin Ecosystem to launch ad-sponsored earning.

**Unity Gaming Challenge**

In collaboration with Unity, the Kin Foundation funded a Unity Game Development Challenge. This netted 6 new apps in the ecosystem built on the Kin Unity SDK.

**Kin Crypto Challenge**

The Kin Crypto Challenge was a global hackathon that saw 267 total entries for consideration, of which 23 apps were accepted and submitted for release.

“Kin has provided us a token economy that has thrived on our platform, giving real value to our users and creators. We are excited to grow this economy knowing it will be the foundation to scale our community and expand on services aimed at transparency moving forward.”

- Vincent Hsu, VP Business Development, Perfect 365

“Rave was among the first large apps to integrate Kin, and we have seen the project develop from early stages to the present multi-million user ecosystem. Every day, hundreds of millions of Kin are earned and spent by Rave users around the world. The inclusion of Kin in our app has not only given us a new and more reliable way to monetize, but also to reward and incentivize positive user behavior.”

- Michael Pazaratz, CEO, Rave

KIN REWARDS ENGINE

The Kin Developer Programs set the stage for the Kin Rewards Engine (KRE) to move to algorithmic payouts. The objective of the KRE is to become increasingly automated over time. In February 2019, the first version of the KRE went live with one simple algorithm that incentivized developers to grow the number of spenders in their app. The KRE has since gone through multiple iterations and now consists of three separate algorithms called “tracks” that incentivize three distinct behaviours within the ecosystem: buying, spending, and holding. The KRE will continue to evolve as the ecosystem matures and more proposals for refinement are submitted. The goal of the proposal process is to be predictable and democratic, so any time a proposal is submitted there is an open period for comment that the Kin Foundation will consider, and once adopted there will be a period before it is implemented to give developers time to adapt.
DEVELOPER GRANTS

The Kin Foundation has also paid out grants to developers in the ecosystem for specific implementations of Kin. These grants have helped catalyze growth in some of the largest Kin apps: Madlipz, MonkingMe, Perfect365, Trebel. Each grant has parameters that map to performance milestones where portions of the grant are only unlocked once these are achieved. As of Q1 2020, the grant process has evolved to a standard submission form that goes to the Kin Foundation for review. Under the new process, submissions are reviewed and voted on once per month, and once a grant is approved it is announced publicly. The first grant that was awarded under the new process is for the Kin Ad Network. All grants under the new framework are allocated out of the 2020 budget.

With Kin Ads, users get paid by advertisers in Kin. This helps apps increase ad revenue and their stake in Kin without hurting retention or engagement. It also unlocks new product experiences and ways to acquire users through cross promotion. And since advertisers are buying Kin on the open market, Kin Ads is driving demand and liquidity.

- Miquel Tosla, CEO, MonkingMe

With Kin, the exciting part is that it can be spent in digital services globally and without friction. So in a sense, the Kin Ecosystem unlocks a new currency, set of economics, technology and set of services in one package. The possibilities are quite exciting. There will be many independent projects, like Kin Ads, that create value for the ecosystem. This sets up an ecosystem of different businesses coming together with the common goal to increase the value of Kin for the good of all.

- Amir Alikhanzadeh, CEO, MadLipz

USER GRANTS

The Kin Foundation has distributed 1.7 billion Kin in user grants. These grants helped fuel the initial spark in the ecosystem by giving users an easy way to earn their first Kin. With this initial momentum, apps are now transitioning to sustainable earning mechanisms that create real, sustainable demand, such as Kin Ads.
NODE INCENTIVES

The Kin Blockchain is a permissioned protocol with a federation of 11 nodes operated by the following 10 independent companies.

Each of these companies, excluding Kik, are compensated from the Kin Reserves for operating a node. The distribution of Kin to each of the Node operators is done quarterly pursuant to a Node Validator Agreement with the Kin Foundation.

MARKETING AND OPERATIONS

The majority of the allocation of Kin to marketing and operations has gone towards co-marketing initiatives, exchange fees, and market making services. The largest part of this allocation is being held for a potential co-marketing initiative with an exchange but has not yet kicked off. In the event that initiative does not proceed, that allocation of Kin will be returned to the Kin Reserves.

2020 BUDGET SUMMARY

The following schedule represents the Kin Foundation’s 2020 annual budget. Budget allocations may be adjusted, subject to approval by the Kin Foundation Board.

<table>
<thead>
<tr>
<th>Number of Tokens (in billions)</th>
<th>Percentage of 2020 Budget</th>
</tr>
</thead>
<tbody>
<tr>
<td>2020 Budget</td>
<td>1,118</td>
</tr>
</tbody>
</table>

Developer Incentives:

| Kin Rewards Engine            | 183.00                    | 16.37%                     |
| Developer Grants              | 162.75                    | 14.56%                     |
| User Grants                   | 11.11                     | 0.99%                      |
| Node Validation Incentives    | 168.01                    | 15.03%                     |
| Contingency                   | 223.60                    | 20.00%                     |
| Total                         | 748.47                    | 66.95%                     |
| Unallocated Budget            | 369.53                    | 33.05%                     |
Ecosystem Summary
The mandate of the Kin Foundation is to grow the reach and impact of the Kin ecosystem. The way it delivers on that is by allocating the Kin Reserves to incentivize developer behaviour and provide the requisite resources to execute. All of this is done with the objective of building a healthy, sustainable economy. The following metrics are the key indicators that the Kin Foundation assesses for ecosystem activity and economic health.

**ECOSYSTEM ACTIVITY**

Kin is used by mainstream consumers across an ecosystem of consumer apps. Given that, the key metrics for ecosystem activity are related to consumer and developer adoption.

### Monthly Active Spendrs (MAS)

A Monthly Active Spender is a unique user who has spent Kin in the last 30 days. This is an important indicator for the ecosystem in that it shows the number of users actively choosing to spend their Kin within the Kin economy.

### Monthly Active Earnrs (MAE)

A Monthly Active Earner is a unique user who has earned Kin in the last 30 days. This is an important indicator for the ecosystem in that it shows the number of users dedicating their time to acquire Kin, giving users purchasing power within the Kin economy.

### Active Apps

An app is only considered active if at least one user has spent Kin within the app in the last 30 days. This is an important indicator for the ecosystem in that it shows the breadth of places that users can earn and spend Kin, demonstrating the strength and diversity of the Kin economy.
As the ecosystem has matured, the Kin Foundation has evolved the key economic indicators it regularly evaluates in assessing its effectiveness in allocating the Kin Reserves to drive real demand for Kin. Real demand is defined as a user spending their dollars or attention to acquire Kin to use in the Ecosystem.

**Economic Indicators**

**Net Dollars Bought** describes the total amount of Kin ever purchased (or purchased indirectly via alternative methods such as ads) for goods and services by users within the ecosystem, less all Kin paid by the Kin Foundation through the KRE and grants. Today NDB has a negative trend-line as the Kin Rewards Engine continues to make payouts for MAS, of which many don’t currently generate positive buy-demand. However, the Kin Rewards Engine now directly incentivizes user buy-demand through the “buy track”. This should convert these spenders into buyers and push the trend-line to a positive trajectory.

**Bought Issued Ratio (BI Ratio)** describes how much Kin is purchased for goods and services per Kin paid by the Kin Foundation (all time). Unlike NDB which will continue to be more negative while users purchasing Kin ramps up, this number is a positive ratio which should increase over time.

**Kin Spent** on goods and services per day in the ecosystem. While MAS and MAE show the number of people participating in the ecosystem, this shows the economic activity of those participants. With this metric we get a complete view of both the breadth and the depth of the Kin economy. The positive trend-line can be attributed to the Kin Rewards Engine incentivizing higher value spends, which has translated to increased developer activity to build richer product experiences for users.
Key Takeaways

Net Dollars Bought is a key indicator of the value of Kin. By filtering out speculative demand, NDB shows the real, sustainable demand for Kin to be used in the ecosystem. In January 2020, the Kin Foundation adopted a new iteration of the Kin Rewards Engine to increase Net Dollars Bought:

- A new “Buy Track” was implemented that directly incentivizes developers to drive Net Dollars Bought
- The existing “Spend Track” was also adjusted to increase the incentive for developers to drive higher value spends

With these two changes it is expected that Kin Spent will continue to climb, and that Net Dollars Bought will flatten, eventually turning positive. It will take time for developers to adjust to these changes, and with less Kin allocated to the Spend Track, there will likely be some attrition in total spenders in the near term. This is to be expected and is a healthy sign for the economy if more users are driving positive NDB. And with more Kin allocated to the Buy Track, the B/I ratio will also increase as the Kin issued is directly tied to Kin bought. These changes are increasing the degree of difficulty to receive a KRE payout, however, this is a necessary step to increase the long term sustainability of the Kin Economy.

THE KIN BLOCKCHAIN

Kin was first launched on Ethereum. In 2017 Ethereum was the de facto token creation platform at the time given its smart contract platform and robust set of developer tools. This enabled Kin to go live in Kik with a simple use-case of earning and spending on digital content, but Ethereum was unable to handle more than a few thousand users at a time and transaction times were slow.

In Q1 2018, the Kik team started working with Stellar to run in parallel to Ethereum. After building a proof of concept on the Stellar Testnet, it was proposed that the best option was to fork Stellar and go all in on the Kin Blockchain, a reconfiguration of the Stellar core protocol designed specifically for Kin. This unlocked the scale for Kin to go from a few thousand consumers earning and spending Kin in 10-30 seconds per transaction to millions of consumers earning and spending Kin in 5-10 seconds per transaction.

While the Kin Blockchain has enabled the ecosystem to reach its current scale, the Kin Foundation is continually assessing options to evolve. As more public infrastructure emerges, the Kin Foundation will continue to work with developers in the ecosystem to look at the options available and allocate resources accordingly.
Kin Developers
Kin Developers

The Kin Ecosystem is a growing collective of developers all working together to grow the value of Kin. As of May 1, 2020 there are over 50 active apps in the ecosystem, built by independent teams from around the world. The following section highlights a set of use-cases that showcase a number of the ways in which Kin is used. For a full list of all of the active apps in the Kin Ecosystem visit kin.org/kin-apps

MadLipz

MadLipz is a social network where users create and share short video parodies called Lipz - it’s like TikTok but instead of user generated video it’s user generated audio. In Madlipz, users can earn Kin by watching ads or filling out surveys, and they can spend Kin to tip creators, and creators can spend Kin to increase their content distribution. Madlipz has quickly risen to the number two app in the Kin Ecosystem.

Rave

Rave is a social app that allows users to watch Netflix and Youtube with friends, or make new friends through viewing parties. It’s Houseparty meets movie theatres. Rave started in the first developer program and has moved into top position in the Kin Ecosystem with over 1MM monthly active spenders. Users spend Kin to get into viewing parties called “Raves”.

Kik

Kik is one of the most popular chat apps in the US. People spend more time in Kik than Twitter and Reddit.² People love Kik because it’s the best place to have a meaningful conversation with someone new. Public Groups are the most used feature where users connect around shared interests. Users of Kik can earn Kin by completing surveys and can spend Kin to unlock premium content and tip other Kik users. This tipping feature can now be used to tip individual messages in public groups, making the experience that much more engaging.
Perfect365

Perfect365 is an augmented reality beauty app that allows users to try out different looks by experimenting with beauty products. Users upload a photo and are then given options to explore different looks. Users can spend Kin to tip beauty experts and unlock the ability to save and share content.

MonkingMe

MonkingMe is a music app that allows users to stream their favourite songs without a subscription. Users get the same experience as their favourite music apps with unlimited listening time online and offline. Users can spend Kin to skip ads and can connect directly with artists by tipping them in Kin. A true win win.

PeerBet

PeerBet is a social app that allows users to challenge each other head-to-head on current events, pop culture, sports, and more. Users can earn Kin by watching ads and can spend Kin by issuing challenges to their friends or participating in public challenges found in the public feed. PeerBet has been one of the fastest growing apps in the Kin Ecosystem, starting in the second developer program and now pushing for the top 10 in MAS.
Kinny is an app that enables users to send each other Kin through social media platforms like Reddit, Twitter, Discord, Telegram, and more. This was one of the first apps built from the ground up for Kin.

KinFit is an app that pays users in Kin for staying active. Think FitBit, but you earn Kin for getting your steps in. Users can then donate that Kin to curated charities through the KinFit app.

Flyaway is a (very) fast paced endless runner style game that even the most hardcore gamers will find themselves challenged by. Users can earn Kin by completing levels and can spend Kin on in-game items. Users can collect and sell each other new characters to use as avatars.

Nearby is a social app that connects people with other users that live nearby. This enables users to make connections in the digital world and bridge the physical world. Users earn Kin by completing tasks in the app and can spend Kin on in-app items.

Super Mechs is a turn-based game that combines super robots and customization to create an ultra-addictive experience that leaves gamers wanting more. Users earn Kin for completing levels and can spend Kin on in-app items.

Kimeo is a video app that rewards users for creating and sharing content. Users can spend Kin by clapping for other users’ content, and can use their Kin to contribute to charity. Kimeo was accepted into the CV Labs Incubation program and has been finding popularity in India.
Kin Community
Kin Community

Community is a broad term. In the context of Kin, the Community refers to all of the ecosystem participants working together to grow the reach and impact of Kin. That includes people building in the ecosystem, those using Kin in the ecosystem, and those who participate in discussion - including those critical voices. The only way Kin grows is through the productive participation of all stakeholders. Kin has brought people around the world together through the common incentive to drive the value of Kin.

COMMUNITY CONTRIBUTIONS

Kin would not be where it is today without the involvement of its community. Whether through the creation of new tools or websites, the improvement of algorithms or SDKs via GitHub, or the contribution of ideas via improvement proposals, the Kin Community is always on, and always building. In January 2020, the Kin Foundation began working with the Kin Community Council to acknowledge contributions to the development of Kin through an allocation of Kin. These contributions and associated rewards can be found at the Kin Community Rewards page.

HOW TO CONTRIBUTE

The Kin Community has been responsible for some of the foundational pieces of the Kin Ecosystem. Many have emerged organically through the growing collective of passionate individuals and teams that participate in discussion. We encourage anyone interested to join the discussion.

Anyone who has made a contribution to the ecosystem that has delivered value to Kin is invited to submit for recognition through the Kin Community Rewards program.

KIN COMMUNITY COUNCIL

The Kin Community Council is an informal organization of ten community delegates who have come together to grow, make meaningful contributions to, and represent the best interests of the greater Kin Community to the best of their ability. This is a coalition of delegates that work alongside ecosystem participants to help foster, build, and evolve an independent Kin Community in a way that benefits every stakeholder, whether they be a developer, user, speculator, service provider, or other participant. This is intended to simultaneously seed more distributed ownership but also more focused collaboration to support the accelerated growth and evolution of Kin. The Kin Community Council actively assists in supporting Kin Communities, acts as an independent arbiter of potential KRE violations, helps administer Kin Community Rewards, and more.

Join the discussion!

@Kin_Ecosystem

/r/KinFoundation

Kin Community Council
About the Kin Foundation

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