PROPOSAL

FOR CALCULATING THE EFFICIENCY RATIO

OF SUBGOVERNANCE

There are 11 subGovernance currently operating in the FreeTON Governance ecosystem, and 2 more are expected to be launched. The division of the management system into subdivisions promotes specialization. In the long term, attracting competent specialists as a jury will increase the quality level of both competitions and work within the subGovernance.

In terms of work on the development of the FreeTON ecosystem, all SubGovernance can be divided into 3 categories:

- 1. Development and procedures DevEx, DeFi, DGO, A&S.
- 2. National representations Korean, Mexican.
- 3. Content and promotion Wiki, Ambassador, SMM, W&D, eSports.

For subGovernance of the first group, the main task is to create software products and procedures designed to develop and improve the FreeTON infrastructure. For them, the main indicators are the development and implementation of products and procedures.

For national subGovernance, the main task is to attract as many members of the national segment as possible to the infrastructure.

The tasks of the third group of subGovernance are somewhat similar to group 2. This is the creation of products aimed at attracting new users to the FreeTON infrastructure and ensuring a comfortable stay there.

To analyze the activities of subGovernance, we can propose common criteria for all subGovernance and specific ones related to the performance of tasks associated with a specific subGovernance.

Common:

- 1.1. Number of contests held (per month and in total).
- 1.2. Distribution of TON crystals (per month and in total).
- 1.3. The number of good applications in competitions (average score of 5 and above).

For calculations, data from subGovernance contests, posted on gov.freeton.org, were used. Data has been manually added to the table for further analysis.

Areas:

I am not an expert in development, so I suppose that the assessment of the developed (implemented) procedures and software products can be used as an indicator. Since the complexity of development for the products being created may differ, as well as their significance for the community development, the quantitative characteristic will not be effective in this case.

2.1 For subGovernance of group 2, take into account the growth of traffic to specialized resources of the FreeTON Community as the main indicator:

tonmexico.org tonkorea.org

For subGovernance group 3, we can also take into account the growth in traffic to the specialized resources of the FreeTON Community:

For SMM subGovernance, the top places in the blog competition:

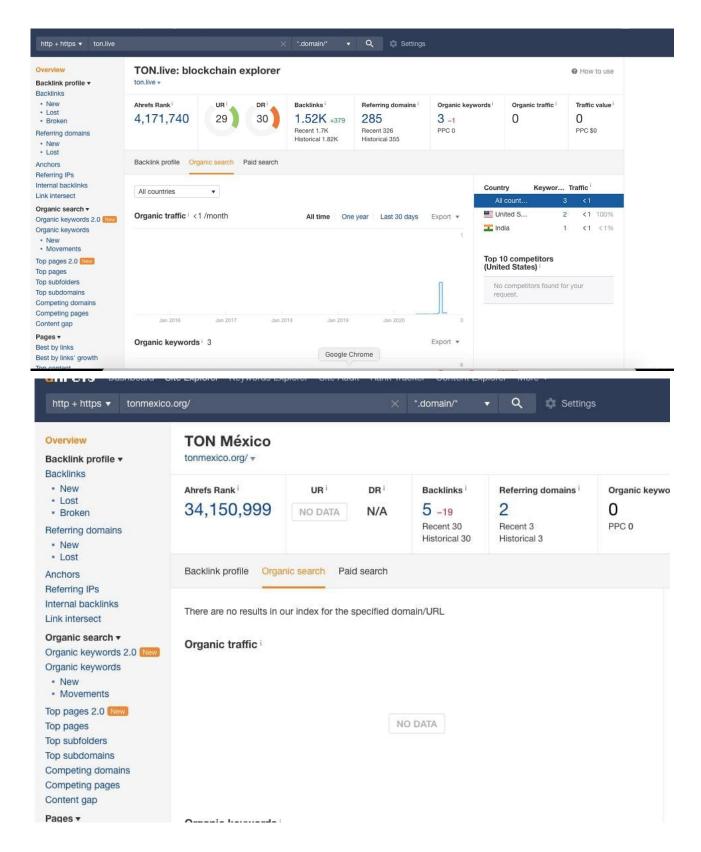
blog.freeton.org freetonrus.org toncrystal.today freeton.house

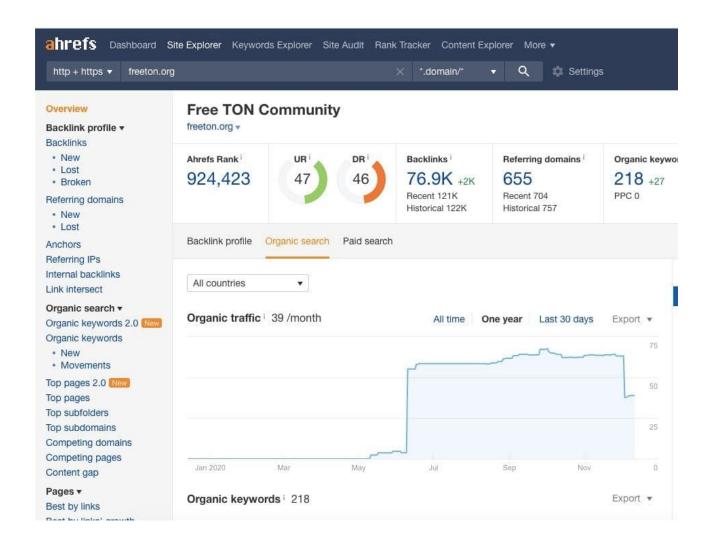
For the Wiki subGovernance:

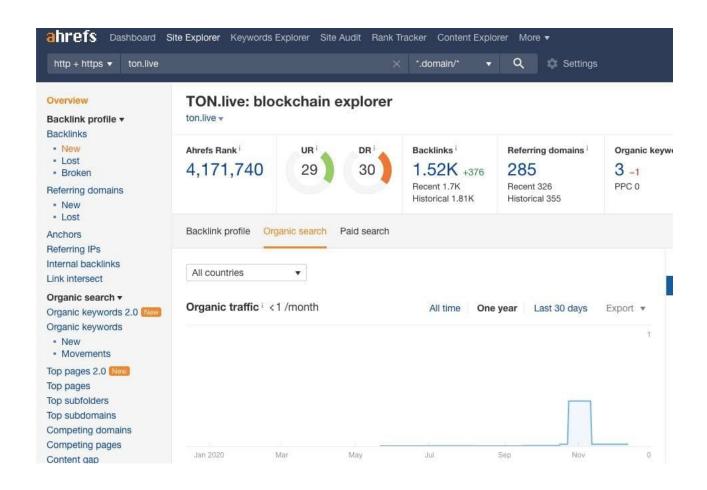
wiki.freeton.org

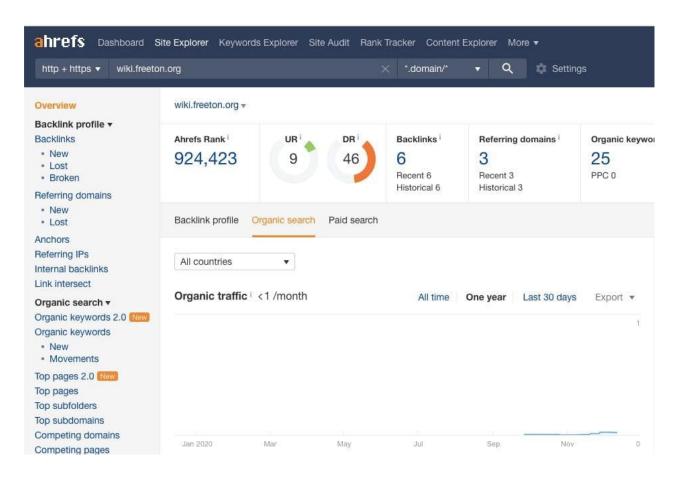
Traffic on the main community resources: ton.live, gov.freeton.org, forum.freeton.org testifies to the general development of the community and is not an indicator of the activity of just one subGovernance. The exception is the creation of a new community site in the future by the efforts of W&D subGovernance and the measurement of traffic growth after its implementation.

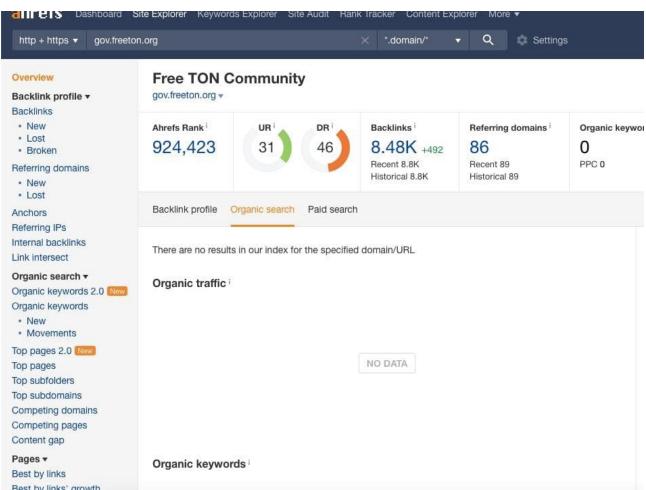
For calculations, traffic was collected using Ahrefs.

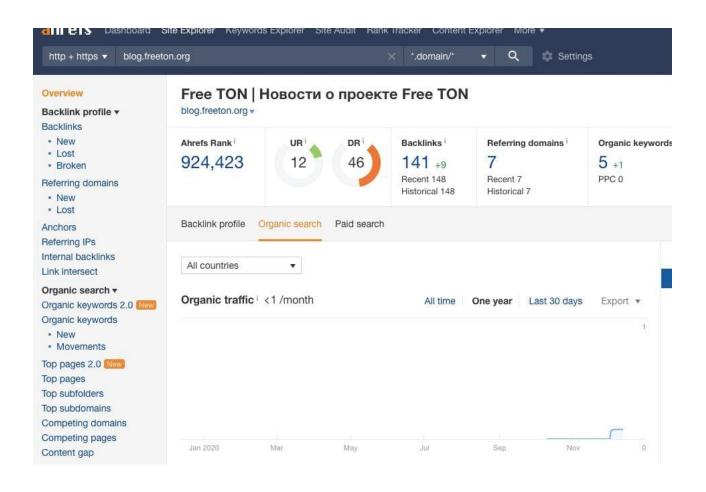


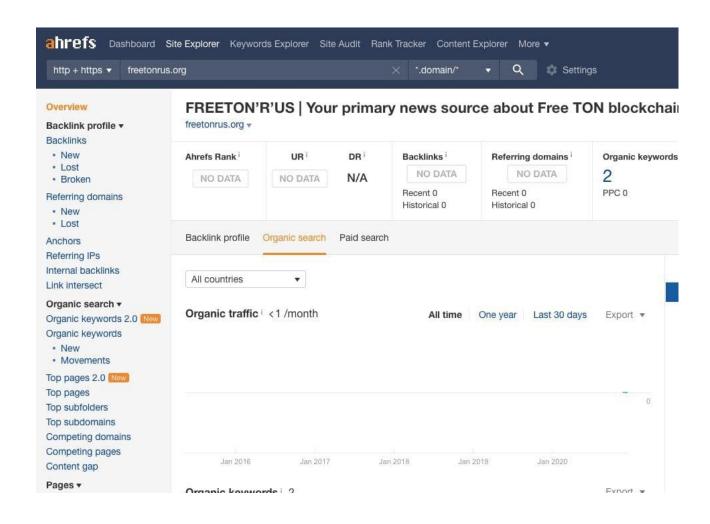


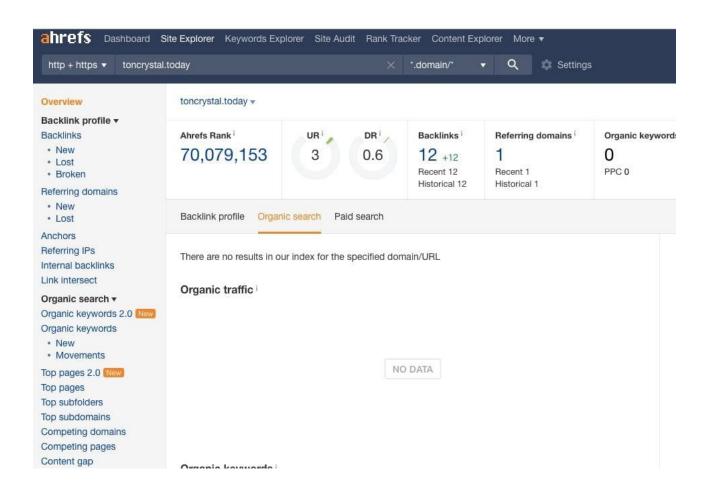


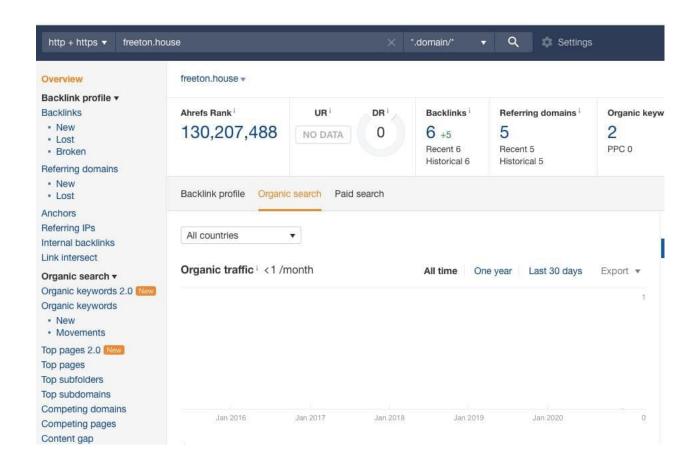


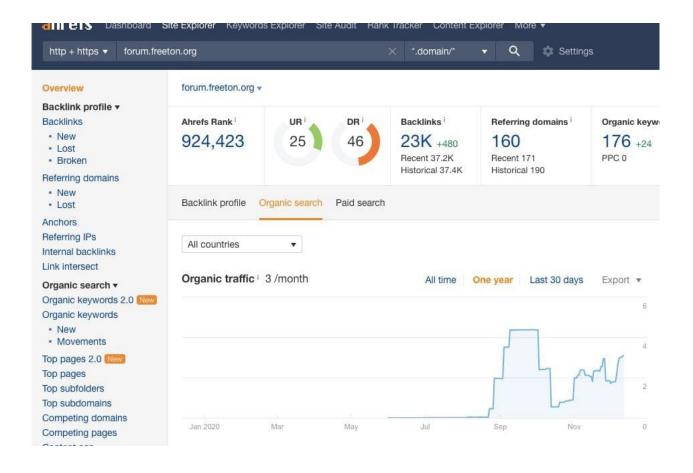


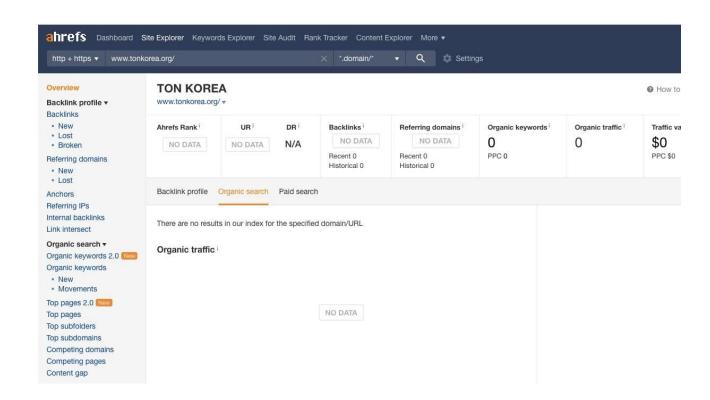












However, due to the actual absence of traffic, this metric is currently not informative. When traffic appears on target resources, we can use the ratio of traffic to distributed TONs to calculate KPIs.

Specific:

Analysis of KPI indicators that are laid down in the conditions of SubGovernance. Such an analysis is not expressed in numerical indicators and requires an individual approach and expert knowledge in this matter. This should include the traffic of the community's Telegram channels.

As part of the competitive work, we made a calculation for all subGovernance by indicators 1.1-1.

SubGovernances	Contests count	TON Crystal Distribution y contetsts	Submissions total	Submissions Effective
DeFi	11	293000	40	20
DevEx	6	795400	65	57
A&S	2	13500	65	33
Wiki	7	102615	99	65
Ambassador	3	0	39	25
SMM	6	160721,07	65	51
W&D	1	0	39	18
eSports	0	0	0	0
Mexican	0	0	0	0
Korean	7	1088050	306	70

Wik	Κİ			Del	Fi		
Contests	Submissions total	Submissions success (av vote 5 and above)	TON distribution	Contests	Submissions total	Submissions success (av vote 5 and above)	TON distribution
1	8	8	7960	1	3	2	0
2	10	10	9308	2	-	-	_
3	15	15	18772	3	3	2	90000
4	11	5	0	4	2	2	60000
5	3	0	0	5	10	7	0
8	34	27	66575	6	11	4	100000
10	18	0	0	7	1	0	0
				8	4	1	18000
Total	99	65	102615	9	3	1	10000
				10	1	0	0
				11	2	1	15000
				Total	40	20	202000
				Total	40	20	293000
DG	O						
Contests	Submissions total	Submissions success (av vote 5 and above)	TON distribution				
1	5	5	0	Day	, r .,		
2	28	23	0	Dev	√Ex		
3	14	4	74600	Contests	Submissions total	Submissions success (av vote 5 and above)	TON distribution
				2	16	16	0
				3	8	6	200000
W 8	<i>ι</i> D			4	21	20	310000
				5	5	4	190000
Contests	Submissions total	Submissions success	TON distribution	6	10	7	95400
	totai	(av vote 5		8	5	4	0
		and above)					

Total

Kor	ean			Am	bassac	lor	
Contests	Submissions total	Submissions success (av vote 5 and above)	TON distribution	Contests	Submissions total	Submissions success (av vote 5 and above)	TON distribution
3	128	27	514050	1	36	25	0
4	5	2	130000	4	1	0	0
5	55	12	85000	6	2	0	0
6	19	5	110000				
7	42	11	87000	Total	39	25	0
8	24	8	72000				
9	33	5	90000				
Total	306	70	1088050	SMM			
A&.				Contests	Submissions total	Submissions success (av vote 5 and above)	TON distribution
				1	18	14	120000
Contests	Submissions total	Submissions success	TON distribution	2	3	3	10025,59
	totai	(av vote 5		3	9	7	9673,89
		and above)		4	13	10	0
1	37	28	0	6	7	7	7573,6
2	28	5	13500	8	11	10	13447,99

In addition, there is data for SMM, Wiki, Mexican and Korean SubGovernances based on indicator 2.1

13500

Total

Link to calculation sheets:

33

65

Total

https://docs.google.com/spreadsheets/d/1ol4XKxFS7kl-IFLpZSltle1u_5Cl-Wsa3vlqQsjvX1I/edit?usp=sharing

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