SUAPP is a decentralized peer-to-peer idea sharing and reward platform that is backed by the blockchain technology. The platform was designed to unite students across Africa by sharing innovative ideas that will contribute to the economic advancement of the African continent. SUAPP is building the evolution blockchain platform and targeting Africans that are interested in using blockchain for maintaining transaction records in a secured, trust-less and digitized interlinked environment. The main participants in the SUAPP network are students, colleges, schools, businesses, government and research institutes and organizations. We are an existing business with team members having expertise in cryptocurrency and blockchain technology, social media management, project development and communication, business development and investment. SUAPP is building the world’s largest blockchain-based idea sharing and reward platform that will focus on four core areas namely financial empowerment, crowdfunding, loyalty rewards and idea sharing. We aim to develop a decentralized online idea sharing and reward system for students without reliant on learning theory, but practical skills. Students will be able to interact with other students throughout Africa and will be rewarded for their contributions on the platform. In this paper, we shed more light on the token mechanics for the blockchain SUAPP smart contract tokens and how we plan to fully implement SUAPP to users and investors.
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1.0 EXECUTIVE SUMMARY

Education signifies the backbone of humankind’s potential. Although we recognize the enormous importance of education, it’s however disheartening that the educational landscape is hindered by some problems namely:

- Limited access to information and innovative ideas.
- Boring nature of classroom learning.
- Lack of motivation to learn despite the free access to the internet, and
- Lack of connection between theory and skills.

The internet fails to deliver results because of lack of some important factors such as effective engagement and lack of cordial interaction between students to foster swift idea sharing amongst others.

SUAPP aims to disrupt the education industry by creating a blockchain-based idea sharing and reward platform that will expand ideas among students. It will empower African students’ motivation to learn, join and contribute to the continent’s economic advancement. We have capitalized on our years of experience in the education industry to create a game changer using blockchain technology.
SUAPP is the world’s largest blockchain-based value and idea sharing platform, designed to ignite students’ motivation to learn by:

- Earning rewards as they learn.
- Supporting students’ interaction with one another.
- Assisting in raising funds to execute students’ projects.
- Promoting unity among students in different higher institutions across Africa.
- Expanding idea dissemination among students.

The platform will utilize the Ethereum’s smart contract to incentivize contributors with tokens, based on a community validated merit-based rewarding system. Students, anywhere in Africa, will be rewarded for their progress and achievements. This platform will go a long way in promoting interaction and engagement among students.

SUAPP also builds a sustainable ecosystem and token economy by integrating premium sponsors and partners. The funds that will be raised during the ICO sales will be used to:

- Develop strategic partnerships with sponsors.
- Cover operational expenses required to support the platform.
- Fully develop the platform as well as its issues into the blockchain.
• Market and communicate the benefits and features of the platform to ensure its adoption.
• Foster continuous security and data protection.

1.1 WHY BLOCKCHAIN?
Blockchain technology creates a shared ledger platform that is immutable and gives room for full transparency. Records on the blockchain cannot be erased, and thus, provides traceable accountability that shows the exact flow of interactions. The technology creates a tamper resistant platform that has clear use when someone donates a token.

The following forms of transparency are areas where SUAPP will cater for:
• Tracking of activities on the platform.
• Secured sharing of ideas.
• Promotion of innovative projects.
• Trading of asset token among SUAPP users.
• Facilitation of business partnership.
OUR PURPOSE

To add value to Africa and propel the continent’s economic growth and development by enabling students to interact and share ideas swiftly and ignite their motivation to learn and develop their skills. These will help them to stand a chance in the world of tomorrow.
2.0 WHAT MAKES SUAPP TOKEN SALE UNIQUE?

There are different knowledgeable platforms for students. However, SUAPP differentiates itself through its rewarding system. The state-of-the-art rewarding system of the platform rewards contributors for their contributions on the platform. This brings about the generation of more qualitative and quantitative ideas for students.

By deploying disruptive elements, SUAPP will make a difference in the lives of African students by boosting students’ motivation to learn and bridging the gap that exists between skills and knowledge with a personalized, interactive platform and powerful blockchain technology.

The team of co-founders has in-depth experience in managing innovation and complex business and operations in training and other related industries. Our team members’ expertise includes social media management, project development and communication, business development and investment amongst others.
3.0 THE PROBLEM

We’re approaching the SUAPP project from a perspective that focuses on the problems in the Education industry. The educational landscape in Africa can be divided into three sections namely:

- Formal education
- Training, and
- E-learning

The formal education sector will keep being a massive industry since leading institutions contribute to the development of millions of students. However, teachers find it difficult to ignite students’ interest to learn.

The need to develop skills with practical application in the business sector is handled by the training industry and the industry keeps being a fast-growing industry since companies understand their value. However, training requires people to leave their jobs for days thereby putting a strain on the management. The need to learn on the go gives rise to the e-learning industry.

The execution of the e-learning industry’s promises lack efficiency since there is no interaction, engagement and instant reward.
Some of the major challenges encountered in the education industry (which thus hinder its development) include the following:

- **Boring Nature of Education and Classroom Learning**
  The boring nature of education in most African countries has a negative impact on engagement of learners, thereby reducing the level at which they assimilate. Lack of engagement among students makes education process to yield poor results.

- **Lack of Motivation to Learn**
  Although the internet provides free opportunities to learn different things, students are not motivated to learn due to information overload (the amount of information available is too enormous and overwhelming to assimilate). This negatively impacts the efficiency of the learning process.

- **Wide Gap Between Theory and Skills**
  One of the major challenges that employers must deal with is the lack of qualified resources with relevant skills for existing job requirements. This affects different industries and the blame can be placed on the current education system in Africa which does not place emphasis on the development of applicable skills. The education system in most institutions in
Africa does not prepare students for new jobs as it leaves them with impracticable theoretical knowledge.

- **Lack of Access to Good Information**
  The African education system is ineffective because a large percentage of students still have no access to innovative ideas. Also, the high costs of education in Africa are a barrier to many.

- **Lack of Access to Good Life**
  Education is capable of changing lives since it creates opportunities that help to develop, acquire skills, get employed and ultimately lead to a better and improved life. There are lots of locations on Africa where young people have no chance due to lack of access to good education and ideas that can transform their lives. This condemns them, right from the outset, to a life in poverty and hard conditions. This needs to change.

- **Generic Nature of Education**
  The nature education in most African institutions is not learner centered but too generic in nature. The generation of students today is more interested in practical and interesting ideas that will serve their goals. They are more interested in ripping rewards faster with little to no patience for the generic nature of the learning process in Africa.
• **Slow Pace of Education**

The ever-evolving nature of skills makes it difficult for education to keep up. As a matter of fact, half of our skills need to be upgraded every five years so that they can meet the demands of the market. It’s however disheartening that the nature of education in Africa is perceived as being too long, irrelevant, lacking engagement and providing benefits that cannot be guaranteed. The little to no interaction between students generates lack of interest and motivation to start or finish their education process. This is responsible for the high rate of dropout in our institutions.

• **The Need for Continuous Learning**

The business and tech industries are rapidly changing that the university curricula are obsolete. This creates a gap between the academic and business worlds. To bridge this gap, there needs to be a continuous updating process that aligns with the latest development across the different industries.

There is a very strong relationship between one’s career and the need to keep learning and developing. Despite the introduction of new technology in the business environment, productivity growth remains low. As a matter of fact, growth in business productivity remains at its lowest rate since the
2008 recession. This shows that technology keeps advancing at an unprecedented rate while our education fails to catch up with the pace.

### 3.1 SUAPP’S VISION

Our vision is to create a platform for curious African students that are interested in sharing knowledge, ideas and views in ways that are unlike other pre-existing platforms. SUAPP will be a common platform for students across Africa to share their knowledge and ideas while also being rewarded for the same. The aim is to create a decentralized platform where being curious and helpful can be rewarding and beneficial to the economic advancement of the continent.

Our goal is to create equal opportunities for every student in Africa, by igniting their motivation to learn and develop marketable skills so that they can stand a chance in the world of tomorrow.

SUAPP’s capability to build students’ motivation will make education efficient. The platform will be useful to any African student that wants to learn from anyone and share ideas with others in an interactive and rewarding manner.
Coupled with the blockchain technology, the platform will be empowered to transform the current education paradigm, transform the classic training and fix the broken e-learning sector.
4.0 SUAPP’S SOLUTION

Our blockchain-based idea sharing, and reward solution will motivate students to learn and boost their sense of achievement through the following means:

- Earning while learning
- Direct interaction with other students across Africa
- Swift sharing of creative and innovative ideas with other students across Africa

SUAPP will create learning habits that will help to bring about the effective and efficient assimilation of knowledge and development of skills. The ideas shared on the platform will motivate students and accelerate learning. Students across Africa will be able to learn from other students and from the contents shared on the platform.

We’re building a digital idea sharing platform based on the Ethereum’s smart contract that is igniting motivation of students across Africa to interact with each other and learn. To achieve this, SUAPP will focus on 4 key areas namely:

- **Financial Empowerment** to reduce poverty among African students and improve the quality of life of financially-handicapped students.
• **Crowdfunding** to raise funds for innovative projects that will contribute to the economic advancement of Africa.

• **Loyalty Rewards** aimed at engaging investors to HODL for long term so that they can earn more, and

• **Idea Sharing** to inspire innovation and relationship building that increase productivity at the workplace.

SUAPP aims to bring in quality contents and ideas by attracting more knowledgeable, idealistic, passionate and curious students to the platform. SUAPP will also reward users for their contributions to the platform as an encouragement to boost their contribution, which directly increases the amount of qualitative ideas and contents.

### 4.1 ABOUT SUAPP

SUAPP is a platform for African students to discover, gain and share their ideas and knowledge. The platform was born from the vision of addressing the existing problems in the education sector. The major goal of SUAPP is to provide reliable and quality content that is free of promotional spam or other forms of unwanted contents.

SUAPP will help students to grow and explore in an effective and efficient manner. SUAPP is different from other knowledge-based platforms through
its unique reward system. SUAPP incorporates a rewarding system that rewards students for their contributions within the platform. This unique reward program will encourage users to share quality and valuable ideas that will play a key role in boosting Africa’s economy.

The key features of the platform are highlighted below:

- Accessibility from any device
- Engaging learning journey
- Personalized feedback and support among students
- Community and social features which can include private messaging
- Real time engagement and metrics
- Instant notifications both within the platform’s user interface and through email
- Real time tracking of students’ and other participants engagement level in the idea sharing process, and
- Secured communication and transaction over the internet.

4.2 HOW THE PLATFORM WORKS

SUAPP will help students to acquire general educative information and share innovative ideas that can help them in their education and also contribute to Africa’s development.
The major sections and activities that will be carried out on the platform are shown in the chart below:

**SUAPP**

**IDEA MARKETING**

SUAPP Users will be able to market their ideas and skills. Idea & Skill orders are placed for buyers and sellers in need of specific service or for sponsorship.

**PROJECT DEVELOPMENT**

Project are submitted for development on SUAPP. Innovative Projects will undergo review & internal voting before it’s consider for development.

**FORUM/ CHAT**

Users can initiate group discussion, create new thread to discuss certain topics and private chat with the sole aim of sharing ideas among students from several institutions.

**VOTING**

Users can vote for the most innovative project idea eligible for fundraising. Voting charge is made with SUP token. The terms and conditions of the activity will be available on the platform.

**CROWDFUNDING, CHARITY AND DONATION**

Financial Handicap users can list their projects & ideas for fundraising, (subject to review by SUAPP Management before approval).

**WALLET**

This enables every SUAPP community to view SUP token balance, receive SUP token and transfer SUP token.
All activities will be monitored to ensure sanity, discipline and orderliness among the platform users. Initiation of private chat is subject to charges (on hourly basis) through SUP Token.

Funds raised will only be transferred to project owner after fulfilling the KYC approval and documentation. This will help to prevent theft and fraud.
4.3 OUR ROOTS

It’s not a mistake that SUAPP originated from Nigeria. The country’s underfinanced educational sector is a wreck and it pushes students away. This sector needs an urgent help. Here, we witnessed SUAPP as an effective platform that will boost motivation in the learning process and break conventional barriers. Our belief is that this platform will be a solution not just for one country, but for the entire African continent.

4.4 KEY BENEFITS

SUAPP provides the following benefits to its users:

- Problem solving through sharing of ideas.
- Connection with innovative project team.
- Fundraising for development of innovative and growth-focused research among students.
- Loyalty reward for platform users and investors.
- Business partnership between users.
- Trading of token thereby making it highly liquid and valuable to consumers.
- Establishing transparent peer to peer transaction and enabling Smart Contract processes.
- Promoting efficient and dynamic pricing: Creative content can be mispriced. By tracking the demand of creative content, pricing could
be more dynamic. Price for creative content could be fluctuate according to supply and demand. Moreover, artists could control prices and can set prices themselves without having to go through a complex web of intermediaries.

SUAPP will be based on a secured and decentralized platform that will enable more efficient learning and secured transaction among users. Lack of interaction is one of the challenges in e-learning solutions. With SUAPP’s idea sharing concept, we have designed the system in such a way that it fosters direct interaction between students.

4.5 THOSE THAT WILL BENEFIT FROM THE PLATFORM

The key actors that will benefit from the SUAPP platform are:

- Students,
- Educators,
- Marketers,
- Organization,
- Employers and,
- Sponsors
They will benefit from the decentralized, immutable, personalized, interactive and rewards-oriented platform through the following ways:

- Provision of valuable content and interactive services for students.
- Learning faster and easier from shared knowledge, developing marketable skills that will make students employable.
- Recruitment of people with the right skills.
- Sponsoring tools and resources to support talent.

These will help in creating a sustainable ecosystem and token economy.

- **Students**

These groups of people are seeking personal development and motivation in their endeavor to acquire skills. SUAPP makes it possible for them to earn tokens for their effort. With SUAPP, learning gets easier. It’s fast and efficient thanks to the direct interaction among the students and the swift sharing of ideas and knowledge. It’s personalized, goal-oriented and socially interactive. Any student can learn and develop competencies in any area. Students can also share their ideas and knowledge in different areas while receiving tokens for doing so.
Basically, students are getting paid to learn and share ideas. Learning in an interactive environment and getting paid for doing so is the next level in education.

- **Educators**
  These comprise teachers and trainers across Africa. This group of people can use SUAPP as a motivation booster for their content. They can benefit from the various pieces of socially interactive content that students share among each other. The platform will allow almost anyone to become an educator.

- **Marketers**
  Business and trade done on the platform benefits from blockchain product transparency, authentication and chain visibility through smart contract, whereas payment on SUAPP platform are held on escrow until the desired output achieved by influencers.

- **Organization**
  SUAPP blockchain can help organization keep track of records, transactions, auditability and security. Transaction are verified and approved by consensus among network users, making fraud more difficult.
• **Employers**

Companies that are looking for qualified and skilled human resources can also benefit from SUAPP by having access to a pool of rising talents which they can follow and nurture. Employers can search the platform and look for students that have shared innovative and enlightening ideas and can communicate with them for a potential hire.

• **Sponsors**

Individuals as well as companies can use the platform to support the growing pool of talents. Sponsors’ contributions on the platform can help to increase the incentives for learners and educators.

### 4.6 TOKEN INCENTIVES SYSTEM

We want to ensure that the SUAPP platform maintains and regularly improves the quality of the contents (ideas), process and engagement and that explains why we will reward users that deliver on these criteria.

SUAPP will provide a specific number of tokens which will be used to incentivize users in the digital learning ecosystem. The allocation will be executed by SUAPP’s token incentive mechanism. It will consider the quality of ideas shared and engagement level amongst others.
Token incentives are based on Ethereum’s smart contract platform. This gives room for exchange of value between the parties that make use of the platform’s environment. Any student can share ideas with others and will be rewarded for doing so. SUAPP will provide high levels of interaction between the students.
5.0 TOKEN ECONOMY

After series of testing and consolidation of our platform’s needs, and execution of extensive research, our team decided that the Ethereum platform was unarguably our best choice. Speed and scalability are two essential factors that we want to promise the users of SUAPP and Ethereum will help us achieve this. SUAPP will be run using SUAPP tokens, which will be distributed in the token sale.

5.1 REVENUES

The SUAPP platform will use Ethereum’s contract mechanism to incentivize its users through the allocation of a specific number of tokens for this purpose. Our aim is design a zero-inflation platform. Thus, we built an economy token model that includes a percentage of the platform’s revenues and utilizes it for the regular incentive token allocation by the system.

5.2 SUAPP’S COMPETITIVE ADVANTAGE

SUAPP is exceptional when compared to other learning and idea sharing platforms since it provides different advantages and benefits to the participants that are actively involved in the platform.
<table>
<thead>
<tr>
<th>Feature</th>
<th>SUAPP</th>
<th>CodeCademy</th>
<th>Coursera</th>
<th>EDX</th>
<th>Khan Academy</th>
</tr>
</thead>
<tbody>
<tr>
<td>Personalized learning track?</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Free access to information and ideas shared?</td>
<td>Yes</td>
<td>Partially free</td>
<td>No</td>
<td>Partially free</td>
<td>No</td>
</tr>
<tr>
<td>Immutable track of record?</td>
<td>Yes</td>
<td>Certificates for Pro Intensive only</td>
<td>Paid certificates</td>
<td>Paid certificates</td>
<td>No</td>
</tr>
<tr>
<td>Get paid to learn?</td>
<td>Yes</td>
<td>No</td>
<td>Scholarship for individual courses only</td>
<td>Scholarship for individual courses only</td>
<td>No</td>
</tr>
<tr>
<td>Direct interaction among students?</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Blockchain based technology?</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
</tbody>
</table>
### 5.3 ALLOCATION OF RAISED FUNDS

<table>
<thead>
<tr>
<th>Fund distribution</th>
<th>Percentage allocation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Product Development</td>
<td>50%</td>
</tr>
<tr>
<td>Marketing and Community Management</td>
<td>25%</td>
</tr>
<tr>
<td>Operations</td>
<td>20%</td>
</tr>
<tr>
<td>Management, Compliance and Security</td>
<td>10%</td>
</tr>
<tr>
<td>Future Strategic Partnership and Expansion</td>
<td>10%</td>
</tr>
<tr>
<td>Legal</td>
<td>5%</td>
</tr>
</tbody>
</table>

### 5.4 TOKEN DISTRIBUTION

<table>
<thead>
<tr>
<th>Purpose</th>
<th>Percentage allocation</th>
</tr>
</thead>
<tbody>
<tr>
<td>ICO sales</td>
<td>50%</td>
</tr>
<tr>
<td>Reward and Future Development</td>
<td>25%</td>
</tr>
<tr>
<td>Bonus, Airdrop and Bounty Campaign</td>
<td>15%</td>
</tr>
<tr>
<td>Founder and Team</td>
<td>10%</td>
</tr>
</tbody>
</table>
The distribution of tokens can be clearly seen in the table above.

![Token distribution chart]

*Token distribution*

The token sale will take place in two phases as shown in the figure below. Tokens will be allotted after the required payment confirmations are all met. Also, tokens can only be withdrawn after the end of the Token Sale.
SUAPP will issue an Ethereum ERC20 compatible token, with the core utility of being part of the incentive system that will reward the platform’s contributors and that will be used to pay for services within the platform.

The token sale will be final and non-refundable. SUAPP will not be responsible for the loss of any of the tokens for any reason (such as lack of access to the tokens as a result of user error or hacker attacks).

Anyone can share our vision and purchase SUAPP tokens which will be made available during the sales periods. Our soft cap is calculated as a minimum
investment level to ensure the platform’s development is secured in terms of core functionalities.

We will provide a total number of 50 billion SUAPP tokens (SUP) for sale. A total of 100 billion tokens (SUP) will be issued with a Hard Cap of 5 million USD (Approximately 15,000 ETH). The token sale ends when the ICO ends.

A minimum investment of $10 is expected from each investor. Investors (token holders) will receive tokens as rewards for holding SUAPP token on their Ethereum ERC20 compatible wallet.
Total Number of Tokens
100 Billion SUP

Number of Tokens for sale
50 Billion SUP

Soft Cap
$750,000

Hard Cap
$5 million
More details about the SUAPP token can be seen in the table below:

<table>
<thead>
<tr>
<th><strong>Crowdsales Start</strong></th>
<th>Monday, 27th September, 2018</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Hard cap</strong></td>
<td>5 million USD (Approx. 15,000 ETH)</td>
</tr>
<tr>
<td><strong>Soft cap</strong></td>
<td>750,000 USD (Approx. 2,500 ETH)</td>
</tr>
<tr>
<td><strong>Token name</strong></td>
<td>SUAPP</td>
</tr>
<tr>
<td><strong>Token symbol</strong></td>
<td>SUP</td>
</tr>
<tr>
<td><strong>Minimum investment</strong></td>
<td>$10</td>
</tr>
<tr>
<td><strong>Exchange rate calculation</strong></td>
<td>1 ETH = $350</td>
</tr>
<tr>
<td><strong>ICO Sales</strong></td>
<td>50 Billion SUP</td>
</tr>
<tr>
<td><strong>Total supply</strong></td>
<td>100 billion SUP</td>
</tr>
<tr>
<td><strong>Project protocol</strong></td>
<td>ERC20 compatible token</td>
</tr>
<tr>
<td><strong>Mode of payment</strong></td>
<td>Bitcoin (BTC) and Ethereum (ETH)</td>
</tr>
<tr>
<td><strong>Crowdsales end</strong></td>
<td>Thursday, 15th November, 2018</td>
</tr>
</tbody>
</table>

The SUAPP platform shall use the tokens received from users as follows:

- 50% shall be used for ICO sales.
- 25% of the platform’s revenue shall be used for reward and future development.
- 15% of the revenue streams shall be used for bonus, airdrop and bounty campaign, and
• 10% of the tokens shall be locked for 6 months for the founder and team.

The Pre-sale starts on 27th of September, 2018 and will end on 6th of October, 2018. During the pre-sale period, SUAPP Tokens will be sold at the price of $0.000075 (with 30% bonus).

The ICO sales will be executed as highlighted below:

• **Phase 1** (7th – 16th Oct, 2018): SUAPP Tokens will be sold at $0.000085 (15% bonus).

• **Phase 2** (17th – 26th Oct, 2018): SUAPP Tokens will be sold at $0.000095 (10% bonus).

• **Phase 3** (Sept 27th – Nov 5th, 2018): SUAPP Tokens will be sold at $0.00015 (5% bonus).

• **Phase 4** (6th – 15th Sep, 2018): SUAPP Tokens will be sold at $0.00025 (0% bonus).

We will accept ETH and BTC contributions through an escrow service. All participants in the pre-sale and ICO sales will automatically receive the SUAPP tokens in their crowdsales personal wallet. SUP token withdrawal and distribution to ERC20 compatible address will take place immediately after ICO sales ends.
6.0 THE SUAPP PLATFORM DEVELOPMENT

The SUAPP Platform Development is planning to equip the latest and futuristic technologies. Essential components of the platform such as the design, programming and hosting have been planned. We will give design the foremost importance in the whole development cycle. Our plan is to build a responsive web platform that is ideal for cross-platform and mobile applications.

We’ve implemented technologies that will help in increasing user engagement, populating and loading related content as well as other various features. This will help us to achieve a more prestigious user base that will give room for direct interaction and swift sharing of ideas among students, by continuous filtering of spam, irrelevant and unwanted contents shared on the platform.
# 7.0 ROADMAP

| Q1 2018                      | - Development of the ideology of the project  
|                             | - Team setup  
|                             | - Organizing technical task  
| Q2 2018                      | - Preparation of ICO whitepaper  
|                             | - Documentation  
|                             | - Website design  
|                             | - Creation of smart contract  
| Q3 2018                      | - Bounty campaign  
|                             | - Social community engagement  
|                             | - Advertisement  
|                             | - Press Release  
| Q4 2018                      | - Presales and ICO sales  
|                             | - Token distribution  
|                             | - Airdrop  
|                             | - Exchange listing  
|                             | - Development of SUAPP web and mobile application  
| Q1 2019                      | - Application Alpha and Beta testing  

Q2 2019

- SUAPP Launch
- Institution partnership and expansion
8.0 CONTACT INFORMATION

Feel free to reach out to us. Our team will offer you any help that you need on any of the platforms below:

Website: https://www.suapp.org
Email: info@suapp.org
Reddit: https://reddit.com/u/SUAPPplatform
LinkedIn: https://www.linkedin.com/company/suapp
Facebook: https://fb.me/suappofficial
Telegram Group: https://t.me/suapptoken
Telegram Channel: https://t.me/suapptokenannouncement
BitcoinTalk: https://bitcointalk.org/index.php?topic=4919769.msg44290388