

# Livepeer Retro-Active Grant Funding Application - Entry #9

Applicant Information	
<b>Name or Nickname</b> Who is the main point of contact for this application?	Elliot Braem
<b>Contact Email</b>	hidden
<b>Recipients ETH Address</b> Address to where funds will be delivered if the applicant is awarded funds? NOTE: All LPT funds are on the Arbitrum network	0xfBaF245Aa5C09472fB926491A9015F9b2F97515F
<b>Lens Handle (if applicable)</b>	Empty
<b>Twitter Handle (if applicable)</b>	elliott_braem
<b>Discord Handle (if applicable)</b>	efiz
Project Information	
<b>Project Title</b>	trylivepeer.near
<b>Project Description</b> Please provide a brief overview of your project, its objectives, and how it has benefited the Livepeer ecosystem.	trylivepeer.near is a [near-bos-webcomponent] ( <a href="https://github.com/petersalomonsen/near-bos-webcomponent">https://github.com/petersalomonsen/near-bos-webcomponent</a> ) deployed to [web4] ( <a href="https://web4.near.page/">https://web4.near.page/</a> ) with livepeer-react installed. It's objective is to be a sandbox for developers to build their own decentralized video applications using these exposed livepeer custom elements provided via the [near-social-vm] ( <a href="https://github.com/NearSocial/VM">https://github.com/NearSocial/VM</a> ).
<b>Duration of the Completed Project</b> Specify the period during which the project was active or completed.	Ongoing since June 2023
<b>Project Impact</b> Describe the impact your project has had on the Livepeer ecosystem,	trylivepeer.near.page is the result of two past projects -- a [microgrant] ( <a href="https://github.com/livepeer/grants/issues/160">https://github.com/livepeer/grants/issues/160</a> ) to implement a video type and resulting [component library]( <a href="https://near.social/efiz.near/widget/App.index">https://near.social/efiz.near/widget/App.index</a> ), then a continuation of this project at the Social Oneness day hackathon to build [every

including any measurable results or outcomes.

video](<https://near.social/#/video.every.near/widget/app>) with social features like commenting, liking, and sharing.

It hasn't received much interaction in livepeer discord, but there has been [interest from the near community](<https://near.social/devhub.near/widget/app?page=post&id=1153>) , and through implementing these, we've discovered a cool possibility: we can deploy a sandbox that specifically provides developers with already installed Livepeer components, easy to integrate social features, and total customizability. And the ability to deploy and share these creations too!

We believe a stable release of a fully-featured [trylivepeer.near.page](https://trylivepeer.near.page) will have impact on onboarding more developers and building more apps using livepeer.

### Team Members

List the team members involved in the project, including their roles and relevant experience.

Build DAO - <https://nearbuilders.org>

### Technical Details

**Is the project open source?**

Yes

**GitHub Link: (if applicable)**

<https://github.com/NEARBuilders/trylivepeer.near>

### Technology Stack

List the technologies, languages, and frameworks your project is based on.

Javascript, NEAR, BOS (React)

### Explanation of Retroactive Funding Use

Explain how the retroactive funding will be used, such as to cover past expenses, support ongoing maintenance, or further enhance the project's impact.

Fund designers and developers to improve and maintain the project. Ideally those already connected with Livepeer Innovators DAO and Build DAO.

### Community Engagement

How have you engaged with the Livepeer community and users during and after the project's completion to promote its benefits and adoption?

We've shared in the discord and on socials, we will continue to do so!

**Collaboration**

Have you collaborated with other Livepeer developers or projects? If so, how?

I've mostly only interacted with Hans and Shannon because my discord messages haven't received lots of engagement -- but love collaboration and would like to engage and support the livepeer ecosystem more.

**Additional Information**

Any additional information or details you would like to share with the Retroactive Grant DAO regarding your project or retroactive funding request.

I realize this is for retroactive grants and -- unless I don't win a prize for social oneness day haha -- I'm not requesting any retroactive funding. I'm writing this because I stumbled into a water cooler discord call and learned I can be more engaged by joining this DAO.

This is a project that we have underway, building on top of previous Livepeer exploration into BOS we've done, and we have a designer and developer currently assigned and working on it. We are funding this to continue next steps and it would be nice to get that covered, but we will also try to raise funds through Potlock: <https://app.potlock.org/?tab=pot&potId=oss.v1.potfactory.potlock.near>

With your permission, I'd like to submit "trylivepeer" to the Potlock Open Source round, and we can raise funds to be sustainable, there! Other open source Livepeer projects are more than welcome to apply as well!

(We would also love to pass over ownership of trylivepeer.near to Livepeer crew & community!)

**Supporting Documentation**

Please attach any relevant documentation, such as project proposals, technical specifications, or mock-ups, that will help us better understand your project.

 [trylivepeer.pdf](#)