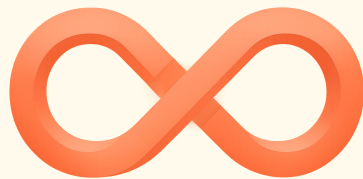


# The Great AI Uprising:

Something is brewing...

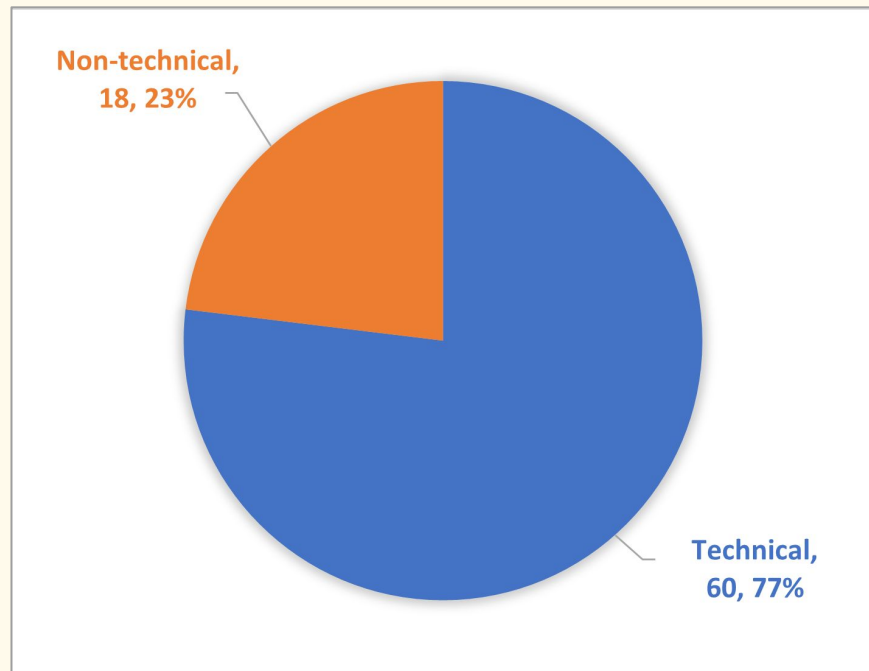


**Agentics** Foundation

# Who's in the audience?



Agentics



# What is Agentics?



## AGENTICS

A field of study and practice focused on **the design, development, and deployment** of intelligent autonomous agents capable of perception, reasoning, and action within complex environments.

# Introduction to the **Agentic Foundation**

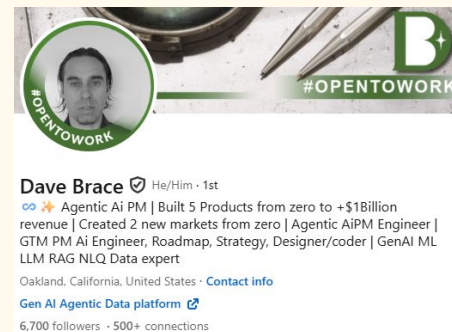
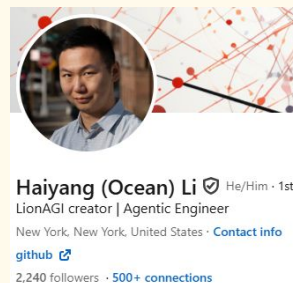
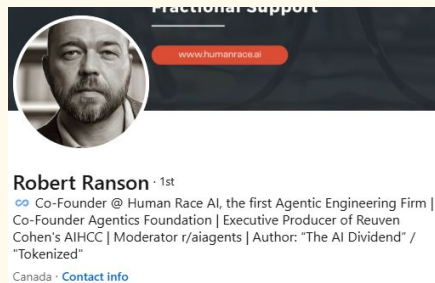


Founded by Reuven Cohen, the Agentic Foundation is a newly launched **not-for-profit organization dedicated to making AI innovation and education open to everyone** by supporting the development & deployment of open source agentic AI systems.

# The Agentics Foundation



The Agentics Foundation is dedicated to making AI innovation and education open to everyone by supporting the development and deployment of open source agentic AI systems. We believe the next generation of builders should not be limited to multinational corporations. With Agentics, builders can come from all walks of life. They just need access to the right tools, knowledge, and support.



# The future of work: our bet



More



Less

# The Opportunity

- ▶ Help SMEs and solo-warriors reduce paperwork, scale
- ▶ Accelerate the things that we are already really good at
- ▶ Solve real problems that were once too expensive to solve
- ▶ Hyper-tailored customer-centric business models
- ▶ Real pathways for next generation of workers

# Agentic Guild



## **Guilds have always been about people.**

Medieval guilds were communities where craftspeople set standards, trained apprentices, and supported one another. They protected quality and preserved knowledge through master-apprentice relationships—social contracts built on trust and shared responsibility.

The Agentics Foundation carries that spirit into the AI era. Our craft is building agentic systems that operate safely and ethically. Like traditional guilds, we focus on mentorship, knowledge sharing, and setting standards that protect both the craft and its practitioners.



# The Foundations **Path of Impact**

- ▶ R&D (a.k.a. tinkering)
- ▶ Open Source Toolkits and developer resources
- ▶ Educational resources and accreditation
- ▶ In person and online workshops, events around the world
- ▶ Regional + global community fabric united by common goals
- ▶ AI Safety, education, and responsible deployment tools
- ▶ Public, Government and Institutional advisories

# Local roots / Global connection



(proposed)



**Agentics** Foundation

NZ Chapter

# We need you!

## Incorporated Society



(proposed)

The most common structure for not-for-profit member organisations in NZ and ideal for guilds:

- ▶ Member-owned and controlled
- ▶ **Must have at least 15 members**
- ▶ Cannot distribute profits to members
- ▶ Good for democratic governance with voting rights
- ▶ Relatively simple and inexpensive to establish
- ▶ Must file annual financial statements

# Our Community



The Agentics Foundation hosts a vibrant, global network of AI developers, practitioners, and enthusiasts who collaborate and share knowledge every day. What began with live coding sessions with a dozen people in April 2024 has blossomed into a thriving ecosystem.



- **Registered Members:** 1,100
- **Reddit:** 100,000 followers; ~500,000 monthly views
- **LinkedIn Group:** 53,000 members
- **LinkedIn Organization Page:** 3,000 followers
- **WhatsApp Community:** 1,200 members
- **Discord Server:** 1,200 members
- **Global Ambassadors:** 14 across Asia, North America, and Europe



# Ideas worth sharing




Idea	Concept
Gorse Bot 3000	Targeted treatment, greener pastures
Rescue Drone Network	Self-organising emergency response swarms
She'll Be Right Compliance	Automating health & safety paperwork for tradies
Cooperative Franchise Alliance	Member 1st, AI-powered franchise framework
Dairy Herd Therapist	Cow wellness and production optimisation
Agentic Engineering Apprenticeships	Mentoring and work experience for grads

# Special guest speaker




Agentics


## Dr Simon McCallum



**Simon McCallum** ✓ · 1st  
Senior Lecturer Victoria University of Wellington and Førsteamanuensis  
at NTNU  
New Zealand · [Contact info](#)



Victoria University of  
Wellington



University of Otago

# Background

PhD in AI from the University of Otago

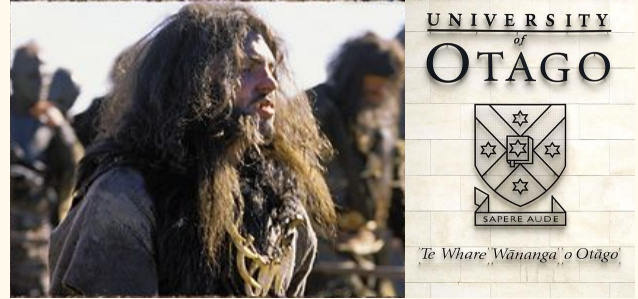
Professional Game Development in Norway

Teaching awards in New Zealand and Norway

Extensive curriculum development experience

Policy work and AI workshops for government and industry

Sole trader and consultation work



# The purpose of learning

Learning is changing what is in our brains.

Skill and knowledge - brain adapting to what is important

Humans take **time** and **effort** to learn ( change your brain)

Cognitive rewarded for succeeding at different things



AI can make some things **easy** - if you want to learn you need to keep pushing. Move the goalposts - choose your goals and extend.



# Zone of Proximal Development

We learn at the edge of our capabilities

Mentors, tutors, colleagues, youtube, textbooks -  
expand capability.

Learning to direct and tend Agentic development is a  
new skill,

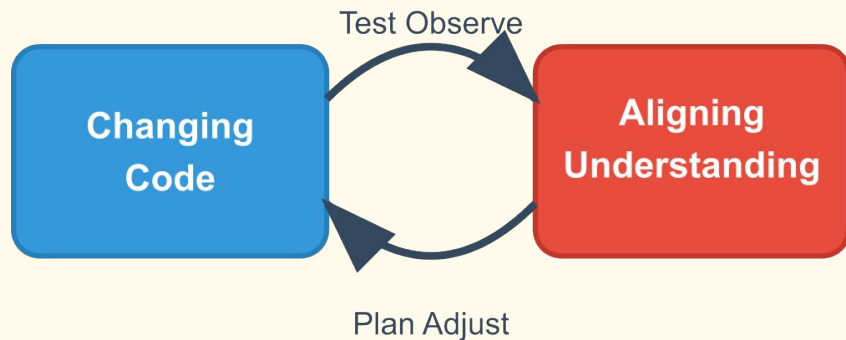
We are all working at the edge, no-one has the answers

# Mental Models

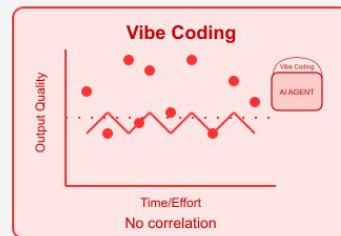
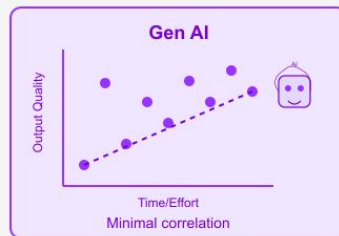
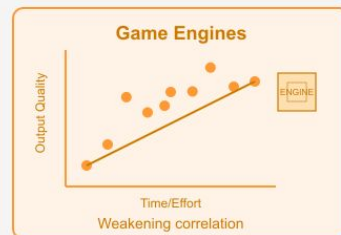
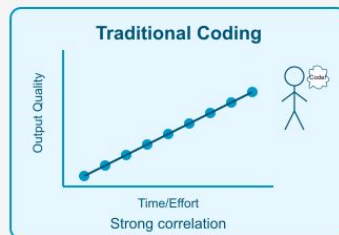
How do we develop the mental model of the software?

Maintaining control

## Debugging



### The Declining Relationship Between Effort and Output



IMPLICATION: Declining Understanding of Code Fundamentals



Agenticity

# AI drivers/conductors

Most AI/CS experts & researchers are like mechanics - they build systems

We have built an amazing tool - but now we need the fighter pilots to fly the machines.

What does flight school look like?



Building tools that build curriculum

Mentoring development

Unique outcomes

# From Craft to Engineering

We are currently Agentic Crafters

**Engineering** is when craft become unified and tested

Apprenticeships transfer craft

Extract key learning changes from mentor-student relationship

Agree on the learning pathways.

Build curriculum based on these experiences

# Questing as Learning

New apprenticeships include **Independent Exploration**

Change is constant - so exploration is critical

Knowing what to **forget** (e.g. api specifics)

Agreeing on a goal and using AI to mentally develop

Assessment by consent - you want to learn

# Questions

What is the pathway from novice to productive Agentic Engineer?

Accrediting mentors and accrediting curriculum?

Amount of theory needed for high quality AgEng?

What is the best analogy to the gen pop to understand?

To accredit with NZQA or not?

Follows a  
plan

Defined  
architecture

Clear  
process

An **agentic engineer** builds toward a vision with planning and process, ensuring structured execution.

Follows  
curiosity

Creates by  
instinct

In the  
moment

A **vibe coder** moves with momentum, sparks ideas that can be shaped into scalable, maintainable systems.

# AGENTIC ENGINEER vs VIBE CODER.

## BOTH HAVE VALUE



Agentics

# Live demo



# Agentic Engineering SOTA

- ▶ **Tools:** Claude Code (Anthropic) + claude-flow (rUv)
- ▶ **Isolation:** Agents = security minefield
- ▶ **Workflow:** Spec (S) -> Design (PA) -> TDD (RC)
- ▶ **Speed:** Swarms! (parallel agents)
- ▶ **Bad build?:** Fail Fast

Q and A

# What now?



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Don't wait for permission,  
do something!

- ▶ Find your tribe
- ▶ Design your future
- ▶ Build it!



Join the  
Incorporated Society

Sign up!





Radica//y

Thanks again to our sponsors!





Agentic

