



Pitchdeck

Gelernt

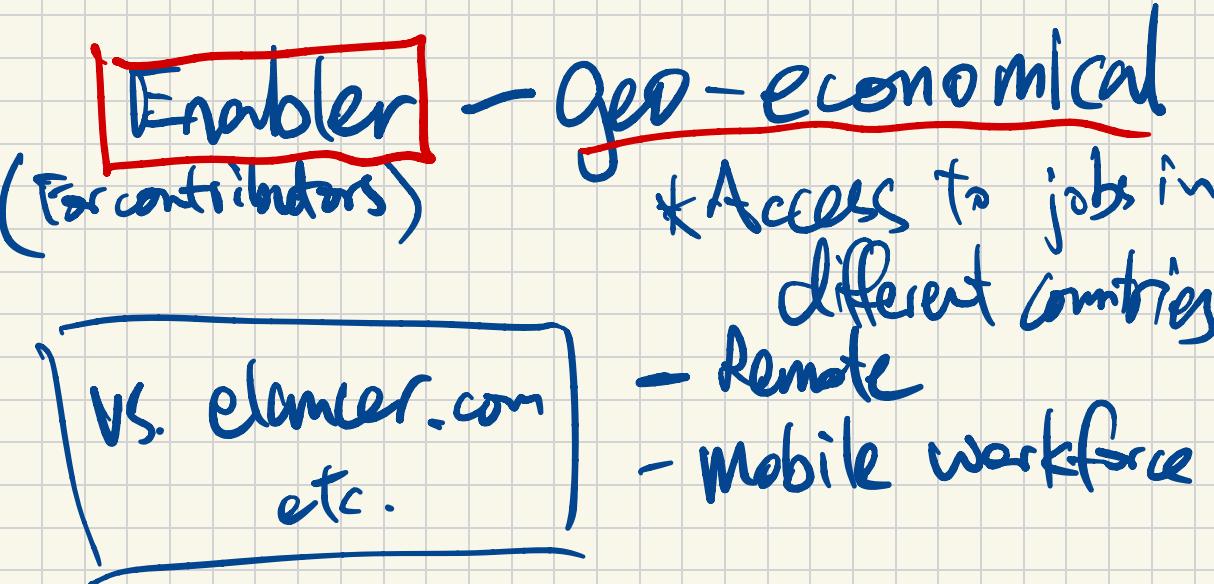
Problem

Solution

Market (Addressable)

Team

Problem Statement



* Lack of work-force mobility mechanism

- if skill becomes obsolete due to relocation

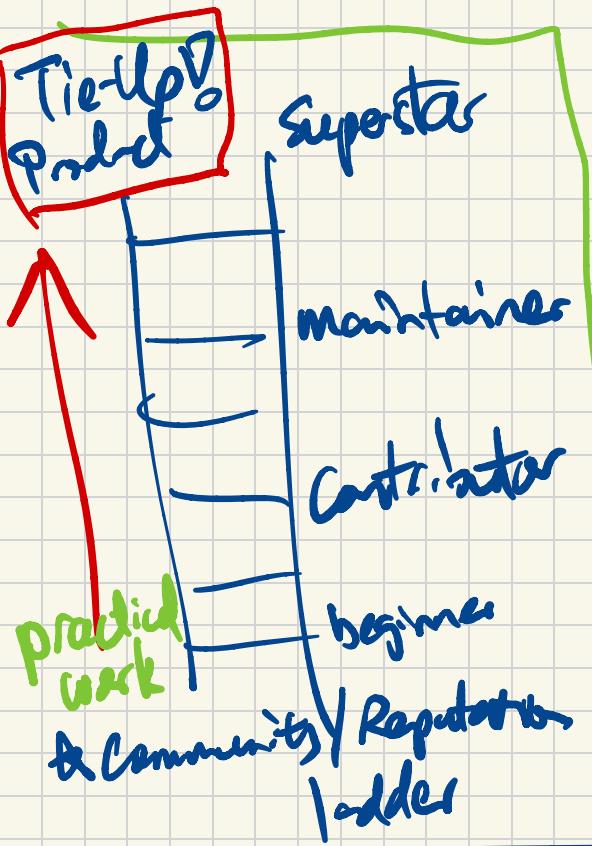
Even for software engineers there's still a problem in moving

- 1. Comms
- 2. expectation of result
- 3. managerial style diff



education

apprenticeship



Ownership

(collective)

motivation

Community

Camaraderie
(glue)

Tools

- Blockchain
- Granification
- Environment for contributing

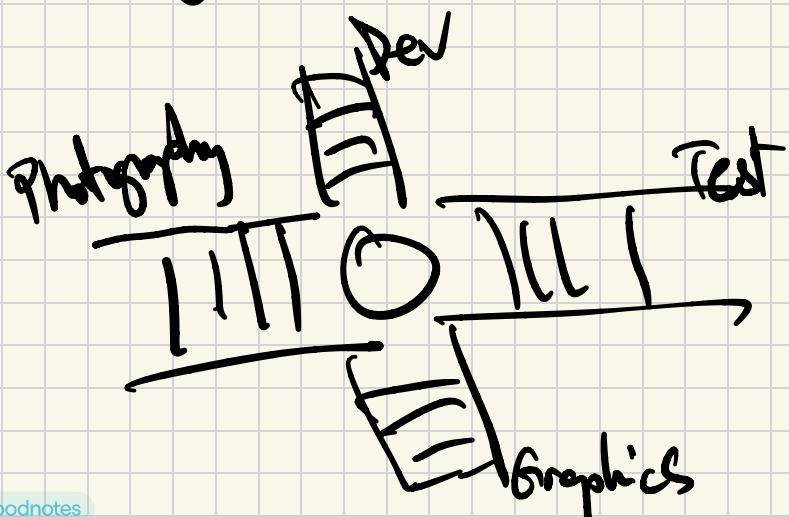
Solution

FAIR GAME !

Governance allows us
to run this
fair game

Problem Statement:

Current landscape does not
reflect merit



If you're a participant and evaluating the platform

WHAT would constitute

THE FAIR GAME?

- process is fair demonstrably.
 - governance

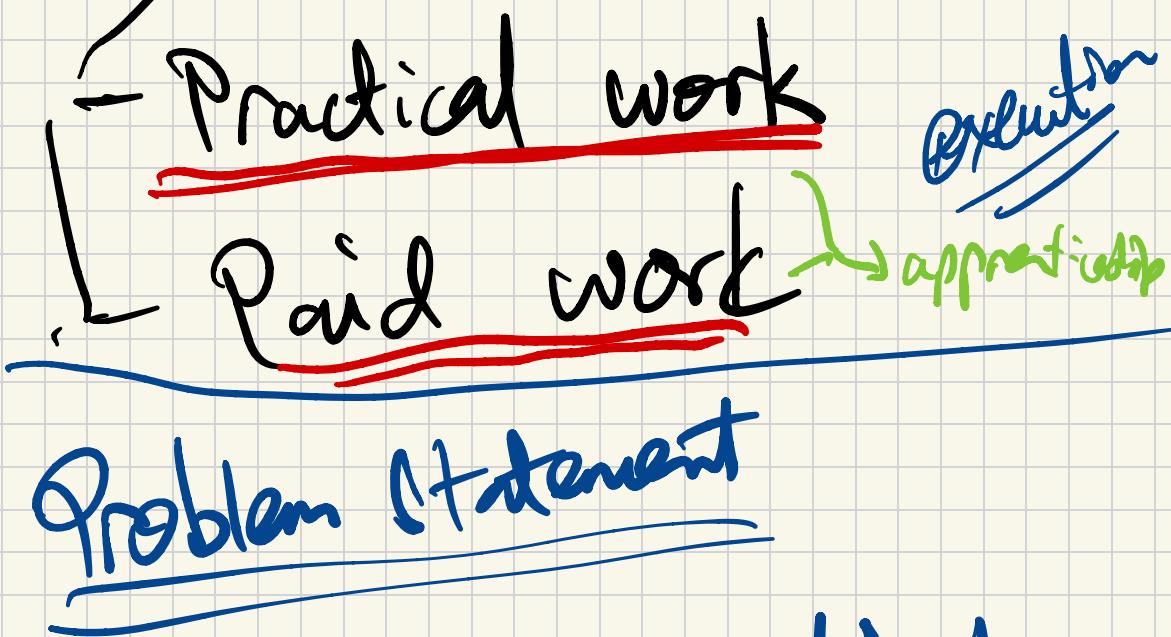
- voting
- discuss
- history
- manifesto to be printed

Different from
elance

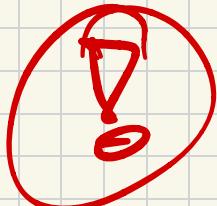
from
Open source

To attract contributors we need:

- Projects
- simple
- enough of them



No proper apprenticeship
for software developers



Problem Statement

Why sell just to your company?

I sell yourself to the world instead.

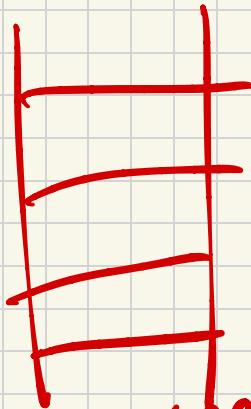
More \$\$\$

be honoured
in doing a
good job

Indirect
link

Practical work = IN THE GAME
(Principle?)

LADDER IS THE FOCUS



* no wasting time

- * free
- * do at your own pace
- * more practical than uni or bootcamp

We are not toy projects!
(vs. Bootcamps)

Problem Statement

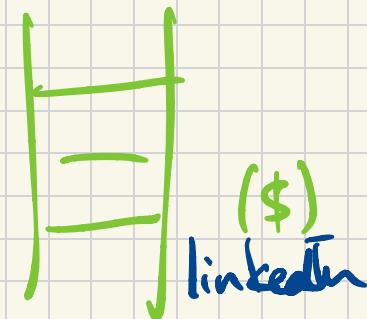
VISION

(pride)

Multi-disciplinary giftechs

with

Core
proposition →



more community than corporate
but you can still climb

discipline =

- dev
- test
- } software
- hardware
- design
- photography
- modelling

