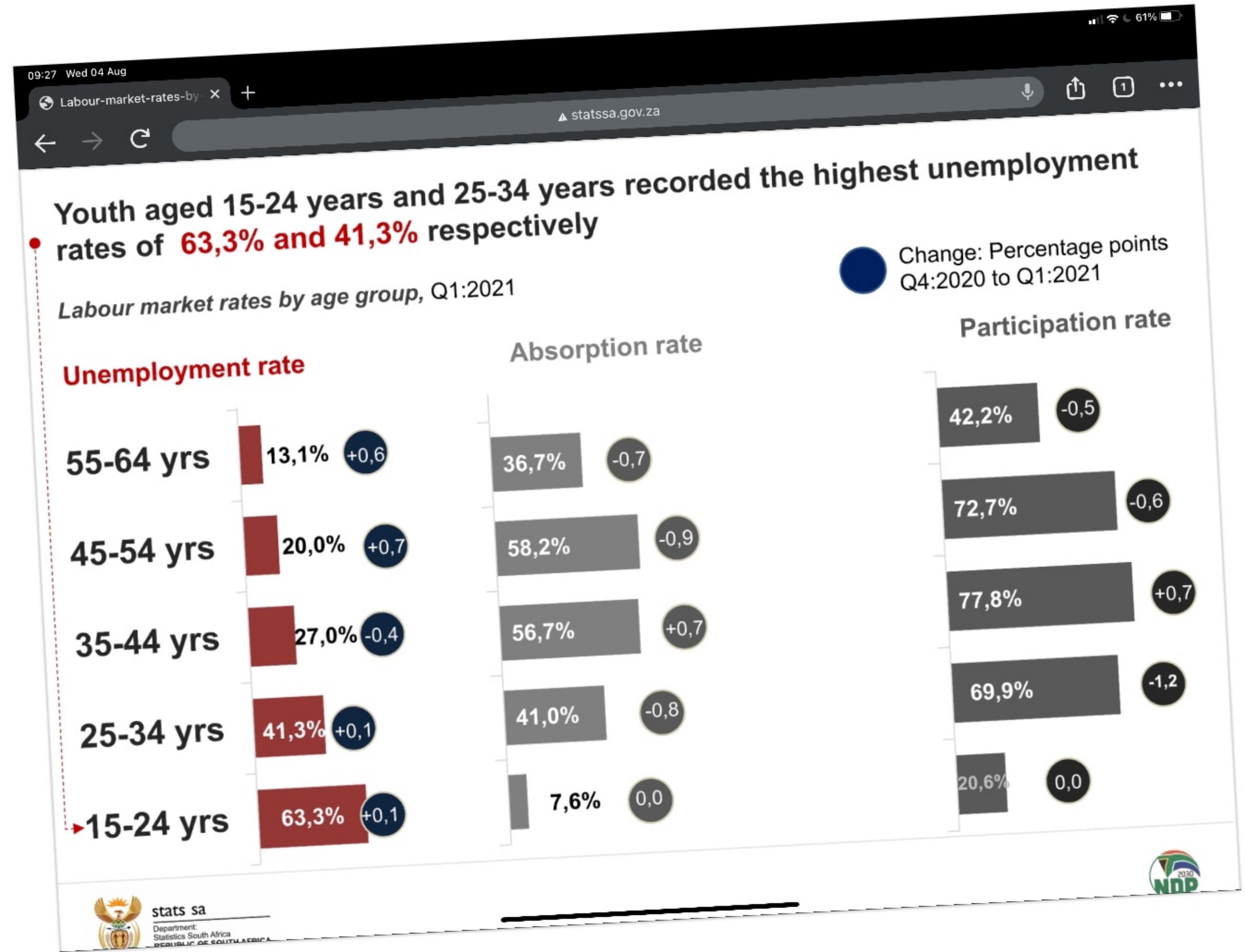


Project
Rockstar

>> = the_MAIN_hustle

Young South Africans
are amongst the
most unemployed
globally —



Despite being home
to some of the most
incredible TALENT



Who are the future Rockstars?

- Computer Scientists
- Engineers
- Machine Learning Engineers
- UX Specialists
- Cloud Engineers
- DevOps Engineers
- Blockchain Specialists
- Security Specialists
- Agile Coaches
- Data Engineers
- Product Engineers

... basically BUILDERS!
(of the future!)

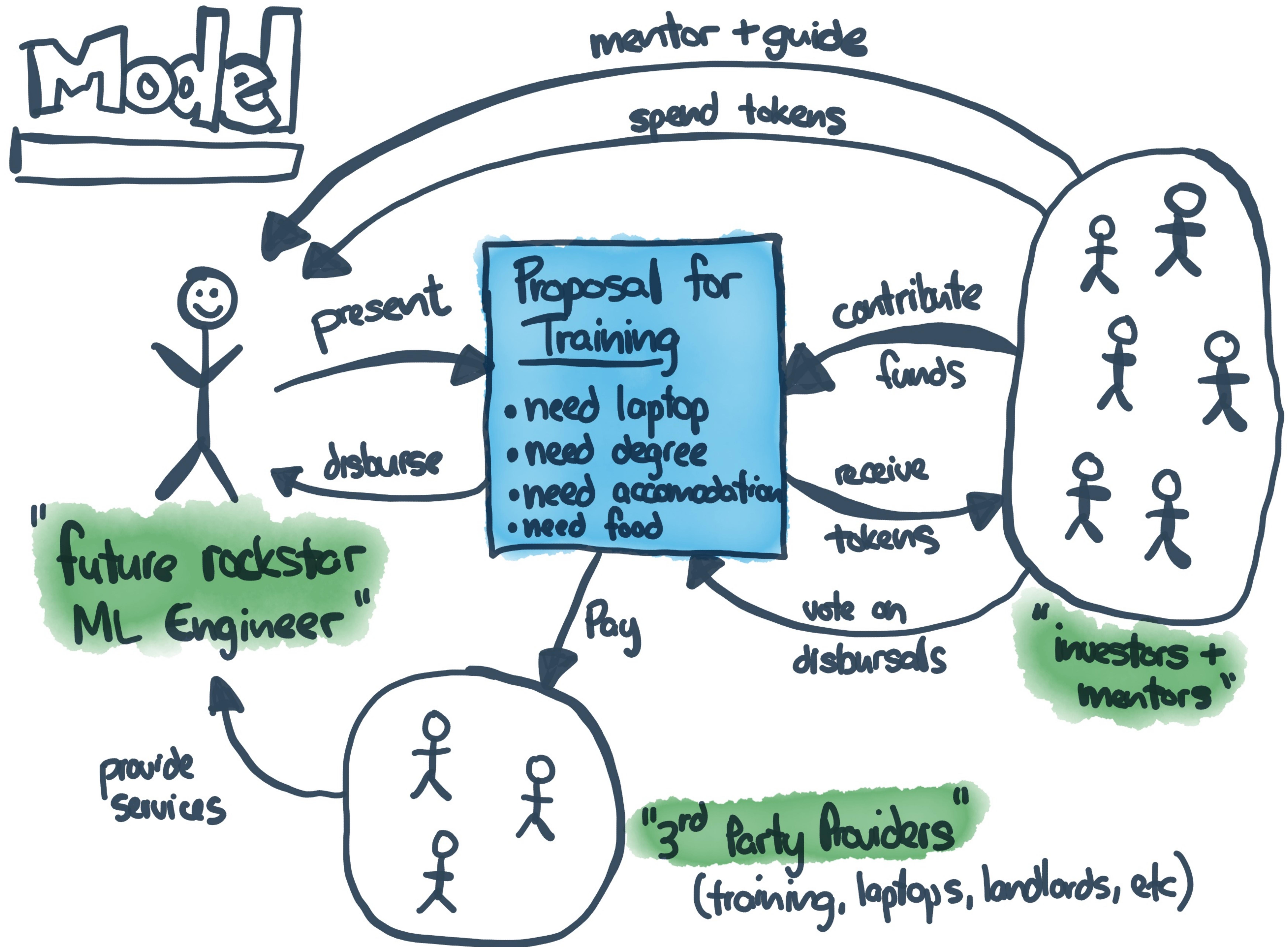
The education model is broken ...

- Public education system ends at high-school
(and is low quality + under funded)
- Employers focus on tertiary degrees eg.
ComSci, Engineering, Commerce for graduate
level jobs
- The bulk of high-school graduates are from
families that simply cannot afford tuition fees
nor the time spent studying

Building professional skills is not only hard
it is EXPENSIVE in TIME + MONEY

BUT

It is THE BEST investment to make
considering the lifetime value of the
professional skill



The model is NOT simply for raising funds but also operates as a DAO to manage those funds. Ideal model is where the bulk of services are contracted between parties on-chain and not via the principle "rockstar" individual. ie. Contract retains control of Capital, reducing potential of fraud + misappropriation of funds.

What do we need to build?

- "Rockstar portal" and Proposal Smart Contracts (plutus or marlowe?)
- "Investor Portal" to allow potential investors to participate in Capital Raising
- On-going DAO functionality after each successful launched Proposal
- 3rd Party partner ecosystem + vetting + integration
- DEX for trading tokens, including commissions for "rockstars"

Phase 1:

- Simple "parameterised" Proposals
- Simple Portals to pitch, invest + launch
- Simple DAO functionality (propose + vote)
- fixed, vetted 3rd Party Providers

Next :

- Open 3rd Party Providers ecosystem
- DEX for trading tokens
- Remote Video Conferencing platform for redeeming tokens directly peer-to-peer
 - Including scheduling, projects, team functionality (end game)

Thank

you

for your support
and looking forward
to building a better,
(distributed) FUTURE!