

SECTION 1: APPLICANT INFORMATION

Applicant Name or Alias

Robin Nagpal(DoDAO)

Project Name

GMX Traders & Developer Academy (Revised Proposal)

Highlights

1. Video Content

Responding to feedback from the previous proposal regarding the lack of video content on our academy sites, we plan to introduce a new video section. We aim to produce and upload 10-15 videos.

2. Traders & LP Content

The academy website will feature two distinct sections - one dedicated to users (Traders and Liquidity Providers) and the other for developers. We will create at least 10 short/reel videos tailored for Traders and Liquidity Providers, alongside 2-4 long-form videos designed for developers.

3. Clickable Demos

We plan to include approximately 10 interactive, clickable demos that showcase various GMX functionalities. This will enable users to familiarize themselves with GMX's features without needing to conduct on-chain transactions.

4. Transparency and Long-Term Brand Development

Our academy websites prioritize education, transparency, and the long-term development of the project's brand. We have deliberately chosen to avoid any learn/play-to-earn models.

5. White Labeled Website

The GMX Traders & Developer Academy will be hosted on a separate domain, ensuring that GMX users have a distinct and dedicated learning environment.

Project Description

The proposal outlines the formation of the "GMX Traders & Developer Academy," designed to create comprehensive educational content for both traders and developers.

This project will leverage our team's extensive experience and proven track record in developing educational materials for other notable DeFi platforms. The educational website will bear similarities to our most recent academy project, which can be found at <https://uniswap.university>. Uniswap's university website aims to onboard liquidity providers, and we are now currently working on the Uniswap V4 Hooks developer documentation.

We have also recently been approved by Arbitrum Grants to create an academy website for onboarding users and developers onto Arbitrum.

The GMX Developer Academy will help:

1. Increase developer involvement.
2. Ensure more people learn about how to start developing on GMX v2, leading to higher adoption.
3. Build lasting trust and reputation for GMX V2.

Note:

This proposal is specifically for a Developer Academy website. If you feel that we can submit a separate proposal to help educate and onboard traders and liquidity providers onto v2, please let us know.

Team Members and Qualifications

Robin Nagpal - Developer with 20 years experience(Founder @DoDAO

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Neusha - Head of Strategy and Marketing

Areesha - Lead Educator and marketing specialist

Grege Rodrigues - Head of Sales

Project Links

Recent project links

<https://uniswap.university>

<https://compound.education>

<https://aave.academy>

Contact Information:

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SECTION 2: GRANT INFORMATION

Requested Grant Size

39,000 ARB

Grant Details

The latest version, GMX V2, offers enhanced flexibility for traders and liquidity providers, though this comes with a bit more complexity. V2's design enables other protocols to easily integrate with GMX, fostering advanced trading and liquidity strategies.

Our goal is to simplify learning about GMX V2 for developers, starting from the basics. After an initial review of the V2 code, we've identified several topics to include in our educational content. This list may evolve as we delve deeper into the material and gain a fuller understanding.

Trader/LP Topics

1. What are perpetuals
2. How do perpetuals work (generic)?
3. How perpetuals work in GMX
4. Shared Liquidity Pool (GLP)
5. Funding Rate
6. Shared Liquidity Pool (GLP)
7. Funding Rate
8. Providing Liquidity - AMM vs GMX
9. LP in AMM
10. LP in GMX
11. Upsides for providing LPs in GMX
12. Fees in GMX (need to check this in detail)
13. Initiation Fee

14. Demand Fee
15. Constant
16. GMX - V2 vs V1
17. GMX
18. Benefits
19. How to stake?
20. esGMX
21. GM Tokens
22. What are GM Tokens
23. Bying
24. Selling
25. Migrating from GLP to GM
26. GM In-depth Details
27. Price
28. Fees

Technical/Developer Topics

1. Position
2. Long
3. Short
4. Leverage
5. Deposit/Withdraw Collateral
6. Long
7. Short
8. Leverage
9. Deposit/Withdraw Collateral
10. Managing Position
11. Open
12. Decreasing the position
13. Increasing the position
14. Close
15. How to implement different types of orders, such as
16. market orders
17. limit orders
18. swap orders
19. position orders.
20. Order operations
21. Create

22. Execute
23. Cancel
24. Freezing
25. Markets
26. Index token
27. Long token
28. Short token
29. Explain calling of contracts with examples
30. Adding Deposit
31. Withdrawal
32. Creating an Order
33. Vaults
34. Order
35. Withdrawal
36. Deposit
37. Auto-deleveraging - helps in the process of reducing a position's size to ensure that the system remains fully solvent.
38. Roles, Permissions and Validations
39. Fees
40. Funding Fee
41. Trading fees
42. Borrowing fees
43. Liquidation fees
44. Referral fees

Funding/Distribution/ Address: 0x5794e3BA7391b2b9806B738b20c3F2099e16Dd5d

SECTION 3: GRANT OBJECTIVES AND EXECUTION

Objectives:

1. Develop an educational platform, the GMX Trader & Developer Academy, to teach traders and developers about GMX V2.
2. Create content that simplifies understanding GMX V2's complexity and its integration opportunities for other protocols.
3. Onboard new traders and developers to GMX V2, enhancing their ability to innovate and contribute.

How will receiving a grant enable you to foster growth or innovation within the GMX ecosystem?:

Receiving the grant will fund the creation of comprehensive, accessible educational content tailored for GMX V2. This will attract and empower a broader range of developers, encouraging innovation and expanding the GMX ecosystem. It will also facilitate the development of new strategies and tools on GMX V2, leading to increased adoption.

Grant Timeline:

3 months content and 1 month marketing

Milestones

Milestone

Deliverables

Amount

Milestone 1

ARB 12,000

Creation of detailed educational content for the User related topics(initial draft)

Milestone 2

ARB 12,000

Updates based on review of milestone1 + Creation of detailed educational content for tech topics

Milestone 3

ARB 7,000

Create model educational content types like Tidbits and Clickable demos

Milestone 4

ARB 6,000

Updates based on review of milestone1 + code examples

Milestone 5

ARB 2,000

1 month marketing effort

SECTION 4: PROTOCOL DETAILS

This section doesn't apply to this grant

SECTION 5: Data and Reporting

Is your team prepared to create Dune Spells and/or Dashboards for your incentive program?: Does not apply

Does your team agree to provide bi-weekly program updates on the GMX Forum thread?: Yes

Does your team acknowledge that failure to comply with any of the above requests can result in the halting of the program's funding stream?: Yes