

GM

With the number of AIPs going up on Snapshot approaching nearly 200, I wanted to take a look at the categories of AIPs that were going up for vote.

I've taken every Snapshot vote that has occurred, assigned it a category, and listed it in this Google Sheet document. From there, I've provided some additional breakout data of % of approvals based on all AIPs, and based on specific categories assigned. [AIP snapshot Breakdown - Google Sheets](#)

All of this got me wondering, what kind of AIPs does the community want to see more of and want to see less of?

My question for the community is this, of the following different types of categories, which do you want to see more of as an AIP?

DAO - Process

: aspects related to how the DAO operates and performs task

DAO - Budget

: aspects related to budgeting for the DAO and various working groups

DAO - Election

: aspects related towards our Election process

DAO - Voting/Snapshot

: aspects related towards how we vote or how we conduct voting on Snapshot

DAO - Rewards

: aspects related towards how we reward our community members, and owners of ApeCoin

DAO - Program

: aspects specifically towards a program implemented by the DAO that does not fall into one of the other DAO based categories.

Merchandise (Branding)

: aspects related to the creation and/or selling of ApeCoin branded Merchandise

Events (Branding)

: aspects related to the hosting

of an event

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Sponsorships (Branding)

: aspects related to sponsoring an event (not one that we would host)

Intellectual Property (Branding)

: aspects related to the use, creation, managing, and enforcement of our IP (e.g. Patents, Trademarks, Copyrights)

Marketplace(s) (Tooling)

: aspects for creating a marketplace usable by the community and non-community members

Tooling

: aspects for creating a tool that is not covered by a Marketplace and is usable by the community-only or community and non-community members

Public Goods

: aspects related to a commodity or a service that is provided without profit to all of Web3

Gaming:

any aspects related to the practice or activity of playing games (e.g. board games, card games, video games, etc.)

Philanthropic/Charity

Newsletters (Entertainment and Media)

: \*aspects relegated to media that is consumable through reading (e.g. X Threads, Newsletters, Articles, etc.) \*

Podcasts (Entertainment and Media)

: \*aspects relegated to the creation of podcast-type entertainment (e.g. X Spaces, Podcasts, Talk Shows, etc.) \*

Entertainment and Media

: aspects not covered by Newsletters or Podcasts that are considered as Entertainment or Media. This includes aspects related to providing a means of communication that reach or influence people widely or aspects related to providing or being provided with amusement or enjoyment

Education and Security

: aspects related to the teaching or education of people, or aspects related to securing or protecting people or property

Other (leave a comment)

Please note, that this is not an exhaustive but is a list of that which I was able to reasonable assign based on the that which we have voted on Snapshot. If you happen to disagree or have an alternative suggestion for a category to be assigned, feel free to comment on the Google Sheet document or message me and we can include it.

While the above list is based on what is presented in Google Document, however we also have a Temperature Check Snapshot Poll for you to cast your vote of what you want to see MORE and LESS of:

[GWG Temp Checks](#)

We have limited the choices to the following:

- Branding: this covers all aspects related to creation of merchandise, events, sponsorships, or use of the ApeCoin Brand
- Education and Security: aspects related to the teaching or education of people, or aspects related to securing or protecting people or property
- Entertainment and Media: aspects related to providing a means of communication that reach or influence people widely or aspects related to providing or being provided with amusement or enjoyment
- Gaming: any aspects related to the practice or activity of playing games (e.g. board games, card games, video games, etc.)
- Operations/Elections/Voting: this covers all aspects related to to the DAO and how it operates
- Philanthropic/Charity
- Public Goods: aspects related to a commodity or a service that is provided without profit to all of Web3
- Tooling: \* aspects for creating a tool or project and is usable by the community-only or community and non-community members that is not a public good
- Other (leave a comment)