

**GigaNFT2** is an extension of the Giga's first successful foray into the space of blockchain-based NFTs (non fungible tokens) GigaNFT1 sold 1000 pieces of data-art, and raised >650K\$ for Giga, as well as creating 20% royalties from all secondary-market sales, for the project, in perpetuity. GigaNFT2 plans to raise >10M\$ and extend UNICEF and ITU's capacities in web3 financing.

NFTs can be a conduit for ongoing capital sent to schools over the coming decade. GigaNFT2 will serve as a prototype for this system of 'highways and toll-booths' for school connectivity.

**Message:** NFTs are a new way of creating community by selling 'tokens' that create more "value" as more people collect them. This value can be financial, but it can also be the value of a community and network of people committed to UNICEF and ITU's missions.

#### Key Points on GigaNFT2

1. A major learning from GigaNFT1 was that the community of NFT owners must come first in planning. NFT projects are not about the art or the concept, but primarily about how we engage with the people who are buying, holding, and trading these NFTs.
2. GigaNFT1 was entirely produced and minted by UNICEF France, with support from UNICEF Switzerland and Christies and Snowcrash Labs. GigaNFT2 will extend these partnerships with support from the Govts of Spain and Switzerland, and other Natcoms.
3. **GigaNFT2 will create 2 NFTs for each connected school.** Each NFT will be similar to a collectible sports trading card. Instead of player information, jersey, club, and stats it will have 3D imagery of the school, connectivity data, and more.
4. Each GigaNFT2 card will be able to be updated as schools get more connected. Collectors will be able to trade for 'sets' of schools from various countries, regions, etc.
5. Each GigaNFT2 will be integrated into various metaverses as 3d objects (i.e. virtual schools) that can decorate virtual worlds (like Sandbox, Cryptovoxels, neoTokyo etc.)
6. Agreements with the various Metaverses will make GigaNFT2s valuable to gamers and communities of the virtual worlds as a badge charity and philanthropy.
7. There will be 2 of each GigaNFT2 (2 per school). One will be available to the public. The second will be kept for the school. Giga will hold this 2<sup>nd</sup> NFT until the school has a wallet and an ability to custodian it. This will be done through a smartcontract/DAO vault so ownership can be transferred automatically when the school is ready.
8. This means that schools will also capture ½ of the value for this project directly. This will create ways to use schools as hubs for web3 activities (community finance, payments for connectivity, and more) and be appealing to partnerships from Web3 giants.
9. .We will need UNICEF and ITU to help fast-track certain capacities to hold crypto (particularly to allow Giga to have its own wallet, and to hold ERC20 and ERC721 tokens) as well as a set of Natcoms committed to this project.
10. **We will use the resources from GigaNFT1** to hire a small team to develop the platform and community for GigaNFT2. \$600K will give us initial runway to hire a small team to build the art and platform.
11. Work on concept has already begun. With the correct senior leadership sponsorship we expect to see a prototype by end of Summer 2022.

**Commented [SW1]:** Love the link to individual schools. Is this 'each school connected by Giga and partners' or 'all schools on ProCo that have a connection'? Either way, it'd be good to include something on carbon offsetting if we're heading into a higher volume approach for mark 2.

**Commented [SW2]:** We've been saying throughout that the funds raised will go to help get schools online. So while you could argue this is indirectly doing that, we'd need to think about how to justify this use of the money. Especially if NFT2 doesn't sell well, as then the contributions wouldn't even help schools indirectly.