

### CIVOCRACY

WHERE DECISIONS HAPPEN

Europe's leading B2B CivicTech and Smart Cities platform.

Investment Pitch Deck 2018

Series A: €2.7M

15 Clients in 4 countries

€265,000 annual revenue 2017

Dutch B.V. (holding) | German (operations)

### Mission.

Civocracy use technology as a tool for re-empowerment. We equip government with the means to constructively collaborate with their citizens, and ensure that people's voices are heard, enabling them to make better decisions together in a more transparent and effective way.

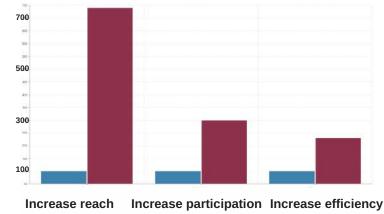
### Vision.

We will become the leading platform for debate, collaboration and decision making across the globe.

## Value proposition.

We leverage technology to optimise and improve the decision-making process, by bringing together key actors online. We analyse inputs to provide government with constructive and implementable outcomes, and make the process more transparent and accessible to citizens.

#### We've empowered our clients to:\* In percentages



<sup>\*</sup> compared to traditional methods, such as town hall meetings and written correspondence. Data based on a consultation with Lyon in 2016.



### Problem.

In recent years, **poor communication in planning**, and **little involvement in decision-making** has led to **extremely costly failed outcomes**.



# STUTTGART 21 GERMANY

- Damaged government reputation
  - Huge legal costs



# BREXIT UNITED KINGDOM

- 42% voter turnout
- Total distrust of government



# BENHAR WIND FARM NETHERLANDS

- Project collapse
- High costs due to halted construction



#### THE PROBLEM IS WIDESPREAD ACROSS THE EUROPEAN LANDSCAPE.

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#### PARTICIPATION IS A NECESSITY FOR GOVERNMENTS.

Local governments are under growing pressure to involve their citizens in the decision-making process, and new **legislations have made citizen participation obligatory**.

In the Netherlands, the Environmental code "**Omgevingswet**" obligates municipalities to involve stakeholders, and consult citizens.

Germany's "Bürgerbeteiligung and Bürgerbegehren" policy makes citizen consultation mandatory for any major change on urban planning.



### Problem.

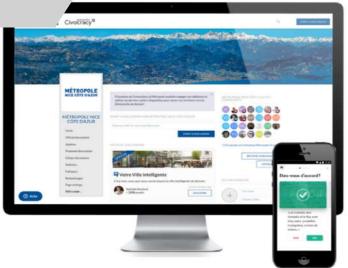
Whereas, 71% of people are mad at their government, and apathy is at an all time high as the ways people have been able to communicate with their representatives - social media, town hall meetings, protests etc - are insufficient.

There is a fundamental disconnect between people's expectations, and the level of involvement that is available to them regarding decisions made on their behalf.

This has led to widespread citizen disengagement, poor government decision making, and a lack of trust in the political system.

Technology is being completely under utilised to fix either citizen disengagement or the governments' need to effectively connect with their communities.

Solution.



In 2016, we launched

# OUR CIVIC TECH PLATFORM

that brings citizens together with local government decision makers. We use machine learning and big data to provide actionable insights and analytics on participation.

We improve and drive the decision making process, ensuring constructive and applicable outcomes.

The platform allows government to ask for feedback on key issues, gather ideas, and gain public perception on policy.

Citizens can offer their opinion and propose projects, stay informed, and can see when their input has been impactful.

Think tanks, corporates and other organisations are able to **gauge public and government support**, be **transparent with sponsorships**, and offer **policy suggestions** based on extensive research.



### **Key platform features.**



Focused (and unlimited) discussion capabilities on specific topics, ensuring constructive and applicable outcomes.



Detailed reports on participation offering a concise wrap-up of each individual discussion.



Personalised profile page allowing for decision-making transparency.



Deep data insights extracted using our machine learning algorithm.



Insights into communities and key influencers.



Expert strategies on best practises for citizen engagement.



### Revenue and business model.

# We are digital consultation platform, operating with a B2B, subscription model.

#### LOCAL GOVERNMENT

Municipal and region level

Annual subscription €25-40,000 €5,000 kick-off fee

#### **CORPORATES**

Utility and energy companies

Per project from €30k Annual subscription on request

#### **DATA REVENUE**

**Coming 2019.** 

### Target market and opportunity.

We have identified **30 country markets** to target over the **next 5 years**.

Our initial growth will focus on **Western Europe**, the **Nordics**, **Central Europe** and the **UK**, before expanding into the **US**, **Canada** and **Australia**.

- Total addressable market: 120, 457 potential clients
- Our total qualified prospects\*: 22,000+



\*A qualified market is one where there are a low number of small public entities, countries with a focus on tech and innovation, and countries with a low level of corruption.

THERE ARE A LOT OF MISCONCEPTIONS ABOUT SELLING TO GOVERNMENT.

THE MARKET IS STRONG.

Sales cycles range from four to nine months. We signed Nice Cote d'Azur in 6 months.

There's a much stronger **lifetime customer value**. We have a **75% resign** rate year on year.

**Legislations**, such as Omgevingswet (NL) and Bürgerbeteiligung and Bürgerbegehren (DE), **make citizen participation obligatory**.

Governments need new initiative for policy co-creation.



### Achievements.

#### We've empowered our clients to:

#### Increase reach

For every one citizen reached by traditional means, we reach 74.

#### **Increase participation**

Our platform gets 300% more participation than traditional methods.

#### **Increase efficiency**

We enable decision makers to be 23 times more efficient when gathering input,

#### We are set to become the

#### **DOMINANT PLATFORM**

We already work with some of Europe's key regions, cities and institutions, including:













































<sup>\*</sup> compared to traditional methods, such as town hall meetings and written correspondence. Data based on a consultation with Lyon in 2016.

### Case studies.

2017: Ville de Lyon

Discussion on education reform 1,700 submissions Ongoing

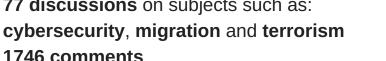


"The Civocracy platform is innovative, interesting and brings serious added value to offline citizen consultation. This is the future. I am convinced of it." Biel Raphael, Deputy Cabinet, Ville de Lyon

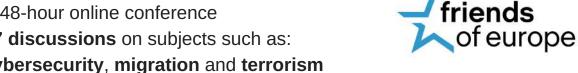


2017: Debating Security+

A 48-hour online conference **77 discussions** on subjects such as:



Outcomes have formed a report of recommendations submitted to leading international bodies, such as the United Nations and NATO



#### 2017: Metropole Nice Cote d'Azur

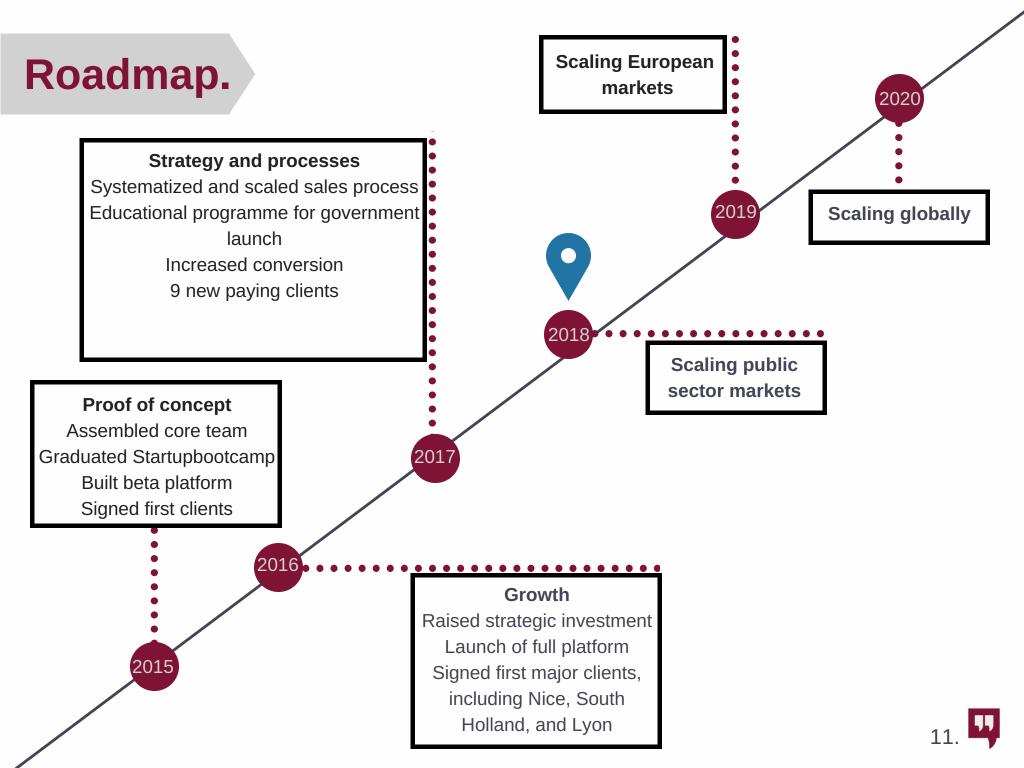
Over a 12-month period, there were:

**12** official **government** discussion

6 official citizen discussions

213 additional bottom-up, proposed initiatives





### Team.

We're a team of 12, based in Berlin, hailing from 6 different countries.

We have expertise in:

- front- and back-end development
- sales
- finance
- communications
- engagement
- partnerships
- community management



Benjamin Snow CEO

Master of Public Policy

WEF Global Shaper, Social Entrepreneur to watch 2016, Davis Scholar



Chloé Pahud VP of BizDev

Master of Psychology, Master of HR

Launched two companies, and one exit, in an international market



Nicolas Reynolds CTO

Master of Computer Engineering

Built two companies, and grew their communities to over 2.5M users



## Competition.

We have some competition.







But we understand that simply creating a platform is not enough for successful participation.

#### **OUR DIFFERENTIATORS.**









## Financials.

-manciais.	2015	2016	2017	2018E	2019E	2020E	2021E	2022E
	Getting	Building	Prep for	Sale	Market	Market	Market	Market
	started	product, first	growth,	execution,	capture and	capture and	capture and	capture and
		use case	scalable	market	scaling,	scaling,	scaling,	scaling,
			sales	capture,	testing new	testing new	testing new	testing new
				Series A	markets	markets	markets	markets
Net sales	€2,662	€39,769	€273,797	€1,062,484	€8,292,234	€16,181,984	€26,369,294	€41,418,660
Net local government sales	€ 2,662	€ 39,769	€ 158,805	€ 982,484	€ 7,019,234	€ 12,975,984	€ 20,066,984	€ 31,484,250
Net corporate sales	-	-	-	-	€315,000	€875,000	€1,800,000	€2,250,000
Net NGO, association, foundation etc sales	-	-	€114,992	€80,000	€300,000	€500,000	€750,000	€1,100,000
Data revenue	-	-	-	-	€658,000	€1,831,000	€3,752,310	€6,584,410
Total number of clients	2	8	12	37	152	360	643	967
Number of local government clients p.a.	2	8	11	36	140	348	548	809
Number of corporate clients p.a.	0	0	0	0	9	9	87	147
Number of NGOs, associations etc. p.a.	-	-	1	1	3	3	8	11
Number of users (mid-year average)	-	4,262	10,851	750,000	3,500,000	7,600.000	13,000,000	20,000,000
Number of countries confirmed	1	2	4	6	9	13	18	20
Costs	-€68,969	-€350,781	-€391,092	-€1,898,513	- €6,396,857	-€10,773,998	-€16,276,815	-€20,488,613
Personnel costs	-€20,551			-€1,235,623		-€6,812,798	-€6,812,798	-€13,-34,213
Operations	-€44,574	-€156,014	-€24,340	-€36,960	-€54,960	-€156,000	-€156,000	-€216,000
Other costs (including marketing budget)	-€3,844	-€12,646	-€44,918	-€625,930	-€2,156,603	-€3,805,200	-€3,805,200	-€7,238,400
Headcount	6	7	13	37	81	107	141	152
Hoddodiit	J	ı	10	<u> </u>	3 <b>-</b>	201	<b>T-1</b> T	102
EBITDA	-€66,307	-€311,012	-€117,295	-€836,029	€1,895,377	€5,407,986	€10,092,479	€20,930,048

### Investment and use of funds.

### Sales.

Hire country-specific sales teams, with key senior roles.

### IT development.

Expand the team, hiring front- and back-end developers, as well as designers (UX and UI).

### Marketing.

Develop a full strategy, fine tune our identity, and expand our use of various media

# Business development.

Test new markets, and identify suitable expansion opportunities.

