



GLOBAL INSTITUTE FOR  
DIGITAL COMPETITIVENES

GLOBAL DIGITAL  
WEEK 2023



**Pablo Lezama Aguilar**

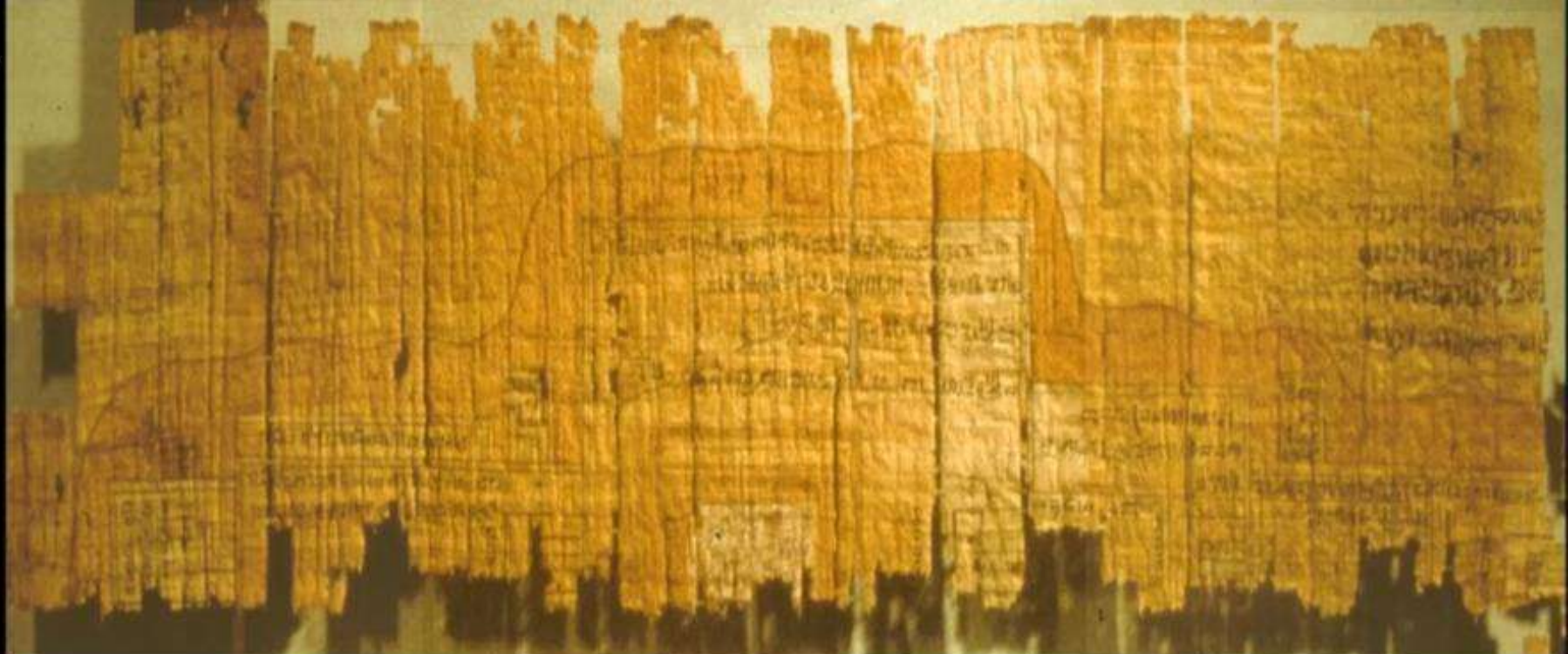
Regional Design Technology Leader LATAM

**Gensler**

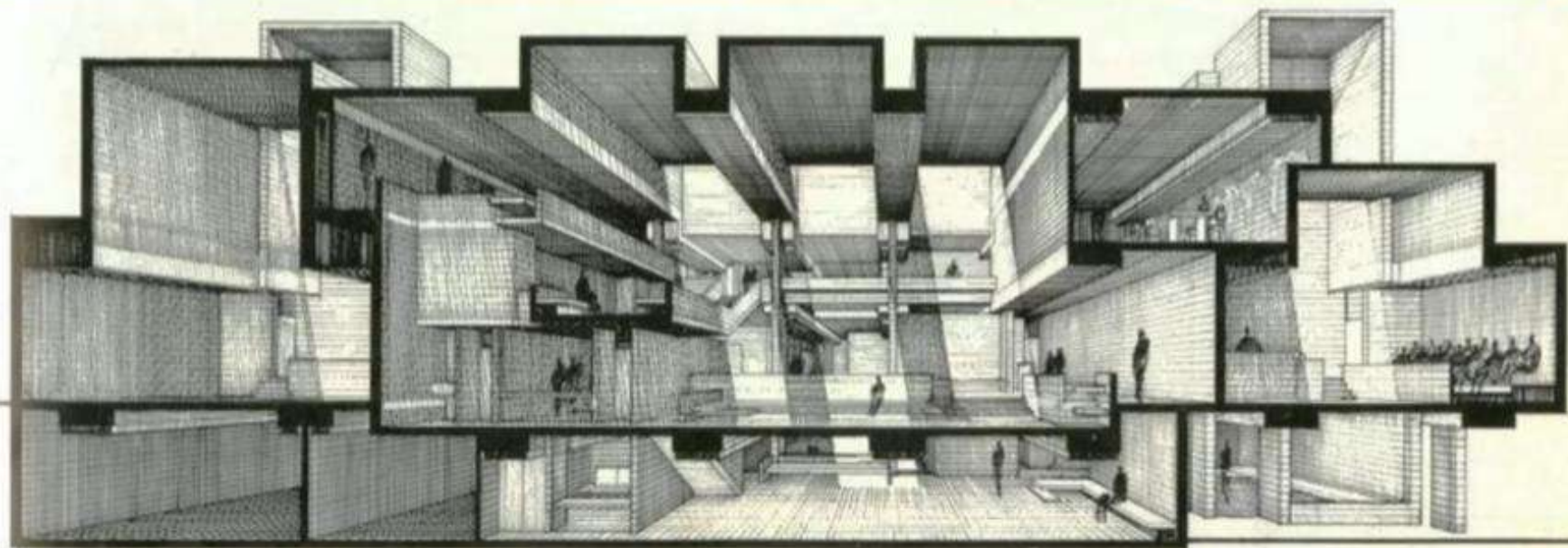


[www.gidcomp.org](http://www.gidcomp.org)



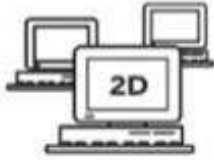
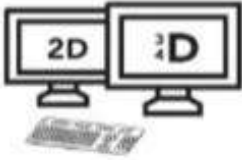
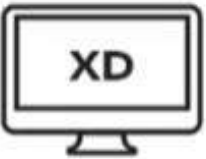
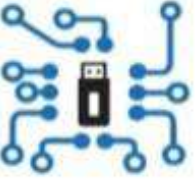

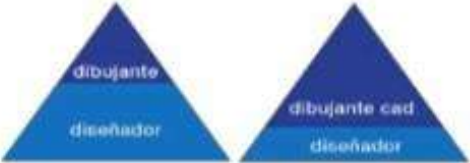




2500 A.C.

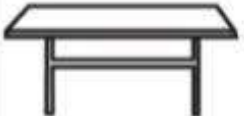

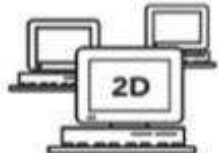




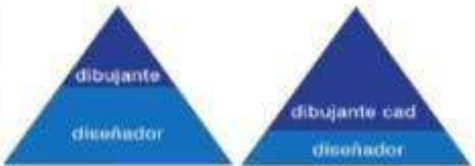







4,482 años



1982 D.C.

<p>proceso</p>	 tradicional	 cad + tradicional	 cad aislado	 bim aislado	 vdc	 ?
<p>talento</p>	 dibujante diseñador	 dibujante diseñador dibujante cad diseñador	 cad manager dibujantes cad diseñador cad	 bim manager modelador diseñador cad	 integrador digital coordinador diseñador modelador	 integrador digital diseñador
<p>proyectos x año</p>	<p>1</p>	<p>3      10</p>	<p>20 1 PPVL</p>	<p>20 3 PPVL</p>	<p>30 X PPVL</p>	<p>?</p>

<b>involucrados</b>	constructor cliente privado cliente público diseñador mep diseñador est. diseñador arq.	subcontratistas constructor cliente privado cliente público diseñador mep diseñador est. diseñador arq.	subcontratistas project manager constructor cliente privado cliente público diseñador mep diseñador est. diseñador arq.	operador subcontratistas project manager fabricante constructor cliente privado cliente público diseñador mep diseñador est. diseñador arq.	usuario operador comisionamiento subcontratistas project manager fabricante constructor cliente privado cliente público diseñador mep diseñador est. diseñador arq.	usuario futuro usuario actual operador comisionamiento subcontratistas project manager fabricante constructor gobierno cliente privado cliente público diseñador mep diseñador est. diseñador arq.	
<b>proceso</b>	 tradicional	 cad + tradicional	 cad aislado	 bim aislado	 vdc	 ?	
<b>talento</b>							
<b>proyectos x año</b>	<b>1</b>	<b>3</b>	<b>10</b>	<b>20</b> 1 PPVL	<b>20</b> 3 PPVL	<b>30</b> X PPVL	<b>?</b>
<b>entregables</b>	plantas cortes fachadas perspectivas detalles	plantas cortes fachadas perspectivas detalles cuantificaciones	plantas cortes fachadas perspectivas detalles cuantificaciones renders recorridos virtuales	plantas cortes fachadas perspectivas detalles cuantificaciones renders recorridos virtuales reportes generadores planos de taller simulaciones	plantas cortes fachadas perspectivas detalles cuantificaciones renders recorridos virtuales reportes generadores planos de taller simulaciones costos ICE optimización digital	modelo de fabricación 	

**involucrados**

analista  
cliente - client  
desarrollador  
arquitecto de software

ingeniero de  
software  
cliente - cliente  
desarrollador  
arquitecto de software

ingeniero de  
software  
cliente - manager  
desarrollador  
arquitecto de software

ingeniero de  
software  
cliente - arquitecto  
desarrollador  
arquitecto de software

ingeniero de  
software  
cliente - arquitecto  
desarrollador  
arquitecto de software

ingeniero de  
software  
cliente - arquitecto  
desarrollador  
arquitecto de software

**proceso**



Proceso manual



Proceso semi-automatizado



Proceso parcialmente automatizado



Proceso automatizado



Proceso automatizado



Proyecto digital

**relación**



1



3



10



20



20



30



proyecto digital

**entregables**

plan  
especificaciones  
análisis

plan  
arquitectura  
especificaciones  
análisis  
desarrollo

plan  
arquitectura  
especificaciones  
análisis  
desarrollo  
pruebas

plan  
arquitectura  
especificaciones  
análisis  
desarrollo  
pruebas  
despliegue

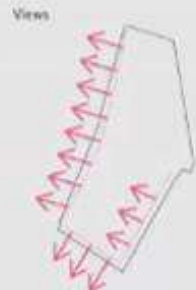
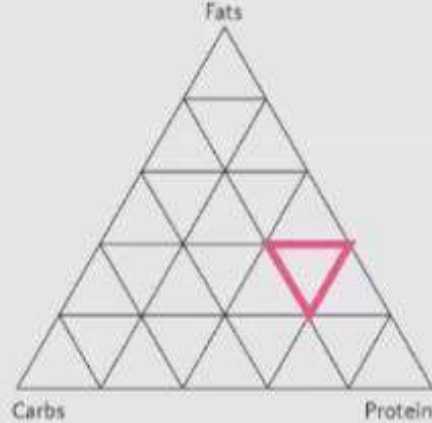
plan  
arquitectura  
especificaciones  
análisis  
desarrollo  
pruebas  
despliegue  
operación



# OBJECTIVES



Nutrition Facts	
7 servings per containers	350 ml
Serving size	350 ml
<b>Amount per serving</b>	<b>30</b>
<b>Calories</b>	
% Daily Value	
Total Fat 1g	1%
Saturated fat	5%
Cholesterol	0%
Sodium	2%
Carbs	5%
Protein	15%
Calcium	3%
Iron	0%
Potassium	5%



Cost

Return

\$ DC  
\$ IC  
\$ R

15%  
ROI

# RESTRICTIONS

## Fruits

- Apples: Calories = 52, Sodium = 1mg, Potassium = 167mg, Carbs = 14g, Protein = 0.3g
- Pineapples: Calories = 50, Sodium = 1mg, Potassium = 109mg, Carbs = 13g, Protein = 0.3g
- Watermelon: Calories = 30, Sodium = 1mg, Potassium = 112mg, Carbs = 3g, Protein = 0.6g
- Bananas: Calories = 89, Sodium = 1mg, Potassium = 358mg, Carbs = 23g, Protein = 1.1g
- Pears: Calories = 57, Sodium = 1mg, Potassium = 116mg, Carbs = 15g, Protein = 0.4g

## Vegetables

- Carrots: Calories = 41, Sodium = 69mg, Potassium = 120mg, Carbs = 9.5g, Protein = 0.9g
- Spinach: Calories = 19, Sodium = 233mg, Potassium = 370mg, Carbs = 3.7g, Protein = 1.8g
- Broccoli: Calories = 43, Sodium = 78mg, Potassium = 325mg, Carbs = 3g, Protein = 1.6g
- Broccoli: Calories = 34, Sodium = 13mg, Potassium = 326mg, Carbs = 7g, Protein = 2.8g
- Asparagus: Calories = 47, Sodium = 273mg, Potassium = 170mg, Carbs = 11g, Protein = 3.3g

## Seeds

- Almonds: Calories = 502, Sodium = 1mg, Potassium = 1,025mg, Carbs = 26g, Protein = 20g
- Walnuts: Calories = 546, Sodium = 18mg, Potassium = 258mg, Carbs = 1g, Protein = 20.2g
- Strawberries: Calories = 718, Sodium = 1mg, Potassium = 368mg, Carbs = 14g, Protein = 8g
- Walnuts: Calories = 654, Sodium = 1mg, Potassium = 441mg, Carbs = 13.7g, Protein = 2.8g
- Peas: Calories = 81, Sodium = 273mg, Potassium = 106mg, Carbs = 11.4g, Protein = 4.47g

## Milk

- Milk: Calories = 60, Sodium = 40mg, Potassium = 143mg, Carbs = 4.52g, Protein = 3.2g
- Milk: Calories = 60, Sodium = 40mg, Potassium = 143mg, Carbs = 4.52g, Protein = 3.2g
- Milk: Calories = 17, Sodium = 2mg, Potassium = 21mg, Carbs = 6.5g, Protein = 0.6g
- Milk: Calories = 127, Sodium = 135mg, Potassium = 104mg, Carbs = 12.08g, Protein = 10.9g
- Milk: Calories = 137, Sodium = 23mg, Potassium = 10mg, Carbs = 6.09g, Protein = 1.12g

## Terrain

- Accessibility: Minimum one access street A, Minimum one access street B
- Setback: 5 meters of setback to create a green buffer
- Land uses and levels: 2 housing levels, 5 housing levels
- Orientation and views: North / south orientation, Views to the green buffer

## Norms

- Roads: Minimum 5m radius, Minimum 6m wide
- Sidewalks: Minimum 1.2m wide, 5m distance to retail
- Buffers: Minimum 5m front, Minimum 3m back
- Setback: Maximum 5m front, Minimum 3m back

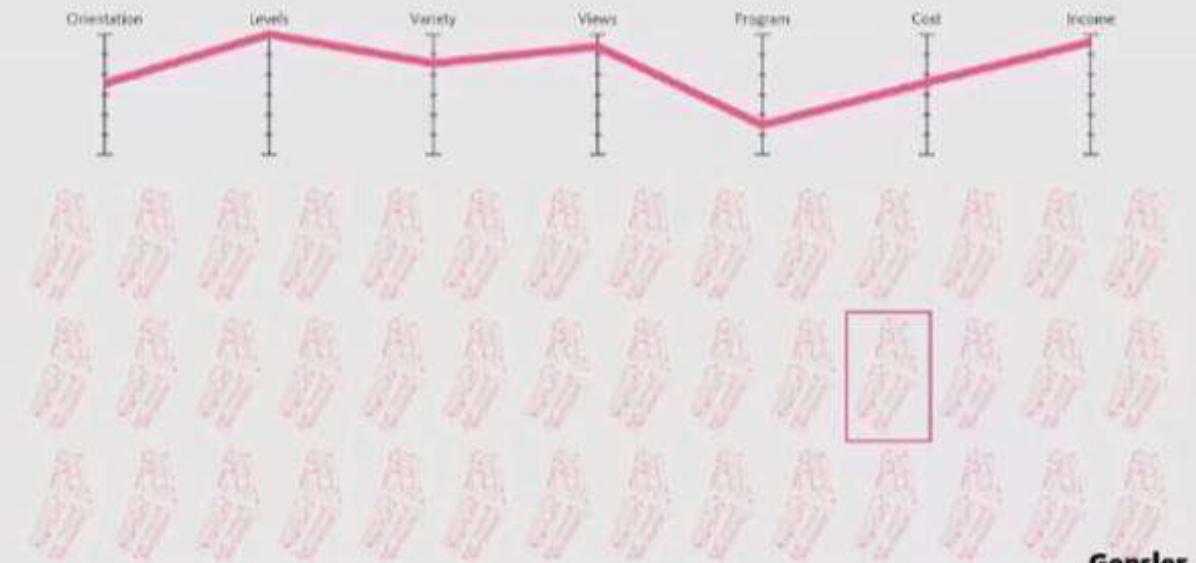
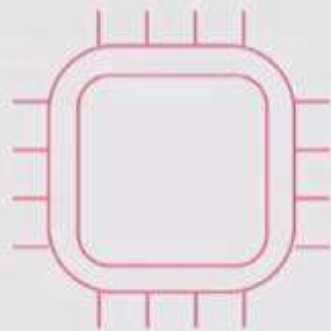
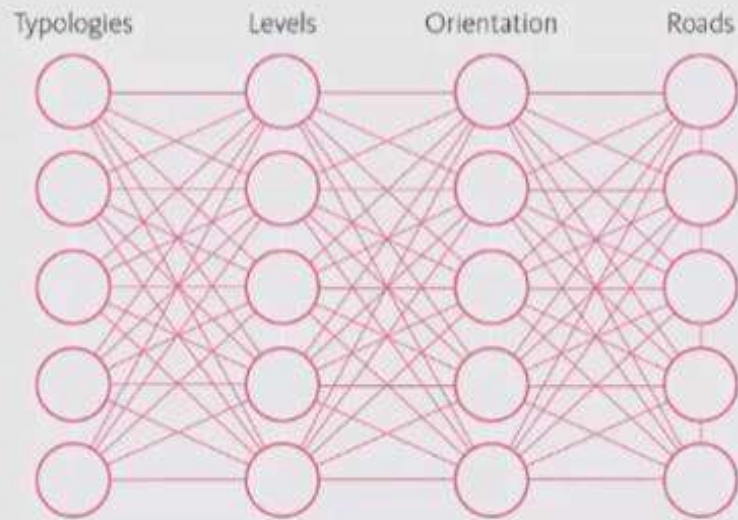
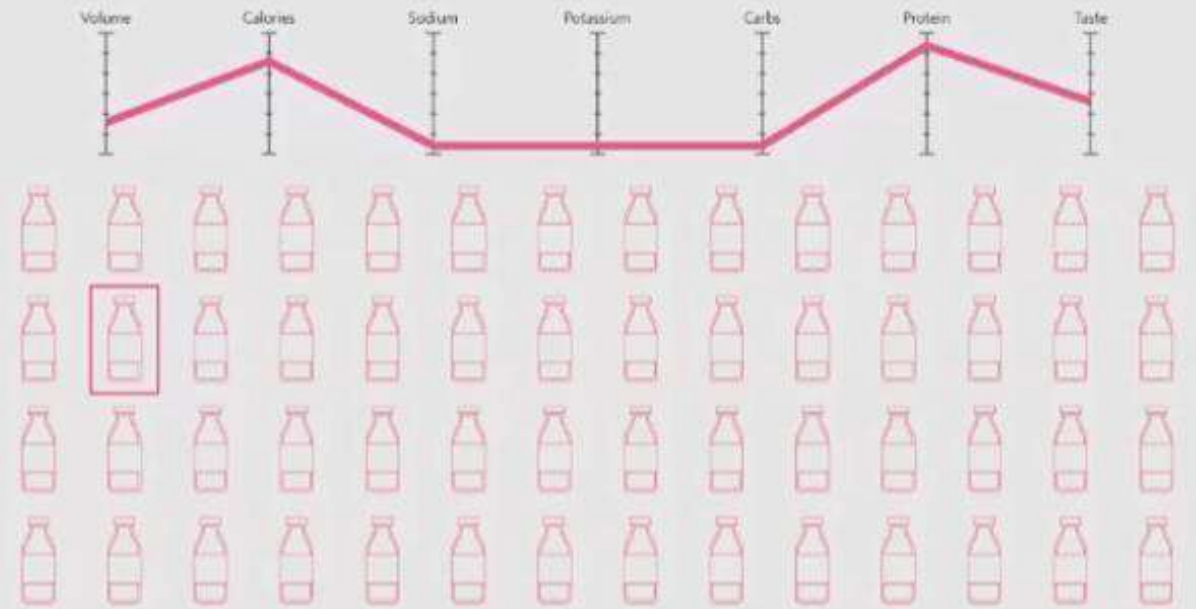
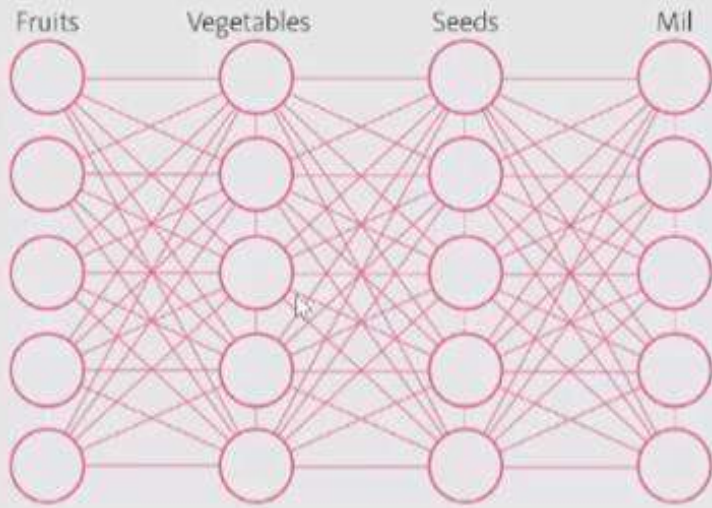
## Typologies

- Single family home A: Objective: -10 un., Lot 6m x 21m
- Single family home B: Objective: -10 un., Lot 6m x 21m
- Multifamily: Objective: -10 un., Lot 6m x 21m
- Mixed: Objective: -10 un., Lot 6m x 21m

## Financial

- Expenses: Land = \$1 x m<sup>2</sup>, Design = \$ x m<sup>2</sup>, Const. = \$5 x m<sup>2</sup>, CI = \$ x m<sup>2</sup>
- Income: Sale = \$15 x m<sup>2</sup>, Rent = \$ x m<sup>2</sup>
- Expenses: Land = \$5 x m<sup>2</sup>, Design = \$ x m<sup>2</sup>, Const. = \$5 x m<sup>2</sup>, CI = \$ x m<sup>2</sup>
- Income: Sale = \$15 x m<sup>2</sup>, Rent = \$ x m<sup>2</sup>
- Expenses: Land = \$5 x m<sup>2</sup>, Design = \$ x m<sup>2</sup>, Const. = \$5 x m<sup>2</sup>, CI = \$ x m<sup>2</sup>
- Income: Sale = \$15 x m<sup>2</sup>, Rent = \$ x m<sup>2</sup>

# EXPLORATIONS



Data + Rules + Norms + Experience

=

Solutions

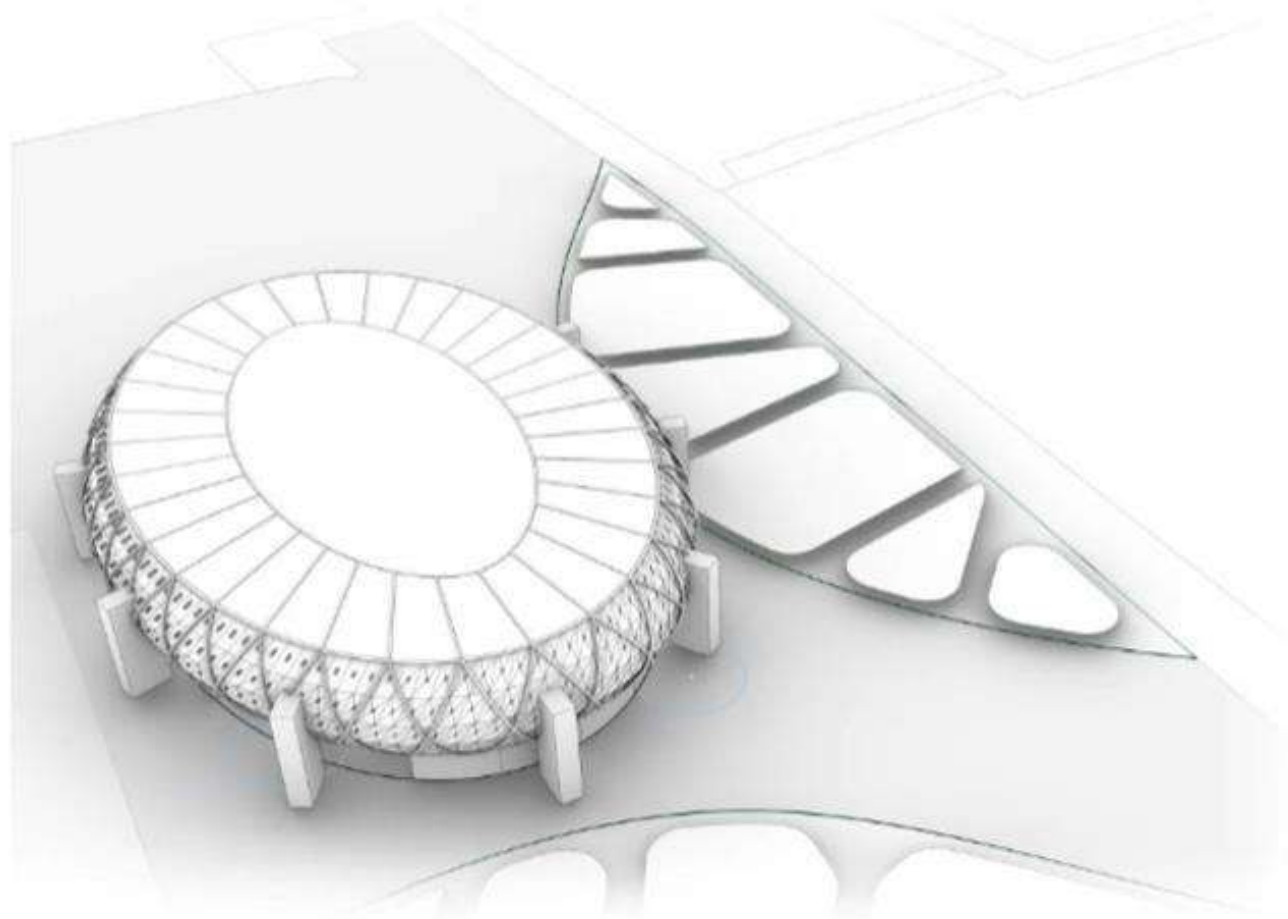
$\infty \neq 1$



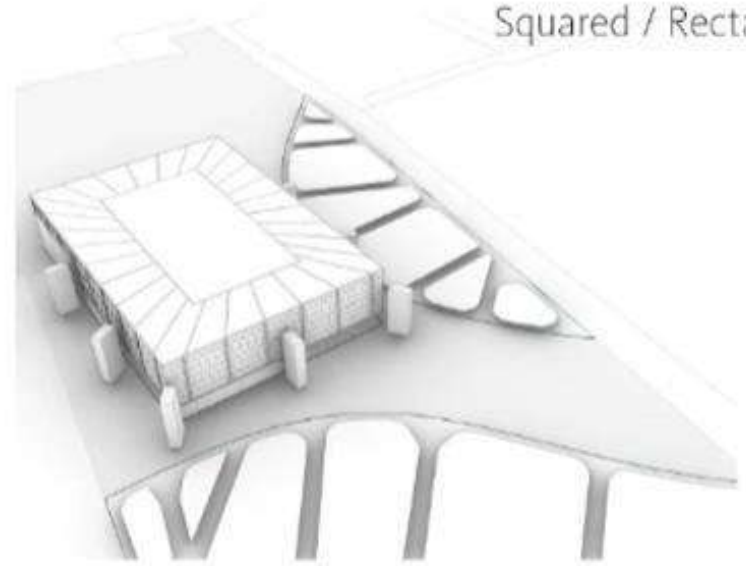
# Typological Definition



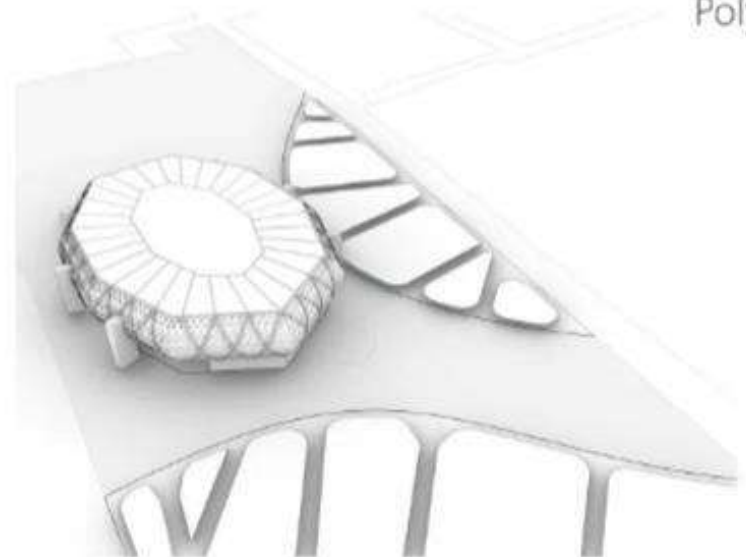
Circular / Elliptical

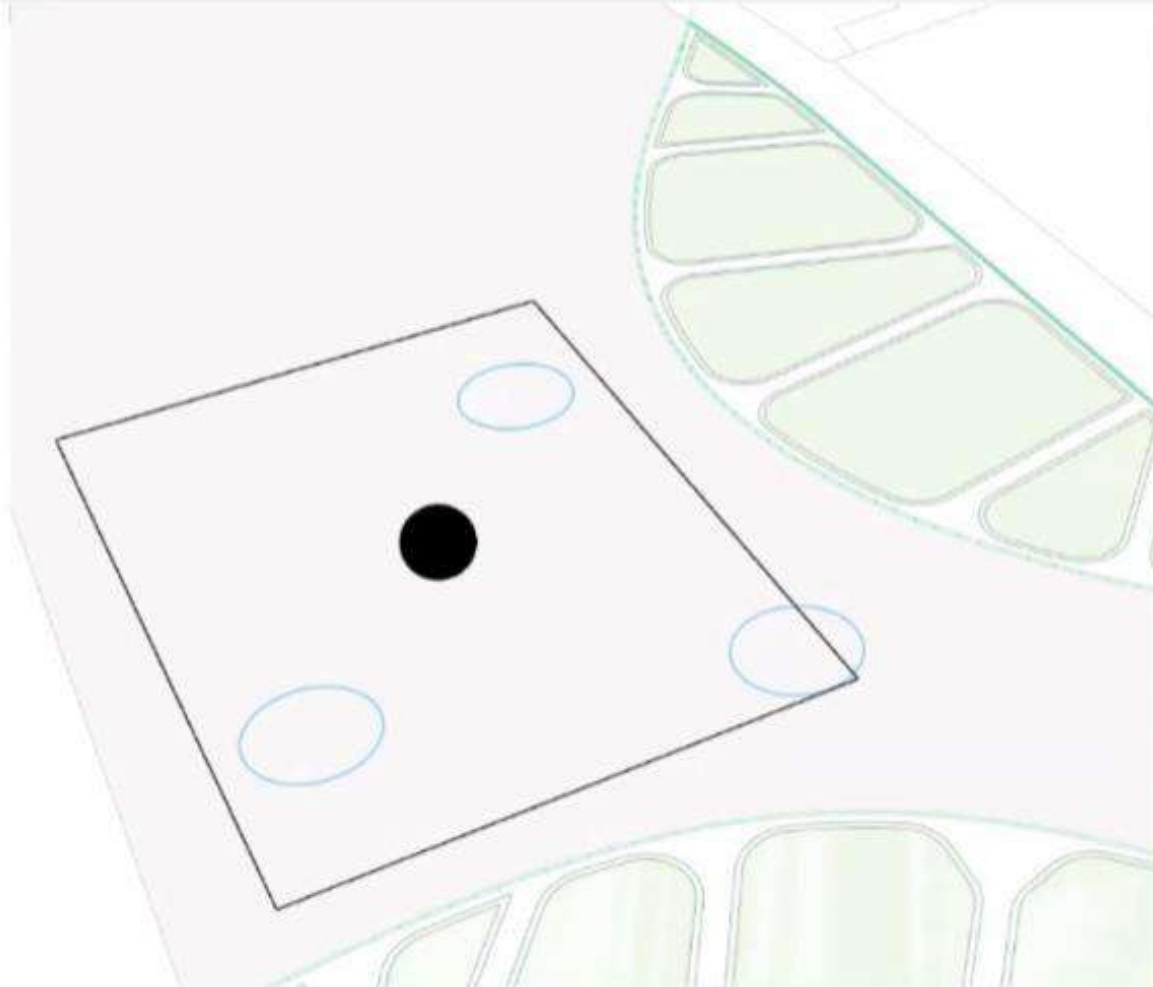


Squared / Rectangular



Polygonal





RESUMEN

DATA MODIFY SERVICE SEATS & EXPORT

URBANOS <<<

VOLUMETRIA >>>

ACTUAR EDIFICACION

CUADRADO / OVAL  POLIGONAL

Div. POLIGONALES 8

Ancho NUCLEO 23

Largo NUCLEO 30

Rotacion 226

Largo PERIMETRO 2.00

Ancho PERIMETRO 1.89

Altura 20

Expansión 7

VISUALIZACION <<<

ACCESOS <<<

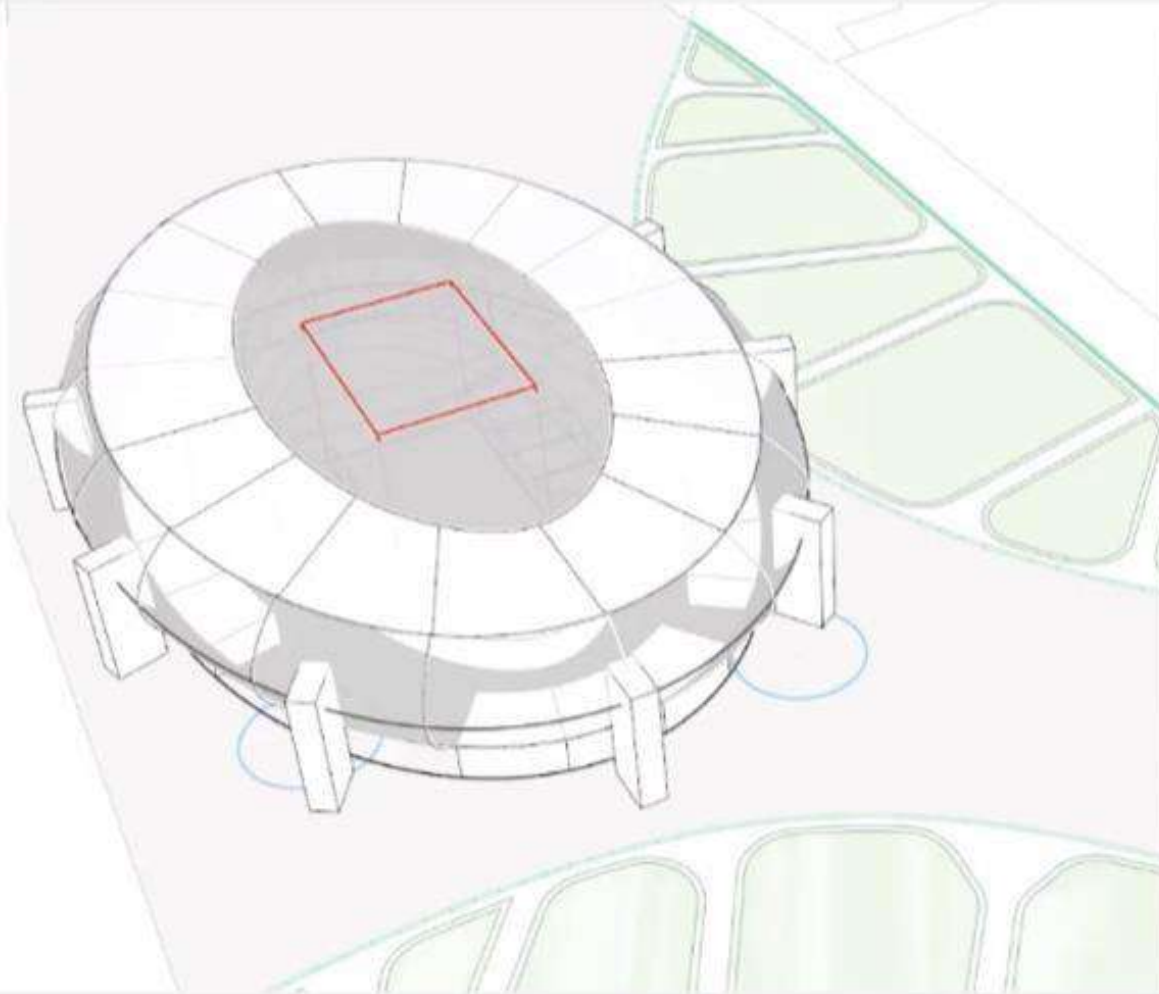
NIVEL DE ACCESO <<<

GRADERIAS <<<

PALCOS <<<

FACHADA <<<

AMENIDADES <<<




RESUMEN

DATA MODIFY SERVICE SEATS \$ EXPORT

URBANOS <<<

VOLUMETRIA >>>

ACTIVAR EDIFICACION



CUADRADO / OVAL  POLIGONAL

DIV. POLIDONALES 8

Ancho NUCLEO 25

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Altura 20

Expansion 7

VISUALIZACION <<<

ACCESOS <<<

NIVEL DE ACCESO <<<

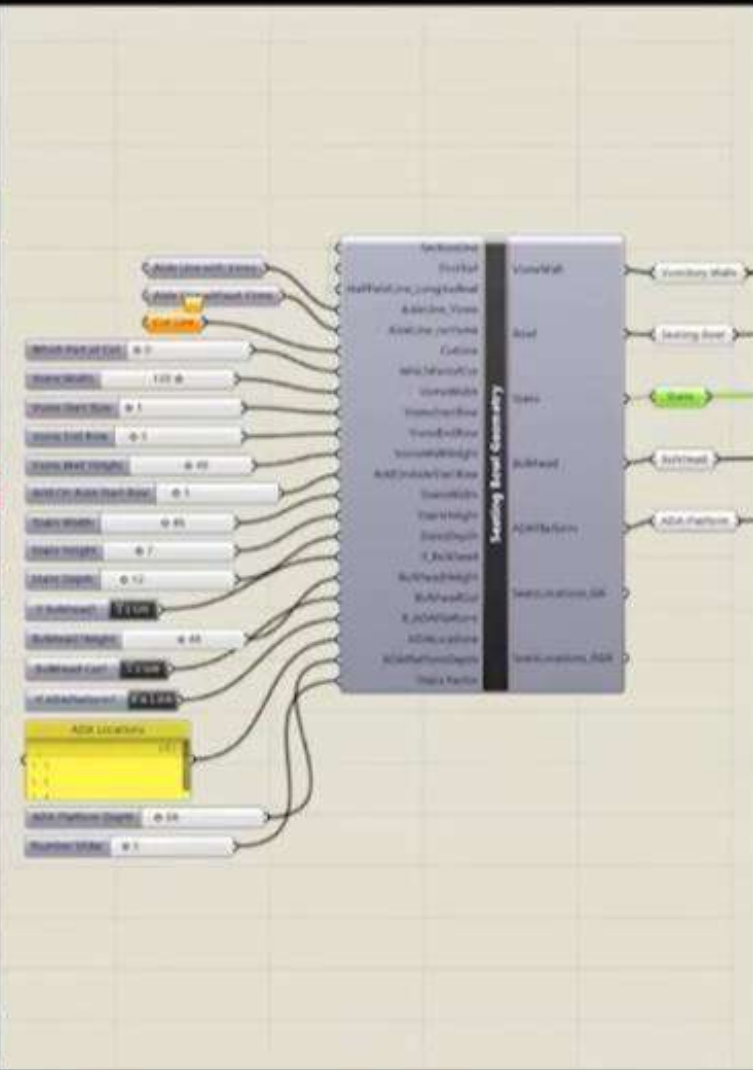
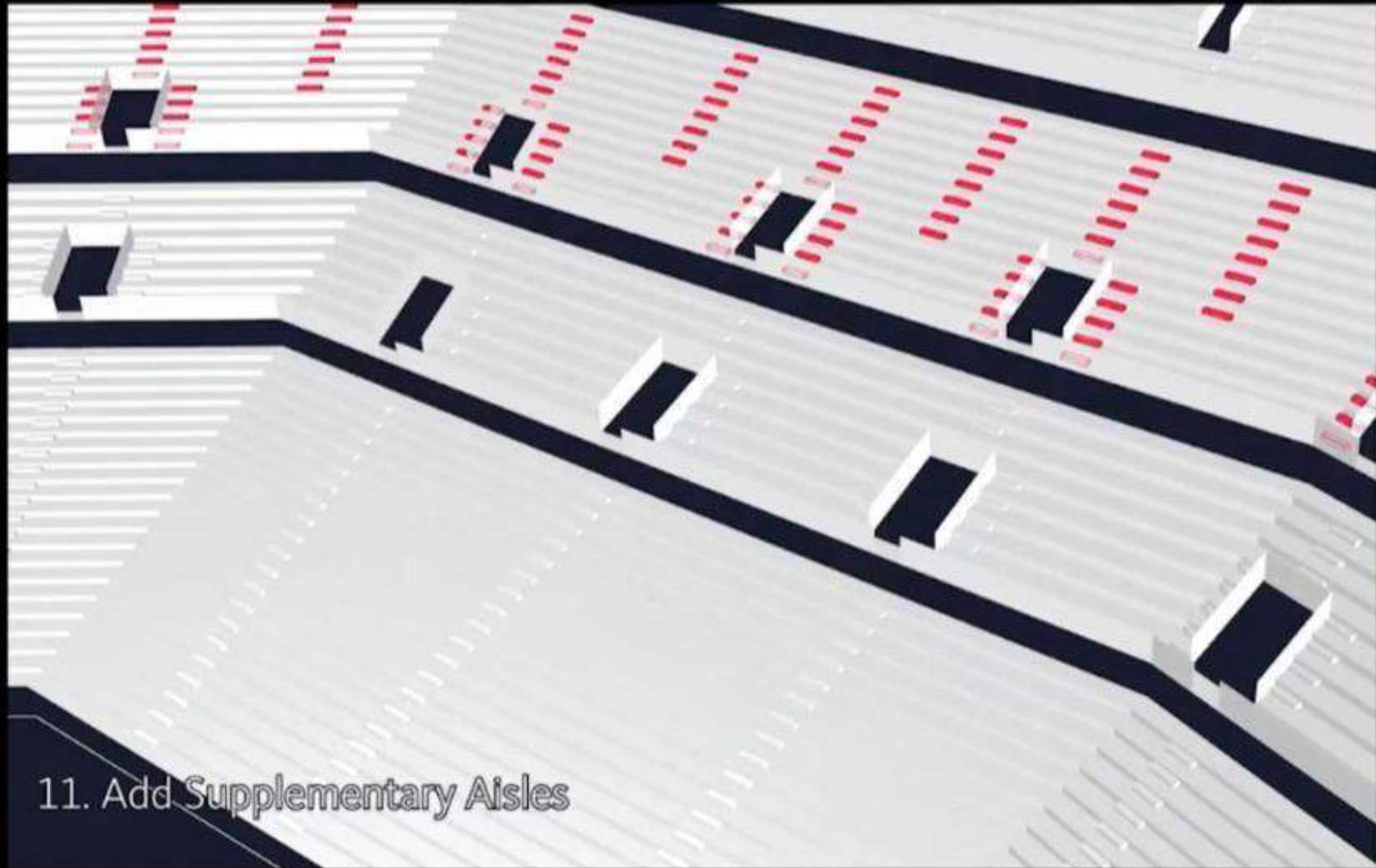
GRADERIAS <<<

PALCOS <<<

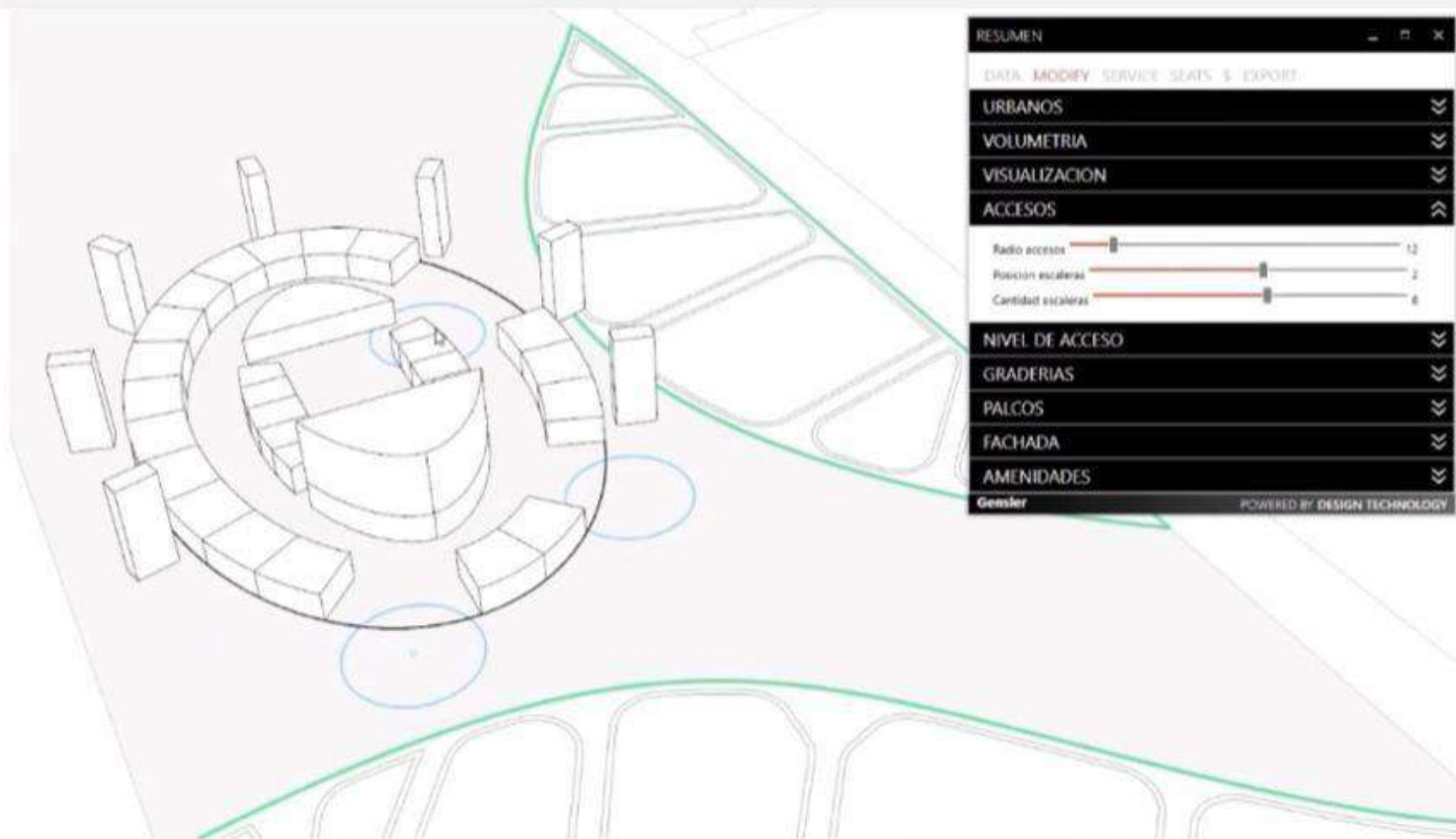
FACHADA <<<

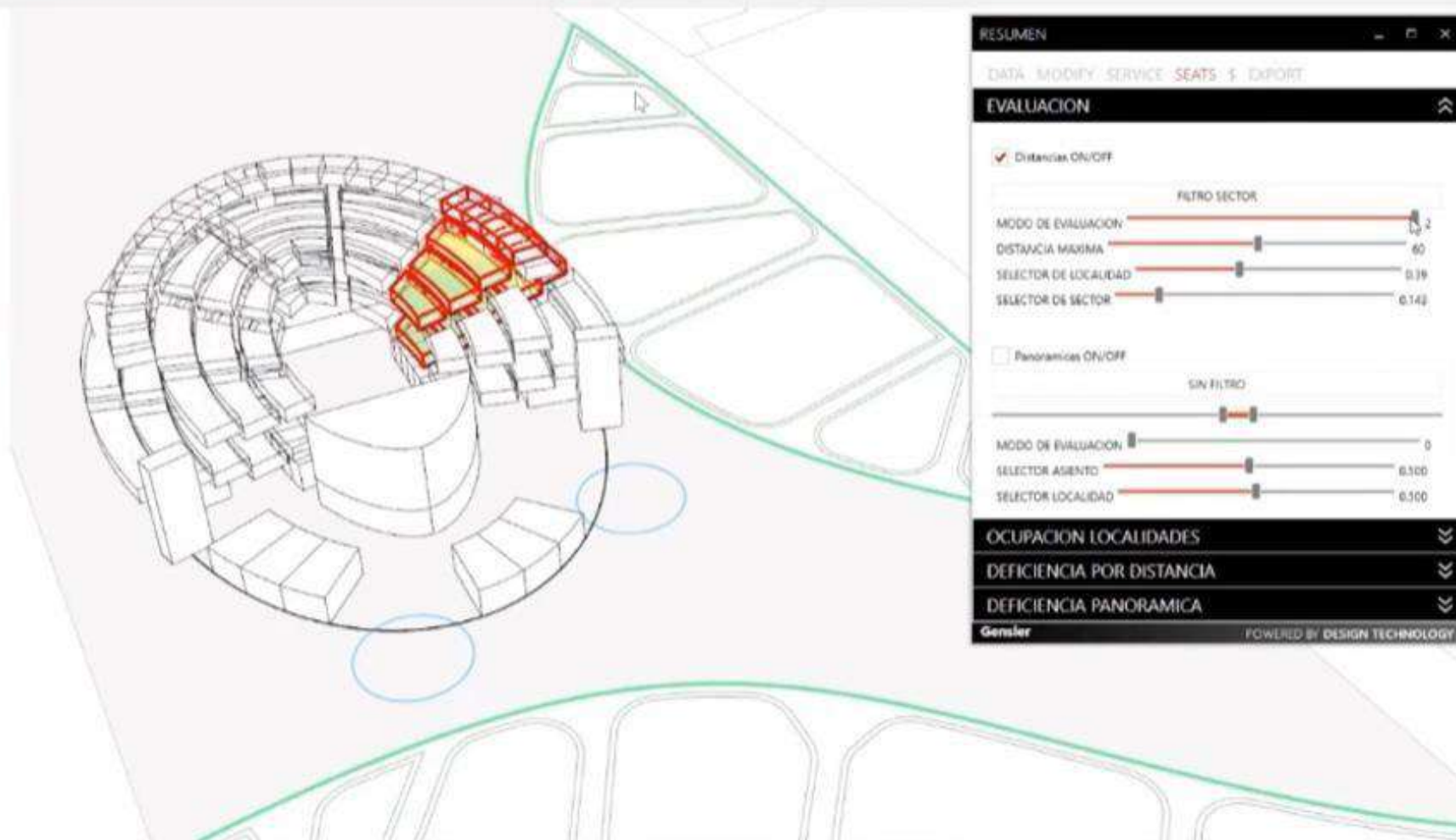
AMENIDADES <<<





11. Add Supplementary Aisles

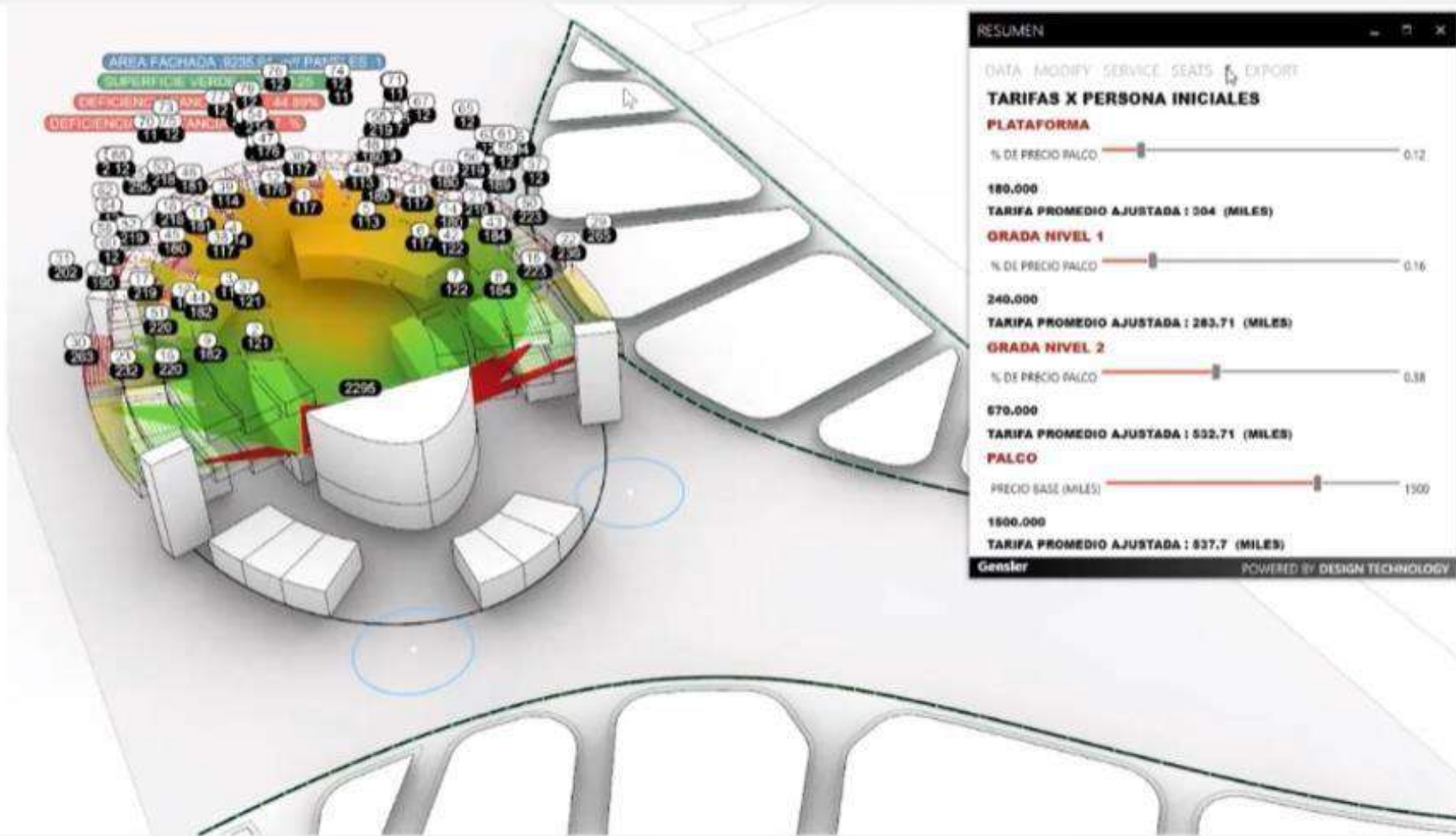








# Compensation of Lost Value

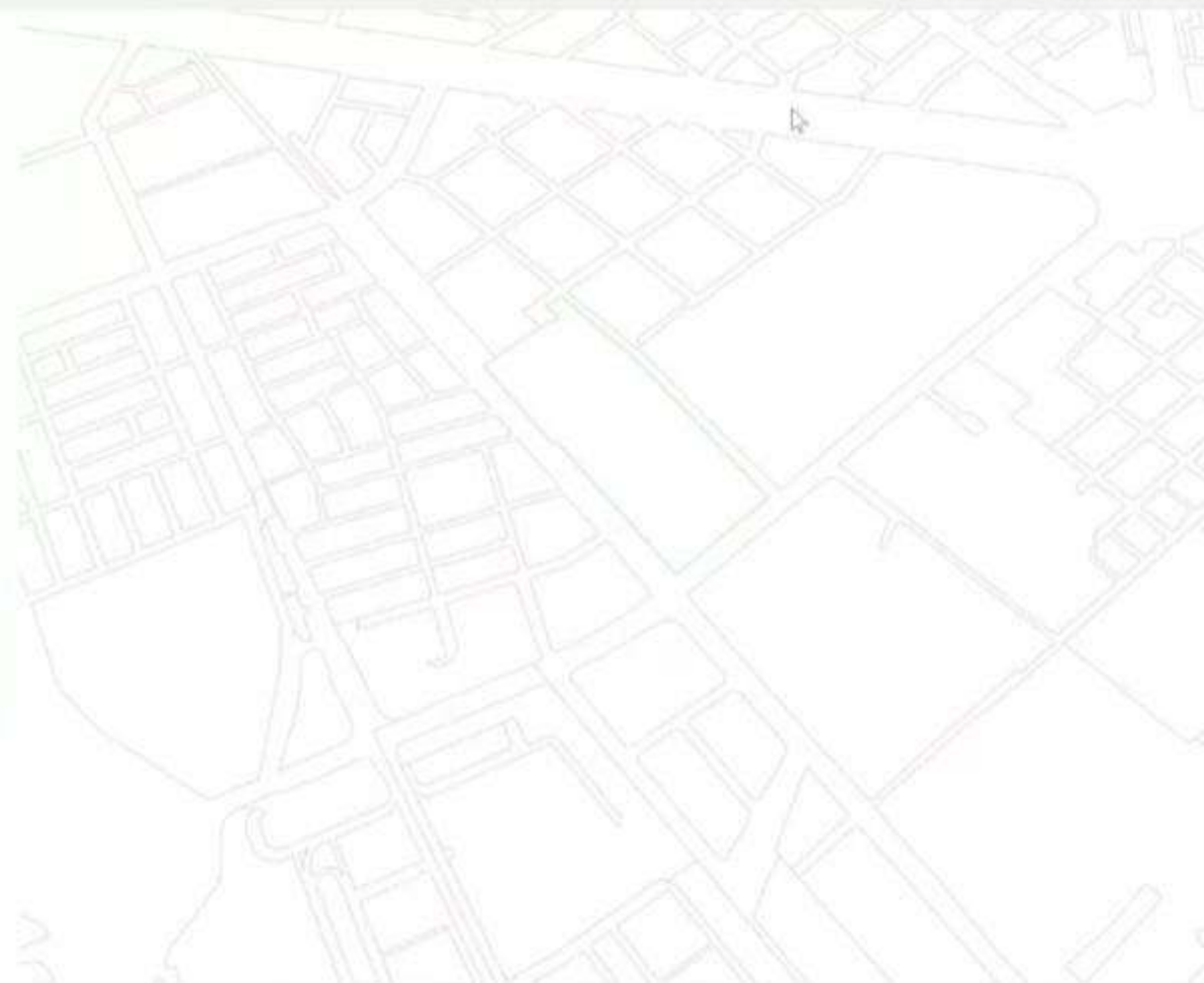


# Compensation of Lost Value



Excel spreadsheet showing a table with columns labeled C through P. The table contains numerical data, with some cells highlighted in orange (columns D, E, F) and others in green (columns I, J, K). The status bar at the bottom indicates 'Average: 177.8029517 Count: 88 Sum: 29405'.

	C	D	E	F	G	H	I	J	K	L	M	N	O	P
8	117	0	0.31	0.15	0.01	18.1	250.41	24765.55	4532.42	18.1	33700	350	80	0.24
9	122	0	0.1	0.05	0.01	5.95	250.41	29060.08	1489.94	5.95	43590	357	107	0.3
10	184	0	0.43	0.22	0.01	39.62	250.41	36154.2	9921.24	39.62	38069	315	65	0.21
11	182	0	0.14	0.07	0.01	12.53	250.41	42441.99	3132.63	12.53	64118	352	102	0.29
12	180	0	0.42	0.21	0.01	37.46	250.41	35693.44	9380.36	37.46	57131	317	67	0.21
13	181	0.31	0.66	0.48	0.01	87.45	250.41	23425.86	21898.35	87.45	44983	248	-2	-0.01
14	176	1	0.21	0.86	0.01	150.73	250.41	6327.86	37744.3	150.73	27290	355	-95	-0.61
15	180	0.3	0.51	0.4	0.01	72.5	250.41	26919.08	38154.72	72.5	48357	268	88	0.07
16	180	0	0.22	0.11	0.01	19.88	250.41	40095.65	4978.15	19.88	61534	341	91	0.27
17	213	0	0.76	0.38	0.02	84.42	250.41	34701.82	23139.61	84.42	61261	278	24	0.09
18	220	0	0.16	0.06	0.02	17.13	250.41	50800.68	4289.52	17.13	77003	350	100	0.29
19	219	0	0.49	0.25	0.02	53.87	250.41	41350.2	13489.59	53.87	67433	307	57	0.19
20	218	0.87	0.76	0.82	0.02	177.87	250.41	10048.95	44540.43	177.87	36013	365	-85	-0.52
21	214	1	0.8	0.9	0.02	192.71	250.41	5331.23	48256.51	192.71	30819	344	-106	-0.74
22	219	0.87	0.55	0.71	0.02	155.26	250.41	15961.13	38878.66	155.26	42044	293	-59	-0.31
23	219	0	0.26	0.13	0.02	27.93	250.41	47845.84	6993.95	27.93	73929	337	87	0.26
24	236	0	0.17	0.08	0.02	19.82	250.41	54133.63	4961.13	19.82	82341	248	98	0.28
25	232	0	0.52	0.26	0.02	59.36	250.41	43230.78	14864.54	59.36	70861	385	65	0.18
26	190	0.05	0.36	0.21	0.01	39.06	250.41	37796.89	9781.01	39.06	68426	318	68	0.21
27	256	1	0.87	0.93	0.02	239.28	250.41	4386.86	59918.1	239.28	34677	335	-115	-0.85
18	186	1	0.92	0.96	0.01	178.17	250.41	1960.71	44615.55	178.17	24113	329	-121	-0.94
29	257	1	0.7	0.85	0.02	218.33	250.41	9683.35	54672.02	218.33	40292	356	-94	-0.6
30	189	0.07	0.34	0.2	0.01	38.28	250.41	37781.8	9585.69	38.28	60252	338	68	0.21
31	265	0	0.92	0.46	0.02	121.35	250.41	35921.31	30437.34	121.35	67483	254	4	0.02
33	263	0	0.23	0.11	0.02	27.96	250.41	58856.37	7091.46	27.96	95180	342	92	0.27
34	202	0.57	0.49	0.53	0.02	107.32	250.41	23708.82	26874	107.32	47767	236	-14	-0.06



RESUMEN

DATA MODIFY SERVICE SEATS \$ EXPORT

TERRENO LANDMARKS

TOTAL AREA BRUTA 88706

32126 36577.89 100 100

TOTAL CESION PUBLICA TOTAL AREA OCUPADA

TOTAL CESION PUBLICA % TOTAL AREA OCUPADA %

TOTAL OCUPANTES 0

1825 328 1142 18404 24.06 7.18 66.7

GRADERIA NIVEL 1 GRADERIA NIVEL 2 FALCOS PLATAFORMA NIVEL 0

GRADERIA NIVEL 1 % GRADERIA NIVEL 2 % FALCOS % PLATAFORMA NIVEL 0 %

PENDIENTE GRADERIA : 100 % / mts

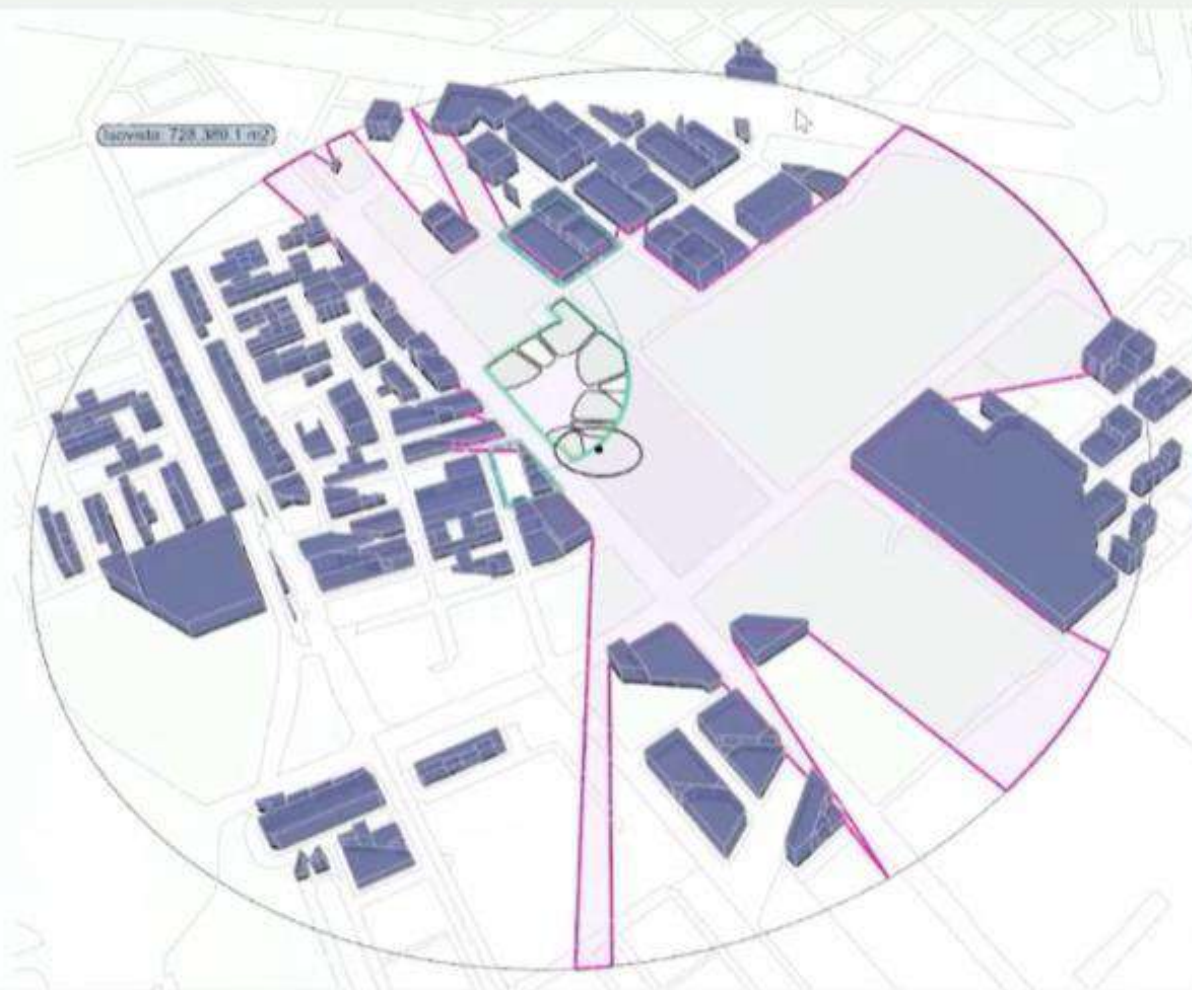
DEFICIENCIA x PANORAMICA : %

DEFICIENCIA x DISTANCIA : 100 %

SUPERFICIE VERDE : m²

AREA FACHADA : m² / PANELES : 1

Gensler POWERED BY DESIGN TECHNOLOGY



RESUMEN

DATA MODIFY SERVICE SEATS S EXPORT

URBANOS

POR LANDMARKS

MODO DIVISORIO	1
ID. Pol. Areas Urbanas	0,87
ID. Pos. 2 Areas Urbanas	40
TAMAÑO AREAS VERDES	93
LOCALIZACION AREAS VERDES	11
Filtro por tamaño	0,0
Radio de esquinas	7
Tamaño de caminos	2,9
Tamaño de subdiv.	78

CONECTORES LANDMARKS

POSICIONAMIENTO ESTRATEGICO

ACTUAR ANALISIS

HEREDAR POSICION

VOLUMETRIA

VISUALIZACION

ACCESOS

NIVEL DE ACCESO

GRADERIAS

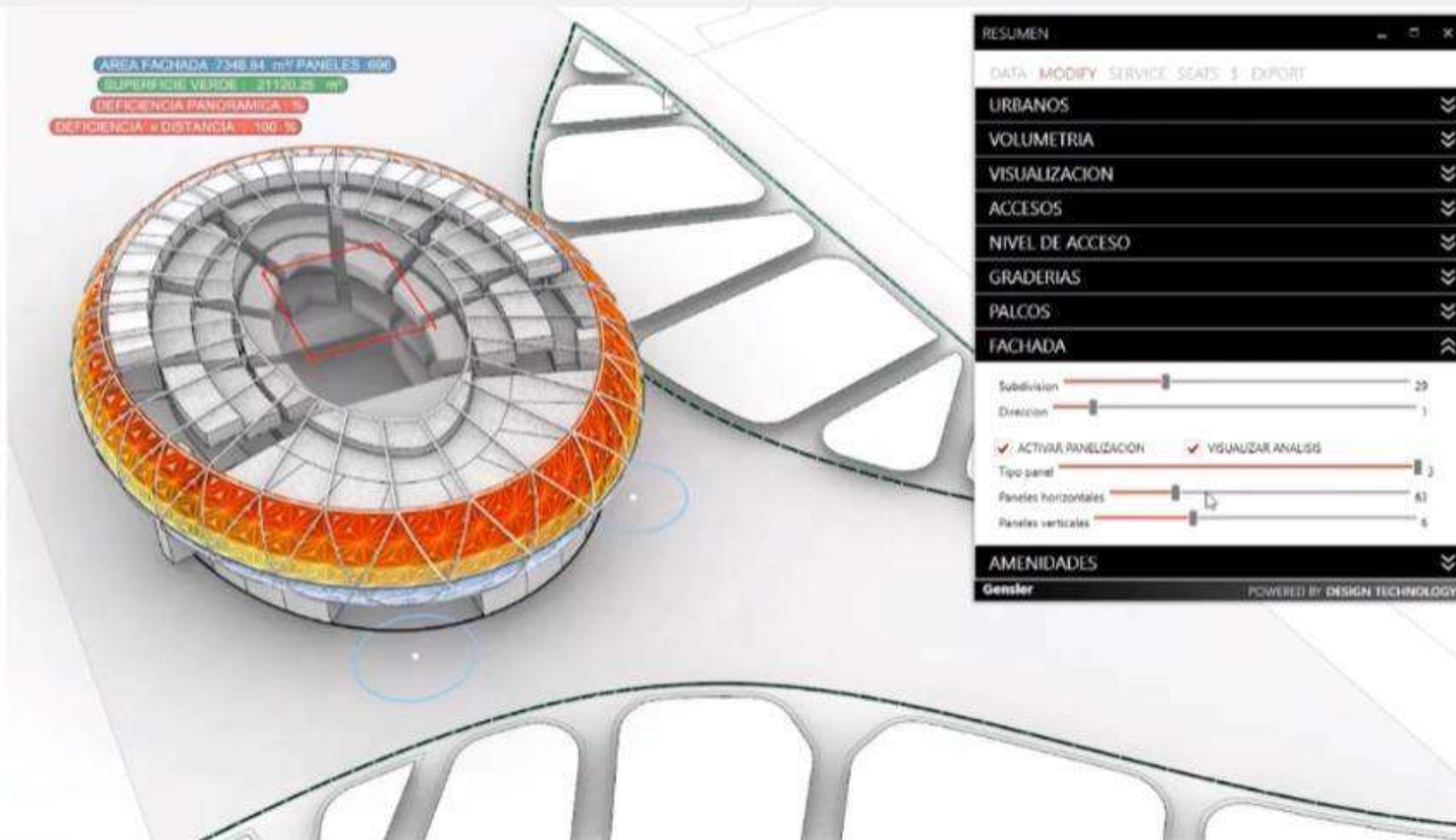
PALCOS

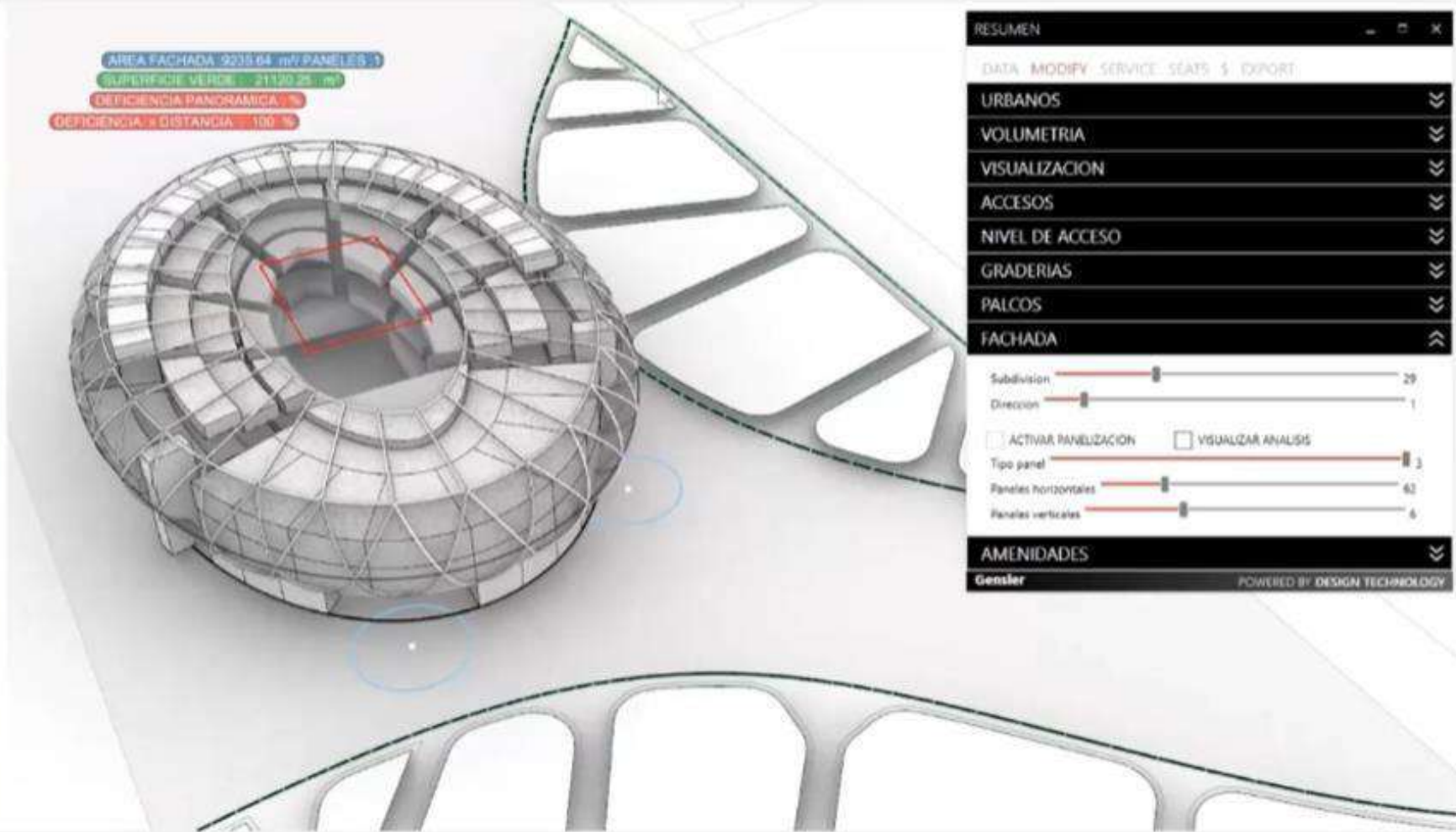
FACHADA

AMENIDADES

Gensler POWERED BY DESIGN TECHNOLOGY








**THE GREAT DICTATOR**  
CHARLES CHAPLIN 1940





un mundo que dará  
a los hombres un trabajo,



# **ABOUT GLOBAL INSTITUTE FOR DIGITAL COMPETITIVENESS**

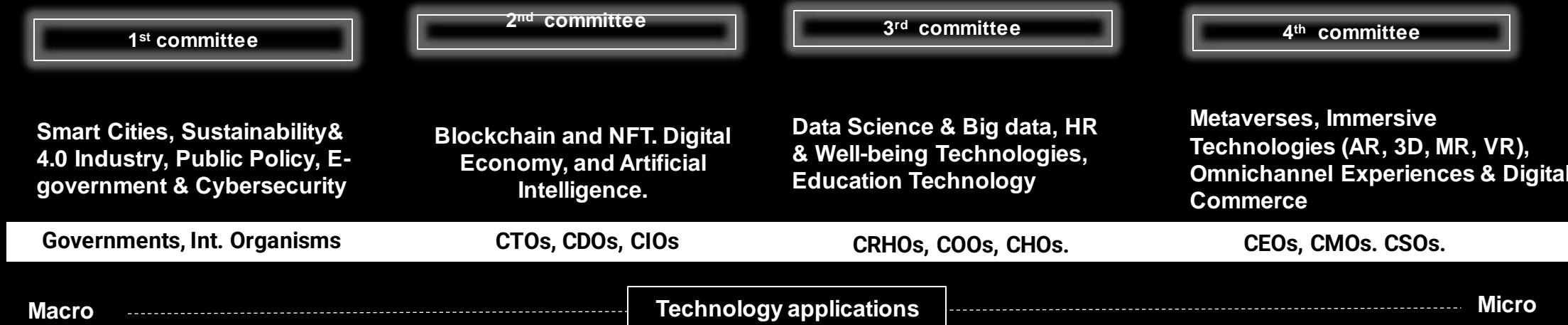
INSTITUTO DE INVESTIGACIÓN TECNOLÓGICA DE ALTO IMPACTO

# One goal, Create value through technology.

Through 5 different specific strategies:

- 1** **Spread and promote the use of technologies** to increase the efficiency of organizations regardless of their geographic location.
- 2** **Connect the organizations and executives to create more value**, sell more in an **omnichannel** and geopolitically fragmented world.
- 3** Work together with **authorities and institutions** to **remove barriers to technologies and trade**.
- 4** **Bringing experts, knowledge and cases** to communities or regions with little access to technological knowledge and digitalization to make opportunities inclusive.
- 5** **Establish Committees by type of technology** to share uses, applications, as well as groups that want to interact, collaborate and test new applications in the practical field.

# Accompanied by international senior leaders who manage committees



## Affiliates will live an international Digital experience

Meetings will be held every 15 days as follows: E.g., Metaverse Committee

Channel	Time	Attendees	City	Face-to-face host
Metaverse	1.5 hours	10		
Face-to-face	30 min	4	CDMX	Sura
		2	Bogota	Coats
		4	Madrid	Let me Park

### ANNUAL OBJECTIVES OF THE COMMITTEES:

- ❖ Publish trends by technology.
- ❖ Collaborations with the media.
- ❖ Working papers.
- ❖ Video Cases and documentaries.
- ❖ International networking.
- ❖ Coordination of Roadshows.
- ❖ Recognition of executives
- ❖ Exposure of the brands that collaborate in the integration of knowledge.

# Calendario GIDCOMP 2023

		2023												
		Q1			Q2			Q3			Q4			
ACTIVIDADES		Enero	Febrero	Marzo	Abril	Mayo	Junio	Julio	Agosto	Septiembre	Octubre	Noviembre	Diciembre	
1	GIDCOMP FEST				Global Digital Week 2023							Global Metaverse Week 2023		
		Transformación digital			Certificación en e-commerce			Certificación en AI			Certificación Web3 & Metaversos			
		Academy on Demand – Transformación Digital			Academy on Demand e-commerce			Academy on Demand – AI			Academy on Demand web3 & Metaversos			
					Global Digital Report 2023				Polos digitales 2023	Meta-Commerce 2023			Global Metaverse Report 2023	
		Consultoría - Diagnósticos de Oportunidades, diferenciadores y monetización en la Web 3.0												

Actividades de responsabilidad social de acceso al público, vía streaming y plataformas tecnológicas con marcas co-organizadoras.

GIDCOMP with its purpose of contributing to reduce the global digital divide holds several international festivals inviting Senior leaders to share and inspire people to create value and generate experiences in Web 3.0 with new technologies.

1

# GIDCOMP Immersive Festivals

# GLOBAL DIGITAL WEEK 2023

+ 100 experts

[Check international experts](#)

- Day 1. Smart Cities
- Day 2. Public policies
- Day 3. Digital Commerce
- Day 4. Disruptive Business
- Day 5. Wellness Technologies

From March 27 th to March  
31st, 2023

# GLOBAL METAVERSE WEEK 2023

+ 100 experts

[Check international experts](#)

- Day 1. Immersive technologies
- Day 2. Omnichannel
- Day 3. NFTs and Blockchain
- Day 4. 3D and Web 3.0
- Day 5. Immersive experiences

From November 11th to  
November 15th 2023

# 2

## Digital Knowledge Bank

[www.gidcomp.online](http://www.gidcomp.online)

+200 Replays:

Keep your brand leaders up to date on technology trends.

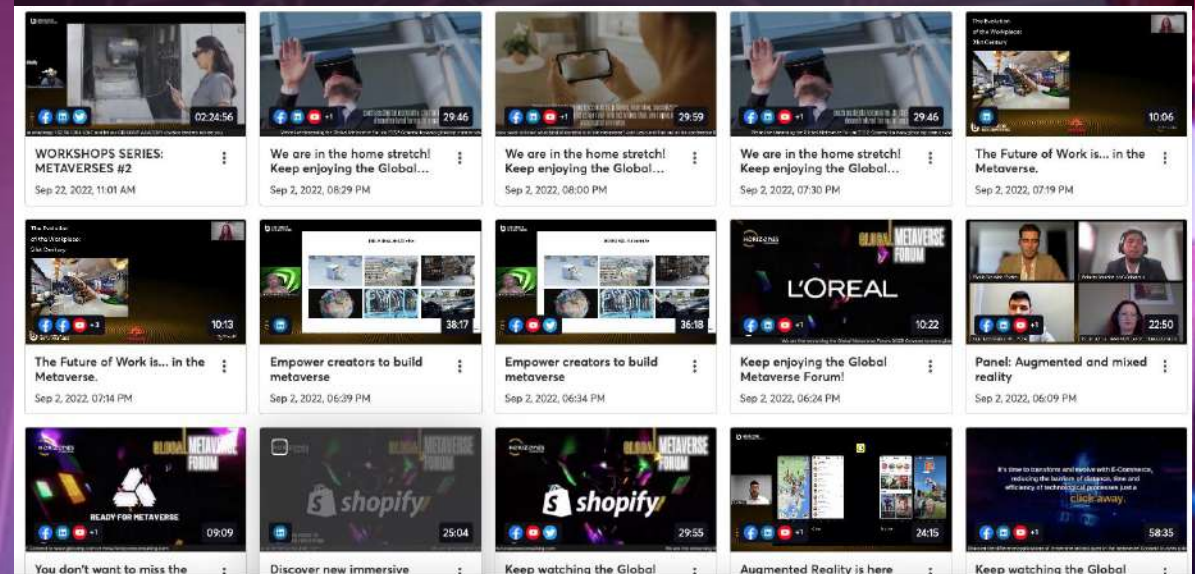
Global Digital Week 2022-2023 Replays

Global Metaverse Week Replays 2022-2023

Marketplace for technology providers.

Don't miss the opportunity to be in touch with the leaders of large companies and organizations, get in touch with the leading brands!

The committees via their member brands will continuously broadcast the advances and trends in order to continue showing new applications to the audience and at the same time will be strengthening the digital knowledge bank for affiliates, which currently has more than 200 conferences, Mini MBA on demand, master classes, MOOCs, with more than 200 uninterrupted hours of content.







The Academy Division seeks to bring international practice experts together to share their pragmatic and tactical execution insights with leading global companies.

The main mission is for executives to develop practical skills in order to increase the efficiency and sales of brands.

# 3 GIDCOMP ACADEMY

# CERTIFICATION IN IA APPLIED TO MARKETING AND BUSINESS

Certification in AI for marketing and sales aims to help decision makers maximize results, optimize budgets, predict customer behavior, study, define and segment users, predict audiences and improve operational efficiency.

## Certification options

### A. Certification via applied project.

Mentors who are leaders in the subject matter of the project

### B. Immersive certification in Dubai.

Includes visits to companies in the city, developing a proposal applied to your company.

## NEXT START DATES

Summer  
2023

Start: July 1st  
Admissions closing  
MAY 15TH



Contactar aquí

# 16 COURSES TO BECOME AN EXPERT

## 12 COURSES CORE

## 4 COURSES ELECTIVE

### MARKETING TECHNOLOGY

- Data analysis with AI
- Product strategy
- Research with AI
- Personalization with AI
- Journey optimization
- Consumer behavior with AI
- Content marketing AI
- Customer service

### CORE SKILLS

- Digital shift
- People Analytics
- Innovation culture
- Sensory technology
- Virtual stores
- Implementation of AI projects
- Open innovation

- Search Engine Optimization (SEO)
- Powering your CRM
- Sales funnel conversions with AI
- Lead creation with AI
- Customer success
- Automating the sales process
- Trade marketing AI

### SALES LEADERSHIP

"Boost your career in Marketing and Sales with our AI certification and learn from global brands."



GLOBAL INSTITUTE FOR  
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www.gidcomp.org  
be.digital@gidcomp.org



Contact here

# 4

# GIDCOMP R&D

## Trend Studies, Reports and Digital Labs



**Global Metaverse Report 2022**  
Release due November 2022

**Global Digital Report 2023**  
Release due February 2023

**Meta Commerce 2023** Release  
due June 2023

**Polos digitales 2023**  
Release due November 2023

### BRAND POSITIONING AND PRESENCE IN THE METAVERSES

1. [CONTACT WITH CONSUMERS](#) - ESTEFANÍA YAGÜEZ, HEAD DE CONSUMER INTELLIGENCE DE L'ORÉAL
2. [MARKETING Y BRANDING](#) – FERNANDO CANO, MANAGING DIRECTOR DE HAVAS METAVERSE

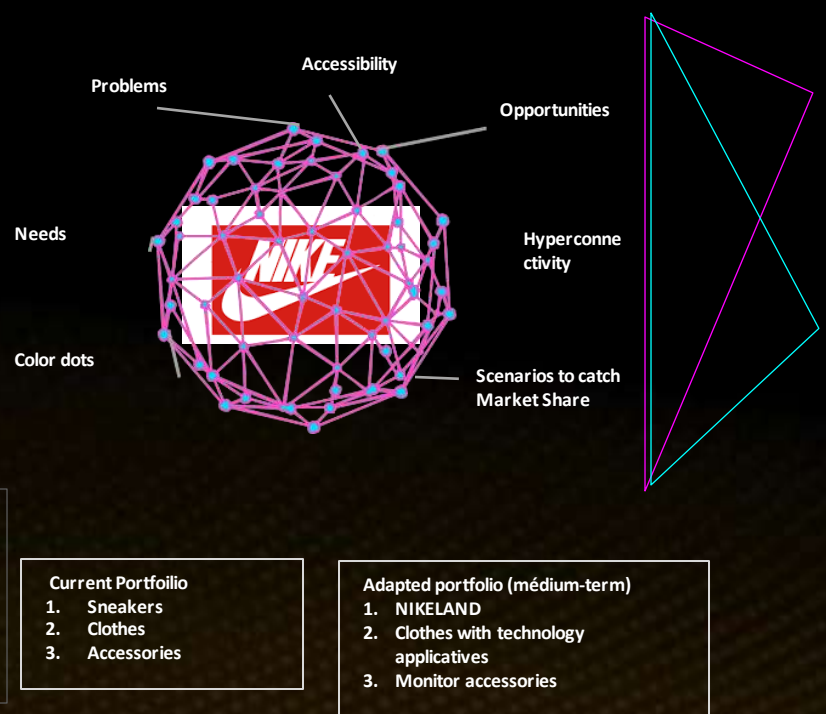
### OMNICHANNEL TRADE

1. [VIRTUAL STORES](#) – JONATHAN MÁSMELA, CEO OF LA COLONIA
2. [SELLS IN THE METAVERSES](#) – THORSTEN WALTHER, CEO OF INSPIFY

### MASSIVE METAVERSES

1. [VIRTUAL COMMUNITIES MANAGEMENT](#), DANIELLE MCCONNELL, CMO FROM VIRTWAY
2. [SPECIALIZED METAVERSES](#) SORAYA CADALSO, CEO OF UTOPION

Note: Clic on the links to watch the international leaders' lectures.



ILLUSTRATIVE EXAMPLES

#### Market fit. Short-term

- Incorporate technology applicatives
- Prioritization in terms of sales impact

#### Market fit. Medium-term

- Being the first to incorporate technologies
- Prioritization in terms of sales impact

Exemple: NIKE of non-exhaustive business units.

# Technology adoption diagnostics

# Some brands that are part of our international ecosystem



# Reasons to join **GIDCOMP**:

- 1 To receive **information on Business Intelligence and Technology trends**
- 2 To **leverage existing technology** (leapfrog)
- 3 To generate **networking / community**
- 4 To have **visibility** of the applications in the **use of technologies**
- 5 To keep you informed and up to date with the **latest news**
- 6 To receive **support or consulting**
- 7 To **train** my team to face new market challenges.
- 8 To generate a **relationship with Authorities**
- 9 Access to **+200 Mentors from 52 countries** and presentations of their models at the Global Digital Week & Global Metaverse Forum.





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[www.gidcomp.org](http://www.gidcomp.org)  
[be.digital@gidcomp.org](mailto:be.digital@gidcomp.org)



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## How to become a member?

Send us an email to [be.digital@gidcomp.org](mailto:be.digital@gidcomp.org) or a WhatsApp to: **+52 56 1463 3902**

The GIDCOMP seeks to unite and relate organizations linked to the international technological ecosystem to promote and develop digital capabilities in any location in the world.

The membership begins with the date of accreditation of payment in the bank account.

Valid 12 months from the date of payment.

Renewals begin to run from the expiration date of the current membership.



[More Information](#)