

GLOBAL METaverse  
FORUM



**CRISTIAN-EMANUEL ANTON**

Founder

**MeetinVR**



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



# THE METAVERSE

In Business and Education

Cristian-Emanuel Anton - Founder of MeetinVR

# Cristian-Emanuel Anton

*Founder & CTO of MeetinVR*

*Working with the Metaverse for over 8 years*

*nominated for*

Forbes  
**30  
30**



**EY Entrepreneur  
Of The Year™**





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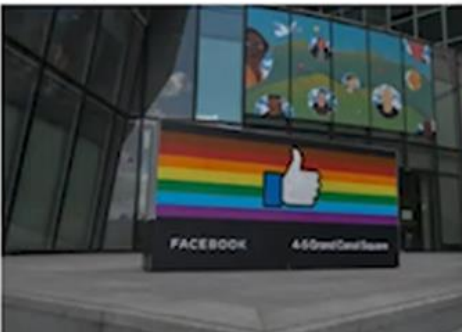
News Opinion Sport Culture Lifestyle

World Europe US Americas Asia Australia Middle East Africa Inequality

Facebook

## Facebook to create 10,000 jobs in EU to help build 'metaverse'

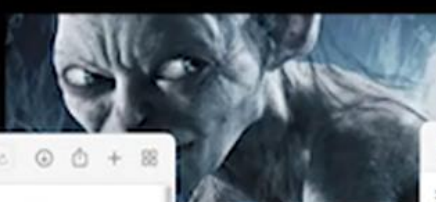
Social network says it wants to ensure virtual world is built responsibly



VB GamesBeat

## Unity is paying \$1.6B for the Weta Digital tools that created Gollum

Jeff Grubb @jeffgrubb  
November 9, 2021 3:58 PM



f t in

TC

## Microsoft to buy Activision Blizzard for \$68.7 billion

Amanda Silberling @aasilberling · 4:00 PM GMT+2 · January 18, 2022




Image Credits: Troy Harvey/Bloomberg / Getty Images

Gaming giant Activision Blizzard, under the gun from investors over sexual harassment controversies and ongoing executive turmoil, has pulled the escape cord: The company has agreed to be acquired by Microsoft in a \$68.7 billion all-cash deal, inclusive of the company's net cash.

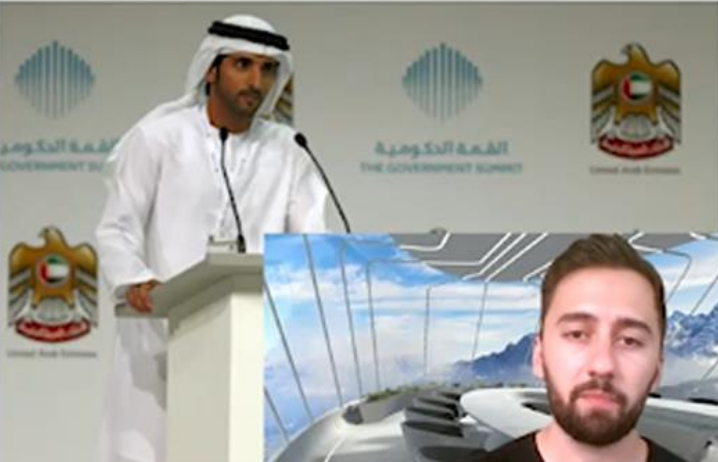
FORTUNE

Cryptocurrency | Web3 | NFTs | Investing | Bitcoin

THE LEDGER - DUBAI

## The crown prince of Dubai says he has a 'metaverse strategy' that will add 40,000 jobs and \$4 billion to the economy in 5 years

BY MARCO QUIROZ-GUTIERREZ  
July 15, 2022, 11:25 PM GMT-3




# “A Multi-Trillion Dollars Market by 2030”

citi

AG  
ANALYSIS  
GROUP

McKinsey  
& Company

Morgan Stanley





# “The New Internet”

The new way to connect to each other & to share and experience information



# A New Way Of Being Together

You are truly “there” with your friends or colleagues,  
as opposed to seeing them on a screen.





# “Superpowers”

There are infinite possibilities of what can be built in the metaverse and how it can be built.



A revolution in the way we  
work, learn, play & relax

# Business & Education in the Metaverse



MeetinVR



# Meetin VR

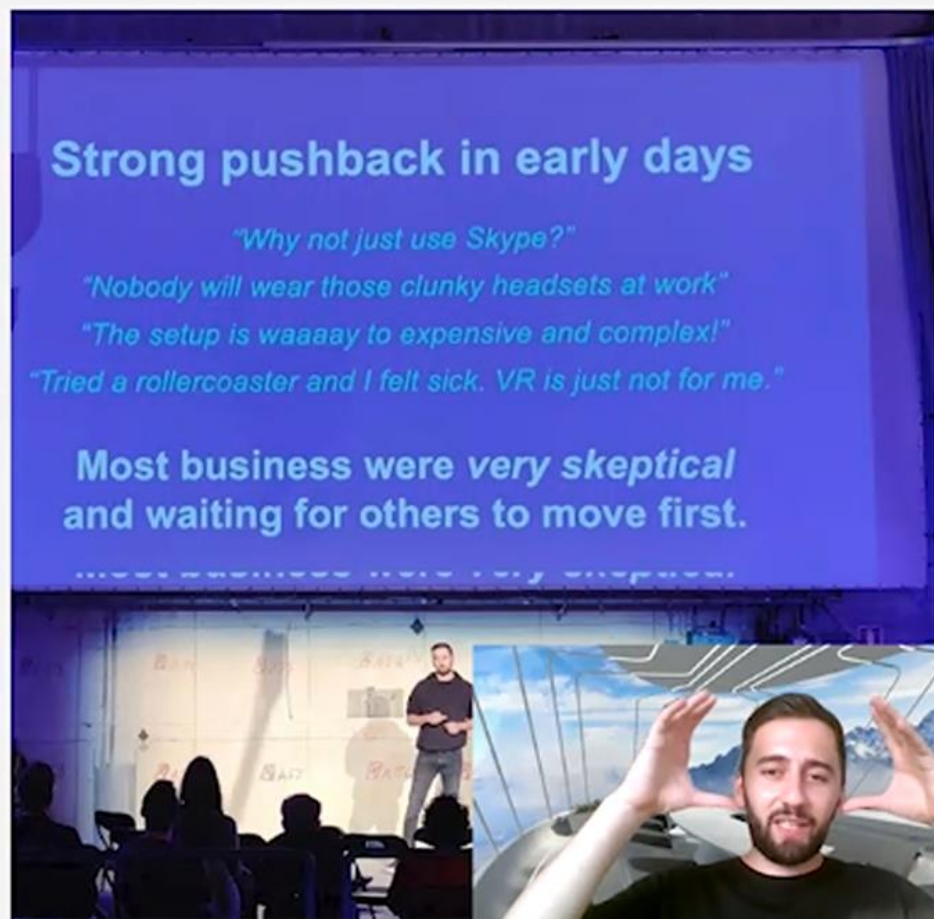
2022 Trailer



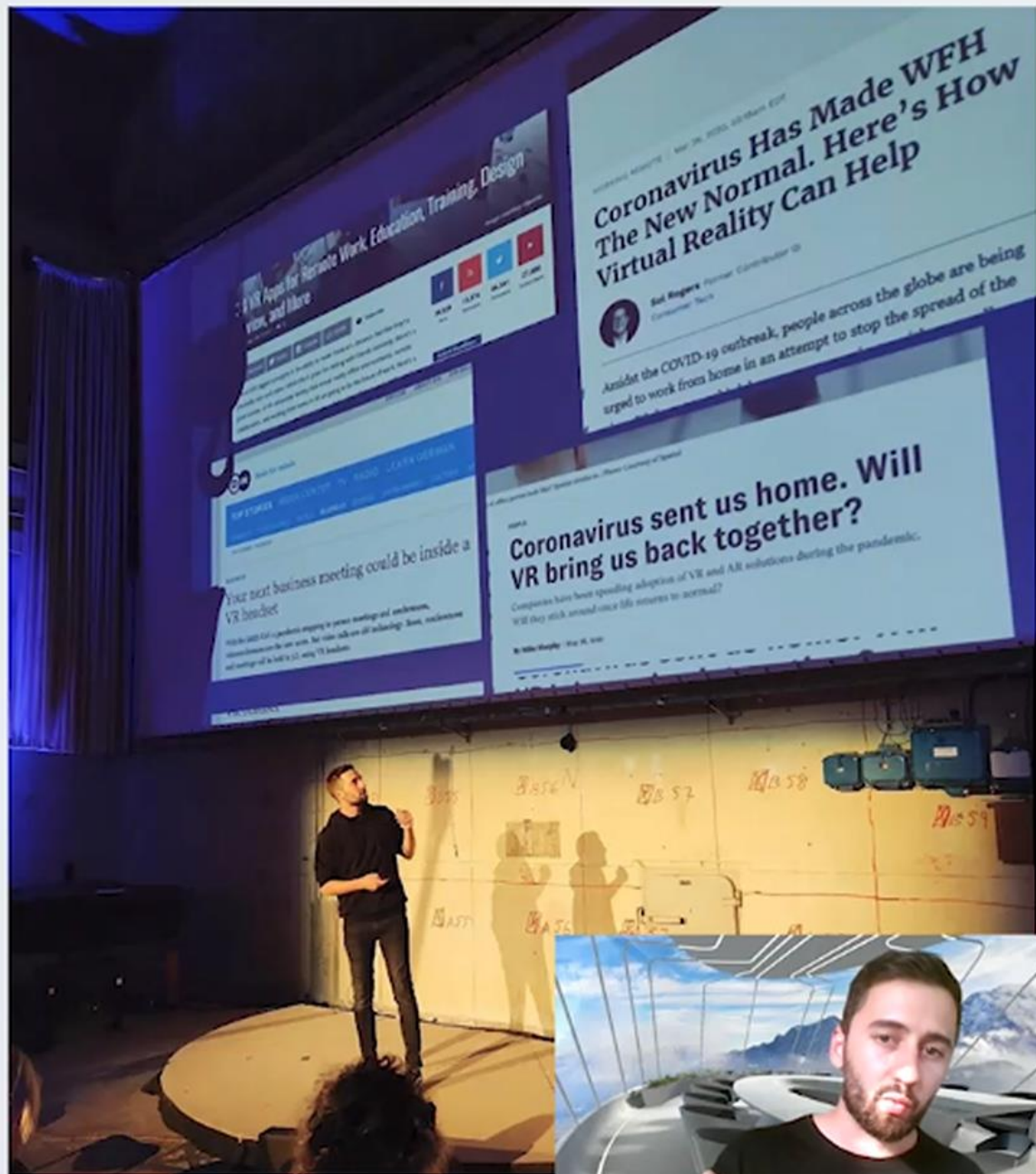
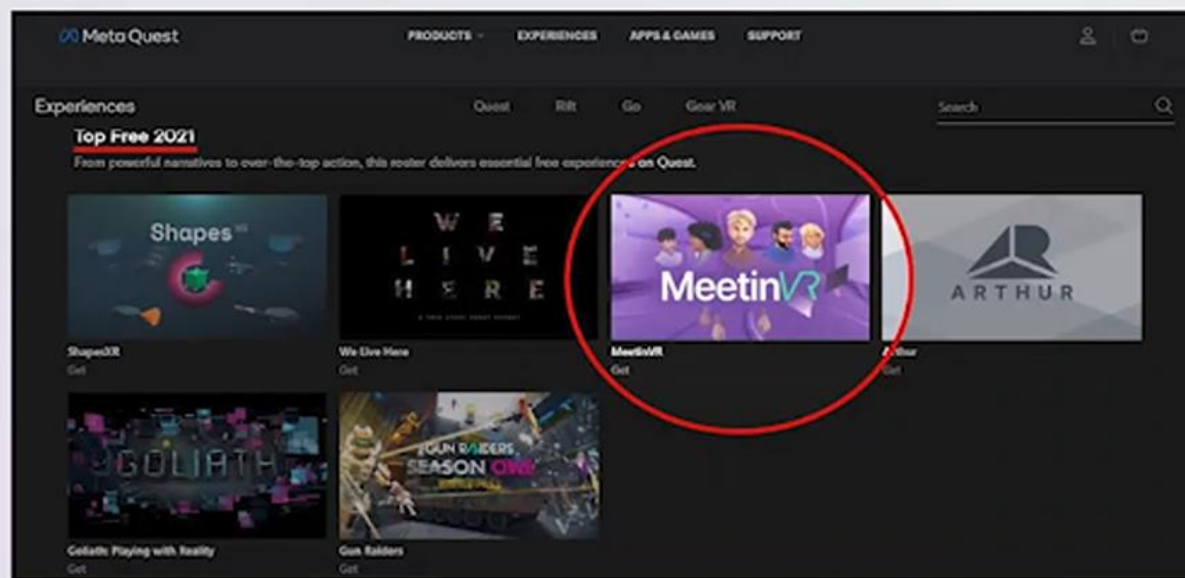
**MeetinVR**

meetinvr.com

# Our Journey



## Organic requests for MeetinVR (VR meetings)





MeetinVR

VS



Video Conferencing





# Collaboration in the Metaverse

Video meetings make people disengaged and exhausted and cannot replace important in-person meetings such as:

- **Brainstorming, sketching & mind mapping** (require *dynamism & focus*)
- **Product presentations & reviews** (require *good visualisation*)
- **Training, education & workshops** (require *high interactivity & engagement*)



# Metaverse VS Video Conferencing

- VR usage improves **attendee focus** by more than 24%
- Participants **motivation to socialize** increased up to 34% in VR
- Virtual 3D workspaces boost **satisfaction** (+25%) & **belonging** (+34.5%)
- $\beta$  wave data (EEG-based) shows that VR can increase the **feeling of understanding** by 20%
- The same task, takes 42% less time in a VR collaboration environment compared to audio only collaboration, and 12% **less time** compared to video collaboration.



# Ideal Usecases



## Workshops

- Business strategy workshops
- Knowledge exchange workshops
- Innovation workshops
- Design sprints
- Almost any workshop you can imagine



## Meetings

- Board & management meetings
- Retrospectives
- Daily standups
- Project updates
- Team-building
- Social events



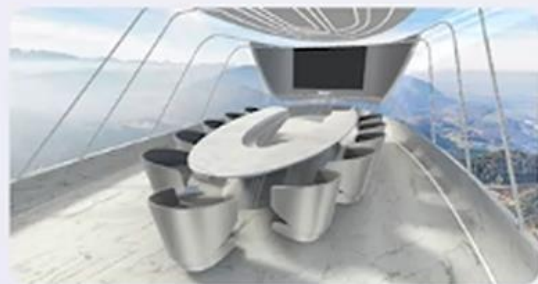
## Sales enablement & Customer success

- Customer meetings
- Sales presentations
- Product presentations with 3D models

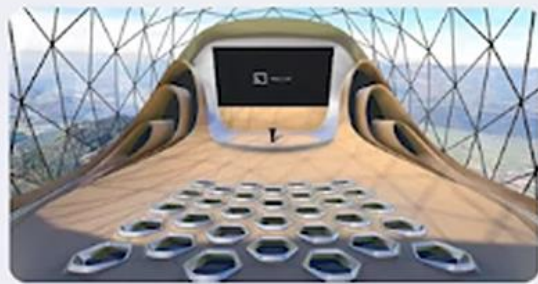


# Built-for-Purpose Rooms

*Carefully crafted suite of rooms build to serve the most popular use-cases*



The Conference Room



The Auditorium



The Focus Room



The "Idea Space"  
Brainstorming / Ideation



"The Rooftop"  
Social / Networking



The Workshop Room



“

MeetinVR has been providing us with an incredible space to power the use of VR and immersive experiences in Takeda. It enables effective ideation sessions in the virtual space and a place for high-quality collaboration. More importantly, it enables us to meet with our colleagues across the world without travelling to each location. MeetinVR does indeed offer best-in-class business meetings in the metaverse.

”



# Teaching and training in the Metaverse



Instructional  
classes



Lectures



Seminars



Training  
sessions



# Stanford University

“

MeetinVR takes the distance out of distance learning and enables an innovative teamwork solution. They offer an enticing and immersive collaboration environment for both education and corporate settings. It enables teammates to co-create virtual collaboration spaces using a scalable, sustainable solution that meet the dynamic needs of interactive meetings and learning spaces. In addition, all the interactions build and enhance social cohesion, which is essential to build trust and achieve high-performance teamwork. ”

Dr. Renate Fruchter



Stanford  
University





# MeetinVR

## Product Overview







Rafael Cortes

Mariana

Benji

Kamaria

Andreas Baand Larsen

Xiaoying

Rishi

is getting a little too noisy  
to have a comfortable conversation.

# What will lead to mass adoption?



Better  
technology



Better user  
experience



Improved availability  
& access



More education  
on the topic



# Your Metaverse

Let's build it to be positive, inclusive and open metaverse





# MeetinVR 2.0

For any additional information,  
Visit [meetinvr.com](http://meetinvr.com) and for further  
questions contact [chris@meetinvr.com](mailto:chris@meetinvr.com)





GLOBAL INSTITUTE FOR  
DIGITAL COMPETITIVENESS

**TECHNOLOGY FOR INCREASE EFFICENCY**



# Just one goal, Create value with technology.

Through 5 different specific strategies:

- 1** Spreading and encouraging the use of technologies to increase the efficiency of organizations from all over the world
- 2** Connecting 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** Bring 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.



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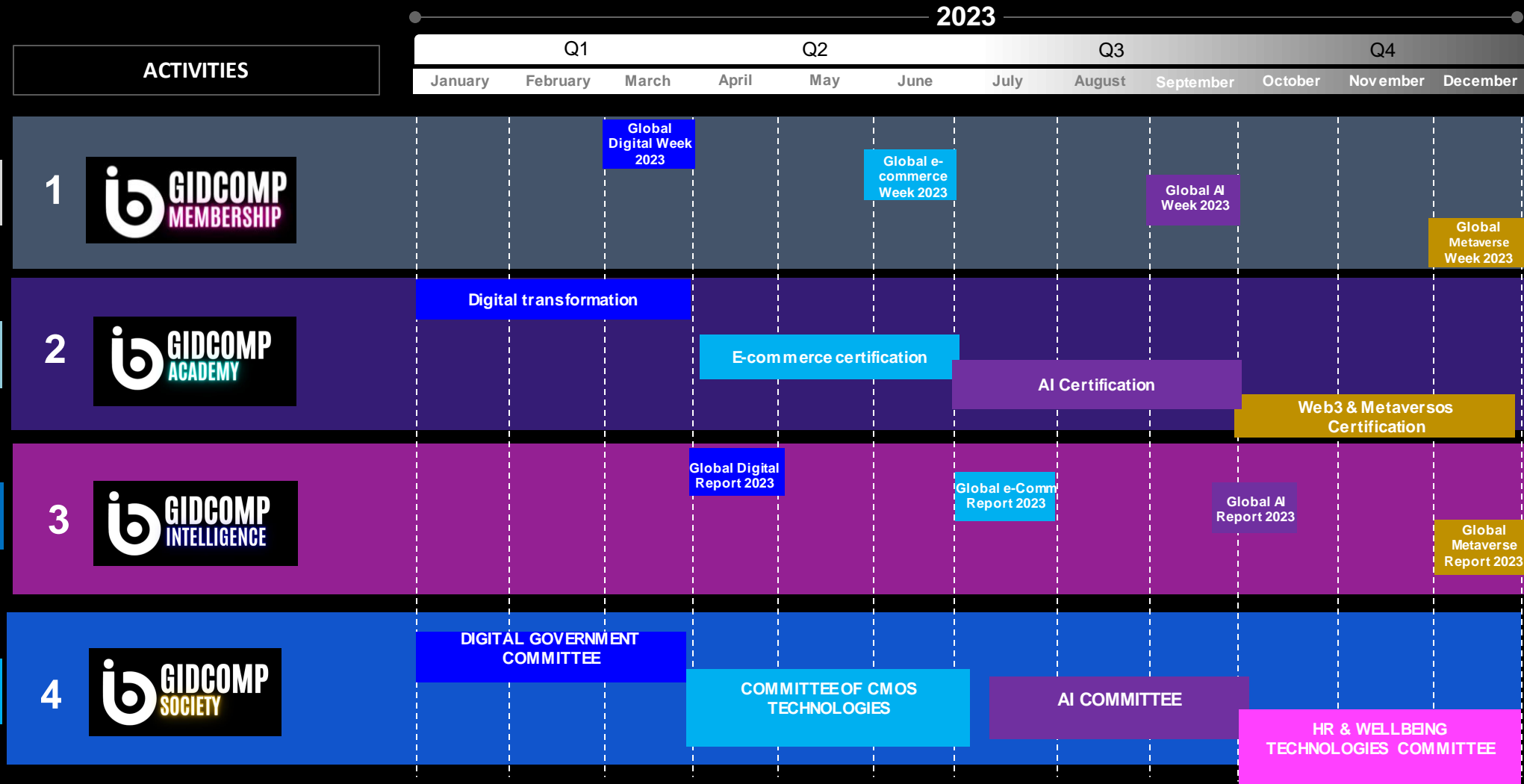
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[gidcomp.english](https://www.youtube.com/gidcomp.english)

# Some brands that are part of our international ecosystem



# Calendar GIDCOMP 2023





The 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

# Free immersive festivals by streaming in english and spanish

## GLOBAL DIGITAL WEEK 2023

International experts

- Día 1. Smart Cities
- Día 2. Public Policies
- Día 3. e- Commerce
- Día 4. Disruptive Business
- Día 5. Wellness Technologies

**Marzo 27 al 31**

## GLOBAL E-COMMERCE WEEK 2023

Internanional experts

- Día 1. Marketplaces
- Día 2. Digital Commerce
- Día 3. Omnichannel
- Día 4. Metacommerce
- Día 5. Customer Experience

**Jun 26 al 30**

## GLOBAL AI WEEK 2023

International experts

- Día 1. Robotics & AI
- Día 2. IOT
- Día 3. Automation
- Día 4. AI Performance
- Día 5. Machine Learning

**Sept 11 al 15**

## GLOBAL METAVERSE WEEK 2023

International experts

- Día 1. Immersive Technologies
- Día 2. Omnichannel
- Día 3. NFTs & Blockchain
- Día 4. 3D & Web 3.0
- Día 5. Artificial Intelligence

**Diciembre 4 al 8**



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

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

2



# GIDCOMP ACADEMY HELPS PROFESSIONALS BECOME MORE COMPETITIVE

## CERTIFICATION IN: DIGITAL TRANSFORMATION

The digital transformation certification seeks to help decision makers to digitize business. In order to develop skills to add value and differentiation through innovation in brands.

[See agenda](#)

### UPCOMING START DATES:

**Beginning**

JANUARY 14, 2024

**Closing of admissions**

DECEMBER 15, 2023

## CERTIFICATION IN: E-COMMERCE AND OMNICHANNEL

The **certification in e-commerce & Omnichannelity** seeks to help decision makers to digitize businesses. In order to develop skills to add value and differentiation through innovation in brands.

[See agenda](#)

### UPCOMING START DATES:

**Beginning**

APRIL 16

**Closing of admissions**

MARCH 20

## AI CERTIFICATION APPLIED TO MARKETING AND BUSINESS

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

[See agenda](#)

### UPCOMING START DATES:

**Beginning**

AUGUST 15

**Closing of admissions**

JULY 30

## CERTIFICATION IN: WEB 3 AND METAVERSES

This certification seeks to provide the tools for executives to take their organizations to web3 and metaverses. Immersive technologies will allow superior experiences both at the retail level with augmented and mixed reality and on the web3 with virtual stores and specialized metaverses.

[See agenda](#)

### UPCOMING START DATES:

**Beginning**

OCTOBER 01

**Closing of admissions**

SEPTEMBER 3RD

3



Research, prototypes, tests, reports  
and Digital Laboratory

**Global Metaverse  
Report 2022**  
Release for November  
2022

**Global Digital  
Report 2023**  
Release for February 2023

**Meta  
Commerce 2023**  
Release for June 2023

**Digital poles  
2023**  
Release for November 2023

ILLUSTRATIVE  
EXAMPLES

### POSITIONING AND BRAND PRESENCE IN METAVERSES

1 [CONNECTING WITH CONSUMERS](#) - ESTEFANÍA YAGÜEZ, HEAD OF CONSUMER INTELLIGENCE AT L'ORÉAL

2 [MARKETING AND BRANDING](#) – FERNANDO CANO, MANAGING DIRECTOR OF HAVAS METAVERSE

### OMNICHANNEL COMMERCE

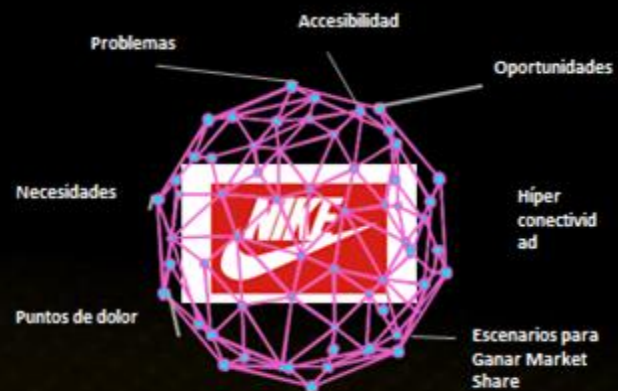
1 [VIRTUAL STORES](#) – JONATHAN MÁSMELA, CEO DE LA COLONIA

2 [SALES IN METAVERSES](#) – THORSTEN WALTHER, CEO DE INSPIFY

### MASSIVE METAVERSES

1 [MANAGEMENT OF VIRTUAL COMMUNITIES](#), DANIELLE MCCONNELL, CMO DE VIRTWAY

2 [SPECIALIZED METAVERSES](#), SORAYA CADALSO, CEO DE UTTOPION



#### Market fit. Short term

- Incorporate technological applications
- Prioritization in terms of sales impact

#### Market fit. Medium term

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

#### Current Portfolio

1. Tenis
2. Ropa
3. Accesorios

#### Tailored Portfolio (medium term)

1. NIKELAND
2. Clothing with technological applications.
3. Monitoring Accessories

Example: Non-exhaustive Business Unit NIKE.

# Technology adoption diagnostics

## Reasons to join **GIDCOMP**:

4



- 1 To receive **information on Business Intelligence and Technology trends**
- 2 To **leverage existing technology** (leap Frog)
- 3 To generate **networking / community**
- 4 To have **visibility** of applications in the use of **technologies**
- 5 To inform me and keep abreast of the **latest news**
- 6 To receive **support or consultancy**
- 7 To **train** my team in the face of new market challenges
- 8 To generate **relationship with Authorities**
- 9 Access to **+300 Experts from more than 52 countries** and presentations of their models at our festivals



# Accompanied by senior international leaders who lead the committees

Smart Cities,  
Sustentabilidad & Industria  
4.0, Public Policy, e-  
government  
&Ciberseguridad

Governments, Int. Agencies

Blockchain and NFT.  
Digital Economy,  
Artificial Intelligence

CTOs, CDOs, CIOs

Data Science & Big  
data, RH & Well-being  
Technologies,  
Education Technology

CRHOs, COOs, CHOs.

Metaverses, inmersives  
Technologies (RA, 3D, RM,  
RV), Experiences  
Omnicanal & Digital  
Commerce

CEOs, CMOs. CSOs.

Social enterprises,  
Sustainability, Social  
Digital Business, Social  
responsibility

CSR, ONGs,

Macro

Application of technologies

Micro

## Affiliates will live an international digital experience

Meetings are held weekly as follows: E.g. Metaverse Committee

Canal	Hours	Assistants	City	Physical host
Metaverse	1.5 hours	10		
physical	30 min	4	CDMX	Sura
		2	Bogotá	Coats
		4	Madrid	Let me Park

- ❖ ANNUAL OBJECTIVES OF THE COMMITTEES:
- ❖ Publish trends by technology.
- ❖ Collaborations with media.
- ❖ Working papers.
- ❖ Video Cases and documentaries.
- ❖ International networking.
- ❖ Coordination of Roadshows.
- ❖ Support to associations, international organizations, governments, chambers, universities with the digital knowledge bank and global network of experts
- ❖ Recognition of executives and exposure of brands that collaborate in the integration of knowledge.
- ❖

■ Social responsibility activities of access to the public, via streaming and technological platforms with co-organizing brands.



# VICE PRESIDENTES DIGITAL GOVERNMENT

## Committee 1

### Objective:

The Digital Government committee of GIDCOMP aims to share best practices, analyze trends, create articles and reports to different stakeholders.

### Technological themes:

## TRENDS

### 1. SUSTAINABILITY



### 2. SMART CITIES



### 3. FINTECH



### 4. CIBERSECURITY



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ROBERTO HERNÁNDEZ  
FORMER CEO LATAM OCDE  
PUBLIC POLICY GIDCOMP VP



HÉCTOR CARDENAS  
CEO THE ERGO GROUP  
E-GOVERNMENT COMMITTEE VP



JUAN CARLOS REYES  
CEO ANTI FRAUDE  
CIBERSECURITY GIDCOMP VP



ANA SOFÍA RÍOS ARTIGAS  
CHEVEZ PARTNER  
LEGAL TECH GIDCOMP VP



ERIKA PIIRMETS  
HEAD E-STONIA  
E-GOVERNMENT GIDCOMP VP



LUIS GODOY  
FORMER CEO DE INTELIGENCIA  
ECO GLOBAL  
PUBLIC POLICY GIDCOMP VP

# VICE PRESIDENTS

## ARTIFICIAL INTELLIGENCE & DISRUPTIVE TECHNOLOGIES

### Committee 2

#### Objective:

The Artificial Intelligence & Disruptive Technologies committee of GIDCOMP aims to share best practices, analyze trends, create articles and reports to different stakeholders.

#### Technological themes:

**TRENDS**

- 1. ROBOTICS & AI**
- 2. IOT**
- 3. MACHINE LEARNING**
- 4. AUTOMATION**
- 5. AI PERFORMANCE**
- 6. AI IN INDUSTRIAS**

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**FERNANDO CARRIO**  
O2O MARKETING EXECUTIVE  
AI GIDCOMP VP



**MIRIAM ESPICHÁN**  
ANALISTA DE MARKETING & CONTENIDOS  
DISRUPTIVE TECHNOLOGIES GIDCOMP VP



**MARISOL CAPETILLO**  
CEO OF VERSE TECHNOLOGY  
INDUSTRY 4.0 GIDCOMP VP



**RITA ARRIGO**  
STRATEGY ENGAGEMENT MANAGER  
PROYECTOS TRIPLE HÉLICE DE AI GIDCOMP VP



**ARIADNA HERNANDEZ**  
BUAP RESEARCHER  
FINTECH GIDCOMP VP



**RAMÓN MARTÍNEZ**  
CEO DE HIRXLAB  
TECNOLOGÍAS DISRUPTIVAS GIDCOMP VP

# VICE PRESIDENTES

## HR & WELLBEING TECHNOLOGIES

### Committee 3

#### Objective:

The HR & Wellbeing Technologies committee of GIDCOMP aims to share best practices, analyze trends, create articles and reports to different stakeholders.

#### Technological themes:.

**TRENDS**

- 1. HR AGILE**
- 2. PEOPLE ANALYTICS**
- 3. WELLBEING TECHNOLOGIES**
- 4. FOW 2050**
- 5. TECH TRAINING**
- 6. EMPLOYEE CX**

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**MONTSERRAT CAZORLA**  
GLOBAL LEAD ATTRACTION & RETENTION  
CHG-MERIDIAN  
HR TECHNOLOGY GIDCOMP VP



**SUSANA NILA**  
FUTURE EMPLOYABILITY EXPERT  
FOW 2050 GIDCOMP VP



**JULIÁN VARAS**  
CEO OF C1D01  
ED TECH GIDCOMP VP



**TOMÁS VARGAS**  
RESEARCHER AT UNIVERSITY OF COSTA RICA  
PEOPLE INTELLIGENCE GIDCOMP VP



**EMILIO SERRA**  
DATA & ANALYTICS ONE SR. MANAGER DANONE  
BIG DATA & DATA SCIENCE GIDCOMP VP

# VICE PRESIDENTES DIGITAL COMMERCE

## Committee 4

### Objective:

The Digital Commerce committee of GIDCOMP aims to share best practices, analyze technological trends, create articles and reports to different stakeholders.

### Technological themes:

**TRENDS**

1. IMMERSIVE TECHNOLOGIES
2. OMNICHANNEL
3. WEB 3.0 & METACOMMERCE
4. MARKETPLACES
5. DIGITAL COMMERCE
6. CUSTOMER EXPERIENCE

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**FERNANDO CANO**  
METAVERSE GENERAL DIRECTOR  
GRUPO HAVAS MEDIA  
BRAND & METAVERSE GIDCOMP VP



**JENIFER SAMANIEGO**  
VIRTUAL REALITY HEAD CLUB  
CATHOLIC UNIVERSITY OF LOJA  
REALIDAD VIRTUAL GIDCOMP VP



**RANDY CRUZ**  
CITI MANAGER RAPP  
DIGITAL COMMERCE GIDCOMP VP



**ELADIO GONZÁLEZ**  
EDITORIAL DIRECTOR AT FORBES  
CENTRAL AMERICA  
DIGITAL MEDIA GIDCOMP VP

# VICE PRESIDENTES ONGs & RSC

## Committee 5

### Objective:

The NGO & CSR committee of GIDCOMP aims to share best technological practices, analyze trends, create articles and reports to different stakeholders.

### Technological themes:



**KELLY DUQUE**  
**DIRECTOR OF PROJECTS AND PUBLIC RELATIONS**  
ONGs & CSR GIDCOMP VP



**MILAGROS OREJA**  
**SOKA DIRECTOR**  
ONGs & EMPRESAS DE IMPACTO SOCIAL GIDCOMP VP



**JOSÉ QUESADA**  
**FOUNDER WORLD COMPLIANCE FORUM**  
TECH & COMPLIANCE GIDCOMP VP



**MONICA LÓPEZ**  
**CO-MARKETING MANAGER IN HP**  
MEJORES PRÁCTICAS DE RSC GIDCOMP VP

**TRENDS**

- 1. STRENGTHENING OF NGOS**
- 2. FIGHT AGAINST CLIMATE CHANGE**
- 3. ACCESS TO DIGITAL EDUCATION**
- 4. ADDICTION TO TECHNOLOGY**

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**i** GLOBAL INSTITUTE FOR DIGITAL COMPETITIVENESS



# Reasons to become a member of **GIDCOMP:**

- 1** To receive information on Business Intelligence and Technology trends
- 2** To leverage existing technology (leap Frog)
- 3** To generate networking / community
- 4** To have visibility of applications in the use of technologies
- 5** To inform me and keep abreast of the latest news
- 6** To receive support or consultancy
- 7** To train my team in the face of new market challenges
- 8** To generate relationship with Authorities
- 9** Access to +300 Mentors from 52 countries and presentations of their models at the Global Digital Week & Global Metaverse Forum.



	GIDCOMP FREE	GIDCOMP SOCIETY
<b>TECHNOLOGY TRENDS</b>		
Newsletter technology cases	x	x
Free transmission of our festivals	x	X
Short version of the studies	x	x
<b>NETWORKING, ALLIANCES AND BRAND EXPOSURE</b>		
Participation and collaboration in Disruptive Technologies Committees		x
Provide Master Classes, success stories and initiatives of your brand.		x
Participate in international studies and reports.		x
30% discount on Certifications		x
Approach to Investors to fund technological projects and Startups		x
Unlimited introductions to over 1,000 brands part of the GIDCOMP ecosystem		x
Space for a commercial presentation at our festivals		x
2-minute video space within the agenda of our festivals		x
List of speakers, people part of the GIDCOMP ecosystem		x
Put your brand on technology providers		x
<b>PRICE</b>	<b>FREE</b>	<b>500 – 4,000 USD</b>
		Annual by size*

### \*GIDCOMP SOCIETY ANNUAL INVESTMENT

Organization size	Number of collaborators	Investment in USD	Executives
Very large	More than a thousand	4,000	5
Big	More than a thousand	3,000	4
Median	251 a 500	2,000	3
Small	21 - 250	1,000	2
Micro	1 - 20	500	1

does not cause VAT / tax deductible

Important:

All values are expressed in U.S. Dollars (USD)

Company name: Fundación Consultores Sin Fronteras A.C.  
 RFC: FCS190805FH9  
 Bank: BBVA  
 Account Number: 0113640205  
 Clabe Account Number: 012180001136402052  
 Swift code for international payments: BCMRMXMPY M  
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## How to become a member?

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

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

Membership begins with the date of crediting payment to 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](#)