

GLOBAL METAVERSE FORUM



GAURAV RAJ THAKUR

Co-founder & President



www.gidcomp.com



Helping Professional Athletes, Leagues,
Federations & Brands
monetize their IP in Web3 with Metaverse
ready NFTs



VOAX

by

METAVOAX

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Problem

“ Conventional **Sports fans** are getting disconnected from them in the new digital world, and younger fans are not induced into the sport. And this world is represented by Web3, NFT & Metaverse, which brings in new opportunities for Professional Athletes, Leagues, Federations & Sports Brands. ”



Solution

“ VOAX solves this challenge by connecting **Sports** with this new audience using metaverse ready, storified immersive digital collectables

VOAX is an officially licensed, curated, utility-driven, multi Sports NFT platform offering short video stories & metaverse ready immersive digital collectables on Web3 which can be traded in the secondary market.

”

So here's who we are..

“VOAX is an officially licensed, curated utility-driven Sports NFT platform offering short video stories & metaverse ready immersive digital collectables on Web3 which can be traded and monetized.”

VOAX helps athletes acquire & engage with fans & monetize their Intellectual Property (IP)



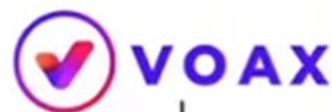
Fully Managed NFT Platform with Content



Young Sports Fans



100% Managed
Web3/NFT Platform + NFT Content
Strategy+ Content Creation +
Monetization



Sports Brands



ethereum
polygon
BLOCKCHAIN



3D/2D/Video Content



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With examples..

Jori Davis
Professional Basketball, WNBA
US & Europe

677 4K

1 Storify



Kedar Jadav
Professional Cricketer,
Indian National Team & IPL

748.8K 1.4m

2 Monetize



Nación Lucha Libre
Professional Wrestling League
Mexico

5K 18.3K

3 Engage



Sports consumption patterns are changing due to digitization

"Brands and athletes are tapping into changing viewing habits to connect with fans"

- ✓ Fans watching more **snackable short sports video content** on social media
- ✓ Fans **seeking more video highlights, nostalgic games** and **behind-the-scenes content**
- ✓ **Athletes become creators**, giving fans an inside look.
- ✓ Content owners **seeking alternative channels to monetize content and engage fans**
- ✓ Fans are seeking out and inviting into their living rooms **media that provides access to their favorite teams and athletes**
- ✓ The emergence of **Blockchain & NFT technology** is revolutionizing how brands engage and monetize fans securely

NFT is the future of Digital Fan Engagement

Why NFTs in Sports ?

NFTs are engaging fans



Fan Engagement

NFTs can connect fans to their favourite sporting team or brand and can offer them exclusive benefits



Loyalty and Gamification

NFTs can be used to incentivize loyalty through rewards etc. and can also be gamified through a play to earn model



New Revenue Stream

NFTs enable digital scarcity and brands/teams can sell exclusive digital goods to charge royalty at sale



Ownership & Trading

It allows fans to directly own their favourite content piece and also trade it

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Opportunity

There are **8000+** sports listed on Wikipedia & every sport has a Fan

\$25 B

NFT Market in 2021

\$4B

Sports Memorabilia &
Collectibles market in 2021

\$21 B

NFT Collectibles Market in 2022 will see a
202% growth from \$7B



Betting Big on NFTs

"This is like the early internet days all over again, NFTs and blockchain tech is going to be huge. NFTs will be a 100 Billion\$ Market"

Mark Cuban

Billionaire, Shark Tank Investor, Owner of the Dallas Mavericks

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Use Case Messi - NFT Drop

1 Golden Edition @ USD \$1 Million
(Current market price \$11m)
75 editions in \$10,000= 750,000
2500 editions in \$499= 1247500
5000 editions in \$50 =250000

Total Sales \$ 3247500+ (in 1 Hour)

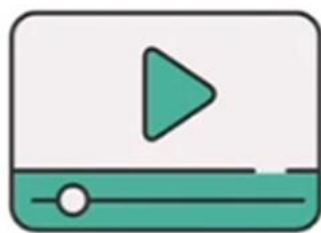
USD \$ 3.2 million approx. sales
in an hour



Why Now?



Cheaper + NextGen
Smartphones and High-Speed
Internet



Adoption of **Videos**
(Netflix, TikTok, Insta Reels,
Youtube, Snapchat)



Maturity of Cloud,
Data, Payments, Security



Adoption of Blockchain,
Crypto & Digital Currency

Sports NFT buyers are divided into 4 segments



Collectors



Fans



Speculators



Tech Lovers

Segment

% of buyers

Interest

Spend Index

20%

Appreciating the artistry

0.55

25%

Involvement in favourite sport

1.13

35%

Investing in NFT for Capital gains

0.77

20%

Blockchain technology

1.64

NFT Sports Segment is the Fastest Growing

TOP SPORTS NFT COLLECTIBLES in 2022

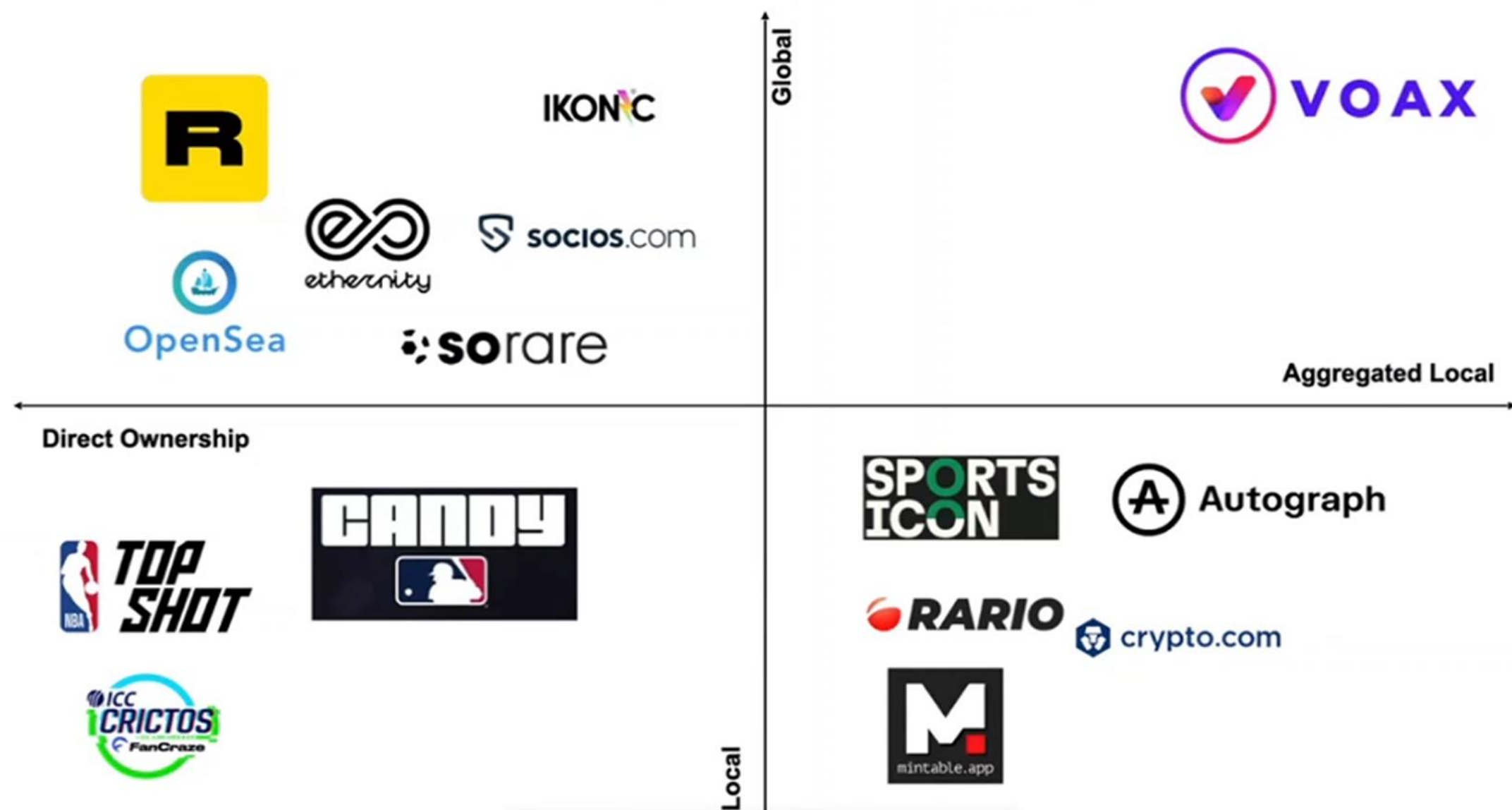
- 2D/3D Trading Cards
- Sports VIDEO clips as Collectibles
- Metaverse Items
- Gaming (Play to earn)
- Utility

- Key trends observed for Sports NFTs
- 5 million individual sports fans will get NFTs in 2022
 - NFT Transactions to grow from 1 Billion USD to 2 Billion USD in 2022
 - Global NFT market was USD 25 Billion

Global Collectables Market
\$492+ Billion in 2021

Global NFT Market
\$25+ Billion in 2021

Competition Landscape



Sports NFT Competition Landscape

 **Autograph**



OpenSea

 **RARIO**



 **SORARE**

IKONIC

 **VOAX**

Autograph is a Signature 3D Collectibles platform of US Players like Tiger Woods, Tom Brady (15 Famous Players)

Open Sea is the amazon of all NFTs

Rario/FanCraze are a Cricket only short Video moments collectable marketplace (Cricket Australia & ICC)

NBA Top Shots is a licensed short video collectables platform for NBA Basketball in the US

Sorare is a Fantasy football platform covering NFT Trading cards of 230+ Football Clubs

IKONIC, is a Esports NFT platform focussed on Esports moments

VOAX is building a one-stop curated, licensed vernacular & metaverse ready multi-sports NFT collectables platform for Professional players, leagues, brands to monetize their IP in Web3

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And there is no one-stop Sports platform for multisports NFTs. There are 8000+ Sports in the world

Recent Sports NFT Investments



 **RARIO**

\$120 M

Cricket



\$100 M

Cricket

 **sorare**

\$532 M

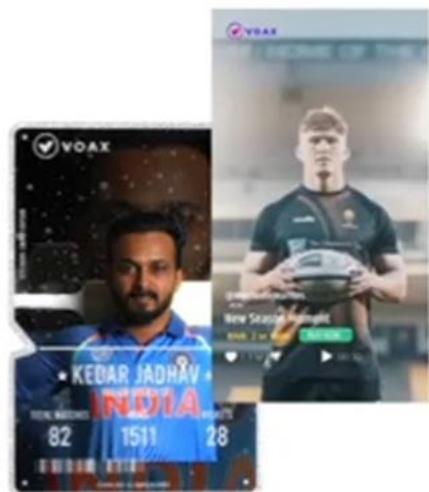
Football



\$5.6 M

Football

How does VOAX work for Fans & Collectors?



MATCH WINNING GOAL OF THE SOCCE...
Edition 100 of 100
100 USDT - \$100.00



Browse

Watch

Buy

Trade

Our Offering* - Immersive Multi Sports NFTs

* Inhouse Design Studio for Content creation Capabilities- 3D/2D, Short Videos, Wearables, Voxel Art

01

Short Video Stories

Value Content

- Mentorship Content
- Skill Training
- Player Experiences
- Short Moments



02

Digital Assets

Animated 3D/2D Sports Trading Cards, Voxel Collectible Items



Digital Assets

3D/2D Trading Cards, 3D Collectible Items



1 of 3

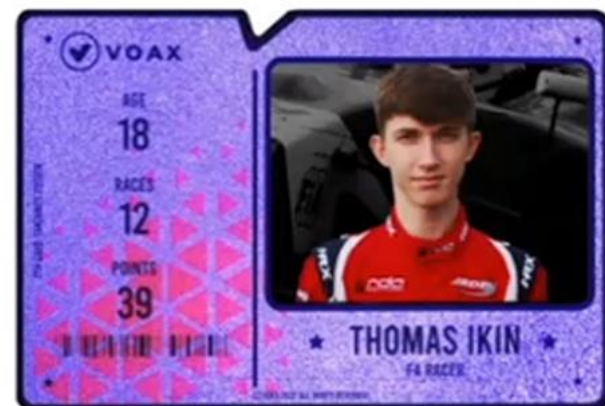
// Tanzanite Edition

// Silver Edition

Digital Assets

3D/2D Trading Cards, 3D Collectible Items

2 of 3



// Silver Edition

// Tanzanite Edition

Digital Assets

3D/2D Trading Cards
3D Collectible Items

3 of 3



// Golden Edition

Metaverse Ready Gamified Utilities



01

Wearables & Accessories

3D Wearables



02

Avatars

3D/Voxel Art



03

Play to Earn

Metaverse Games



04

Virtual Land

Real estate in the Metaverse

Our Current Partners



MMA, Football, Badminton, MotoGP

Leagues & Championships
(Third Party- Master Content Aggregator)



Jori Davis



Basketball



Kedar Jadav



Cricket

Professional Athletes
(Direct Exclusive Licenses)



Nación Lucha Libre –Mexico
(2 Seasons) , Wrestling Championship



MMA League



Badminton League, India

Wrestling, MMA, Badminton

Leagues & Championships
(Direct Exclusive Licenses)

The Team Building VOAX



Blending commerce, fan engagement and metaverse on Web3



Sidartha Bezborra

Product & Growth

20+ Years Exp, Entrepreneur, Growth Tech
Product & innovation leader in Mobile
Gaming/Esports, Fintech & Payments,
Blockchain-Crypto/NFT & Ecommerce
*Exited a VC backed startup Skibre.com, in
Mobile Esports in 2021 (Antler SG4
Singapore)
Part acquired by Razer*

Competitive Sports Played:
Table Tennis & Cricket



Gaurav Raj Thakur

Content, Partnerships & Business

17+ Years in Digital & Global Mobile
Content Licensing & Business
Partnerships, in
Sports, Music, Movies, Games, Videos for
Global Telcos. Acquired F1, MotoGP, WWF,
US Open mobile distribution licenses.
IIM, XLRI India Graduate, Crypto/NFT
Investor

Competitive Sports Played:
Contact Sports/Martial Arts



Saurav Dwivedi

Technology

7+ years Full-stack Developer, Scaled
multiple apps to millions of users.
Blockchain expert.

*Exited a VC backed start-up Skibre.com, in
Mobile Esports & Gaming in 2022 (Antler
SG4 Singapore)
Part acquired by Razer*

Competitive Sports Played:
Esports, CS Go



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Start-up Accelerators & Bootcamp



*“The Future of Sports Collectibles is Immersive Videos
The Future of Sports content is NFT's
The Future of Fan experience is VOAX ”*

Lets together build the world's largest Sports Metaverse



VOAX



METAVOAX

www.voax.co

hello@voax.co



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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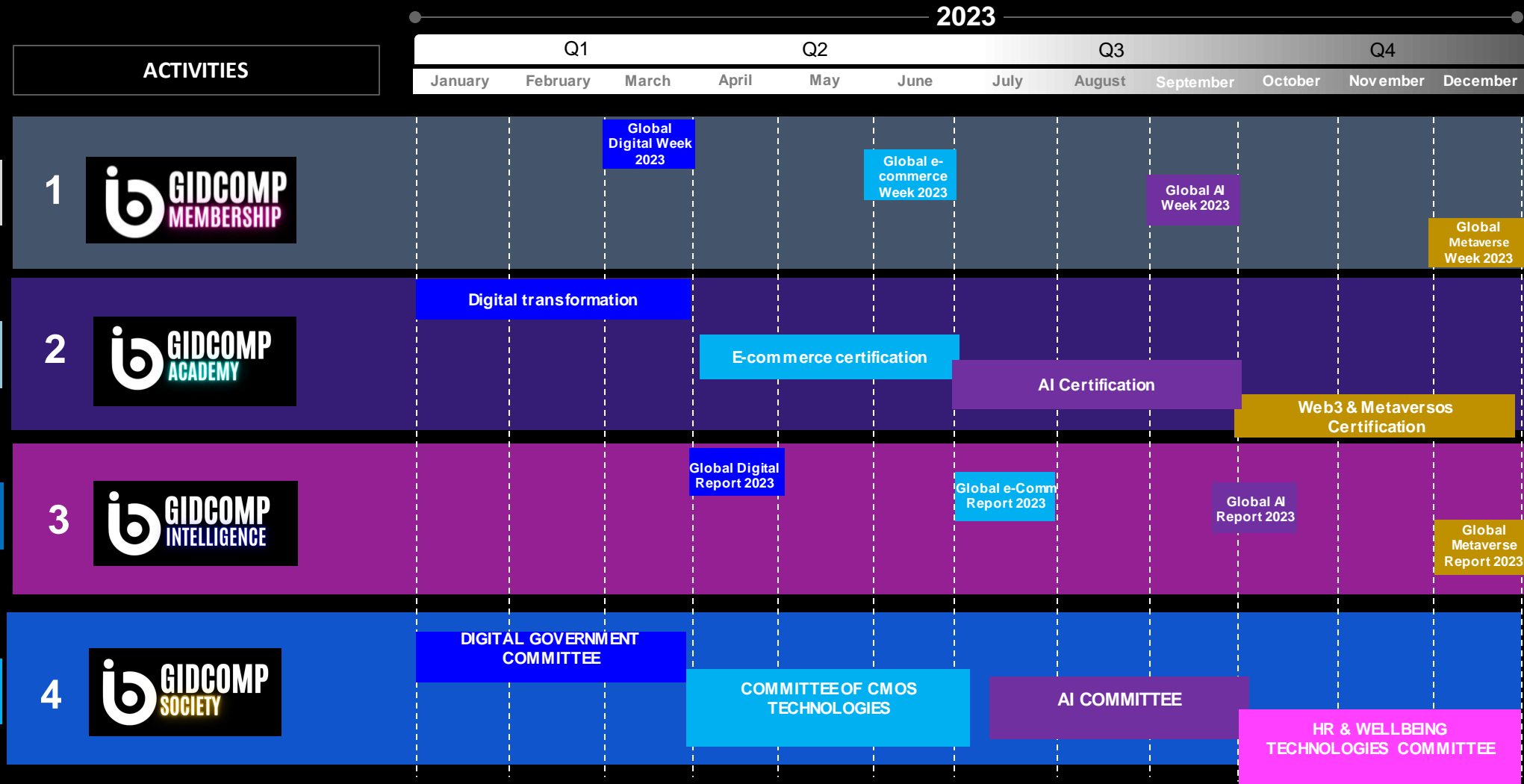
[gidcomp.english](https://twitter.com/gidcomp.english)

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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

ib GIDCOMP ACADEMY

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 METAVERSSES

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

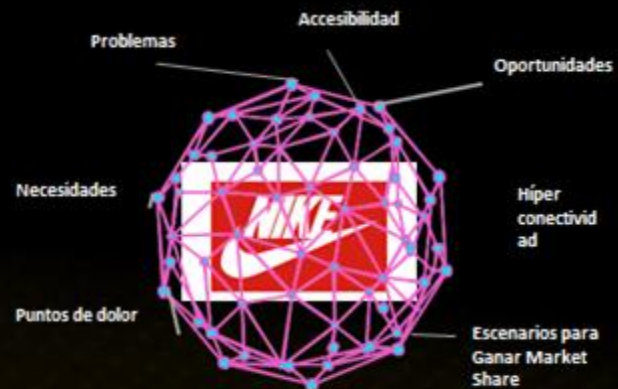
1 [VIRTUAL STORES](#) – JONATHAN MÁSMELA, CEO DE LA COLONIA

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, immersives
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 C1DO1
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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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 |
|--|--------------|------------------------|
| TECHNOLOGY TRENDS | | |
| Newsletter technology cases | x | x |
| Free transmission of our festivals | x | X |
| Short version of the studies | x | x |
| | | |
| NETWORKING, ALLIANCES AND BRAND EXPOSURE | | |
| 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 |
| PRICE | FREE | 500 – 4,000 USD |
| | | 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
 Mail: be.digital@gidcomp.org



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How to become a member?

Send us an email to 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](#)