



GLOBAL INSTITUTE FOR
DIGITAL COMPETITIVENES

GLOBAL DIGITAL
WEEK 2023

Mukundan Govindaraj

Arquitecto Principal de Soluciones



NVIDIA



www.gidcomp.org



NVIDIA OMNIVERSE

EMPOWERING CREATORS TO BUILD METAVERSES | DIGITAL TWINS



WHAT IS THE METAVERSE?

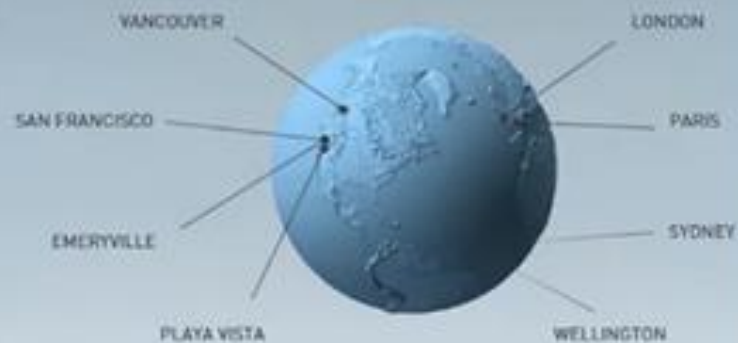
INDUSTRIAL METAVERSE



NEW CHALLENGES ON THE HORIZON

ADDRESSING THE NEW NORMAL

Enabling Hybrid Workforces



DATA GRAVITY IS A LOOMING PROBLEM

3D Datasets are Too Large, Immovable



CHASING THE SINGLE SOURCE OF TRUTH

File Imparity, Redundancy, Bottlenecks

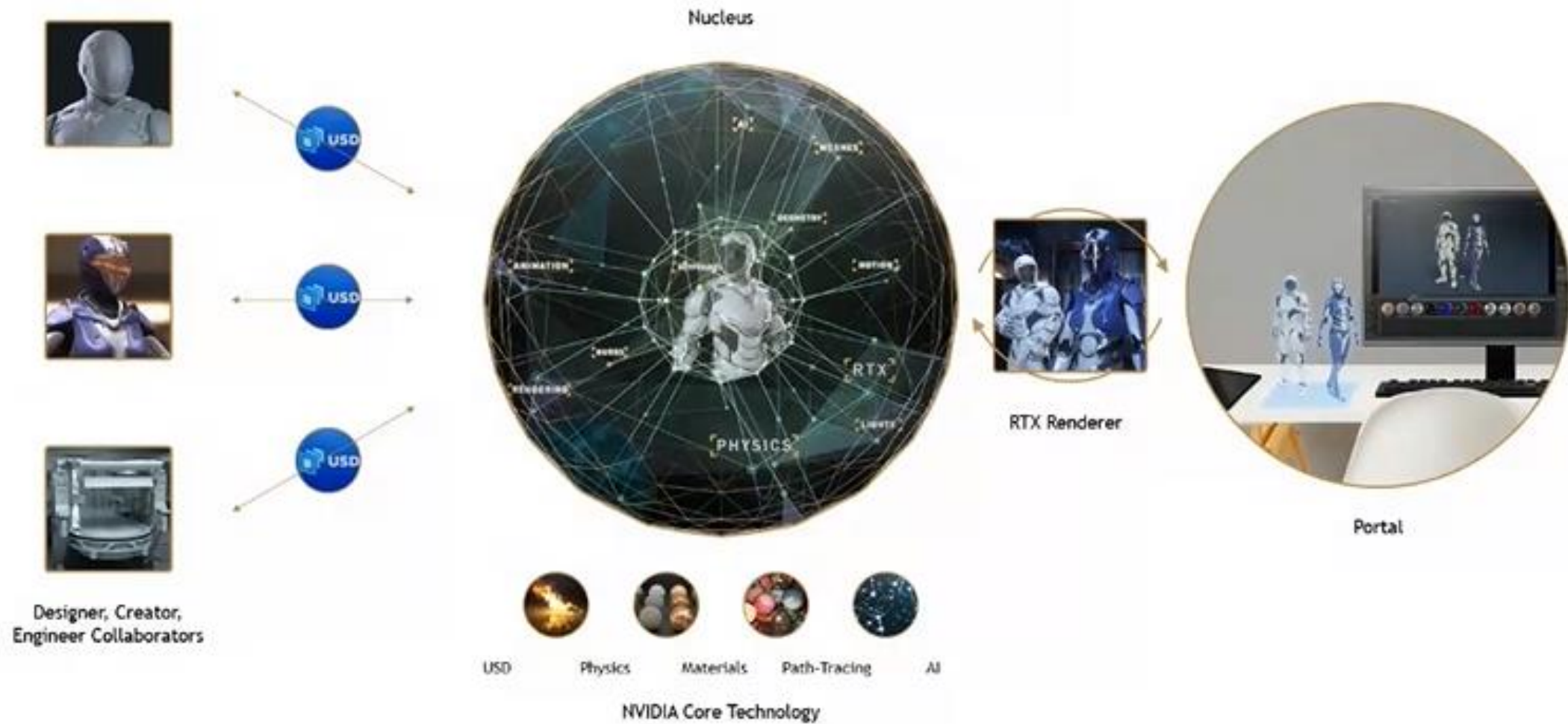




PRESENTING NVIDIA OMNIVERSE

NVIDIA OMNIVERSE ENTERPRISE

Platform for Creating and Connecting Virtual Worlds



THE BIG BANG OF OMNIVERSE

Confluence of Enabling Technologies



REVOLUTIONIZE YOUR 3D PRODUCTION PIPELINES



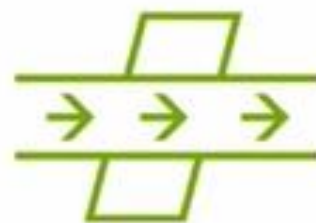
REDUCE COSTS & WASTE



INCREASE VALUE EXISTING
INFRASTRUCTURE



MAXIMIZE CREATIVITY &
PRODUCTIVITY



ACCELERATE TIME TO
PRODUCTION

ADVANCED TOOLS AND TECHNOLOGIES

Foundational Platform Components

NUCLEUS



CONNECT



KIT



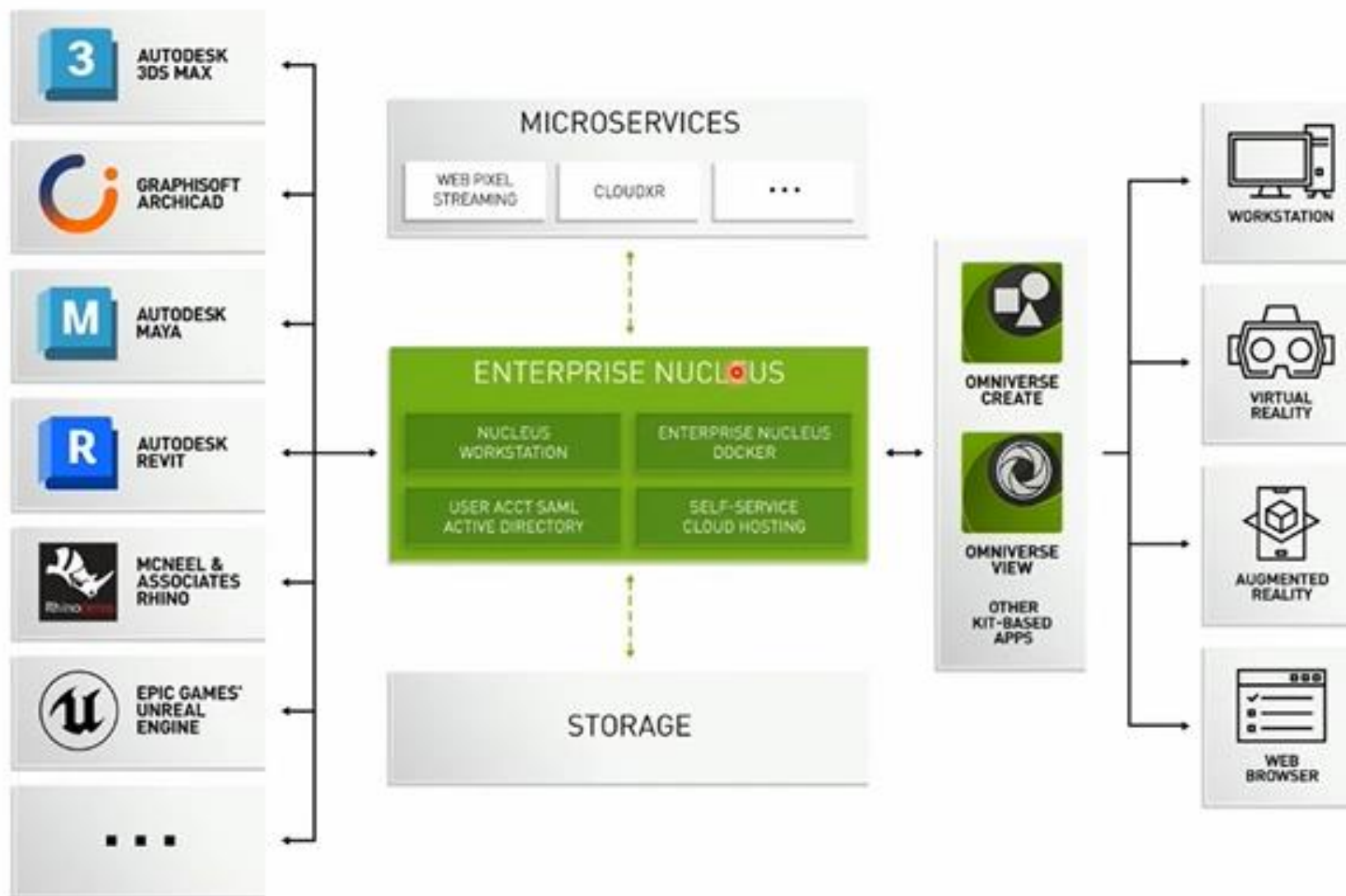
SIMULATION



RTX RENDERER



NVIDIA OMNIVERSE ENTERPRISE





UNIVERSAL SCENE DESCRIPTION

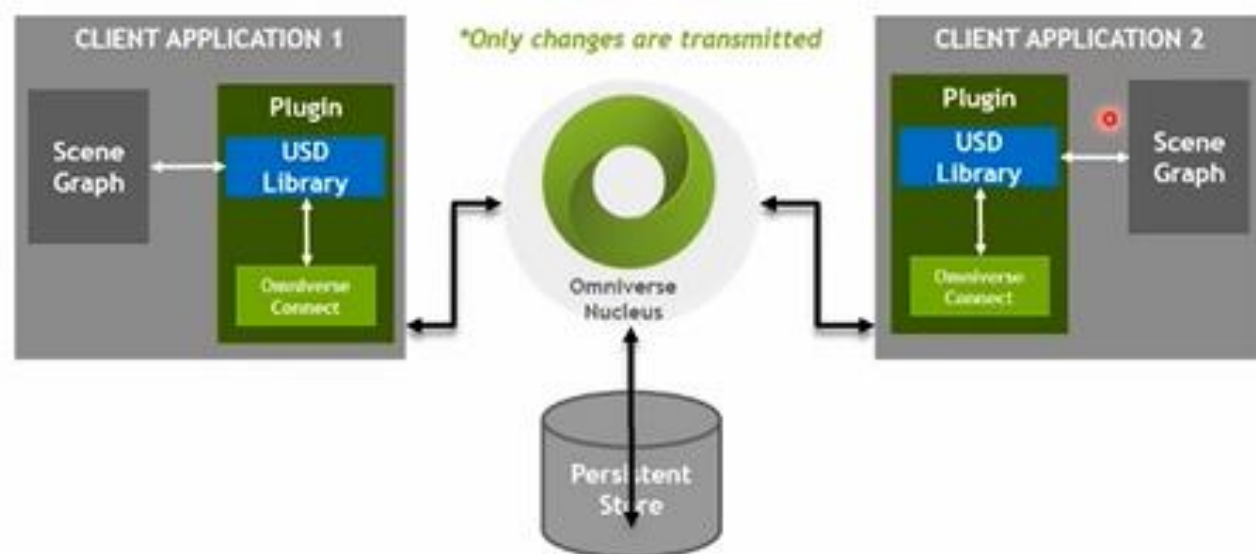
The “HTML” of 3D Virtual Worlds

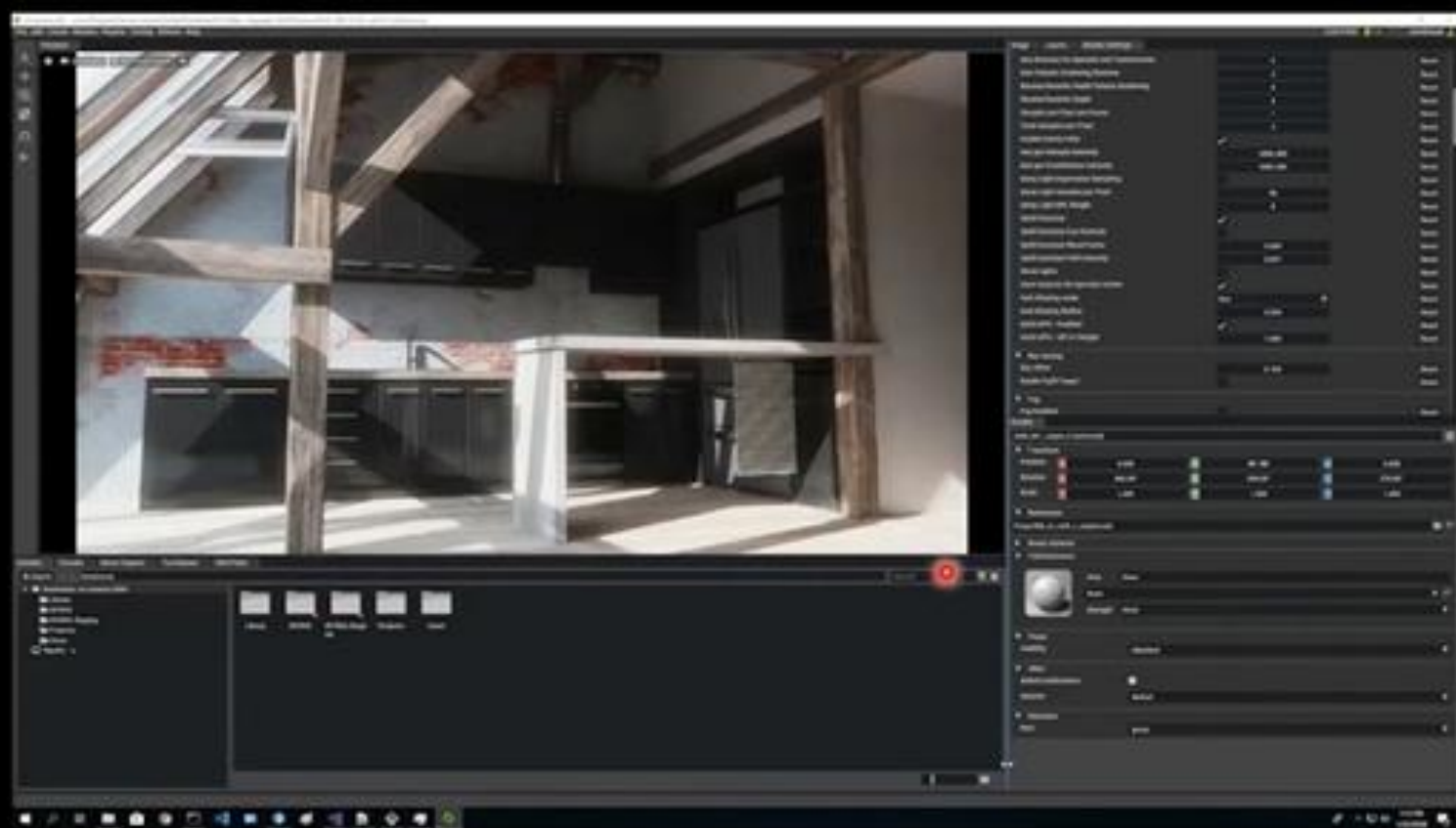
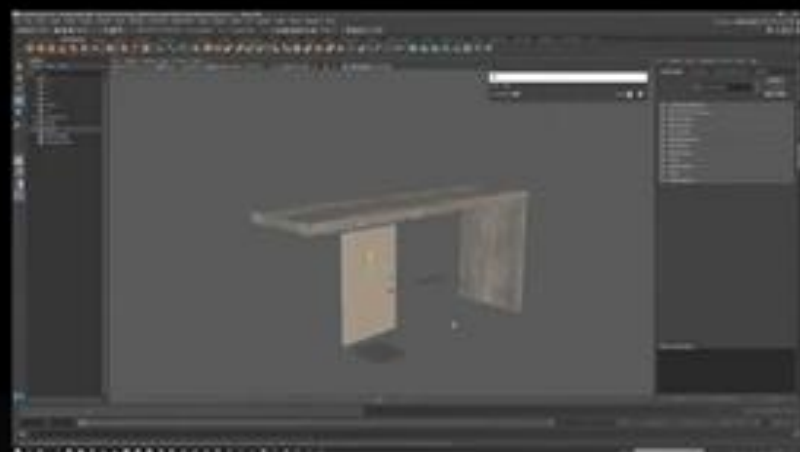
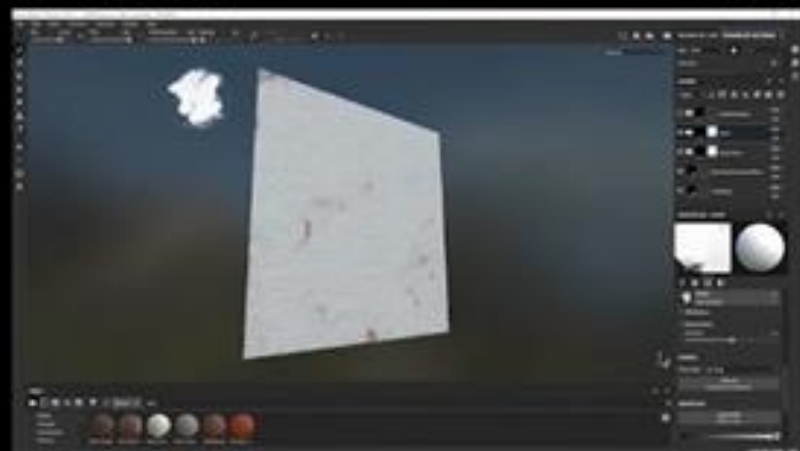
- Developed by Pixar
- Foundation for NVIDIA Omniverse
- Open-sourced API and file framework for complex scene graphs
- Easily extensible, simplifies interchange of assets between industry software
- Introduces novel concept of layering
- Enables simultaneous collaboration for large teams in different department working on the same scene
- Originated in M&E, now becoming a standard across industries including AEC, Manufacturing, Product Design, Robotics

OMNIVERSE NUCLEUS

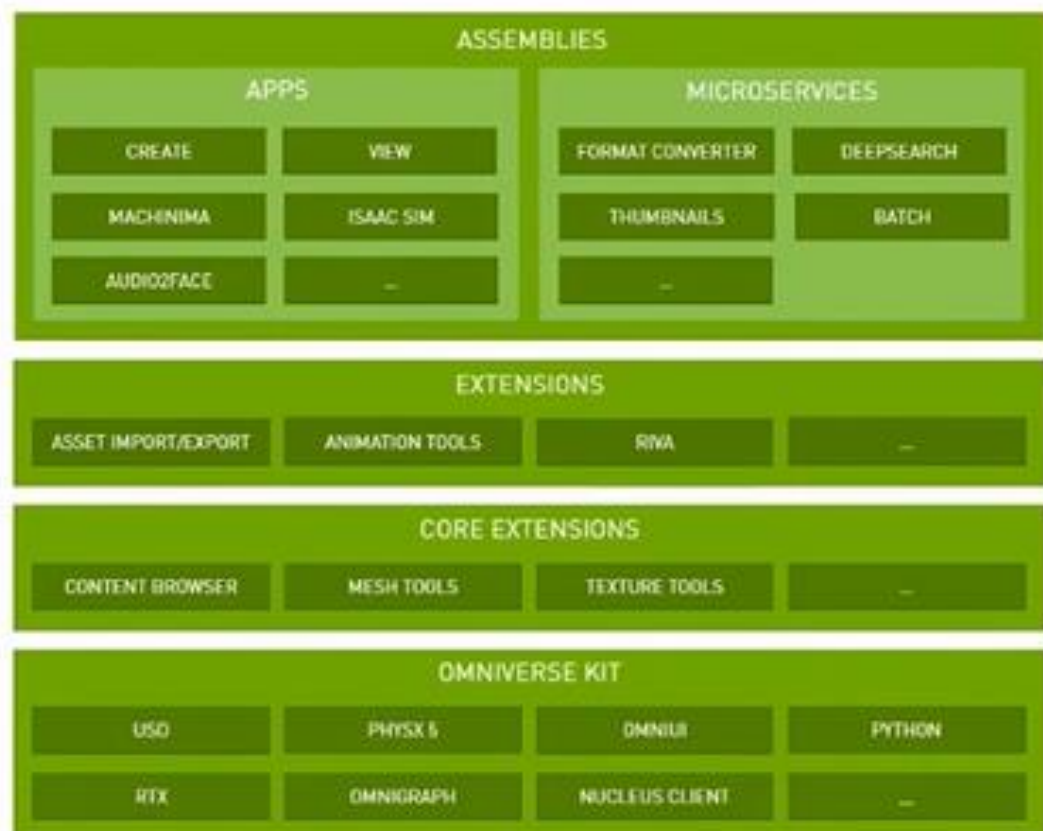
Asset Database and Collaboration Engine

- > Allows multiple software tools to talk to each other as well as live sync workflow
- > Universal asset exchange - can house assets of any filetype
- > Enables collaboration on large, ultra-complex scenes and passes only the change deltas
- > Because only deltas are exchanged, extremely fast creation/replication is enabled
- > No more hour-long or overnight uploading/downloading of entire scene files - everything is real-time and live
- > Enables a single source of truth and eliminates messy, redundant file copies





TEAM COLLABORATION



OMNIVERSE KIT

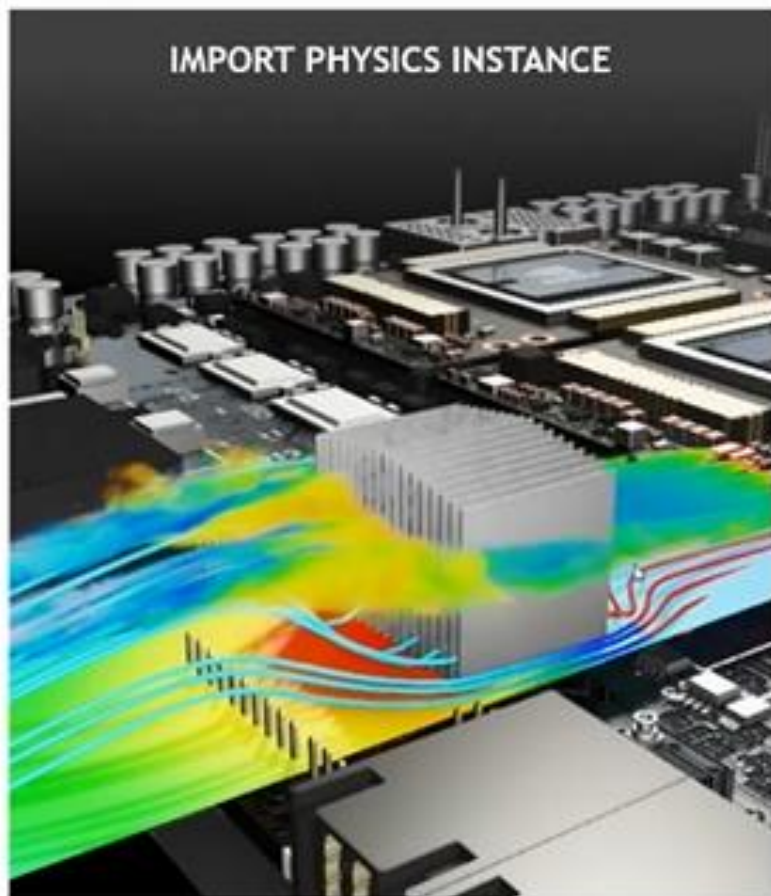
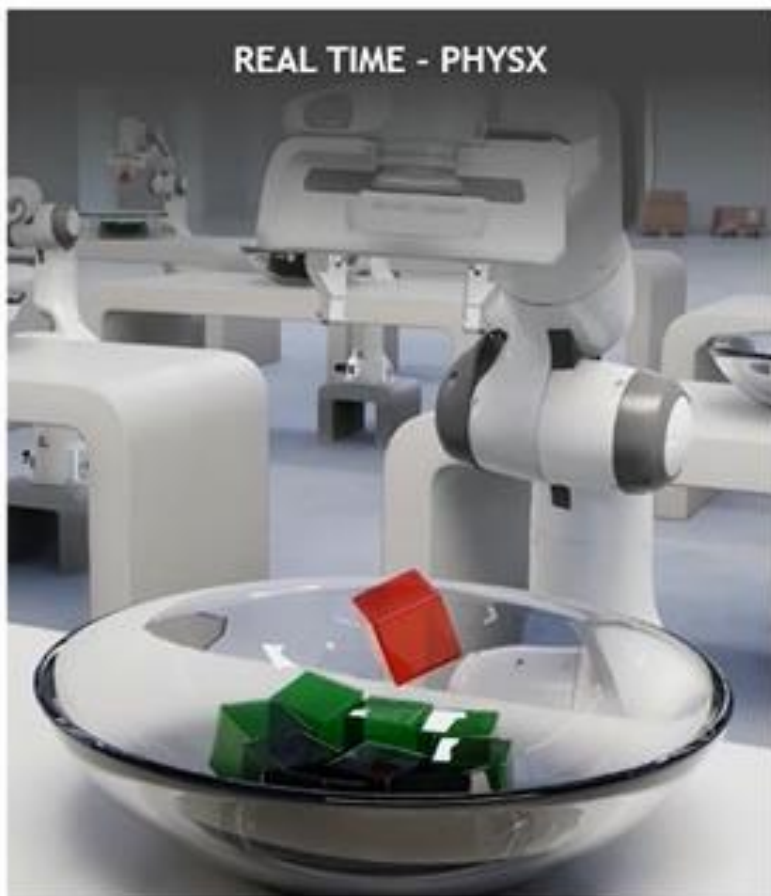
A Powerful SDK to Build the Tools of the Future

- › Extremely modular platform of extensions
- › Extensions are the building blocks of Omniverse Apps
- › Flexible, customizable, easily extensible
- › Includes Kit Extensions System, Omni.UI Graph API, Omni.UI Models and View Widgets



PHYSICS IN OMNIVERSE

Multiple Ways to Visualize and Simulate Physics in Omniverse



PHYSICS SIMULATION IN OMNIVERSE

Advanced Libraries Providing Foundations for Accurate Virtual Worlds



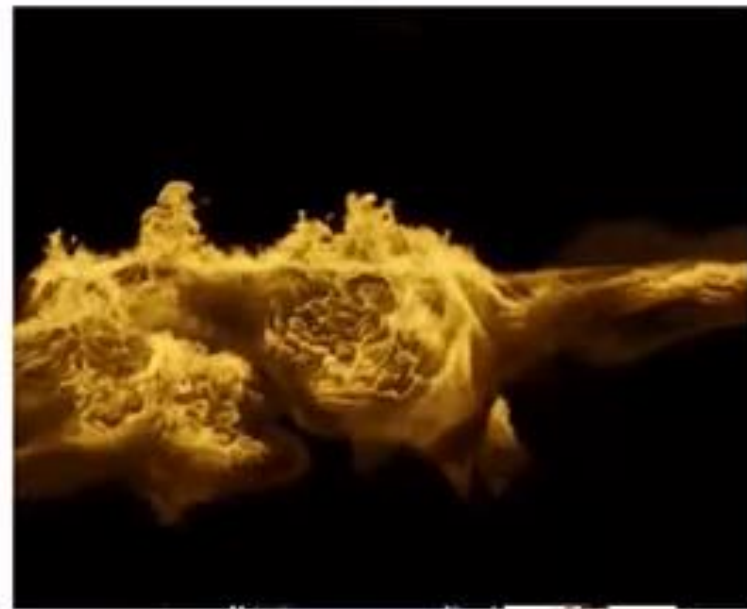
PhysX 5

Rigid, Soft Body, and Vehicle Dynamics



PhysX Blast

Fracture & Destruction



PhysX Flow

Combustible Fluids, Smoke, Fire

OMNIVERSE RTX RENDERER

Advanced, Multi-GPU, Multi-Node Renderer for World Simulations



Scalable, Multi-GPU, Multi-Node
Infinitely scalable ray tracing to handle more geometry, thousands of dynamic lights with no baking.



Real time, Photoreal, Physically Accurate
Leading the convergence of real time and offline renderers.



Based on Open Standards
USD-enabled, flexible MDL, MDL-based procedural dome lights

CORE OMNIVERSE ENTERPRISE APPS

Multi-GPU Enabled for Assembling, Viewing Full-Fidelity Scenes

OMNIVERSE CREATE

Advanced USD Scene Composition, Lighting, Rendering



- Simplify full-fidelity world building with intuitive layout tools and physics
- Breathtaking photorealism with physically-accurate materials, and real time ray and path traced rendering
- Advanced simulation with NVIDIA PhysX 5, Flow, and Blast integration

OMNIVERSE VIEW

Immersive, True-to-reality Visualization For Reviews & Approvals



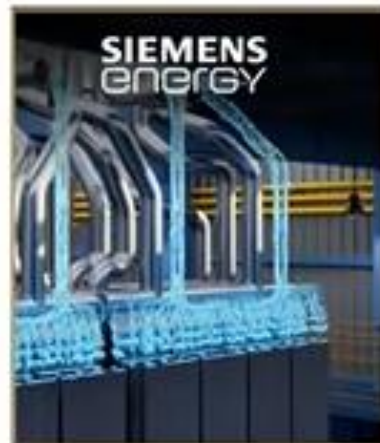
- Simple to use tools for project reviews including camera waypoints, annotations, measure, and markup
- Make minor environment or material iterations to present multiple options
- Quick toggling between real-time ray traced and ultra-high-fidelity path-traced for interactive visualization



ENTERPRISE CASE STUDIES

OMNIVERSE IS EVERYWHERE

Enabling 3D Design Collaboration and Industrial Digital Twins Across Industries



EARLY ADAPTOR USE CASES

AECO and ME





Image Courtesy of ILM

TRANSFORMING VFX WORKFLOWS

Industrial Light & Magic

“NVIDIA continues to advance state-of-the-art graphics hardware, and NVIDIA Omniverse showcases what is possible with real-time ray tracing. The potential to improve the creative process through all stages of VFX and animation pipelines will be transformative.”

— Francois Chardavoine, VP of Technology



INDUSTRIAL
LIGHT & MAGIC

INVENTING THE FUTURE OF ADVERTISING

WPP

WPP, the world's largest marketing services organization, is using the NVIDIA Omniverse™ platform to reinvent the way advertising content is made by replacing traditional on-location production methods with entirely virtual production.

When COVID-19 restrictions were put in place, the team faced limitations shooting commercials for clients on location.

WPP used NVIDIA Omniverse to collaboratively design, build, and simulate a photorealistic virtual forest without having to shoot it in person.

WPP





Stage Layers

- Stage (DefaultPbr)
- VolvoLocks
- SometLight
- XC40_Druid_Test
 - Curb
 - Suspension
 - Wheel_Front_Front_LH
 - Wheel_Front_Front_RH
 - Wheel_Front_Rear_LH
 - Wheel_Front_Rear_RH
 - Body
 - Exterior_Body
 - Chassis
 - Electric_Parts
 - Roofnet
 - Front_Trunk
 - Doors
 - Door_Front_LH
 - Door_Front_LH_Relative
 - Door_Front_Exterior_LH
 - Door_Front_Interior_LH
 - Rearview_Mirror_LH
 - Door_Front_RH
 - Door_Rear_LH
 - Door_Rear_RH
 - Dashboard
 - Tunnel_Console
 - Pillars
 - Seats
 - Roof

Details

Door_Front_LH_Relative (selected)

Transforms

Position	0.000	0.000	0.000
Position	226.186	-86.608	81.379
Rotation	2.33°	356.60°	298.73°
Scale	1.000	1.000	1.000

Materials on selected models (First 10 out of 26)

- 
 Pbr: Mixed
 Path: /Stage/VolvoLocks/metal/metal_na_metal
 Strength: Weaker than Descendants
- 
 Pbr: Mixed
 Path: /Stage/VolvoLocks/metal/metal_na_metalsteel
 Strength: Weaker than Descendants
- 
 Pbr: Mixed
 Path: /Stage/VolvoLocks/rubber/rubber_na_phorosulfid
 Strength: Weaker than Descendants

VOLVO

Volvo Cars is testing Omniverse in its research and development workflows. “We immediately saw the opportunity for real-time collaboration for our design workflow using Omniverse. It’s something we have been striving for throughout our efforts to optimize our design and development process.”

– Mattias Wikenmalm | Senior Visualization Expert | Volvo Cars



..._editor_get_editor_interface)
 ...
 ... + "Stage/VolvoLocks"



ENERGIZING CREATIVITY WITH REMOTE COLLABORATION

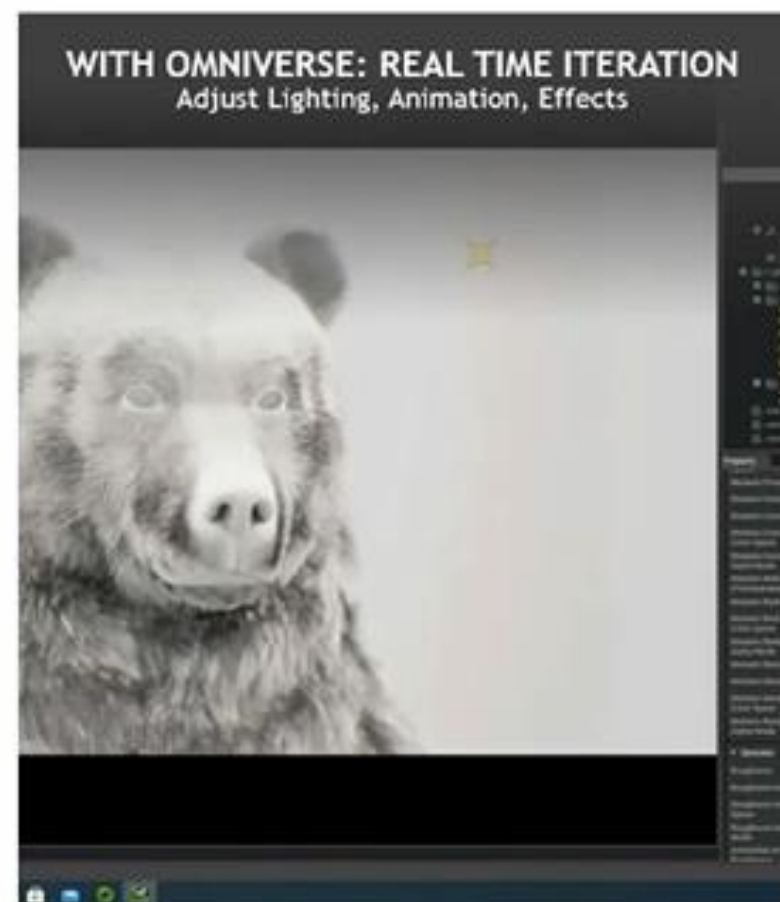
DNEG

“To create Academy Award-winning work, DNEG has always thrived on collaboration and the creative energy it provides. With nine facilities worldwide, we were at the forefront of virtualized production,” said Roy C. Anthony, global head of Research at DNEG. “We’re excited to work together with NVIDIA to reinvent how our artists and supervisors collaborate globally in real-time with NVIDIA Omniverse.”

DNEG

DNEG CASE STUDY

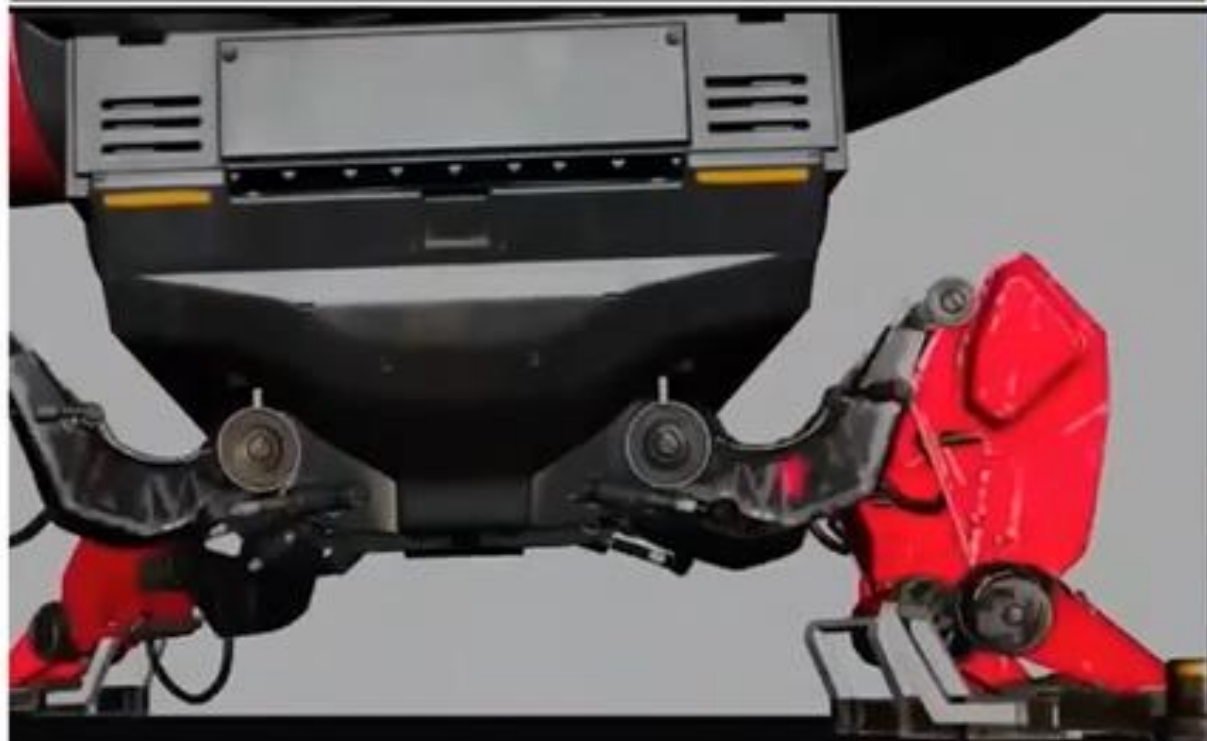
Character Design Workflows - Before & After Omniverse Enterprise



DNEG CASE STUDY

Pre-Visualization Before Omniverse Enterprise, and After

AUTODESK MAYA PLAYBLAST - OFFLINE



OMNIVERSE CREATE - REAL TIME





SHOWREEL



NeuralVDB





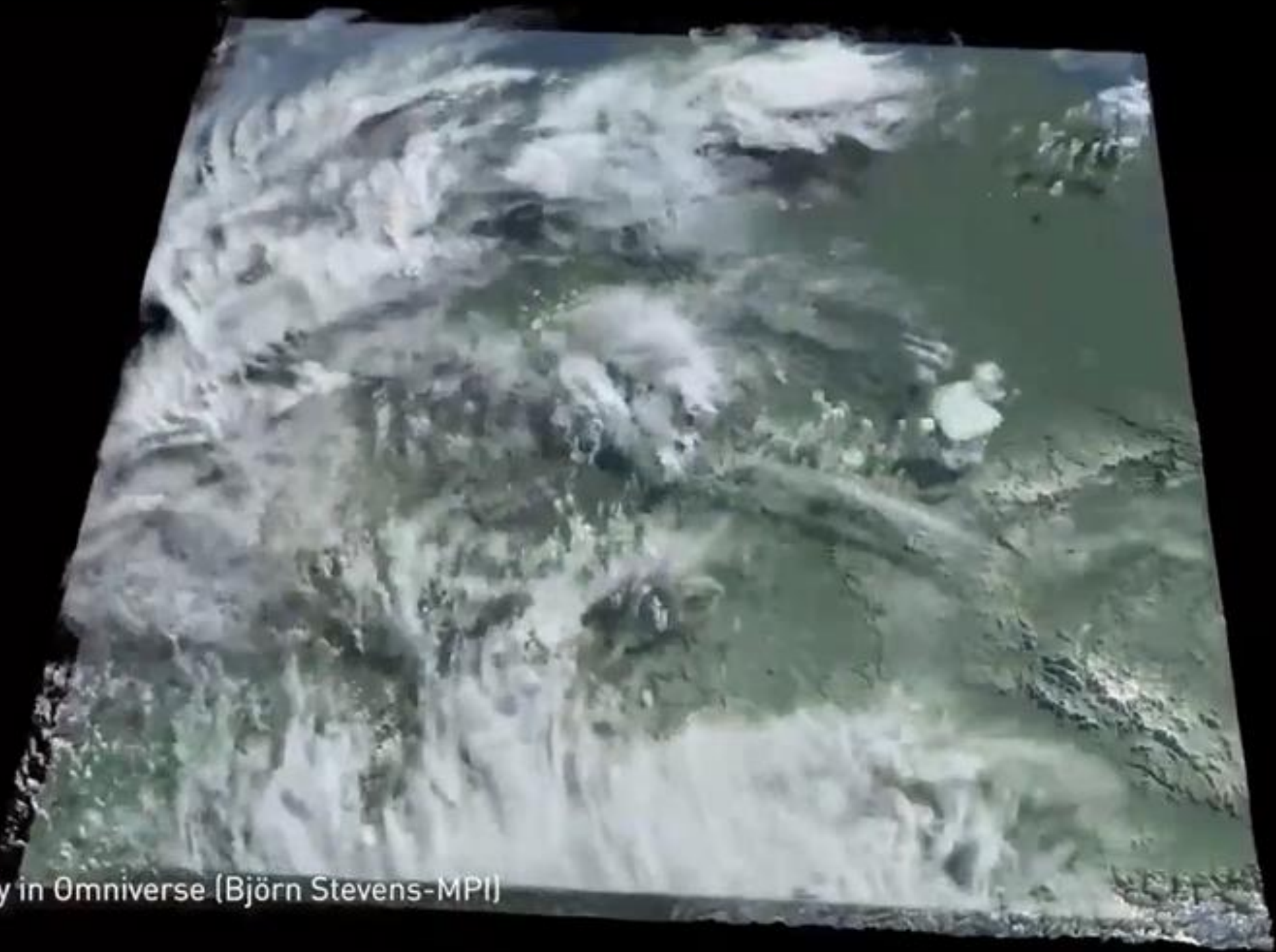
RTX Render



Omniverse Ramen Shop



RTX Renderer, Iray Accurate



IndeX, Iray in Omniverse (Björn Stevens-MPI)

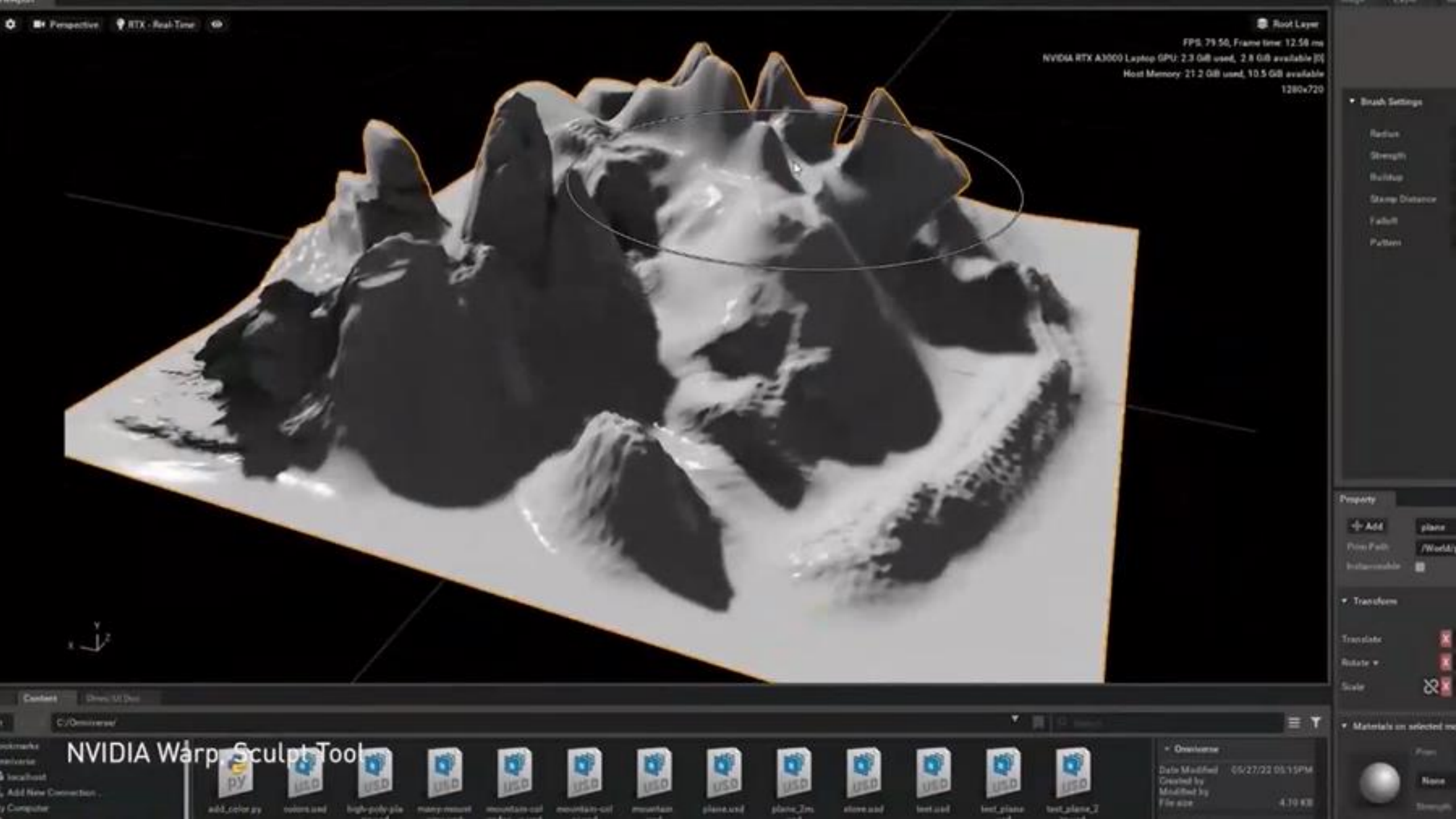


Omniverse Physics, VDB



Omniverse Physics, VDB





Root Layer

FPS: 79.50, Frame time: 12.58 ms
NVIDIA RTX A3000 Laptop GPU: 2.3 GB used, 2.8 GB available [O]
Host Memory: 21.2 GB used, 10.5 GB available
1280x720

Brush Settings

- Radius
- Strength
- Builder
- Stamp Distance
- Falloff
- Pattern

Property

+ Add plane
File Path: /World/
Instanciable

Transform

Translate
Rotate
Scale

Materials on selected me

Plane
None
Strength

NVIDIA Warp Sculpt Tool

- add_color.py
- colors.usd
- high-poly.ply
- many-mountains.usd
- mountain-col.usd
- mountain-col.usd
- mountain.usd
- plane.usd
- plane_2.usd
- store.usd
- test.usd
- test_plane.usd
- test_plane_2.usd

Overview
Date Modified: 05/27/22 05:15PM
Created by:
Modified by:
File size: 4.19 KB



Search

- World (defaultScene)
- SkySphere
- OmniLight
- Full_assembly
- Cube
- Links
- front_assembly
- Cube_01
- Track_front
- Boiler_assembly
- Cube_02
- Camera_Left
- Camera_Right
- Camera_front
- Track_front_01
- Track_front_02
- Frame_wagon
- Middle_boiler
- Water_tower
- Camera
- Cube_03
- Cube_04
- Camera_01
- Camera_02
- Camera_03
- Cylinder_01
- Bumpers
- Fluebox_support
- Tender_frame
- Wheel_attachment
- Wheel_attachment_back
- Cube_06
- Camera_04
- RectLight
- RectLight_01
- RectLight_02
- Full_train
- Steam_pump
- Track_cam
- Floor_2
- Mesh

Property

+ Add Floor_2

File Path /World/Floor_2

Instanceable

Import

omniverse://w-combat.nvidia.com/Users/yenberger@nvidia.com/Shay_Class_Collected/

- SubUSDs
- Shay class_C USD
- Shay class_C smoke USD

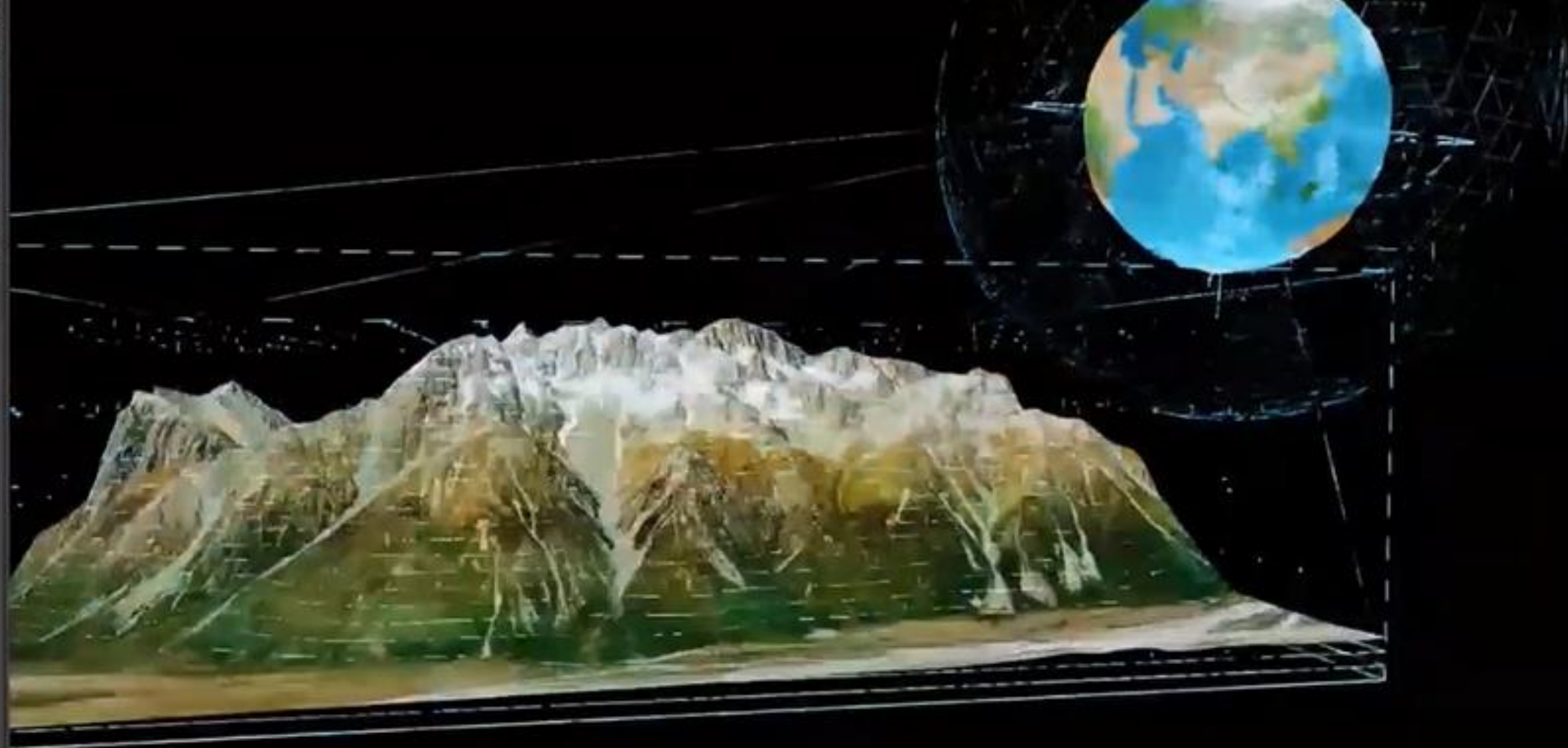
omniverse://w-combat.nvidia.com/Users/yenberger@nvidia.com/Shay_Class_Collected/

- SubUSDs
- Shay class_C USD
- Shay class_C smoke USD

Omniverse Farm



Environment Browser



Omniverse Create

1:00 BeginTime 1:10 1:20 EndTime

GPU: 95.34, Frame time: 22.98 ms
NVIDIA RTX ANGG 431.1 MB used of
NVIDIA RTX ANGG 3.1 GB used, 416.0 MB available
PathTracing: 130/2048 obj - 4.22 sec
1296x720

- Scene
- World (Scene, Affine)
- GPU Asset
- Links
- Light Base
- RT Assets
- Ground
- 1_SpotLight
- Group
- Area Light
- Check Layer
- WorldLight



Property

+ Add RectLight

From Path: WorldRectLight

Material: [Material]

Transform

Position	47.0	11
Rotation	-45.1	1
Scale (xyz)	0.1	0

Light

Material

Color: [Color]

Light Color Temperature: [Value]

Color Temperature: [Value]

Intensity: [Value]

Exposure: [Value]

Spectral Power: [Value]

Height: [Value]

Width: [Value]

Texture Tile: [Value]

Diffuse Multiplier: [Value]

RTX Renderer

Bookmarks

- GPU 1x522 (RAM)
- Environment
- PathTracing PROPS
- RTS
- Speed Time Path
- RT Sandbox
- Default Environment
- Default
- Material

No files selected

Scene: WorldRectLight 0.01 (0.02) (0.02)

Created by: [User]

File Size: 0.00 B

Checkpoints



Omniverse Physics



Console Flow Sequencer Isaac Assets (Beta) NVIDIA Assets Materials Action Graph

... .. Edit View ?

Nodes | Variables

Isaac Ros 2
Isaac Sim
ROS1 Subscribe Joint State
omni.isaac_ros_bridge.ROS1Subsc



Property Semantics Sch

+ Add isaac_re

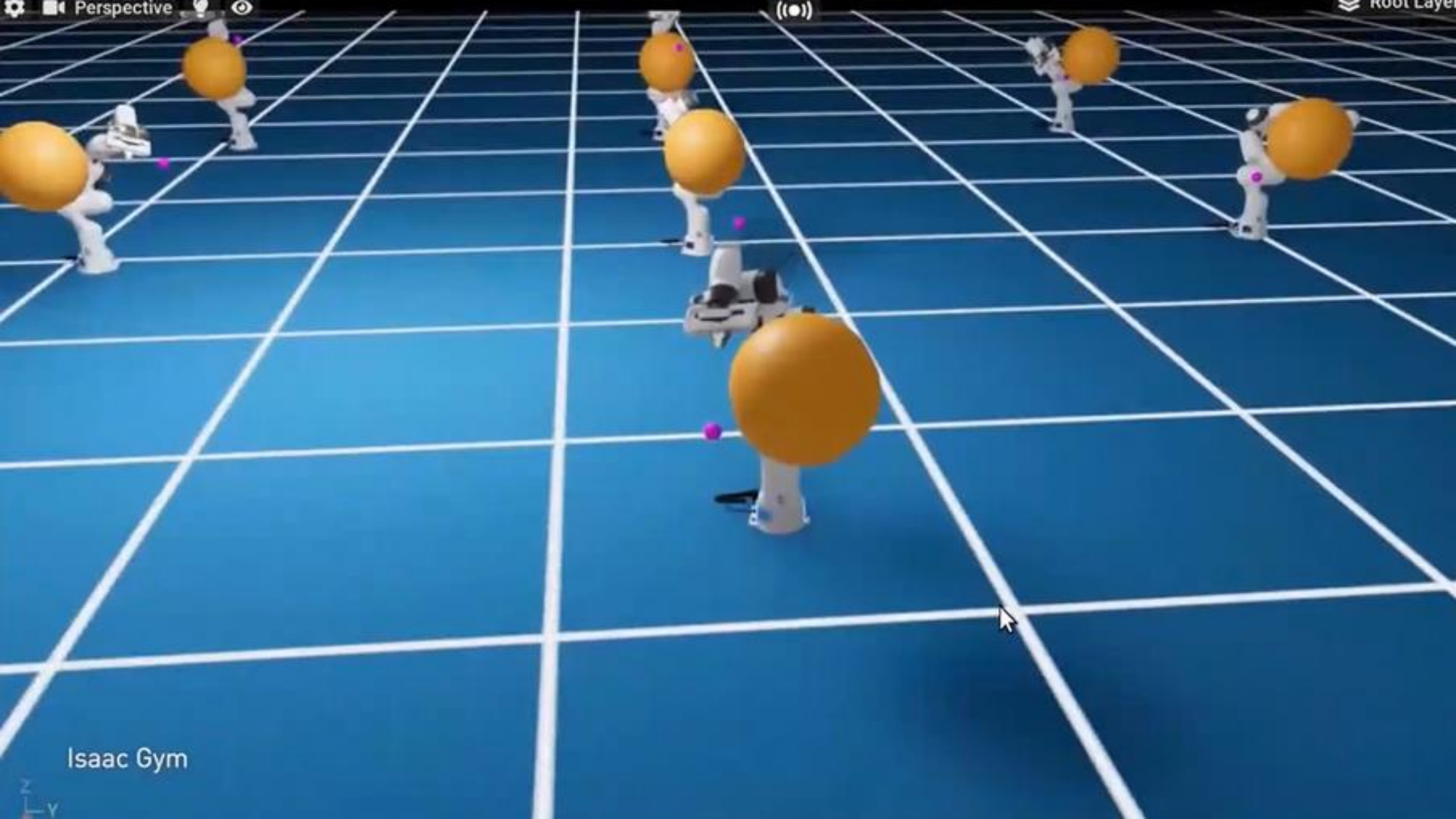
Prim Path /panda/

Instanceable

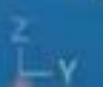
▼ Compute Node

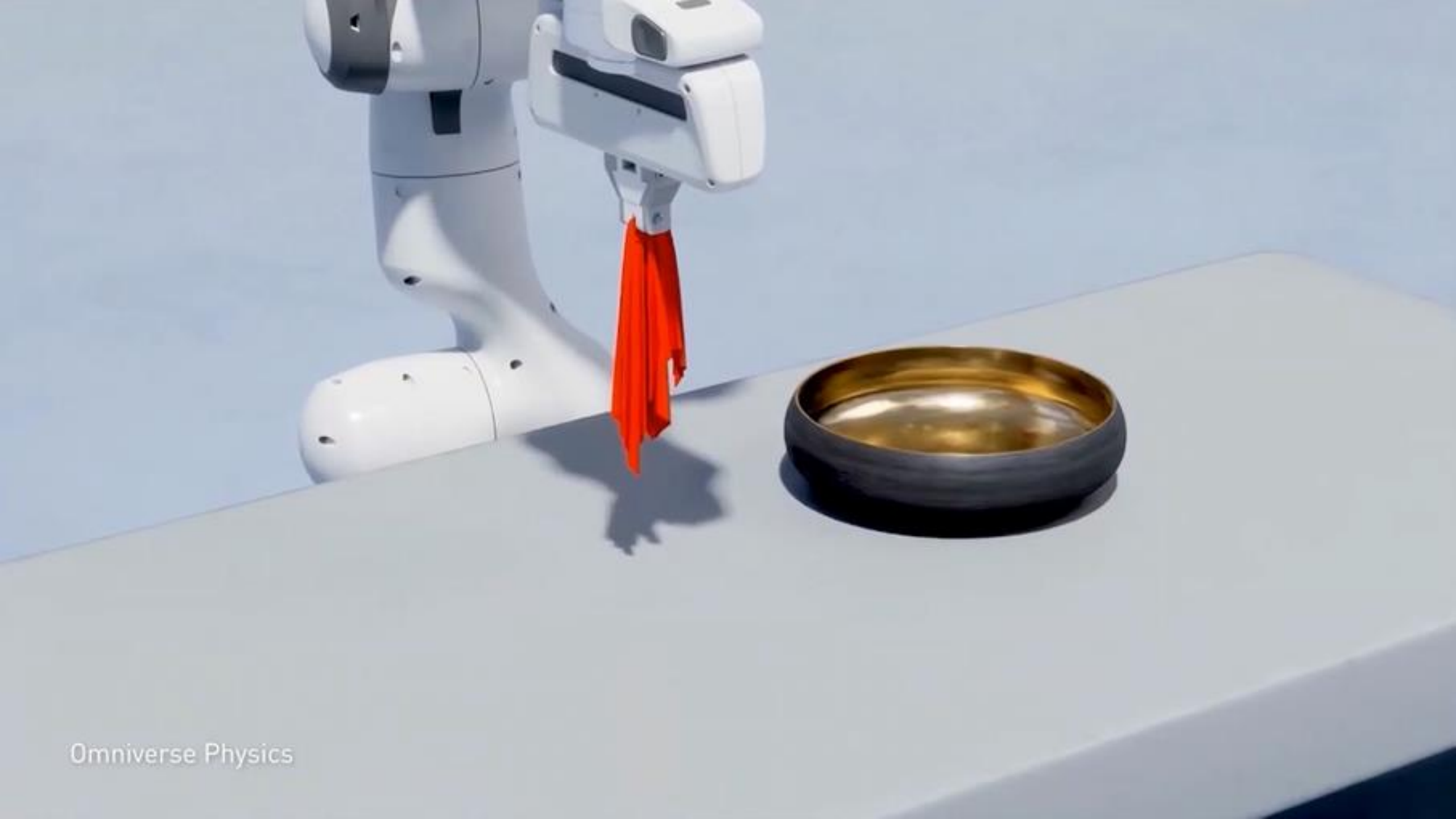
▼ Inputs

Reset On s
swhFrameNum



Isaac Gym





Omniverse Physics

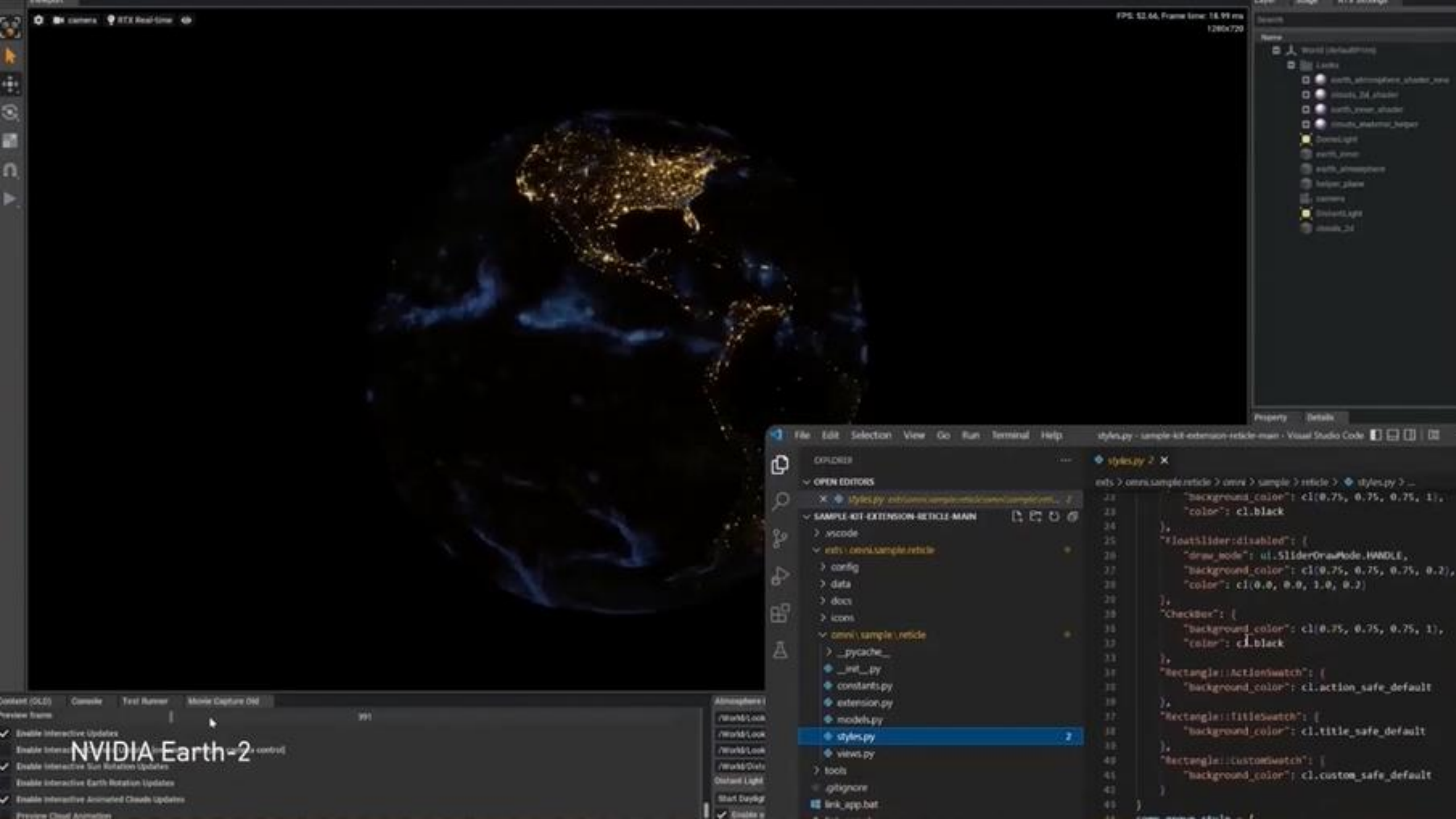


image_rgb



Isaac Gym, DeXtreme

(ym12: ym102) - R:63 G:101 B:116



FPS: 52.66, Frame time: 18.99 ms
1280x720

Scene Hierarchy

- World (DefaultScene)
 - Lights
 - earth_atmosphere_shader_name
 - clouds_2d_shader
 - earth_sun_shader
 - clouds_atmosphere_shader
 - SceneLight
 - earth_sun
 - earth_atmosphere
 - helper_plane
 - camera
 - DefaultLight
 - clouds_2d

File Edit Selection View Go Run Terminal Help style.py - sample-kit-extension-reticle-main - Visual Studio Code

EXPLORER

- OPEN EDITORS
 - style.py
- SAMPLE-KIT-EXTENSION-RETICLE-MAIN
 - vscode
 - omni/sample/reticle
 - config
 - data
 - docs
 - icons
 - omni/sample/reticle
 - __pycache__
 - __init__.py
 - constants.py
 - extension.py
 - models.py
 - style.py
 - views.py
 - tools
 - gitignore
 - link_app.bat

```
22 "background_color": c1(0.75, 0.75, 0.75, 1),  
23 "color": c1.black  
24 },  
25 "floatslider:disabled": {  
26 "draw_mode": ui.SliderDrawMode.HANDLE,  
27 "background_color": c1(0.75, 0.75, 0.75, 0.2),  
28 "color": c1(0.0, 0.0, 1.0, 0.2)  
29 },  
30 "checkboxer": {  
31 "background_color": c1(0.75, 0.75, 0.75, 1),  
32 "color": c1.black  
33 },  
34 "Rectangle::ActionSwitch": {  
35 "background_color": c1.action_safe_default  
36 },  
37 "Rectangle::TitleSwitch": {  
38 "background_color": c1.title_safe_default  
39 },  
40 "Rectangle::CustomSwitch": {  
41 "background_color": c1.custom_safe_default  
42 }  
43 }  
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46 }  
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100 }
```

Console

Preview Frame 391

- Enable Interactive Updates
- Enable Interactive Sun Rotation Updates
- Enable Interactive Earth Rotation Updates
- Enable Interactive Animated Clouds Updates
- Preview Cloud Animation

NVIDIA Earth-2



Omniverse Create XR

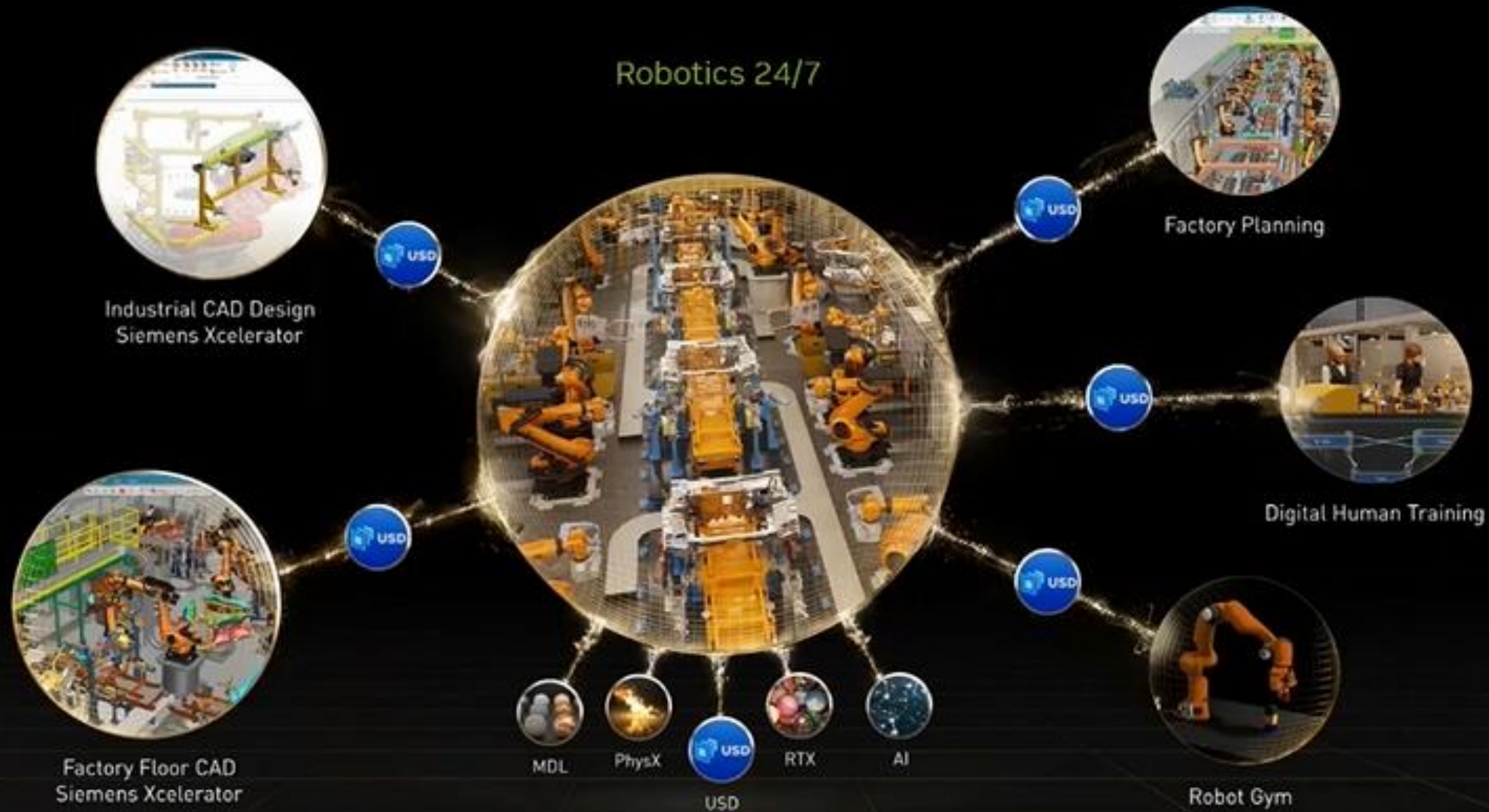


Toy Jensen



NVIDIA'S JOURNEY FORWARD

UPDATES FROM SIGGRAPH 2022



NVIDIA OMNIVERSE - USD COMPUTING PLATFORM FOR 3D WORLDS

Enterprise AI

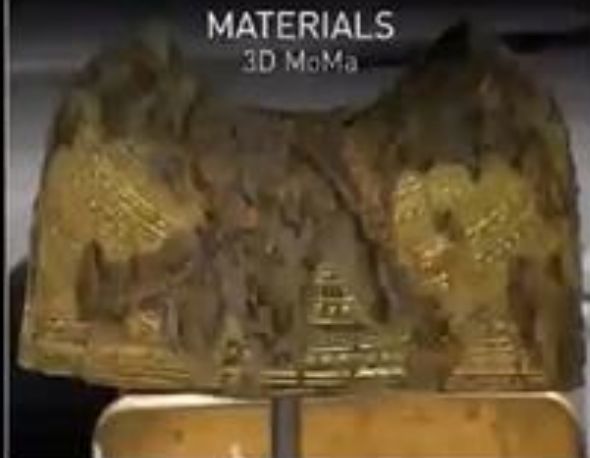
PHYSICS
NeuralVDB



LIGHT CAPTURE
Neural Radiance Cache



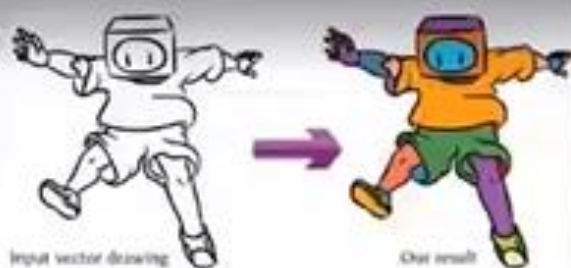
MATERIALS
3D MoMa



CHARACTER ANIMATIONS
ASE



CAPTURING ARTIST INTENT
Vector Sketch Continuity



PHOTOREAL HUMANS
StyleGAN3



HUMAN PERCEPTION
Holographic Glasses

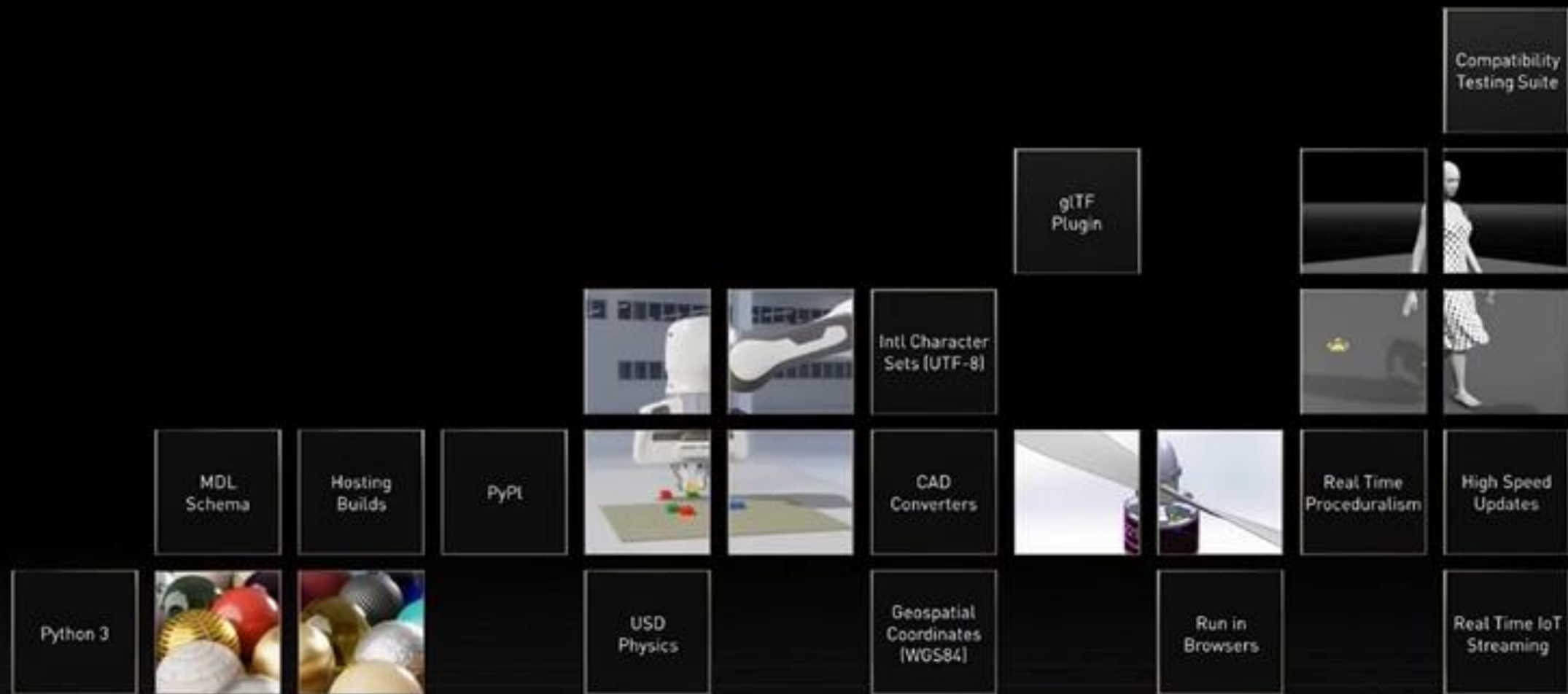


CAPTURING THE REAL WORLD
Instant NeRF



NEURAL GRAPHICS ARE REDEFINING VIRTUAL WORLD CREATION & SIMULATION

AWN



2020

NVIDIA IS INVESTING IN THE FUTURE OF USD

“NVIDIA Pushes the Envelope for Virtual Worlds and Digital Humans”

SiliconANGLE

HOW CAN I HELP?

Vision

Conversation

Speech

Planning & Action

Facial Animation

Gesture

Realistic Graphics

Body Animation



AVATARS



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.



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

[company/gidcomp/](https://www.linkedin.com/company/gidcomp/)

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

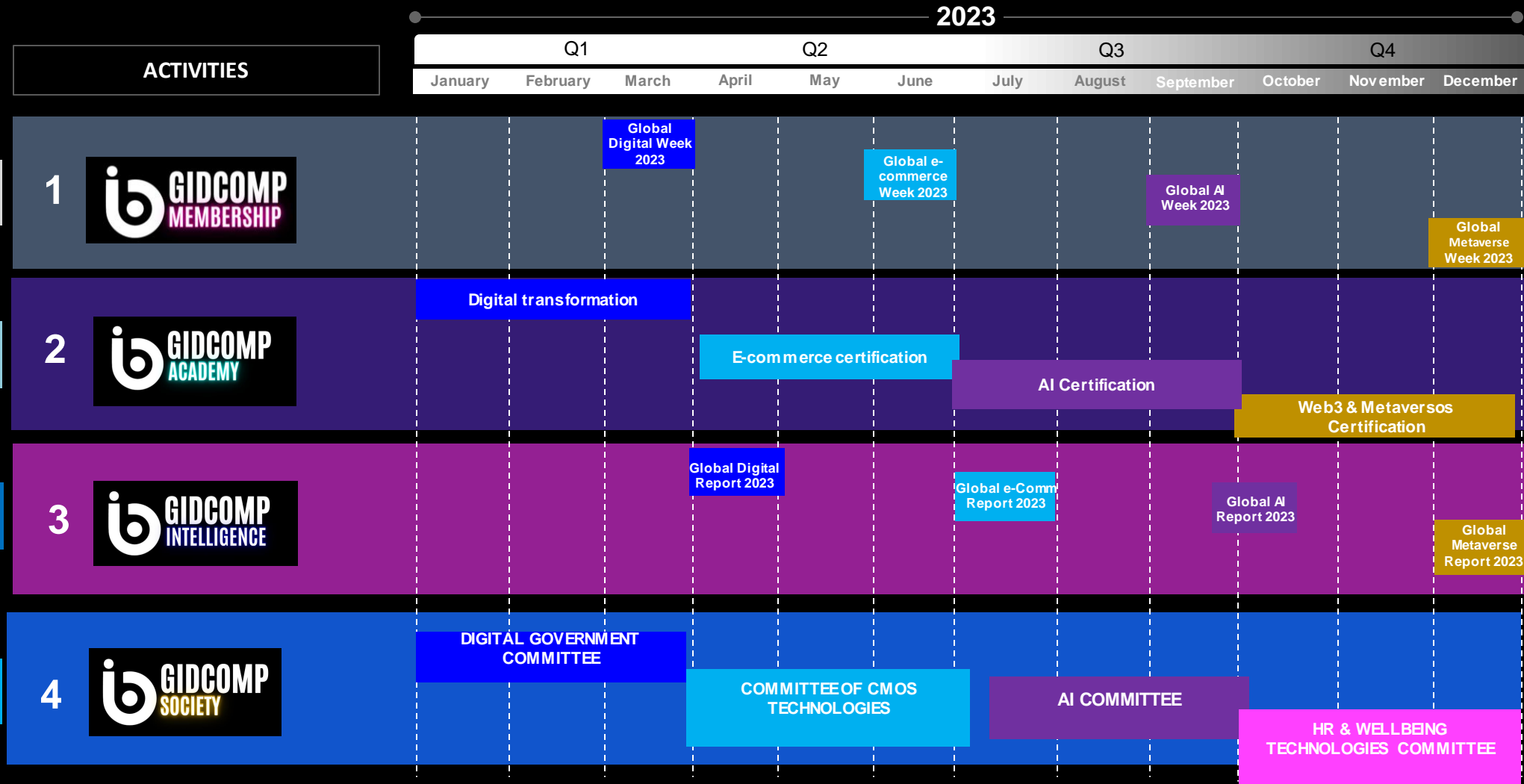
[gidcomp.english](https://twitter.com/gidcomp.english)

[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

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 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

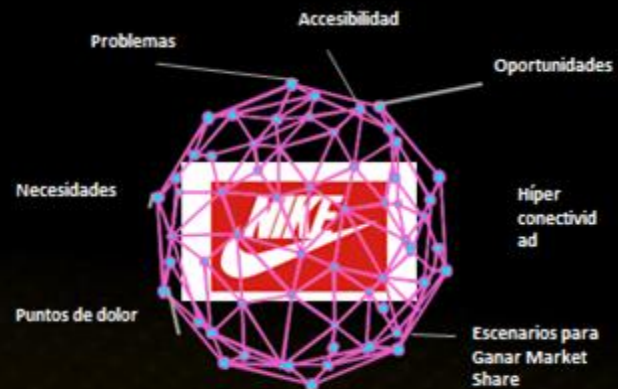
1 [VIRTUAL STORES](#) – JONATHAN MÁSMELA, CEO DE LA COLONIA

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 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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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
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](#)