

# Web3 Institute

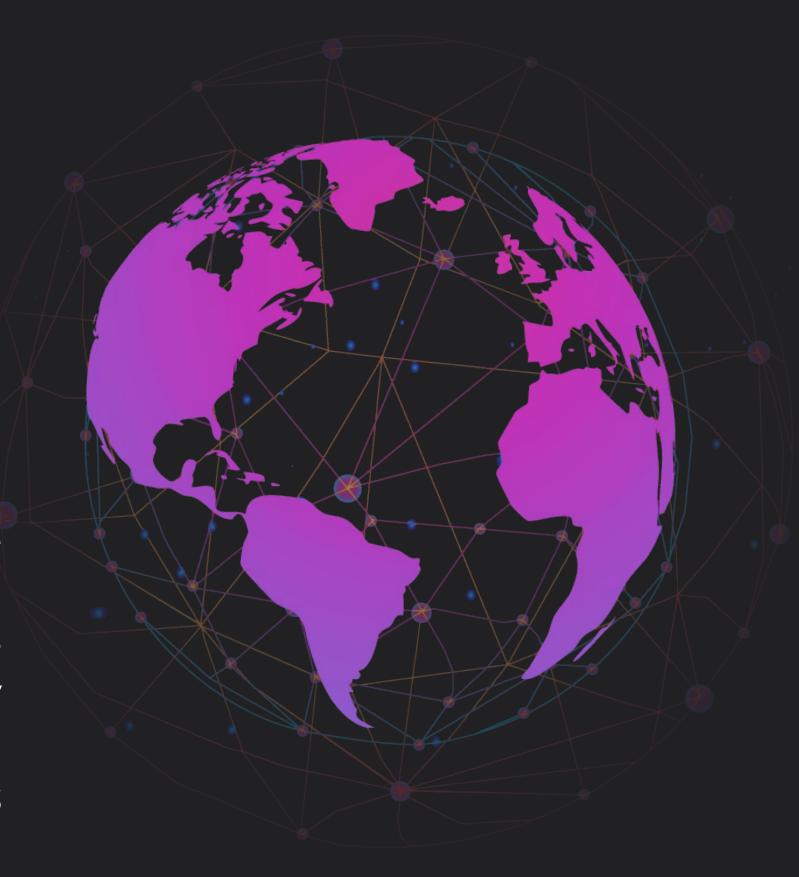
Building a Digital Innovation Ecosystem for Papua New Guinea



# Objectives

By the end of this program, the participant will be able to:

- •Understand the elements of an innovation ecosystem.
- •Describe the key stakeholders in the innovation ecosystem.
- •Summarize the key action steps needed to develop an innovation ecosystem by key stakeholders.
- •Create a call to action for PNG Stakeholders to systematically build innovation and digital as core economic sectors.



# What is Changing?

**Behavior** More public lives, we build communities, share, communicate, collaborate, access information, and shape our personal experiences

**Technologies** ChatGPT forces us to rethink human jobs; big data gives us insight into how we work and how customers transact with us; Collaboration platforms give us the ability to connect our people and information together anywhere, anytime, and on any device

#### Millennials

By 2020, millennials 50% of the workforce, and by 2025 75%

**Mobility** 

Where you are located doesn't matter if you have internet

Globalization

Boundaries do not exist. The world is becoming just like one big city



## The Future of Work Will Drive Education

#### Growth Jobs:

- Computer software, data scientists, statisticians, web developers etc
  - Experience Architect
  - Data Scientist
  - Metaverse Learning Strategist
  - Community Architect
  - Analytics Specialist
  - Cyber Security Specialist
  - Metaverse Learning Consultant
- Health care, entertainment and technicians
- 60 percent of new jobs (2030) won't require a degree.

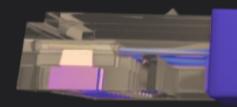




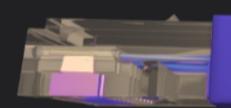
## Future of Work

**Gig Economy - Free Lancers** will replace FTEs

Soft skills: critical thinking, leadership and complex problem-solving will become increasingly important.



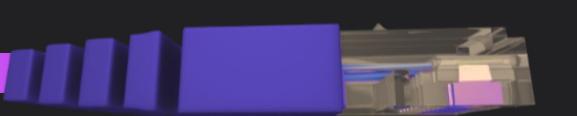
Humans and machines will collaborate



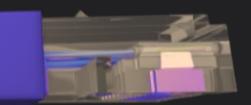
**Skills based economy** 



Constant upskilling will be essential



Skills based future - Portfolio of skills



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Metaverse Health and Wellness Coach

Digital Rights Advocate

Circular Economy manager

G te

Green energy technicians

Work from home facilitator



Soft skills

Tech skills



XR Immersion Counsellor

Algorithm bias auditor



16 TO

Avatar coordinator

New CAREERS

Metaverse strategist Drone fleet coordinator



#### **Ecosystem Building**

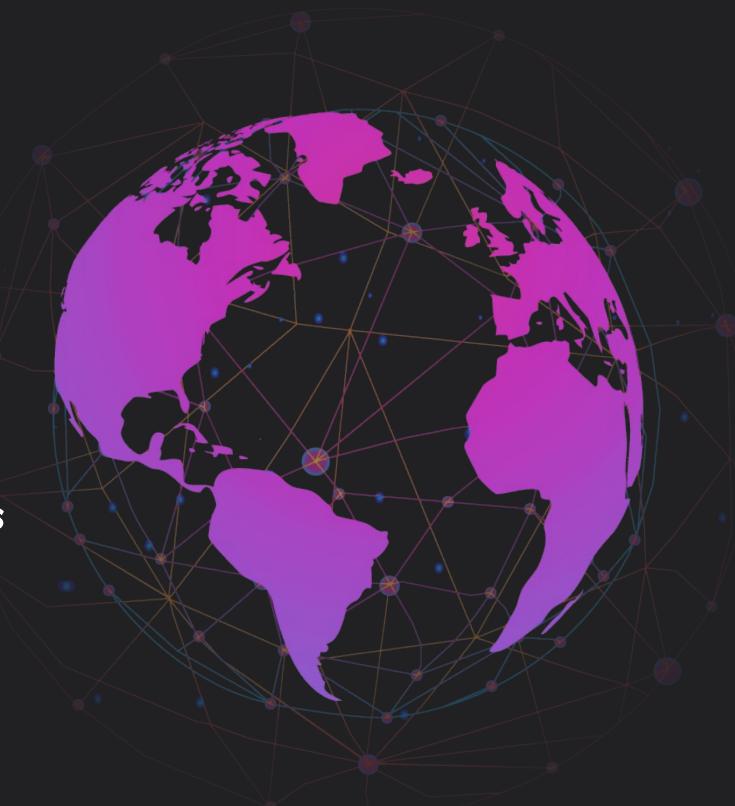
Technological innovation provides unprecedented opportunities to connect and scale, and the emergent collaborative economy built on distributed networks of connected individuals and communities is transforming how we produce, consume and finance things.

New paradigm is based on data and evidence and building connectivity - inviting a diversity of thinking, experimenting with new models, achieving more with less, sharing assets, people and ideas to create an ecosystem that goes across boundaries and sectors.



# **Key Questions**

- 1. How can we create the right regulatory and broader policy context that supports ecosystem development?
- 2. How can we do a better job of creating the right financial environment for these early-stage innovators?
- 3. How do we identify the gaps in finance and fill those gaps or create incentives for the private sector or donors to fill those gaps?
- 4. How do we promote open collaboration and cocreation between governments, the private sector, and civil society.
- 5. Who are the key stakeholders?



### **Building the Ecosystem**

1. Link Digital and Innovation Strategy to National Digital Strategies

2. Develop Enabling Regulations and Incentives

3. Nurture a Digital Innovation Ecosystem

4. Invest in Education and Skills Development on Digital Innovation

5. Align Capital with Digital Innovation

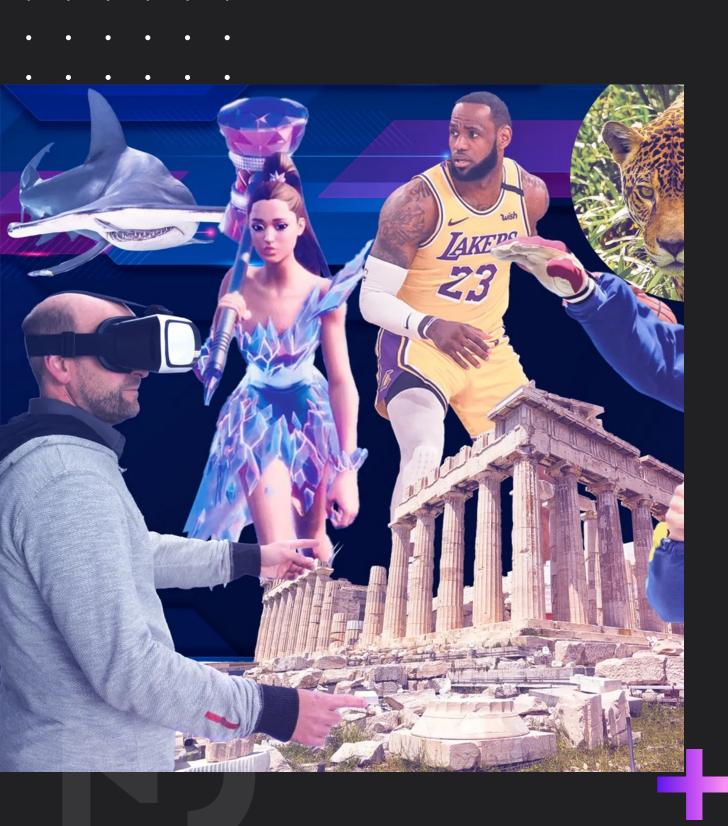
6. Make Access to Digital Infrastructure a Basic Human Right

7. Promote Open Data Accessibility

8. Mobilize Youth



#### MASTERCLASS PROGRAM



1.Introduction

2.Break into groups - mixed across stakeholder groups for discussion of one topic: Each group to have a facilitator (Who can we get?)

Topic 1: What are the priority sectors for digital innovation?

Topic 2: What is needed to align government digital

innovation policy and national strategies?

Topic 3. What needs to be done to get regulation and incentives in place?

Topic 4: What are sources of finance and how do we align with building the digital innovation ecosystem

Topic 5: How do we create education for digital innovation?

Topic 6: How can we mobilise youth as champions and beneficiaries?

Topic 6: How do we make digital infrastructure a priority for all sectors and the nation? What is needed?

Topic 8:Who are the key players and potential conveners of the ecosystem building?

Plenary and group report back Developing the call for action



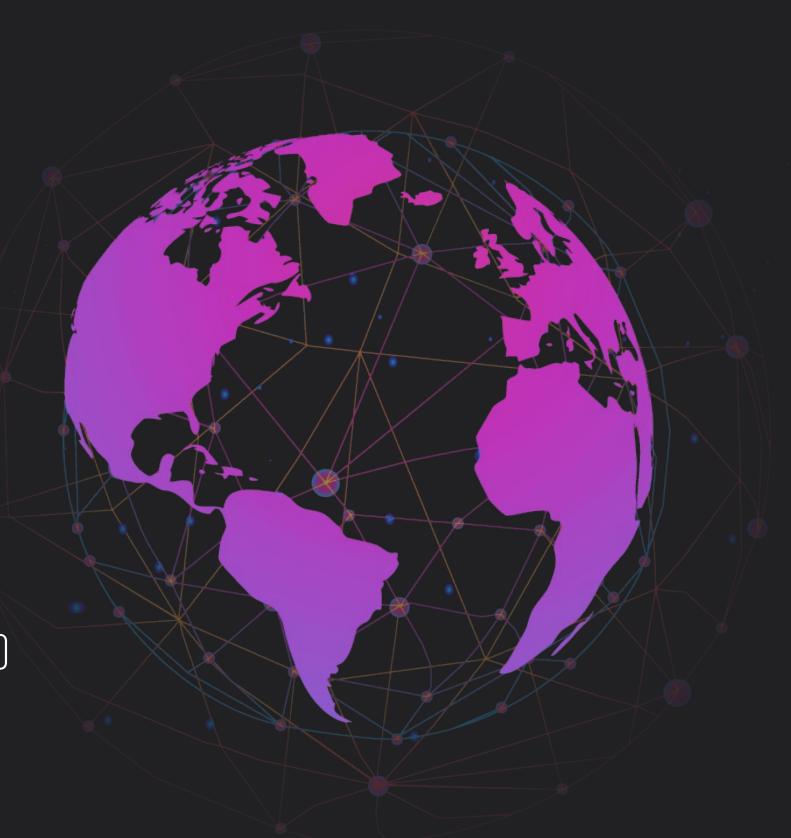
# Call to Action





# Portfolio of Programs

- Skills for the new economy
- Professional associations for CPD credits
- Technical training for developers
- Executive training for executives
- Fundamentals of Metaverse
- Educational Metaverse (Practice- Research)





# Road Map

#### 2023

July - Establish in DIFC

August - Content development

September - Launch web based and in person courses

October - Metaverse Educational Prototype complete

November - Launch Metaverse Academy

December - Onboard instructors and course curriculum

#### 2024

January - First Student Cohort

February - Gamification and incentivization of content

March - create mobile app

April - Dec create and grow courses and programs to teach immersive development to upskill future creators





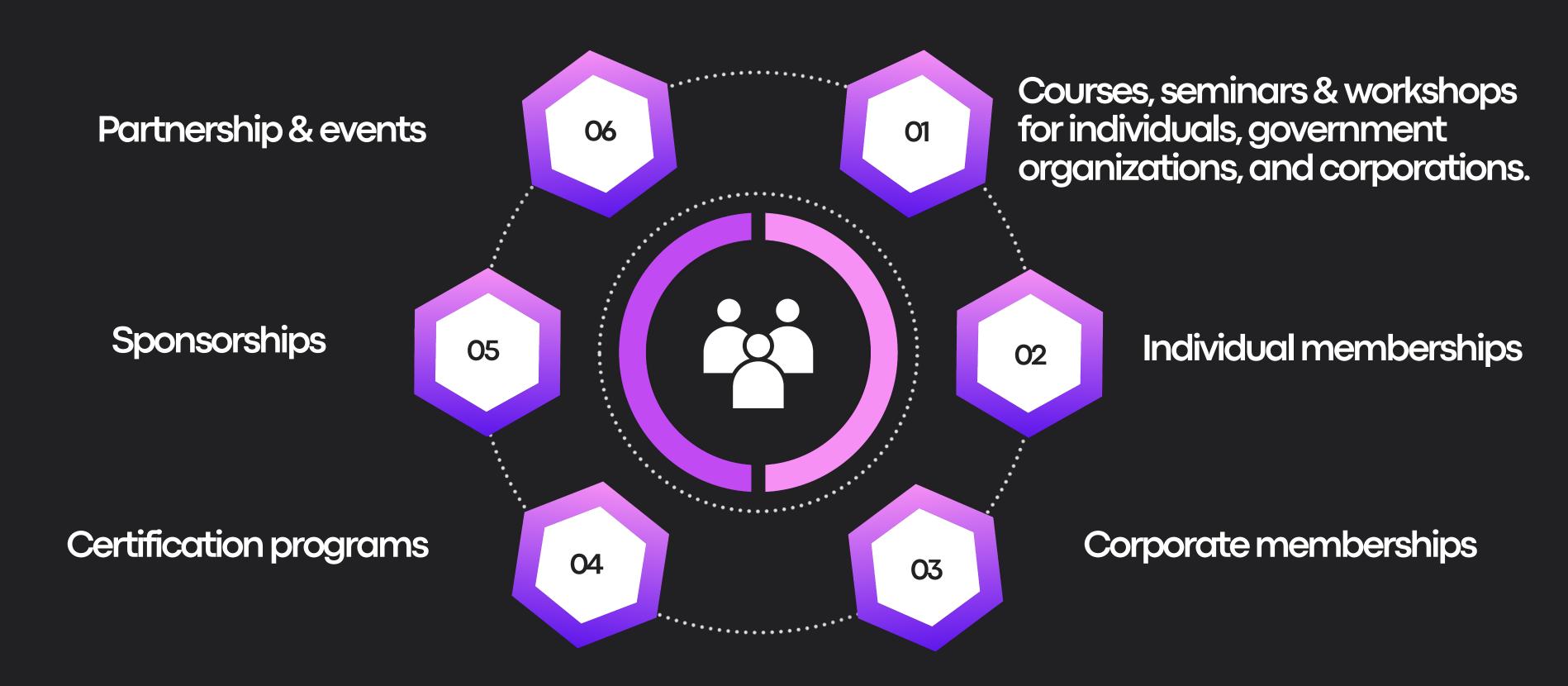
# Revenue Streams

- Short term Initial webinars and training programs
- Mid Term Establish CPD credits with professional organisations - creating continuing funnel - offer in other states
- Mid Term Build Metaverse Education Platform and prove use case
- Long Term Scale large scale Metaverse training globally





#### Financials - Diverse revenue stream





## Estimated financials and growth

Revenue stream	Average revenue (USD)	Est. annual sales	Est. annual turnover (USD)	Estimated annual growth rate
Courses, seminars & workshops	125	350	43,750	35%
Individual memberships	59	1200	70,800	30%
Corporate memberships	650	150	97,500	25%
Certification programs	69	500	34,500	35%
Sponsorships	20,000	5	100,000	15%
Partnerships and events	8,000	10	80,000	15%
Total annual estimate revenue			426,550	28.8%



# Link to Dubai Future Foundation

- The Metaverse offers exciting and innovative opportunities for learning and education, with the potential to engage and motivate learners, access and share knowledge and resources, and develop essential skills for the digital age and transform education and learning in the 21st century.
- The World Metaverse Academy is highly aligned with the ambition of Dubai Future District Fund to build the skills for the new economies and best in class enablers in education and talent attraction and the Education Platform of the Future