



SCAN ME

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INDONESIA - 40172





## EIZPER CHAIN GAME

A BLOCKCHAIN ACTION RPG WITH SATISFYING GAMEPLAY THAT ALLOWS ITS DEDICATED PLAYERS TO EARN REWARDS WHILE PLAYING.



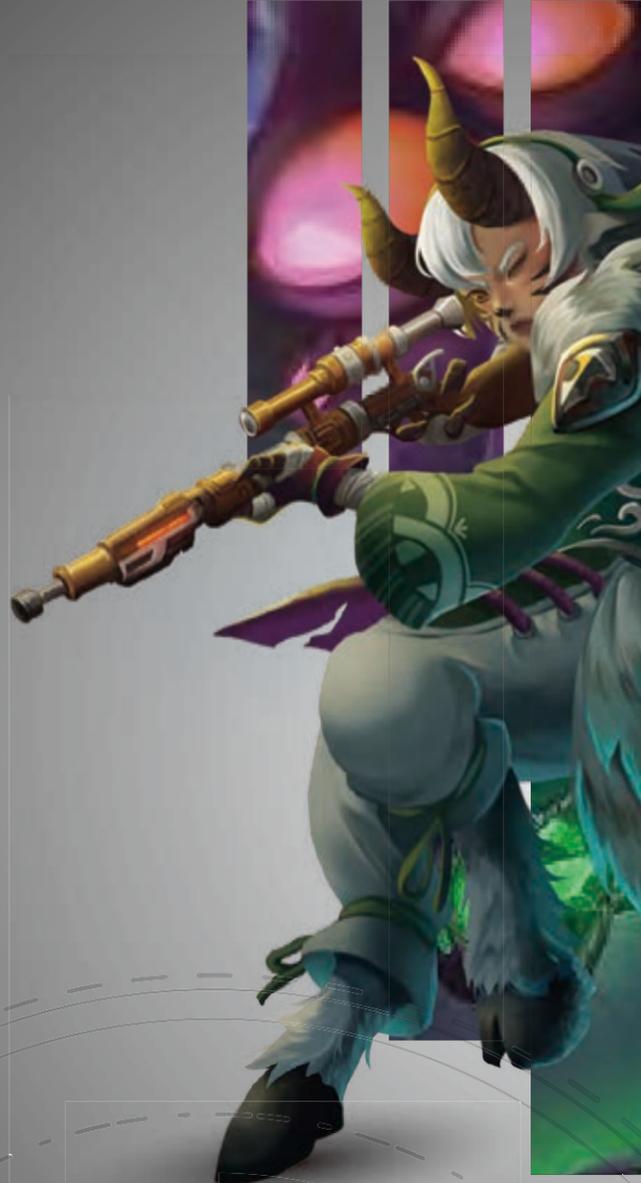
Rebuild Eizper Chain game into mobile platform, try to upgrade the gameplay & art, and eventually expand the content of the game.

Satisfying gameplay: Deep replayability, by combining various modular elements, the game always provides the player with new challenges, making it much more replayable than hand-made content.

Dedicated players: Strong community, though the game can be played with random users, strategic cooperation and communication (e.g. in Guilds, with voice chat) allow players to reach new heights.

Earn rewards: High power ceiling, either through skill, purchased items, or time investment, players can climb to ever-higher power ladder and still be greeted by new challenges.





## FOREWORDS FROM EIZPER CHAIN CEO



Based on data, which came from the government itself, creative economy, as well as Indonesian esports organizations, that 85% of gamers in Indonesia use cell phones (smartphones). That's why we switched to the mobile version, because what we want is for our web 3 gaming, Eizper Chain, to be accessible to as many people as possible.

For the mobile version of Eizper Chain development, collaborating with Agate, we are currently entering 21st week in production. And we will complete the first step, the first maelstrom in game development, in week 26 - we call it pre-alpha development - which will take place in early December 2022.

The pre-alpha version already has full-play experience, but minus assets. So, players can already try the main features of the game such as weapon upgrading, multiplayer systems, NFT integration, facing boss characters, and many others. Maybe we will only have one village and dungeon, although it takes about 23

minutes to complete it. Players who wish to try it can pre-register the game.

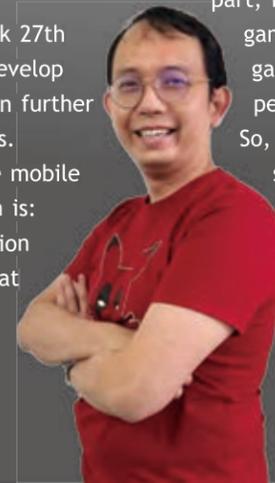
Later, from week 27th and beyond, we will develop the mobile version even further by including new assets.

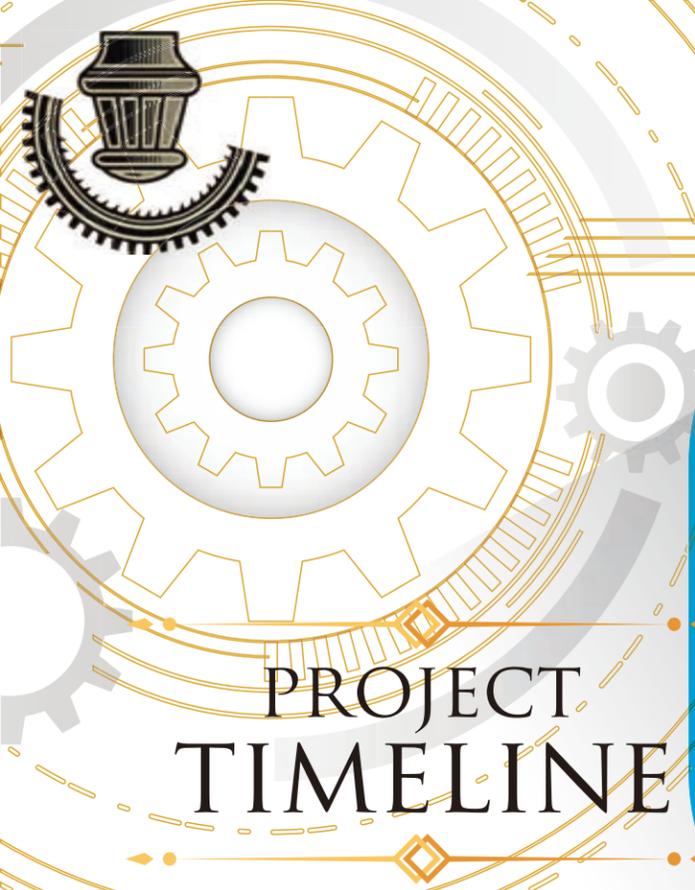
Our goal for the mobile version of Eizper Chain is: blockchain mass adoption through games. But that doesn't mean we will focus on the

blockchain part because of cultural differences in Southeast Asian countries, mainly Indonesia. For the most part, Indonesians use smartphones for social media and gaming; it can be seen by the popularity of video games by foreign publishers - how many million people have played them.

So, we want Eizper Chain, which is made very seriously with advanced technology, to be enjoyed by Indonesian. We don't want to make our products appear as exclusive technologies for certain people; we build it for everyone.

- Rudi Harli Setiawan, Founder & CEO of Eizper Chain





# PROJECT TIMELINE

EIZPER CHAIN started as a concept and ideas, and with the help of our creative minds from Art Production & Design Department, we've created initial assets such as story, character design, world design, and various other art assets. On top of that, they also provided help in initial development where a port (PC) was made to gauge responses and reaction from potential audiences in a form of beta testing event. From there, it was then concluded that a reorientation of the project was needed, to refocus the game to appeal to the mobile market, as it's currently the major market share of Indonesia consumers.

Enter Agate, our current collaboration partner for the rebuilt version of Eizper Chain. This collaboration comes in the form of mobile port development and changes and/or improvement to the current available asset Eizper Chain have. Eizper Chain itself already has a strong foundation of appeal, being a game nestled in the action RPG genre; one of the most widely enjoyed game genres with its active gameplay in between its narrative storytelling. We believe Agate can help us build upon this strong foundation.

With this newfound collaboration and reforming of the game, it is in our hope that Eizper Chain will be able to more effectively carve the audience it deserves and needs. A more detailed look of our progress and what has been done will be entailed further in this newsletter.



## (MILESTONE 1): PRE PRODUCTION

- 1 Planning based on gathered resources (goals, required workload, main direction)
- 2 Gathering resources (personel, initial asset, research data, etc)
- 3 Allocating resources in accordance to plan

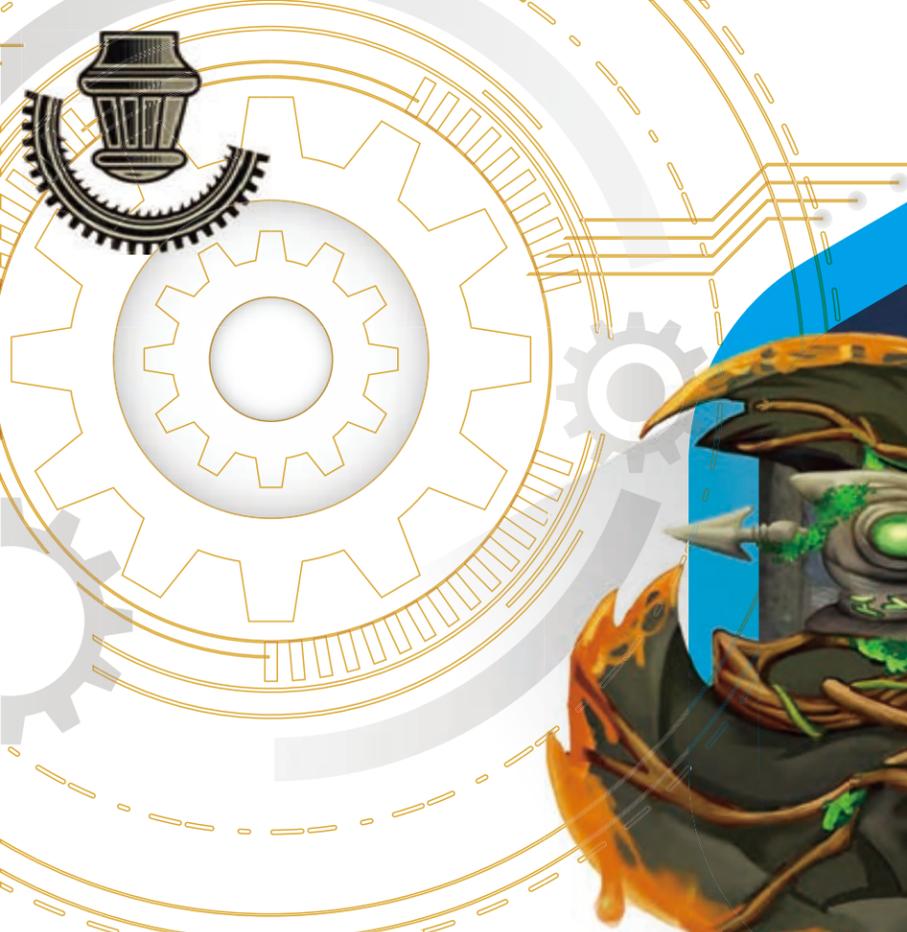
## (MILESTONE 2): EARLY PRODUCTION

- 1 Prototyping, improving iterations
- 2 Testing established iteration (alpha testings)
- 3 Expanding features in accordance with vertical slice needs.

## (MILESTONE 2): PRODUCTION

- 1 Pushing out vertical slice
- 2 Early Access version, ready for beta testers & first adopters
- 3 Implementation of out-game integrations (In-app purchases, NFT wallet, etc)





# MOBILE PLATFORM EXPANSION AGATE:

**OBSERVING** the development of the gaming trend in Indonesia, which mostly revolves around mobile phone, Eizper Chain development team decided to focus their attention on mobile platforms. For that purpose, they collaborated with one of the well-known video game development company in Indonesia, Agate.

Agate is an Indonesia based game company who has been involved in the industry for over thirteen years, making and publishing over three hundred game projects. They have developed video games on

various platforms such as PC, gaming consoles, and mobile platforms. Their line of enterprise products has been improving learning and development, crowd activation, assessment, and online events for over 200 clients in various industries. That's why, we believe in their experience and ability to help us bring the mobile version of Eizper Chain into reality.

On the technical side of things, our collaboration with Agate has made progress, implementing character progression along with its HUD through prototyping, and further developing the game's dashboard. And as a game that is expected to enter the realm of esports, Agate provides input about the appropriate competitive multiplayer gameplay. Currently, Agate is designing the shape of a battle arena, which will be the main gameplay mode in the multiplayer play.

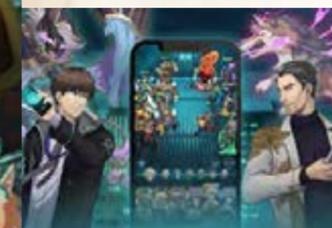
On the Art side of things, implementation of city

## AGATE'S NOTABLE GAMES



### VALTHIRIAN ARC: HERO SCHOOL STORY

Build a school for RPG heroes in a mix of simulation and role-play adventure. As Principal of a school for the warriors and mages of the future, you must build your Academy to train the best in the land. Place and upgrade facilities, form teams of the best students and send them out on epic quests!



### CODE ATMA

A supernatural techno-thriller RPG that revolves around humanity, technology, and ancient beliefs in a secret war. As a Seeker, you use modern technology to fight against the supernatural, where you are given the power to control the soul powers of creatures from myth and legend - Atma.



### MEMORIES - MY STORY, MY CHOICES

If you could choose, what kind of life would you live? Unleash your imagination with Memories - My Story, My Choices, an otome game featuring a vast library of wonderful tales with interactive choices that allow you to pick your own path.

assets for the area of Windenfel has been progressing along with dungeon assets that are to be implemented such as environmental elements. Also, Agate provides a number of guidelines while designing characters, such as reducing the number of polycounts for each character through retopology, determining the texturing mode, and to minimize the use of bone to reduce memory usage.

Lastly on the Design side, monster attributes are being developed while overall lore and base narrative has been continuously worked on, as it is important to have a strong narrative core for the game to build upon for better player experience in terms of consuming the available narrative.





**EIZPER CHAIN** is the first blockchain-based ARPG (Action Role-Playing Game) in Indonesia that carries the F2P/PNE (Free-to-Play/Play-and-Earn) concept. Combining NFT gaming ecosystem with F2P and PNE concepts through blockchain technology is one main characteristics of Eizper Chain. Our goal with the new iteration of Eizper Chain is to expand and improve on what progress that has been made, with the new focus and goal on shaping the game for mobile consumption. To do so, we focus on these three pillars that we believe to be the way to make our game great for dedicated players, so they can earn while playing.

- DEEP REPLAYABILITY GAMEPLAY:** A core game loop that is focused on replayability and challenge through means of various modular elements. Making potential players hooked.
- STRONG COMMUNITY OF DEDICATED PLAYERS:** Once a core loop is established within the players, they can expand their experience through the multiplayer component of the game such as guild, voice chats, and establishing a party.
- EARNING REWARDS:** With time the players spend with the game and the community, their investment through time, skill, or purchased item will earn them rewards, letting them access a new array of challenges and contents.

## GAME DESIGN, ECONOMIC AND GAME EXPANSION:

Basically, Eizper Chain tries to create a fun-to-play game but still has the aspect of earning, as well as friendly UI/UX for traditional gamers.

Like any game in the market, Eizper Chains needs to make profits through its monetization. We aim to do so firstly through Free-to-Play and Play-and-Earn model to gather a wide array of audience. From that point, there are some options that will be implemented under the game In-App purchases.

**COSMETICS**  
By providing a variety of cosmetics to choose and purchase, these items will override their equipment, giving them a unique look and appeal to their sense of individuality as a player. These cosmetics itself would come in the form of a skin that applies to the whole player character, easing it to the NFT character integration of the monetization model. For example, players are able to use Legendary Hero for their player character.

**IN-GAME PROGRESSION CURRENCY**  
Progression currency (Free and Premium) can be used by players to improve their playing experience by using them for various means, whether to improve loot rate, re-rolling/levelling-up their attributes, or to upgrade their equipment. This premium currency can be distributed to players through daily grind or battle pass for free in certain amounts.

The premium currency then will act as a gate of necessity/progress in the game. In turn, this will incentivize players to purchase said premium currency through premium battle pass or subscription to improve their gaming experience.

**IN-GAME SERVICES**  
Briefly mentioned, these in-game services can come in form of battle pass, bundles and subscription service. With subscription service, players will pay in time intervals in exchange for premium currency and/or certain items, while bundles would be one-time purchases where players can get premium currency and/or certain items. Battle pass, meanwhile, can come in two forms: Free and Premium. Both forms will reward players with increments of items and currency or even multiplier bonuses, with premium tier getting more reward and exclusive items than the free one.

**NFT PURCHASES**  
NFT purchases itself can be integrated to the other model as mentioned in cosmetic section, while also able to stand as its own monetization model. With NFT integration, players can purchase exclusive items, equipments, pets, or other in-game implementations as NFT. These purchases can be done by using cryptocurrency or FIAT currency.

Eizper Chain encourages the player to play the game, explore Eizper realm, level up characters, and upgrade armors and weapons to a certain level to mint NFTs. This process allows the player to earn money that gradually increases.



EVERYTHING THAT APPEARS IN THE EIZPER CHAIN GAME STARTS WITH IDEAS AND CONCEPTS, WHICH ARE THEN POURED INTO A VISUAL FORM. THAT WAY, THE DEVELOPMENT TEAM CAN KNOW WHAT THEY NEED TO DEVELOP AND TAKE APPROPRIATE STEPS TO IMPLEMENT IT. HERE, WE WILL INVITE GAMERS TO SEE THE PROCESS OF CREATING THE WORLD OF EIZPER CHAIN FROM A VISUAL PERSPECTIVE TO FIND OUT HOW THINGS STARTED BEFORE FINALLY BEING IMPLEMENTED INTO THE GAME.

## NEW ARTWORKS AND DESIGNS

FROM ART PRODUCTION & DESIGN DEPARTMENT

### UPDATE: NEW MAPS

The world of Eizper Chain continues to expand along with the addition of new contents by the development team. Among them are a number of new maps that players can explore, each presenting many interesting things and challenges, such as these locations.



### AD SERIDA

The glorious city of the Fauns, where players can acquire knowledge and strength. Visitors came from all corners of the world to learn from the vast knowledge of the faun scribes, witness the breathtaking inventions of the faun engineers, and enjoy the prolific art of the faun artists.

### LAKESIDE

This vast lake become a hustle and bustle place where not only fishermen and their ship sails away to gather food and other things, countless hot air balloons roam the sky. With the help of Lake Guardians, residents of Lakeside can live a happy and prosperous life.



### ASHEN PLATEAU

Ashen Plateau was magnificent to behold with its glorious expanse of elevated landform with flat, vegetation dense area. But when Ashenfrost the beauty and abundance of the land was suppressed, buried under layers of toxic sleet of ash-ice.

### UPDATE: NEW CHARACTERS

Here you can find some new characters that have been added into the game. From two new playable characters (Danfanir and Yerema), new NPCs, to enemies in which players can fight in a number of different locations.

### LEGENDARY CHARACTER - DANFANIR



After losing his left hand, Danfanir is obsessed with strengthening himself using technology and crystals. Under

the disguise of a hot air balloon engineer, he continues to improve his skills by fixing what was needed.

### LEGENDARY CHARACTER - YEREMA



No matter how skillful she is, people from Quoramby Village always compare Yerema to her sister, Atoari. That's why she always tries hard to prove to everyone that she is worthy enough to be their leader.



### NEW NPC BIG TREE MOMMA

### NEW NPC QUORAMBY TAPIR SHOPKEEPER



### NEW NPC - FAUN VILLAGE NPCs



### NEW NPC - QUAROMBI BLACKSMITH

### NEW ENEMY ASHEN GUARDIAN



NEW ENEMY  
CRYOMANCER

NEW ENEMY  
SCORPIUS

## UPDATE: NEW WEAPON

Weapons become the most valuable asset to every player so they can defeat various types of enemies that inhabit the world of Eizper Chain. Here are some weapons that players can acquire during gameplay. Take advantage of their special abilities!

### BLIZZARD TOME (FTP)



20% chance to inflict debuff. When stacked 3 times, the enemy will lose 5% of its HP. Debuff lasts 20 seconds.

### WINTER SERENADE (NFT)



30% chance to inflict debuff. When stacked 3 times, the enemy will lose 10% of its HP. Debuff lasts 20 seconds.

STONE AXE (FTP)  
5% damage done recovered as HP.

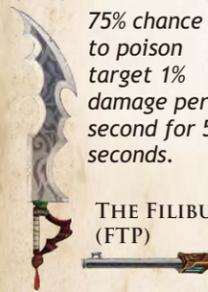


CRUST RED AXE (NFT)  
13% damage done recovered as HP.



STEEL OAK SWORD (FTP)

75% chance to poison target 1% damage per second for 5 seconds.



SPORE SLASHER (NFT)  
100% chance to poison target 1% damage per second for 5 seconds.



THE FILIBUSTER (FTP)

5% critical chance, 2.5x damage modifier.



CROSSBONE LONGRIFLE

10% critical chance, 2.75x damage modifier.



### ACT 1 LEGEND

- |                       |                    |
|-----------------------|--------------------|
| 1. PORT OF ANNESEE    | 9. EMBER BELT      |
| 2. ANNESEE            | 10. LIBERTY WRECK  |
| 3. DEVIL'S CLIFF      | 11. NUMEN ROCKS    |
| 4. ANNESEE SPEKTAKULA | 12. VOLANT'S SNAG  |
| 5. LORELEI FALLS      | 13. JULA'S HEAD    |
| 6. ANNEDAM            | 14. SEAFARER WRECK |
| 7. GRENNEN HILLS      | 15. UNDEAD ARENA   |
| 8. RUSTENBERG         |                    |

## WORLD OF EIZPER

EXPLORE, EXPERIENCE, EXCAVATE



### LEGEND

- |                   |                 |
|-------------------|-----------------|
| C. BOON           | A. THE GUARDIAN |
| D. SWAN DRAGON    | B. THE GUARDIAN |
| E. IRON FORTRESS  | C. THE GUARDIAN |
| F. HEAVENLY SPIRE | D. THE GUARDIAN |

## QUAROMBI

VIRO MICROCOM



### ACT 2 LEGEND

- |                      |                 |
|----------------------|-----------------|
| 1. SHOCKED PUBS      | 10. LORUM PRISM |
| 2. FANTASY STRAIN    | 11. LORUM PRISM |
| 3. DISCARDED GLADES  | 12. LORUM PRISM |
| 4. QUAROMBI          | 13. LORUM PRISM |
| 5. APOCALYPTIC PEAKS | 14. LORUM PRISM |
| 6. THE GUARDIAN      | 15. LORUM PRISM |
| 7. SKEWAN RING       | 16. LORUM PRISM |
| 8. AD-SHOCK          | 17. LORUM PRISM |
| 9. LORUM PRISM       | 18. LORUM PRISM |

## WORLD OF EIZPER

VIRO MICROCOM



# EIZPER ESPORTS NETWORK AND EIZPER ESPORTS APP

NOT ONLY FOCUSING ON providing an interesting gameplay experience, whether in single-player, co-operative or competitive multiplayer play, Eizper Chain also offers a special place to accommodate players and its communities.

Therefore, the development team are currently developing the Eizper Esports Network (E2 Network), an esports ecosystem for grassroots communities so that they can grow and become role model for the esports community in Indonesia. Through this ecosystem, the team wanted to create a platform to build community. In order to achieve this goal, the development team has three strategic focuses.

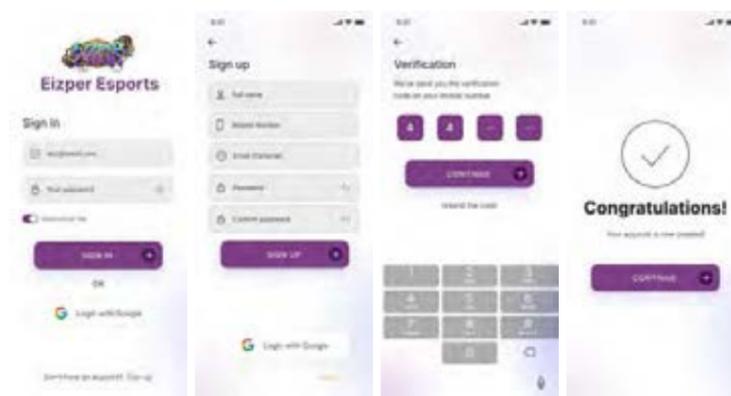
1. COMMUNITY. All forms of activities prioritize community needs by making them partners, communicating directly and creating a warm, intimate, and friendly relationship.
2. ACTIVITIES or EVENTS. Create different experience that are highly valued, enjoyed, and loved by the stakeholders of the esports community.
3. ADAPTATION of TECH by using E2App mobile application, to support the esports community to grow at all levels: local, national, and international.

As a game designed for esports, we worked closely with Agate to create a suitable game mode to play. Currently, we are trying to implement a 3v3 battle arena where each team fights against each other for points. Arena matches have a fixed battle time (3 minutes), and the team with the higher points at the end of the battle time will be the winner.

Right now, we are trying to finalize a number of features on esports mode for Eizper Chain. Among them are determining how players get points to win matches, objectives that players can complete in addition to defeating opposing players, death systems, and so on.

## EIZPER ESPORTS APP (E2APP)

For mobile platform, players can access the Eizper Esports Network (E2 Network) esports ecosystem through Eizper Esports App (E2App). By using this mobile



application, players can connect with other players all over Indonesia for various purposes. For now, E2App is still under development and is scheduled to enter a beta trial in early 2023, in conjunction with the national inauguration event: **E2 SERIES 2023**.

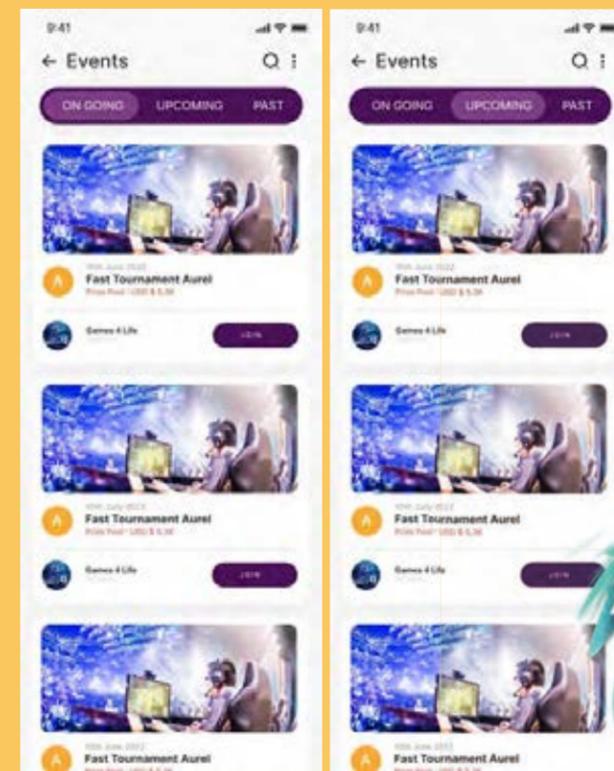
E2App offers experience of being part of esports community that is interconnected, passionate, and focused on growing together with other communities. Whether as a player who wants to develop his career in esports world; event organizer who wants to share his experience; to community leader who wants to develop his community.

TIER & RANKING system is one of the features in E2App, among other features that will benefit each user who is part of the E2 ecosystem.

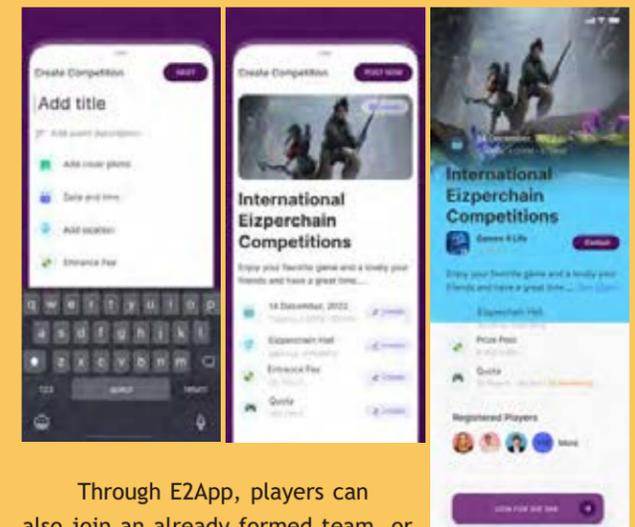


## WHAT CAN YOU FIND IN E2APP?

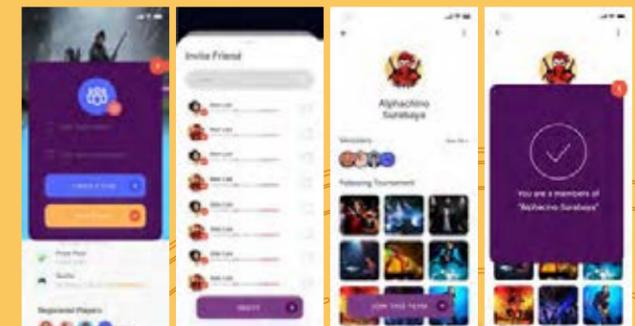
Players can find so many interesting stuff by accessing the Eizper Chain esports ecosystem through E2App. In addition to checking their ranking on the global leaderboard, you can get informations about gaming tournaments that you can take part in. E2 Network presents various tournaments from well-known titles that are familiar in the esports world such as PUBG Mobile, Mobile Legends: Bang Bang, Garena Free Fire, Tekken, and many more.



Not only that, E2App also provides options for event organizers who plan to hold their own tournament. You can easily determine various things such as the date and time, location, registration fee, number of participants, and so on.



Through E2App, players can also join an already formed team, or create their own. The method is also very easy and fast, so you can immediately play with other team members or join tournaments.



Through available features, E2App provides the perfect means for Eizper Chain players to develop themselves further, in a friendly esports ecosystem.

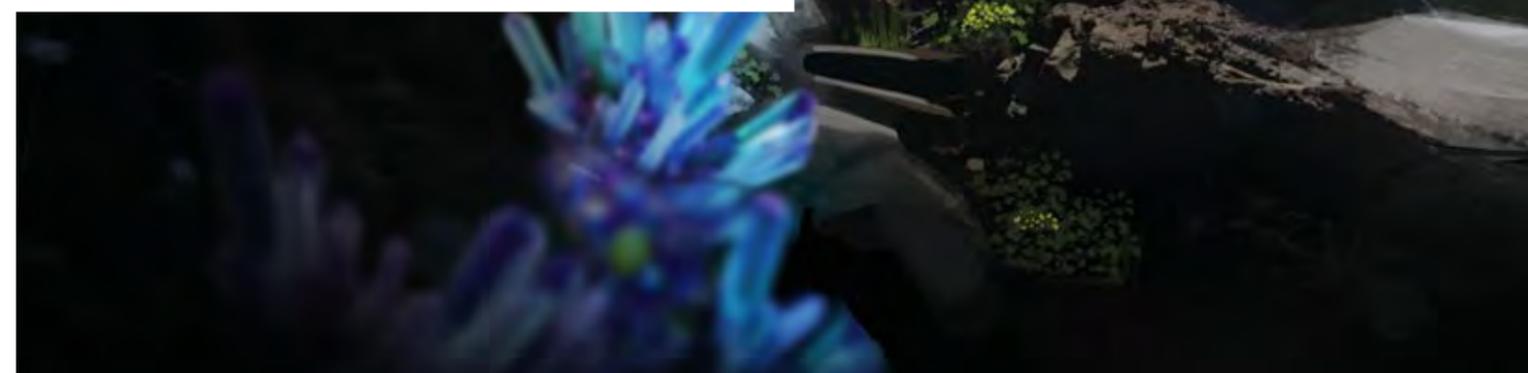


WE BELIEVE THAT CREATING EIZPER CHAIN'S COMICS, STATUES AND BOARD GAMES ARE INDISPENSABLE AS A MEANS OF COMMUNICATION TO THE MARKET, AND STRENGTHEN THE IDENTITY OF THE EIZPER GAME. INTRODUCING EACH CHARACTER IN THE EIZPER CHAIN IS VERY IMPORTANT, SO THAT THEY CAN BE RECOGNIZED IN VARIOUS COMMUNITIES OTHER THAN THE GAMING COMMUNITY IN PARTICULAR.

## EIZPER CHAINS PRODUCTS: STATUES, COMICS & BOARD GAMES

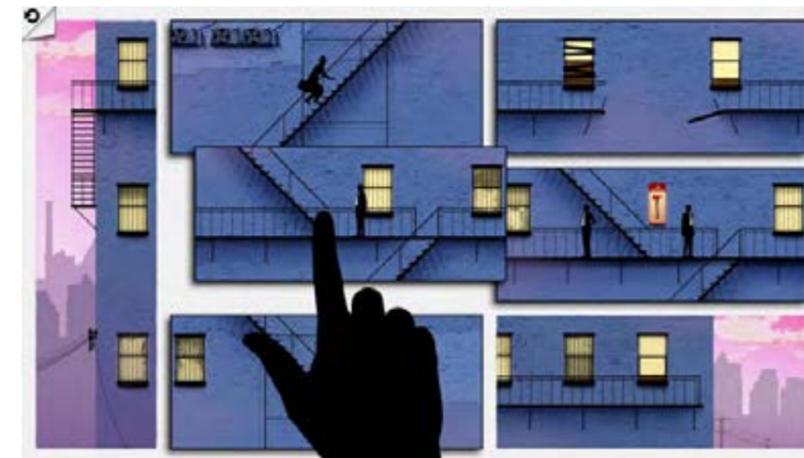
The development of this brand is very effective in supporting Eizper Chain game as the main business parent, and expanding the added value of the circle economic business web 3. So, in addition to being able to channel their hobby which is playing games, gamers can also generate income from the NFT game.

Players who purchase in-game items with Eizper tokens can consider buying the Eizper token investment package offered, so players have the opportunity to get various Eizper products such as comics, statues and board games for free, and even a chance to get an increase in token value due to the limited number of tokens. The many in-game transactional activities, coupled with a wide variety of products, became Eizper Chain's strong points.



### EIZPER CHAIN COMIC

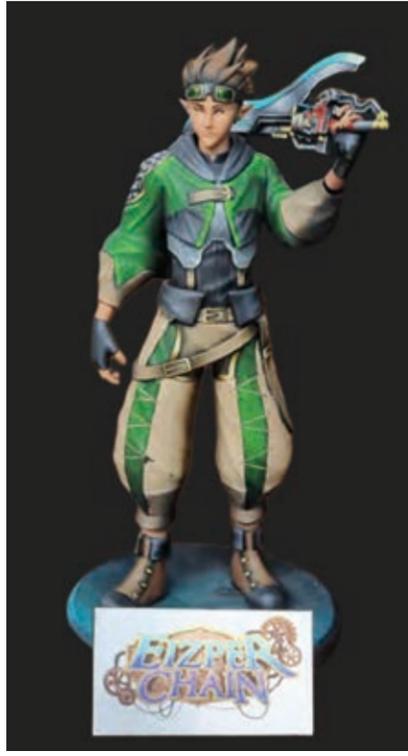
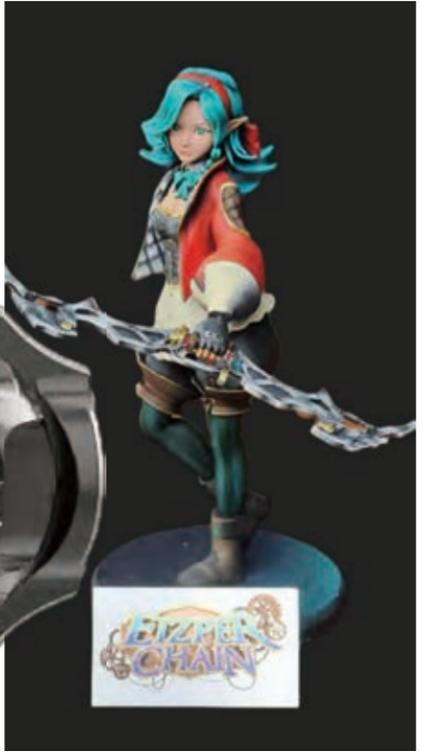
Eizper comics were created in e-comic format so it can be accessed easily by readers using their smartphone, tablet or PC. We designed it using Zbrush so that every character model in this comic can be used as a statue or action figure. Readers can also view a short animation, whether it's about Visual Effects or Music. The comic is made interactively so that readers can choose different storylines and various endings, especially readers who have certain NFT characters who has its own script created by our writers.





## EIZPER CHAIN STATUES

The statues made by Eizper are of international standard quality, using polystone resin and hand-painted by our artists. The detail and texture of the statue is very high, so that it meets the standards of statue collectors. We made the statue with a 1:6 scale, complete with a diorama.



Why do we choose board games as a branding medium for Eizper Chain? Because since ancient times, ancient Egyptians have used board games as a means of interaction with other individuals with the same interests. Each year, its development grows real fast, and combined with technological advances, we came up with many types of board games.

Eizper board games, which also adapts themes and design of its mobile game counterpart, is trying to reach a market share outside of gamers. In Germany, board games have a very large market share and sold for 375 million Euros. The same can be found in Indonesia, which has fanatical communities of board games such as Dungeons & Dragons and Warhammer, the development of the board games market is very promising.

Based on Eizper Chain which adopts web 3.0 technology, this board game game is very interesting and has economic value for Eizper Chain's players and community.





# EIZPER CHAIN EVENTS

# P2E PLAY-2-EARN EXPO

## THE BIGGEST PLAY-2-EARN HYBRID EXPO IN ASIA

10-13 AUGUST 2022 | W BANGKOK HOTEL & METAVERSE



**EIZPER CHAIN INO 2022**

Conducted on April 30, 2022, Esper Chain held a special event where players can get the Limited Edition NFT they want. A very rare occasion indeed!

### IESPA E-SPORT EVENT AT EIZPER CHAIN EXPERIENCE CENTER

We are thrilled and proud to be able to take part in this huge event, where participants from every corner of West Java were gathered in our Experience Center for FORDA e-sport competition held by @iespajabar.



### EIZPER CHAIN IN PLAY-2-EARN EXPO

Rudi Harli, CEO of Eizper Chain, had a chance to share his opinion about the problem in the P2E industry at Play to Earn Expo Asia. He emphasized the importance of the "fun" element in blockchain games that should not be forgotten.

### EIZPER CHAIN GOES TO FORNAS PALEMBANG 2022

Eizper Chain team went to FORNAS (Festival Olahraga Rekreasi Nasional) 2022 in Palembang to introduce their game, and show game enthusiasts that the Play-to-Earn game can also be fun to play.



Johnny G. Plate  
Minister of Communication and Information Technology of Indonesia

### EIZPER CHAIN IN NEXTICORN 2022

Eizper Chain was chosen as one of the startups invited to join the NEXTICORN 2022, with the theme of "Unleashing the Web 3 Potential." An annual event held by the Indonesian government, NEXTICORN (Next Indonesia Unicorn) has successfully given birth to a few famous Indonesian unicorns, and we are honored to be a part of it.



## COME VISIT US!

**Official Site:** <https://www.eizperchain.com/>

**Marketplace:**

<https://marketplace.eizperchain.com>

**Facebook:** <https://facebook.com/eizperchain>

**Instagram:** <https://instagr.am/eizperchain>

**Twitter:** <https://twitter.com/eizperchain>

**Discord:** <http://discord.gg/eizperchain>

**YouTube:** <https://youtube.com/c/EizperChain>

**TikTok:** <https://tiktok.com/@eizperchain>

**Telegram:** <https://t.me/eizperchain>

**Medium:** <https://medium.com/@EizperChain>

**News Channel:** @eizperchain

**Global:** @eizperchainofficial

**Indonesian:** @EizperChain\_ID

# BLOCKCHAIN NEWS

## INDONESIA'S GAMING INDUSTRY EXPAND SIGNIFICANTLY, POTENTIALLY BECOMES BIG MARKET IN THE WORLD

Indonesia Game Developer Exchange (IGDX), an annual event organized by the Ministry of Communication and Informatics in collaboration with Indonesian Game Association (AGI), will be held again in 2022. And this year, the number of participants who join the event is increasing, proving that Indonesia's gaming industry underwent significant growth.

"This year the IGDX Academy has increased from 24 participants (last year) to 34 participants. 1 in 1 mentoring sessions are 7 sessions per mentor, and each game developer gets 2 mentors, bringing a total of 14 mentorship sessions," said the Head of the Business Matchmaking Team, Ministry of Communication and Informatics, Luat Sihombing.

According to data, the Indonesian market is currently in 16th position in the world (for all games) and #8th in the mobile sector. Even so, Indonesia remains one of the fastest-growing markets in the world. With the government's support, the number of local game developers and the games produced are increasing steadily every year.

Despite having a number of large game companies, most games from Indonesia are made independently and self-funded, so the scale of games is relatively small. Because of this, many high-quality local games are yet to be discovered, and it could greatly benefit from overseas partners with market expertise to bring their games to a global audience. Particularly, 80% of game revenue comes from exporting or selling games to foreign markets.



## GOVERNMENT PREPARES SPECIAL PROGRAMS TO ENCOURAGE DIGITAL STARTUP ECOSYSTEM IN INDONESIA

The Indonesian government, through the Ministry of Communication and Informatics, continues to encourage the development of the digital startup ecosystem in Indonesia through various means. They think that the emergence of digital talents can trigger ideas to give birth to digital start-ups. Therefore, Kominfo has prepared a digital talent training program to support the sector.

The program, "Gerakan Nasional 1.000 Startup Digital," aims to find and curate creative ideas and teams in creating innovative products. The Minister of Communications and Informatics, Johnny G. Plate, said "The presence of the government is important because this is still a relatively new business in Indonesia. Our dependence on this business is high, so we have no choice but to develop this business. We are preparing training for digital talent in large numbers for this business to grow and thrive."

Meanwhile, for companies that have developed, the Ministry of Communication and Information Technology has a special digital startup companion program called "Startupstudio.id." This training is given to leaders of start-up companies so that they have

more intensive insight and technical skills.

And after startups grow and develop, business owners can take part in another program, namely HUB.ID, business matchmaking with venture capital in order to get investment. After getting an injection of funds, startup companies can expand their services to the community.

Johnny added "When a digital startup starts to grow, creative minds and ideas will never stop. So does the technology. This means that the capital expenditure is running and growing because it's in line with the needs. That's the challenge. After the digital startup starts to develop, valuation is needed because it needs financing and so on."



## CRYPTO INVESTORS IN INDONESIA OUTPERFORM THE CAPITAL MARKET IN 2022

Crypto asset trading seems to be increasingly in demand in Indonesia. This phenomenon is shown through the increasing number of crypto traders every year. And in 2022, despite the decline in transaction volume, data shows that the increase of crypto asset investors has outperformed the capital market. Deputy Minister for Trade of Indonesia, Jerry Sambuaga, in an interview said that the number of crypto asset investors during January-September 2022 period had reached 16,3 million, with an average increase in the number of registered customers around 692,000 each month.

This figure is inversely proportional to the number of capital market investors where, according to PT Kustodian Sentral Efek Indonesia (KSEI), the Depository

and Settlement Institution in the Indonesian Capital Market, the number of capital market investors in September 2022 only reached around 9,77 million. Even so, it is stated that the transaction value of crypto assets has decreased by 57,8% compared to the same period in 2021. But Jerry described that the recent decline in crypto asset prices is a natural occurrence, as part of the market mechanism in the crypto asset industry.

According to his official statement, Jerry said that the decline in the price of crypto assets did not reduce Indonesian people's interest to invest in this industry. Furthermore, he emphasized that the crypto ecosystem must continue to be developed along with the support of blockchain technology. That way, crypto assets can have a broad and intensive influence in various sectors and aspects of life, so they can become an important part of the digital economy in