



AB4IR NEWS

QUARTERLY JOURNAL OF INFORMATION TECHNOLOGY

TECHNOLOGY
INNOVATION
INCUBATION



SEASON'S

Creetings

Creetings

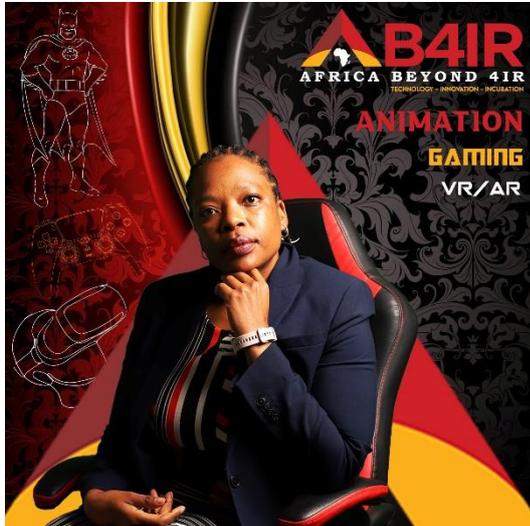


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Everything AB4IR

CEO's Message



We are finally a few days away to the end of what has been a whirlwind year. We know many of you are beginning to wind down and prepare for the festive season. We commend you all for the hard work that you endured throughout the year as well as having resilience in continuing to uplift SMME's to make sure that they can participate in the mainstream economy.

November was a special month for AB4IR, the rest of the world as we celebrated Global Entrepreneurship Week (GEW) under the theme "Ecosystem, Education, Inclusion and Policy". This year GEW was celebrated during

the week of 08-14 November 2021 and AB4IR hosted more than 17 candidates for the Digital Arts and Animation where they learned about business development skills and entrepreneurship. During that week, participants had the opportunity to meet with various business experts/ facilitators to discuss topics on business model canvass and business challenges they might be facing.

I am delighted to also share with you an update on various projects that we undertook with some of our partners, as well as highlight or key activities, opportunities, and challenges in our ecosystem during this quarter.

- On 05 October 2021, we were honoured to have the CEO of Gauteng Enterprise Propeller, Mr Saki Zamxaka visit our facility to learn more about what we do and how we can collaborate with GEP and strengthen township economy.
- From 14 to 29 October 2021, we hosted 17 candidates for a 10 days bootcamp on digital art and animation. The workshop was facilitated by Mr Tumelo Selamolela and the team at Digital Canvas Academy. This initiative empowered the youth not only in Gauteng but as far as Mpumalanga and Kwa-Zulu Natal Province with the skills in animation. The bootcamp covered the following topics:
 - Introduction to Digital/Gesture Drawings
 - Digital Sketching and Painting
 - Still Life Painting: Colour, Light & Shading
 - Painting Portraits Skin tones
 - Introduction to Animation/Digital Art Entrepreneurship
 - Animating a Google Doodle [Process]
 - Project Brief-Story Board [Topic Local Elections/Voting]
 - Introduction Entrepreneurship

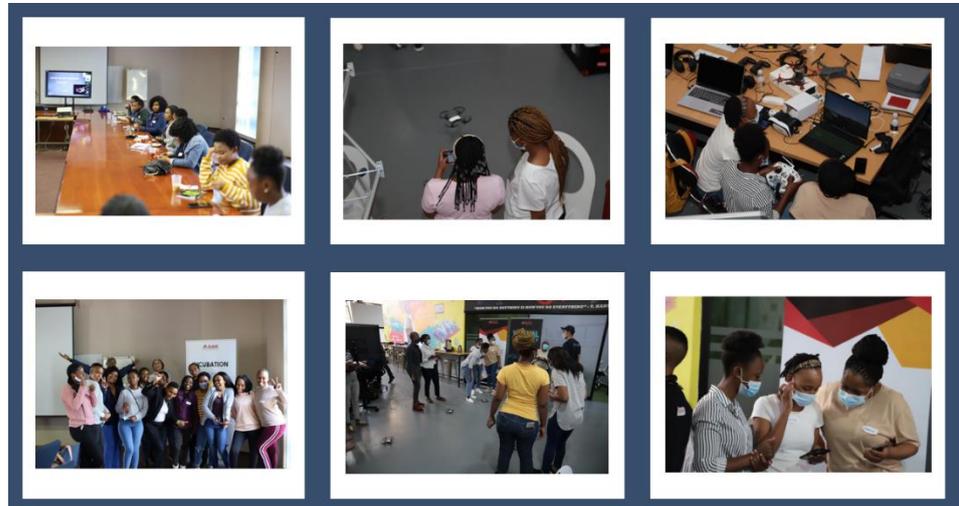
- Business Model Canvas
- Exhibition and Showcasing



- As part of the continuation of our Drone Diva Programme which commenced in the previous quarter on 14 September 2021, we were so honoured to have Goethe Institute visit our facility on 06 October 2021. Our board Chairperson facilitated the Goethe Institute visit. The Drone Diva Programme attracted 1096 applicants where 21 female candidates were selected to participate. The

candidates attended the 12 days intensive training course on drone technology while learning more about entrepreneurship, developing a business plan, and creating a business model canvass to advance the drone economy sector. The training covered the following topics:

- Remote pilot licence
- Flight training
- Introduction to the Drone industry
- Aero spacing
- Navigating planning
- Introduction to Entrepreneurship
- Business Model Canvas





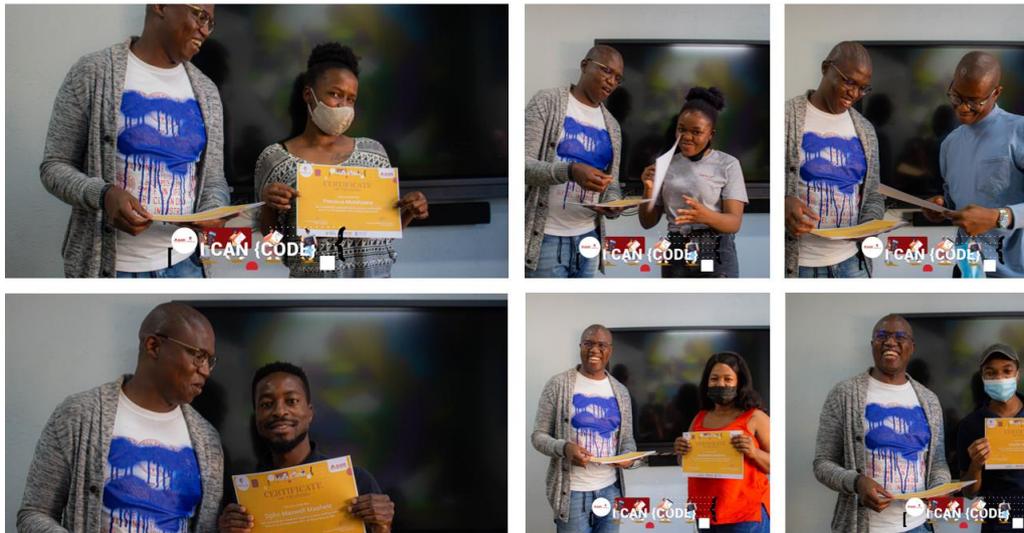
The participants were exposed to Introduction to entrepreneurship, the things to look out for on developing a business plan and creating a business model canvas, they have learned the skills around drone technologies and the intention was also to incorporate entrepreneurship on what they have learned

I am excited to report that the top 10 participants were placed at various institutions for internships, and some were signed up for business incubation programme in our facility where they will be assisted with their business ventures.

- In September 2021 we hosted the inaugural I Can Code programme. The programme was split into 2 segments namely Fundamentals of Coding and Coding masterclass. The Fundamental programme took place on the 21st, 22nd and 23rd of September 2021 and the Masterclass took place on the 29th and 30th September 2021.

The objective of the fundamental part of the programme was to give basic coding skills to those who need them and create a system whereby this would become an ongoing programme that will spread out to disadvantaged schools and the objective of the masterclass was to provide a deeper understanding into coding create a system whereby those with coding can advance their coding skill for entrepreneurial purposes.





As we finish off the year, we are still calling upon the private and public sectors to join hands with us to foster innovation and entrepreneurship in the township, this is not a journey that we cannot travel alone, we need all the partners to make sure that we equip and afford communities in the townships with the skills needed to better their lives.

A special thank you also goes to the following provinces, Limpopo, Eastern Cape, North-West, and Free State who will be partnering with us to deliver the Digital Youth Festival in 2022. We cannot wait to impact more youths in the country as we visit new provinces that are joining us to deliver the youth festival in June 2022. Check our website for more information on the Digital Youth Festival.

On behalf of the AB4IR team, I would like to take this opportunity to thank all our stakeholders for their continued support in the activities that we have undertaken and were able to deliver in 2021. We thank the Department of Small Business Development and the leadership of Seda for their sterling support and dedication in supporting our activities. As we are approaching festive season, we would like to wish you all a Happy Festive Season and we look forward to doing many amazing and great things in 2022 and perhaps an end to the Covid-19 pandemic.



Finally, thank you to the Mabopane Network Forum for recognising the work that we do, as we were nominated and won the Institution of the year award. What a powerful way to end the year. Here is to an amazing 2022.

Meet Our Start-ups



ATLEGANG SOMO

SO MAGIC ANIMATION (PTY) LTD

The company aims to convert story books into animated series's or films. The company also specializes in animation content creation.



I'CURITY

TAVERNT MUCHENJE

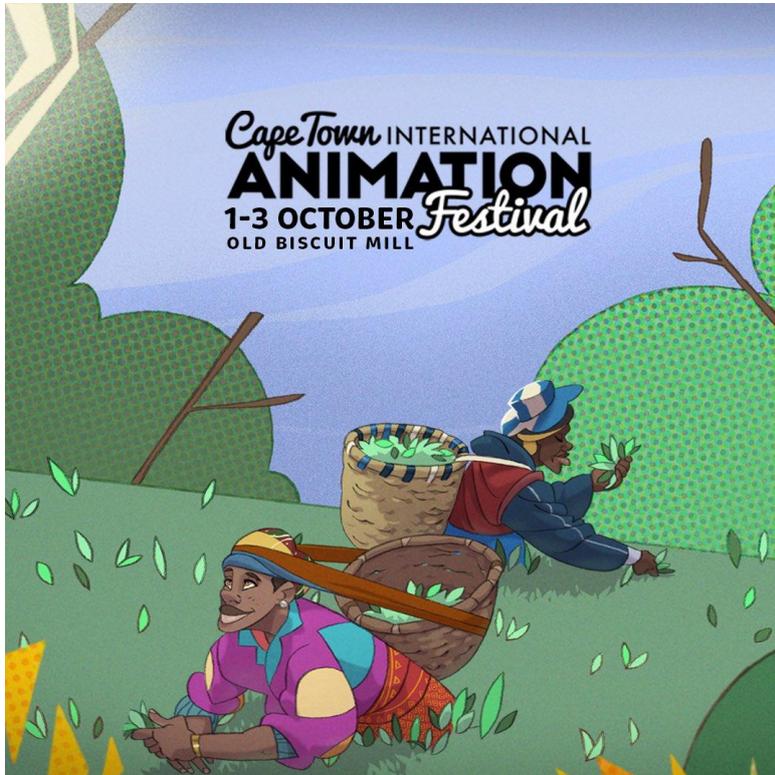
I'CURITY SOLUTIONS (PTY) LTD



South Africa based security professional services company specializing in independent end-to-end ICT security solutions. We specialize in cyber-security solutions across different industry verticals. Our core value proposition is our ability to deliver secure, robust, transformative and visionary identity and API management platforms to enable and secure your digital transformation strategies.

| Animation

CAPE TOWN INTERNATIONAL ANIMATION FESTIVAL 2021



In an honour and celebration of the African animation art on a world stage the 9th Annual CTIAF, proudly presented by Animation SA, was held online and physically at the Old Biscuit Mill in Woodstock, from Friday October 1 to Sunday October 3, 2021. CTIAF is the largest dedicated African animation festival on the continent. The event offered a hybrid programme of talks, workshop, screenings, producer meetings, business-to-business sessions and CTIAF provided an

opportunity to network with global industry leaders, highlighted African talent, and created a platform for networking and knowledge exchange between local and international animators.

Cape Town International Animation Festival's Women Transforming Animation Programme is a series of lectures, discussions, masterclasses, and networking events all aimed at helping women connect and create new networks with industry veterans and leaders. WTA throws a spotlight on women changing the landscape of the animation industry. In partnership with Reel Stories / BAVC Media, WTA provides training and upskilling resources and opportunities during the Festival and throughout the year.

Visitors were treated with the unique chance to watch screenings such as the Annecy award winner *Petit Vampire*, directed by Joann Sfar, a story of friendship between a 10-year-old never aging vampire and an orphan schoolboy. A selection of short films and the Best of Annecy were screened had a dainty speaker line-up that included Anna Berthold from United Talent Agents and Aoife Lennon Ritchie, owner of Lennon-Ritchie Agency (LRA) & co-owner of Torchwood. They shared about the global animation industry on representation, studios and how to stand out in the crowd. Producer and Founder of Reel Stories, Esther Pearl and Yasaman Ford discussed why representation matters both behind the scenes and on the screen. Pearl spent most

of her film career at Pixar Animation Studios. Here he worked on feature films, including the Academy Award-winning films *The Incredibles*, *The Wall*, and *Monsters, Inc.* She is dedicated to closing the gender gap in the film and media industry, and Reel Stories is the first filmmaking and education program for young women and women led by industry experts. Yasaman Ford is a Program Coordinator and Instructor at Reel Stories and works with guest teachers from the film industry to translate their knowledge into curriculum for Reel Stories' Master Classes. Ford also presented a session on Scriptwriting and Story Structure – How to take an idea from ideation to screenplay.

Nathan Stanton presented *Tales from the Story Trenches*. A presentation on Story Structure, Storyboarding, Staging and Composition and Visual Storytelling. Stanton began his career at Pixar in June 1996 as a story artist for Pixar's second feature film, *A Bug's Life*. He has worked on many of the studio's successes and Academy Award winning films since then. Most recently Stanton has moved on from Pixar and has run a 12-week Story Lab program for local talent in Africa for Triggerfish Animation and Netflix in Cape Town. Esther Pearl took part in a second event about the ins and outs of starting a studio with South African cultural activist and writer, director and producer at Na Aap Productions, Deidre Jantjies, as well as Emmy Award-winner Kia Simon. Na Aap Productions is an integrated, broad based production company, screening untold stories of Southern Africa. In 2020, the company partnered with an Indian storyteller and produced *Love Thy Neighbour*, an animation short film that won international awards.

Netflix partnered with CTIAF to bring new talent to the local animation industry.

If you are a talented animator and you dream of becoming a success in your field, we hope that you did not miss this exciting opportunity. Cape Town International Animation Festival 2021 (CTIAF) and Netflix, the world's leading entertainment streaming service joined forces on 1 October 2021 to launch a new initiative that is aimed to discover new talent within the African animation industry.

Netflix attended Women Transforming Animation which featured key women in the anime world, including Camilla Leganza, an Artistic Recruiter at Netflix who has extensive experience working in production at studios like DreamWorks, Warner Brothers, Pixar, Cartoon Saloon and Microsoft; and Helen Marie Saric, Line Producer at Netflix who has spent the last two decades working for various animation studios including Disney Feature Animation, Dreamworks, and Paramount. Her credits include *The Croods*, *Home* and *Futurama*. She is currently working at Netflix Animation Studios on the project *Steps*. and Tendai Naike a Development Executive for the International-Emmy Award Winning animation firm, Triggerfish Animation Studios which is also the studio behind Netflix's first African Animation series. Tendayi's producing work has been nominated for the South African Film and Television Awards (SAFTA) in multiple genres.

Netflix provided an online space for portfolio reviews and other creatives to interact directly with local animators and Netflix recruiters. CTIAF is focused on featuring news from Netflix and further opportunities for engagement

Read the full article on: <https://www.animationmagazine.net/events/cape-town-intl-animation-fest-sets-2021-plans-teams-with-netflix-to-support-local-talent/>

Unity Completes Weta Digital Acquisition

For all game creators and 3D animators, get ready for new tools because Unity just finalized its US\$1.625 billion purchase of the legendary Video Effects (VFX) studio's digital tools, pipeline and engineering talent, VFX teams now operating as standalone WetaFX. The leading real-time 3D content development platform intends to put "Weta's incredibly exclusive and sophisticated visual effects (VFX) tools into the hands of millions of creators and artists around the world, and once integrated onto the Unity platform, enable the next generation of RT3D creativity and shape the future of the metaverse."



The acquisition is designed to offer tools used in the making of some of the world's most iconic movies and television shows, such as Avatar, Game of Thrones, Lord of the Rings, and The Suicide Squad, to the growing number of game developers, artists, and potentially millions of consumer creators.

In addition to acquiring dozens of industry-leading tools, a foundational data platform for interoperable 3D art creation, and a library of thousands of assets that the WetaFX team will continue to evolve, Unity welcomes Weta Digital's world-class engineering talent of 275 engineers that are known for architecting, building, and maintaining Weta Digital tools and core pipeline. Weta Digital's Academy Award-winning VFX teams will continue as a standalone entity known as WetaFX; former Weta Digital CEO Prem Akkaraju assumes the role of CEO, with Sir Peter Jackson as majority owner.

"I know Weta Digital's journey with Unity has just begun and I'm more confident than ever that Unity is the company to take this technology to a broader market," added Akkaraju. "The decision to make our tools accessible to the wider market was ultimately driven by our goal of inspiring other creators. WetaFX is Jimi Hendrix, and

we know enabling more artists to play, we'll see the world has many, many more Jimi Hendrixes."

The transaction closed on December 1, 2021, and under the terms of the agreement, Unity acquired Weta Digital's tools, pipeline, technology, and engineering talent for US\$1.625 billion in a combination of cash and stock. Unity will not be relocating employees with this acquisition and remains supportive and committed to Wellington, New Zealand.

Watch 'JG and the BC Kids' Feature Trailer



Bringing street smart and book smart kids together to create life smart kids the movie features two black central characters, a schoolboy and a young science whiz who is trapped inside a fractal world, as well as JG, the female superhero and her band of darling dinosaurs who will mentor and encourage kids to believe in themselves.

Targeting kids 5–9 years old, the movie has been produced in 2D with a blend of hip as well as a bit of regret and a hint of positive music. Pre-production for the project has been completed at Toonz's Ireland-based studio Telegael. Slated for release in March/April 2022, the movie will be marketed worldwide by Toonz Entertainment.

Conceptualized by American actress co-star Janet Hubert and based on her children's book "A Sneaker Feature," *JG and the BC Kids* is being co-produced by Toonz Media Group,

Ericka Nicole Malone Entertainment and Elijah Rock Productions.

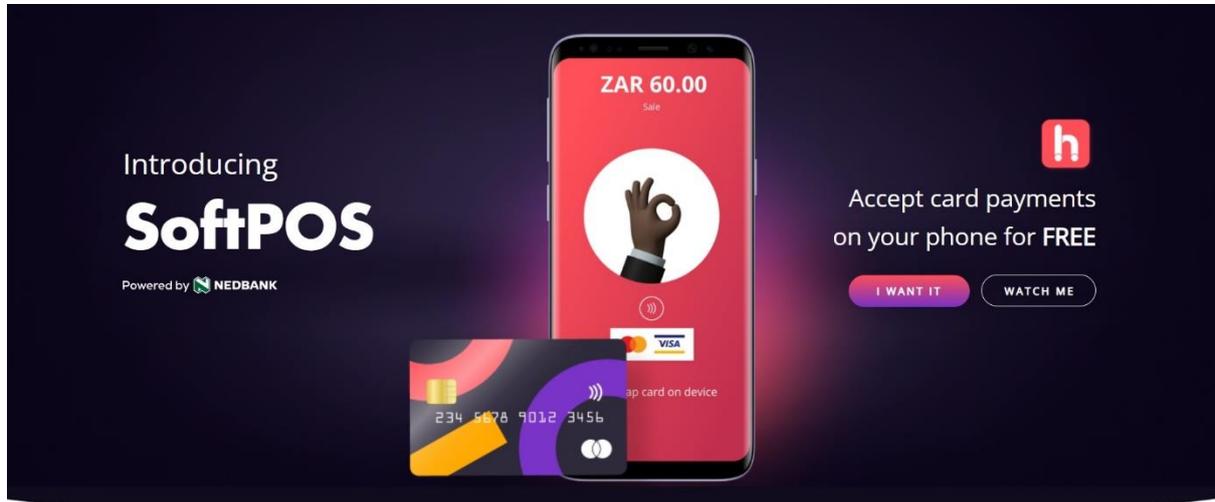
Written by Hubert and Yvette Kaplan, the movie boasts a star-studded cast and crew with Emmy Award-winning composer Wendell Hanes helming the music. Lending their voices are actors to the main characters are Raven Goodwin; Cheryl Alexander; Ezra Knight; Jasmine Hanes; Blaze Berdahl; Ahmad Maksoud; and Joey Taranto. Hubert voices the narrator and several other characters. The movie is directed by Ron Myrick, Indra Narayan Datta, and Antony Leo.

JG and the BC Kids was born out of the need to create a children's animation property that broke stereotypes and represented characters from diverse backgrounds and cultures. Go check out the trailer along with official news.

For more information, click on link: <https://www.youtube.com/watch?v=iHugjtbZ3Tw>

| Technology

Hello Pay



The evolution of technology has brought about quick advancement into our daily lives. One of them must be the development of a card payment system which is designed to take out speed points out of the equation we are talking of course about "Hello Pay". Hello, Pay belongs to a South African company called the Hello group it offers different types of card payments systems including speed points also there is a technology that Hello Pay uses which utilized the NFC tag system that comes with the new smart phones. Speaking to one of the consultants at Hello Pay, he indicated that all you have to do is download a software called Soft-POS then you create an account, set it up and then you are good to go however the system is free for the first 3 months then there is a percentage charged going forward. The system only supports android, and the company is still working on getting it into other platforms as well and it only takes cards that allow tapping. This is a great system for small business that cannot afford the speed point service fees but are open to the possibility of taking card payments.

More info: [www.https://helloyay.co.za/](https://helloyay.co.za/)

G.S Netshandama

Codehesion



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Let's make your software product a success

Whether you are building a full software product or require your development team to be augmented, Codehesion is your expert software design and development partner.

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Codehesion is South Africa's top Android and iOS developer and has helped many companies to build and launch world-class mobile apps. With a rapidly changing world due to the COVID-19 pandemic, many companies are looking

for new ways to improve client relations, increase sales, and increase staff productivity. Regulations which restrict the movement of people are also putting pressure on businesses to interact with clients and staff online.

It is not only consumer-facing apps which are changing the way people do business, however. Many businesses have launched internal company apps to improve their operational efficiency and increase staff productivity. This is particularly important in the current environment where remote working has become the norm. Internal company apps also offer secure communications, company alerts, location-based task tracking, and task automation.

Source: <https://mybroadband.co.za/news/industrynews/351207-codehesion-the-best-company-in-south-africa-to-build-a-smartphone-app-for-your-business.html>

Blackmagic Design Announces New Blackmagic URSA Broadcast G2

Blackmagic Design today announced Blackmagic URSA Broadcast G2, a next generation professional broadcast camera with 6K digital film sensor that brings digital film quality to both traditional and online broadcasters.

The advanced 6144 x 3456 digital film sensor provides exceptional low light performance with dual gain ISO of up to +36dB as well as 13 stops of dynamic range. Blackmagic URSA



Blackmagic URSA

Broadcast G2 also includes H.265 and Blackmagic RAW file formats, Blackmagic generation 5 color science, as well as a USB-C expansion port for external disk recording, and more.

The 3 cameras in 1 design allows it to work as a 4K production camera, a 4K studio camera or a 6K digital film camera. It's a perfect solution for broadcasters because it uses the lenses and batteries customers already own. Customers can record to common SD cards, UHS-II cards, CFast 2.0 cards or external USB disks, using common file formats such as H.265, Apple ProRes and Blackmagic RAW. This means it's compatible with all video software and broadcast media management systems. Customers can even change the lens mount. No other broadcast camera is so flexible.

Source:

<https://www.businesswire.com/news/home/20211111006188/en/Blackmagic-Design-Announces-New-Blackmagic-URSA-Broadcast-G2>

10 critical strategies that businesses can consider to prevent and detect ransomware threats



Ransomware attackers often operate with the discipline and approach of a legitimate traditional business, except with criminal intent. Fortunately, there are strategies companies can take to reduce the risk of falling victim to a ransomware attack.

It is critical for organisations to approach cyber risk exposure through the lens of risk mitigation, taking the necessary precautions to prevent and/or minimise the risk if an event takes place.

An organisation's ability to secure cyber insurance is very much tied to its ability to mitigate cyber security risks such as a ransomware attack. This is achieved by having the correct controls in place. Most of South Africa's local cyber insurers are either global players or have reinsurance provided for by a global reinsurer, which means that South African companies need to align their IT controls and practices to global standards, if they wish to transfer the risk off their balance sheet.

1. Phishing awareness training: to educate employees and end-users on how to spot phishing emails and know the red flags to drive down clicks on the malicious emails many ransomware attackers use to gain a foothold in a network.

2. Disabling accessibility of remote desktop directly from the internet: to prevent ransomware attackers from brute-forcing Internet-facing RDP services to gain entry into a network.

3. Properly configured URL filtering and e-mail attachment sandboxing: to prevent malware contained in ransomware emails from executing or going unnoticed.

4. An advanced Endpoint Detection and Response (“EDR”) solution: to detect and potentially quarantine ransomware and other advanced malware, and also to facilitate enterprise forensics in the event of an attack.

5. An advanced malware detection tool that inspects network traffic: to identify ransomware and other malicious packets or network traffic flowing over the wire.

6. 16+ Character service account and domain admin passwords: to prevent ransomware and other hackers from cracking weak admin usernames and passwords. Optimally, these strong passwords should be rotated regularly, using a Privileged Access Management (PAM) tool. Ransomware attackers use these cracked credentials to move laterally and deploy their ransomware.

7. Lateral movement detection tools: After gaining a foothold, ransomware actors typically move laterally using compromised IT credentials. Detecting that anomalous lateral movement normally enables the attack be shut down before ransomware is deployed.

8. A properly configured Security Information and Event Management (“SIEM”): Platform that aggregates event, security, firewall and other logs. Trying to respond to and recover from a ransomware attack without a SIEM is very difficult, as visibility through local, non-centralised logs is often poor.

9. A continuous security monitoring function: this provides continuous monitoring and threat hunting using collected logs and alerts.

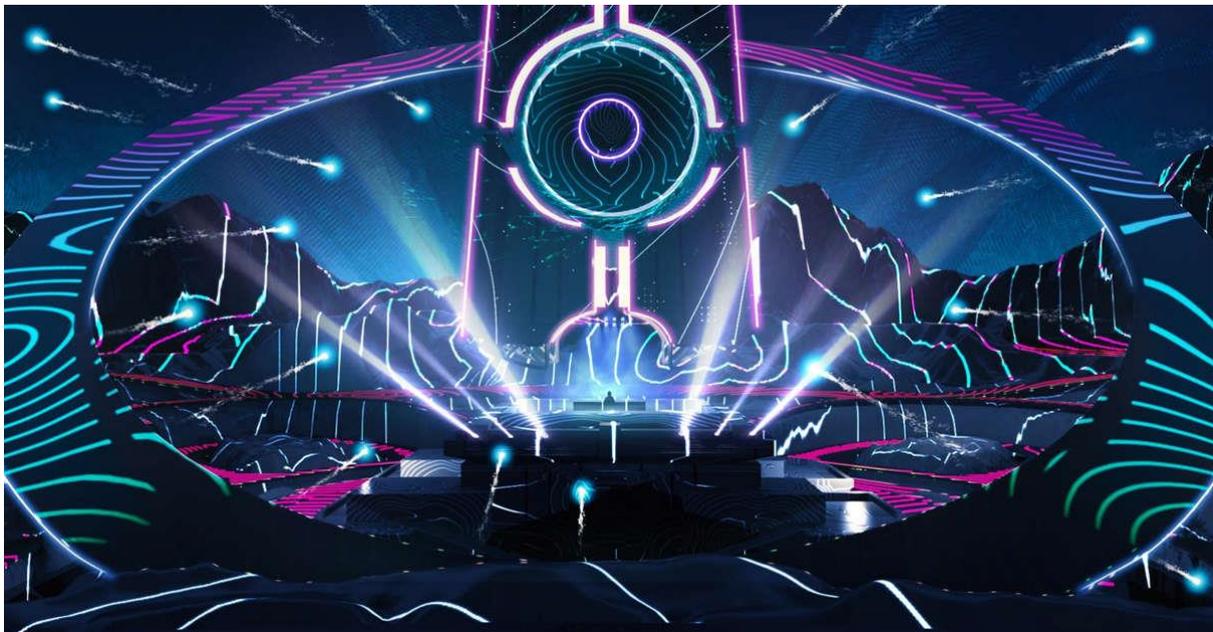
10. Locking down software deployment and remote access tools: to a small set of privileged accounts with multi-factor authentication where possible. Once they have secured elevated privileges, ransomware attackers typically commandeer SCCM/PDQ/PS Exec accounts to push the ransomware executable across the network.

Source:

<https://www.iol.co.za/technology/techsperts/10-critical-strategies-that-businesses-can-consider-to-prevent-and-detect-ransomware-threats-937a479c-8181-403e-b979-53d6378a89ce>

| Gaming

You can attend the Game Awards red carpet in the metaverse



After almost two years of all-digital communication, boredom has set in with the 'regular' way of doing things: sitting behind a screen, watching a simple video. Now, the age of the metaverse has arrived, a phenomenon which has seen companies like Xbox launch virtual museums and interactive exhibits where viewers can discover in a more 'immersive' way and now the Game Awards 2021.

Rather than just tuning in for a presentation, this year viewers will be able to hop into a metaverse and watch the action with their fellow fans. In addition to showcasing this year's stream, the metaverse will also include interactive experiences available during the broadcast, a virtual red carpet, and even a secretive afterparty to celebrate all the Game Awards reveals.

Of course, you can also tune into the event the regular way via Twitch, YouTube, and Twitter, but if you're looking to vibe with other viewers and explore a new virtual space, then the official Game Awards metaverse should be a fun time. While The Game Awards has previously hosted integration within the Fortnite metaverse-like Creative

Hub, this year's show will take place in Core, a game creation platform hosting virtual experiences and exhibits. Its Axial Tilt mode functions similarly to Creative Hub and features rotating experiences for players to engage with.

The Games Awards 2021 mini-metaverse will go live from 11:00 a.m. on Friday, 10 December.

Source:

<https://www.theverge.com/2021/12/6/22820270/the-game-awards-red-carpet-core-metaverse>

Gaming Meets NFTs



First thing's first, what is an NFT and how does it work?

NFT stands for **Non-Fungible Token**. Something fungible would be a soccer ball. If you lose one you can buy another one like it, however a ball that a top player scored a winning goal with and then signed and gave to you would be irreplaceable since it's a one of a kind and holds significant value.

That sums up the non-fungible part, as for the Token. When creating a digital product and uploading it through Blockchain a digital record of authenticity is attached to the file and it is given a unique "hash" or code along with a time stamp. The file is recorded on the Blockchain servers around the world and any alterations to the file also alter the hash code making them easy to detect. This operates as a built-in copyright verifying who the original/rightful owner of the original NFT is and prevents anyone from freely altering or tampering with the NFT.

How does gaming meet NFT's?

A new upcoming game called **Illuvium** that is currently in development is using the structure of NFT's with the monsters you find, capture and splice with different variants of other monsters. You essentially create a new monster that can then be sold as an NFT. The game is based on a new planet that...



Say goodbye to GAS

Usually when purchasing NFT's, there is a fee you need to pay in order to secure the transaction. Now with Immutable X & Polygon, you don't need to pay gas anymore, you can enjoy a new era of NFTs thanks to this integration. Zero gas fees for peer-to-peer trading with instant transactions, all while you securely maintain custody of your assets.

China Bans Fortnite

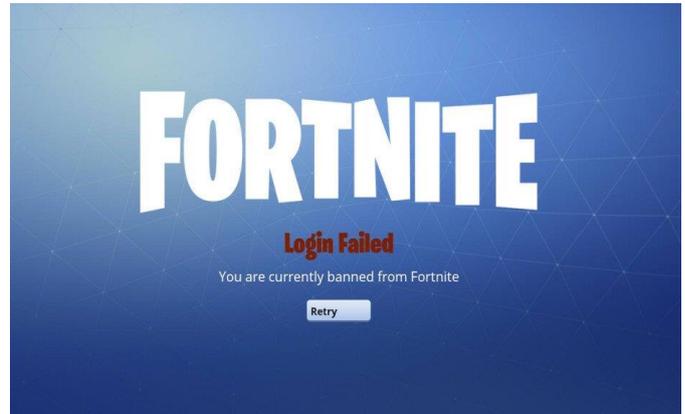


Beijing's sector for Epic Games pulled the plug on its version of Fortnite on Monday 29 November 2021, with its three-year effort to penetrate the world's biggest gaming market against online addiction and the broader tech sector.

Epic Games had announced two weeks before hand that it would shut down the Chinese version of the game on November 15, noting that "Fortnite China's Beta test has reached an end" and that servers would be closed. Chinese players said they could no longer access the game on Monday, posting goodbyes on social media

platform Weibo where a discussion board on the game had been viewed 470 million times.

The move ends a long-running test of Fortnite created for China, where content is policed for excessive violence. The action-packed shooter and world-building game is one of the most popular in the world, boasting more than 350mil users. Its Chinese test version was released in 2018, but 'Fortnite' never received the government's green light to be formally launched and monetised as approvals



for new games slowed. Beijing's drive to tighten its control over the economy and enterprises has hit several industries, with tech firms taking the brunt. Epic Games' move follows Microsoft's announcement in October that it would close a version for China of its career-oriented social network LinkedIn, and Yahoo's decision earlier this month to also pull out of the country. Both cited increasing hurdles to doing business in China.

<https://economictimes.indiatimes.com/tech/technology/game-over-for-fortnite-in-china-as-epic-games-pulls-the-plug/articleshow/87711719.cms>

Netflix is getting into gaming.



Analysts stated that it was just a matter of time where Netflix would venture into video games as one of the company's first significant nonvideo-related business ventures because of two main topics at large, namely, data and intellectual property.

For the first time, Netflix executives spoke at length about the company's video gaming aspirations. The reason for expanding the company's product offerings was very much on the horizon and in its repertoire. Superficially, Netflix will start offering mobile games to subscribers for no additional charge to add value to the service. Adding video games may entice new customers while reducing the chances of losing current ones.

"The success of this initiative is about great games, fundamentally," Netflix chief operating officer and chief product officer Greg Peters said during his company's second-quarter earnings conference. "We think we can deliver more entertainment value through games."

Data and intellectual property are core to Netflix's success as a video streaming service. Netflix has revolutionized streaming video by using streaming video data to recommend what a person should watch and to guide original content production.

Netflix's gaming strategy

COO Greg Peters stated that the company will learn, grow, and refocus investments based on what is working with games. He noted that gaming provides intentionality, allowing users to dictate the characters they want to spend time within different parts of a gaming world.

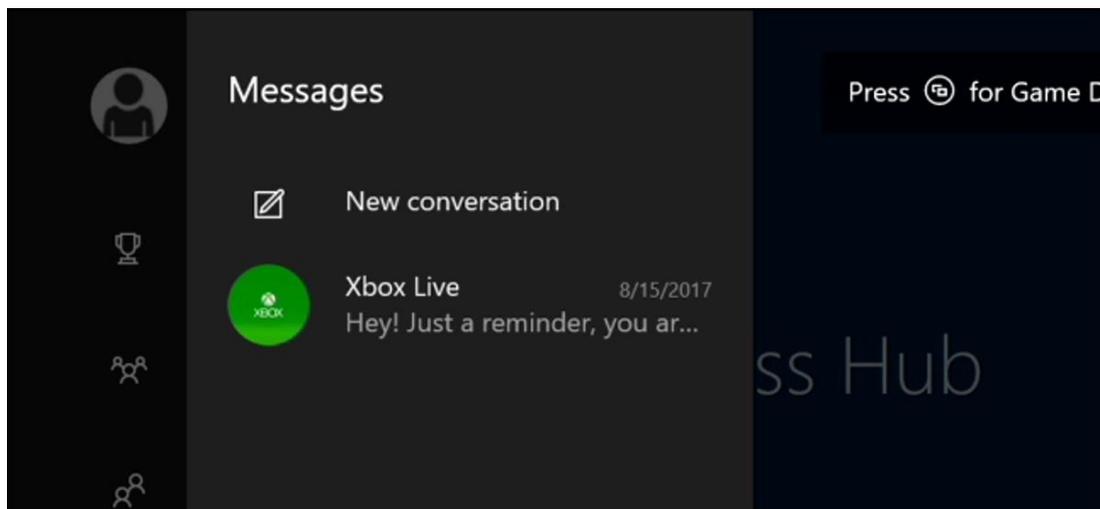


That user-based decision-making won't be ignored by Netflix. Rather, it will guide Netflix, not only in making better games but also in creative decisions. That significant amount of time spent on the platform is yet another key Netflix tenet by keeping users within the company's ecosystem, which is probably why Netflix founder and co-chief executive officer Reed Hastings once said that even sleep should be considered Netflix competition.

Even though gaming won't become an independent driver of revenue any time soon for them, a one-product company with a bunch of supporting elements, has always been the main goal. But for anyone who was confused why Netflix would budge from its famous focus on streaming, Netflix is taking the same shot they took for creating their platform and hoping it will work again for gaming.

<https://www.nbcnews.com/media/netflix-getting-video-games-rcna1479>

Microsoft is offering Xbox Series X bundles direct to 'valued customers'



If you're hunting for an Xbox Series X, you might want to check your email inbox. Microsoft has been emailing out special links over the week of the 15th of November to date through the Microsoft Store, that let you directly order an Xbox Series X bundle. Microsoft says it has a "limited supply of Xbox Series X bundles" that are available to "valued Microsoft customers". The emails are addressed to Microsoft Store customers, and bundles are available on a first-come and first-serve basis. Microsoft is limiting orders to one bundle per order, or two bundles per 30-day period. The links to order a bundle are unique and tied to a Microsoft Account, and don't always guarantee that stock is available for a purchase.

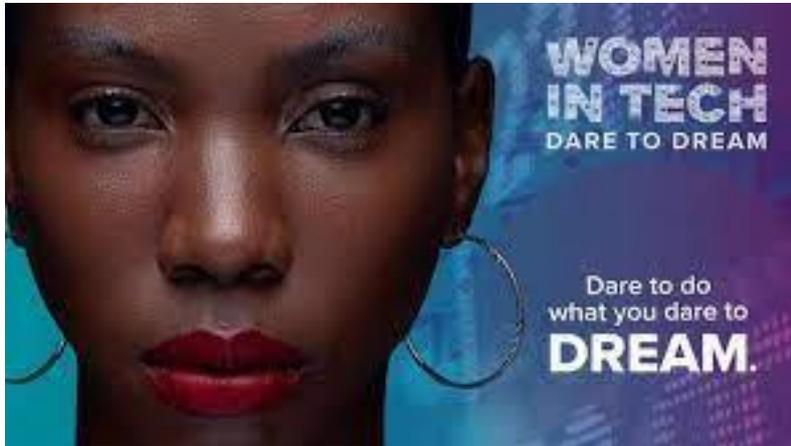


A wide range of "valued Microsoft customers" seem to be receiving the emails, and it could be a way for Microsoft to ensure some of its stock isn't heading into scalpers (People who buy to sell at a higher price) hands. If you're lucky enough to receive an invite to purchase a bundle, Microsoft is bundling a game and an additional controller with this offer, and you can pick between *Madden 22*, *GTA V*, *Far Cry 6*, *Hasbro Family Fun Pack*, *Mortal Kombat 11 Ultimate*, and *Diablo 2 Resurrected*.

<https://www.theverge.com/2021/11/24/22800255/microsoft-xbox-series-x-bundles-email>

| News Around Africa

Women entrepreneurs unite to envision a future South Africa, driven by technology



There is a movement of women on the rise committed to taking up space and building a new South Africa through technology and business. These are the women who on 4th November 2021, assembled at the 5th Annual Innovator Trust Women In Tech (WIT) Appreciation Experience,

recognizing female entrepreneurs who are making strides in business across various industries through technology.

The Women In Tech event is an annual event hosted by the [Innovator Trust](#), a business incubation training facilitator. Innovator Trust was created in 2014, to support the growth of small black-owned Information and Communications Technology (ICT) businesses in South Africa. The core focus of the event was to award the top achieving female owned small businesses that have been part of the Enterprise Development, Supplier Development and Young Entrepreneurs programmes facilitated by the Innovator Trust.

More than just an awards ceremony, the 1-day hybrid event provided a platform for empowerment and support by connecting women leaders of industry with female entrepreneurs. These are women who are on the ground, driving change and making a meaningful contribution in their businesses and communities, to the South African economy.

The #WIT2021 event presents a proclamation to Dare to Dream. The theme finds its impetus in the reality of the tumultuous period of hardship and loss experienced since the advent of the COVID-19 pandemic. The WIT Appreciation Experience was encouraging women of South Africa to keep going and to dream a new dream for the future. "Dare to Dream is a call to action, a proclamation to every woman and young girl, every female business owner, every aspiring female innovator and entrepreneur, to acknowledge that their journey has not been easy, but that despite every hardship they've had to endure, that the future of our families, our communities and our land lies in the hearts, minds and hands of a woman. The WIT Appreciation Experience was way of simply saying Thank You. We want women to know that we

have seen their struggle, we have heard their cry and we are an organisation in support of them, all the way," says Tashline Jooste, CEO of the Innovator Trust.

The WIT 2021 stage provided a platform for women to share and engage on topics that pertain to women leadership, women in technology, youth, social issues and the experience of being female in business within the South African context. The event, hosted by seasoned South African TV presenter and radio personality, Leigh-Anne Williams showcased a prestigious line-up of esteemed keynote speakers and exclusive panel discussions and interviews.



Tech Start-up Act lobby: Why the tech start-up ecosystem met President Cyril Ramaphosa?

It's very rare for the South African tech start-up ecosystem to get attention from the South African government. By nature, start-ups just do what they do without the

need to consult with government. Across the globe, most start-ups surprise governments with innovations that get governments to pay attention. In South Africa the tech start-up ecosystem needs governments to listen and pay attention. A group of tech start-up organisations that are mostly in Cape Town have recommended that SA should establish a start-up act to address challenges within the ecosystem. They include AfricArena, Digital Collective Africa, Endeavor South Africa, i4Policy, Loudhailer, the Southern African Venture Capital and Private Equity Association (SAVCA), Silicon Cape, SiMODiSA, and Wesgro.

Matsi Modise, founder and investor in Furaha Afrika Holdings, vice-chairperson of SiMODiSA, and chairperson of the SA Startup Act Steering Committee, indicated to the president that there was no better time than now for South Africa to reposition itself as a gateway for high impact, high growth technology entrepreneurship on the continent. She stated that South Africa was losing a lot of talented entrepreneurs due to outdated and a disabling policy framework. "In order for South Africa to be an attractive destination for investors, talent and entrepreneurs, we must implement a Start-up Act which will be an all-encompassing pathway for South Africa to be an African start-up nation."

<https://www.iol.co.za/technology/techsperts/tech-start-up-act-lobby-why-the-tech-start-up-ecosystem-met-president-cyril-ramaphosa-7dd21de6-4421-438d-8c6a-c379062bd820>

Winning African developers reveal the power of Huawei's Apps UP competition

Huawei recently announced the winners of this year's Apps UP contest, which aims to inspire talented developers around the world to create seamless, smart and innovative digital experiences.



Apps UP saw developers from five regions around the world; the Middle East & Africa, Europe, Asia Pacific, Latin America and China; compete against one another to create innovative Apps that help users navigate everyday life. Amidst strong competition, four African App developers won awards for their App submission in the Middle East and Africa region.

One of the awarded Apps was [Coresthetics](#), which received a Best App Award, along with \$15,000 in prize money. Developed by Kurt Mbanje, Coresthetics is a digital fitness coach that aims to help health-conscious individuals reach their fitness goals. Its key differentiator was that it accounts for the available fitness equipment a user has as well as take into consideration the lack of such equipment.

"Unlike most online workout programmes provided in static form, Coresthetics auto-adjusts its fitness recommendations based on an individual's capability and feedback from the previous sessions. The App is always learning," says Mbanje.

Another SA winner, this time in the category Excellent Student Award, was [UniAPS](#), which helps prospective students discover their Admission Point Score (APS) for a wide array of South African universities, as well as get a list of courses they qualify for based on their matric (Grade 12) results.

"The App was unique because it calculated the APS for all universities in one place and generates only the courses you qualified for," says Velly Dingaan, developer of UniAPS.

Both developers believed that integrating Apps with HMS Core, a collection of tools made for Huawei's partners and App developers, must be something every developer should give serious consideration to. These tools provide enhanced functionality and services to Apps and ensure that they function optimally on Huawei devices.

"HUAWEI has a large and continuously growing share of the world's smartphone market. It only makes sense to leverage their capabilities by using HMS core," says Mbanje.

Dingaan agrees, adding, "HMS Core was flexible and provided an array of open device and cloud capabilities which can be easily integrated into Apps. It enables developers to deliver next-level user experiences and make premium content and services broadly accessible."

According to Mbanje, HMS Core makes it easy to quickly deploy an App and not worry about otherwise mundane tasks like user authentication or device authorisation for video playback. Implementing these from scratch would take a considerable amount of time for any start-up developer.

<https://www.iol.co.za/technology/partnered/winning-african-developers-reveal-the-power-of-huaweis-apps-up-competition-14bfaef1-0a32-46b3-bda7-5b5ba3b4c7f6>

To learn more about developer events and initiatives by HUAWEI, and to stay up-to-date, visit developer.huawei.com/consumer/en/.

| News around the world

Welcome To The Metaverse



In May of this year, one of the biggest events in the crypto and blockchain world, Consensus 2021, debuted “Long the Metaverse,” a VR exhibition featuring dozens of crypto artists at the heart of a financial movement. It launched in collaboration with producer [Godfrey Meyer](#) and curators Annessa, Justin, and Decryptorian of the [\\$WHALE](#) community. Every day during [Consensus](#), they hosted 30-minute roundtable talks in the metaverse, accessible via a PC browser or VR headset. They discussed both works of art and the world of non-fungible tokens (NFT).

Source: <https://www.forbes.com/sites/cathyhackl/2021/06/24/more-than-a-trend-entering-the-metaverse-will-become-a-necessity-for-brands/?sh=42886b9155ab>

In July 2021 the founder and CEO of Facebook, Mark Zuckerberg, said in an interview that his controversial social media giant will undergo a major transformation over the next few years. Facebook, Zuckerberg said, “*will effectively transition from people seeing us as primarily being a social media company to being a metaverse company.*”

Welcome to the metaverse – the next iteration of the internet where, its advocates believe, we will all work, play, and socialise in the coming years and decades. At stake is whether this next generation internet – also known as Web 3.0 or the spatial web – will be much like today's, with proprietary platforms such as Facebook and Google that monetise user data, or if it will be open and decentralised, free from the control of a handful of big tech companies.

Source: https://engelsbergideas.com/notebook/the-rise-of-the-metaverse/?gclid=Cj0KCQiA-qGNBhD3ARIsAO_o7yn4DkxolTaD0oJzbAB69GLi_ccZcM1GO2uFNrVdh-8rD4WQCtVAliMaAr46EALw_wcB

Sony cameras are getting harder to buy due to the chip shortage



The global chip shortage has claimed yet another camera from Sony's line-up. This time, Sony is suspending orders for the ZV-E10, a mirrorless vlogging camera that the company released in August, as reported by Digital Photography Review.

Sony announced the camera's suspension in a post on its website, noting that it will no longer sell the ZV-E10 on its store or through any of its distributors for the time being. "With regard to digital imaging products, parts procurement is delayed due to the effects of global semiconductor shortages," a translation of Sony's notice reads.

THIS IS FAR FROM THE ONLY DEVICE THAT SONY HAS TEMPORARILY DISCONTINUED THIS YEAR.

Source: <https://www.theverge.com/2021/12/6/22820922/sony-digital-camera-chip-shortage>

Nvidia Launches Earth 2 and Goes to War Against Climate Change



Nvidia's big GTC conference took place last week. This event has become more and more interesting over the years, with less and less emphasis on Nvidia's GPU business which makes me wonder if it is time to change the name.

While Facebook certainly caught much interest with its name change to Meta, Nvidia builds much of the required infrastructure to create the metaverse. One of the most important efforts was mentioned at the end of Jensen Huang's keynote, creating a new world.

Nvidia is building a focused supercomputer tasked with creating Earth 2, a full-on global 3D metaverse simulation of the Earth to predict climate change more accurately. We need a better model of the planet because existing models are incomplete and result in inaccurate predictions.

To fight something as nebulous as climate change, you need to understand it deeply, and Earth 2 has the potential to be the most powerful weapon in the fight to slow climate change. This enhanced model will provide a far more accurate ranking of the causes. It can then help devise solutions and model the remedies to determine the most significant positive impact for the least amount of money of all the alternatives.

Source: <https://www.technewsworld.com/story/nvidia-launches-earth-2-and-goes-to-war-against-climate-change-87336.html>

The Blockchain Solution for Secure Contactless Payments

The year 2020 forever changed the way we work and perform routine tasks. With the emergence of the deadly coronavirus and the resultant adoption of social distancing, even as the virus approaches its second anniversary, the concept of digital, contactless payments remains prevalent. Prior to the pandemic, the digital payment sector had seen significant growth with the rise of mobile payment applications like PayPal and Apple Pay.



Contactless payment instruments like digital wallets and payment cards offer secure and fast transactions with less physical interaction, such as a tap of a mobile app or a payment card. Still, these payments can become more secure, efficient, and faster with blockchain technology.



With Convenience Comes Risk

As contactless payment technology is steadily being integrated in devices, its demand has also increased. However, digital payments have their own setbacks that can lead to online fraud and security loopholes.

Data privacy and mobile security risks accompany the convenience of contactless payments. Since the user does not need a PIN, a stolen device or lost credit card can allow a criminal to easily access the account.

Source: <https://www.technewsworld.com/story/the-blockchain-solution-for-secure-contactless-payments-87337.html>

| Past Events



Umbo|coder

DRONE DIVAS

DO YOU WANT TO BE A PART OF THE DRONE DIVAS PROGRAMME FROM SEPTEMBER TO NOVEMBER 2021? THEN THIS PROGRAMME IS FOR YOU.

Objective of the programme:
To Empower young women from disadvantaged communities with drone technology skills.

Who should apply?

- Females
- Youth (18-35)
- Township based (preferably accessible to the AB4IR facilities)
- English proficient individuals.
- Those with interests in technology and innovation
- Advantage to those who studied STEAM (Science, Technology, Engineering, Art, Mathematics) subjects

ENTRIES CLOSE 29 AUGUST 2021.
For more information and registration visit www.ab4ir.org

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On behalf of the German Federal Agency for Economic Cooperation and Development (GIZ) the GIZ (Zweites Deutsches Institut für Internationale Zusammenarbeit) and the GIZ Centre hereby promote the emerging market of cultural and creative industries in Africa and in the Middle East.



AB4IR
AFRICA BEYOND 4IR

I CAN {CODE}

**ARE YOU INTERESTED IN CODING?
OR LOOKING TO SHARPEN YOUR CODING SKILLS?**

AB4IR in partnership with IKWORX have come together to bring you 2 sessions.

SESSIONS:
FUNDAMENTALS OF CODING
 (21 September – 23 September 2021)
 Time: 10H00 - 13H00
CODING MASTER CLASS
 (29 September – 30 September 2021)
 Time: 11H00 - 13H00

ONLY 20 PARTICIPANTS PER TRAINING (PHYSICALLY)

REQUIREMENTS:

- Be in Gauteng
- Be able to attend the training physically at AB4IR facilities at the Tshwane South TVET College ODI Campus
- No age restriction

HOW TO APPLY:

- Go to www.ab4ir.org/training
- Click the I Can Code poster
- Fill in your details
- Confirmation will be sent to you via email

CLOSING DATE: 12 SEPTEMBER 2021

WWW.AB4IR.ORG



CANVAS ACADEMY PRESENTS: DIGITAL ART & ANIMATION BOOTCAMP

FREE 10 DAY WORKSHOP FOR VISUAL ARTISTS

WHEN?
DATES: 18 OCT - 29 OCT 2021
TIME: DAILY 8:00 - 15:00

WHERE: Tshwane South College (ODI Campus) Workshop F Midopone Unit M Pretoria, Gauteng 0110 [AB4IR]

WHO?

- Must reside in Pretoria
- Completed Grade 10
- Unemployed Youth.
- Age 18-34
- Visual Artist
- RSA Citizen

HOW?

- Submission closing date: 10 OCT 2021
- Submit your portfolio of 3 artworks to: https://ab4ir.org/training/

Qualifying candidates will be invited to an interview. Only top 20 candidates will be selected according to the following criteria: Art portfolio - Creativeness - Aptitude - Location, TACS apply.



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GLOBAL ENTREPRENEURSHIP WEEK BOOTCAMP

INCLUSION | ECOSYSTEM | EDUCATION | POLICY
10 - 12 NOVEMBER 2021

Day one:

- Entrepreneurship Characteristics Assessment
- Ideation

Day two:

- Business Model Canvas
- Pitching

A continuation of Digital Art & Animation Bootcamp.

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