



The Real Estate Innovation Program

Report on "The Challenge of Digitizing the Customer Experience in the Real Estate Sector"

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Introduction

This challenge by Monsha'at aims to enhance the customer experience in the real estate sector by identifying the challenges customers face when searching for residential units to purchase or rent. It is the first of several challenges that the Real Estate Innovation Program seeks to address, as it explores the many possibilities in this vital sector. This report presents an overview of the challenge, its stages, and the results achieved.

The Challenge Summary



3 sub-tracks



The Challenge Period

9 Jan – 12 Mar



Platform

Fikra Platform



Winners

3 Projects



Qualifying candidates for the Demo Day

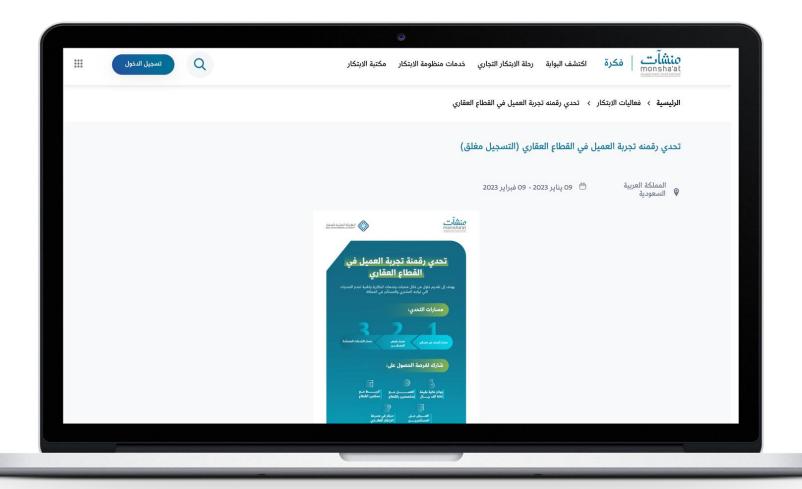
27 Projects



Number of Registrations

165 Registrations

Fikra Platform



Click here to access the challenge page

Aims & Goals of the Challenge

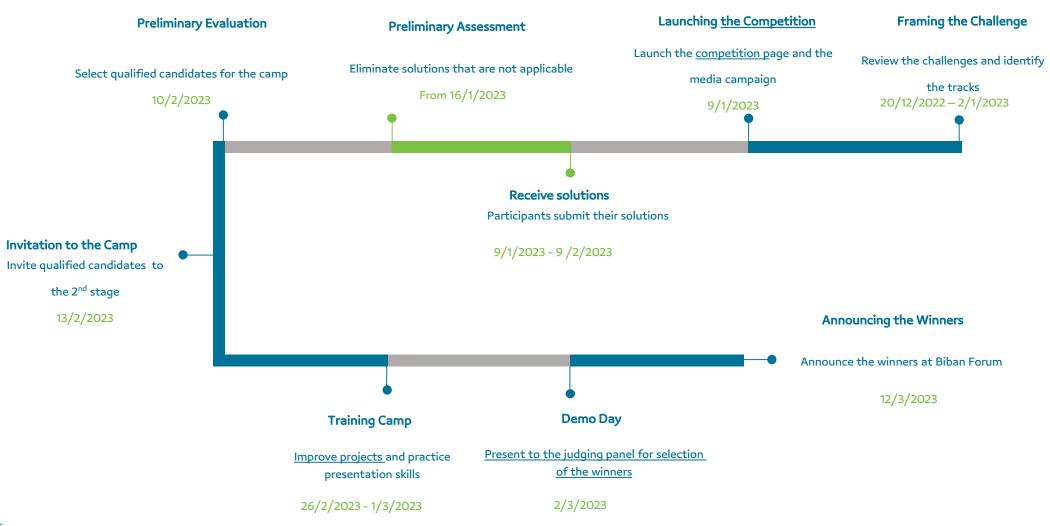


- 1. To search for innovative solutions to enhance customers' experience throughout their journey of purchasing/renting a residential unit during the three following stages: research, evaluation, and furnishing.
- 2. To raise awareness of the challenges in the real estate sector and the importance of seeking innovative solutions that contribute to improving the experience of workers and beneficiaries in this sector.
- 3. To contribute to achieving the Kingdom's vision of improving the quality of life of its citizens by facilitating the process of choosing a home, one of the most important life decisions.



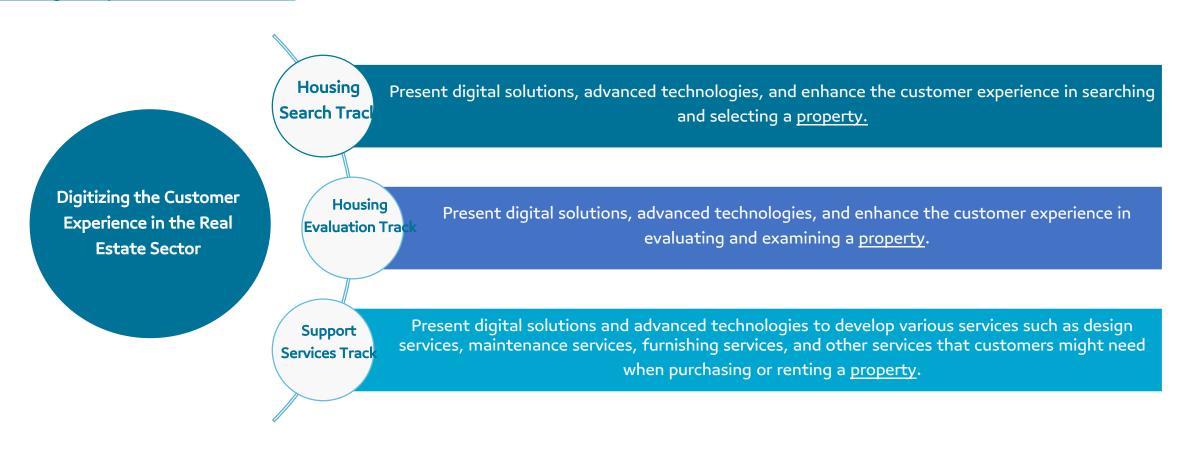


The Stages and the Timeline of the Challenge

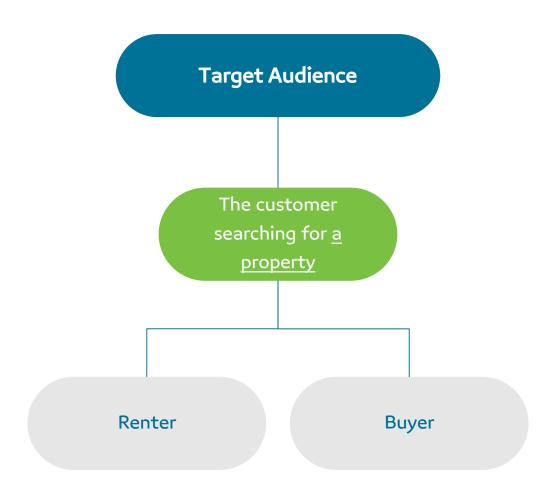


The Challenge Tracks

Based on a thorough study of the challenges facing buyers and renters in their real estate journey, three sub-tracks have been identified for the "Digitizing the Customer Experience in the Real Estate Sector" challenge. This challenge aims to find solutions to the possible challenges buyers and renters face. The three sub-tracks are:



Target Audience



Target Audience – Proposal for the Challenge

Target Audience for Participation

Firms' Owners and Traditional Real Estate Offices' Owners

Entrepreneurs in both the real estate sector and other sectors who are interested in <u>exploring the industry</u> at all the following stages:



- 1. Commencement stage (building the idea, the team, and the business model)
- 2. Launch stage (developing the initial product, testing its market, and beginning to generate revenue)
- 3. Growth stage (expanding the user base and revenue growth)

The Challenge's Impact in Numbers

Received 165 creative solutions during the registration stage

Enhanced 40 creative solutions during the training camp stage

Three projects won the challenge and qualified for the Real Estate Innovation Accelerator







The Judging Panel



Firas Almejmaj

- Executive Assistant at the Real Estate General Authority





Khaled Zaidan

Managing Partner atWatheeq Proptech VentureCapital investment and investment funds expert.



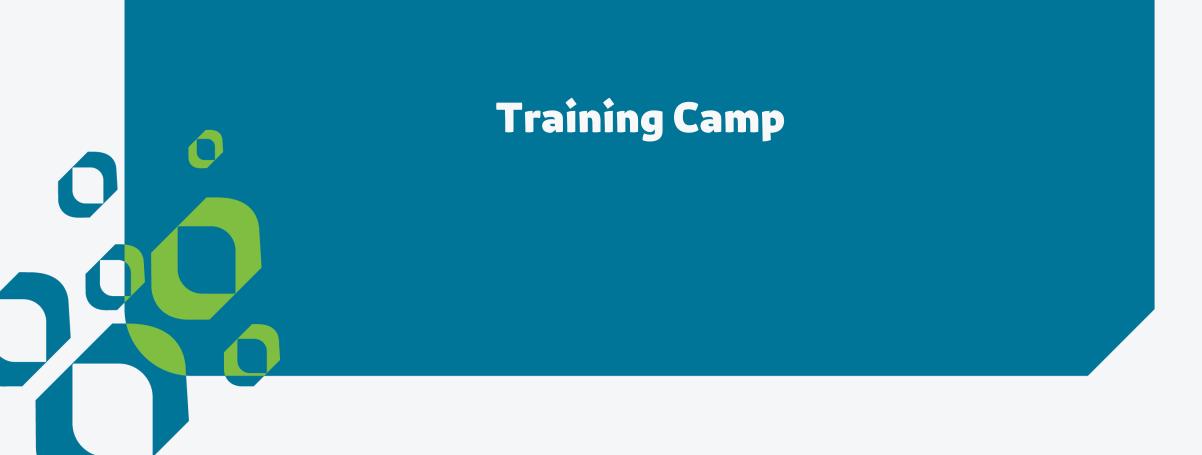


Ibraheem Alsahan

- Master's Degree in Property Finance, & PG Diploma, Urban Land Economics
- Interested in real estate technologies, investment, and assessment.







General Brief About the Training Camp

The Training Camp Objectives

The training camp aims to enhance the quality of the projects in the "Challenge to Digitize the Customer Experience in the Real Estate Sector" through a series of workshops. These workshops cover a range of topics, including creative thinking tools, types of innovations, financial liquidity and operations, and presentation skills. Participants receive proper training from experts and qualified individuals, allowing them to improve and develop their projects. The projects are then evaluated after refinement and presented to the judging panel for selection of the winners.



Number of Participants

40 teams

One representative from each team is required to attend



Training Material

4 days of training

The training covers building a work plan, financial planning, design, presentation skills, and other relevant topics.



Time

February 26th - March 2nd

4 days of training + 1 demo day 4 hours daily, total 20 hours of training

General Brief About the Training Camp



Number of Trainers

6 trainers



Number of Projects

40 projects



Registration Channel

Monsha'at Academy



Time

1-5 pm



Date

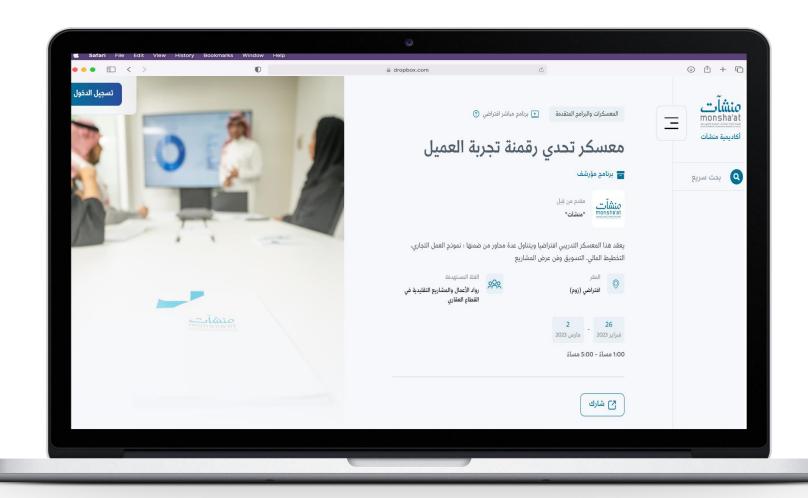
February 26th – <u>March</u> <u>2nd</u>



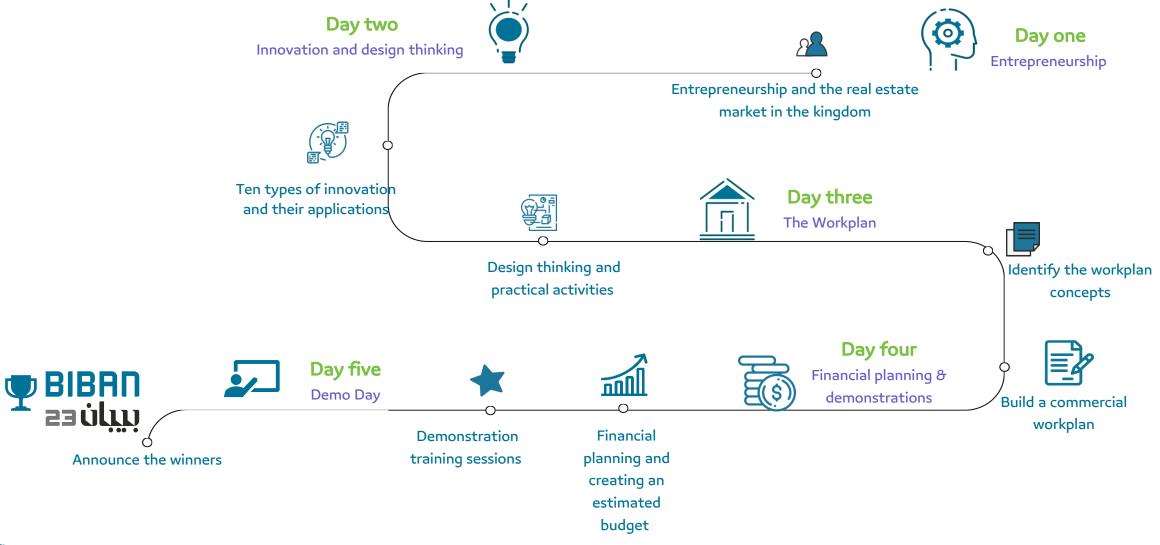
Platform

Virtual Platform

Registration Page on Monsha'at Academy



The Training Camp Topics and The Timetable



Trainers



Muhammad AlHashmi

-Training and consultant in Design Thinking methodology and startups design.





Jawad Shreim

- Managing Director at Laxford Capital





Abdullah Alsweed

- Founding CEO at Melen
- Investor



Trainers



Hefzi Malhis

- Founder of Firstpreneurs
- Certified Coach for Training from Ministry of Culture & Sport
- Investor





Samer Arabiat

- Financial Consultant for a number of institutions
- Financial Modeling trainer for startups.





Muath Bin Hussain

- General Manager at GOODAT
- Consultant in business administration and management









Demo Day

After completing the training camp, participants refine their presentations based on their learning outcomes and present them to the judging panel for evaluation. The submissions will be judged to select the first-place winner for a prize of fifty thousand riyals, the second-place winner for a prize of thirty thousand riyals, and the third-place winner for a prize of twenty thousand riyals. Below is a summary of the qualifying and participating presentations of the event.



Winners

3 Projects



Participants on the Demo
Day

27 Projects



The training camp graduates qualified for the Demo Day

38 Projects



Number of qualified candidates for the training camp

40 Projects

A Sample of Participants

































































Winners

The Announcement Day and Award Ceremony



Time

8:00 pm



Date March 12th



Location

Biban Forum 2023



3 Winners

First-place Winner





Ejari



Second-place Winner





Agd Ejar



Third-place Winner





Aqarboot



Media Announcements of the Winners









