

# Strategy Guild Budget Concerns

## Concern Categories

### Budget Amount/Figures/Items/Roles

1. A large amount of funds has been allocated to Strategy and Development and Knowledge Management. In the proposal, activities are also very vague.
2. The proposal seems to be left unfinished and or includes misinformation - What kind of strategy is being developed that's taking 3900\$?
3. I can't help but believe something is fishy about this budget. From the guild's quarterly report, a balance of 6790 AGIX was carried over from Q1 and nothing works to show for Q2, what then is the justification for a fresh \$13,062 budget? What about the balance from Q1?
4. I find most of the items in the budget simply mumbled up without real content in them.
5. I find some items on this budget outrageous and preposterous. Like what the hell is "Strategy Development and Discussion" for \$3,900 and another "Knowledge Management and Dissemination Strategy" for another \$3,120? Besides the fact that I think both items are overly exaggerated, they are also both strategy items and I don't see the need for them to be separate. They are also recurrent tasks meaning that they'll be operated that way continuously.
6. This is the highest Dework management amount I have seen in any WG or guild - "Knowledge Management and Dissemination Strategy" another 3120\$ for putting the word out and is knowledge management not going to be done in the previously requested 3900\$ for strategy building?
7. Also, the AGIX values quoted in the budget are incorrect. I fail to understand if it's a mistake or an attempt to pad the budget. (Note: I realize the Strategy Guild budget is probably going to be changed, but I'd still like to comment on this version just in case.)

## Resolutions

The total budget has been reduced significantly to address these concerns of budget amount. Items on the budget were reviewed with input from community members. Kindly refer to the updated budget sheet.

† Strategy Guild - Updated Budget

## **Deliverables**

1. *How do you measure the expected outcomes or outputs of the Guild, and why use these measurements?*
2. *Can you be more specific about what kind of deliverables are expected?*
3. *With a guild that just got revived, I think they should first set up a solid background for the projects/tasks they wanna undertake, highlighting overview, milestones, and deliverables, and then request such high funds for it.*

## **Resolutions**

**The concerns about the deliverables have been addressed and captured in the proposal document** [☰ Strategy Guild Budget Context Document](#)

## **Guild Set Up and Context Document**

1. *There is a huge overlap here with almost all other workgroups and Guilds, where each one helps to curate and organize information between Guilds and Workgroups.*
2. *I would like to know how the concerns listed above are separate items and how they will impact the ecosystem separately.*
3. *No context was provided for "Guild Research Projects" and "Strategy Workshop". According to the budget proposal, they are requesting funds for critical thinking, facilitation, talking, and delivering stuff(collaboration)to other guilds(which I am not sure what that would be) I don't agree with the requested amount for these two unless a proper baseline for these are set up which could highlight the potential for it.*
4. *As for "Develop a strategy, curate, organize and convey information between Guilds and Workgroups. Delegate Guild contributors with tasks to sustain conversations, document/capture and share feedback across Guilds and Workgroups."*

## **Resolutions**

**The Guild had addressed these concerns in the context document previously shared within the Q1 budget. Below is the link** [☰ Strategy Guild Budget Context Document](#)

## Previous Quarter Reports

1. Q1 shows Special Task reward distribution and in Q2 I think the Special tasks have been continued just not recorded. Why has this contribution been omitted or is it not related to Strategy Guild?

## Resolutions

This would be further reviewed with the Treasury. If possible we would like to get more details on this during the GovWG review session.

## Backlog/Historical/Other Concerns

1. Allow Commenting on Proposals, budgets, and reports - **Resolved.**
2. Clarify what it means to an overall consensus that this Guild is needed and based on what this statement is made? **Refer to**  
**☰ Strategy Guild Budget Context Document**
3. Context invites to look at meeting minutes, but there is no link. **Resolved**
4. How does one get onboarded to Strategy Guild - **Resolved. This is a deliverable captured in the Context document.**
5. I don't think a separate group should be in control of this. It would be safer, and with less potential for centralisation, if the co-ordination and shared discussion - which we do of course need - was done by some kind of "all-WG" supergroup that does not have one leader (or to put it another way, that is collectively led by all the guilds and workgroups.) In short, I don't consent - not this quarter, and not ever - to having a group of management consultants installed between me (or anyone) and the rest of the Program. **Refer to**  
**☰ Strategy Guild Budget Context Document**
6. Get rid of this version of "Strategy Guild", support WGs to do their own strategic thinking, and build a leader-free group of equals where a rep from each WG can coordinate with other WGs. **Refer to**  
**☰ Strategy Guild Budget Context Document**
7. My objection is that I simply don't agree there should be a separate Workgroup/Guild that is funded to do these things at all, and I don't consent to it. There shouldn't be a group that is funded to "... analyze, brainstorm and develop recommendable strategies" for other WGs. Guilds and WGs should be strategising for themselves, without interference from a "middleman" group of

*managers. Nobody should be "developing strategies" on behalf of others - it violates WG autonomy, and it's likely to fail because in many cases, these "middlemen" would be doing it for groups they know little about. Plus, I think each WG should be **\*\*encouraged\*\*** to strategize for themselves, with whoever is actually there in their group, rather than to outsource strategic thinking to some other group - because doing your own strategic thinking as a WG is important in and of itself, and helps WGs to grow. Refer to*

 **Strategy Guild Budget Context Document**