

NEARX × STELLAR DEVELOPMENT FOUNDATION

Stellar Summit

São Paulo 2026



Executive Delivery & Ecosystem Impact Dossier

Eight days. One home base. A temporary high-density builder ecosystem.

July 30 – August 6, 2026 · Ed. Stanford Center, São Paulo, Brazil

Prepared by NearX for the Stellar Development Foundation · August 2026

OPENING STATEMENT

Networking was not left to chance. It was engineered into the experience.

Event reports often begin with attendance. This dossier examines what happened between the people who attended.

For eight consecutive days, 218 participants — including at least 104 documented builders, 85 of them independently verified into specific project teams, alongside founders, mentors, partners, SDF members and accredited press — shared one working environment in São Paulo. They did not come to watch. They came to build, learn, pitch, ship — and to find each other. Every layer of the Summit, from the coworking floor to the sticker album to the football pitch, was designed to convert presence into relationship, and relationship into ecosystem activity.

This dossier documents what was delivered, how the experience functioned as a system, and what evidence exists that it produced movement for the Stellar ecosystem — with every material claim defined, sourced and reconciled.



Day 2 — under the wall that states the event's thesis: "The future doesn't arrive. We build it."

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About This Dossier

What this document is, how it is organized, and how its evidence should be read.

This is not a post-event report in the conventional sense, and it is not a marketing retrospective. It is a delivery and impact dossier: an analytical record of the second Stellar Summit — the first was held in Toronto — prepared by NearX, the event's organizer and operator, for the leadership of the Stellar Development Foundation.

Structure: three acts

- **Act I — Convene.** Who was brought together, why São Paulo, why eight days, and what thesis the Summit was built to test.
- **Act II — Activate.** How the environment worked: the experience architecture, content program, bounties, and the deliberately engineered social systems — including the sticker album, the Stellar Cup and the Sunset.
- **Act III — Compound.** What repeated interaction produced: survey evidence, outcome stories, the project showcase, the media legacy, honest improvement analysis, and the strategic implications for Stellar.

Evidence discipline

Every material figure in this dossier carries a defined source class: organizer-confirmed data (Level A), primary operational records such as check-in logs and system exports (Level B), official public sources such as Luma and the event platform (Level C), participant-reported outcomes from the post-event survey (Level D), and analytical inference clearly framed as such (Level E). Where systems overlap — for example, Luma registrations versus front-desk records — figures are reconciled, never summed. Attendance figures for satellite activations (Stellar Cup, Sunset) are reported as metrics of those activations only. The full methodology, metric definitions and reconciliation notes appear at the end of this document and in the accompanying Evidence Appendix.

ATTRIBUTION PRINCIPLE

The Summit was a joint construction. Throughout this dossier, delivery is attributed explicitly: NearX (venue, experience, hospitality, operation), the Stellar Development Foundation (content, partner sessions, Stellar House SP), GrantFox (bounty platform and program operation), partners (Etherfuse, OpenZeppelin, Nethermind, Rivoool), and — for outcomes — the participants themselves.

Executive Summary

What was built

From July 30 to August 6, 2026, NearX and the Stellar Development Foundation operated an eight-day builder immersion in São Paulo, anchored in a single home base — a temporary high-density ecosystem in which approximately thirty distinct environments (coworking floors, a main stage, meeting spaces, a VIP area, game rooms, a massage room, dining and lounge areas) were run as one continuous experience. The operating cycle spanned sixteen days including build and strike; roughly 35 professionals and 28 coordinated suppliers sustained it.

Who participated

218 participants (front-desk records) from more than ten countries — including at least 104 documented builders, of whom 85 were independently verified project-affiliated builders directly matched to 40 project teams, plus six further projects independently verified onsite through their closing-showcase presentations: 46 projects represented in total. Of the 40 directly matched teams, 25 brought two or more verified members onsite. The cohort combined an experienced, predominantly 35-plus Brazilian builder generation with a younger international one, drawn through the PULSO tri-national hackathon (Argentina, Brazil, Colombia), Stellar 37° alumni and Stellar Community Fund recipients — with SDF leadership present and accessible throughout. Demand exceeded design: 289 registrations were filtered to 199 approvals against an original plan of roughly 100 seats.

What happened inside the environment

Those teams worked: seventeen hours of technical content across privacy, payments, anchors and ramps, AI tooling, security and regulation; a four-lane bounty program operated by GrantFox that drew more than 50 submissions; continuous coworking; and a deliberately engineered social layer — 2,500+ meals served on site, daily happy hours, a collectible sticker album that functioned as a physical networking protocol, a football tournament, a rooftop sunset, 140+ massages, multilingual concierge service and dedicated duty-of-care staffing across all eight days.

What the evidence shows

Attendance recovered and climbed through week two — 101, 109, 114 — peaking on day seven of the eight-day format. The post-event survey (N = 46 e-mail-deduplicated responses) returned a mean of 9.85/10 for overall experience and a Return Intent Score of 98 (NPS methodology: 45 promoters, 1 passive, 0 detractors). Participants reported concrete outcomes during the event itself: a hiring on day two, a product launched to mainnet with Pix integration, SCF referrals from SDF members, partnerships formed, a distributed team reunited to launch its product, and nineteen projects pitched at the closing showcase.

Why it matters for Stellar

The Summit demonstrates a repeatable mechanism — concentration, prolonged proximity, designed interaction — that converts event spend into ecosystem density: activated builders, progressed projects, SCF pipeline, cross-border relationships, and a documented content archive (100+ GB of photography, 200+ GB of video, 917 edited photos, six recaps and a final film) that continues to work after the event. The final sections set out what should be improved — meeting infrastructure, agenda communication, bounty submission design — and how the model can scale.

The Summit at a Glance

Headline indicators. Definitions and sources for every figure appear in the Methodology section; systems are reconciled, never summed.



Sources: organizer-confirmed data (Level A); front-desk and check-in records, survey export, executive report, builder-attendance audit (Level B). Builder/project figures: verified matches only — see Methodology and the Evidence Appendix. Satellite activations measured separately: Stellar Cup 116, Sunset 126 (Luma “Went”, not additive to 218).

ACT I

Convene

Bringing the ecosystem into one high-density environment

A summit is a bet that the right people, in the right room, for enough time, will produce what no agenda can schedule. Act I documents the bet: the thesis, the cohort, and the environment built to hold them.



Opening morning, July 30 — the front-desk queue that became the 218-participant record.

The Strategic Idea

The Summit was designed around a single conviction: connection is infrastructure, and infrastructure can be engineered.

Conventional conferences optimize for content delivery: an audience arrives, consumes sessions, and disperses. The Stellar Summit was built on a different model. Its designers treated the event as a temporary ecosystem whose product is not attendance but relationships — and whose every layer, from food service to game rooms to a paper sticker album, exists to increase the probability that two builders who should know each other actually meet, talk, and keep talking.

The event platform said it plainly: “This isn’t a sit-back-and-watch conference — it’s hands-on, in-person, and built for people who already ship on Stellar.” The design hypothesis behind that sentence can be stated as a value chain:



Each link is a design decision. Concentration was achieved by curating the cohort from three converging pipelines (hackathon winners, accelerator alumni, SCF recipients and active builders). Proximity was achieved by giving that cohort one home base for eight consecutive days, with every practical reason to stay — food, coffee, workspaces, entertainment, care. Interaction was engineered through mechanisms described in Act II. The remaining links — trust, collaboration, outcomes — cannot be scheduled, only made probable. Act III examines the evidence of whether they occurred.

THE TEST THIS DOSSIER APPLIES

Do not claim the Summit mattered; prove what it produced. Every chapter that follows moves through the same sequence: evidence → interpretation → strategic meaning → implication for Stellar.

Why Eight Days Matter

The Summit's most unusual design choice was its duration. Its value model rests on the compound effect of repeated encounters.

A one-day event produces contacts. An eight-day event produces relationships — because the same people meet again, in different contexts, with lowered stakes each time. A workshop conversation continues over lunch; the lunch acquaintance becomes a sticker-trading counterpart; the counterpart turns up on your football team on Sunday; by Wednesday you are reviewing each other's pull requests, and by Thursday you are in each other's pitch audiences. Each re-encounter compounds familiarity into trust.



Participants described exactly this mechanism, unprompted, in the post-event survey:

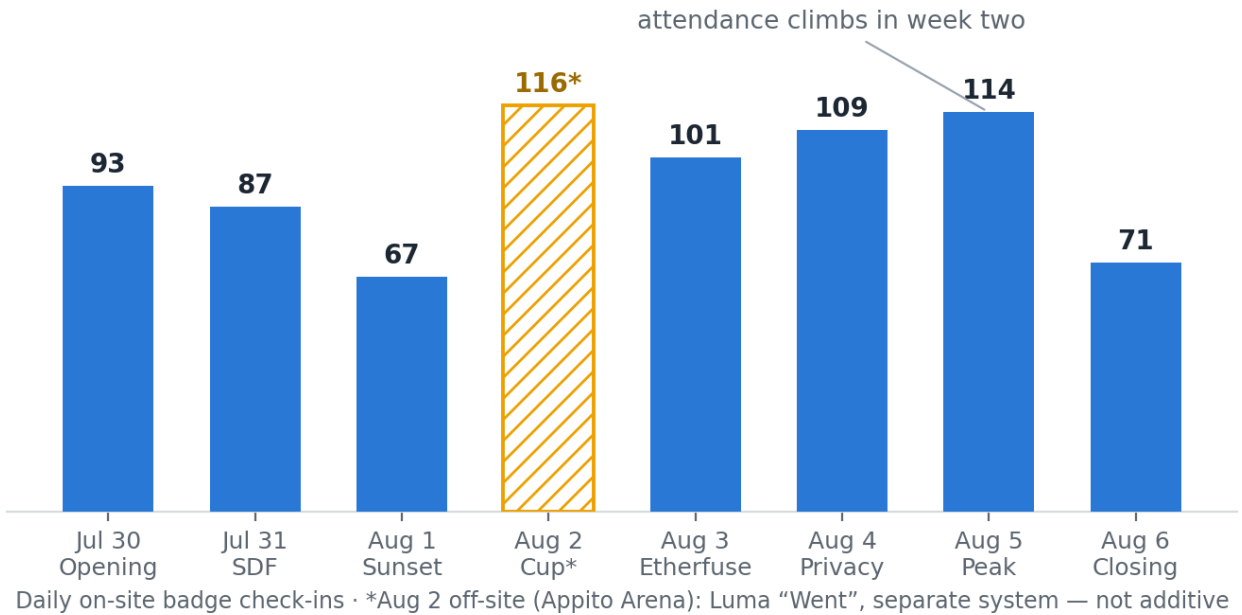
“Contatos que ainda não estavam consolidados evoluem mais rápido e de maneira mais assertiva com o contato que o Summit possibilita. [Contacts that were not yet consolidated evolve faster and more decisively with the kind of contact the Summit makes possible.]”

— Survey respondent — Brazil (translated)

“It felt like a meetup every single day for eight days. Hard to pull off — and they pulled it off.”

— Survey respondent — Chile (translated)

Two behavioral signals support the compound-effect hypothesis. First, attendance recovered and rose: after a Saturday dip (67) around the off-site activation weekend, daily check-ins climbed through week two — 101, then 109, then 114 — peaking on day seven of the eight-day format. The pattern is consistent with an environment whose returns to participants grew as relationships deepened (weekend scheduling is a confound for the dip; the week-two climb is not). Second, the survey's connection metric (9.56/10) was accompanied by open-text descriptions of relationships that, in one respondent's words, “survive the badge” — contacts still active in group chats after the event ended.



Daily on-site badge check-ins, venue system (opening-day figure from the executive report; Aug 2 held off-site — Stellar Cup, 116 Luma “Went”, separate system). Attendance climbs into week two. Sources: check-in log; executive report.



Day 6 — the same cohort, still in conversation. The compound effect is not a diagram; it is people who keep showing up.

Who Came

The cohort was curated, not merely registered — assembled from three converging builder pipelines and filtered through an approval process that turned away nearly a third of demand.

Three pipelines into one room

- **PULSO hackathon winners.** The Summit followed PULSO, a ten-day tri-national hackathon across Argentina, Brazil and Colombia (online, with in-person finals). Winning teams — including Lendoor, Cosmos Provider and Wave Condominium — earned their seats and arrived with working code.
- **Stellar 37° alumni.** Graduates of the accelerator program — including PearFi, Guardian Labs and PigFi — arrived with products in flight and, in at least one case documented in Act III, shipped to mainnet during the event itself.
- **SCF recipients and active ecosystem builders.** SDF's own priority list placed sixteen Stellar Community Fund teams on the ground — among them Palta Labs (Soroswap/DeFindex), Meru, Vaquita, Piggy Wallet, Pag Finance, Trustless, Abroad and GrantFox — alongside mentors, partners and SDF core-team members.



Day 1 from the stage: the cohort seated and standing along the walls — the fullest wide frame in the photographic record.

Demand exceeded design

The event was planned for roughly 100 participants. Public registration on Luma drew 289 requests, of which 199 were approved — an acceptance filter of roughly two in three — and the final front-desk record counted 218 unique participants across the eight days, 2.2 times the planning baseline. Six press outlets were accredited, including EXAME, Cointelegraph, CoinMarketCap and CNBC | Times Brasil.

International Reach

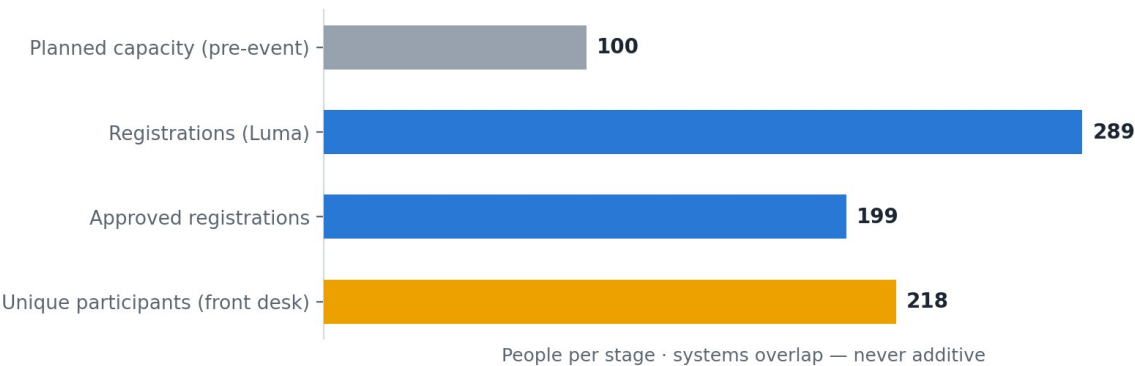
More than ten countries in one building — and an event that operated in three languages by design.

The organizing pipelines guaranteed strong Argentine, Brazilian and Colombian presence — PULSO's three host nations — and the delivered cohort extended well beyond them: the executive report records attendance from Bolivia, Costa Rica and Chile, among others, and survey respondents referenced connections with builders from Turkey and across Latin America. Three independent datasets triangulate the international texture of the room:

- **Survey languages:** of 46 respondents, 30 answered in Portuguese, 12 in Spanish and 4 in English — roughly a third of the sampled cohort operating outside Portuguese.
- **Credentialing documents:** in an 81-person fast-access sample, 32 participants (40%) registered with foreign documents; 42 received accommodation support from the organization — evidence of deliberate investment in bringing international builders to São Paulo, not merely admitting them.
- **Service design:** five multilingual concierges (PT/EN/ES), a trilingual survey, trilingual signage and safety materials — the operation assumed, correctly, that a large minority of its users would not speak the host language.

The reach was not free. International participants navigated Brazil's 2026 e-visa requirement (for US, Canadian and Australian nationals), long-haul travel and an eight-day commitment. That they came — and that survey demand asks for editions in Costa Rica and other host cities — indicates the Summit is functioning as a regional coordination point, not a local meetup with visitors.

Demand exceeded design — in numbers



Planned capacity vs. realized demand and delivery. Sources: pre-event planning docs (planned); Luma export Jul 30 (registrations, approvals); front-desk records (participants). Systems overlap — bars are not additive.

“Se virar em vários idiomas... falando do jeito que dava, misturando inglês, espanhol e português, fiz amigos sensacionais da Argentina. [Getting by in several languages... speaking however I could, mixing English, Spanish and Portuguese, I made amazing friends from Argentina.]”

— Survey respondent — Brazil (translated)

A Cross-Generational Builder Mix

Two builder generations shared the venue: an experienced, predominantly 35-plus Brazilian cohort and a younger international generation, most under roughly 25.

This composition — confirmed by the organization from registration and on-site observation — created a distinctive texture, directly observable in the record: the Brazilian cohort brought career engineers, repeat founders and operators with companies, customers and, in several cases, products already in production; the international cohort brought early-career energy, hackathon-fresh prototypes and appetite for exactly the experience the older cohort could describe from the inside.

The organization also observed greater maturity and more concrete continuity intent among projects associated with the Brazilian cohort. This dossier treats that as an observed association between cohort profile, professional experience and project stage — not as a causal claim about age. The pattern is consistent with the composition of the showcase (Act III), where the most production-ready projects — mainnet launches, revenue-adjacent fintech products, infrastructure plays — clustered among experienced Brazilian teams, while international teams clustered in earlier, prototype-stage work arriving through the hackathon pipeline. It is equally consistent with selection effects: the pipelines that produced each cohort selected for different stages by construction.

OBSERVED SIGNAL	BRAZILIAN COHORT (PREDOMINANTLY 35+)	INTERNATIONAL COHORT (PREDOMINANTLY ≤ ~25)
Primary pipeline	Stellar 37° alumni · SCF recipients · active ecosystem builders	PULSO hackathon winners & finalists (AR·BR·CO) and regional community
Typical project stage	Products in production or near launch; companies formed; enterprise-facing plays (e.g., mainnet launch with Pix, institutional infrastructure)	Hackathon-fresh prototypes; first pitches; team formation in progress
Documented behavior	Benchmarking between startups; partnership formation; hiring (one during the event)	Joining other teams mid-event; first main-stage presentations; accelerator interest
Continuity signal	Long-term platform commitments (“estamos buscando uma relação de longo prazo”)	Return intent + requests to host future editions in their countries

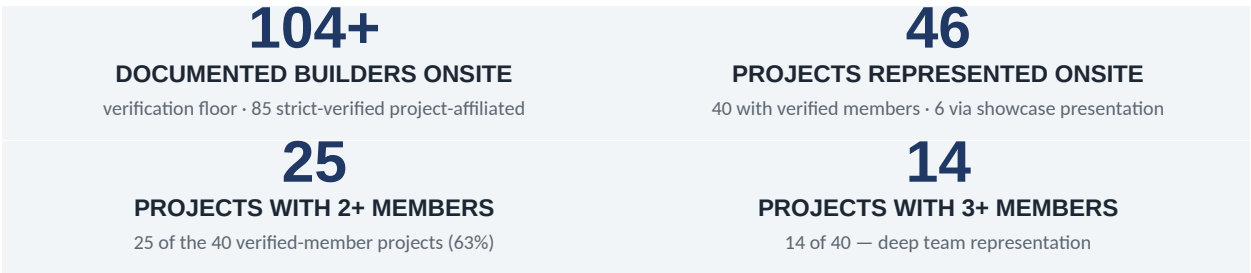
Basis: organizer-confirmed demographics (Level A); showcase composition, survey open text and pipeline records (Levels B/D). Interpretation is Level E and deliberately avoids causal claims.

WHY THE MIX MATTERS

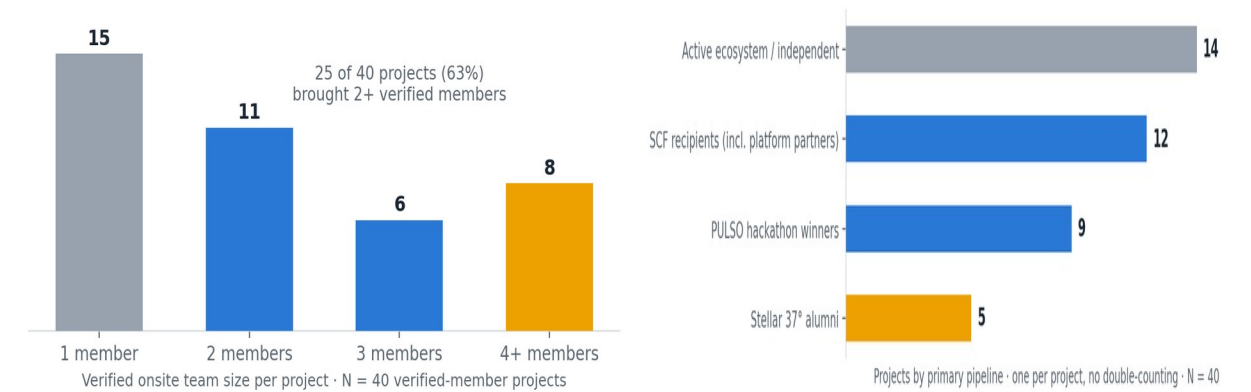
Cross-generational density is a transfer mechanism. Younger builders reported gaining direct access to operators who had already shipped — and older builders gained exposure to emerging talent, in at least one case hiring from it during the event. A deliberate mentoring structure built on this mix is a recommendation for the next edition.

The Room Was Made of Teams, Not Spectators

A third-pass audit cross-matched the curated candidate lists against onsite attendance records, person by person. The result quantifies what the photographs suggest: the Summit concentrated project teams, not isolated individuals.



Every figure above is verification-first. A person counts only with onsite evidence — a badge-system check-in, a Luma check-in, or a post-event survey response — combined with an identifiable project affiliation from the curated cohort lists, the check-in system's own company field, or the participant's survey self-declaration. Candidate or invitation status alone never counts; eighteen additional strong-but-non-deterministic matches are documented internally as probable and excluded from every number on this page.



Left: verified onsite team size across the 40 verified-member projects. Right: the same projects by primary pipeline (one per project — no double-counting; GrantFox and Rivool are SCF teams that also held platform/partner roles). Source: Project & Builder Attendance Audit, Level B.

The distribution is the finding. The population reconciliation documents at least 104 builders among the 218 participants — 47.7% of total attendance and itself a floor, in a denominator that includes SDF members, mentors, partners, accredited press and operations-adjacent participants. Within that population, 85 unique people meet the strict standard of deterministic project-team verification (identity-deduplicated across every record system), and 39% of all attendance is strictly verified as project-affiliated. Most telling is how the verified tier arrived: 73 of the 85 (86%) were onsite alongside at least one verified teammate. Writz Protocol brought four verified members from Colombia and Costa Rica; TrustBid four across Argentina, Colombia and Costa Rica; Acta four from Costa Rica; COZ four from Brazil; Palta Labs three; Pollar three from Bolivia; Vaquita three; PagFinance, Wave Condominium and Aha three each.



Day 5 — a DeFindex (Palta Labs) team member at work, laptop covered in the community's stickers: a verified project builder, mid-build.

WHY THIS MATTERS

One representative can network; a team can decide. A project with three members onsite could split across a bounty lane, a partner session and an SDF conversation simultaneously — then reconvene over lunch and ship the same afternoon. That is the structural difference between an audience with projects and a working ecosystem, and it is the precondition for the movement documented in Act III.

The Venue as an Instrument

Ed. Stanford Center, Av. Jabaquara 3060 — a corporate building temporarily converted into a builder ecosystem of roughly thirty environments.

The venue strategy rejected the auditorium model. Instead of one hall and a hallway, the Summit distributed its cohort across approximately thirty distinct environments: open coworking floors, a main stage, workshop rooms, meeting areas, a VIP floor for the Stellar team and strategic guests, game rooms (Xbox, arcade, air hockey, pinball, foosball, pool), lounges, dining areas, a massage room, and concierge and first-aid stations. The published one-pager set expectations explicitly: “expect a relaxed, non-corporate vibe with ping pong, pinball, foosball, and lounge areas built for creativity and connection.”

The transformation was an operation in itself: an overnight audiovisual build beginning July 29 at 20:00, staging, trussing and light rigging for a hundred-seat main room, LED and scenic lighting, brand environments produced across sixteen-plus activations, and daily operation from 08:00 to 22:00 for eight consecutive days. Act II's Operational Delivery chapter details the production system behind it; the point here is architectural: the venue was zoned so that a participant's natural daily path — arrive, coffee, work, learn, eat, play, drink, leave late — crossed other participants' paths continuously. Circulation was the design.



Opening morning: main floor staged and lit — stage, lounges and wayfinding (VIP · Massage · Game Room) already legible as one system.



"Take a break. Keep the connection." — the design brief, written on the walls.



Lounge against the network-stats wall — brand storytelling as interior architecture.

"A equipe fez do espaço um lugar para trabalho, bate-papo e descontração. [The team turned the space into a place for work, conversation and unwinding.]"

— Survey respondent — Brazil (translated)

ACT II

Activate

Turning proximity into participation

Getting the right people into one building is necessary and insufficient. Act II documents the machinery — programmatic, physical, gastronomic, playful — that converted presence into interaction, and the operation that made eight days feel effortless.



Day 6 — a working huddle in front of a full coworking floor: the machine, mid-cycle.

Experience Architecture

The Summit ran as one system with nine functions. The question asked of every layer was never “what amenity is this?” but “what behavior does it enable?”

SYSTEM FUNCTION	INSTRUMENTS	BEHAVIOR ENABLED
BUILD	Coworking floors · project workspaces · bounty lanes	Execution continues during the event; the Summit is a workplace, not a pause from one
LEARN	Talks · workshops · deep dives (17 h)	Knowledge transfer from SDF, partners and specialists
CONNECT	Sticker album · shared meals · Telegram · happy hours	Low-friction first contact, repeated daily
PLAY	Games rooms · football · challenges	Status-free interaction across hierarchies
RECOVER	Massage room · lounges	Stamina for an eight-day immersion
EXPERIENCE BRAZIL	Barbecue · caipirinhas · samba · football	Cultural memory that binds an international cohort
ACCESS	SDF presence · mentors · partners · VIP area	Strategic conversations reachable by any participant
PRESENT	Closing showcase (19 projects)	Exposure converting work into opportunity
CELEBRATE	Music · DJ · closing happy hour	Emotional punctuation; the cohort ends as a community

The nine functions shared one property: none required the participant to leave. Food arrived, work continued, recovery was on site, and the evening program began where the afternoon ended. Permanence was the strategy — the longer people stayed in the building, the more collisions the building could engineer.

The Eight-Day Journey

A rhythm, not a schedule: mornings for content, afternoons for building, evenings for each other — with two deliberate context breaks in the middle.

- **Day 1 · Thu Jul 30**
Opening & introductions · Private Money on a Public Ledger · builders tooling · brigadeiro
- **Day 2 · Fri Jul 31**
SDF sessions — GrantFox platform · Raven AI demo · Myosin GTM · privacy primitives
- **Day 3 · Sat Aug 1**
Open building · NearX & Stellar Sunset — rooftop, caipirinhas, DJ (126 at Luma)
- **Day 4 · Sun Aug 2**
Stellar Cup — football, teams, Brazilian barbecue, samba (116 at Luma, off-site)
- **Day 5 · Mon Aug 3**
Etherfuse Day (AJ, CTO) · AI Masterclass — Raven, stellar-build, skills (Kaan)
- **Day 6 · Tue Aug 4**
Privacy Day — OpenZeppelin confidential-token sessions · open building
- **Day 7 · Wed Aug 5**
AI hands-on workshop · Crypto Regulation in Brazil · peak attendance: 114
- **Day 8 · Thu Aug 6**
Closing sessions — 19-project showcase · Stellar House SP

Every day: coffee 8:30 · shared lunch 12:00 · coworking all day · happy hour every evening

The realized program (one-pager and published agenda, reconciled with post-event records). Gold markers denote off-rhythm context shifts: the Sunset, the Stellar Cup, and the closing showcase.

The architecture of the week deserves attention. Days one and two front-loaded orientation and SDF content, giving the cohort shared vocabulary. The weekend deliberately broke the pattern — a rooftop sunset on Saturday, football and barbecue on Sunday — so that week two began among people who had already laughed together. Days five through seven carried the deepest technical content (Etherfuse Day, Privacy Day, AI and regulation) into the cohort's period of maximum familiarity, and the showcase landed on day eight, when presenting teams were pitching to a room full of people who knew them. Peak attendance on day seven is consistent with that sequencing.

Technical Learning: What Was Taught, and Why It Mattered

Seventeen hours of content, organized here by strategic theme rather than by timetable. Sessions were delivered by SDF, partners and ecosystem specialists — most of whom then stayed in the room as participants.



Day 1 — a live build on the main LED, cohort watching: content delivered as working code, not slides.

THEME	SESSION & SPEAKER	WHY IT MATTERED TO A STELLAR BUILDER
Privacy	Private Money on a Public Ledger — Wlad (Stellar); Privacy primitives — Maryam Mazraei (SDF); Privacy Day — OpenZeppelin confidential-token sessions (Aug 4)	Confidential tokens were live on testnet with audits running — builders got the standard, the roadmap and the authors in one room
Payments, anchors & ramps	Etherfuse Day — AJ, CTO & founder (Aug 3, two blocks)	Real-world yield and ramp infrastructure for emerging markets — directly adjacent to the Brazilian Pix/Drex context most attendees build in
AI & developer tooling	Raven demo (SDF sessions); AI Masterclass and hands-on workshop — Kaan (Stellar): stellar-build, Raven, Stellar skills	Raven exposes Stellar docs plus 920+ projects and 2,300+ graded repos to AI agents — a direct productivity lever for every team in the room

THEME	SESSION & SPEAKER	WHY IT MATTERED TO A STELLAR BUILDER
Ecosystem & GTM	GrantFox bounty-platform session; Myosin GTM workshop; mentor introductions	How to fund, position and grow a Stellar project — the non-code half of shipping
Regulation	The State of Crypto Regulation in Brazil — Matheus Puppe (Aug 5)	Legal context for the largest market represented in the cohort
Community tooling	Community Builders Tooling — Pollar, TUSST, Caatinga (Day 1)	Builders teaching builders — the cohort's own projects as curriculum

Engagement held across the entire program: no session drew fewer than 70 attendees (organizer-confirmed) — a demanding floor for a 218-person, coworking-first event in which attending a session always competed with building. Two design choices distinguish this program from a conference agenda. First, speakers did not extract themselves after speaking: SDF's CPO Tomer Weller, cited by multiple survey respondents, was reachable at lunch. Second, content was positioned as fuel for the bounty and building lanes rather than as the product itself — a respondent put it precisely: “aprendi mais preparando submissões do que assistindo” [I learned more preparing submissions than watching].

“Tom Weller dizendo para não construir mais protocolos e sim conectar — construir soluções de problemas reais. [Tom Weller saying: stop building more protocols, connect — build solutions to real problems.]”

— Survey respondent — Brazil, on the talk that stayed with them



Day 2 — privacy-primitives session: laptops open, notes taken, “live on testnet” on screen.



Day 7 — attention held on the program's final stretch.

The delivered agenda, day by day

Reconstructed from the published agenda and post-event records; where the two differed, this table records what was delivered. Recurring services — coffee from 08:30, shared lunch 12:00–14:00, coworking throughout, and a happy-hour/social gathering every one of the eight days (organizer-confirmed) — frame every row.

DAY	PROGRAM BLOCKS (DELIVERED)	OWNER
Day 1 • Thu Jul 30	Builder, SDF & mentor introductions (11:00) • Workshop: Private Money on a Public Ledger — Wlad, Stellar (14:00) • Community Builders Tooling — Pollar, TUSST, Caatinga (15:00) • gourmet-brigadeiro activation • opening happy hour with live music	NearX × SDF
Day 2 • Fri Jul 31	SDF Workshop Sessions — GrantFox bounty platform; Raven AI demo (10:00) • Myosin GTM workshop; privacy primitives — Maryam Mazraei (14:00)	SDF
Day 3 • Sat Aug 1	Open building & coworking • NearX & Stellar Sunset — rooftop, 16:00–20:00 (126 Luma “Went”)	NearX
Day 4 • Sun Aug 2	Stellar Cup at Appito Arena — football tournament, barbecue, samba, 10:00–16:00 (116 Luma “Went”; off-site)	NearX
Day 5 • Mon Aug 3	Etherfuse Day — AJ, CTO & founder (10:00 and 15:00 blocks) • AI Masterclass — Kaan, Stellar: stellar-build, Raven, Stellar skills (14:00)	SDF / partner
Day 6 • Tue Aug 4	Privacy Day — OpenZeppelin confidential-token & smart-contract-standards sessions (morning + afternoon) • open building	SDF / partner
Day 7 • Wed Aug 5	AI hands-on workshop — Kaan (15:00) • The State of Crypto Regulation in Brazil — Matheus Puppe (16:00) • fondue activation • peak attendance (114)	NearX × SDF
Day 8 • Thu Aug 6	Closing sessions: 19-project showcase (10:00 and 14:00 blocks) • closing celebration • Stellar House SP (separate SDF activation, same day)	NearX × SDF

Bounties: An Execution Challenge, Properly Attributed

The bounty program — operated on the GrantFox platform within the Stellar ecosystem, not by NearX — turned the Summit's coworking hours into shipped work.

Four public lanes structured the challenge: Privacy; Anchors & Ramps; Payments & Agent Tooling; and Content & Docs. Participation required KYC and a Stellar wallet; deliverables were working code or documentation, submitted through the platform. Organizer-confirmed records count more than fifty submissions across the lanes — produced in a single week that also contained seventeen hours of content and a football tournament.

LANE	FOCUS	WHY IT EXISTS FOR STELLAR
Privacy	Confidential-token and privacy-primitive implementations	Converts the week's privacy content (Wlad, Mazraei, OpenZeppelin) into working code while the authors are in the room
Anchors & Ramps	On/off-ramp and anchor integrations	The connective tissue between Stellar and local money — Brazil's Pix context made this lane unusually concrete
Payments & Agent Tooling	Payment flows and AI-agent tooling	Aligns with Raven and the agentic-payments push presented in the AI sessions
Content & Docs	Documentation, guides and developer content	Lets non-developers ship — and fixes the ecosystem's docs debt with fresh eyes

The program's design served the Summit's connection thesis as much as its execution thesis: lanes gave strangers a reason to form teams, and the submission deadline gave teams a reason to keep working side by side. Survey respondents named bounties among their highlights (“Desafio do bounty”), and the most detailed critique the survey received — on submission-rule clarity and team-versus-individual design — came from one of the program's most engaged participants. That critique is treated seriously in the Improvement chapter.

Participation mechanics reinforced ecosystem onboarding: per the event's public documentation, submitting required KYC and a Stellar wallet (Freighter, Albedo or WalletConnect) — so submitting teams ended the week set up with Stellar tooling, whatever became of their bounty entry.

ATTRIBUTION & DATA NOTE

Bounty operation, rules and rewards belonged to the GrantFox platform and the Stellar ecosystem side of the program. NearX provided the environment in which the work happened. Submission-level breakdowns (accepted / winners / payouts per lane) live on the GrantFox platform and are not reproduced here; the 50+ figure is organizer-confirmed and refers to submissions, not winners.



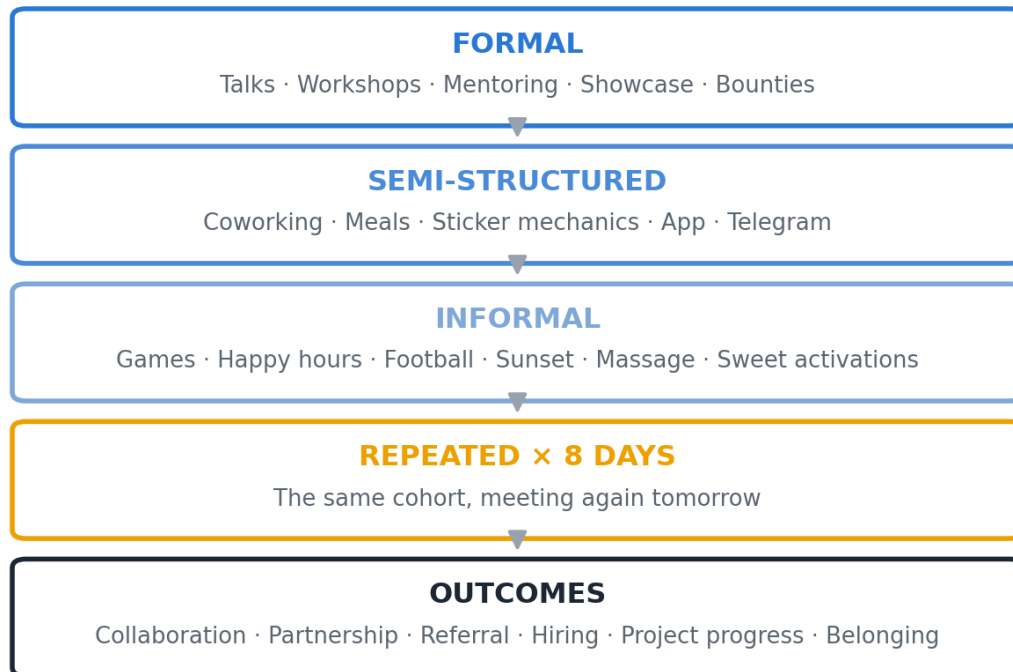
The coworking floor where submissions were built — laptops open from day one.



Day 5 — two builders, one laptop, one problem: the working texture of the bounty week.

The Connection Engine

Three layers of interaction design — formal, semi-structured, informal — cycled daily for eight days. This is the machine the whole event was built around.



The Connection Engine. Each layer lowers the cost of talking to a stranger; repetition across eight days converts talk into trust. Outcome evidence appears in Act III.

The layers worked because they were different, not because they were many. Formal settings established credibility (you saw someone present); semi-structured settings created excuses (you needed their sticker; you shared a lunch table); informal settings dissolved hierarchy (you defended a football goal together). A respondent described the effect of the informal layer on status boundaries better than any framework could:

“Num happy hour ou num churrasco a barreira cai: some a diferença entre quem está no palco e quem está na plateia, e a conversa vira algo que continua depois. Acertaram em tratar isso como parte da programação, e não como um extra. [At a happy hour or a barbecue the barrier drops: the difference between who is on stage and who is in the audience disappears, and the conversation becomes something that continues afterwards. They were right to treat this as part of the program, not as an extra.]”

— Survey respondent — infrastructure founder, Brazil (translated)



Day 1 — participants in conversation with a Stellar-hoodied ecosystem member: the access layer, working as designed.

The engine's fuel was reasons — continuously manufactured reasons to start conversations. The next three chapters examine the three most deliberate reason-manufacturing machines the Summit deployed: a sticker album, a football tournament, and a rooftop.

Case Study: A Collectible Became an Interaction Engine

The Builder Sticker Album — “From Insight to Action” — was not swag. It was a physical operating system for engagement, and one of the Summit's most effective networking instruments.

Anatomy of the album

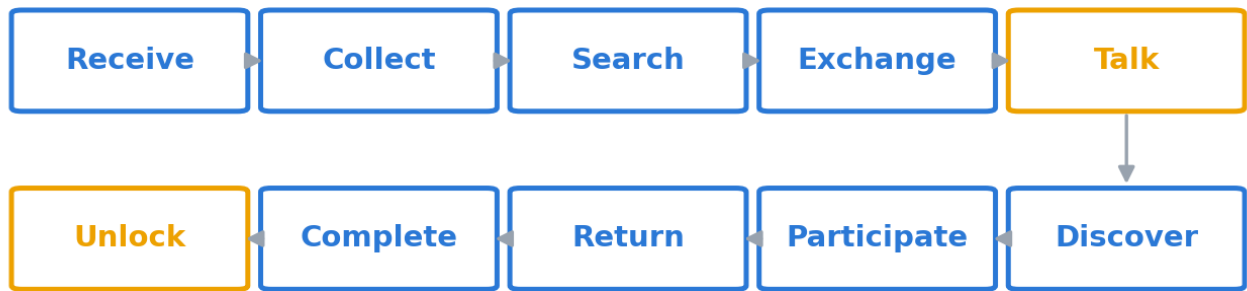
SECTION	CONTENTS	SYSTEM FUNCTION
Cover & welcome	“Builder Sticker Album — From Insight to Action”; “Welcome to the field... the official collection of builders building what's next”	Identity — the participant as protagonist, in World-Cup-album tradition
Sticker map	“Build today. Earn tomorrow.” — categories: NearX Office, Cup, Challenge, NearX Team, Gold/Silver/Platinum achievements, Day 01–08 slots	The game board: progression + achievement architecture
Education spreads	NearX (Educate/Build/Connect, nearx.LABS) and Stellar pages — network (SCP), SDF, ecosystem use cases — each with sticker slots	Onboarding: ecosystem literacy embedded in play
The Builder Playbook	Six rules to win the week: Show up · Build fast · Learn together · Take the challenge · Back the team · Leave your mark	Behavioral norms, stated as game rules
Emergency & support guide	Police 190 · SAMU 192 · Fire 193 · Civil Defense 199 · Women's helpline 180; venue address; metro ~400 m; pharmacy ~250 m; hospital ~650 m; on-site first aid / concierge / security	Duty of care in every bag
Digital access & sticker sheets	Wi-Fi credentials, event-app QR, notes; Day 01–08 / Cup / achievement sticker sheets	Physical-digital bridge; the collectibles themselves

One object, many systems

Produced as a printed album in football-sticker tradition — a deliberate cultural quotation in a country where completing o álbum da Copa is a shared childhood memory — the object bundled at least eight functions: event guide (venue map, Wi-Fi, app QR code), safety infrastructure (emergency numbers 190/192/193, nearest hospital and pharmacy, on-site first aid and concierge), Stellar and NearX education (network, SDF and ecosystem pages with dedicated sticker slots), an achievement system (Gold, Silver and Platinum achievement stickers, Challenge and Stellar Cup categories), a daily progression mechanic (Day 01–08 slots), and a rulebook — “The Builder Playbook: six rules to win the week,” from “Show up” to “Leave your mark.”

The mechanics were social by construction

Sticker packs differed and duplicates were intentional: scarcity forced exchange, and exchange forced conversation. Specific stickers were bound to days, activities and interactions — attendance and participation became collectible. Packs were hidden around the venue in a running sticker hunt; whoever found a cache controlled distribution, and everyone else had to talk, negotiate and persuade. The loop, end to end:



Every scarcity point in the loop manufactures a reason to start a conversation.

The sticker loop. The mechanic recycles participants back into circulation daily — Search and Exchange are conversation generators by design.

Evidence it worked

- **40+ albums were fully completed** (organizer-confirmed) — a demanding threshold requiring days of presence, activity participation and successful trading. Completion rewards included a premium custom box, pen and notebook, and VIP card and wristband access.
- **Survey respondents named it unprompted.** “Tive dois pontos altos: o futebol e a procura das figurinhas” [Two high points: the football and the sticker hunt]; another highlight: “as trocas de figurinhas no sundown” — trading migrated into the social activations, exactly as designed.
- **It drove measurable competitive behavior.** The first participant to complete the album — an infrastructure founder — described racing for it and winning VIP access, and then offered the sharpest design critique in the survey: completion came so late that the SDF members he hoped to meet in the VIP area had already departed. The reward pacing lesson is recorded in the Improvement chapter.



Day 1 — a participant signs the Summit signature wall. The album ran alongside participation rituals like this one; no dedicated photograph of the album object appears in the curated sample — a gap logged in the Visual Asset Index.

WHY THIS CASE MATTERS

The album shows experience design doing the work usually assigned to matchmaking software: creating repeated, low-stakes, goal-directed reasons for strangers to talk. It achieved this at modest production cost — and participants carried it home as an artifact of belonging.

Case Study: On the Field, Builders Became Teammates

The Stellar Cup — Sunday, August 2, Appito Arena — combined football, participant-formed teams, Brazilian barbecue, a samba school, custom shirts, medals and a trophy. It was the single most-cited connection moment in the survey.

Football is Brazil's great social equalizer, and the Cup used it deliberately: on the pitch there is no speaker and no audience, no founder and no intern — only teammates. Teams were formed across projects and nationalities; the barbecue and samba that followed extended the shared experience into hours of unstructured conversation. Luma recorded 116 “Went” for the activation — a metric of that event alone, not additive to Summit attendance.

What the survey shows is not that people enjoyed it (they did) but what it changed:

“Futebol — eu me aproximei de pessoas que sempre encontrava pelos eventos mas mal interagia. [Football — I got close to people I always ran into at events but barely interacted with.]”

— Survey respondent — Brazil

“El jugar fútbol con la comunidad como si fuésemos compañeros de toda la vida fue increíble. [Playing football with the community as if we had been teammates all our lives was incredible.]”

— Survey respondent — Spanish-speaking LATAM

“Domingo de Stellar Cup. Gerou muita diversão e integração com todos. [Stellar Cup Sunday. It generated real fun and integration with everyone.]”

— Survey respondent — Brazil



Stellar Cup, Appito Arena, Aug 2 — golden-hour volley, teams formed by the participants themselves.



Hands in — a team huddle in Summit wristbands and shirts.



Goalmouth scramble, packed sideline — the competition was real.



Samba bateria and dancers, cohort clapping along — the cultural layer of the Cup.



Trophy lift and medals for the winning team.

Eight of forty-six respondents named the Cup or football as their week's highlight — more than any single content session. The first quotation is the mechanism in miniature: the Cup converted years of nodding acquaintance into relationship in one afternoon. For an ecosystem whose builders meet mostly at events, that conversion is precisely the product. One respondent noted the intensity ran high (“fueron muy agresivos los locales”) — a calibration note for refereeing and mixed-level play next time, recorded in the Improvement chapter.

Case Study: Changing the Space Changed the Conversation

The NearX & Stellar Sunset — Saturday, August 1, listed on Luma as “Summit Sundown” — moved the cohort from the home base to a rooftop: caipirinhas, Brazilian food, a DJ, and the city at dusk. 126 recorded on Luma.

By day three, the venue had established interaction patterns: the same desks, the same lunch groups, the same orbits. The Sunset was a deliberate pattern interrupt. Rooftop geography reshuffles a crowd — there are no desks to return to — and the golden-hour setting, national drinks and music re-keyed the cohort from colleagues to friends at exactly the week's midpoint. Sticker trading followed the crowd (“as trocas de figurinhas no sundown”), demonstrating how the Summit's mechanics traveled across contexts.



The Sunset, Aug 1 — golden hour over São Paulo, and a conversation that would not have happened at a desk.



Caipirinhas under the rooftop mural — NearX x Stellar.



Rooftop light at the week's midpoint reset.

The design lesson generalizes: environment is a variable, and rotating it resets social patterns before they freeze. Sunset (day 3) and Cup (day 4) gave the eight-day arc its hinge: week one ended among acquaintances; week two began among friends — and the attendance climb documented in Act I dates from this weekend.

Hospitality Sustained an Eight-Day Builder Environment

More than 2,500 meals, coffee always on, daily popsicles, a fruit-and-chocolate fondue, a signature cocktail poured 400+ times — hospitality was the permanence infrastructure of the Summit.

An eight-day immersion collapses if participants must leave to live. The hospitality operation was designed against that failure mode: breakfast service from 08:30, buffet lunch from 12:00 to 14:00, continuous coffee, and a happy-hour service from 17:00, with a happy-hour or social gathering on every one of the eight days (organizer-confirmed; the weekend editions took the form of the Sunset and the Stellar Cup barbecue), converting the end of the working day into the beginning of the social one. Food quality was treated as strategy, not catering — and participants noticed, rating food 9.74/10 with comments like “sempre CAFÉ disponível... no pasaron nunca más de 4 horas sin un catering brutal” and, simply, “Fiquei mimada!” [I was spoiled!].



The Stellar Summit signature cocktail changing hands at the bar — one of 400+ poured across the week, menu card in frame.



Service in action at the cocktail cart, Summit drinks menu displayed.



The branded breakfast line on day one — 2,500+ meals began here.

Sweet activations as recurring rituals

- **Oggi popsicles, daily.** Six flavors documented (lime, pineapple, strawberry, grape, mango, açaí). A daily popsicle cart is a small thing with a large function: a recurring, announced, informal gathering point — the same people, around the same cart, every afternoon.
- **Gourmet brigadeiro, opening day.** An interactive Brazilian-sweets station that gave day one its first low-stakes conversation excuse.
- **Fruit fondue with chocolate cascade.** An interactive social pause in week two — food that requires standing together, by design.
- **The Stellar Summit signature cocktail.** Poured more than 400 times across the happy hours (units of the signature drink specifically, not total beverages) — a branded ritual object that made the daily transition to social time feel like an event.



The grazing table against the Summit brand wall — abundance as a design statement.



Hot lunch service in week two — full meals, not canapés, every day.

The happy hour deserves its own note. Repeated daily, it functioned as the Connection Engine's compounding chamber: “os happy hours foram a melhor parte para fazer conexões,” one respondent wrote. Chopp, cocktails and buffet service, with live music at the opening and DJ sets closing the week, made the pattern — formal program → transition → informal interaction → relationship continuation — a daily habit rather than a party.

Play, Recovery, Access and Care

Four quieter systems completed the environment: games, wellness, the VIP floor, and a duty-of-care layer that most participants never needed — which is the point.

Games as social collision spaces

Xbox stations, arcade cabinets, air hockey, pinball, foosball and pool tables ran throughout the venue. Their function was not entertainment inventory but collision frequency: games are among the lowest-friction ways strangers can begin interacting — joinable, hierarchy-free, and conversation-adjacent. A respondent captured the intended rhythm: “Lo mejor del summit fue el contraste entre poder estar concentrado en una sala y pasarme a una sala de juegos en muy poco tiempo” [The best of the Summit was the contrast between being able to focus in one room and moving to a game room moments later].



Mid-game at the pool table, day 2 — a collision space in use.



The neon game room — pool, foosball, air hockey — before its evening crowd.

Wellness as stamina infrastructure

More than 140 massages were delivered in a dedicated Massage Room, booked through the event app — recovery treated as a first-class system in an event whose participants routinely worked 08:00-to-22:00 days. The mechanism matters: bookable recovery gave permission to rest inside the building rather than leaving it.

VIP: privacy, productivity, strategic access

The VIP floor served the Stellar team and strategic guests with reserved workspaces, meeting rooms and dedicated concierge service. Its function was not exclusivity but throughput: SDF leadership could take private meetings, do focused work and remain in the building — and therefore remain accessible — for eight days. That accessibility shows up repeatedly in Act III's outcome stories. The album's completion reward (VIP access) deliberately built a bridge between the game layer and this strategic layer.

Concierge and duty of care

Five multilingual concierges (Portuguese, English, Spanish — one dedicated to the VIP floor) operated as the event's friction-reduction layer, resolving everything from transport to documentation for an international cohort. Beneath them ran the duty-of-care system: health professionals on site across all eight days, civil-firefighter coverage, an on-site first-aid station — and the sticker album doubling as a safety guide, putting emergency numbers (Police 190, SAMU 192, Fire 193), the nearest hospital (~650 m), pharmacy (~250 m) into every participant's bag. Care was designed to be ambient: present throughout, invisible until needed.

The Digital Layer: App and Telegram

A web app carried operations; a Telegram community carried the conversation. Together they were the connective tissue between thirty physical environments.

The event app handled registration and check-in, the live agenda, push announcements and message booking — the operational clarity layer for a program whose schedule breathed day to day. Survey feedback rated organization and logistics 9.52/10 while flagging exactly where the digital layer strained: agenda changes propagated imperfectly (“o aplicativo não apresentou a programação completa”), a fixable gap recorded in the Improvement chapter.

The Telegram community (“Stellar Summit - Attendees”) ran as the digital commons: schedule updates, sticker-trading coordination, challenges and participant support. Its most consequential function appears in Act III in miniature: a respondent's team formed a Telegram group with an SDF member during the event — the digital layer converting an in-person conversation into a persistent channel that outlives the badge.

What It Took to Make Eight Days Feel Effortless

A sixteen-day operating cycle, roughly thirty environments, 35 professionals, 28 coordinated suppliers, 192 hours of operational staff coverage and 128 hours of production advisory — the scale, documented once, so the experience chapters can take it for granted.

The production system integrated scenography and venue transformation (IN Arquitetura), staging, sound and lighting (K2 Audiovisual: overnight build from July 29, two technicians on twelve-hour shifts for all eight days; line-array PA, trussed lighting rig, LED and scenic light), buffet operation (2,500+ meals), visual communication (including the sticker album's physical production), furniture and environment builds, games and arcade suppliers, the popsicle cart, fondue and brigadeiro services, chopp service, the Appito Arena tournament operation, a samba school, live music and DJs, massage professionals, five concierges, a nurse and a civil firefighter, and cleaning crews across build, event and strike.

Operational documentation traces vendor activity from July 26 to August 8 — consistent with the sixteen-day build-event-strike cycle — under a single production-advisory layer that kept twenty-eight suppliers synchronized with a daily 08:00–22:00 event rhythm. The figures are not the story; the story is that 218 participants worked for eight days inside a machine of this complexity and rated its logistics 9.52 out of 10, with the modal score a 10.

Scale figures: organizer-confirmed (Level A), partially corroborated by vendor scheduling documents and supplier orders (Level B). Financial values are intentionally outside this dossier's scope.

From Corporate Space to Builder Ecosystem

The venue transformation and technical production, in enough detail to show it was engineered — with the full specifications reserved for the appendix.

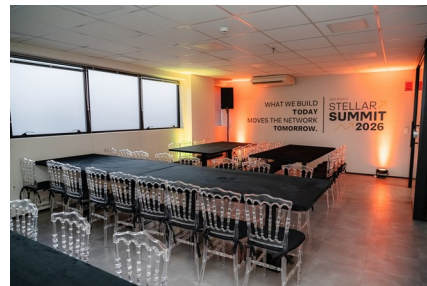
Before → build → brand → zones → live ecosystem

Ed. Stanford Center began the week as a corporate building. The transformation compressed into an intense build window: scenography and environment construction from July 26, the audiovisual build overnight from July 29 at 20:00, and doors open on July 30 at 08:00. Over sixteen-plus activations, floors were zoned into the ecosystem described throughout Act II — stage, coworking, workshop rooms, VIP, gaming, dining, lounges, wellness — with brand environments produced across signage, scenic elements and the sticker-album universe, so that the space itself narrated the event's identity.

The design brief behind it was behavioral, not aesthetic: a stage on which SDF leadership could deliver strategy talks without compromise; light and sound calibrated for twelve-hour occupancy; zones placed so that circulation between work and rest crossed other participants' paths. The venue was the Connection Engine's chassis.



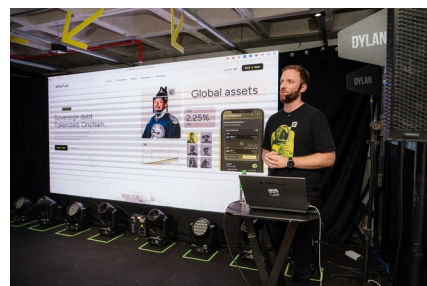
The wayfinding tower — thirty environments, one system.



Workshop room, staged: "What we build today moves the network tomorrow."



The same stage in use — community session on the main LED.



Cinema-scale LED and the full AV rig — the production layer behind every session.

Technical production, summarized

Stage & audio: a 6 × 3 m trussed stage in the ~100-seat main room, line-array PA, wireless microphones and speaker return displays. **Light & image:** an Avolites-operated rig with LED pars and moving beams, scenic lighting, a 65-inch pedestal display with support screens, and an LED wall installed for the second week. **Team:** two AV technicians on twelve-hour shifts across all eight days — the event never operated without its own engineers in the room.

ACT III

Compound

Turning repeated interaction into ecosystem outcomes

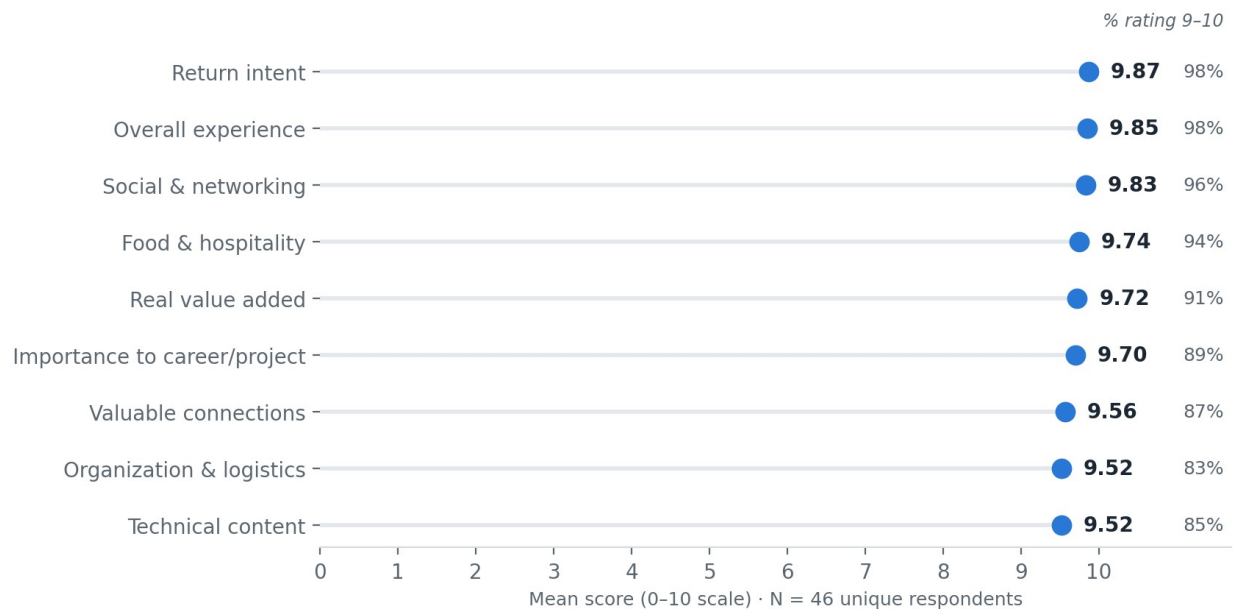
Act III is the audit of the thesis. If eight engineered days produce only satisfaction, the model is hospitality. If they produce movement — launches, referrals, hires, partnerships, pipeline — the model is ecosystem infrastructure. The evidence follows.



Closing day — a founder in a Brazil jersey demos live from his phone, “commit live” on the screen behind him.

Voice of the Builder: Survey Results

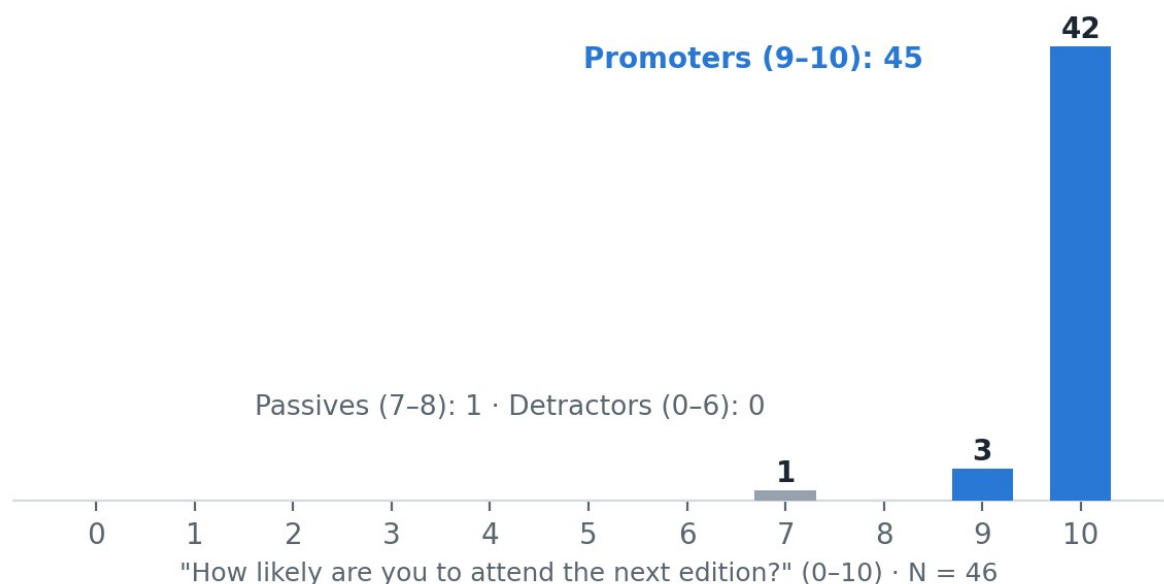
Fifty raw submissions, deduplicated by e-mail to N = 46 response records (≈21% of participants; two people are known to have submitted under two e-mails each — retained per the e-mail-level methodology), collected in three languages between August 4 and 11. All statistics below were recomputed from the raw export.



Mean scores across all nine survey dimensions, full 0-10 scale, N = 46 e-mail-deduplicated responses. Right column: share of respondents scoring the dimension 9 or 10. Source: experience-survey export, recomputed.

Two features of this scorecard matter more than its altitude. First, its floor: even the lowest-rated dimensions — organization/logistics and technical content — scored 9.52/10 within this survey sample, and their open-text justifications are dominated by specific, fixable requests (meeting rooms, agenda stability) rather than dissatisfaction. Second, its shape: the social dimensions (networking 9.83, overall 9.85) outrank the content dimensions — exactly the signature the Summit's design predicts. Participants scored the thing the event was engineered to produce highest of all.

Return intent: 98 by NPS methodology



Distribution of “How likely are you to attend the next edition?” — 42 tens, 3 nines, 1 seven. Return Intent Score = %promoters - %detractors = 98. N = 46.

The survey's return question measures intention to attend again — not the classic “would you recommend” — so this dossier reports it as a Return Intent Score computed with NPS methodology (9–10 promoters, 7–8 passives, 0–6 detractors) rather than as a traditional NPS. The result: 45 promoters, one passive, zero detractors — a score of 98, with a mean of 9.87 and 91% of respondents at exactly 10. For a demanding builder audience surveyed after the event, this is the strongest single indicator in the dataset — and the single passive respondent's caveat was financial (“depende de si hubiese alguna oportunidad de ser becado”), not experiential.

READING THE NUMBERS HONESTLY

The survey samples 46 of 218 participants — a strong response rate for a voluntary post-event instrument, but self-selected. Its power in this dossier comes from triangulation: the scores agree with the behavioral data (attendance climbing into week two) and with the outcome reports documented below, each carried by independent respondents.

Full distribution, all nine dimensions

DIMENSION	MEAN	MEDIAN	% AT 10	% 9–10	MIN	SD
Return intent	9.87	10	91.3%	97.8%	7	0.50
Overall experience	9.85	10	87.0%	97.8%	8	0.42
Social & networking	9.83	10	87.0%	95.7%	8	0.49
Food & hospitality	9.74	10	89.1%	93.5%	4	0.98
Real value added	9.72	10	82.6%	91.3%	7	0.69
Importance (career/learning/projects)	9.70	10	82.6%	89.1%	7	0.73
Valuable connections	9.56	10	76.1%	87.0%	6	0.91
Organization & logistics	9.52	10	76.1%	82.6%	6	0.96
Technical content	9.52	10	69.6%	84.8%	7	0.81

N = 46 e-mail-deduplicated responses on every dimension; 0–10 scale; recomputed from the raw export after e-mail deduplication (50 → 46, keeping each respondent's most recent submission). The single 4 (food) is a vegetarian/vegan-options gap addressed in the Improvement chapter; the two 6s (connections; logistics) belong to otherwise-promoter respondents.

What Participants Valued Most

Open-text highlights, thematically coded across all 46 respondents. The pattern is unambiguous: people, then play, then program.

HIGHLIGHT THEME	COUNT	IN THEIR WORDS
Connections & networking	13	“Conexão que sobrevive ao crachá” — connection that survives the badge
Stellar Cup / football	8	“Como si fuésemos compañeros de toda la vida” — as if we'd been teammates all our lives
Direct SDF / core-team access	5	“Conectar com o core team da Stellar”; two respondents cited the CPO's talk specifically
Pitching & showcase visibility	4	“A apresentação da minha startup no palco principal”
Sticker album & hunt	3	“O futebol e a procura das figurinhas”
Cross-cultural moments	3	Trilingual friendships; game-room culture exchange
Launch / product outcomes	2	PigFi mainnet launch; Vaquita team reunion & launch
Bounty challenge	2	“Desafio do bounty”
Happy hours	1	“A melhor parte para fazer conexões”
Hired during the event	1	“Fui contratado no segundo dia do summit”

Coding notes: multi-theme answers were counted in each named theme; N = 46. The distribution validates the design thesis from the participant side: the most engineered social mechanisms (Cup, album, happy hours) collectively outdraw every content session, while content earns its keep through access — what respondents prized about talks was proximity to the people who gave them.



What “valued most” looks like — the Cup-day cohort in one frame, samba dancers at the flanks.

Outcome Stories

Participant-reported outcomes from the survey, anonymized (role — region) and presented as situation → interaction → outcome. Project names appear only where respondents volunteered them and the project is public in showcase records. These are Level D evidence: single-source, participant-reported, and quoted without embellishment.

Movement during the event itself

01 · Hired on day two · Builder — Brazil

Situation. An active builder arrived as a participant, without a role in an ecosystem company.

Interaction. Eight days of proximity to teams, founders and ecosystem operators — working, eating and playing in the same rooms.

“Fui contratado no segundo dia do summit.” [I was hired on the second day of the summit.]”

Why it matters for Stellar. Talent absorption into the ecosystem within 48 hours of concentration. No recruiting program was run; the density did the work.

02 · Shipped to mainnet, with Pix · Product team — Brazil (PigFi, Stellar 37° alumni)

Situation. A consumer product weeks from launch, built by accelerator alumni.

Interaction. A full working week inside the Summit's coworking floors, with specialists and SDF engineers reachable at lunch.

“O ponto alto foi conseguir lançar nosso produto PigFi em mainnet para Android e iOS com integração Pix... durante o Stellar Summit.” [The high point was launching our product PigFi on mainnet for Android and iOS with Pix integration — during the Stellar Summit.]”

Why it matters for Stellar. A real product live on Stellar rails, integrated with Brazil's dominant payment system, launched from inside the event. This is the exact outcome an ecosystem gathering exists to produce.

03 · SCF referrals, by name · Team — Brazil

Situation. A team seeking a path into the Stellar Community Fund.

Interaction. In-person conversations with SDF members; a Telegram group formed with one of them during the event.

“Conseguimos referral da Maz e do Jeremy para aplicar para o SCF.” [We got referrals from Maz and Jeremy to apply to the SCF.]”

Why it matters for Stellar. The funding pipeline running through relationships: a named, direct route from Summit conversation to SCF application.

04 · A distributed team reunited — and launched · Builder — LATAM (Vaquita)

Situation. A remote-first team distributed across the region.

Interaction. The Summit as the team's first full physical assembly in months.

“Poder reunirme de vuelta con todo mi equipo y lanzar Vaquita!” [Getting back together with my whole team and launching Vaquita!]”

Why it matters for Stellar. For a remote-first ecosystem, periodic physical coordination points are launch infrastructure.

Doors opened

05 · Job offers and valuable contacts · Builder — Chile

Situation. A builder developing plans for a blockchain-education institution in Chile.

Interaction. Presented his project; met experienced Stellar and Web3 developers across the eight days.

“Recibí ofertas laborales, valiosos contactos... feedback sobre mi proyecto y formas de interés en la aceleradora.” [I received job offers, valuable contacts... feedback on my project and expressions of interest around the accelerator.]”

Why it matters for Stellar. Cross-border career and project pathways opened in one week.

06 · Courage, then a team · Builder — international

Situation. A capable newcomer hesitant to approach strangers.

Interaction. Repeated, low-stakes contact across days — the environment's core mechanism.

“I got courage to present myself to people and I started working on their teams. It was scary, but I finally made it.”

Why it matters for Stellar. Workforce mobility inside the ecosystem, created by social design rather than a hiring process.

07 · Partnerships and a main-stage pitch · Founder — Brazil

Situation. A startup platform in active evolution.

Interaction. Benchmarking with peer startups through the week; a showcase slot at the close.

“Consegui encontrar parcerias para a minha startup... [highlight:] a apresentação da minha startup no palco principal.” [I found partnerships for my startup... the highlight: presenting my startup on the main stage.]”

Why it matters for Stellar. Exposure alongside participant-reported partnership formation — the showcase serving its intended function (reported association, not a documented causal chain).

08 · Enterprise validation · Team — Brazil (GridLedger)

Situation. An institutional-finance infrastructure project choosing its rails.

Interaction. Direct access to community, specialists and potential partners across the week.

“...validando que a Stellar é a infraestrutura ideal para desenvolver soluções financeiras reais, escaláveis e com foco em adoção institucional.” [validating that Stellar is the ideal infrastructure for real, scalable, institution-focused financial solutions.]”

Why it matters for Stellar. Institutional-grade builders committing to Stellar is precisely the developer-retention outcome the ecosystem competes for.

09 · Meeting their own infrastructure · Company team — Brazil

Situation. A company already running on a third-party ramping service.

Interaction. Met that provider's engineers, in person, at the Summit.

*“Conexão com os engenheiros do serviço de ramping que utilizamos na empresa.”
[Connection with the engineers of the ramping service we use at the company.]”*

Why it matters for Stellar. Supply-chain densification: users and providers of Stellar infrastructure now know each other personally.

10 · Feedback that moved a hackathon team · Team — Central America (Writz Protocol; the team reports winning PULSO)

Situation. A young team arriving through the PULSO hackathon pipeline with a fresh prototype.

Interaction. In-person feedback sessions with SDF members and the community.

“Nos fue de mucha ayuda el feedback brindado a nuestro proyecto llamado Writz Protocol con el que ganamos el Pulso hackathon.” [The feedback given to our project, Writz Protocol, with which we won the Pulso hackathon, helped us enormously.]”

Why it matters for Stellar. The hackathon → Summit → refinement pipeline working end to end — the cohort design paying off.

11 · The album's first finisher · Infrastructure founder — Brazil

Situation. A technical founder running an infrastructure project on Stellar.

Interaction. Bounty submissions (“aprendi mais preparando submissões do que assistindo”), corridor meetings booked on site — and a race to complete the sticker album first, which he won, unlocking VIP access.

“As conexões que fiz continuam ativas depois do evento... essa é a única métrica que importa. Conexão que sobrevive ao crachá.” [The connections I made are still active after the event... that's the only metric that matters. Connection that survives the badge.]”

Why it matters for Stellar. Proof the game layer drove real behavior — plus the survey's sharpest design lesson: he completed the album so late that the SDF guests had left, so the VIP reward went unused. Reward pacing matters.

12 · An international expansion network · Builder — Spanish-speaking LATAM

Situation. A project looking beyond its home market.

Interaction. Friendships formed with builders from Turkey, the SDF, NearX and several countries.

*“Conexiones... que pueden ayudarnos a llegar con nuestro proyecto a más lugares.”
[Connections that can help us take our project to more places.]”*

Why it matters for Stellar. Cross-border corridors are Stellar's core narrative — here they formed between people first.

Individually, each report is one participant's account. Collectively — twelve distinct respondents reporting hires, launches, referrals, partnerships and offers within a 46-person sample — they describe an event that generated movement, not just attendance. Formal post-Summit tracking (SCF applications filed, launches sustained, hires confirmed) is the single most valuable follow-up the organization can run, and is Recommendation 1.

The Closing Showcase: Nineteen Projects

On August 6, nineteen teams presented to the assembled cohort, SDF representatives and accredited press — the visible closing layer of a verified 46-project population that worked inside the Summit throughout the week.

The showcase's design premise: pitching to a room that has watched you build for a week is categorically different from pitching to strangers — an interpretation of the format, supported by the survey's visibility highlights rather than a measured effect. Presenting teams spanned the full pipeline — PULSO winners weeks from their hackathon, 37º alumni with products in production, SCF recipients and independent ecosystem teams:



Closing showcase, Aug 6 — Watchdog pitching on the main stage: “AI agents can now spend money.”



Wave Condominium presents a live product dashboard — real



Neko Protocol on stage under the full rig.

figures, not mockups.

ORIGIN	PROJECTS (AS RECORDED)
PULSO hackathon winners	Lendoor · Cosmos Provider · Wave Condominium
Stellar 37° alumni	PearFi · Guardian Labs · PigFi
Ecosystem & SCF-adjacent teams	Vaquita · Sub Rosa · Mutav Finance · Neko · Watchdog · RWA-Compliance · BitTravels · Holdfy · Offer-Hub · PagFinance · Unblck · Saragossy · Carol Barros

Progression, where the record shows it

- **PigFi** entered the week as a 37° alumni product and left it live on mainnet with Pix integration — presented at showcase as a shipped product, the clearest single project arc of the event.
- **Vaquita** used the Summit to reunite its distributed team and launch — then pitched with the launch behind it.
- **PagFinance** earned a survey-documented visibility moment — a respondent named its presentation as a personal highlight; another respondent's highlight was presenting Pollar to the full cohort in the day-one community-tooling session — evidence that stage exposure registers inside the cohort, not just on stage.

The nineteen showcased teams are an exposure metric, not the project census: the builder-density audit verified 46 projects represented onsite in total, so roughly six in ten verified projects chose stage time — and choosing not to pitch says nothing about engagement; several non-showcase teams appear among the bounty submissions and outcome stories. A fuller project-by-project progression table (starting stage → Summit activity → pitch → next step) requires the post-Summit tracking recommended in the closing chapter; this dossier records what the delivery evidence supports and no more.

Ecosystem Outcomes: The Chain, Audited

The strategic frame this event was designed around, tested link by link against the evidence in this dossier.

LINK	EVIDENCE STATUS	BASIS
Concentration	Demonstrated	218 participants · 104+ documented builders (85 strict-verified) · 46 represented projects · 10+ countries · 2.2× planned scale (Levels A/B)
Proximity	Demonstrated	8 days · 08:00–22:00 · ~30 environments · 2,500+ meals on site (Levels A/B)
Interaction	Demonstrated	Album (40+ completions), Cup (116), Sunset (126), daily happy hours; social dimensions top the survey (Levels A/B/C)
Connection	Demonstrated	Connections 9.56/10; 13 highlight mentions; “survives the badge” persistence reports (Levels B/D)
Trust & collaboration	Evidenced	Teams joined mid-event; cross-project benchmarking; group chats formed with SDF members (Level D)
Building	Demonstrated	25 multi-member teams onsite; 50+ bounty submissions; continuous coworking; products advanced (Levels A/B/D)
Exposure	Demonstrated	19-project showcase; 6 accredited press outlets; main-stage pitches (Level B)
Opportunity	Evidenced	Hire on day 2; job offers; SCF referrals; partnerships; accelerator interest (Level D — participant-reported)
Ecosystem outcome	Early evidence	PigFi mainnet launch w/ Pix; Vaquita launch; SCF pipeline initiated — durable measurement requires post-event tracking (Level D)

The honest summary: the first seven links are demonstrated with operational or multi-source evidence; the last two rest on credible, specific, but single-source participant reports made during or immediately after the event. The chain held as far as an eight-day instrument can carry it. What converts “early evidence” into “demonstrated” is time plus measurement — the case for the tracking program in the Recommendations.

The Asset That Keeps Working: Media & Audiovisual Legacy

Eight days of full coverage produced an institutional content archive — and six accredited press outlets carried the event beyond the building.

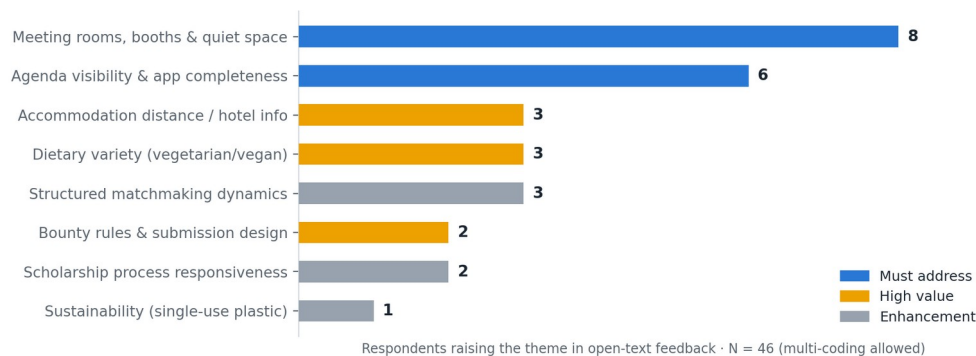
The audiovisual operation covered 100% of event days and delivered more than 200 GB of video and 100+ GB of photography, refined into 917 edited photographs, six recap videos, one final film, seven full-length recorded talks, interviews and B-roll. The archive's value is prospective: recorded sessions become educational content; recaps and the final film become recruitment instruments for the next edition; photography documents partner activations; interviews feed SDF's builder-spotlight pipeline (the SDF content plan for the event included partner articles with OpenZeppelin, Etherfuse, Nethermind and Rivoool, builder-insight clips and an event recap).

Press accreditation brought EXAME, Cointelegraph, CoinMarketCap, TechCripto, Web3 News and CNBC | Times Brasil into the venue — tier-one Brazilian financial media and global crypto outlets. Every asset in the archive extends the event's effective duration: the Summit stops on August 6; its content does not.

Figures: audiovisual report (Level B) reconciled with organizer-confirmed data (Level A) — photography volume reported per the organizer's confirmed figure of 100+ GB; the AV team's internal report cites a higher raw capture volume. Detail in Methodology.

What We Learned: Improvement Opportunities

A dossier that cannot criticize its subject cannot be trusted to praise it. The survey's open text was coded for improvement themes; they are ranked here by frequency and classified by priority.



Improvement themes by number of respondents raising them (open text, N = 46, multi-coding). Classification reflects frequency × impact × feasibility.

Must address

- **Meeting infrastructure (8 respondents).** The most consistent request in the survey: bookable meeting rooms, phone booths, quiet zones and rest space. The demand is a compliment in disguise — participants ran their companies from the venue for eight days — but it is real, specific and cheap to fix relative to its impact.
- **Agenda visibility and app completeness (6).** Earlier agenda publication, fewer mid-day schedule changes, and an app that always reflects the full program. One respondent suggested a physical schedule panel — a zero-tech redundancy worth adopting.

High value

- **Accommodation distance (3).** Daily transit between hotel and venue taxed exactly the informal hours the event is designed around. Next edition: a walkable hotel or fixed shuttle.
- **Dietary variety (3).** The single lowest score in the entire survey (a 4, on food) came from a vegetarian respondent; vegan options were absent. A catering-brief line item.
- **Bounty submission design (2).** Publish objective evaluation criteria before lanes open; run a visible Q&A channel; allow individual submissions or require declared reward splits. Detailed, constructive critique from the program's most engaged participants — to be resolved jointly with the platform operator.

Enhancements & experiments

- **Structured matchmaking (3)** — braindates or curated intros, amplifying what informal design already does well.
- **Scholarship-process responsiveness (2), sustainability (reusable cups), Wi-Fi stability, live translation/captions for English-language talks** — each raised once or twice; each feasible.
- **Reward pacing.** The album's VIP-access prize was won too late to be used — sequence completion rewards so their value peaks mid-event, while SDF guests are still present.

Perspective on magnitude: with logistics at 9.52/10 and zero detractors on return intent, these are refinements to a working model — demand signals point toward expansion, not repair.

Strategic Implications for Stellar

What an eight-day, 218-person immersion demonstrates that a conference cannot — and what that is worth to an ecosystem.

- **Ecosystem density can be intentionally cultivated.** The Summit shows that trust-dense builder networks — the substrate on which referrals, hires, and collaborations run — can be deliberately cultivated with experience design, in a defined window, at a defined cost. The mechanism is documented, and it is repeatable.
- **The Summit surfaced an experienced LATAM builder bench.** The Brazilian 35-plus cohort — production products, companies, customers — worked alongside an emerging international generation. An engagement model that retains these operators, and keeps pairing them with that emerging generation, is a structural asset for Stellar in the region.
- **The funding pipeline runs through rooms like this.** SCF referrals were initiated in person, by name, during the event. Hackathon → Summit → SCF → mainnet is now a traceable pathway with documented cases at every stage; instrumenting it end-to-end would let SDF measure cost per activated builder with real numbers.
- **Retention is the differentiator.** Attendance that climbs on day seven, and a 98 return-intent score with zero detractors, indicate a community that wants to reconvene. Annualizing the Summit converts an event into an institution — the ecosystem's recurring coordination point in LATAM.
- **The social technology transfers.** The album, the Cup, the Sunset, the daily happy hour — none of this is São Paulo-specific. It is a documented playbook other ecosystem events can adopt, and this dossier is part of that documentation.

What this dossier deliberately does not claim: network-level growth, on-chain adoption, revenue, or user metrics. Those require longitudinal data this instrument cannot provide — and asserting them here would cheapen what the evidence does support.

Recommendations

Seven actions, in priority order.

- **1 • Instrument the aftermath.** Run a structured 30/60/90-day tracking program on this cohort: SCF applications filed, launches sustained, hires confirmed, partnerships formalized. The event's strongest claims are currently participant-reported; tracking converts them into demonstrated ROI at trivial cost.
- **2 • Fix meeting infrastructure and agenda communication** — the two “must address” findings — before any other product change.
- **3 • Annualize the Summit** and announce the next edition while return intent is at 9.87 — demand for more editions, longer duration and other host cities is in the data.
- **4 • Productize the connection playbook.** Document the album, Cup, Sunset and happy-hour mechanics as a reusable kit for ecosystem events — including the reward-pacing lesson.
- **5 • Redesign bounty submissions with the platform operator:** published criteria, visible Q&A, individual submissions or declared splits — and evaluate participants' request for more winners per lane.
- **6 • Build the mentoring bridge deliberately.** The cross-generational mix worked by proximity; a light structure (office hours, paired teams) would compound it.
- **7 • Close the hospitality gaps:** walkable accommodation or shuttle; vegetarian/vegan menu line; reusable cups; Wi-Fi hardening; agenda panel on site.

Closing



August 6 — the closing photograph: the cohort, one frame, eight days later.

The Stellar Summit São Paulo 2026 was, on its surface, an event successfully delivered: on time, at 2.2 times its planned scale, rated 9.85 out of 10 by its participants, with a duty-of-care system active across all eight days, by a production system of thirty-five professionals and twenty-eight suppliers who made eight days feel effortless.

But the record assembled in this dossier supports a stronger conclusion. For eight days, São Paulo hosted a temporary high-density builder ecosystem — an environment in which concentration, proximity and designed interaction converted attendance into participation, participation into connection, and connection into collaboration; and in which collaboration, in documented cases, became a mainnet launch, a hire, a funding referral, a partnership, a team.

Networking was not left to chance. It was engineered — with a sticker album, a football pitch, a rooftop, four hundred cocktails and two and a half thousand shared meals — and the engineering worked. The participants' own verdict is the shortest version of this document: asked whether they would come back, forty-five of forty-six said 9 or 10, and the forty-sixth asked only for a scholarship.

The next edition is not a question of whether. It is a question of how much more the model can carry.

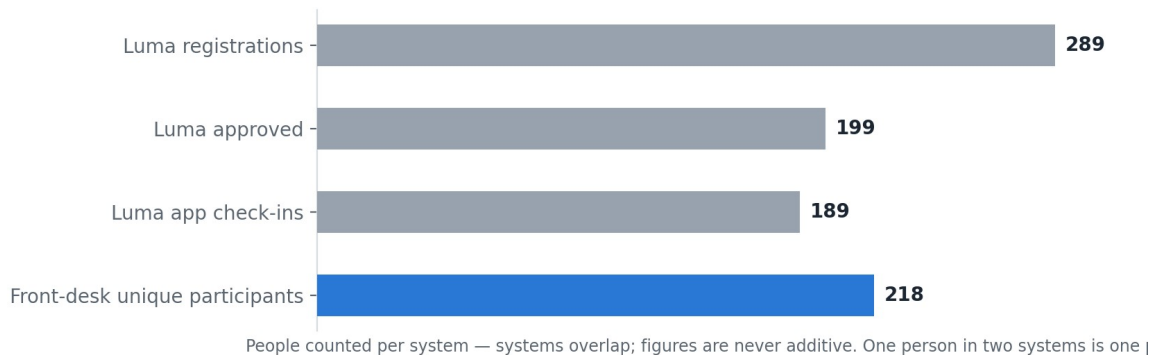
Methodology & Data Notes

How this dossier's figures were produced, defined and reconciled. The companion Evidence Appendix carries the full source-and-claims register.

Source classes

- **Level A — Organizer-confirmed:** figures confirmed by the event's responsible organizer (hospitality volumes, wellness counts, album completions, operational scale, countries). Valid as fact per the project's data-authority principle; where a document conflicts with a newer organizer confirmation, the newer figure governs.
- **Level B — Primary operational evidence:** check-in logs, Luma exports, survey export, executive and audiovisual reports, vendor and production documents.
- **Level C — Official public sources:** event platform and agenda, landing page, Luma event pages, GrantFox platform, Raven site.
- **Level D — Participant-reported:** survey open text; presented as reported, anonymized, never embellished.
- **Level E — Analytical inference:** interpretive claims, always framed as such (e.g., the compound-effect reading of the attendance curve).

Attendance reconciliation



Four systems, one population. Front-desk records (218) are the headline because they captured walk-ins, press and non-Luma entrants; Luma figures are subsets/overlaps, never added.

289 people registered on Luma; 199 were approved; 189 checked in via the Luma app; 218 unique individuals were recorded at the front desk across the eight days. These systems overlap: a person counted in two systems is one person, and no figure in this dossier sums them. Daily attendance derives from the venue badge system (six days logged; opening-day figure from the executive report; August 2 was off-site). A cumulative figure of 407 appearing in one internal document is a system-overlap artifact and is not used. Satellite Luma metrics (Stellar Cup 116, Sunset 126) describe those activations only.

Survey method

Trilingual instrument (PT/EN/ES), fielded August 4–11, 2026. Fifty raw submissions; deduplicated by e-mail address keeping each respondent's most recent submission; N = 46 e-mail-deduplicated response records (30 PT, 12 ES, 4 EN); known cross-e-mail same-person identities retained per the organizer-selected e-mail-level methodology. Language-parallel questions were semantically unified before computation. All means, distributions and the Return Intent Score were recomputed from the raw export for this dossier. The return question measures intent to attend again; the 98 figure therefore carries the label “Return

Intent Score — NPS methodology,” not “NPS.” Standard deviations range 0.42–0.98; medians are 10 on all nine dimensions.

Project & builder representation (summary)

Builder-density figures follow a verification-first method: the curated candidate lists (a cohort-composition source, never treated as attendance) were cross-matched person-by-person against onsite records — the venue badge log, Luma check-ins and survey responses — using e-mail and normalized full-name identity, with badge-log company fields and survey self-declarations establishing project affiliation. Matches were classified verified / probable / ambiguous / not found; only verified matches enter client-facing figures (85 unique people after cross-system identity deduplication; 18 further probable matches documented internally). A subsequent Builder Population Reconciliation across every person-level record documents at least 104 builders onsite — the 85-person strict tier plus 19 whose product-team affiliation and individual builder role (founder / CTO / engineer titles in the registration records) are both evidenced. Eight further product-affiliated attendees remain unresolved on individual role and are not counted as builders; 8 probable identities are excluded; 66 of the 218 appear in no person-level export. 104 is a floor, never a population estimate. Projects were canonicalized through an alias register (e.g., CosmosPay → Cosmos Provider; DeFindex → Palta Labs), multi-project affiliations kept without double-counting people, and six projects verified solely through their closing-showcase presentation are counted as represented but excluded from team-size statistics. Full method and tables: Evidence Appendix §7 and the Project & Builder Attendance Audit workbook.

Known limitations

- Survey self-selection: 46 of 218 participants; outcome reports are single-source unless otherwise noted.
- Post-event durability (launch persistence, SCF conversions, hire confirmations) is not yet measured — see Recommendation 1.
- Bounty figures reflect submissions, not acceptances or winners; per-lane breakdowns rest with the platform operator.
- Photography archive volume is reported per the organizer's confirmed figure (100+ GB); the AV team's internal report cites a higher raw-capture figure (200+ GB) — the conservative figure is used.
- Cross-generational analysis is an observed association; no causal claim about age and project quality is made or warranted.
- Builder-density figures are conservative floors: two event days lack badge logs, so genuinely present builders without any onsite record are excluded, and probable matches (18) are documented but never counted.
- Two daily check-in logs (opening day, off-site day) are absent from the badge dataset; stated substitutes are sourced to the executive report and Luma respectively.

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Companion volumes: Evidence Appendix · Source & Claims Register · KPI Master · Visual Asset Index · Executive Board Summary