Building a fast moving growth machine in a slow market.



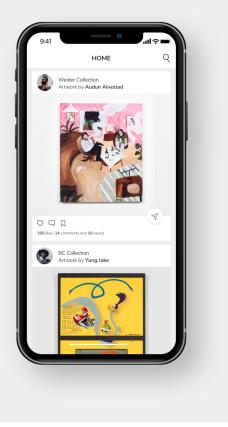
pulsevent pulsskolen TONSSER acadal **Swag**card

Where the interest started.

Pulsevent. Pulsskolen. Swagcard. Acadal. Tonsser. ~\

R T L A N D

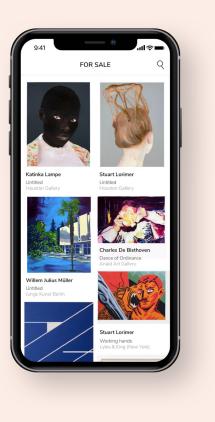
Artland is a dedicated platform for contemporary art. We connect galleries to buyers on a global scale.



Find your next piece of art.

We help art lovers and collectors to find their next piece of art.

The concept has been proven and already engages over 20.000 art lovers and collectors globally. (م

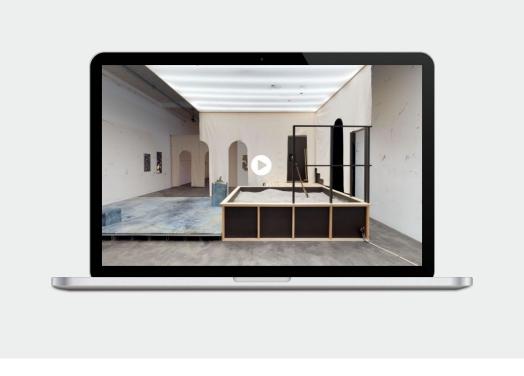


Expand the online presence and drive sales online.

We help galleries to improve and expand their digital presence, extend their reach and drive sales online.

We are serving over 70% of galleries in initial test markets and are ready to scale with next product release. - \

3D is the new black.



https://www.youtube.com/watch?v=BJwRTgVu15c

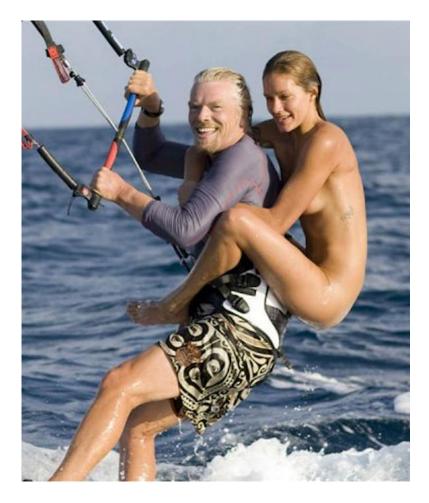
A growing global community.



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Changing the game.

Build something that people want.



Entrepreneurship from the outside.



Forside Kurser Seneste Opinion Penge Finans Avisen Play Pleasure

Artland-millioninvestering fra danske kendisser





Forbes TechCrunch Business Insider



Heather Farmbrough Contributor ①

How A Danish Art App Is Transforming Art Collecting

TWEET THIS

"There is a new generation of art buyers, a digital generation. This is the most mortant target group for galleries, and if they don't follow them online, they will lose them.



h startup wants to crack open the ion art market Up next



Yes, says Martis Carth, CED and co-founder of Danish startup Arthand. "Five years ago, no one throught you could seriously buy art online. Now, the online









Forbes



30 UNDER 30 ART & CULTURE

Designing the future, from the kitchen to the runway Edited by Maggie McGrath and Shellie Karabell





We had a good start. BUT we are only 10% of the way. Innovation is the most obvious thing in the world AFTER it has happened.

Entrepreneurial success is against all odds.

ldea.

Product.

Team.

Management.

Marketing.

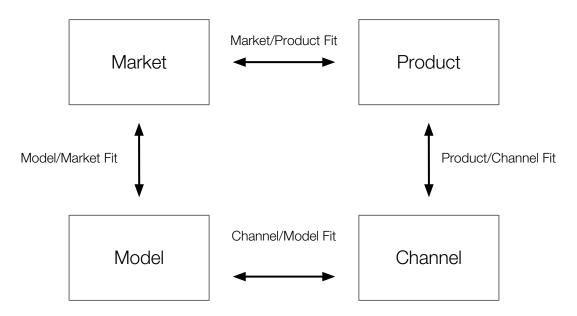
PR.

Funding.

Timing.

Addressable market.

Etc.





It's difficult - but possible.

You just need to focus on the right stuff.

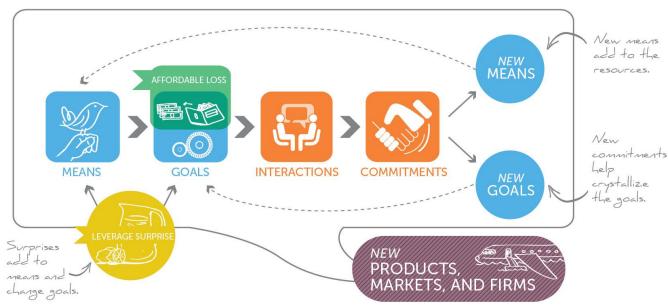
Starting.
Establishing.
Scaling.

021

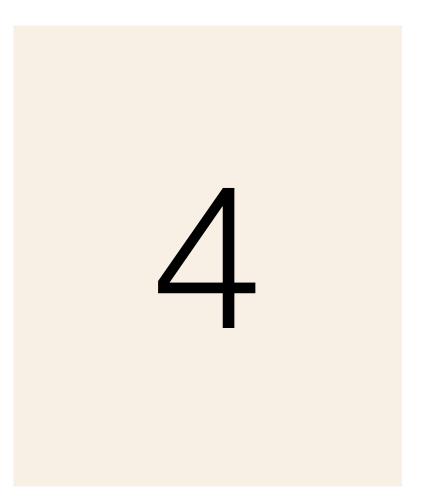
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Starting. Establishing. Scaling.

Effectual entrepreneurship.



Starting. Establishing. Scaling.



Four factors that helps you change the game as an 'establisher'.

Team. Proces. Culture. Mental stamina. ~\

You can't change the game alone.

Rather have a bad idea with a great team than a great idea with a bad team.

Stakeholders, employees or cofounders that are talented.

And never become a founder - become a cofounder!



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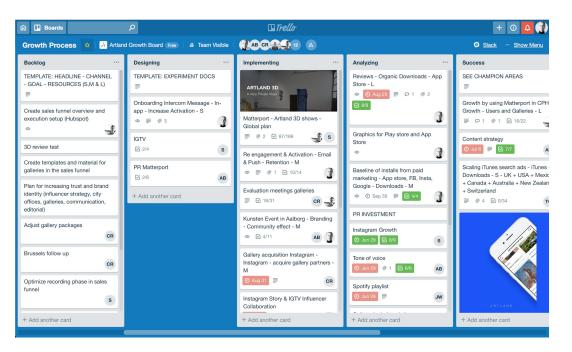
Growth is a structured process.

You have no clue about what works. That's why the most important thing is to learn as fast as possible. Optimize for learning.

Hypothesis.

Test.

Learn.



Build an action based culture.

Celebrate the mistakes.

Give out responsibilities.

People will become superstars.



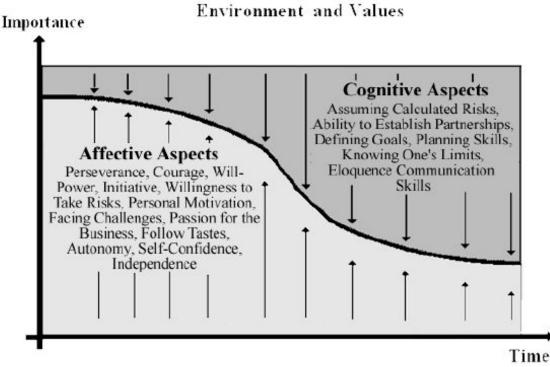
Mental stamina is the single most important factor.

You will always feel that you are behind.

Achieving more than everyone else with fewer resources.

Sad sundays.

Bad feedback as breakfast.



Starting. Establishing. Scaling.

