

A KNOWMAD MUST HAVE

Habilities and Skils



LEARN & UNLEARN

THEY USE ALL THEIR KNOWLEDGE TO INNOVATE ADDING NEW IDEAS. THEY LEARN CONSTANTLY AND ALSO UNLEARN TO KEEP THEIR MIND IN A CONSTANTLY IMPROVING WAY

NO FEAR AGAINST ERROR

NO-FEAR



KNOMADS ACCEPT ERROR AS A PART OF THE IMPROVEMENT PROCESS. WE CAN ONLY GO AHEAD WHEN WE TRY & FAIL.

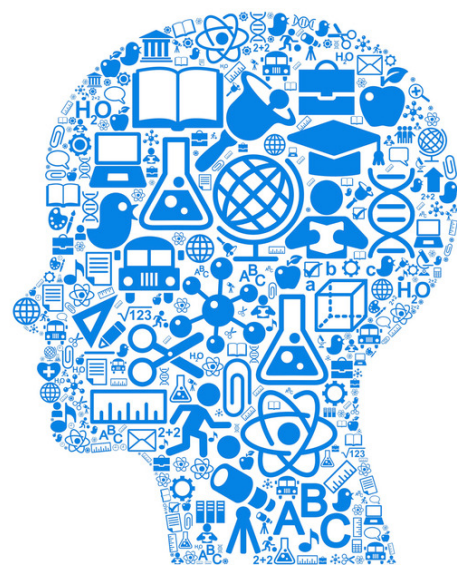


SHARE

THEY INVITE OTHERS TO SHARE AND COLABORATE WITHOUT GEOGRAPHYC LIMITATIONS

KNOWLEDGE

THEY USE THEIR KNOWLEDGE TO RESOLVE PROBLEMS AND THEY APPLY IT IN ANY CONTEXT



NO AGE OR LOCATION LIMITS

THEY USE TECHNOLOGY
THEY'RE NOT LIMITED BY AGE OR
LOCATION

