

# Monthly Roundup for Holo & Holochain

Monthly Roundup for June 2022



Happy July folks! Thanks for tuning in as always. Check out what the team has been up to this month in our Monthly Roundup, featured below.

## **Holo Launches the Holochain Developer Education Initiative**

Holo Limited is very pleased to announce the launch of the Holochain Developer Education Initiative. In the coming two years we are committing upwards of \$2M to build and foster an ecosystem of developers. This work builds on past efforts—especially those of the Holochain open dev community—and will create efficient, effective, and scalable curriculum to educate experienced developers on how to code and build hApps and products on Holochain.

Read more here: <https://press.holo.host/214789-announcing-the-holochain-developer-education-initiative>

## **Chess to be added to Longitudinal hApps test soon**

Elemental Chat continues to work well with sharding enabled after two weeks of testing with approximately 1,000 people trying it out. We're also evaluating Chess, the next hApp we'd like to publish concurrently to the Holo network that is running Elemental Chat. We'll share more about Chess when and if we believe the app is ready to publish. Regular

Holo Dev Updates on Twitter If you are curious about the — hot from the press dev updates — those can be found on Holo Twitter.

## **Holochain Dev Pulse 121**

This month's Holochain release brings a large and anticipated change, what will become the foundation for the 0.1.0 release of the HDK and the Stable Validation milestone. Paul hinted at it a few months ago, and now the time is finally upon us. Read the whole Dev Pulse here!

## **Unenclosable Carriers and the Future of Communication**

The final chapter in the enlightening series from Josh Zemel and Art Brock explores how Holochain can help solve problems, both large and small. Start part one here. Ecosystem Sessions — Generative Objects Generative objects is an open-source meta low-code platform that empowers anyone with great ideas but not much tech know-how to create the tools and applications they need.

Watch the latest Ecosystem Session now: <https://buff.ly/3lRqggu>

## **Rust In Blockchain Newsletter**



RiB Newsletter #36

## **Holochain Rust & Developer Training AMA**

AMA #51 focused on the Holochain Developer Education Initiative, and more specifically the first training happening in July. Keep up to date on Twitter for an announcement about the AMA, and in the meantime please submit any questions you have here.

## **Join the Holo Team**

We're Hiring! Holo is excited to continue our mission by expanding our team. Check out the open positions below:

Software Project Manager — Holo EMEA

Junior Software Tester Project Manager — Holochain Component

Interested in building a hApp? Join the Holochain Developer Forum and start your journey! If you have general questions about Holo, Holochain, or HoloPorts — or want to join our community — the best place to start is on our Twitter, Holochain, or HoloReddits.

For specific questions or any technical issues regarding Holo or HoloPorts, you can read more, or contact us directly at [help.holo.host](mailto:help.holo.host).

— Sarah @ Holo

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#### ABOUT HOLO

**Holo is a distributed cloud hosting marketplace for peer-to-peer apps built on Holochain. We're helping to build a better Web.**

Holo is to cloud hosting what Airbnb was to hotels—anyone can become a host by turning their computer into a source of revenue, getting paid in HoloFuel for hosting peer-to-peer applications to the legacy web. By hosting P2P apps, you support a web that empowers your peers and communities.



Holo