DECA MEDIA

FAQ'S

- 1. What is DECA MEDIA? DECA MEDIA is a media and technology company that builds cultural projects designed to connect communities, preserve ideas, and inspire people through innovation and purpose-driven storytelling.
- 2. What makes DECA MEDIA different? We focus on permanence rather than popularity. While most companies chase trends, DECA MEDIA creates cultural projects that endure, combining creativity, technology, and ethics to shape how the world remembers this era of human progress.
- 3. What kinds of projects does DECA MEDIA create? Our work focuses on cultural storytelling, immersive media experiences, and legacy-driven collaborations that highlight human creativity and collective intelligence. Each project blends art, history, and technology in a way that sparks reflection and unity.
- 4. Does DECA MEDIA work with other media organizations? Yes. DECA MEDIA actively partners with other media outlets, creators, and institutions. We don't compete; we collaborate. Every alliance strengthens the global storytelling ecosystem.
- 5. Who leads DECA MEDIA? DECA MEDIA is led by Founder and CEO Andrew L. Fields, guided by an international team and supported by collaborators in operations, partnerships, and communications.
- 6. How can someone collaborate with DECA MEDIA? Organizations or individuals interested in cultural partnerships, exhibitions, or innovation projects can reach out via contact@withdeca.com. Every collaboration is designed around shared vision, transparency, and mutual respect.
- 7. How can people stay updated? Follow progress and milestones through cibook.org and withdeca.com or subscribe for official news and events as the 2030 ceremony approaches.
- 8. Where is DECA MEDIA based? DECA MEDIA is based in New York, with collaborators across several regions. All projects are built with a global perspective from the start.
- 9. What does DECA MEDIA hope to achieve? To create cultural permanence, ensuring that today's stories, ideas, and innovations remain visible for generations to come.

Last Update: October 13 th