



DOERS SUMMIT - DUBAI TECH CONFERENCE - NOVEMBER 2025

THE AI PARADOX

Software Abundance, Scarcity & Being Irreplaceable

By Faris Zacina – Founder and CEO at Ministry of Programming



CO-FOUNDER & CEO



FOUNDER & CEO (Ministry of Programming)

- Bootstrapped, No Outside Investors
- Swedish/Bosnian Company



FINANCE & INVESTMENTS

- Angel Investor (1.5M+ EUR)
- Finance/Biohacking Interest



GROWTH & IMPACT

- FT1000 Fastest-Growing Europe (2020, 2024)
- €50M+ Total Revenue, 150+ Employees



TECH EXPERIENCE

- 10+ Years, Software Engineer/Architect

MISSION: Help founders assemble teams, build new products, grow faster.

5 Paradoxical predictions from a Product Builder perspective

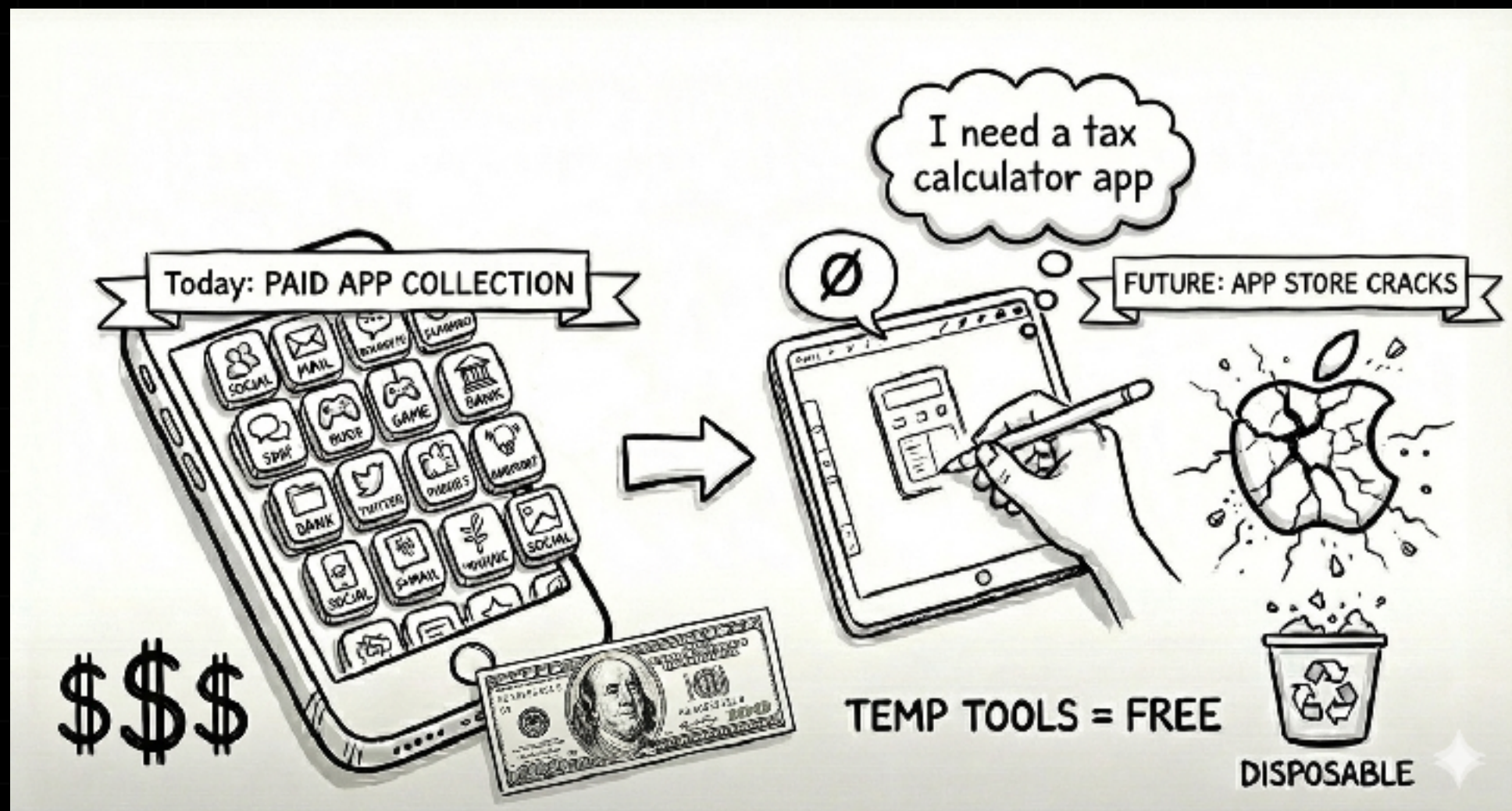
PREDICTION 01 - DISPOSABLE SOFTWARE



DISPOSABLE

Most software becomes a temporary utility, not a permanent asset.

PREDICTION 01 - DISPOSABLE SOFTWARE



DISPOSABLE SOFTWARE

Simple tools, apps, games etc. will get created by users, and will often be temporary and free.

People will “skip the app store” for many use-cases.

The app store cracks - we go from “there is an app for that” to “there is a prompt for that”

Complex products will still be built by professionals, and will be paid and permanent.

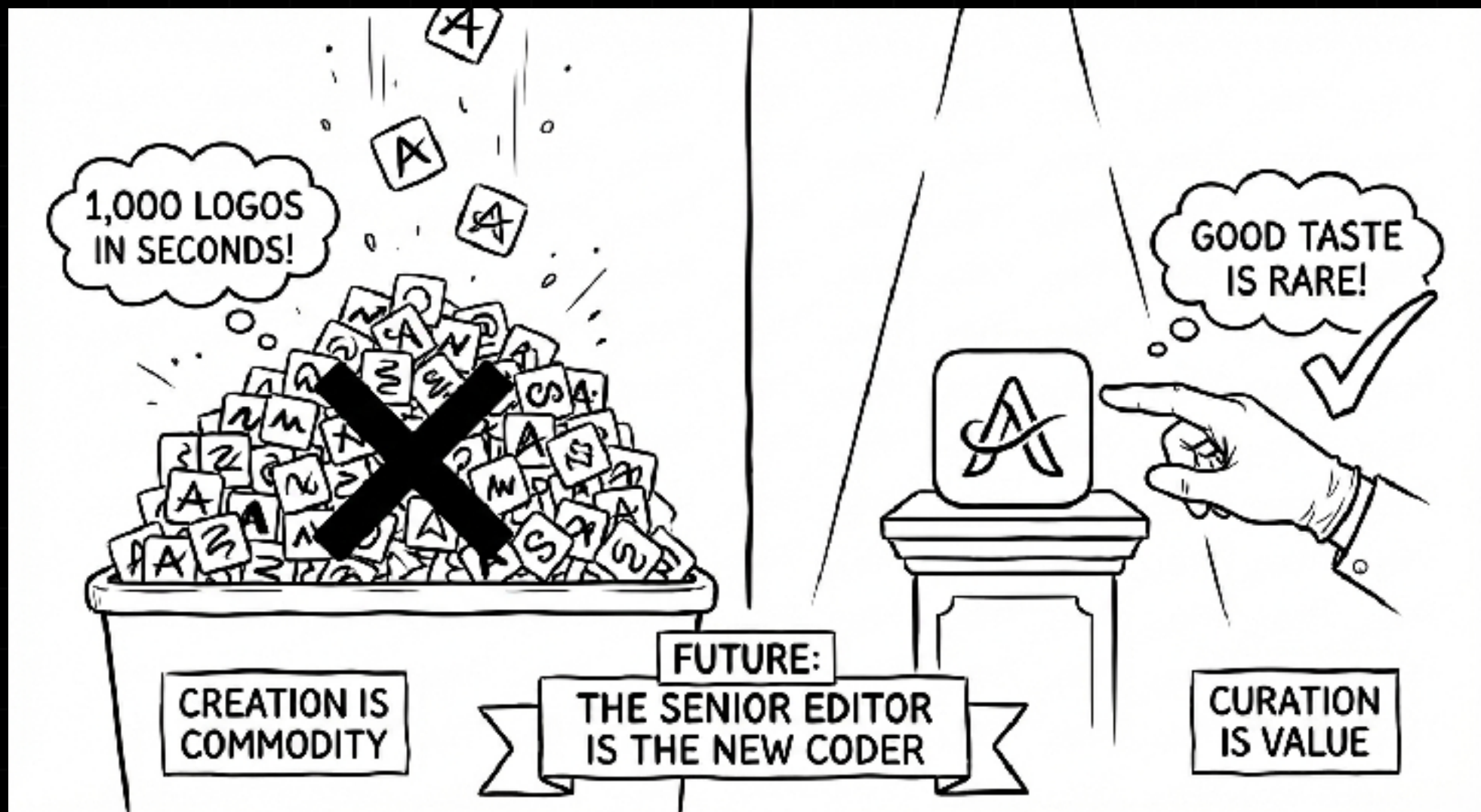
PREDICTION 02 - CURATION IS ESSENTIAL



CURATED

As the value of millions of average apps goes to zero filtering matters more

PREDICTION 02 - CURATION IS ESSENTIAL



THE EDITOR OF AI IN CHIEF

The cost of creation will be zero.

The value of "average" work will plummet. The bottleneck shifts from *making* to *editing*.

Generating 1,000 average logos takes 5 seconds.. Knowing which are good/unique takes a lifetime of taste.

"Senior Editors" will be highly valued as judgement and trust is the key in a world of hyperproduction.

PREDICTION 03 - THE RISE OF THE CRAFTMAN CULT



CRAFTED

The value will be in crafting complex, unique product experiences for fanatic communities

PREDICTION 03 - THE RISE OF THE CRAFTMAN CULT



CRAFTSMAN AND CULTS

The goal is to create unique “out of this world” product/user experiences – often having an offline component.

The Craftsman's moat is direct distribution (YT, email, events etc.) – owning a cult.

In a world of infinite software, the only scarcity is attention.

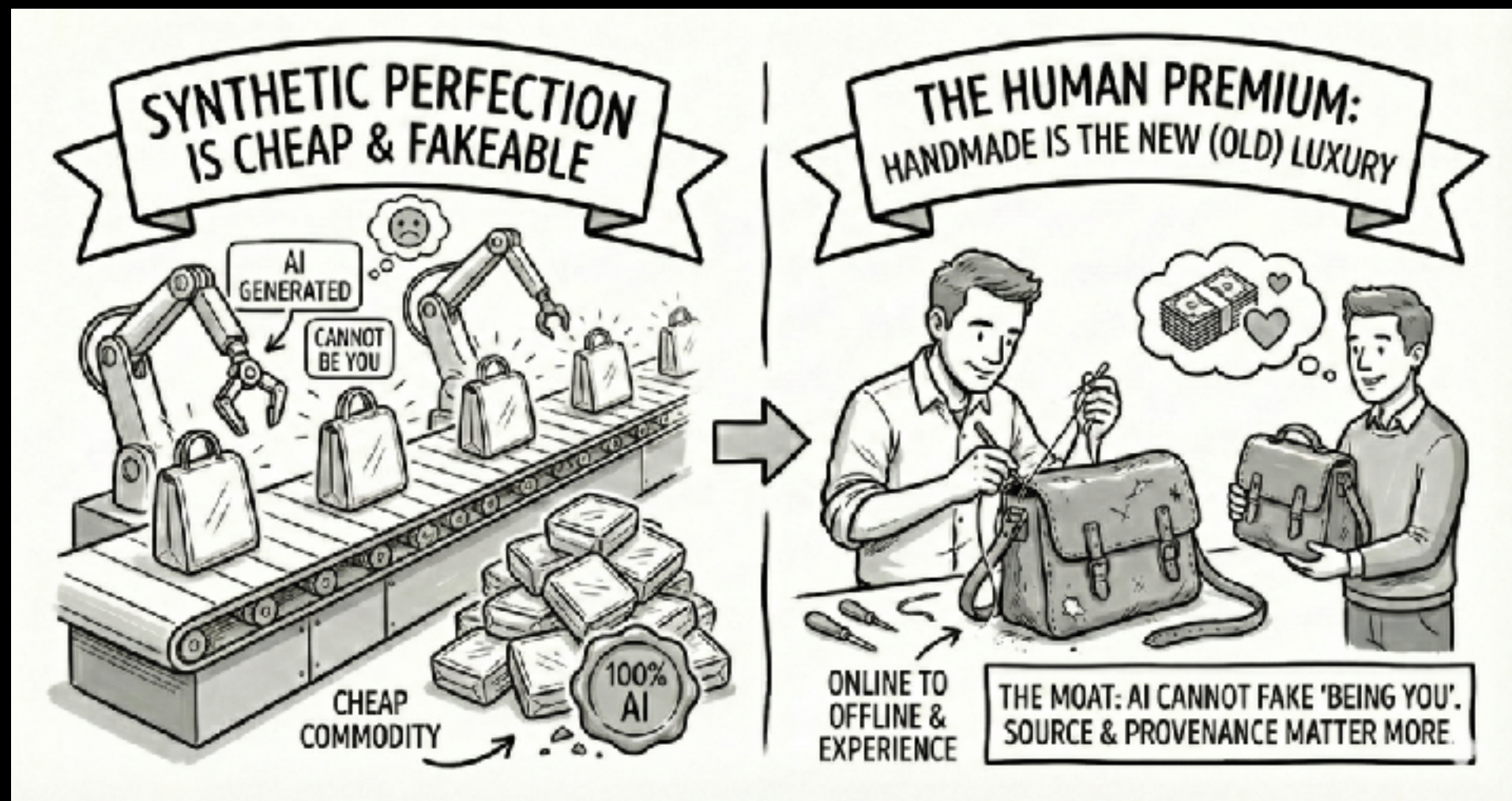
A cult is the only thing an algorithm can't fork



IRREPLACEABLY HUMAN

As digital becomes commodity, we will pay a premium for human-made, flaws, nuance, and reality.

PREDICTION 04 - THE HUMAN PREMIUM



THE HUMAN PREMIUM

“Handmade” is the new (old) luxury.

As synthetic perfection becomes cheap, **Human** becomes the ultimate status symbol.

We will pay a premium for flaws, nuance, and reality. Online to Offline experiences will be more interesting.

Source and Provenance will matter even more. The moat is the inability of AI to fake "being you."

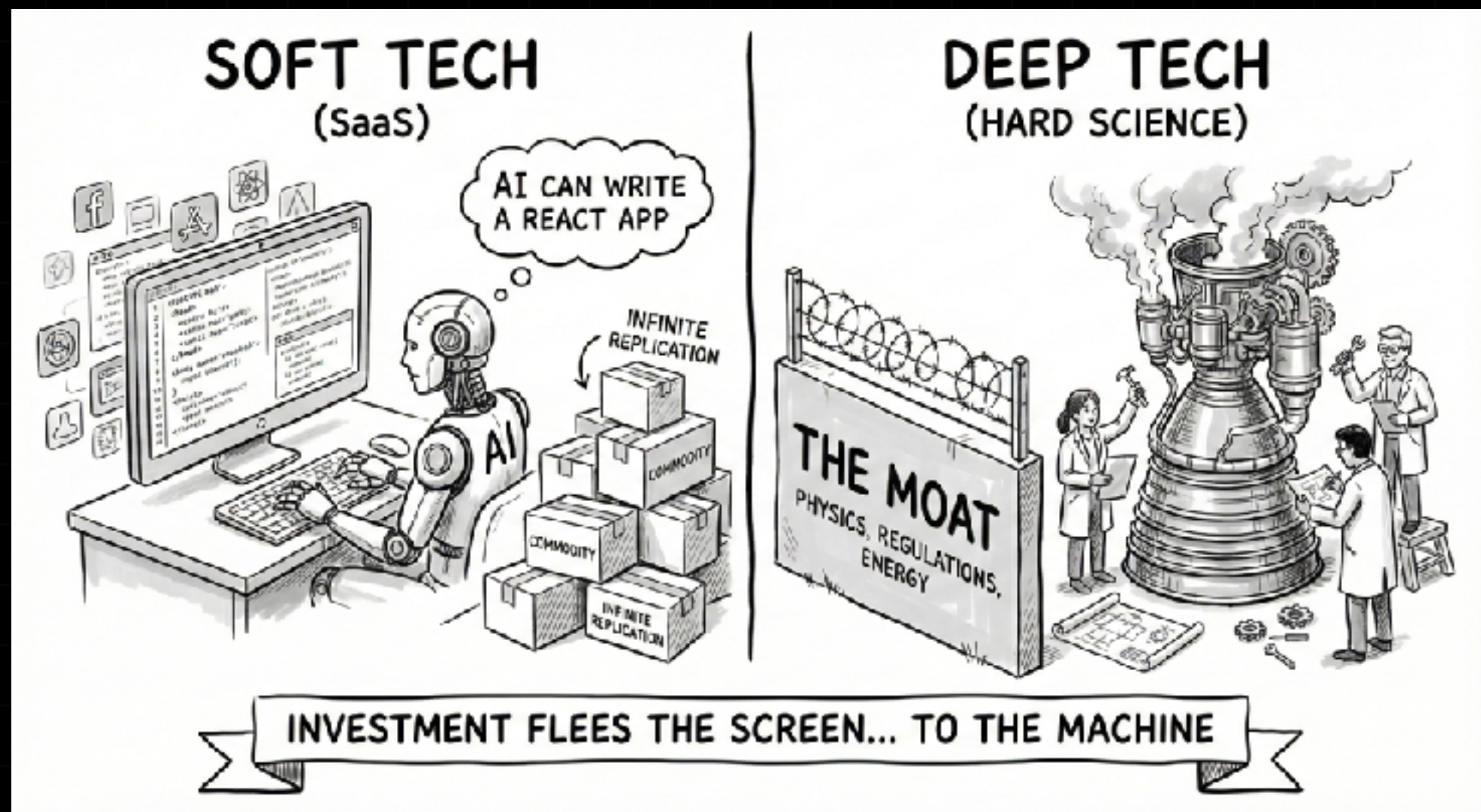
PREDICTION 05 - DEEP TECH IS THE LAST STAND



DEEP

Investment will flee the "screen" and flood the "machine"

PREDICTION 05 - DEEP TECH IS THE LAST STAND



DEEP TECH IS THE LAST STAND

If it can be purely digitized, it's a commodity. AI can write a React app, but it cannot hallucinate a working rocket engine.

Soft Tech (SaaS): Most vulnerable to infinite replication.

Deep Tech (Hard Science): Protected by the laws of physics, governments, regulations etc. Constrained by energy - the grid is the moat.

Developers and Investments will flee the "screen" and flood the "machine"

ABUNDANCE, SCARCITY AND BEING IRREPLACEABLE



DISPOSABLE

Most software becomes a temporary utility, not a permanent asset (except complex software)



CURATED

Filtering will be a key human activity.
Judgment/Taste > Dev Skill.



CRAFTED

We will be crafting unique experiences for cult-like audiences that are not easily replicable



HUMAN

Human-made will be premium. We will pay more for flaws, nuance and reality



DEEP

Developers and investments will flee the screen and flood the machine



Thanks! Questions?

Let's discuss the future.

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