

Credit Scoring Accion

Accion International

tailored credit scoring, among other microfinance methodologies. In 2007, Compartamos Banco, a Mexican microfinance institution and Accion investee,

Accion is an international nonprofit. Founded as a community development initiative serving the poor in Venezuela, it works with local partners in different countries to develop and scale digital financial solutions for underserved people globally.

To date, it has more than 235 financial service providers operating across 75 countries.

Accion is headquartered in Cambridge, Massachusetts, and also has offices in Washington, D.C.; Bogotá, Colombia; Mumbai, India; and Beijing, China. Accion works across Latin America and the Caribbean, Africa, the Middle East and Asia. In the U.S., Accion operates a nationwide nonprofit lending network.

Alternative data

the only type of data available for credit scoring. The population is often not formally employed, lacks a credit history, cannot fulfill loan application

In economic policy, alternative data refers to the inclusion of non-financial payment reporting data in credit files, such as telecom and energy utility payments.

Microfinance in Kenya

repay the loan and be a customer of the institution. Credit scoring: There is no advanced credit scoring system and the majority of lenders have not stated

Microfinance in Kenya consists of microfinance facilities and regulations in Kenya which has been developing since the mid

1990s. Legislation was passed in 2006 with the Micro Finance Act which became active in 2008. By 2010 there were more than twenty large micro finance institutions in Kenya, which provided US \$1.5 billion to approximately 1.5 million active borrowers. With over 100,000 clients, Equity Bank Kenya had the largest share of business loans representing market share of 73.50% followed by Kenya Women Microfinance Bank with 12.06%. Most microfinance firms as in other countries have eligibility criteria which may include gender (as in the case for special women's loans), age (at least 18 years of age), a valid Kenyan ID, a business, an ability to repay the loan and be a customer...

Hagane: The Final Conflict

Hudson Soft, pero lo distribuirá Virgin — Hagane, acción a tope para Super Nintendo;. *Nintendo Acción* (in Spanish). No. 30. Hobby Press. May 1995. p. 13

Hagane: The Final Conflict is a 1994 action-platform video game developed by CAProduction and Red Entertainment and published by Hudson for the Super Nintendo Entertainment System. The player takes on the role of a ninja cyborg named Hagane on his path to take revenge on an opposing ninja faction. The game combines traditional Japanese ninja and samurai aesthetics with a futuristic setting. The player has a wide variety of weapons, moves, and attacks at their disposal to defeat enemies and progress through the game. Hagane released to positive reception, and was compared favorably to classic side-scrolling action games. Reviewers praised the controls, art design, and challenge but criticized the quality of the graphics and sound.

Terranigma

its dungeon maps. In November 1997, in its 60th monthly issue, Nintendo Acción listed it as the 11th best game they had ever reviewed. Joypad's Grégoire

Terranigma is a 1995 action role-playing game developed by Quintet for the Super Nintendo Entertainment System (SNES), with manga artist Kamui Fujiwara acting as the character designer. The game tells the story of the Earth's resurrection by the hands of a boy named Ark, and its progress from the evolution of life to the present day. The game is the third entry in an unofficial trilogy of action role-playing games created by Quintet, also including Illusion of Gaia (1993) and Soul Blazer (1992).

Terranigma was published in Japan by Enix on October 20, 1995, and in Europe and Australia by Nintendo starting in

December 1996; the game was not released in North America due to Enix having already closed its U.S. branch by the time localization had finished, and has not been re-released due to complicated...

V-Rally (video game)

French). No. 83. M.E.R.7. December 1998. pp. 90-93. "V-Rally '99". Nintendo Acción (in Spanish). No. 73. Hobby Press. December 1998. pp. 54-59. Stahl, Ben

V-Rally is a racing video game developed by Infogrames Multimedia and released for the PlayStation console in 1997. The first game in the V-Rally series, it is based on the 1997 and 1998 World Rally Championship seasons, and features officially licensed cars and tracks inspired by real locations of rally events. Players drive rally cars through a series of stages spread over eight different locations, ranging from European countries like England, Spain or Sweden, to island countries such as Indonesia and New Zealand. As a simulation game, V-Rally places a strong emphasis on replicating the behavior physics of real cars and generally requires more practice than arcade-style racers.

The game was developed over the course of nearly two years by a team that would later be known as Eden Studios...

University of Puerto Rico School of Law

"Ley y patrimonio arquitectónico: La ampliación de la Escuela de Derecho". Acción de Clase (in Spanish). San Juan, PR: Escuela de Derecho UPR: 3. Russell

The University of Puerto Rico School of Law is the law school of the University of Puerto Rico at Río Piedras, the only law school in the University of Puerto Rico System and the only public law school in Puerto Rico. It was founded in 1913 at its present site in Río Piedras, which at the time was an independent municipality and is now part of the City of San Juan. The School of Law has been accredited by the American Bar Association since 1945 and has been a member of the Association of American Law Schools since 1948.

World Rally (video game)

Rally Championship: Desarrollo y preservación"". RetroAcción (in Spanish). Asociación RetroAcción. 6 October 2008. Archived from the original on 13 September

World Rally is a 1993 racing arcade video game developed by Zigurat Software and published by Gaelco in Spain, Sigma in Japan and Atari Games in North America. Themed around rallying, the game pit players with races across various locations under a short time limit to qualify for the next course.

World Rally was developed over the course of two years by most of the same team of previous works at Zigurat Software such as Carlos Sainz: World Rally Championship, initially intended to be a racing game about the World Rally Championship featuring Spanish rally driver Carlos Sainz before he changed teams from Toyota to Lancia, prompting the staff drop Sainz' likeness from the project before launch. The title proved to be a success for Gaelco, managing to sell 23,000 arcade units in Europe and earning...

Time Trax (video game)

noted the lack of passwords or continues. Spanish publication Nintendo Acción gave positive remarks to the audiovisual presentation but noted the character's

Time Trax is a 1994 action-platform video game developed by Malibu Interactive and published by Malibu Games for the Super Nintendo Entertainment System. It is based on the television series of the same name, which aired from 1993 to 1994. The story follows police Captain Lambert as he tries to stop criminal fugitives from changing history and gaining control of the future, with aid from his supercomputer assistant. The player controls Lambert across eight levels, apprehending enemies using a stunner weapon capable of sending them back to the future. The player can also use martial arts to defeat enemies, or use a time ability to slow them down.

Time Trax was produced by Malibu Interactive, an American-British studio established by Cinemaware co-founder Bob Jacob with former staff from Ocean...

Bernardo Espinosa

(23 December 2018). "Bernardo, indiscutible per a Eusebio i clau en les accions d'estratègia" [Bernardo, automatic first choice for Eusebio and key in

Bernardo José Espinosa Zúñiga (Spanish pronunciation: [ber'naɾðo espi'nosa]; born 11 July 1989) is a Colombian professional footballer who plays as a central defender for Primera Federación club Marbella.

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