

IM 450-01 Issues in IM: *Blockchain, Cryptocurrency, NFTs*

Spring 2022

Classes 25 & 26—April 26

NFTs

**Summary and Conclusion
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The future and Blockchain, Cryptocurrency, NFTs

Pt. 1

I only got these back from 5 students

The rest of you please do them now and send them in email

PLEASE LIST ONE ITEM FOR EACH a/b/c BELOW NFTs

BLOCKCHAIN

- | | |
|----------------------------------------------------|----------------------------------------------------|
| a) Probably a good thing/the best thing about it | a) Probably a good thing/the best thing about it |
| b) Might be ok/might not be ok/50-50/tough to tell | b) Might be ok/might not be ok/50-50/tough to tell |
| c) Probably a bad thing/the worst this about it | c) Probably a bad thing/the worst this about it |

CRYPTOCURRENCIES

- | |
|----------------------------------------------------|
| a) Probably a good thing/the best thing about it |
| b) Might be ok/might not be ok/50-50/tough to tell |
| c) Probably a bad thing/the worst this about it |

NFTs

Summary and Conclusion

- "[Expert NFT Industry Predictions for 2022](#)." Nick Casares, Head of Product, PolyientX
 - Most NFT projects will fail due to lack of vision and resources.
 - A centralized NFT marketplace that will boost the next wave of crypto adoption.
- "[Blockchain and NFTs are the future of video games](#)." Andrius Miron, cnbctv.
 - Blockchain and NFTs are the most exciting evolution in digital goods and ownership.
 - NFTs [are booming] in the gaming industry.
 - Game developers are taking advantage of the opportunity to synchronize two hot trends in the public consciousness — [gaming](#), and NFTs.

The future and Blockchain, Cryptocurrency, NFTs Pt. 1

- [“The future of money: Where blockchain and cryptocurrency will take us next.”](#) Marc Wojno, ZD Net
 - How it will evolve is anyone's guess
 - There are currently more than [16,000 cryptocurrencies](#), of which Bitcoin is the biggest, followed by Ether, which operates, along with all cryptocurrencies other than Bitcoin, on the [Ethereum](#) blockchain. Estimates suggest the [total value of cryptocurrencies is about \\$2 trillion](#).
- Currently, about 300 million people, or 4% of the world's population, are using cryptocurrencies in some form, and some industry players hope and believe that could rise significantly [by the end of the decade](#).
- According to Gartner, by 2024, for example, at least [20% of large enterprises will use digital currencies](#) for payment, store of value or collateral, which will disrupt current financial networks and business models.
 - many corporations, financial institutions and investors -- many with a big case of [FOMO](#) -- are trying to calculate the potential financial rewards of getting involved with crypto.
 - you'll see a lot of [interest and adoption of cryptocurrency by investors as an investment tool, namely as a hedge against inflation](#) and as an alternative to gold.
 - cryptocurrencies being used for retail payments in about three to five years.
 - Gartner predicts that [NFT gamification, or GameFi](#) – which takes video game elements such as point scoring and applies blockchain tech, so users can trade or swap game assets – will have the ability to propel an enterprise into the top 10 of highest value companies

NFTs

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Pt. 1

Q&A/comments?

28	12-1:15pm				No class (FUSE PREP)
29	8:00 am	Level 3 Material 13		FUSE	
30				FUSE	
MAY					
Date	Time	Level 3 Material Due	Level 2 Material Due	Level 1 Material Due	Topic
1	5 pm			Level 1 Material 3	