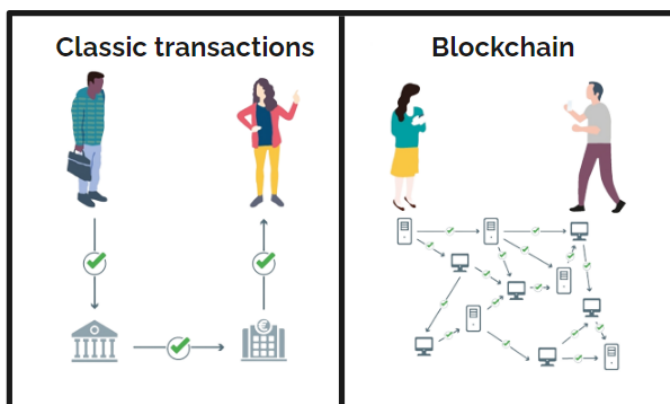# ₿ Crypto-currencies

Key words / key concepts:

- <u>Satoshi Nakamoto</u> is the creator of the Bitcoin in 2009, the most famous cryptocurrency but we don't know, his real name, if it's a group or a lonely person who created it.
- A <u>cryptocurrency</u> is a digital token (no physical medium) that has an exchange value (even if it is not a legal tender). It can be bought/sold on different centralized/decentralized platforms. They are based on the same technology: the Blockchain.
- <u>The blockchain</u> is a transparent database with a high level of security and operating without a central control body, in a decentralized way. Each data registered in it cannot be modified or falsified. All exchanges made between users can be publicly viewed.
- <u>A stablecoin</u> is literally a stable crypto-currency. It therefore addresses one of the biggest issues in the crypto-currency industry: high price volatility.
- <u>A marketplace</u> such as Binance, Crypto.com or Coinbase is a place where you can buy cryptocurrencies.
- Crypto-currencies hide very promising <u>projects behind</u> and to be followed very closely.

Pros & Cons:

Pros	Cons
- Simple and fast trading - High volatility for high profits - Markets open 24 hours a day - Accessible to small amounts of capital - Secure and pseudonymous system	- The volatility of the value - The risk of hacking - Taxation (30% tax on capital gains) - Reputation (terrorism, money laundering...)

Schematics / diagrams / charts:

current system VS the new
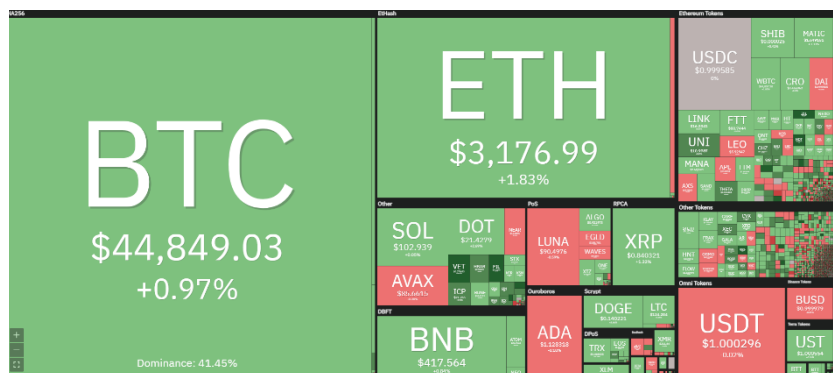
heatmap of crypto-currencies prices

Projects examples:

- <u>Chiliz (CHZ)</u>: allows sports teams and organizations to create their own tokens, which can be used by fans in many ways. For example, token holders can access exclusive offers from the team store, purchase match tickets, receive giveaways and participate in experiences within the Chiliz ecosystem. Major clubs have already signed with Chiliz and have their own fan tokens, such as Paris Saint-Germain, FC Barcelona and Juventus.

- <u>The Sandbox (SAND):</u> a community metaverse where gamers can design, share and live virtual experiences. Based on the Ethereum blockchain, the virtual world of The Sandbox attempts to change the dynamics of the video game market with the "Play-to-Earn" principle.

News:

- Ukraine received $100,000,000 in cryptocurrency donations
- The Salvador has decided to legalize this currency (so all shops must accept Crypto-currencies payment)

- The big company Facebook (now Meta) which had as objective to create a digital currency called Diem saw its project fail because of the opposition of the regulators and the banks to the project which were too strong.

Would you like to know more?

- ➢ academy.binance.com (presentation of crypto-currencies projects)
- ➢ coin360.com (heatmap of crypto-currencies prices on live)
- ➢ https://www.forbes.com/advisor/investing/what-is-cryptocurrency/