
An Analysis of the Viability and Volatility of Cryptocurrency

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Contents

1	Introduction	4
1.1	Objectives for the Project	5
1.1.1	Metrics for Success/Failure	6
1.2	Description of Each Chapter	6
1.2.1	Understanding Cryptocurrency	6
1.2.2	Predicting the Prices of Cryptocurrency	6
1.2.3	Applied Project Chapter (tbrn)	7
1.2.4	Conclusion	7
2	Understanding Cryptocurrency	8
2.1	An Explanation of Cryptocurrency	9
2.1.1	Comparing Traditional Currency and Cryptocurrency	9
2.2	Blockchain Technology	9
2.3	The Viability of Cryptocurrency	9
3	Predicting The Prices of Cryptocurrencies	10
3.1	The Volatility of Cryptocurrency	10
3.1.1	Influencing Factors in the Price of Cryptocurrency	10
3.2	Segway into applied proj	10
4	Applied Project Chapter	11
4.1	Context	11
4.2	Methodology	11
4.3	Technologies / Tech Review	12
4.4	System Design	12
4.5	System Evaluation	13
5	Conclusion	14
5.1	Context/Objectives	14
5.2	Findings	14

About this project

Abstract A brief description of what the project is, in about two-hundred and fifty words.

What it is, analytics part and applied project part, volatility, viability, predicting prices etc.

Authors Will get everyone to write their own?

Chapter 1

Introduction

Throughout our first three years of Software Development at Galway-Mayo Institute of Technology, we have continuously been encouraged to maintain a comprehensive knowledge of the trends within the technology industry, and to embrace its ever-changing nature. In these short years, we have witnessed the birth, growth and sometimes failure of various technologies, approaches and trends.

When we had our initial meeting to discuss some possible project ideas in September 2017, we were all in agreement that we wanted to pursue a concept that would be interesting, distinct from other projects, and most importantly be beneficial and of use in its field. After numerous ideas were considered and after much deliberation, we decided to focus on the area of Cryptocurrency and more specifically, analysing changes in the market and attempting to decipher trends in prices. We felt this was a good decision as we weren't aware of any similar projects from previous years, and most importantly, we all had a keen interest in the topic outside of academia.

When we began our journeys on this path in 2014, cryptocurrency was a relatively unheard of phrase to the average individual. In the years since, the likes of Bitcoin and Ethereum have become almost household terms, with many more people investing in various cryptocurrencies and following their repeating rise and decline. While cryptocurrencies were initially a mystery to the average individual, the arrival of user-friendly trading sites has meant they have now become an almost common asset, seen regularly in the news and no doubt discussed over many water coolers.

Although cryptocurrency is no longer seen as an unobtainable investment, meant only for those with an in-depth knowledge of how to keep their digital currency stored safely and properly, there still exists a mystery surrounding when the best time is to buy or sell. This uncertainty, coupled with our own interest in the field, was the inspiration behind our final year project

- we wanted to attempt to predict the price of some of the more popular cryptocurrencies and deliver these predictions to users in a simple manner that could be understood by anyone with even a basic knowledge of the area of cryptocurrency.

In this dissertation, we aim to first give the reader a good understanding of what exactly cryptocurrency is, how it works and the various technologies behind it. We will also examine the volatility of cryptocurrency as an asset, and the influencing factors in the changing of its prices. Following the more theoretical chapters we will move to discussing the applied aspect of this project, in which we will outline and explain the development process and reasoning behind technologies used, among other relevant topics. Finally, we will conclude the dissertation with a summary of the project as a whole, along with any discoveries gained throughout the project.

All source code and documentation for this project can be found in the project's [GitHub repository](#).

1.1 Objectives for the Project

Keep in mind the LEARNING OUTCOMES.

- Demonstrate the application of appropriate research methodologies and techniques related to software development.
- Demonstrate an awareness of the present state of the art in a specialist computing area including the ability to evaluate the literature base.
- Integrate disparate technologies and principles to successfully develop and deliver an appropriately integrated solution to a computer-based project.
- Apply research and critical thinking skills to a challenging computer-based problem.
- Evaluate, select and apply standard and customised research tools and methodologies of enquiry.
- Design and implement a computing solution that requires preliminary research.
- Critically evaluate the work and research and reflect on the strength, weaknesses and future potential of such work.

As mentioned previously, our main objective for the project was to make the area of cryptocurrency more accessible to an individual with little knowledge of the field.

as a whole was to provide anyone with a very basic knowledge of cryptocurrency with a more in-depth knowledge, and a facility to

- Provide reader with in-depth understanding of cryptos - including different currencies, how to buy and sell, technologies, security, whole process. explain the long term viability of cryptos as an asset to invest in.
- Explain to reader what affects cryptos - explore different influences in prices, attempt to predict prices, explain the volatility of it all.
- Develop a web application to deliver predicted prices to the user, not guaranteed to be right but should clear up when is good or bad to buy. Goal of it is to be used AFTER reading this diss or at least some of it - they'll need to know the general influencing factors and not just blindly trust us.

1.1.1 Metrics for Success/Failure

1.2 Description of Each Chapter

ALL NEEDS TO BE RE-WRITTEN AT LEAST SLIGHTLY.

1.2.1 Understanding Cryptocurrency

In chapter 2, *Understanding Cryptocurrency*, we explain what exactly a cryptocurrency is, and how it differs in various ways from a traditional currency, before briefly examining some of the most popular and well-known cryptocurrencies such as Bitcoin, Ethereum, Litecoin, and more. We also delve into some of the technologies behind cryptocurrency, such as blockchain technology.

1.2.2 Predicting the Prices of Cryptocurrency

Chapter 3 - will need to tidy this explanation up - is where the theoretical analytics and applied elements of this project meet. We discuss the influencing topic for the project, the main driving force behind the project, something like that. Explain the volatility of cryptocurrency, influencing

factors on prices such as hype, news, hacks, maybe even the whole "are the South Koreans awake" thing.

1.2.3 Applied Project Chapter (tbrn)

To be renamed. This is where the applied "Currency Analyser" aspect of our project is explained. We examine the methodologies and planning used throughout our project, also dealing with any aspects which could have been done/planned/managed/organised better. This chapter also explains in detail the technologies used for the applied project, their reasons for being chosen, and any problems that occurred related to the technologies. We then discuss the design of our system including reasoning, followed finally by an overall evaluation of the system.

1.2.4 Conclusion

The concluding chapter of this dissertation will summarise our initial goals and objectives, reflecting on the theoretical and applied aspects of this project, both conceptually and in practice. We will discuss any aspects of the process which could have been done differently, and lastly highlight any findings and any relevant, tangential or even unrelated insights gained during the project life cycle.

Chapter 2

Understanding Cryptocurrency

Since the first signs of digital finance arrived in the 1970s, the financial services industry has relied more and more on new technologies and advancements in existing technologies. With the advent of the internet in the 1990s, becoming popular and more accessible in the 2000s, online banking became a commonplace financial service. As the internet grew and became faster, we witnessed an increase in both companies and individuals taking advantage of digital finance, with respect to buying and selling goods and services, and even trading stock.

Need to discuss digital currency from 1990s, DigiCash - form of early electronic payment, aimed to be anonymous, keys and all that.

One of the most notable developments in financial technology in recent times is that of decentralised cryptocurrency, a concept first introduced in 2009 with the development of Bitcoin, the first of its kind. Much like traditional currency, any cryptocurrency is an asset, designed to be traded in exchange for goods and services.

Herein lies the inspiration for our project - cryptocurrencies are seen to be a complicated concept, almost unreachable, to anyone without a good working knowledge of both the technologies behind the idea (as well as knowledge of how currencies fluctuate?).

Security features, bitcoin wallet complicated etc, fluctuations in TCs due to war/government etc vs flucs in CCs down to sheer hype/demand etc.

2.1 An Explanation of Cryptocurrency

2.1.1 Comparing Traditional Currency and Cryptocurrency

2.2 Blockchain Technology

2.3 The Viability of Cryptocurrency

Viability - all the pros like security, blockchain etc. Section will maybe touch on volatility, but will lead to Ch3 which will mainly discuss the volatility.

Chapter 3

Predicting The Prices of Cryptocurrencies

Tie concept of diss with concept of proj.

3.1 The Volatility of Cryptocurrency

3.1.1 Influencing Factors in the Price of Cryptocurrency

Start with explaining what influences traditional currencies, lead into main body of CC influencing factors.

3.2 Segway into applied proj

"Deciding to Analyze the Volatility of Cryptos"...?

Chapter 4

Applied Project Chapter

4.1 Context

- Provide a context for your project.
- Set out the objectives of the project
- Briefly list each chapter / section and provide a 1-2 line description of what each section contains.
- List the resource URL (GitHub address) for the project and provide a brief list of the main elements at the URL.

4.2 Methodology

3-5 pages (2-3000 words) Describe the way you went about your project, Was your approach to the problem valid?

- Software development v/s Research methodology. Agile / incremental and iterative approach to development.
- Planning. Did you storyboard? How did you determine the requirements for the project?
- Meetings. Frequency, structure, checks and balances, feedback.
- What about validation and testing? Junit or some other framework.
- If team based, did you use GitHub during the development process.

- Selection criteria for algorithms, languages, platforms and technologies. Was an empirical approach used? How were problems solved? Was any research undertaken first?

4.3 Technologies / Tech Review

About seven to ten pages.

- The “literature review” part of the dissertation. Should be tightly coupled to the context and objective from the introduction. Proves that you researched what you were doing!
- Describe each of the technologies you used at a conceptual level. Standards, Database Model (e.g. MongoDB, CouchDB), XML, WSDL, JSON, JAXP. Use references (IEEE format, e.g. [1]), Books, Papers, URLs (timestamp) Sources should be authoritative!
- A technology review that includes a lot of de facto or de jure standards supports the methodology! Each chapter buttresses some other aspect of the dissertation.

4.4 System Design

As many pages as needed.

- Architecture, UML etc. An overview of the different components of the system. Diagrams etc... Screen shots etc.

Column 1	Column 2
Rows 2.1	Row 2.2

Table 4.1: A table.

4.5 System Evaluation

As many pages as needed.

- Prove that your software is robust. How? Testing etc.
- Use performance benchmarks (space and time) if algorithmic.
- Measure the outcomes / outputs of your system / software against the objectives from the Introduction.
- Highlight any limitations or opportunities in your approach or technologies used.

Chapter 5

Conclusion

About three pages.

- Briefly summarise your context and objectives (a few lines).
- Highlight your findings from the evaluation section / chapter and any opportunities identified.

5.1 Context/Objectives

5.2 Findings