Whether it is playing or watching the sport, I can not get enough of the sport. I played the sport up until Junior Level as a goalkeeper for Douglas Hall and for the college team. I captained and Ireceived the Andrew Fealy award at U16 level with Douglas Hall. This sport thought me the importance of concentration and team work.

With regards to watching soccer, I support Manchester United. I have followed them since early childhood. I try not to miss a game and have attended a dozen live games. I watch all the games with my family. I could talk forever about the team. My favourite current player is David de Gea as he is also a goalkeeper.

I love to travel. I have been too America and Europe many times. I love visiting the most popular tourist attractions, mainly the theme parks. I usually travel with my family, even though it is hard to convince them to come along on the rollercoasters. I would have to say my favourite destination is Florida. Witnessing the different culture, was an experience to remember. It was such a diverse society. Everything over there seemed extra large when compared to us in Ireland. The shopping centres and meals were almost twice the size as here.

I listen to music every day. I listen on to go, when walking around, driving or sitting down. I find it very calming and it’s a nice way to pass time. My favourite artists are The Chainsmokers. I listen to them every day and was lucky enough to see them in person once in Dublin at Summer in the City. My favourite song of theirs is Closer. I also really like Drake and am going to see him soon in the 3Arena. Gods plan is the song he’s released in my opinion.

I love to play video games with my brothers and my friends. We all play together. We mainly play FIFA and Call of Duty. My current favourite game is Fortnite. This is the most popular game out there at the moment. We usually play for the laugh but occasionally we take it seriously. This really helps me with my communication skills with others. It is a great way to pass time when used in moderation.

I also am a fan of watching the movies. My favourite genre is Sci-Fi. I love the Star Wars and Marvel movies. My favourite move is Avengers: Infinity War. The ending caught me by surprise and the character development of the Antagonist was unbelievable. I look for the next chapter in the saga. I also enjoy action/adventure movies. Movies such as Mission Impossible can be so exciting to watch.

What is Blockchain Technology ?

Blockchain is an incorruptible real-time ledger of economics that can be encoded to record not just the history of financial transactions but nearly everything of value. All the data in the blockchain exists as a shared and continuously reconciled database. No one person or organization is in charge of the entire chain. This blockchain is hosted by millions of processors simultaneously, and its data is available to anyone with access to the internet. This technology allows the running of global business transactions with more trust and less friction between the vendor and purchaser.

The technology was first implemented in 2009 and later revolutionized with Blockchain 2.1 in 2014. Blockchain technology is comprised of blocks that hold batches of time-stamped and encrypted transactions. The only person that can edit a block is the owner who gains access to it through a private key. Once the owner makes any changes on their block, every other distributed blockchain is automatically updated and synced in real time.

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Blockchain also offers the option of creating a fraud-proof structure for transacting exchanges. It has the potential for a variety of uses other than the digital currency sphere and is appealing to the interest of traditional financial institutions and other organizations. A good number of third world countries have applied blockchain based national currencies. This technology is also being used by some major charity schemes to help those lacking bank accounts.

How does the blockchain work ?

A typical blockchain system consists of two types of records- transaction and blocks. Transactions are the actions carried out in a particular period and are stored together in a block. What makes blockchain unique is that each block contains a cryptographic hash that links them to the previous transactions creating a compact string of transactions. All participants can see the block and can verify or reject transactions using consensus algorithms. All the approved data is recorded into the ledger as part of a block and secured through cryptography. These chains are impossible to predict, which makes it easy to detect any tampering.

What are the benefits of the blockchain technology ?

The blockchain technology promises to revolutionize finance and business. Here are some of the advantages of blockchain:

Minimize cost: Since blockchain establishes peer- to peer network within one system, it cuts out the time and expenses of intermediaries such as the middleman.

Fast and Convenient: The complexity of using blockchain disparate ledgers and processes throughout the lifecycle of a transaction, for instance, a stock purchase transacted in a blockchain settles in a minute. There will be no need for another entity to process the transaction

Secure: Each and every transaction is stored in a block that links to the ones before and after it with amps in security. And although nothing is hackproof, the blockchain is considerably more secure than anything else today.

Transparent and incorruptible: Blockchain data is not stored centrally, meaning that the transactions are truly transparent and easily verifiable. Also, the fact that it is decentralized makes it difficult for any hacker to corrupt.

*Robotics technology in 2020:*

* **Microbots** allow emergency responders to explore environments that are too small or too dangerous for humans or larger robots; deploying them in “swarms” compensates for their relatively limited computational ability.
* **Exoskeletons**allow users to augment their physical strength, helping those with physical disabilities to walk and climb, it also finds application in the military.
* **Body-machine interfaces** help amputees to feed-forward controls that detect their will to move and also receive sensorial feedback that converts digital readings to feelings.
* **Modular robots** bring forth LEGO® like robotic cubes that can arrange themselves in preset patterns to accomplish specific tasks.
* **Intelligent robots** combine artificial intelligence and machine learning technologies to give robots human-like expressions and reactions.
* **Robotic strength** increases as elastic nanotubes give robots muscles that are more compact and stronger than human muscles; allowing robots to outrun and out-jump humans.
* **Alternately powered robots** use sources like solar, wind and wave energy to be powered indefinitely and open up applications in areas that are off-grid.
* **Robotic networks** emerge and allow robots to access databases, share information and learn from one another’s experience.
* **Telepresence robots** act as your stand-in at remote locations saving business travelers both time and money.

Immersive experiences are designed to engage peoples’ senses – often several senses, simultaneously.  And, amid the sights, sounds, touches, smells and maybe even tastes, people tend to have heightened awareness because we pay attention when novelty is high.  With greater awareness often comes stronger emotional reactions, as well.

Immersive experiences presumably can result from the use of surround sound, handheld video games, virtual/augmented reality headsets, large 3D projected imagery, giant-screen theaters, and simulators – to note a few.  It often gives the participants the impression that they are ‘in’ the environment that’s depicted. Therefore, some refer to it as an illusory environment.

Amusement parks and museums historically have excelled in this arena.   Notable recently is the National Geographic Encounter called Ocean Odyssey.   Also gaining in popularity are immersive theatres and variously themed ‘escape rooms.’

People simply find these experiences fun, engaging and exciting. This is particularly true for younger consumers. Seventy-two percent say they would like to increase their spending on experiences rather than physical things in the coming year, according to Eventbrite. Developers recognize this appetite and find profitability in experiential destinations that satisfy this growing pool of consumers.

Immersive experiences are valued for their ability to ‘tell a great story.’  Akin to getting lost in a great novel, immersion can offer the perception of being physically present in a non-physical world.  Stimuli from within a VR/AR headset – or from within a creatively, well-designed technology-infused space – can offer engrossing environments that transport participants.  In such a state, people take on unique perspectives and can be persuaded to feel certain emotions. They can be enticed to behave in predictable ways.

Immersive VR/AR experiences can be uniquely persuasive in situations such as the following.

* When travelers are allowed to virtually explore a foreign city prior to purchasing a ticket
* When future students are permitted to stroll through campus months before committing to a university’s recruitment offer
* When occupants are encouraged to walk in a newly architected building or workspace before contracts are signed and construction begins
* When executives and subject matter experts are offered a chance to visualize large machinery incorporated into existing configurations before allocating funds for the capital expenses
* When colleagues are exposed to emotional interactions as a precursor to soft skills training
* When potential talent is engrossed in mission-focused storytelling as part of a robust hiring protocol