(Web3, Decentralization, Blockchain, NFTs, Tekonomics, DAOs, etc.).



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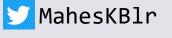


Disclaimer

This session offers my personal insights on Web3 and <u>not from my employer</u> any means.

- I m not an analyst or web3/4/5/{n} ninja @
- My views might be different or opposite of what others follow
- Its my personal learning sourced from twitter, reddit forum, 3'rd party report
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Share your thoughts in chat/raise hand



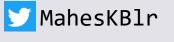


Web3 - Background

Web3 is a <u>vision</u> for the future internet, powered by decentralized blockchains, <u>owned</u> by the builders and users.

 Web3 is inclusive of mechanisms built on blockchain, including cryptocurrencies, smart <u>contracts</u>, decentralized apps (<u>dApps</u>), and non-fungible tokens (NFTs)

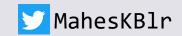
• Decentralization removes the need for third parties and empowers users.

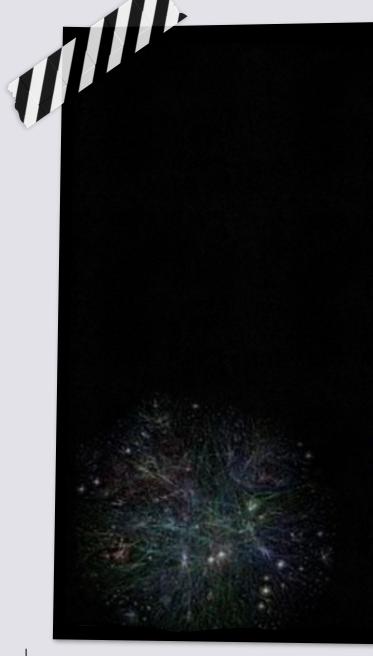




What is Web3 really?

| | What can a user do? | What is the platform facilitating? | Paradigm platform | Example (western) |
|-----------|---------------------|--|------------------------------------|--|
| Web 1.0 | Read | Access to networked information | Browser, Search Engine | Google, Bing Chrome, IE, Edge |
| Web 2.0 | Read, Write | Access to networked info Contribute to networked info | Social Media Platform | Instagram, Youtube, FB |
| Web 3 | Read, Write, Own | Access to networked info Contribute to networked info Ownership of networked info | Crypto, NFT, DAO, Wallet | Bitcoin, Openseas, Mirror Metamask |
| Metaverse | Read, Write, Own,Be | Access to networked info Contribute to networked info Ownership of networked info Networked embodiment | Virtual collaborative environments | Meta, Mixed Reality/Hololens/Mesh, Unity |







Web 1.0

read-only



Web 2.0

read-write interactive

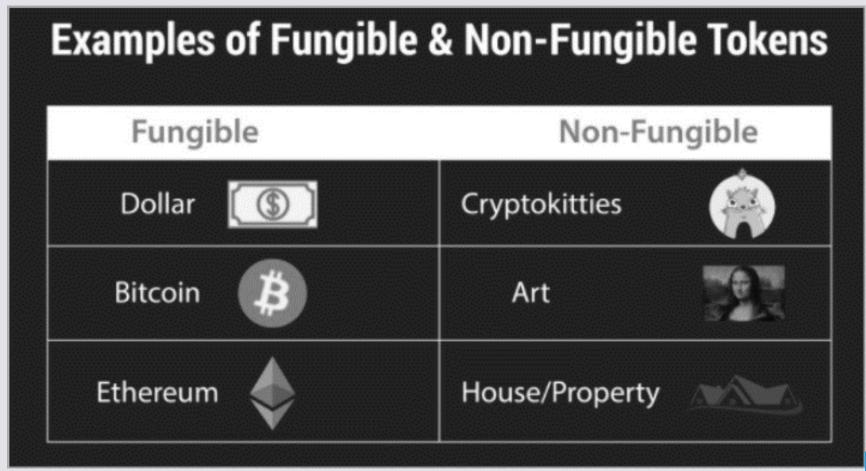


Web 3.0

read-write-trust verifiable

Web3 and NFT

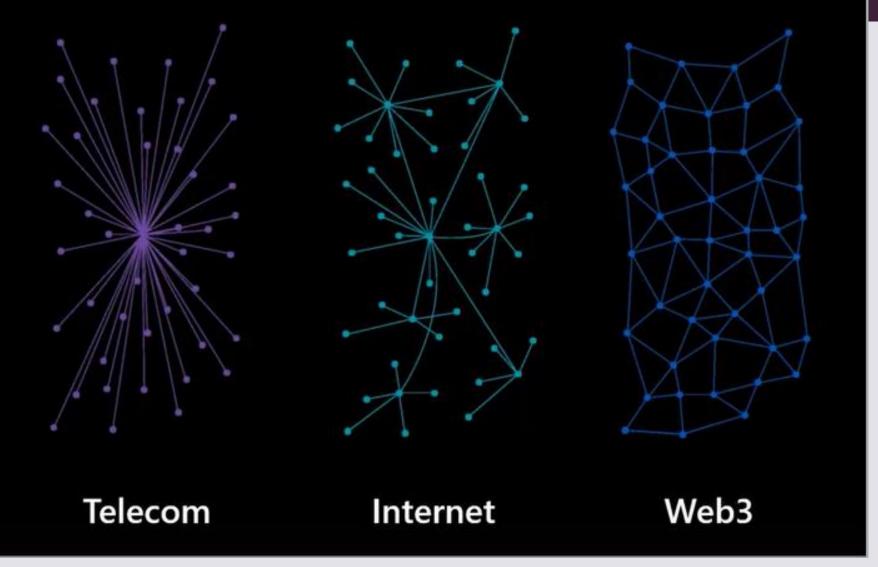
Easily exchangeable and individually unique digital assets which are held on certain blockchains, mainly Ethereum but also others such as Flow, Wax, and many others.



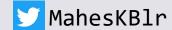


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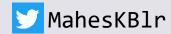
The web will be come more decentralised



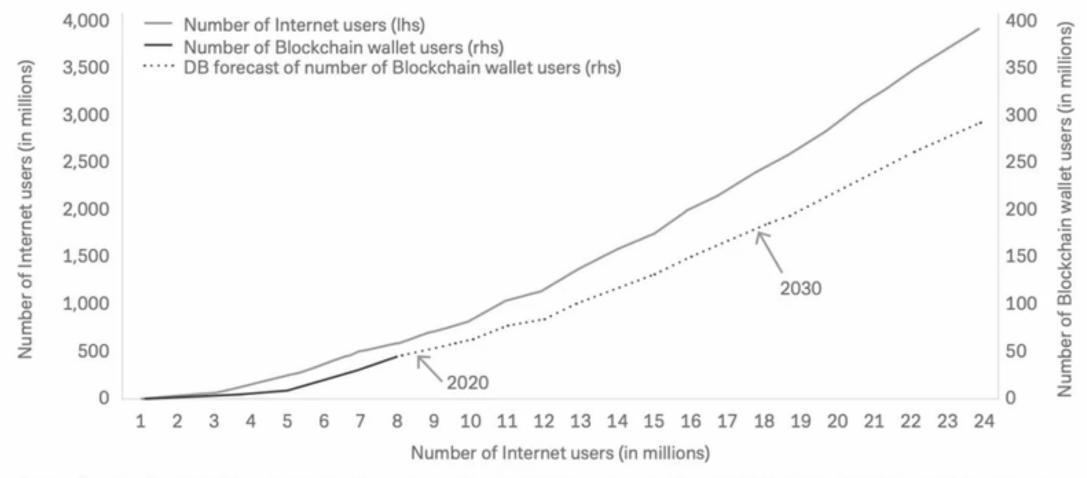




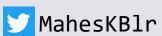




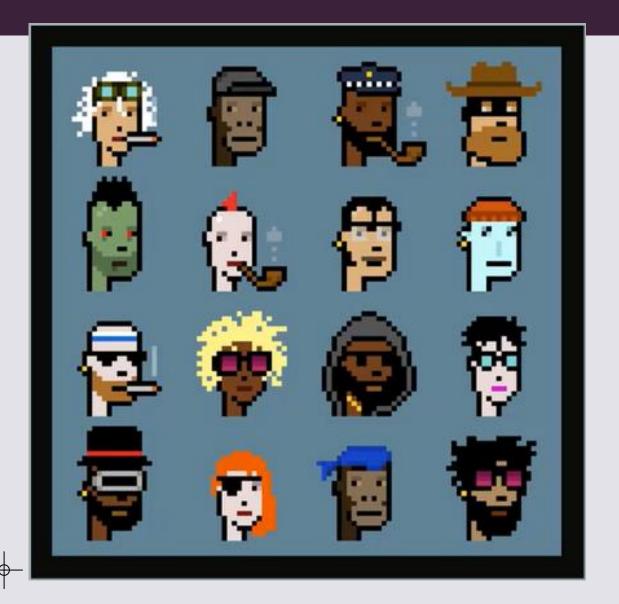
Adoption rates of cryptocurrencies and the Internet



Sources: Deutsche Bank calculations, InternetWorldStats.com, and Blockchain.com. We measured "adoption rate" by the number of users adopting the Internet and bitcoin since each went public. In this case, the Internet and bitcoin have been public for different lengths of time. The Internet has been around since the 1980s but went public in 1991. Bitcoin was launched in 2009 but it became publicly accepted in 2011. Year one for the Internet is 1991 and for bitcoin it is 2011. To forecast the number of blockchain wallet users, we applied the growth rate of the number of Internet users.

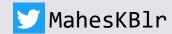


Do you want to own this one?



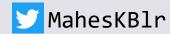


<u>Bored Ape Yacht Club</u> issued a series of NFTs on Ethereum that generated intense <u>speculation</u>



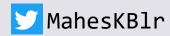




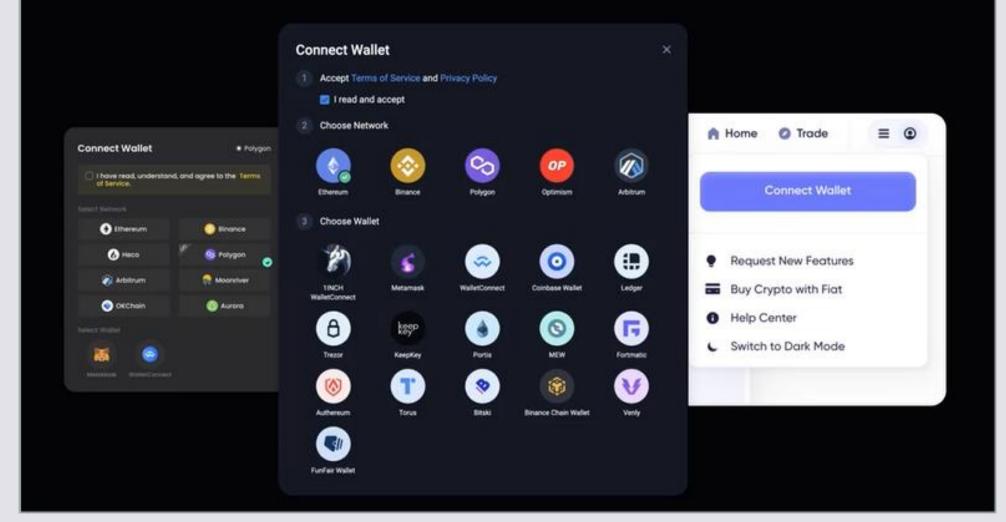


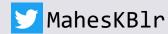
Interface for Web3?





Interface for Web3? Your wallet





What is responsible design?

Reflect

Understand the impact – intended and unintended

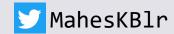
2 Respond

Mitigate the harmful impact

Rethink

Change from single solution to changing the system







SURVEILLANCE ALWAYS WATCHING



DISINFORMATION INTENTIONALLY DECEIVING



EXCLUSION LEFT OUT



ALGORHYTHMIC BIAS
SYSTEMS BREAKING



ADDICTION SINKING DEEPER



DATA CONTROL
INSATIABLE APPETITE



BAD ACTORS
TROUBLE LURKING



OUTSIZED POWER
CRUSHING THOSE BELOW

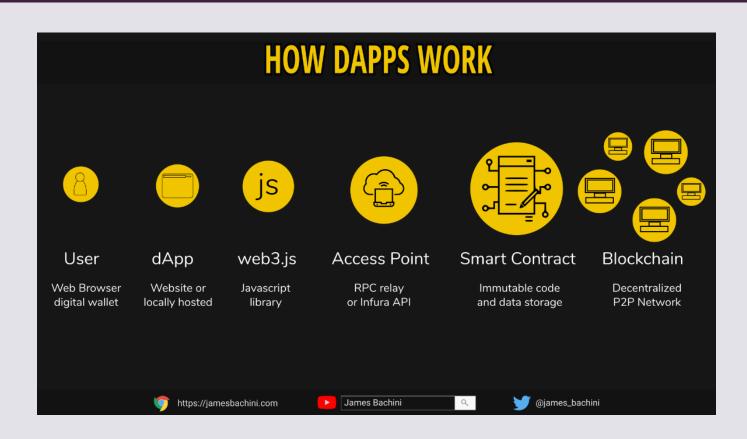


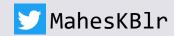
Technologies & Concepts – Blockchain

Web3 uses a stack of technologies based on decentralized <u>blockchains</u>

Distributed across thousands of computers rather than centralized servers, blockchains will enable new business and social models.

- Users own their data, identity, content and algorithms and participate as "shareholders" by owning a protocol's tokens or cryptocurrencies.
- <u>dApps</u> are stored and executed on blockchains rather than centralized servers and allow users to execute smart contracts without a single point of failure.





What is beyond Digital Art

NFTs have garnered a lot of attention in the art and entertainment world.

But with the emergence of **Web3** and the **Metaverse**, the increased consumer appetite for virtual merchandise, and the shift towards the idea of digital ownership, NFTs are expanding way beyond digital art.

We're starting to see it spread into music, entertainment, sports, and live events—and provide value and utility beyond simply a digital collectible.



Sample use case

Ensuring authenticity of products: Imagine a world where you can scan a QR code for a product you bought online and see its entire journey from manufacturing to shipping.

Real estate: NFTs can be used to transfer land deeds, provide proof of ownership, and even keep track of changes in property value over time.

Verified vehicle history: NFTs can be the auto industry's solution to misleading or altered vehicle history reports. Incorporating NFTs and blockchain technology into their vehicles means that future buyers have full transparency into the history of a vehicle and can make a more confident used car purchase.

Supply chain: NFTs can give companies the <u>ability to track their products from manufacturing</u> through shipping and delivery. This gives customers insight into what they are spending money on as well as maintaining transparency within a company's supply chain.

Ticketing: NFTs can solve issues related to fraud and paper usage for ticketing—whether that's for concerts, sporting events, or even parking passes



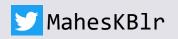


What area tokenomics?

DEFI - users are rewarded with tokens for activity (borrowing/lending), or tokens are created as synthetic versions of other existing cryptocurrencies

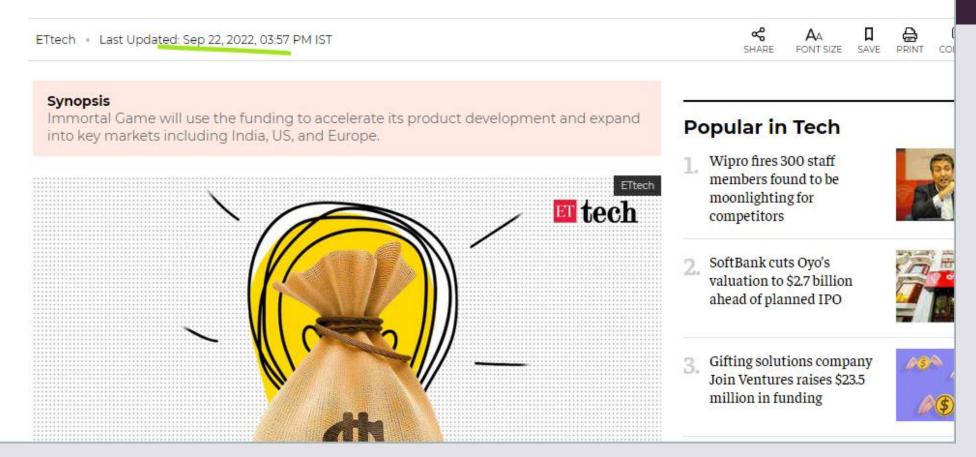
DAOs - token holders get voting rights within Decentralized Autonomous Organizations, new digital communities governed by Smart Contracts

Gaming/Metaverse - where game activity and in-game items are represented by tokens and can have exchangeable value

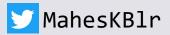




Web3 chess startup Immortal Game raises \$12 million in funding led by TCG



https://economictimes.indiatimes.com/tech/funding/web3-chess-startupimmortal-game-raises-12-million-in-funding-led-bytcg/articleshow/94374372.cms



Microsoft Cloud provides the most comprehensive set of capabilities to power metaverses that blend the physical and digital worlds

IoT capabilities enable customers to create digital twins of physical objects in the cloud; utilize Microsoft Mesh to build a shared sense of presence across devices; and use AI-powered resources to create natural interactions through speech and vision machine learning models.

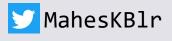
In gaming we have created community through franchises like Halo, Minecraft and Flight Simulator and will continue to invest to enable creators to build the best experiences across our platforms.

Two products recently announced that will **begin to enable metaverse experiences at scale in the enterprise** include:

Dynamics 365 Connected Spaces: Now in preview, this product provides a new perspective on the way people move and interact with nearly any space, from the retail store to the factory floor, and how they manage health and safety in a hybrid work environment.

Mesh for Microsoft Teams: This bridging of communication methods makes human presence the ultimate connection. Now, everyone in a meeting can be present without being physically present using personalized avatars and immersive spaces that can be accessed from any device, with no special equipment needed.

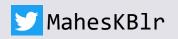
- https://aka.ms/CSIgnite21
- https://aka.ms/AAdv6cd





Web3 is attracting a lot of <u>hype</u> and <u>investment</u>, but the infrastructure remains disjointed, and it currently exists mostly as a concept. A breakthrough may lie on the other side of the hype.

- Significant widespread development, consolidation, and accessibility efforts are <u>needed</u> before the Web3 vision is realized.
- Web3 will only become a widespread phenomenon if the underlying technologies are <u>simple</u> enough for any user to adopt them without having to worry about the complexities of crypto <u>wallets</u> or the risk of NFTs being <u>stolen</u>.





challenges

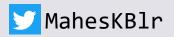
Some see Web3 as a crypto <u>rebranding</u> that will <u>centralize</u> control in different ways.

The technologies and frameworks remain <u>cumbersome</u> and susceptible to <u>fraud</u>.

Web3 technology adoption remains low as use cases continue to emerge.

Web3 is entirely reliant upon blockchain technology and cryptocurrencies will play a major role, many of the same <u>environmental</u> concerns regarding emissions from crypto mining need to be addressed. <u>Sustainability</u> will be key.

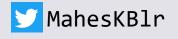




What's next

"Web3" is often used as a catchall by the media for anything related to blockchain, cryptocurrency, NFTs, and the metaverse, which includes other technologies unrelated to distributed ledgers.

Web3 concepts of decentralization, ownership, and data portability may one day form the foundations of the metaverse.





Let's discuss

Thank you