**MANAGEMENT INFORMATION SYSTEM**

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**Block Chain in Virtual Reality and Augmented Reality**

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**Block Chain in Virtual Reality and Augmented Reality**

Blockchain is a decentralized distributed community that uses several nodes to share an encrypted virtual database. Any transaction that occurs inside the community is verified, recorded, and stored in a database. Blockchain's privacy stems from the fact that it is authorized by a peer-to-peer network. The computational power for a block is distributed throughout a large network, and each network node must be able to read the blockchain. Cryptocurrency is a purely numerical or digital asset that is exchanged on a virtual marketplace. The blockchain contains all Bitcoin transaction records in their entirety Decentralizing the data entails forming small communities of alternative networked platforms led by users who own and own their personal data rather than giant companies. For its nature of permitting digital information recording and dissemination but not edition, blockchain is the core of irreversible ledgers. In numerous ways, the blockchain system reaches out to decentralized assurance and confidence.

The major emphasis of this essay is the use of blockchain in virtual reality and augmented reality. In recent days, Virtual Reality and Augmented Reality have been in the forefront of high-tech rotation. Blockchain, virtual reality, and augmented reality are three fast evolving technologies that are gaining traction in the market. [S.P.Mohanty,2020]. A number of use cases that linked Blockchain with virtual reality and augmented reality were discovered by evaluating methods of employment given in literature or available as mercantile manufacturers. Virtual reality and augmented reality are largely used in the realm of entertainment. In recent years, the existence of the mass spectrum of clients' apparatus has imitated the investigation of many different sectors. It encompasses a variety of application domains.

Various examples of similar, productive solutions that combine Blockchain with virtual reality are currently available on the market. Virtual reality has become increasingly popular in recent years, with applications in science, engineering, and other fields. As a result, it had various single implementations, including the authority to verify the existence of personal property. In the game zone, participants must register on the ledger in order to participate, and they can spend bitcoin to calculate their evidentiary sovereignty over field parcels. A virtual field for players might include a refuge zone, a company, or many administrations. Gazecoin[ Gazecoin,2020].is a one-of-a-kind Blockchain implementation that aims to investigate the problems that advertisers face in the emerging virtual reality medium. The latest virtual reality advertising approach is still positive for structured media. Because users are unable to interact with a mouse, this format is essential. Gezacoin uses a proprietary gadget to capture virtual reality eye movements, allowing it to determine how much users are paying attention to certain content. A platform-based derivative coin with the value of the underlying Blockchain. Blockchain 3D Explorer is a useful tool for teaching Blockchain to newcomers, and it's even better because it's free on all platforms that support it, including Windows, Linux, and MacOS [ VR Beta,2017]. One should be able to pinpoint the transaction in the network using this method. Artificial intelligence is expanding the timeframe in which. Pattern recognition and implementation utilizing a specified quantity of data allow for prediction and creation. Virtual reality is only a minor fraction of the realm of artificial intelligence. Artificial intelligence has a centralized behaviour in which data is structured and kept in a central location, making it a target for unwanted access and manipulation. Netflix offers a number of similar films to consumers' favourite films. Netflix's central server analyse private information and came up with this. The term "augmented reality" refers to a system that connects the actual and virtual worlds. It enables real-time interaction as well as precise 3D registration for virtual and real-time purposes [Cappasity,2020]. It differs from virtual reality in that it is dependent on the users. Improving the way the world interacts with people rather than replacing a digital environment for the real one. Augmented reality has a role in the Blockchain world. The relationship between augmented reality and NFTS is a good example to use here. Tokens that are not fungible fall outside of the scope of Blockchain-based digital assets.

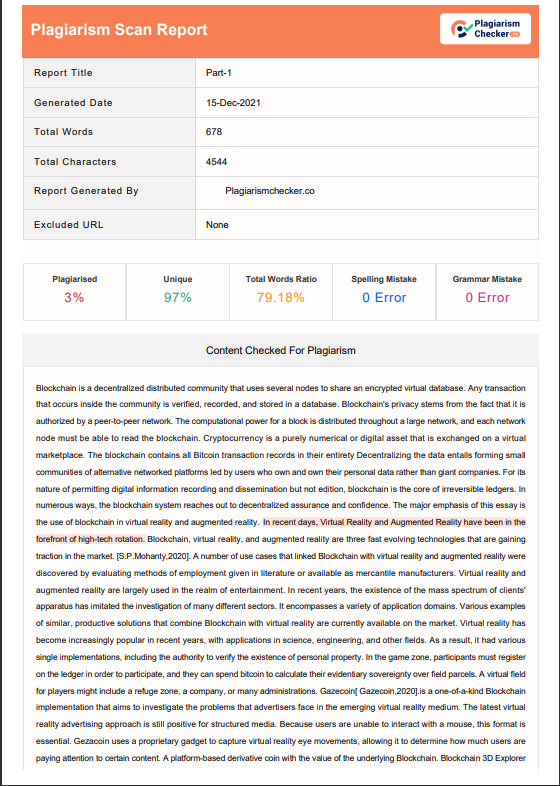
In Blockchain technology, the combined usage of virtual reality and augmented reality is a beautiful tipping point. The potential of allowing consumers access to a new experience after making a payment and purchasing tickets has been investigated using integrated technologies in the Blockchain approach. Users may engage in live events such as concerts, sporting events, and conferences using virtual reality and augmented reality. 360° videos are another example of a Blockchain-based combination platform. The monetization of virtual reality and augmented reality games is another opportunity for Leveraging the Marge of the Term. According to statistics, a free-to-play game may generate profits of more than 6.7 billion dollars. Cryptocarz is an example of a Blockchain-based game currently under development. n the e-commerce sector, the influence of virtual reality and augmented reality can be substantially greater. According to data, global e-commerce traffic was valued at $3.53 trillion in 2019, and is predicted to reach $4.9 trillion by 2022[Mike Brown,2020]. Following the attention on blockchain's use in the accepted area, it's worth noting that a number of educational institutions have begun to investigate this topic. The La pala National University (UNLP) utilizes Blockchain to verify academic performance. The widespread use of virtual reality and augmented reality technologies, as well as the spread of new implementations in various domains [J. Domingue, M. Bachler,2016]. The decentralized architecture might aid in file format standardization. As a result of the discussion's study, it can be shown that virtual reality and augmented reality are commonly adapted to Blockchain-based solutions as qualifying technologies, capable of prospering the way people engage with digital completion .

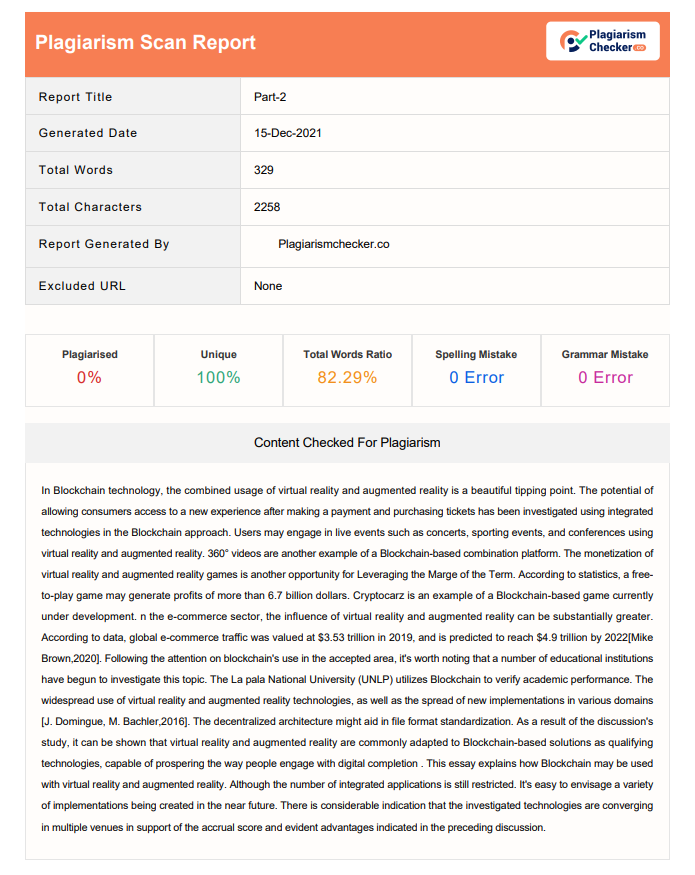
This essay explains how Blockchain may be used with virtual reality and augmented reality. Although the number of integrated applications is still restricted. It's easy to envisage a variety of implementations being created in the near future. There is considerable indication that the investigated technologies are converging in multiple venues in support of the accrual score and evident advantages indicated in the preceding discussion.

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