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Cryptocurrency

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What is Cryptocurrency?

* A cryptocurrency is a digital asset designed to work as a medium of exchange that uses strong.

History of Cryptocurrencies

* 1983: David Chaum created first Cryptographic electronic money called “E-Cash”.
  + This allowed the digital currency to be untraceable by the issuing bank, the government

Video

Types of Cryptocurrency: Bitcoin

* Bitcoin is considered an original cryptocurrency.
* Uses blockchain technology, allows users to make transparent peer-to-peer transactions.
* Only the owner of that Bitcoin can decrypt it with a “private key” that is given to each owner.
* Transaction time: 10 minutes – 1 hour

Types of Cryptocurrency: Litecoin

* Litecoin was launched in 2011 as an alternative to Bitcoin.
* Litecoin is believed to feature faster transaction times.
* The coin limit for Bitcoin is 21 million and Litecoin is 84 million.

Types of Cryptocurrency: Ethereum

* Ethereum blockchain focuses on running the programming code of any decentralized application, allowing it to be used by application developers to pay for

Types of Cryptocurrencies: Ripple

* Ripple was released in 2012 that acts as both a cryptocurrency and a digital payment network for financial transactions.
* Allows for any type of currency to be exchanged, from USD and Bitcoin to gold and EUR and connects to banks, unlike other currencies.
* Transaction time: 4 secs.

Mining and Trading

* Cryptocurrency mining itself refers to a type of validation model known as “proof-of-work”
* To be the first to solve complex mathematical equations that are essentially part of the encryption mechanism.
* First to solve receives a “block reward.” A block reward is paid out as digital tokens of the currency that’s being validated.

Mining and Trading

* Cryptocurrencies is also being traded on many exchanges.
  + Coinbase
  + BITTREX
  + Kraken
* Crypto is now on large stock websites like CNBC and Bloomsburg.

Blockchain

* A blockchain is a distributed ledger technology that forms a “chain of blocks”

Blockchain: Proof-of-work

* Because computers these days can calculate hundreds of thousands of hashes a second, a second mechanism to slow down the creation of new blocks.
* Recalculate the proof of work for all following blocks.
* Ex. Bitcoin

Questions

1. How do you think Cryptocurrencies will change the way we use “money”?
2. Do you think Cryptocurrencies and blockchain technology will replace banks? Would we want this?

Economy

* A large part of the ability of the United States to maintain its dominance in the world is down to the Dollar standard. Crypto is disrupting this.
* Collapse institutions and enforcement causing more economic activity.
* ICOs

Questions

* Will Cryptocurrencies affect our current class system? Do you think it will end poverty?

Technology and its Influence on Sports

* By: Franco Savariyar

Outline

* Technology used in professional sports and athletes
* The increased popularity of wearable technology
* The

Technology used in Professional Sports and Athletes

* The use of Social Media and Mobile Technology
  + Social media has created an all new experience for fans and athletes alike
  + For fans social media has created a whole new resource for them to get insight on players and teams
    - For example, fans use social media sites like Twitter, Reddit, and Facebook to read/watch videos about their favorite teams/players.
  + For athletes and teams, social media has given them a whole new way

Should professional athletes have any political influence?

Technology used in Professional Sports and Athletes

* Technology-assisted officiating
  + With the advancement of technology, the way the game has been played has changed also.
  + The use of replays and multiple camera angles, games are officiated more accurately.
  + For example, FIFA and World Cup are now utilizing goal line technology to determine immediately if the ball has crossed over the line.
* Wearable Technologies Influence on Sports
  + Professional athletes and teams alike are now turning to wearable technology to monitor performances.
  + The MLS is using small sensors to detect a player’s movement and heartbeat to determine if they are healthy and safe.
  + The Euro league has also turned towards sensors and player tracking to determine

Future of technology in Sports

* Virtual Reality
  + It can be used for multiple of different sports and it become a versatile tool for all athletes.
  + Athletes are less likely to get injured using the technology
* Use of AI
  + It can help coaches and teams analyze mistakes and improve plays faster than humans.
  + Helps to automate evaluations of current roster and potential player change.

Drawbacks of Technology in Sports

* There is a small possibility of error even when using new technology.
* It can cause unnecessary delay of the game.
* It could be expensive for some athletes and teams to afford expensive equipment.

Will the advancement of technology be good overall for sports?

E-Sports

* A multiplayer video game played competitively for spectators, typically by professional gamers
* With the growing popularity of Twitch and gaming channels on YouTube. More people are considering professional gamers as a career choice.
* This has caused a lot of companies to create leagues and tournaments.

What does this mean for the new generations of parents and how they deal with kids who play video games?