**BLOCKCHAIN GAMING & METAVERSE**

INTRODUCTION

The gaming industry is constantly evolving, with the emergence of new technologies driving innovation and engagement. One such technology is blockchain, which offers unique opportunities for enhancing gameplay, ownership, and economies within virtual environments. Concurrently, the concept of the metaverse, a collective virtual shared space, is gaining traction, promising immersive experiences and interconnected worlds. This case study proposal aims to investigate the integration of blockchain technology within gaming and the metaverse, exploring its potential impact on user experience, ownership, and economy.

**RECENT DEVELOPMENTS**

**The Sandbox** The Sandbox is a decentralized virtual gaming world where players can create, own, and monetize their gaming experiences using non-fungible tokens (NFTs) and the SAND cryptocurrency. It offers a platform for user-generated content creation, including game worlds, assets, and experiences.

**NVIDIA Omniverse** a metaverse solution in the traditional sense. Instead, it is a platform that facilitates collaborative 3D design and simulation across different industries, including architecture, engineering, film, and gaming. However, elements of Omniverse can contribute to the development and realization of components within a metaverse.

Ubisoft Quartz could be a platform that utilizes blockchain technology to establish ownership and authenticity of digital assets within Ubisoft games. This could involve the use of non-fungible tokens (NFTs) to represent in-game items, collectibles, or other virtual assets.

