

Embracing Disruption: What blockchains mean for the game industry

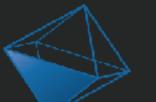
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What to Expect

- Basic introduction to blockchains
- Why they are relevant to the game industry
- Discussion of existing projects











(this is the hard bit)





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Block 51

Proof of work: 0000009857vvv

Previous block: 000000432qrza1

> Transacton lk54lfvx

> Transacton 09345w1d

Transacton vc4232v32

Block 52

Proof of work: 000000zzxvzx5

Previous block: 0000009857vvv

> Transacton dd5g31bm

> Transacton 22qsx987

> Transacton 001hk009

Block 53

Proof of work: 000000090b41bx

Previous block: 000000zzxvzx5

> Transacton 94lxcv14

Transacton abb7bxxq

Transacton 34oiu98a

Block 54

Proof of work: 000000jjl93xq49

Previous block: 00000090b41bx

> Transacton 555lbj4j12

Transacton bn24xa0201

Alice -> Bob





Features of a Blockchain

- Decentralised: no single point of failure or control
- Transparent
- Pseudo anonymous
- Immutable
- Permissionless (censorship resistant)
- Persistent





















ethereum.org





(this is the good bit)

Games?









Introducing Blockchain Tokens

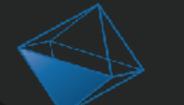
- Blockchain based asset that can be created, owned, transferred and destroyed
- Can represent anything we can think of, e.g. money or shares
- Token creation is transparent
- Only the token owner can control their token
- Ethereum has a standard token model. And unicorns.











Cryptoproperty

- Tokens can represent ownership of **any** property, e.g. magic swords, trading cards, skins, e-sports merchandise, digital Nike trainers, limited edition soundtracks...
- Tokens confer a right of ownership players own their cryptoproperty, forever
- Developers/stores no longer manage who owns virtual property
- Cryptoproperty can be recognised by any platform without requiring a central authority
- Issuance is transparent, so is provably fair.
- Tokens are (usually) transferrable, i.e. can be traded









Benefits of Cryptoproperty

- Cryptoproperty can be pre-sold as a form of crowdfunding
- Tradable on secondary markets without fraud risk
- Usable across products and even sectors, by anyone
- True digital scarcity (with optional provenance)
- Enable investing in cryptoproperty
- Enable multiple new business models







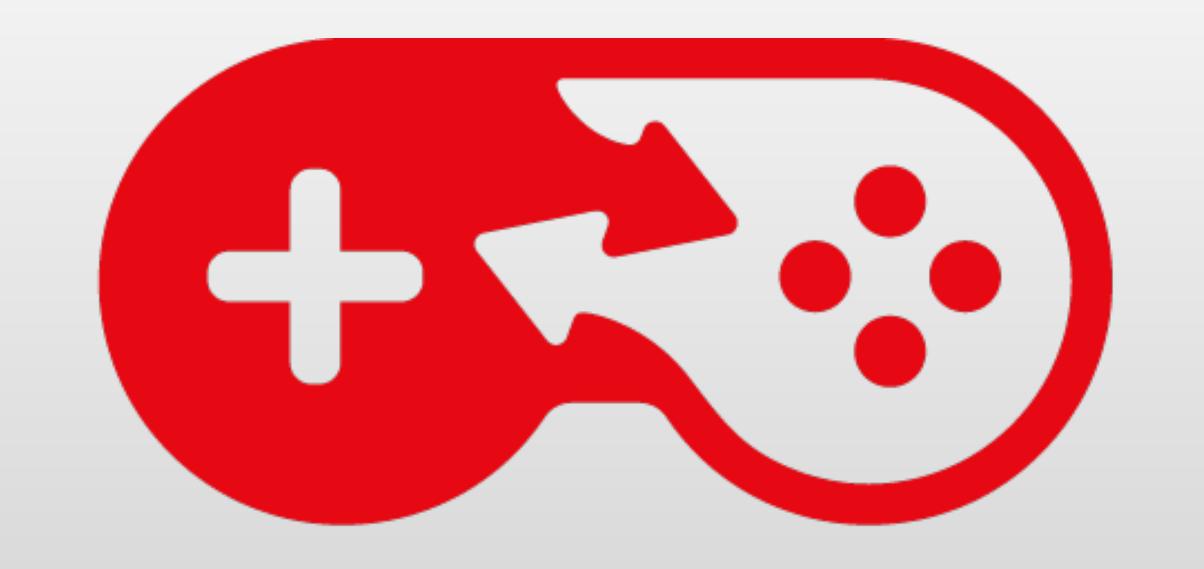


Cryptocurrency

- Issue cryptocurrency for your game just another token!
- The currency can be used in lots of games, not just yours
- Business model can be built around the currency
- + All the other benefits of tokens
- Legal considerations







OWNAGE







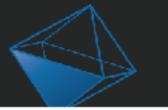
Imagine...

- You're watching a CS:GO tournament on Twitch and your favourite team have a new set of skins.
- You can buy the official replica skins from within Twitch, but only during the tournament.
- The actual skins in use in the match are up for auction throughout the tournament
- You can provably own the very knife used by the tournament MVP
- The tournament winners receive exclusive 1-of-a-kind winner skins
- You can trade the skins at any time after the tournament









State of the Industry

(early days)





















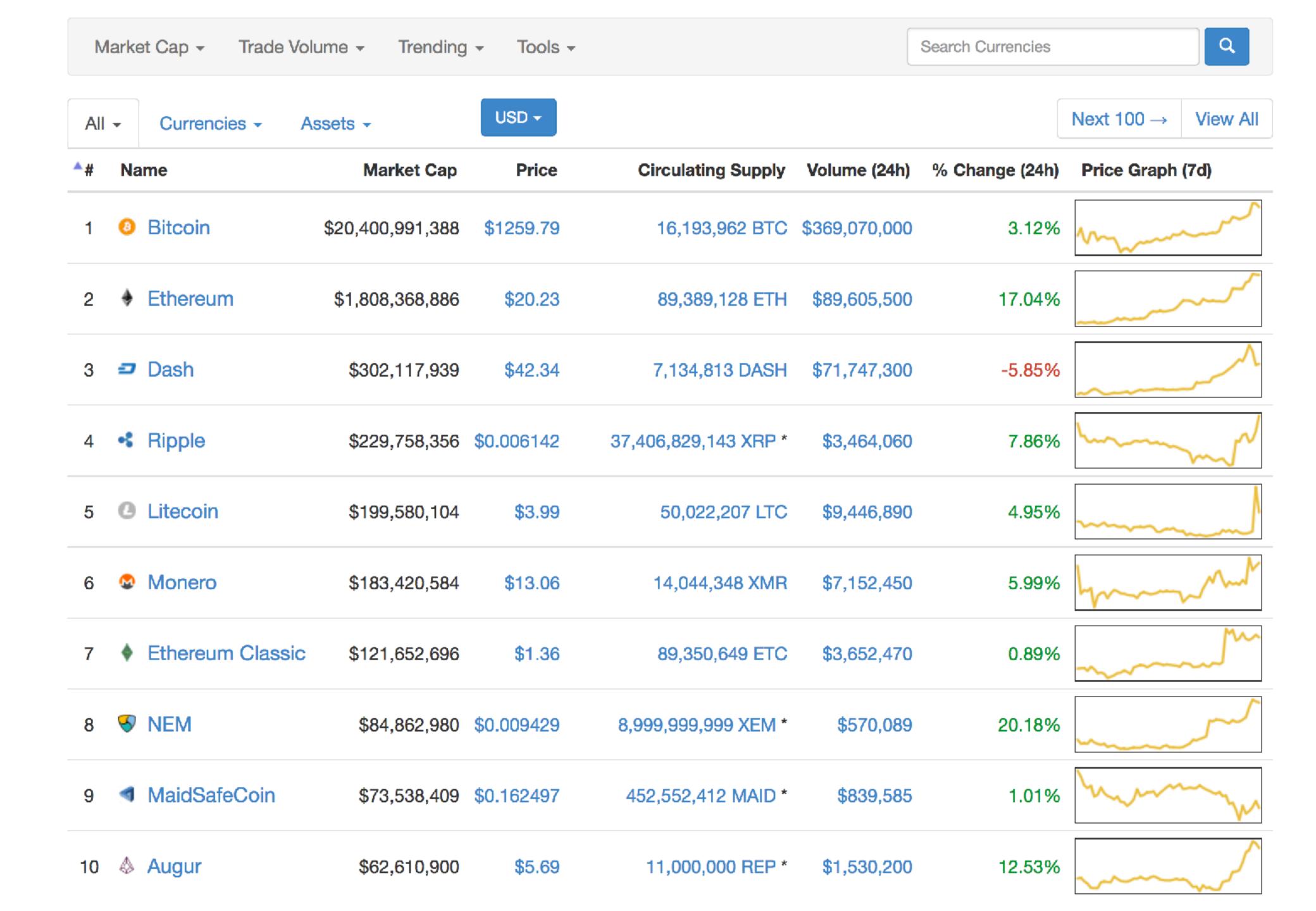


Decentralized eSports Platform Based on Smart Contracts.



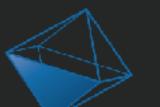


COLONY









Summary

- Blockchains have immense disruptive power
- Virtual property could be replaced by cryptoproperty
- Blockchain assets can be used by third party projects
- Early adopters will take the risk but reap the benefit
- Judge blockchains on their promise, not their present









Questions?

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