



Syllabus: Game-Changing Tech: Mastering Blockc



Justification

The Game-Changing Tech: Mastering Blockchain course addresses various interests and societal needs, aligning with regional technological advancements. The integration of blockchain technologies can catalyse innovative projects and start-ups.

Research indicates a growing business inclination towards using blockchain for enhanced transparency, security, governance, and marketing campaigns, especially within the sports industry.

The global interest in crypto-related jobs, as per the State of Crypto Index by a16zcrypto, remains consistently high.

This course is socially imperative, as it aims to train specialists to be capable of implementing blockchain solutions across diverse aspects of the sports industry and offer integrated technological solutions.

≡ Objectives

≡ Skills

≡ Criteria for participation and approval

STRUCTURE

≡ Module 1. Money to Crypto: A Journey through Money History and Introduction to Blockchain Technology

≡ Module 2. Cryptocurrency in Practice: From Types of Assets and Wallets to Crypto Exchanges and Tradi

≡ Module 3. Web3 Unveiled: Exploring the World of Non-fungible Tokens, Metaverses, and Games on Blockc

≡ Module 4. Future of Decentralized Economies: DAOs, Blockchain Startups and Career Opportunities

Objectives

Objectives of the course

General objective

The overarching goal of the Game-Changing Tech: Mastering Blockchain course is to foster an understanding of blockchain technologies and explore their practical applications in everyday life and professional contexts.

Upon completion, students will gain:

- 1** Fundamental knowledge of blockchain technologies and their versatile applications.
 - 2** A capacity to venture into the crypto industry and gain hands-on experience.
 - 3** Skills for the secure utilisation of blockchain technology tools.
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This competency extends to understanding the integration of blockchain technologies into various industries and business systems. By the course's conclusion, students will be adept at selecting optimal blockchain solutions for specific tasks and will have familiarity with real-world blockchain projects, particularly within the sports industry.

Specific objectives

- **Specific objective 1:** gain knowledge about blockchain and cryptocurrencies, the working mechanisms of bitcoin and ethereum.
- **Specific objective 2:** master the tools of blockchain technologies.
- **Specific objective 3:** get a basic overview of the crypto industry.
- **Specific objective 4:** get acquainted with real examples of the implementation of blockchain tools in business.

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Skills

The skills we hope you will develop throughout this course are:

General skills

- 1** **Group and collaborative work:** the ability to work with colleagues in order to accomplish shared goals and to achieve the synergy typical of a high performance group.
- 2** **The capacity of analysis/reflection:** the capacity to methodically examine the different aspects of a certain reality or situation and to carry out an assessment of that situation.
- 3** **Creativity and innovative, knowledge-based solutions:** the capacity to find alternative solutions to existing problems based on formal knowledge.

Specific skills

- **Specific skill 1:** secure use of blockchain tools, including crypto wallet, DEX and CEX, ability to verify transactions and store seed phrase correctly.
- **Specific skill 2:** knowledge of real blockchain application cases, which in the future can inspire blockchain tools in your own business.

- **Specific skill 3:** knowledge of crypto industry players and understanding of their activities.
- **Specific skill 4:** understanding how to create NFTs, how to avoid scams, and what GameFi and game assets are.

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Criteria for participation and approval

Participation criteria

During the month of course, the student is expected to:

- Browse the multimedia contents of each of the modules that make up the course.
- Solve the evaluations assigned in each module.
- Carry out the proposed activities, whether group or individual.
- Take the final exam.

Approval criteria

For the approval of the course, the student is required to complete the (4) proposed activities in the course and pass the final exam. The student must obtain a final score of 70% or more. This grade will be the average between the activities and the final exam.

CONTINUE

Lesson 4 of 7

Module 1. Money to Crypto: A Journey through Money History and Introduction to Blockchain Technology

CONTINUE

Lesson 5 of 7

Module 2. Cryptocurrency in Practice: From Types of Assets and Wallets to Crypto Exchanges and Tradi

CONTINUE

Lesson 6 of 7

Module 3. Web3 Unveiled: Exploring the World of Non-fungible Tokens, Metaverses, and Games on Blockc

CONTINUE

Lesson 7 of 7

Module 4. Future of Decentralized Economies: DAOs, Blockchain Startups and Career Opportunities

CONTINUE