COMPUTER SCIENCE TRIPOS Part II – 2016 – Paper 8

7 E-Commerce (JAL)

(*a*) Define *fungibility* in the context of an online game currency.   [5 marks]

(*b*) Discuss the advantages and disadvantages of making an online game currency fungible.   [5 marks]

(*c*) Discuss the management of the game's internal economy.   [5 marks]

(*d*) What are some advantages or disadvantages of using block chain technology to implement online game currencies?   [5 marks]