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]