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 blockchain technology to implement online game currencies?  [5 marks]