

# A World in Flow

How tokenization unlocks  
The liquidity of the  
world's wealth

By May S.



# Introduction

- Significant changes from the past : **Internet, Banking and Technology**

# The Evolution of Internet

## Once upon a time....

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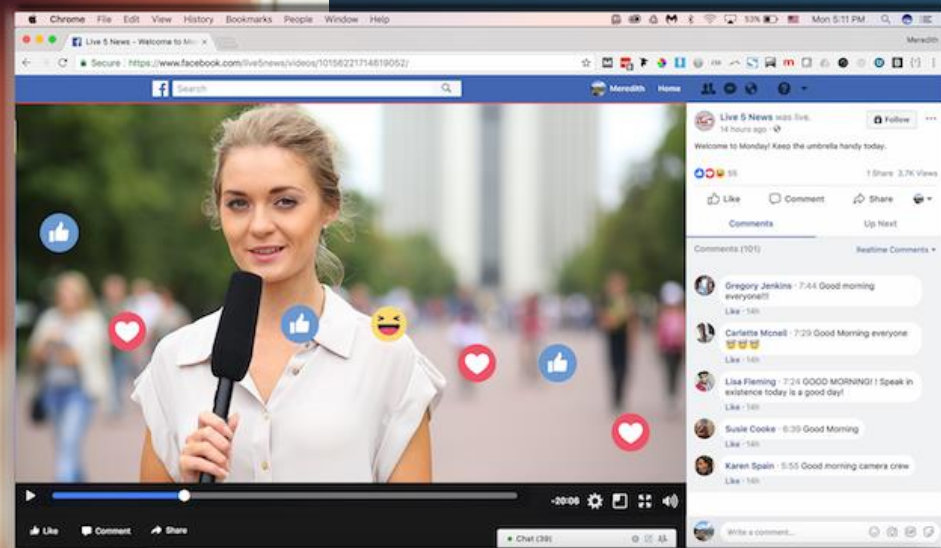
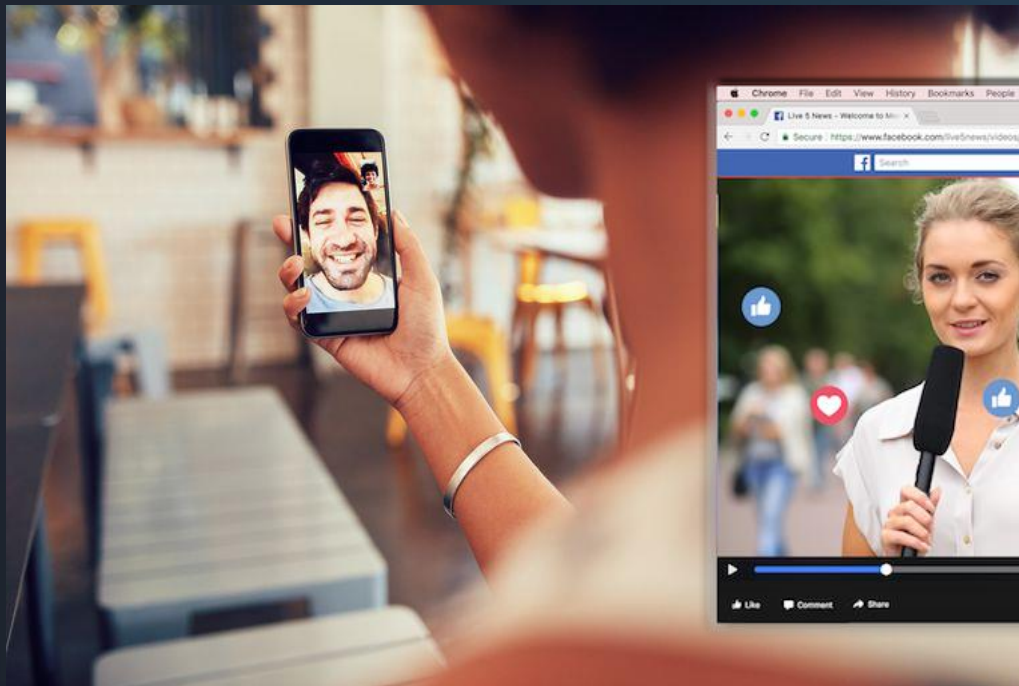
Welcome! Next meetups: https://indiewebcamp.com/events/2015-08-26-homebrew-webside-club Brighton, Gothenburg, Malmö, Portland, SF! And https://indiewebcamp.com/events/2015-08-27-homebrew-webside-club
14:52:33 tbrb With the slack-like projects out there I can see that being a possibility, yeah.
14:53:26 << benward (~benward@2691:18e:c200:9b08:75df:ad02:398c:1478) has quit (Remote host closed the connection)
14:57:11 << shiflett (~shiflett@128.177.172.2) has quit (Quit: My Mac has gone to sleep. ZZZzzz...)
14:58:02 Loqi [Bdip] @mx04n sehe gerade, der link ist mit angehängtem „disqus_thread“. der webmention wird zwar registriert, aber nicht abgefragt.
| (http://twtr.io/13AN9XjYKoQ)
14:59:01 --> glennjones (~glennjones@cpcl8-brig15-2-0-cust225.3-3-cable.virginm.net) has joined #indiewebcamp
14:59:11 @aaropk I'm also getting really tempted to build myself a replacement for my weechat+IRC usage
14:59:27 @aaropk will probably end up rebuilding Monocle to become that
14:59:29 << fourtonfish (~fourtonfish@64.20.183.12) has quit (Quit: fourtonfish)
15:00:27 kylew since y'all were talking about showing notes in reverse chronological order, i find myself increasingly frustrated that twitter isn't like that
15:00:42 kylew i often have to scroll down to the beginning of a conversation and then scroll up to read the whole thing
15:00:49 << leafseige1 (~webuser@indiewebcamp.com) has quit (Quit: Slack user timed out)
15:01:02 cleverdevil have you looked at https://github.com/sdelements/lets-chat
15:01:19 kylew oh sorry, I mean chronological order (like IRC, unlike blogs)
15:02:40 @aaropk haven't seen that one, looks like http://www.mattermost.org/ or https://rocket.chat/
15:03:42 tbrb I've seen a few of them. Right now it would look like rocket.chat is probably in the lead, though each have their own benefits
15:03:57 tbrb I like that mattermost is written in Go
15:04:26 @aaropk I'm not talking about making a chat server tho, what I'm picturing is more like tweetdeck but can connect to multiple different kinds of sources
15:06:26 @aaropk maybe my goal for tonight's HWC should be to do a writeup of this
15:06:30 @aaropk similar to http://aaron.pk/04_x2#replacing-my-use-of-irc
15:08:00 sparverius oh man that's what i've been missing
15:08:19 sparverius i pipe my stuff into an email account
15:12:06 @aaropk yeah, seems like everyone has made some sort of solution for this
15:14:52 << mlncn (~quassel@50.250.6.142) has quit (Ping timeout: 244 seconds)
15:15:27 --> cuibonobo (~cuibonobo@50-167-231-91.hsd1.ga.comcast.net) has joined #indiewebcamp
15:16:00 << KevinMarks (~KevinMarks@67-164-14-200.hsd1.ca.comcast.net) has quit (Ping timeout: 255 seconds)
15:16:29 << KevinMarks (~yaoic@2607:f950:227c:2ae2:a68f:7823:467a:3a0d) has joined #indiewebcamp
15:17:58 << KevinMarks (~yaoic@67-164-14-200.hsd1.ca.comcast.net) has quit (Ping timeout: 244 seconds)
15:21:50 @aaropk++
15:21:53 Loqi aaronpk has 944 karma
15:22:51 @aaropk strange that every solution is using existing infrastructure. i kind of wonder if using email as transport or bridge is just the best way to do it as far as simplicity goes
15:34:29 << cuibonobo (~cuibonobo@50-167-231-91.hsd1.ga.comcast.net) has quit (Ping timeout: 244 seconds)
15:43:03 leafseige aaronpk: something like http://www.alternion.com ? (but with irc too)
15:43:10 --> cuibonobo (~cuibonobo@50-167-231-91.hsd1.ga.comcast.net) has joined #indiewebcamp
15:43:53 --> shiflett (~shiflett@71-196-154-222.hsd1.co.comcast.net) has joined #indiewebcamp
[17:34] [57] [irc/freenode] 2:#indiewebcamp(+cnt)[133] -MORE(66)- [H: 43(9), 10(6,5), 13(2), 4(17,7), 33(3,3), 1(2), 23, 3, 36(3), 37, 11(6), 31(3), 53(3), 12, 42(2), 8, 25]
@aaropk(1) ]
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@aaropk
@tantek
..._6a68
..._number5_
afrogeek
ann
arlen
bear
ben_thatmustbene
```



# The present day...



# The “Disruption”

- Perceptions towards the word “**Disruption**”
- The “**Pain**” and The “**Gain**”
- The bigger the “**Disruption**” at an institutional level the better the outcome - Large institutions are well equipped with the fundings, the professionals and the infrastructures to bring forward the advancement of a new technology.

# Difference between Tokenization and Money

- Where does “**Money**” comes from?
- Value of an asset as a currency
- Blockchain-based Tokenized Assets
- Characteristic of Tokenized/Digitized Assets:

**Immutability | Security | Transparency | Traceability**

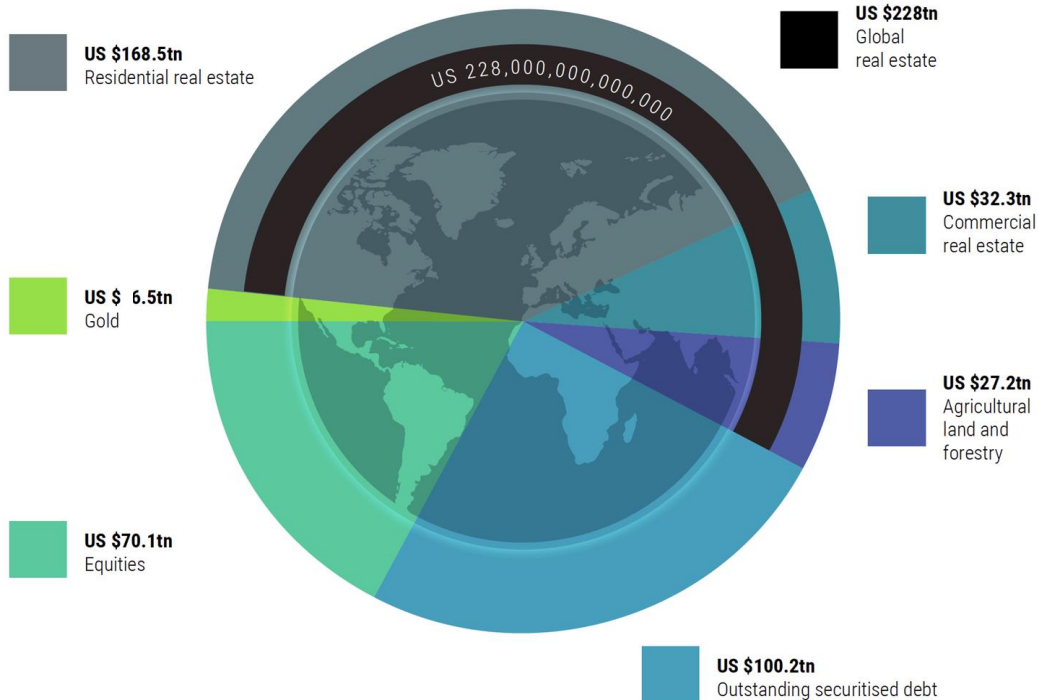
# What is Tokenization?

“ Tokenization is a way to digitized real assets so that they can be transferred or traded **transparently**, **securely** and **efficiently** on a digital platform”

The global economy is undergoing a digital transformation, but digital transformation isn't about “Internet Revolution.” It's about using the latest technology to do what you already do – **but better and more efficient.**

How much is The World worth?





Source: <http://www.mcguire.com/blog/2017/04/savills-world-worth/>

**Real Estate : US\$ 228 TN**

**Outstanding  
securitized  
debts : US\$ 100.2 TN**

**Equities : US\$ 70.1 TN**

**Gold : US\$ 6.5 TN**

TN = Trillion

## Global Agriculture Micronutrients Market Value

By Application, 2017 (US\$ Mn)



**3,618.2**

(US\$ Mn)

**Soil**

XX.X  
Foliar

XX.X  
Fertigation

XX.X  
Seed  
Treatment

XX.X  
Others

CAGR of **8.3%**  
(2017-2024)



Source: Persistence Market Research, 2018

# Disruptive Potential : Unlocking the Value

- **Unlocking the value of illiquid assets**  
(Traditionally illiquid assets will become more liquid, unlocking valuable opportunities to every individuals globally)
- **Liquidity creates volume, volume creates market price**  
(When valuable opportunities are unlocked, it'll boost trading volume to create a more liquid and efficiently-priced market)



<https://www.treehugger.com>



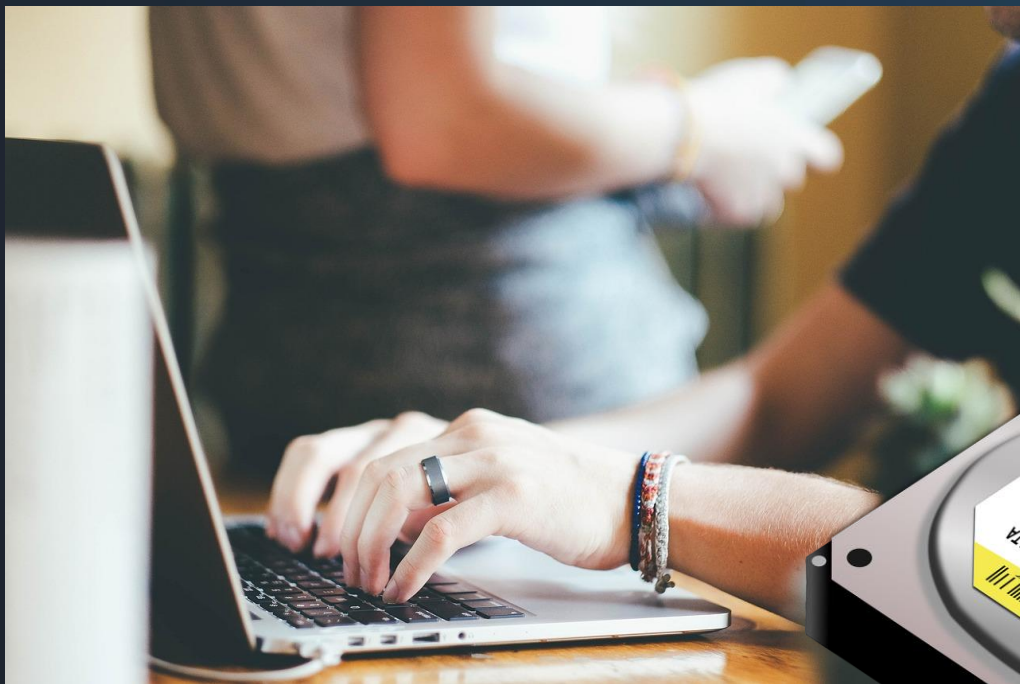
<https://www.lifegate.com>











# A Brave New Tokenized World

- **A Real Sharing Economy** : taking away intermediaries, presenting a real peer-to-peer ecosystem
- **Ownership without Geographical Restriction** : creating possibilities to own assets located anywhere in the world
- **Security** : transactions recorded on a blockchain are secured through cryptography
- **Equality & Democratize** : enabling an equal chance for every individuals to participate in exclusive opportunities
- **Diversification** : providing a wider range of opportunities for individuals to managed their investment and risk profile more proficiently



## Where we are now

- **Technology infrastructures are in place**  
(From the age of Internet to the new era of Blockchain)
- **Acceptance from government around the world**  
(Switzerland, Japan, Gibraltar, Malta, Singapore, etc)
- **G20's positive perceptions towards Cryptocurrencies**



Christine Lagarde head of the IMF calls for regulation for cryptos

Admitting **cryptocurrencies** could transform the way the world banks, Ms Lagarde said they must first "earn the confidence and support of consumers and authorities."

# IMF chief calls for cryptocurrency regulation

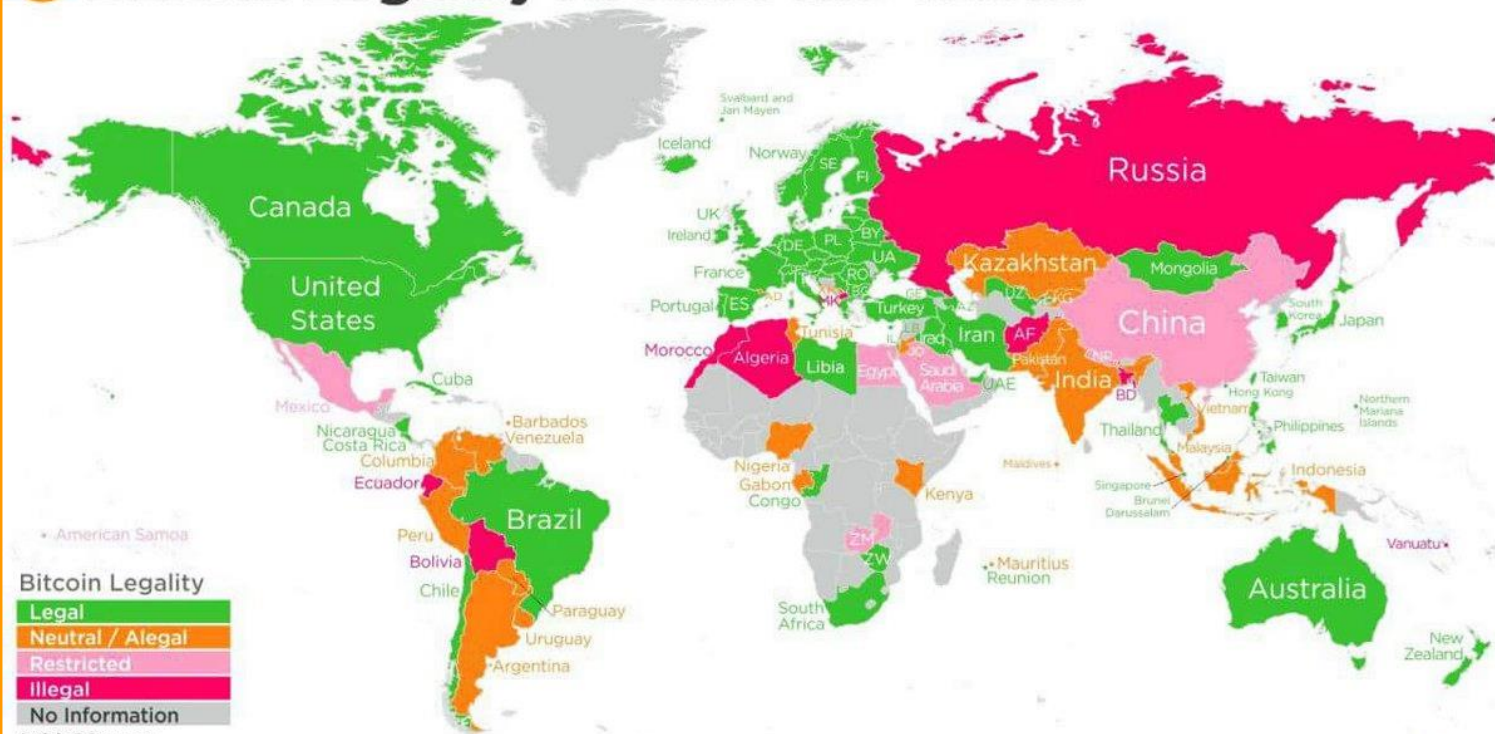


*“We will not ban,  
but regulate the  
market.” - G20*

Argentina's Secretary of Treasury Nicolas Dujovne is applauded as he arrives for the official photo at the G20 Meeting of Finance Ministers in Buenos Aires, Argentina, March 19, 2018. REUTERS/Marcos Brindicci



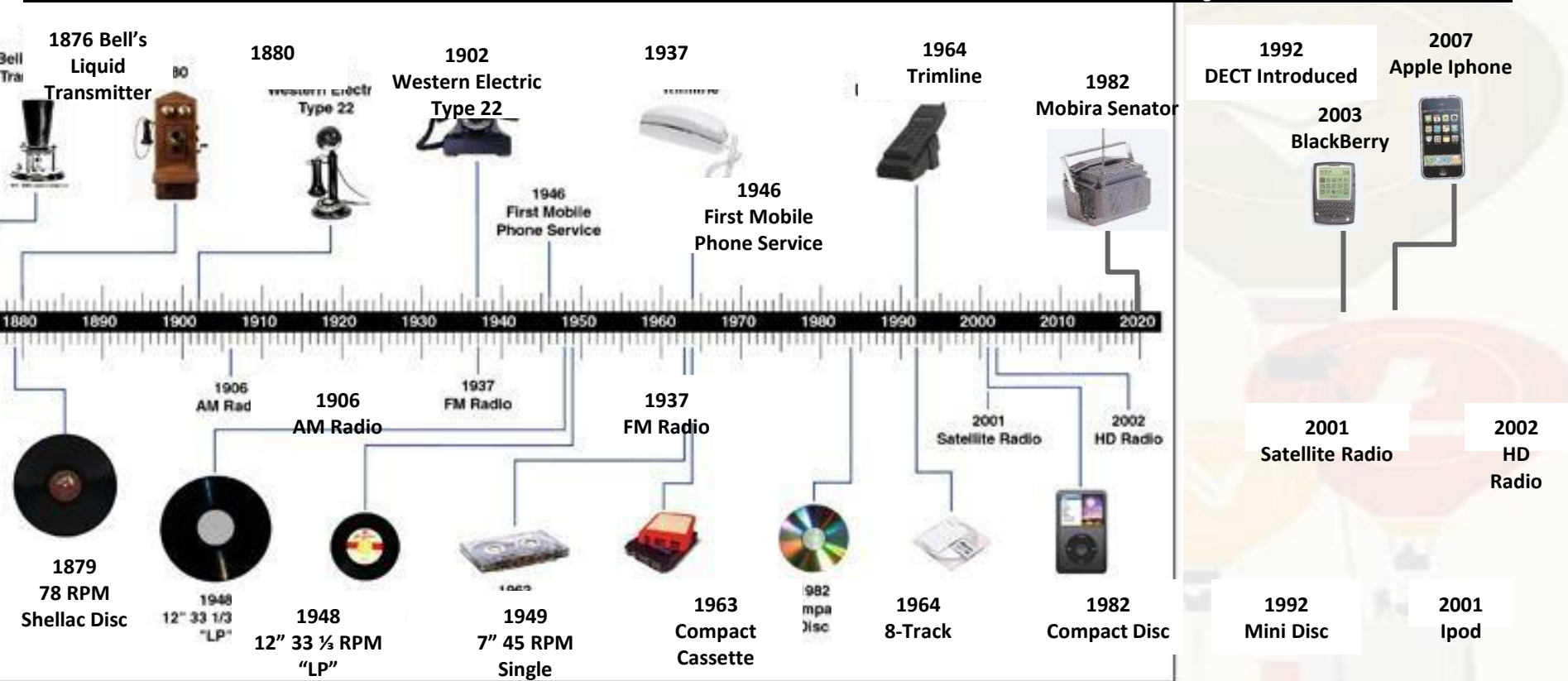
# Bitcoin Legality Around the World



howmuch.net

**Thank you!**

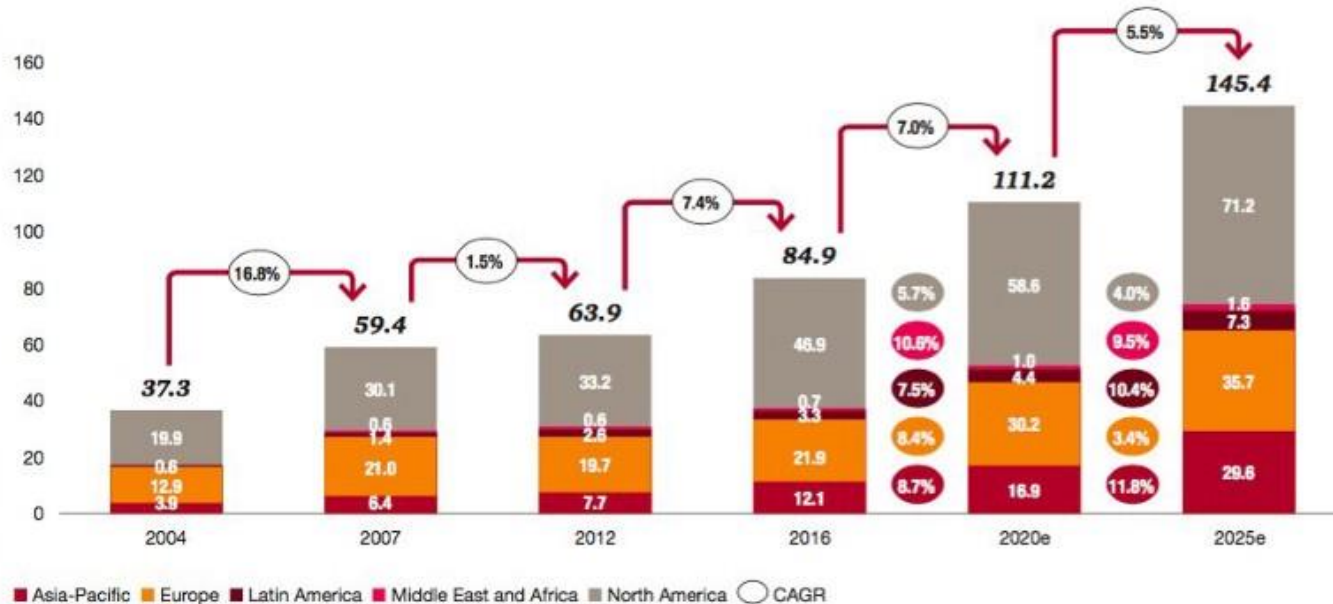
# Evolution Of Audio in Entertainment Vs Telephone







# Global Assets Under Management (AUM) reached \$84.9 trillion in 2016 and are predicted to hit \$145.4 trillion in 2025



Sources: PwC Market Research Centre analysis. Past data based on Lipper, ICI, EFAMA, City UK, Hedge Fund Research and Preqin

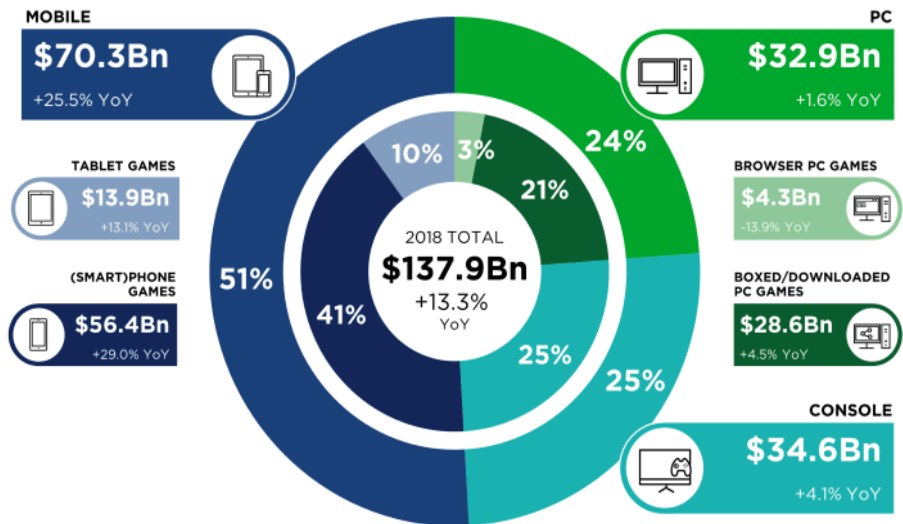




# 2018 GLOBAL GAMES MARKET

PER DEVICE & SEGMENT WITH YEAR-ON-YEAR GROWTH RATES

©2018 Newzoo



Source: ©Newzoo | April 2018 Quarterly Update | Global Games Market Report  
newzoo.com/globalgamesreport



In 2018, mobile games  
will generate

## \$70.3Bn

or **51%** of the global  
market.

**newzoo**

