

AR

Augmented Reality: interactive experience which overlays the real world with computer-generated content, blending them seamlessly, enhancing user's perspective of reality



ATH

All-Time High: highest price reached by an asset over its entire history. Often used in crypto and NFTs markets. Opposite of ATL



ATL

All-Time Low: lowest price reached by an asset over its entire history. Often used in crypto and NFTs markets, opposite of ATH



BC

Blockchain: DLT based on nodes and blocks, maintained across different computers, often linked in a P2P network. One such systems is cryptocurrency transactions



BTC

Bitcoin: decentralized digital currency with its own P2P network. Invented in 2008 by unknown individual/s (Satoshi Nakamoti) in their white paper. First CC in market capitalization



CC

Cryptocurrency: digital currency in which transactions are verified and records maintained by a decentralized system using cryptography, rather than by a centralized authority



CeFi

Centralized Finance: opposite to DeFi, financial system in which few authorities (e.g. banks, government) control transactions. It is the traditional banking system



CEX

Centralized Exchange: in crypto, transactions of assets facilitated by a thid-party platform privately managed by a central organization. In contrast with DEX



DAO

Decentralized Autonomous Organization: modern version of a club. Group of people with similar interests make decisions without a central authority and executed via smart contracts on blockchains



DAPP

Decentralized Application: digital program that run on a blockchain (or a P2P network of computers) and is not under the direct control of a single authority or organization



DeFi

Decentralized Finance: new financial instruments without middle men (e.g. banks, exchanges), powered by blockchain. Opposite of CeFi



DEX

Decentralized Exchange: a transaction in a P2P marketplace where buyers and sellers connect. In contrast with CEX, all private keys stay within user's hands and, lacking a central form of control, all transactions are done through smart contracts



DLT

Distributed Ledger Technology: information database shared across a network of computers and where data are updated by the users rather than a central figure. The blockchain technology is one of such DLTs



ERC20

Ethereum Request for Commitment 20: the standard for fungible tokens under the Ethereum blockchain. It allows for many different smart contracts



ETH

Ethereum: decentralized, open-source blockchain with its own cryptocurrency (Ether). It has smart contract functionalities and it's the second most used CC



FOMO

Fear Of Missing Out: the constant sensation that something exciting or important is happening while you are busy doing something else. A common term in Web2 and Web3 lingo



GAS

Gas Fee: the transaction fee incurred in ETH blockchain network when exchanging assets. They are used as a form of payment with the regards to miners, who secure and verify the transactions happening in the network



ICO

Initial Coin Offering: crypto version of an Initial Public Offering. Investors buy ICO from new business or startups to fund (or crowdfund) their initial expenses



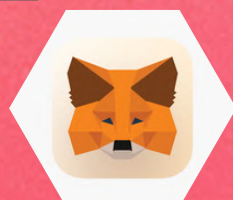
IRL

In Real Life: slang acronym used on discord, twitter and in videogames to refer to the real (non-digital) world. It is gaining even more popularity now as a result of how assets and activities are becoming more and more virtual



MM

MetaMask: software that allows for the creation and management of crypto wallets in Ethereum blockchains



MR

Mixed Reality: an experience where a virtual computer-generated world is merged with the real one. It is often used as a synonym of Augmented Reality



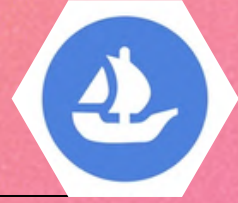
NFT

Non-Fungible Token: unique digital object whose ownership, trades, and history is recorded on blockchain



OS

OpenSea: the first web3.0 marketplace for NFTs and crypto collectibles. Users can browse, create, buy, sell, and auction NFTs



PFP

Profile Picture: while in web2.0 a PFP would mean solely the photo chosen to represent your social profile, in web3.0 it is almost an extension of your digital persona



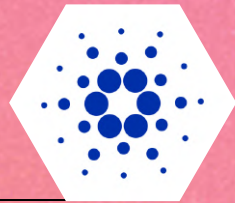
POAP

Proof Of Attendance Protocol: NFT badges given out after attending an event. In a way, they can be used to understand someone's experiences in and knowledges of the web3.0 world



PoS

Proof-of-Stake: given that blockchain are decentralized, PoS can be a validation on the truthfulness of a transaction. With this method, CC owners stake their coins and create their own validator nodes



PoW

Proof-of-Work: given that blockchain are decentralized, PoW can be a validation on the truthfulness of a transaction. With this method, miners compete to solve complex problems in order to acquire part of said BC. High energy consumption



P2P

Peer-to-Peer: in general, the connection between 2 devices through the internet. In the crypto-world, the direct exchange of some asset, such as a digital currency, between individual parties without the involvement of a central authority



VR

Virtual Reality: Simulated 3D experience where the user feel part of the computer-generated environment. In order to take part into this 360° virtual world, VR headsets are required, possibly in pair with a controller



Web1

Web 1.0: the first stage of the internet where a few creators would make content that many users would later read (with no further interaction from their side)



Web2

Web 2.0: current state of the internet, where users can interact with creators (mostly bigger organizations or brands) or amongst themselves



Web3

Web 3.0: the new "era" of internet based on decentralization, blockchain technologies and token-based economies. While web1 was static (read-only) and web2 dynamic (read-write), web3 is based on the concept of read-write-own



WAGMI

We're All Gonna Make It: mantra of the web 3.0 communities, meaning that, through web 3.0 communities, anyone - especially common people - can actually become part of this new world



XR

Extended Reality: a macro-term that refers to any experiences where digital components modify reality. Examples are AR, VR, MR



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