Cryptocurrency Training Design Document

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| **Business Purpose** | This 1-day course introduces learners to cryptocurrency investment strategies and use. The purpose of this course is to train prospective investors, with limited knowledge, on the purpose, function, and use of cryptocurrency and other blockchain technology, prior to investing. This training is ideal for investors wish to invest but need a stronger knowledge base. |
| **Target Audience**  | The primary target audience is prospective investors who wish to diversify their current investment portfolios by learning about digital currency, the blockchain, and how to invest in this technology.  |
| **Training Time**  | 45-minute eLearning course |
| **Training Recommendation**  | This eLearning is an introductory course for beginners. Due to the technical nature of the content, provided are real-world examples and interactivity to keep engagement. This module is a pre-requisite to more advanced modules including “How to Invest in Cryptocurrency on an Online Exchange.” The prospective investor should preview the tabbed glossary terms prior to viewing the entire eLearning course to familiarize themselves with the vocabulary. There is a glossary tab available throughout the training for reference. |
| **Deliverables** | * One (1) storyboard outlining the Exploring the Blockchain Introductory training course
* One (1) audio eLearning module, developed in Articulate Storyline with voiceover narration, tabbed menu, and glossary.
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| **Learning Objectives** | • Define the purpose and use of cryptocurrency and the blockchain• Identify types of blockchain technology based on their use cases • Compare cryptocurrency storage options• Recognize best tax options based on digital currency utilization |
| **Training Outline** | **Introduction*** Welcome
* Navigation
* Course Overview
* Objectives

**Topic: Cryptocurrency and the Blockchain** * Defining the Block
	+ Explanation of what a block/singular transaction is
* Defining the Blockchain
	+ Explanation of multiple transactions through the blockchain and cryptocurrency
	+ Video depicting the blockchain.
	+ Knowledge Check: Cryptocurrency and blockchain matching drag-and -drop

**Topic: Varieties of Digital Currency (tabs)*** Digital Currency Tab Triggers Slide
	+ Scene: Five (5) Cryptocurrency Types
	+ Select each of the five (5) topics to reveal information/definitions:
		- Bitcoin—the first form of digital currency
		- Ethereum—second to bitcoin in market capital
		- Cardano—enables peer to peer transactions
		- XRP—transactional currency designed for global banks
		- Dogecoin—meme coin no intrinsic value

**Topic: Use Cases for Digital Currency** * + Three images showing three use cases in action
		- Purchase—consumers use to purchase goods and services
		- Gaming—earn crypto as alternative to earning gaming points
		- Metaverse—acquisition of avatars or virtual land
	+ Each summarized under photo
	+ Knowledge check: Types of cryptocurrency and use cases matching drag-and-drop

**Topic: Facilitating the Purchase of Cryptocurrency (tabs)*** + Components to purchases
	+ Four (4) hotspot triggers with image and audio.
		- Exchanges—online purchases of digital currency
		- Wallets—storage options of digital currency
		- Taxes—tax laws regarding crypto accounts
		- NFTs—art, music, game purchases on the blockchain

**Assessment*** + - Five multiple choice questions before conclusion slide. All assessments allow for two attempts and provide feedback and score

**Conclusion: Why Consider Digital Currency as an Asset** **(Slow reveal of each sliding overlay trigger over motion graphic)*** + Viable option for investors to create and build wealth
	+ Seen by investors as the currency of the future
	+ A value that has yet to be determined
	+ Speculative nature of the tokens makes it a commodity
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| **Assessment Plan**  | 80% passing on e-learning post module assessment. Learner has two opportunities to attempt each question with feedback for each question. |
| **Evaluation of Success** | * Two (2) knowledge checks presented during the presentation to check learners understanding.
* Post-Assessment at the end of the presentation with five (5) questions to determine learners overall understanding of the entire course.
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