



Blockchain Development Boot Camp

3 Days Classroom Session | 3 Days Live Online

Overview

The popular media is saturated with stories about Bitcoin, but it's the underlying blockchain technology that allows Bitcoin and other cryptocurrencies to work. Even outside of cryptocurrency applications, blockchain is a broad disruptor with far-reaching implications for many areas of business. Distributed trust, guaranteed authentication combined with un-hackable anonymity – the ability to leverage use cases with these and other blockchain capabilities is powerful.

Most exciting is the fact that Blockchain is an accessible technology you can leverage and use in your own organization. Early adopters can gain a significant competitive advantage. In a world where digital transformation is the common goal, blockchain applications are core enablers.

Guided by a senior expert, this blockchain course explains in detail how blockchain can be applied to real-world applications, products, and business processes. Day one establishes detailed real-world literacy on blockchain, where it is going, and how it can be used. It demystifies blockchain technology and helps you understand the use cases, challenges, and roadmap of blockchain. Day two is a detailed workshop day on applied corporate strategy for stakeholders in organizations who wish to navigate the practical aspects of actually incorporating blockchain into applications and use cases. You will take a deeper look into blockchain technology, and will focus on understanding business and technology requirements. The final day is comprised of hands-on lab work for those with some development experience to get practical engineering skills using blockchain themselves.

Who should attend

This blockchain course is for those that have experience with developing applications or building software architecture. Some titles that would find this course useful include:

- Software Developers
- Engineers
- IT and Engineering Consultants
- Solutions Architect
- IT operations staff