	ALC: N	·			
	nturion	School: Campus:			
Cent		Academic Year: Subject Name: Subject Code:			
UNIV Shaping Live Empowering	ERSITY rex g Communities	Semester: Program:	Branch:	Specialization:	
	Date: Classroom Learning				
	(Learning by Listening and Observations)				
Nan	ne of	f the ToPic: Boarded Ap	e Collection		
<u>Lea</u>	<u>rnin</u>	g Outcome:			
Con	cepts	s learned (Mention 2/3 pr	inciples):		
Base	ed on t	the classwork, the principal conce	epts I have learned include:		
1.		undamental concept of a "Profile of built on blockchain technology.	` <i>'</i>	on as a social and cultural status	
2.		omplete architecture of how the large 10,000 unique, algorithmically		·	
3.		naracteristics of an NFT project the nercial rights, and a community go	• • • •	art, including exclusive access,	
New	tech	niques learned:			
Addit	ionally,	, I have acquired new knowledge ir	n the following areas:		
1.		chniques for verifying the authenticity of an NFT by checking its contract address on a blockchain plorer like Etherscan to ensure it is from the official, verified smart contract.			
2.		ocedures for understanding the token-gating mechanism, where ownership of a specific NFT (like red Ape) acts as a key to access exclusive online and real-world experiences.			
3.	-	The process of how IPFS (InterPlanetary File System) is used to store the immutable artwork and trai metadata for each token, separate from the on-chain token itself.			

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* Related Project/Practice work experienced and learned:

During the practice sessions of the lab work, I engaged in and developed proficiency with programs and simulations in the following areas:

- 1. Analyzing the official BAYC smart contract on Etherscan to understand functions like mint, transfer, and tokenOfOwnerByIndex.
- 2. Writing a simple Web3.js script to connect to the Ethereum blockchain and query all NFTs held by a specific wallet address.
- 3. Simulating a trait-based rarity scoring system by parsing the IPFS-hosted metadata for a set of tokens.
- 4. Creating a basic mock-up of a token-gated website that checks for BAYC ownership before granting access.

* New Software/Machine/Tool/Equipment/Experiment learned:

During the lab session, I used **Etherscan** to analyze the BAYC smart contract, **MetaMask** to simulate wallet interactions, **Pinata** for IPFS storage simulations, and **Alchemy** or **Infura** as blockchain node providers to query on-chain data efficiently.

* Application of concept(s) (preferably real life scenario):

- 1. **Digital Identity and Community:** Ownership of a Bored Ape NFT serves as a digital identity, granting membership to an exclusive online community (the "Yacht Club") and signaling status.
- **2. Intellectual Property and Licensing:** The commercial rights granted to owners allow them to create and sell derivative products based on their specific Ape, demonstrating a new model for IP licensing.
- 3. **Phygital Experiences:** The blockchain-based proof of ownership is used to grant access to real-world (physical) events, such as the ApeFest party, merging digital assets with tangible benefits.

* Case Studies/Examples:

- 1. **Brand Partnerships:** Adidas partnered with BAYC, incorporating their NFTs into its "Into the Metaverse" campaign, showing how traditional brands leverage established NFT communities for marketing.
- **2. Media Expansion:** The owners of BAYC, Yuga Labs, used the project's success and treasury to fund and launch new projects like ApeCoin (\$APE) and the Otherside metaverse, creating an entire ecosystem.
- 3. **Commercial Utilization:** Famous owners like Jimmy Fallon and Snoop Dogg use their Bored Apes as their verified social media profile pictures, showcasing its role as a verifiable digital status symbol.

Assessment: Signature of the Student:

Marks Obtained: / 10 Name: PN Archana

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