

## Mini Project #2 Extra Credit- Debanjali Saha

In this Dashboard, I have taken up Art Gobblers NFT which is a part of the Ethereum blockchain. Art Gobblers has been compared to other top collections of its kind and analyzed with several other measures like sales and tokens.

game can't be balanced by giving items fixed prices in Goo. Instead, a mechanism called VRGDA automatically adjusts prices over time to target a desired issuance schedule, adjusting prices up when sales are ahead of schedule, and down when sales are behind schedule.

The initial (free) Gobbler mint consists of 2,000 fully animated Gobblers. Over the next 10 years, players will spend Goo to mint 8,000 more Gobblers using VRGDA. Issuance is relatively fast at first to bootstrap growth, but slows and eventually stops to preserve exclusivity.

These systems can lead to some interesting gameplay, as players must decide when to trade Goo for Gobblers, changing the VRGDA price for everyone else. Legendary Gobblers, Goo-boosting 1/1s that can only be obtained by burning huge numbers of regular Gobblers, encourage large-scale collaboration.



### → Ratio of Art Gobblers Traded Tokens vs Minted Art Gobblers

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59.2

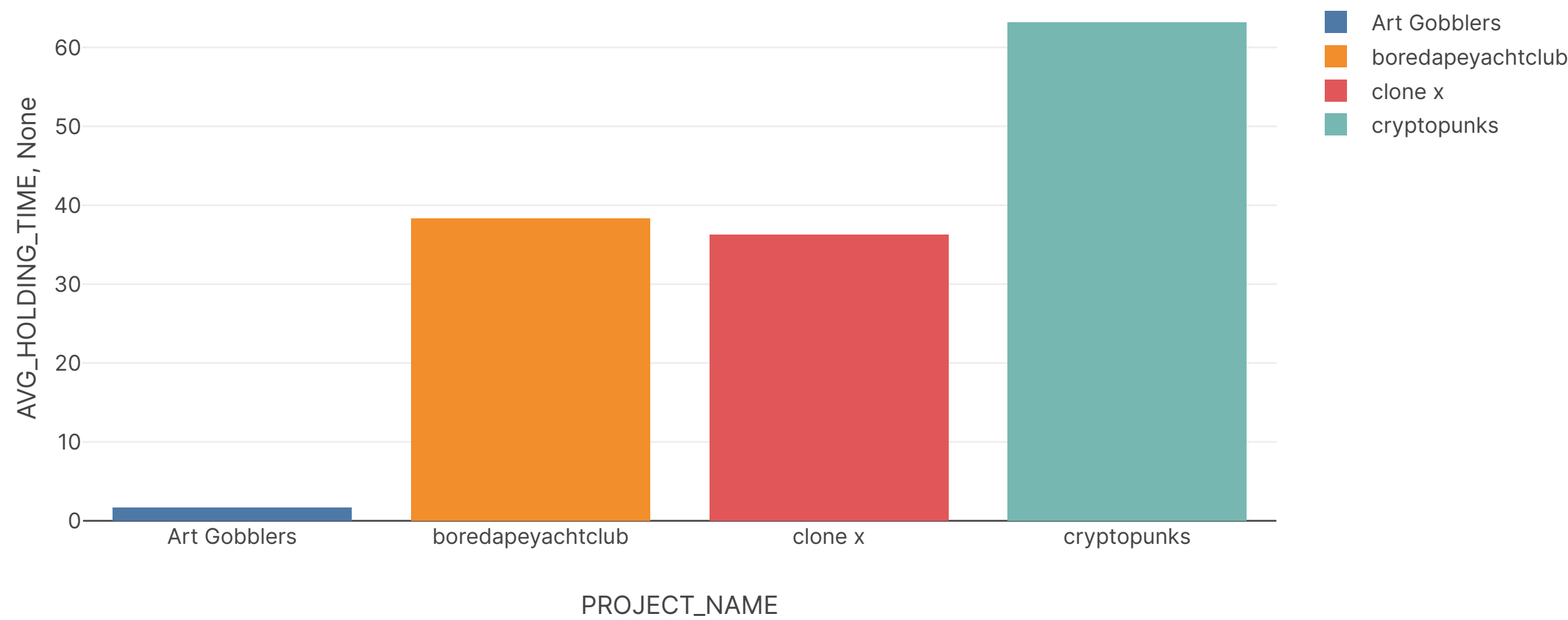
This measure shows that about 60% of all minted art gobblers have been traded.

Minting in NFT means publishing a created token on the blockchain to make it purchasable.

This means that of all art gobbler tokens published on the ethereum chain, 60% have been sold. This is a high number, as compared to other such NFT projects.

### → Average Holding Time of Tokens (after purchasing, before selling)

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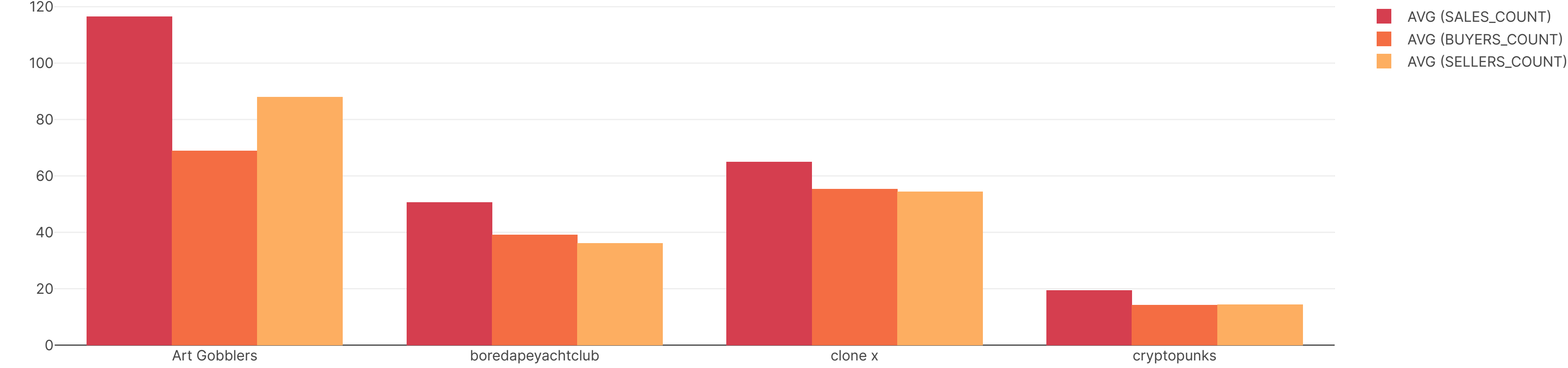
It can be seen from this bar plot comparing Art Gobblers with other 3 top projects of it's kind that, the Average Holding Time for each token after a purchase and before it is resold is minimum for Art Gobblers and is indeed extremely less as compared to others.

The average holding time for a token is about 1.7 days for Art Gobbler tokens, while it is 63.2 days which is about 2 months.

This means that Art Gobbler tokens resell at a very high speed as compared to other art NFTs of similar type.

### → Average Number of Sales, Active Buyers and Sellers in a Day

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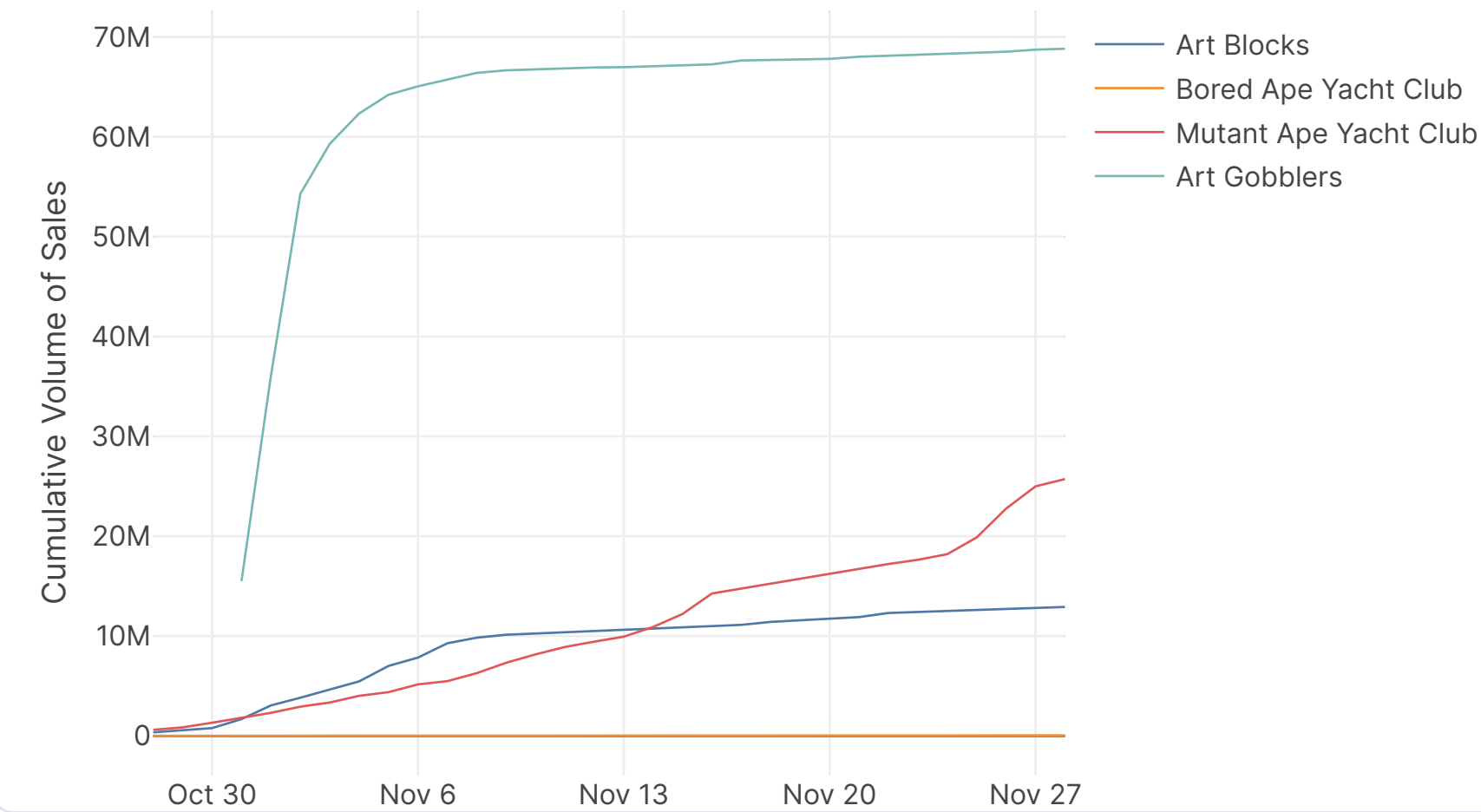
This visual describes the count of average sales per day, number of active buyers per day and number of active sellers per day for Art Gobblers and the 3 other similar NFT projects used in the previous visualization.

It can be seen that Art Gobblers tops the chart in all 3 measures, hence it can be concluded as being the busiest and most actively sought NFT project in the art domain.

Moreover, average number of sellers in a day are greater than average number of buyers in a day for Art Gobblers.

### → Cumulative Volume of Sales

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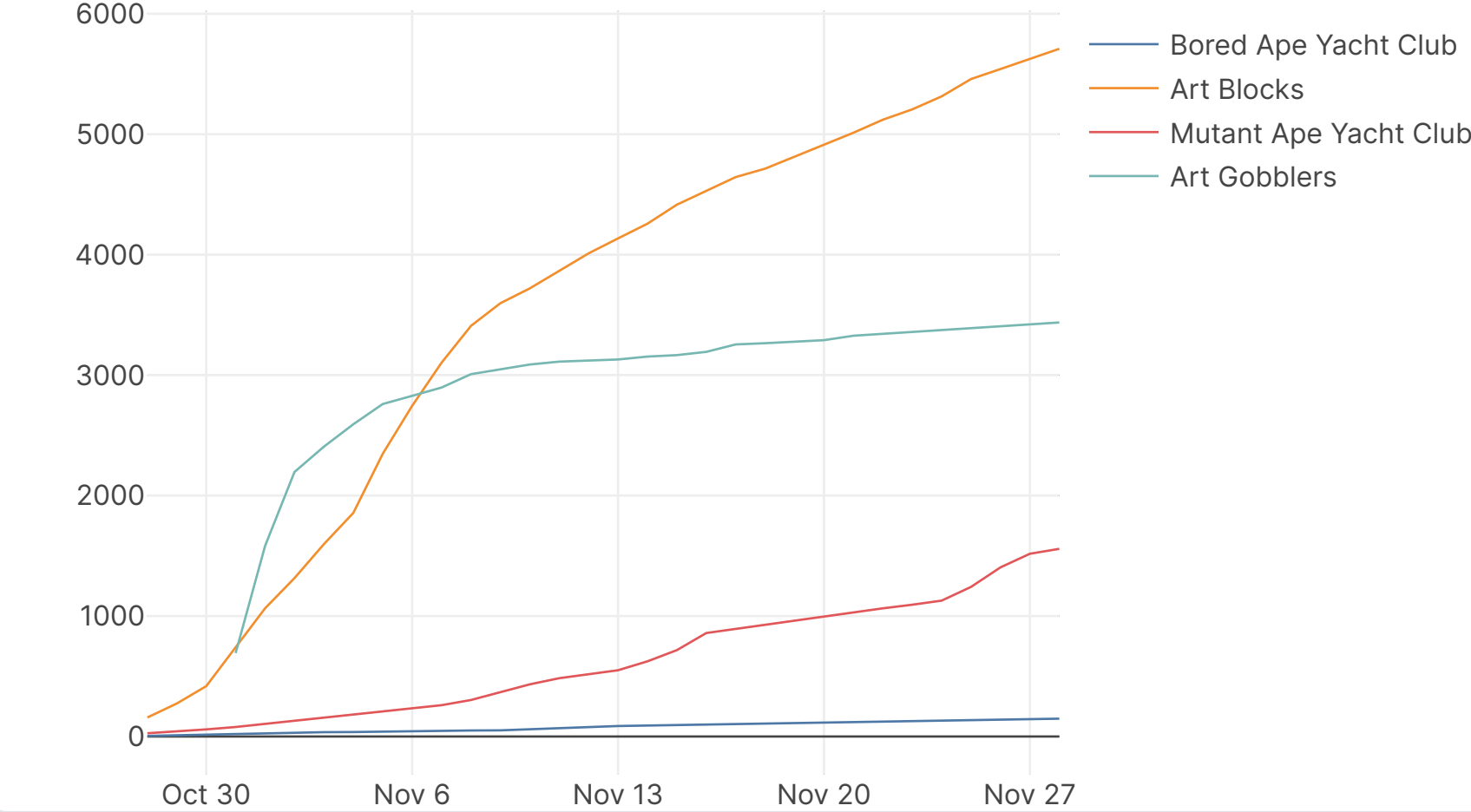


This line graph describes how Art Gobbler's sales took off from October 31st (the day it was launched) and was far greater in number than the other top 3 NFTs of the same kind.

There was a steep rise from October 31st to November 1st as can be seen from its line graph.

### → Cumulative Number of Sales

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The cumulative number of sales follows a similar trend but is lesser than Art blocks NFT project.

On November 6th, Art blocks and Art Gobblers were both at about 2800 but post that Art blocks has taken over the others by a huge margin and a steep rise.