

Title: NFT marketplace musing

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A lot of the hope for improved fortunes seems to circulate around the idea that Gamestop are on the verge of announcing an NFT market place.

Expectations for this seem to range from the sublime to the ridiculous with little in between, but not much seems to sit in the middle.

Personally I find the idea that it would just sell NFTs that correspond to things like digital art a bit underwhelming. This use of NFTs seems a bit flash in the pan and nonsensical.

Another idea is that Gamestop are going to launch a full on financial revolution with an alternative stock market based on NFTs. This seems far fetched to me.

However, what seems to me to be the most obvious and exciting use of NFTs doesn't seem to get a mention is games.

Valve were a relatively small developer and publisher when they launched Steam, yet it quickly became the premier digital distribution platform. Obviously the big players are moving towards a subscription model, but there will still be a place for a marketplace to buy games. Gamestop could build a marketplace where games could be traded, it could even solve the issue of greedy publishers and devs bitching about not getting a cut of used game sales.

Could this become a reality?