

Title: GameStop's leverage in the NFT space:

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Outside of NFT's incorporated into video games for skins and whatnot, GameStop also has the ability to get LICENSED content. ThinkGeek (owned by GameStop) has/had a lot of exclusive licensed collectibles.

I think NFTs are cool as an art source, but I also think the space could easily become oversaturated by the flood of random creators. Where I think the real leverage GameStop specifically has would be in the official licenses that people care a lot about.

Can you imagine Pokemon NFTs? or Pokemon Card NFTs? Official, collectible, licensed Pokemon NFTs? That would be huge, and I believe GameStop in-particular has the means to make that happen, exclusively in their marketplace.