

Title: Question about Microsoft buying Activision - and how Gamestop and NFTs fit into that picture

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So a major part of Microsoft's gaming business model appears to be their monthly Game Pass, which is a subscription based service that allows players to play a wide selection of games for a lower cost than purchasing each one separately.

And it would appear that this is one path forward for the gaming industry. Sort of like Netflix, Hulu and others have done with movies.

But at the same time, developments in cryptocurrencies and NFTs (non-fungible tokens) seem to offer the promise of actual ownership -- not just of games (in this instance) but of nearly everything. And it would appear (based on some evidence and speculation) that Gamestop is moving to become part of some NFT marketplace

So how do we reconcile these two seemingly opposing futures?

Does gaming move toward players not owning anything they play -- like we mostly have with music and movies? Or does it move toward owning it all?

How does GME's future fit in all of this?

Apologies, I don't really understand this stuff