

Title: "NFTs in gaming. A lot of gamers are scared. This idea can change that!"

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Sat down last night and did some real thinking of how this can all scale out to EVERY single gamer in the world and the only way I see this happening is that EVERY gaming company needs to come together for once in their lives and all make a statement saying that NFTs in video-games benefits the player more than it benefits the gaming company. Please read and hear me out, I may be all over the place with writing this but please bear with me as I'm not a writer at all and this is my first big post I've ever written in my life.

Gamers are upset over NFTs and that's something we need to understand that is happening right now. A lot of these game companies over the years have really been gouging us for money while they over-promise and under-deliver products. As soon as NFTs came out, some companies just tried implementing it randomly and it backfired. These gaming companies eyes light up when they see how much money is being thrown around for NFTs, and gamers are scared they're going to abuse them for their own monetary gain. Just look at Battlepasses, expensive skins we can't can re-sell, DLCs, micro-transactions, etc. It's pure insanity right now, and they keep doing it because there's not an ACTUAL outrage over it. People keep buying, and supporting so they continue to basically steal money from us. They release unfinished games and then release paid DLC which should have been in the game for the original price we paid. It's always been about THEM making money. \*\*This needs to change drastically.\*\* In order to streamline this all and for it to become an every day thing in the gaming world, EVERY single company needs to come together and get on board at the same time.

\*\*They need to all release a statement saying that for once, this technology will benefit us (the players) more than them.\*\* They will still make a cut of course, and will still be making disgusting amounts of money, but we the gamers need to make just a little more of that cut since it's us that are giving up our free time to play these games. We need to be rewarded for playing and putting our money and time into these games. This will shine a better light on NFTs in the gaming world if everyone knows this benefits us more. Every gamer will be happy, players will be buying more skins etc. if they can "play to earn" through NFTs in gaming. Children being able to play games and maybe earn enough money to buy their next game so they don't have to wait for their birthdays or for Christmas etc. Gaming companies need to push their greed aside and think of us for once. In the end, they'll be making THAT MUCH MORE because people will WANT to play more, farm more, etc. Why can't us normal people get a win for once? This is the way we can finally have a win in some way, shape or form. And now that I've mentioned money from gaming, this brings me to the next point.

Imagine children at school during recess talking to their friends, "Hey! I made 10 loops playing last night!" or "I sold my blah blah sword for 15 loops!" THIS needs to become the norm. \*\*People are scared of crypto, more than you'd think.\*\* Loopring needs to become a household name that EVERYONE who plays games, knows and trusts. It needs to become the main way to pay for these NFTs and it has to be streamlined with every game, and company. Xbox, PS, PC, Nintendo etc. all need to run on a single token/coin so people aren't confused with all the shit coins out there. Loopring needs to be a word in gaming that everyone understands, and parents trust giving their credit cards to their children to buy. There can't be 100 diff coins/tokens for every game. We need a household name for this and Loopring just has that nice ring to it.

Power to the players isn't emphasized enough. The world is so messed up right now that nobody will ever think something as amazing like this could happen. Nobody would ever think they could make some money while playing their favorite games. Every company needs to collectively come together for once and think of US. They wouldn't be anywhere without us. We are the gamers. We are the community. Let us all come together for once. Allow people on PC to trade with people on Playstation, Nintendo, etc. It needs

to be streamlined between EVERYTHING as one and they need to emphasize the point that this is finally about us. This technology is finally going to benefit US more than them. I keep going back to this because think about it - if every single gaming company came out and said something along the lines of "Thank you for the ongoing support. Thank you for buying our games. This new technology benefits you guys more than it benefits us. Blah blah blah etc." \*\*This would shake up the entire gaming world as we know it because for ONCE we get a win. The people get a win.\*\* GameStop has the power to sit down with all these companies and get it through their heads that the greed needs to stop and we all need to come together for something as ONE. The money will still flow, and it will flow harder and faster. Not everyone is going to pull out the money they make from farming in their games, or selling items. A lot of that money will go RIGHT back into the games, but we'll be so much happier knowing we earned that while playing.

There needs to be a drastic shift in the gaming world and it needs to happen as one. EVERY single gamer in the world would accept NFTs if it benefits them just a little more than the gaming company. Media would not be able to spin this as anything "bad" or a "scam" or anything along those lines. If ALL gaming companies came together and said, "Ok, GameStop/Imex for the Marketplace and Loopring is the currency used for everything gaming/NFT/blockchain related" it would make such a big impact. GameStop has the power to become the biggest powerhouse in this whole domain, all while EVERYONE involved benefits as well. Everyone gets their cuts, everyone is finally HAPPY for once. The world needs to come together for something and this can be it if done in a way it truly benefits the players more than the companies.

Thank you so much if you've read this. There's still so much more to add but I really don't know if anyone is going to read this so I'm going to end it here. I look forward to reading comments!